

Rage Against The Machine

The Thresher Sourcebook for

SLA Industries

By
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A long time ago in a galaxy far far away....

No, It doesn't start like that, it starts a long time ago, but nearer than you would think, it started when our lord was cut down in his prime by the treacherous SLA industries. We were left to fend for ourselves, alone and unable to function as a unit, it seemed as if things could get no darker. Then, as if from Valhalla, the Emperor returned, he gave us the will to continue on, to live where we would have floundered. And so began the crusade, a crusade that continues even to this day, here, walk with me a while, I'll explain a little about it.

My name is Adonai Ephraim Isaac, I am one of the chosen, A Seraphim in the service of the great shark. Most of you know of how we began, you have been taught of the beginnings of the crusade, How, in the first year of the shark, Emperor Adam took control of the planet Shalabs, a place you now know as the Holy Land. You know how the great enemy sent their best in the form of Linda spears, who, through underhanded tactics and trickery, tried to kill the great shark.

You also know how we let them believe that the great shark had been killed by Spears, and how he forged the crusade against the great enemy. You know this because you are part of the great crusade, what you do not know is how it all came about, it is this that I am here to teach you.

Look at me, how old do I appear to you? Thirty? Forty? No, I served at the side of the great shark in the beginning of the crusade, how can this be? The same technology that brought the great shark back from the abyss when he stood at it's edge, those of us who serve the crusade faithfully will live eternally, given life and strength by our god. How is this possible? Gather round 'O the faithful, let me tell you the tale, I will read today from the First chapter of the Book Of Crusades, and we will see what we can discover together.

CRUSADES 1:1

In the aftermath of the spears incident, all was chaos, then one stepped forth as our world sat in mourning for the great shark, A woman came to us, and promised us that she could restore our dread lord to his previous glory. We did not believe her, for in truth, the great shark had lain in stasis for over three months, and not one of our medical technicians could propose anything other than prayers. And so, prayer it was, day after day, week after week, and then this woman appeared.

CRUSADES 1:2

Calling herself Tintiwsens, this woman claimed to possess the secrets necessary to bring hope back to our bleak existences. All she asked in return for this was a few of our warriors to continue her work on. She insisted on being alone while she worked on the body of our lord, assuring us that her success was only days away. I remember at the time, that Uriel, chief warrior of our cadre at the time, promised her that if it was not, her end certainly was.

CRUSADES 1:3

For days we kept a silent vigil outside the door, listening for the slightest hint that success had been found. After a week, Uriel became impatient, he demanded that we open the door and make sure that this woman had not desecrated the corpse of our founder and leader. She could not have escaped, there

were no other exits from the room, and our entire legion had been standing guard around it. After a day of argument either way, we decided that we would give her one more week to finish what she had started.

CRUSADES 1:4

On the sixth day of that week, the doors opened, and the woman stepped out, requesting a volunteer to step forwards to give their life to save the life of the great shark. As First warrior, Uriel immediately had the privilege and was not slow to take it. He said his farewells to the assembled warriors, naming Uriah as his successor, then marched into the chamber to give the ultimate gift to our lord and master.

CRUSADES 1:5

On the seventh day, our prayers were answered, The great Shark, Commander Adams, walked the world again. He before us and led us in benediction, outlining his new plans, and his intentions for the world that he was to make anew. True to our word, we granted Tintiwsens a place upon our world, and all the people that she needed for her experiments. She was given all the assistance and materials that she needed for what she was doing, and most of all, no questions were asked as to what she did.

CRUSADES 1:6

The great shark was indeed, born again, both in body, and in spirit. He had plans now, huge plans, plans that to this day, are still worked upon, ever evolving, ever changing. We started out on the homeworld, and brought enough of the forbidden technology to it, building huge cities where we would construct the means by which we would pay back the great enemy. Others flocked to our banner, and we flourished, our numbers increased, and we took the other planets in the system, making it our own.

CRUSADES 1:7

Years passed without incident, the great enemy thought us to be no longer a threat and accorded us that lack of respect due to something that poses no threat.

CRUSADES 1:8

The Great Shark wrote down the rules of righteousness, the code by which all of us live. He made all of us swear to uphold those rules until we die, this we did joyously, for a life spent in correct service can only be rewarded with the knowledge that you will have made a difference when you die. If you die.....

CRUSADES 1:9

Several years into the crusade, Tintiwsens came forwards to the great shark with details of her experiments, all the bodies that she had taken over the years had borne fruit, and it was this fruit that was now to be displayed to us.

CRUSADES 1:10

The first of these things were the Completed, Creatures that were able to hold their own against full powersuit assault, not quite machine, not quite man, something new, something different. After these came the Melded, once human, now far more than that, synthesised metal and flesh, cyborgs of the first order, unlike anything else that has ever been seen, able to take technology and graft it into their bodies to use it as if it were part of them naturally.

CRUSADES 1:11

The great shark rewarded her with a world of her own, and people to serve her in the creation of more of these creatures that she had crafted so effortlessly. In time these people were given the title of creators, in recognition of what they could achieve.

CRUSADES 1:12

After many more years, the creators and their queen mastered the secret of aging and death. This allowed those of us who have served the crusade faithfully and well to continue the forever war, allowing us the chance to see the end of those who have stung us, allowing us the chance to strike back at the great enemy with no fear of death and destruction.

CRUSADES 1:13

More years passed, the war continued, and we began to nip at the heels of the great enemy. An outpost here, a colony there, a few ships taken on the various routes of trade and industry, the crusade began to gather speed. Operation Fin was the beginning, the crusade is the centre, and the end will come when the great enemy is fallen and lies at our feet, broken and done.

CRUSADES 1:14

The turning point of the war came in 227, when a world of Feral Ebons, was found, untouched and untainted by the great enemy. We brought them to the Home System, and began to teach them the way of the shark, giving them more reason to live than they had before. We stepped up the crusade, The Great Shark outlined things that were to be done, plans that had been laid, and things that must be accomplished if we were to succeed in toppling the great enemy.

CRUSADES 1:15

First came the kidnapping of several higher ranking Ebons and Necanthropes from the great enemy, what followed was a period of what can only be described as torture by Tintiwsens. It is still not known what she did to them to make them come over to our side, but whatever it was worked, finally, we had a counter to the threat posed by the ebb using races.

CRUSADES 1:16

Then came the raids, we went to mort, the home of the great enemy, there we took their technology, bringing it back to the homeworld, where our people copied it and made it better. We then went to their Dark Lament, and took their newly formed technology, including several of the prototypes for what would become the deathsuit, from these we created the Glyph suits that our navigators use.

CRUSADES 1:17

Around the year 400, the Great Shark personally led a team to the world of Dante, to seek an ending to the constant war, between us and the Great Enemy. He led his personal cadre of warriors and diplomats to make peace with the great enemy and bring an end to the unremitting hostility of the years. He was met by the Great Enemies Finest warrior, who shall only be known as Intruder, and they met there upon the blasted plains of Dante to speak words of peace. True to their nature, the Great Enemy brought many more legions of their warriors than were necessary for peace, and ambushed the Great shark as he came down in the spirit of peace.

CRUSADES 1:18

The Great shark was incensed at this base betrayal, and took up his weapons, cutting a path to freedom for the people who had followed him to that world. At the last, when it looked as if they would escape the betrayal that had been laid for them, he was struck down from behind by the cowardly Intruder.

CRUSADES 1:19

Mortally wounded, The Great Shark was brought back to his homeworld where he lay dying from his grievous wounds, once again, Tintiwsens came to the side of our lord, and tended his wounds with her sorcery. The Great Shark was restored to full health, but part of him, perhaps the best part of him, had been left behind by the betrayal of the Great Enemy.

CRUSADES 1:20

No more did he speak of peace in our time, all the gentleness of his soul had been crushed from him. He outlined the plans for the war to be taken to the Enemy, where we would now take the battle to them. No longer would we sit back and hope that we could co-exist. No, now we would take up the weapons of the enemy and use them against them, we would strike at their women and children, just as they had struck at ours, we would be ruthless, as they were, and we would never stop, ever, until they were destroyed.

Here ends the first book of crusades, and this is where you come in, for you are the future of the thresher, you are the chosen children of the shark, you shall carry on the legacy of the Great Shark, and through you, he will live on. Be truthful to the legacy,

Peace – That no citizen of the Shark will raise arms against their brothers and sisters

Justice – That the law of the Shark is for the good of the people, that it serves the people

Vengeance – That no Wrong against any member of the shark shall go unpunished

Duty – That there is nothing greater than doing good in the name of the Shark

War – That no citizen of the shark shall rest while the Great Enemy still lives

And you will see the light, and in the light, you will live forever, this is the way it is.

THE TRUTH BEHIND THE BOOK OF CRUSADES

There will always be those who ask about whether or not things actually happened the way the book goes. I was there, I can tell you, and this is why you are here, the truth behind the first chapter of the book of crusades.

CRUSADES 1:1

Hours after the incident involving Linda Spears, we managed to cut our lord free of his personal armour. The life support systems had only failed several minutes previously, and we were able to establish a stasis field around the great shark until such time as the medical team arrived from off world. When the medical team arrived, they took reference to the readouts in the armour, and indicated that with the equipment at hand, it would be impossible to revive the great shark from his condition. Thus, we waited, at least two of our finest by his side at all times, alternating between prayer and despair at regular intervals.

CRUSADES 1:2

How the woman, Tintiwens, ever found us, we have never found out, and in truth, I suppose that it doesn't matter now. What matters is that she found us, and somehow got through all our security to stand before us. Uriel, first amongst us, the right arm of Emperor Adam, spoke to her for all of us. She assured us that using techniques that we'd never heard of, she would be able to restore our lord to his former glory, Uriel was unconvinced of this, and told her that if her promises came to nothing, she would join our lord for the long journey.

CRUSADES 1:3

She brought her tools, strange instruments that none of our people had ever seen before, and ordered us to leave her alone with the body of our lord and the assistants that she had brought with her. The chamber where The great shark had lain in state was no suitable place for a miracle to take place, but she said that it would be enough for to work with. For a week we kept the vigil outside the door, strange sounds, like tearing and ripping of flesh, occasionally, a scream of pain, a plea for mercy that was not to come. Through it all, we kept our word, and did not interfere with what she was doing, although several instances occurred when Uriel had to be restrained from entering the chamber and making certain with his own eyes that she was not desecrating the body of our lord.

CRUSADES 1:4

Two weeks passed, and the doors opened to a scene from the deliriums of Dante, blood lined the wall, dismembered corpses littered the floor, and on the table in front of us lay the body of our lord, his chest rising and falling with the breath of life. We looked on in mute horror as the woman walked towards us, naked and covered in entrails. She stood before Uriel and demanded one more body in order to save the life and soul of the Great Shark. Uriel stood proud and offered himself, as it was his right to do so. Tintiwens warned that he would not survive the procedure. Uriel scoffed at this, as it was only right to do so. The greatest honour that a warrior in the service of the shark can have is to lay his life down in honourable service to the Great Shark, and what more glorious way to lay down your life than to save that of the Great Shark. Uriel made reference to instructing Uriah

to take his place, naming me as third amongst equals, with Khara as second. He made his farewells to us and walked with pride to his destiny.

CRUSADES 1:5

A long Day passed, we heard more screams, and knew that they must have come from Uriel, sounds of Gurgling and splashing echoed out from the doorway and many of us shared our personal fears that this woman was leading us on, with no hopes of true success. Fourteen hours passed before the noises stopped, and for that I still give thanks to the Shark. We waited there, in silence, not one of us voicing the thoughts that were running through our minds.

Ten hours passed, and the door opened. Instantly, we were all in front of the door, and not one of us could believe our eyes. There, dressed in his ceremonial robes was the Great Shark himself, Emperor Adam. We dropped to our knees, all of us overwhelmed by relief. He stood and raised one hand in the Salute that he had made, and spoke words that none of us thought we would ever hear again.

"Invictus Pristis" (the Invincible Shark)

Thus our emperor returned to us. In recognition of what she had done, the Great Shark allocated her resources on the home world, not far from where our main installation was. As if born anew, he outlined plans for what was to become the Crusade. Firstly, we would raid the outlying systems, and there we would spread the word of the Shark, and the glory that could be theirs if they would join in our crusade.

Some worlds were reticent, these we left alone. Others were only too happy to join the holy war, having suffered similar injustice at the hands of the Great enemy. Over the next few years, our army grew, and with it, the crusade gathered momentum.*

** - The worlds that were left alone soon came to realise that they were in the minority and quickly moved to join the new alliance, those that did not were left alone in a system of loyalists.*

CRUSADES 1:6

Knowing that the great enemy would not be long in hunting us down, we made plans, through the massive conflict war plants that we had taken control of, to move our people and our worlds to another place, one where the great enemy would never find us. We found a world, many light years from where it had all started. Known to the conflict war plans as Ladanca, this world was to become the homeworld for the thresher legions. The same size as the world of mort, over 70% of the planets surface is covered in huge, violent seas, with only four land masses large enough to sustain life in great quantities, and huge creatures roaming the landscape freely. The perfect environment for the home of the crusade.

Huge cities were constructed using the resources of the conflict war plants, great, sprawling metropolis' of glass and steel, with fields upon fields of lush greenery, and a landscape that would never run out of food to hunt and kill. Massive roadways were constructed between the landmasses, as a testament that nothing could stand against the shark. Suspended by technology far beyond what the great enemy had ever seen.

Huge realms were constructed upon this world, and we made it our own, placing defences around the world, so that the great enemy would never be able to come to us as he had at Shalah.

CRUSADES 1:7

Time passed, and no sign of the Great enemy was seen. We were careful in our dealings with other races, making sure never to deal with those who had been tainted by the great enemy, ten years passed, and we finished the might cities that we had started so long ago. We made the other worlds in the system ours, and the Emperor allocated one to Tintiwsens, so that she could continue with her work in the name of the Shark. A few encounters were had with the Great Enemy, but in each case, either all of them were destroyed before they could report in, or if they did, our warriors were courageous enough to sacrifice their own lives, so that the Great Enemy would not find us.

CRUSADES 1:8

At the core of the rules of the shark is the need for loyalty, loyalty to the shark, to the brethren of the shark, and to the crusade. There is the legacy of the shark, Peace, Justice, Vengeance, Duty, and War, and beyond that, there is the law of the shark, many hundreds of laws and codes, but at their heart, Ten Laws that no member of the shark will ever break

Firstly, that The law of the shark is absolute, this is the prime law of the shark, that no one must break

Secondly, Belief is absolute, there is no place for indecision in the minds of the faithful.

Thirdly, Truth is absolute, let no member of the shark speak falsely to another, only to the Great Enemy

Fourth, That those who fight in the name of the shark shall hold rank over those who do not

Fifth, That no servants of the shark shall take the glory that belongs to another

Sixth, That all servants of the shark are equals, and no matter their rank, shall be treated with civility.

Seventh, That Rage is absolute, and that the greater portion of that rage must be reserved for the Enemy

Eighth, That Courage is absolute, and that no servant of the shark should turn from their duty.

Ninth, That the enemies of the shark will receive no mercy, quarter, or reprieve.

Tenth, and finally, That the word of the Emperor is Law

It is not always possible for the servants of the Shark to live up to these rules, but if a law has to be broken, then the servant will atone for that willingly and without complaint.

CRUSADES 1:9

Tintiwsens had not been idle in the years of construction, making the best use of the prisoners of war that we had taken, and the willing volunteers that came to her to further our cause. Her part of the world now resembled a charnel house, much as it does to this day, but her experiments, although barbaric and twisted to the highest extreme, have always proven to be worthwhile. At this stage, it was upon the orders of the Great Shark that we visit her world and see what she had accomplished in his name. Although the history of the masses reads otherwise, according to the Tenth law of the Shark, knowledge of what she had been doing had been asked of her, and according to the Third law of the shark, she had to

answer our questions in truth and good faith.

CRUSADES 1:10

And Answer she did, not with words, but with deeds, for the first of her creations were known only as the Completed, huge living amalgamations of technology and flesh, giant, engineered machines, completely subservient to the creator, and fiercely devoted to the cause of the shark. In time, these creatures would form the primary backbone of the frontline troops that are used on the various war worlds. The second creatures are known only as the melded, and appeared to be normal creatures of our race, albeit a different colour. The truth was soon revealed, making use of the relatively new nanite technology, Tintiwsens had created a new race of life, once merely human, now so much more, and at the same time, so much less. These new creatures have the ability to take technology and power it through their own bodies, making it a part of themselves. Far more resilient than our normal warriors, the melded became the terror troops of the age, capable of wielding weapons built into themselves as if born with them implanted. Tintiwsens made request for a world to be given to her, to do with as she pleased, in the service of the shark, of course.

CRUSADES 1:11

The Great Shark did not consider this to be an unreasonable request, and gave Tintiwsens the world of Arco as her own, the inhabitants to serve her as her disciples, second only to the great shark. A tithe of bodies and servants was allocated to her, on the understanding that she would pass on some of her knowledge to those who wished to learn, that the shark could prosper forever (even without her should the need arise). Tintiwsens agreed, reasoning that it was a small price to pay for her own private hell. The teaching of the new acolytes went well, and many of them learned some of the smaller mysteries, the nanite technology became wide spread in its use, and with the exception of a few smaller setbacks, the crusade gathered space.*

** = A few smaller setbacks is a euphemistic term for the deaths of countless millions in pointless experiments.*

CRUSADES 1:12

The Eternity virus came about quite by accident, the nanites that make up the various treatments creating the melded were involved in an industrial accident. A troupe of Go'Ka pirates made a raid to the homeworld of Tintiwsens, they were quickly repulsed, but the carrier ship that brought them to the surface was crippled upon trying to leave orbit. It crashed down to the planets surface, sending a massive EMP pulse across the surface of the planet. For minutes, the whole world went dark, then, as the backup generators kicked in, it was realised that something had gone wrong.

Something Magnificent

Several batches of conversion nanites in the final stages of being programmed, had been directly hit by the shockwave, the blast caused massive damage to the facility, but the sudden wrenching of the data caused the program to be slightly re-written. The nanites still did the same task that they always did, improving, sustaining, and keeping safe the body against the ravages of normal wear and tear. However, instead of converting the cells of the body to a stronger type of polymer,

the nanites now renewed the cells, re-vitalising the dead cells, and discarding those that could no longer be of use. This new type of nanites became known as the Eternity Nanites, and after several years more studying, the program that now ran in their veins became known to the creators, and they were able to replicate the program, and with it, grant life eternal to the faithful.

CRUSADES 1:13

Several years passed with no real contact with the great enemy, raiding parties were organised, and small scale raids began to take place on the homeworlds of the great enemy. Technology was taken from the vanquished and taken back to the core worlds, where it was replicated and improved. The knowledge of what could be done and what possibilities could be had was beginning to dawn on a disbelieving people. The Crusade gathered speed.

CRUSADES 1:14

In 227, one of the scout ships reached the world of Turism, a world completely unspoiled by outside influence. Normally, such a world would have passed beneath the notice of the crusade, but this world was different, populated almost entirely by Feral Ebons, each one of them completely unaware of the potential that they carried within them. The great shark was informed, and he made plans to convert this world to his own needs. It was recognised that there was no way that any currently serving member of the shark could teach them the ebb skills that they needed to learn, and the great shark made a decision, in his infinite wisdom, to make overtures of peace to the ferals. They began to learn the way of the shark, and safe in the embrace of the shark, they would gain the knowledge of technology, and with it, the ability to improve their lives. The Great shark asked nothing in return for this knowledge, or for the protection of his legions, and the ferals grew to trust the minions of the shark in their day to day dealings.

With the Ferals forming the newest race with the legions of the Shark, the new empire reached over twenty planets within the same system.

CRUSADES 1:15

Five years after the ferals had been found, the great shark outlined what was to be done. The nature of the Ebb using races under the control of the Great Enemy was far too much of an advantage for nothing to be done about it. At the command of the Great Shark, three legions of the finest Powersuit pilots were sent to the surface of the homeworld of the enemy. There they retrieved several of the enemies ebons and necanthropes, bringing them back to Tintiwens, who was to supervise their conversion to the cause of the shark.

Tintiwens did her work, guarded by several legions of troops upon her homeworld, those present told of terrible things, machines designed to cut the ebb from the captives, to bring the knowledge that was needed out to where it could be used by the legions of the shark. The captives were brought to the brink of death, and brought back, they were skinned, diced, dissected a piece at a time, and kept alive. Even the necanthropes, who thrived on pain, were left screaming for mercy to an uncaring god. After many many years of this torture, the captives were indeed converted to the cause of the shark, each one of them little more than a soulless teaching

machine now, all traces of self will burned from them by the infernal machines of Tintiwens.

These remnants of once proud beings were brought to the homeworld of the ferals, there they began to teach the ways of the ebb to those who showed aptitude, which, although few in number, were more than capable of learning. The Feral race began to look upon the great shark with the eyes of a faithful people to their loving god, for indeed, to them, a god he was, capable of teaching them the powers of godliness that they might someday equal him.

CRUSADES 1:16

Of course, without the equipment of the great enemy, those that were trained in the name of the shark would never be the equal of those who were. To this end, the surface of mort was again reached, and two legions of the best warriors of the shark raided the facility known to the great enemy as Dark Lamaent. Here were stolen several of the Deathsuits used by the Enemies ebb users, together with blueprints and data for the other types of enhancement technologies available to the Enemy. Over a hundred and fifty warriors and powersuits were lost in the assault, but the information needed was acquired, and the cost was a price that the warriors were only too happy to pay in the service of their emperor.

Tintiwens was given the data and the raw material stolen from dark lament, and with this knowledge, she began to replicate the items that the great enemy had made all that time ago. The things that were made were not the equal of the equipment used by the Great enemy, but they served the purpose that was required, and with the aid of these things, there was finally the capability to oppose the things done by these races. Defensive satellites were set up around the perimeter of the homeworlds system, each one capable of detecting ebb abilities within several hundred million miles, in the event that the great enemy was to find the homeworlds and launch a surprise assault upon us, at least there would be some warning.

CRUSADES 1:17

For a hundred years, the stalemate continued, and the great shark grew weary of the eternal night, and thought that a peace might be negotiated between the great enemy and the legions of the shark. A delegation was made to approach the great enemy, and consequently sue for peace. It took several years for both parties to be agreed that the truce was to take place, but a time and place was set for the meeting. Emperor Adam himself and a cadre of his finest Seraphim journeyed to the blasted plains of Dante, and a ceasefire was called for the talks to take place. Upon his arrival at the battlezone, the emperor was met by the Great Enemies finest warrior, the Kilneck known only as Intruder. They spoke for several hours, the conversation monitored by both sides as the two best warriors of their (or any other generation) spoke quietly with hopes for the future.

The Demands of the great enemy were small, that the Legions of the shark would cease their attacks upon the civilian population of Mort, and in return, they would be given a pardon of all past sins, and the right to live in peace.

CRUSADES 1:18

As the two of them stood to shake hands upon the deal, the unmistakable noise of artillery was heard to the south, and not less than a few seconds later, a hellstorm barrage came down upon the position where both of them stood. Simultaneously with this, the minions of the Great Enemy opened fire upon the assembled seraphim. Standing unharmed in the midst of the carnage, the Great shark bellowed in rage and drew his weapons, ancient weapons from before the time of the conflict wars, and strode through the enemy, slaying fifty to the left and fifty to the right. He calling for his seraphim to follow him to safety. They obeyed without hesitation, slaying all the minions of the great enemy that stood before them until they stood at the entrance to the ship that had brought them there. As they reached the entrance to the ship, a shriek was heard, a sound that could not have been torn from a human throat, and the Warrior Intruder folded in to give battle. The great shark moved to save his warriors and engaged Intruder in battle. The battle was close fought, and as the Emperor struck him a mighty blow that brought him to his knees, the final treachery of the engagement was revealed. High above in orbit, several Storm class foldships folded into close orbit of the cruisers that had brought the great shark here. As The Emperor relayed instructions for his people to leave, allowing him to delay the enemy while they escaped, he was struck down from behind by Intruder, the blow cutting through his ancient armour like paper. As the Emperor fell, Seraphim Isaac lept to the fore, driving back the traitorous intruder and allowing the others time to bring the Emperor to the dropship.

Some part of the emperor must have suspected treachery upon the part of the enemy, for even as Isaac held back the raging demon, the crew of the cruiser high in orbit detonated their plasma drives, and for one brief second, a new star shone in the sky above Dante. The huge engines tore a vast rift in space, crippling the ships that the great enemy had brought to destroy them, and as the blast wave faded, a second ship came out of nowhere to wait in orbit for the returning legions of the shark. With Intruder distracted for a moment, Isaac was able to strike a mighty blow, staggering the Betrayer and making good his escape to the ship.

The dropship escaped to orbit, and from there, the cruiser escaped to Sharkspace.

CRUSADES 1:19

How the Great shark ever made it back to Sharkspace alive is a mystery that no one has ever solved. Most of the legions believe that the great shark clung to life by willpower alone, determined that if he was to die, he would die amongst his people. This was not to be, for as much as Garm Beckoned, the Great Shark was destined to continue the Long War. Tintiwens was brought to his side, and once again worked her eldritch sorcery upon him, restoring him to full health, however, when he recovered fully from his injuries, all the gentleness of him, all the compassion, had been cut out with intruders betrayal. The coldness on the soul of the great shark was apparent to all who came to him.

CRUSADES 1:20

No more was there any word of peace in our time, it was as if the Great shark had been taken by the spirit of Hatred shown him by the Great enemy. The crusade was revealed in its entire glory, huge theatres of war were revealed, massive

movements of troops were made, whole worlds were laid barren by the legions tearing through them. The system of Tal'Sh'm was eaten to the core by multiple plague warheads, leaving the great enemy crippled in many places. Renewed assaults were ordered upon the Great enemies homeworld, star cruisers were slammed into the surface of many of the worlds that the great Enemy occupied. To them, a sign that the legions of the shark would fight to the end, sacrificing their lives happily if it meant causing injury to the minions of the great enemy.

In return, the great enemy withdrew his forces from the areas occupied by the legions of the shark, lacking the courage to face them on equal terms. This is how it remains to this day, they cannot match us with courage or martial ability, they resort to outnumbering us and dragging us down like the vermin that they are. This will never be enough to beat us, and secure in that knowledge, we will never fail.

In truth, I was there for all these things, I was in fact the person who saved the Great Shark there upon Dante, and I can tell you in due honesty, that he does reward those who serve him well, and that one day, each one of you could be standing here, just as I am today, telling the next generation what was once, and someday, will be again.

This Lesson concludes here, I will speak to you call again soon.

- Recording Ends -

Excerpt from class of 450 basic thresher knowledge and lore transcribed with permission from Seraphim Isaac.

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| <p>CONTENTS</p> <p>CRUSADES CHAPTER 1 I - VI</p> <p>PLAYER SECTION..... 2</p> <p>CHARACTERS WITHIN THRESHER..... 2</p> <p style="padding-left: 20px;">CHARACTER TYPES3</p> <p style="padding-left: 20px;">SPECIAL SKILLS 3</p> <p style="padding-left: 20px;">STARTING EQUIPMENT 3</p> <p style="padding-left: 20px;">SPECIAL ADS/DISADS 7</p> <p style="padding-left: 20px;">FINAL CHARACTER CREATION 8</p> <p style="padding-left: 20px;">CRUSADE RANKINGS 8</p> <p>CHARACTER CLASSIFICATIONS.....10</p> <p>LIFE IN THE SERVICE OF THE SHARK.....12</p> <p style="padding-left: 20px;">RECONNAISSANCE 13</p> <p style="padding-left: 20px;">PACIFICATION..... 13</p> <p style="padding-left: 20px;">GUARDING..... 14</p> <p style="padding-left: 20px;">INVESTIGATORY..... 14</p> <p style="padding-left: 20px;">RECOVERY 14</p> <p style="padding-left: 20px;">EMERGENCY 14</p> <p style="padding-left: 20px;">OTHER BONUSES 15</p> <p>HONOUR IN WAR.....16 - 17</p> <p>GAMESMASTERS SECTION.....18</p> <p>THRESHER TACTICAL PROCEDURES.....18</p> <p style="padding-left: 20px;">DROP ASSAULT 18</p> <p style="padding-left: 20px;">SATELLITE DROP ASSAULT 19</p> <p style="padding-left: 20px;">PROLONGED RAID..... 19</p> <p style="padding-left: 20px;">SNATCH AND RUN..... 19</p> <p style="padding-left: 20px;">SCORCHED EARTH SCENARIO 19</p> <p style="padding-left: 20px;">PERSONNEL SNATCH..... 19</p> <p style="padding-left: 20px;">TAKE AND HOLD OBJECTIVE 19</p> <p style="padding-left: 20px;">ASSASSINATIONS 20</p> <p style="padding-left: 20px;">EXPLORATORY RUN 20</p> <p>POWERSUIT WEAPONRY.....21</p> <p style="padding-left: 20px;">SIEGE WEAPONRY..... 21</p> <p style="padding-left: 20px;">POWERSUIT WEAPONRY..... 24</p> <p style="padding-left: 40px;">.....CLOSE QUARTERS WEAPONS.....24</p> <p style="padding-left: 40px;">.....RANGED WEAPONRY.....25</p> <p style="padding-left: 40px;">.....HAND HELD POWERSUIT.....26</p> <p style="padding-left: 20px;">FOOTSOLDIER WEAPONRY 26</p> <p style="padding-left: 20px;">THRESHER CALIBRES 28</p> <p style="padding-left: 20px;">CLOSE QUARTER WEAPONRY 28</p> <p style="padding-left: 20px;">ORBITAL WEAPONRY 30</p> | <p>MONEY AND EQUIPMENT31</p> <p style="padding-left: 20px;">GENERAL EQUIPMENT 32</p> <p style="padding-left: 20px;">SPECIALISED EQUIPMENT 32</p> <p style="padding-left: 20px;">CHEMICALS..... 33</p> <p style="padding-left: 20px;">BLACK MARKET GOODS 33</p> <p style="padding-left: 20px;">PRICES/CLEARANCE LEVELS..... 34</p> <p>THRESHER VEHICLES.....35</p> <p style="padding-left: 20px;">ATMOSPHERIC VEHICLES.....35</p> <p style="padding-left: 20px;">ARTILLERY VEHICLES 40</p> <p style="padding-left: 20px;">FIXED BATTLE PLATFORMS 41</p> <p style="padding-left: 20px;">VEHICLE EQUIPMENT 43</p> <p>NANOTECHNOLOGY..... 44</p> <p style="padding-left: 20px;">TYPES OF NANITES 45</p> <p style="padding-left: 20px;">MEDICAL NANITES 45</p> <p style="padding-left: 20px;">MILITARY NANITES 45</p> <p style="padding-left: 20px;">SPECIALIST NANITES 46</p> <p>PATRIOTS BLOOD.....48 - 49</p> <p>CREATING THRESHER POWERSUITS.....50</p> <p style="padding-left: 20px;">ADDITIONAL EQUIPMENT 51</p> <p style="padding-left: 20px;">CONFLICT WAR TECHNOLOGY .. 53</p> <p style="padding-left: 20px;">ANCIENT TECHNOLOGY 54</p> <p>THRESHER ARMOUR 55</p> <p style="padding-left: 20px;">STANDARD ARMOUR 55</p> <p style="padding-left: 20px;">STANDARD POWERSUITS..... 56</p> <p>PERSONALITIES OF THE SHARK.....60</p> <p style="padding-left: 20px;">EMPORER ADAM 60</p> <p style="padding-left: 20px;">HIGH COMMAND..... 61</p> <p style="padding-left: 20px;">COMMAND..... 61</p> <p style="padding-left: 20px;">WILL 61</p> <p style="padding-left: 20px;">VIGILANCE..... 61</p> <p style="padding-left: 20px;">SUSTENANCE 61</p> <p style="padding-left: 20px;">SERAPHIM ISAAC..... 61</p> <p style="padding-left: 20px;">PRAETORIAN GUARD 61</p> <p style="padding-left: 20px;">EBB NAVIGATORS 62</p> <p>THE HOMEWORLD..... 63</p> <p style="padding-left: 20px;">AGAEN 64</p> <p style="padding-left: 20px;">ACHEIN 65</p> <p style="padding-left: 20px;">ATRAPS 65</p> <p style="padding-left: 20px;">XAARN 65</p> <p style="padding-left: 20px;">DION..... 65</p> <p style="padding-left: 20px;">HADES 65</p> <p>THE KINGDOM OF THE BLIND 66</p> <p>ACKNOWLEDGEMENTS 69</p> |
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PLAYER SECTION

CHARACTERS WITHIN THRESHER

It may be a refreshing change from the norm to play as a character on the opposite side of the Sla world, to do this, it is better to understand the nature of the Thresher. All members of their society are trained and educated from birth, the idea of sitting around doing nothing is completely alien to them. Players within Thresher take one of two different types, those who got the right career, and those who didn't.

Those who got their career right are in the elite of thresher, it is these people who will rise through the ranks to become worthy of the best positions, the highest authority. The others form the basics of the thresher society, they have a little more variation in skill, but their general skill level will not be equivalent to those who did it right the first time.

All Characters receive the basic training of thresher civilians, this consists of regular tutoring in the way of the world according to Adams, at the age of fifteen, when their basic package training begins, all starting characters will have the following skills

| | |
|---|---|
| Read/Write/Speak Adam (thresher basic language) | 2 |
| Read/Write/Speak Killian | 2 |
| Unarmed Combat | 1 |
| SLA Information | 2 |
| Thresher Information | 3 |

Elites may choose any one character package, they receive each skill in this package at level 3 to begin with, along with

all the trappings, rank and privilege of it. They may raise their skills to what level they like, including those skills which are specific to their package only.

The others may choose two character packages, the first one is the package that they failed in, they receive all the skills of the package at level 1, but none of the rank, privilege or trappings of that calling. In addition to this, they receive a second package, this is the package that they are classified as. This packages skills are all received at level two, and the character will receive all the rank, privilege, and trappings of that character class. They may boost these skills as they see fit, but they may not increase any of the specialist skills in the packages beyond level five at the initial creation of the character.

Once the basic packages have been chosen for the character, proceed to the final steps of character creation.

Basic Equipment for all Thresher operatives is as follows

2 sets of civilian clothing, one set of dress clothing (particular to package), Rank and Class insignia, Authorisation and Clearance Card, Transport Bag, Knife, Combat boots, Civilian Footwear.

Starting money = 2000 Shark

CHARACTER TYPES WITHIN THRESHER

The following lists the starting skills for each character class, as well as any restrictions that the character class has.

Powersuit Pilot

Powersuit Tech*, Powersuit Pilot*, Powersuit Zen*, On-board Weaponry*, Martial Arts, Evaluate opponent. May not take Bad Figure, Speech, Sight, or Hearing (they have to set the example)

Powersuit Technician

Basic Tech, Powersuit Weapons Tech*, Powersuit Tech*, Powersuit Repair*, Jury Rig*, Electronics

Basic Technician

Basic Tech, Weapons Tech, Electronics Industrial, Mechanics Industrial, Jury Rig*, Either Electronics or Mechanical Repair.

Artillery Technician

Basic Tech, Artillery Tech*, Artillery Repair*, Jury Rig*, Ammunition Tech*, Weapons Tech. May not take Bad Sight or Hearing

Artillery specialist/Gunner

Gauge*, Artillery Tech, Directed Fire*, Indirect Fire*, Auto/Support, Pistol or Rifle. May not take bad sight or Hearing

Foot soldier (front ranker)

Martial Arts, Choice of one close combat weapon, Choice of one Ranged Weapon, Tactics, Evaluate Opponent, Either Drive Civilian or Drive Military. May not take any psychoses or mental disadvantages.

Scout

Terrain Zen*, Rifle, Detect, Track, Gauge, Martial Arts. May not take Bad sight or hearing

Archivist

SLA Info, Thresher Info, Conflict War Tech*, Ancient Tech, Devise*, Choice of one knowledge based skill.

Forge

Basic Tech, Conflict War Tech*, Jury Rig*, Weapons Tech, Powersuit Tech, Craft*

BioTechnician (This character class only available after consultation with the GM)

Basic Tech, Bio Tech*, Implants*, Physiology, Psychology, Steinology*

Pilot

Navigation, Aerotech, Pilot military, Pilot Civilian, Vehicle Weaponry, Choice of one other Drive or Pilot skill

Driver

Dive Military, Drive Civilian, Road Sense*, Onboard Weaponry*, Navigation, One other drive or pilot skill

Space Navigator

Space Navigation, Space Tech*, Ship Weaponry*, Astrophysics, Phenomena*, Atmospheric handling*

Ebb Navigator (this character class only available by agreement with GM)

Reality Fold 6, Space navigation, Atmosphere handling*, Formulae

Fleet Technician

Basic Tech, Space Tech*, Fleet Repair*, Jury Rig*, Astrophysics, Fleet Tech*

Field Medic

First Aid, Paramedic, Field Surgeon*, Natural Medicine*, Blade 1h, Pistol

Communications specialist

Jamm Comms*. Radio Tech*, Interception*, Locate Comm Traffic*, pistol/rifle, Basic Tech

Robotics specialist

Basic Tech, Robotics Tech*, Robotics Repair*, Mechanics Industrial, Mechanics Repair, Programming*

Propaganda Specialist

Basic Tech, Cinematography, Photography, Splice*, Broadcast*, Surveillance Tech*

SPECIAL SKILLS

Powersuit Tech – This skill covers the basic theory and practise of powersuits, ranging from musculature and powercells to the onboard systems. This skill is required before any other powersuit skills can be taken at any level.

Powersuit Pilot – Most people think that it's a matter of jump in the suit and it will do the rest, this is

not true, the ability to pilot a powersuit is one thing, the ability to pilot one as if it were the second skin you'd only just stepped out of is quite another. Characters without this skill can still make use of powersuits providing that the suit in question has a manual interface, however, they will not be able to use most of the onboard systems. This is detailed more in the powersuit section.

Powersuit Zen - Just as there are distinctions between people who can pilot a powersuit and people who can't, there are also distinctions between those who can pilot them, and those who walk the earth like the god of war. Powersuit Zen does not give any bonuses to the character, it merely nullifies any penalties up to the level of the characters skill. In other words, if the character was attempting manoueveres that gave them a -4 to their skill roll, and they have a powersuit Zen of 3, they would only receive a -1 to their skill roll.

Onboard Weaponry - This skill works with either vehicle or powersuit weaponry, and is only usable in conjunction with a relevant vehicle/powersuit skill. It works in much the same way as powersuit Zen, but only when using weaponry at the same time as actually driving/piloting the vehicle in question. This skill can be used in conjunction with other Zen skills.

Powersuit Weapons Tech - Similar to the skill of powersuit tech, this skill gives an understanding into how the weapons on a powersuit work, including the theory behind the artillery weapons that some powersuits can mount.

Jury Rig - This skill works in conjunction with other Tech skills. With this skill, the user can make minor modifications to the sort of technology that they have skills in. These modifications will hold up for a number of minutes equal to their jury rig skill. On an unmodified roll of 20, the character can choose to make the modification permanent. The character can also jury rig repairs to damaged items should they need to do so. If the character fails the jury rig skill three times, then they actually damage the item they were modifying, if the item was already damaged, they destroy it. On a critical failure, they destroy it in a very colourful manner. In the case of items with powered components and/or items with volatile components, this can be dangerous. The nature of the jury rig being attempted will make modifications to the skill roll being made.

| Penalty | Type of Jury rigging being attempted |
|---------|---|
| -1 | Simple modification, re-routing power points, filing ammunition to fit different weapon |
| -3 | Average modification, bypassing electrical components, combining two non-working pieces of technology to form a single working one. |
| -5 | Complex modification, reworking networked equipment, modifying powercells, modifying weapons for extra range, better penetration, quieter firing. |
| -7 | Go Go Gadget..... |

Ammunition Tech - This is the specific knowledge of constructing and designing ammunition, from simple solid slugs to the more advanced plasma shells and armour piercing technologies. The exact nature of what the character knows about depends on their level of skill. The following table charts what ammunition the character knows about (and by extension, can modify) and which ammunition they are able to create with the necessary tools and supplies

| Level | Ammo Familiarity | Ammo type Possible |
|-------|-------------------------------|---|
| 1 | Shotgun rounds, AP shells | Basic Pistol Solid rounds |
| 3 | Explosive rounds, Flame Cells | Shotgun shells, Basic Rifle rounds |
| 5 | HEAP/HESH | Explosive rounds, AP pistol/rifle rounds |
| 7 | Napalm/Plasma, Mag Accel | All Types of Rifle and Pistol Rounds in MRB |
| 9 | Artillery Shells | Napalm/Plasma |

Artillery Tech - The skill of how artillery weaponry works, from the Plasma Barrage weaponry of the Titan to the Airburst shells of the Ragnarok. Artillery tech is the knowledge of how each type of weaponry is used, how it can and more importantly, how it cannot be used. Characters without this skill will most likely be shot before they are allowed near near thresher artillery.

Artillery Repair - This skill requires Artillery tech to be usable, this skill allows the character to make lasting repairs to damaged artillery, or (if time is pressing), this skill can be used in the same way as Jury Rig, but with an effective skill of Two higher than their Artillery repair skill, only usable to jury rig artillery. Thus a character with an artillery repair skill of 4 could jury rig artillery with a skill of 6 if need be.

Gauge - Gauge is a much used skill by scouts and artillery specialists, it is the ability to accurately guess the distance between the character and a specified point. A character with this skill can (on a successful roll) gauge the distance between them and the point to within one metre. They also have an absolute sense of distance within one hundred metres, without having to make a roll.

Terrain Zen - The scouts of thresher are trained in several different forms of covert operations. Unlike the scouts of SLA, who have no natural training ground to work in (unless you count the stable training area known as Meny), Thresher scouts are trained on several different levels. This means that when in any form of natural surroundings (not man made), they can subtract their Terrain Zen skill from the Detect skill of anyone trying to find them. In man made surroundings (cities/suburbs), they can still use this skill, but at half efficiency (rounded down)

Devise – This is a very specialised skill, combining several hundred years of technology evaluation to provide a sort of sixth sense as to how things work. On a successful roll, the character will have some inclination as to how the device works. On a further successful roll, the character will have some inclination of how to work the device in question. On a fumbled roll, the character will get a false impression as to what the device does. If they are at the stage of trying to get the device to work, a failed roll will cause the device to go off, in the event of weaponry, this can (and usually does) prove dangerous. There are penalties applied to the skill depending on what sort of technology the character is trying to figure out. If the character has the relevant tech skill, they can reduce the penalty by their tech skill level. For example, if the character was trying to figure out a piece of conflict war technology, and they had the conflict war tech skill at level 3, they would only suffer a penalty of -2 (conflict war tech penalty -5, skill level of 3).

| Type of Technology | Penalty |
|-------------------------|---------|
| Basic SLA/Thresher Tech | 0 |
| Biotechnology | -3 |
| Conflict War Technology | -5 |
| Alien Technology | -6 |
| Ancient Technology | -7 |

Bio Tech – This is the basic skill of how biotechnology works, which tissues are compatible, which races can be cannibalised to be used for other races, how muscles actually work, and what all of these things can be combined to make. This skill is also usable as a form of first aid if the direst need should arise. In the event that this skill has to be used as a first aid skill, simply subtract three from the characters bio tech skill (i.e. a character with a bio tech skill of 7 can do first aid at skill level 4)

Steinology – Steinology is the bastard science of thresher biotechnology, combining the worst elements of all the horror films to make a living synthesis of nightmare personified. Steinology is basically the skill of Jury rig with living organisms. Penalties will be applied to the skill depending on the nature of the modification being attempted.

| Penalty | Modification/problem |
|---------|---|
| -1 | Simple surgery (re-attaching muscle cables) |
| -5 | No relevant tools (using kitchen utensils to do surgery) |
| -3 | Basic Reconstructions, Flesh grafting, muscle re-wiring (modifying which muscle does what) |
| -5 | Modifications (grafting extra muscles onto existing frames), enhancement (subdermal armour, specialised muscular modifications) |
| -7 | Experimentation – working with new tissue/muscle types |

Implants – Implants is the sister skill to steinology, covering mechanical and electronical implants to the body of the subject. The implants skill is used in conjunction with the steinology skill to combine man and machine into a working organism. Implants also imparts a rudimentary

knowledge of species biology, including what can be implanted into which species and what cannot. This is useful in the design and creation of things such as internal bombs, and replacement organs.

Aerotech – The skill of aerodynamics and flightworthiness with regards to vehicles and flight units (powersuit based or backpack mounted), it includes the basic theory on how to construct such things, providing that the tools are available. This skill does not include spacial thrusters, or the ability to pilot the aforementioned aircraft once they are built, it is just the knowledge of how they are built.

Road Sense – Similar to Powersuit Zen, road sense merely nullifies any penalties up to and including the skill level of the character, this is for any skill that would involve a penalty to driving, the character is able to tune out the distraction up to their skill level.

Space Tech – This is knowledge of how space faring vehicles work, what they need to move, how their hulls are constructed, what they can and cannot withstand, and what parameters each vehicle needs to conform to.

Phenomena – Several lifetimes of travel and documentation have given rise to a catalogue of what is out there. The navigators and explorers of the Thresher worlds have this well documented, and this knowledge is taught to the rookies as they leave basic training. This skill is a “who’s who” of the vast wilderness that is space, everything from the Cheh race of bio-organisms, to the various types of ship that roam the spaceways. Penalties are applied at the GM’s discretion is an object is especially rare or strange.

Atmospheric Handling – When either bringing a ship down from orbit, or taking one up into orbit without the aid of a computer, this skill is the one that must be used. It also acts as a pilot skill while in orbit and low atmosphere, but at a reduced skill level of two below the total skill level.

Astrophysics – Knowledge of how various space born factors can affect ships, how to compensate for such things, and how to make sure that they are not in a position to affect the ship in the first place.

Fleet Tech – The massive carrier and capitol class starships of thresher have their own particular type of technology, exceptionally specialised in its operation, these ships require their own specifically trained personnel, no one else may attempt to work with fleet technology, even at massive penalty, it is just that different.

Fleet Repair – The companion skill to Fleet Tech, this skill is used by the technicians on board the starships of the thresher fleet. It requires a specific tool kit, and all jury rigging takes twice as long, but they are still essential to the success of the fleet.

Field Surgeon – Similar to the Paramedic skill, the field surgeon skill allows the character to perform surgery on the battlefield if they are required to do so. This skill can also be used as a first aid skill at minus one to the skill level, or as a paramedic skill at minus two. This skill also

allows the character to heal injuries and stop bleeding, given time. It takes one minute of battlefield treatment (subject to a successful skill roll) to either stop bleeding or heal a wound (as per the character sheet). The character can also heal hit points directly if need be. The character can only heal up to half the hit points lost by the wounded character without specialist drugs, and each hit point takes five minutes to heal.

Natural Medicine – In the absence of the various specially designed drugs that SLA have to offer, Thresher medics have to make do with whatever they can lay their hands on. This skill can only be used when the character is in the wilds or when dead bodies of the same race as the patient are available to be cannibalised for ingredients. There are those who find this practise unnerving, but it is to be noted that they will not complain if being treated with gun shot wounds. The skill has penalties depending on what sort of things are available to be scavenged

| Ingredients available | Penalty |
|---|----------------|
| Flora and Fauna in large quantities | 0 |
| Freshly killed bodies (within half an hour) | -1 |
| Dead Bodies (Within a day or so) | -3 |
| Sparse Flora/Fauna | -5 |

A thresher medical mixing and conversion kit is still needed to sterilise the items before they are mixed and administered. A penalty of -5 is given should this kit not be available. A failed roll will waste the ingredients gathered, a botched roll will cause the character to believe that they have mixed the medicine necessary when in fact the resultant mix will most likely be toxic to the patient.

Jamm Comms – The simple art of blocking all communications in an area, penalties are given as the GM sees fit to impose.

Radio Tech - The skill of using and modifying radio signals to communicate between squad members, can also be used to effect a splinter code to prevent the opposition from monitoring squad comms.

Interception – This is the skill of patching in to enemy comms traffic without begin detected. Penalties are applied as the GM sees fit. A failed roll indicates that the enemys comms flicker for a second, sharp witted characters will usually spot this. A botched roll indicates that the opposition are aware that the comms are being tapped and may take the opportunity to try and locate the interceptor.

Locate Comms Traffic – This is the all important skill of being able to find the communications channel that the enemy is using at the time, and also of staying with the comms traffic If the enemy is using splinter codes or alternative channels. Penalties are applied at the GM's discretion.

Robotics Tech – This is the particular science of robotechnology and its various applications for use with powersuits. It is also the theory and practise behind the creation of actual robots that can be used for anything between mechanical construction lines and combat droids

Robotics Repair – Requires robotics tech, this is the skill of repairing and building robots, depending on the nature of what the character is trying, there are penalties to the skill roll involved.

| Penalty | Action |
|----------------|---|
| -2 | Constructing robots with a robotics tool kit |
| -3 | Using robotics repair as Jury rig skill |
| -5 | Constructing robots without a robotics tool kit |
| -9 | Constructing robots out of household items |

Programming – All forms of robotics that operate independantly of control require some form of program to run effectively. This skill covers the basic machine code required to make the robots do what the character wants them to do. There are penalties depending on what level of ability the character wants to impart to the machine.

| Penalty | Level of machine intelligence |
|----------------|---|
| -1 | Please insert Card for service |
| -3 | Please Select from the menu on screen |
| -5 | You are entering a johnnycab, please state your destination |
| -7 | Hello Dr Falken, how about a nice game of chess |
| -9 | I wouldn't do that Dave..... |

Ship Weaponry – This skill covers the massive weaponry of the fleet starships, including the basics for unloading, loading, and recalibrating the aforementioned weapons. Someone with this skill will know not only how many people are needed for each weapon, but how to organise weapons teams to keep the weapon running.

Conflict War Tech - This skill is not so much an understanding of how conflict war technology works, as opposed to a knowledge of what conflict war technology can do. Characters with this skill can usually devise what function a piece of conflict war technology has, and even if they cannot devise it, they can usually get it to work if it still functions. The penalties to this skill are at GM discretion, and usually vary depending on the age of the Technology.

Ancient Tech – Before the conflict wars was the times of the ancients, this technology was not so much conflict based as intellect based. The ancient technology is usually in the form of data templates, archive records, and other such things that provide little aid in the world of today, but can provide an insight into the workings of the technology that followed. Ancient tech is a skill that compliments other technologies. Each Three points of skill in Ancient tech gives the character +1 on any tech skill rolls, no matter the type of technology being used. The skill of Ancient Tech also gives the character the knowledge of the languages that the ancients used, although none of the languages have ever been spoken, the character will have some ability in deciphering them.

Craft – This is the specialised skill of building and maintaining conflict war technology, it is only taught to the forges of thresher, and even they must have the specialised equipment necessary to recreate these ancient pieces of equipment. To use the skill of Craft, the character must have at least an equal or higher skill in Conflict War Tech or double their skill level in Ancient Tech. Depending on what the character is trying to construct, and how well the factory they are working in is stocked, the GM may impose penalties as they see fit.

Splice – This is the skill of placing images where you need them on a particular roll of film, it can also be used (-4 penalty) to place subliminal images in the film, this is not often used, but it is a useful skill to have. When the propaganda team does not have access to the resources that they need, it is this skill that is used to put together a decent set of film.

Broadcast – This is the skill of putting on a professional face for the cameras, it is a combination of remaining calm in the face of incoming fire, as well as holding the attention of the audience and making relevant comments without cluttering up the message.

Surveillance Tech – This skill covers the use of cameras and lenses to watch areas. With this skill, the character will know not only where to best place cameras to cover the most area, they can also make educated guesses as to where cameras and other such devices would be kept in areas where they are making an entry. The character will also be aware of the various types of surveillance devices that can be used, and where best to use them.

STARTING EQUIPMENT FOR CHARACTERS

The characters also receive equipment particular to their training, this is in addition to their basic equipment. These Items are as follows

Powersuit Pilot – Interface Implant or Suit, P1 Powersuit under armour

Powersuit Technician – Basic Technicians kit, Powersuit Diagnostic Unit, Powersuit Tech Kit, T1 Technicians armour, Armdeck

Field Medic – Thresher Med kit, Surgeons Bag, Operations kit

Comms Specialist – Interceptor kit, Armdeck, T1 Technicians armour

Basic Technician – Basic Tech kit, Armdeck, T1 Technicians armour, Tech kit for all the Tech skills that they possess above level 1.

Artillery Technician – Basic Tech kit, Rangefinder, Binoculars, T1 Technicians armour, Artillery Diagnostics kit, Ammunition Recalibration kit, Armdeck

Gunner – W1 Warrior Armour, Range finder, binoculars, Interface suit or Implant

Foot Soldier – W2 Warrior Armour, Choice of G2 Thresher Pistol/R2 Thresher Rifle, Choice of basic close combat weapon.

Scout – Camsuit, R2 or R3 Thresher rifle, Climbing gear, Equipment webbing

Archivist – Portable a/v recorder, 30 spare data cartridges for recorder, T1 Technicians armour, Materials Analyser, Armdeck

Forge – Basic Tech kit, Field repair kit, Armdeck, Forge kit

Bio Technician – Basic Tech kit, bio scanner, implant scanner, field medic kit, Surgeons bag, preservation unit.

Pilot – Interface suit or implant, Level 1 Airborne vehicle (see vehicles construction chart), Thresher Nava map, W1 warrior armour

Driver – Thresher Nava map, W1 warrior armour, Level 1 ground vehicle, Interface suit or implant

Space Navigator – S1 navigator spacial armour with ship interface unit inbuilt, Personal Astral maps, Armdeck.

Ebb Navigator – Glyph suit

Fleet Technician – Basic Tech kit, Fleet tech kit, T1 technicians armour, fleet climbing kit and webbing

Robotics Technician – Basic Tech kit, Robotics tech kit, T1 technicians armour, Programmer, Code Scripiter.

Propaganda Specialist – Standard issue Combat Camera, T1 technicians armour, microphone and recording kit, energy scanner.

SPECIAL ADVANTAGES AND DISADVANTAGES

Characters within thresher can take the normal advantages and disadvantages that SLA characters take, there are certain disadvantages and advantages that Thresher characters cannot take, these are as follows.

Vehicle Good/Bad, Housing Good/Bad.

The reason that Thresher player characters cannot take these as Advantages/Disadvantages is that all members of thresher have a space allotted to them, and vehicles are only assigned when the character has proven worthy of owning and being responsible for them.

Other specific disadvantages and advantages are as follows

Ghost in the machine – Advantage, +3 per rank. Ghost in the machine is a state of mind that the character can slip into when doing anything to do with machines or powersuits (In game terms, any tech skill). While in this state of mind, the character may concentrate (in much the same way that snipers do) on the subject at hand before attempting their roll. They gain +1 to their skill roll for each round spent concentrating, with the maximum being their rank in this skill.

Superior Officer - +2/-2 – This is the thresher equivalent of Friend/Foe, with this advantage/disadvantage, the character either has the friendship or enmity of a superior officer. This officer can be from any division, and the level of the advantage/disadvantage will define as to how much assistance/blocking the officer will do. If the officer is in the same division as the character, then they can (and will) affect the characters progress through the ranks as is their want.

Ethos - +1/rank – This is a knowledge skill, and it is one that will affect how the character progresses in certain fields of Thresher. The priests and inquisitors of the thresher cult take this skill to heart, it is the knowledge contained in the book of Adam, and the legend of Thresher, no matter what history actually was. A character with Ethos will know various forms of scripture and will be able to quote from the book when they need to do so. More on this skill and the uses it has is covered in the history section.

Lineage - +2/-2 – The character came from a famous lineage, if the character has this as a disadvantage, then their lineage can (and will) compromise their advancement in the cause of Thresher. If the character has this as an advantage, they will get respect from others, simply for the fact of their ancestors. At +5, They will have a crest of arms that they are entitled to put on their armour and weapons. At +10, They will be a member of one of the great houses of Thresher, and have the right to place that crest upon their armour.

FINAL PARTS OF CHARACTER CREATION

Once the character package and equipment have been chosen, the character then has 250 points to spend on other skills of their choice. It is a requirement that the character spends at least thirty points out of the 250 on their core skills, rather than just taking the skills package for the rank bonus.

The other part of character creation is the generation of personal items and things that the character has picked up along the way. This is represented by a starting fund of 1000 Teeth, which the character can spend on any equipment, weapons, and armour that their starting clearance allows them. Clearance levels are dealt with in the next section of this book.

CRUSADE RANKINGS

There are two different types of Crusade ranking, combatant and non-combatant. Not all thresher personnel are involved in the crusade actively, many of them are simple thresher civilians, either mining or farming on one of the thresher core worlds.

Those who serve the shark in the capacity of farmer or industrial worker are usually allocated smaller quarters and less privilege than those who serve the crusade with their lives and their blood. And rightly so in the eyes of the Shark, for those who serve in the role of agriculturalist do not take the risks that the soldiers do, and as a result, should look up to those more brave and able.

Not all people share this view, but it is to be noted that those who do not share this view do not prosper.

Each particular career class has a set of ranks that they aspire to

COMBATANT RANKS – Powersuit Pilots, Foot soldiers, and Scouts fall into this category

Orderly – The Starting Rank of all warriors within the service of the Shark, as an orderly, the character has the right to bear arms and certain ranged weapons, but they are not allowed any privilege beyond that.

Ranker – Ranker is the beginning step on the ladder, at this level, the character must have their career skills at at least level three. The ranker has the right to act as bodyguard if someone should desire them to do so. They are also given the right to challenge their immediate superior should they feel that a decision or order given to them has no merit. If they do this too often, they will find themselves docked either rank or worse, their fellow warriors will lose faith in them, to a warrior of the shark, this is a fate worse than death.

Squire – A Squire is always made apprentice to a Templar or Crusader, to further their education and training, Their career package skills must be at least level four, and they will have six months experience as a Ranker, with at least four successful missions under their belt. A squire gains the right to carry heavy weapons, and the ability to requisition vehicles and ammunition for their leader.

Crusader – After Six months as a Squire, if the character can pass the entry examinations and tests, they are eligible to become a Crusader. Crusaders are the standard rank and file of the Thresher legions, efficient and battle hardened, the crusader is capable of making decisions in battle and carrying out orders that they are given without further clarification. A crusader can requisition Rankers or squires for tasks that they choose, and they have the rank to use Light and Skirmish class powersuits if they are able to do so.

Templar – Templars are the first elites within the Warrior Ranks, They gain the added responsibility of being able to pilot Battle Class powersuits and use heavy weap-

ons when they require. At the rank of Templar, the warrior will have at least three years experience in combat in the service of the shark, and will possess their package skills at a minimum rank of five. A templar has the right to command all the warriors of lower rank than them, and their orders may not be countermanded by those lower than them in station.

Lord – After Three years as a Templar, after passing several loyalty and psychology tests, the Templar may apply to become a lord. To qualify as a lord, the templar must have fewer than a total of six ranks in psychoses and mental disadvantages, futhermore, they must have their package skills at level six or higher, and have at least twenty successful missions under their belt. As a bonus of their Rank, A lord can apply for governership of an area, if they are successful, they will be given a number of warriors to patrol their region. The only people who can countermand the order of a lord in his province are the high command who gave him the province, a master level craftsman who feels that the order will do harm to their projects, or a Seraphim (should one be in the area)

Paladin – After a warrior has proven their worth as a Lord, they may continue in the service of the shark. A paladin is the penultimate rank of ability in the legions of Thresher. At this rank, The character is permitted to pilot War Class Powersuits, and authorise the use of siege weaponry and orbital strikes. The Character must have a minimum of ten years total combat experience, and several hundred combat missions successfully performed, their Package skills must be at a minimum rank of Eight, and they will have a proven record in the field.

Seraphim – The Seraphim is the greatest rank that any servant of the shark can hope to attain. They are the best of the best, and only a few hundred warriors out of the countless millions that have been in the service of the shark have ever reached this position. A seraphim will have several decades of combat experience as a bare minimum, their package skills and other skills will be in the ten to fifteen range, and they have the rights and privilege to countermand any order not given by another seraphim or the high command. They are also the only warriors allowed to pilot the legendary Holocaust class powersuits.

NON COMBATANT RANKS

CONSTRUCTION TYPE RANKS – This is the path followed by Forges and Bio Technicians

Smithy – Those with the rank of Smithy have the right to read up on the ancient texts relating to their particular field of work, and they also have the right to ask their superiors to assist them in any way that they need. The superior in question may not respond to this, but the right to ask is always present. They are also permitted to use their skills if no one else of greater ability is in the immediate vicinity and the situation warrants intervention.

Hammer – At this level, the character should have package skills at least at level three, and have shown interest in their field of work above and beyond simply doing what is

necessary to pass as one of their kind. IT should be noted that in order to be considered interested in their field, the character should not have any “inappropriate” skills at a higher or more practised level than their career skills. This is considered to be almost a certainty. If an aspiring Forge has been spending more time practising their gun skills than working on their crafting techniques, then maybe it is time for them to join the warriors they so want to be like.

Anvil – At this level, the character is beginning to enjoy some of the rank and privilege of their chosen career. Package skills should be at a minimum of five, and they will have spent several hundred hours working on their skills in the lab and in the field. At this level, they are permitted to work on tasks without the supervision or permission of a superior officer, providing that they leave record of why they are doing what they are doing at the time. They also have the option to apply for research tasks if they so desire.

Moulder – At this level, the character will have undertaken several aspects of research and development, they will have worked on at least fifteen projects, and contributed towards the success of the project in question. They will have shown initiative and drive, together with some form of interest in what they see as the way forwards for their particular field. Character Package skills will be at level six or higher.

Creator – This is the highest level that most characters will ever rise to, at this level, the character can set projects and request resources, their package skills will be at least level eight or higher, and they will have made major contribution in several hundred projects by this point. It is to be noted that the character will no longer be spending much time in the field at this point, and must make the decision wether or not to become a full time member of their field or to remain in the field. Only those who choose to retire from the field will ever progress to the next stage. Even at this stage, the character can now practise their skills in the field without authorisation or the need to inform others, the only time that they will be ever called to task is if their actions needlessly cost the lives of other servants of the shark.

Maestro – The final level of the constructors profile is the rank of Maestro, at this level, the only people that they answer to are the High Command. They are able to request postings to any of the worlds in the empire, and requisition the personnel of their choice to work with them. At this level, they will be known throughout the empire of the shark for the work that they have already done, and will no longer need to go out into the field to secure finance for themselves.

TECHNICIAN TYPE RANKS – Powersuit Technicians, Basic Technicians, Artillery Technicians, Fleet Technicians, and Robotics Technicians fall into this class.

Technician – At this rank, the character can apply for work on the bulletins if they want to, and they will also be permitted to make repair on items if no one else is in the vicinity and the task is needing to be done.

Technician First class – At this rank, the Character should have package skills of at least level three, and be familiar with all aspects of their particular field of work. The character must keep up to date with developments in their field, and be ready to assist on projects if called in to do so.

Engineer – As an engineer, the character now has the right to modify existing designs to see if they can be improved. The item to be improved must be purchased from the characters own funds, and modified on the characters own time. Their package skills will be at least level five, and they will be capable of acting without needing aid from others.

Engineer First class – The character will have package skills at level six or higher, and be responsible for at least four or more improvements on existing technology, or the discovery of a new method of using an existing piece of equipment. They can now requisition help from others who are lower in rank than themselves, and requisition resources to fit projects that have been approved by their superiors.

Master Engineer – The character must have package skills at level eight or higher, and will have worked for several years, constantly staying in touch with the pace of technology and occasionally trying to outrun it. Their work will now be famous to some degree, and it is likely that they will no longer have to work as part of the teams to live a comfortable life.

Maestro – Very Rarely it is that someone reaches this level of recognition. The Character will be a master in all the package skills that they originally took, and most likely in a large number of secondary skills. At this level, they can set projects and allocate resources as they see fit, they are only answerable to the high command with respects to the results that they achieve.

SPECIALIST TYPE RANKS – Artillery specialists, Archivists, Pilots, Drivers, Navigators, Ebb Navigators, Field Medics, Communications Specialists, and Propaganda specialists fall into this class.

Initiate – At this level, the character is permitted to utilise their skills in the service of the shark when ordered to do so, they may also apply for work on the team bulletins

Intermediate – As an intermediate specialist, the character should have their package skills at level three or more, and have done several pieces of work successfully in the past while on the teams. Those who have not worked in the teams should have good references from those who have used their services in the past.

Professional – As a professional, the Character may advertise their services to others should they be needed. This differs from the other character classes in that the other character classes are hired out by command as they are required, if someone requires a bodyguard, they will usually not ask for a particular person, they will ask command and command will make reference to assigning one. The characters package skills should be in the region of five

or six, and they should have a few years of practical experience behind them as well.

Specialist – A specialist in any particular field is recognised on their continent as being competent, they will have package skills in the six to seven range, and will have been working in a professional capacity for several years. At this time, the character may be choosy about which assignments they take, as several people will want their services.

Master – As a master in their chosen field, the specialist can now sit back and wait for offers of employment to roll through the door. Their package skills will be in the eight to nine range, and they will have at least a decade of practical experience to guide them on their way.

Maestro – At this level, the character is a self made person, assignments from head office will come through the door on a daily basis, and it will be down to them as to which they choose to accept. It is to be noted that the character will be one of the most skilled personnel that Thresher have at this point in time, and their well being will be paramount to the empire of the shark. They may well be barred from taking certain tasks on the basis that the character may be injured. This will be down to the GM to assess.

CHARACTER CLASSIFICATIONS

Characters are given a Three digit code that classifies what they are within Thresher, this is represented by a Capital letter, denoting what their general training set is, the second is a lower case letter which indicates what specialisation they are within the general field. The final part of the classification is a number which represents the level they are within their specialist field. The Letter code is Generated as follows

| | |
|---------------------|---|
| Combat Trained | W |
| Specialist Trained | S |
| Technical Trained | T |
| Constructor Trained | C |

Sub Sections

Combat Trained (W)
 PowerSuit Pilot - p
 Foot Soldier - f
 Scout - s

Constructor (C)
 Forge - f
 Bio-Tech - b

Technical (T)
 Powersuit Tech - p
 Basic Tech - b
 Artillery Tech - a
 Fleet Tech - f
 Robotics tech - r

- Specialist (S)
- Artillery - r
- Archivist - a
- Pilot - p
- Driver - d
- Navigator - n
- Ebb Navigator - e
- Field Medic - f
- Communications - c
- Propoganda - s(howbiz)

The number is generated as follows, look up the characters title on the table below and look to the left hand side column to find their reference number. For example, a Technical Maestro would have a rank of 6, making their completed code T6.

Character Class # Combat Trained

- 1 Orderly
- 2 Ranker
- 3 Squire
- 4 Crusader
- 5 Templar
- 6 Lord
- 7 Paladin
- 8 Seraphim

Character Class # Specialist

- 1 Initiate
- 2 Intermediate
- 3 Professional
- 4 Specialist
- 5 Master
- 6 Maestro

Character Class # Constructor

- 1 Smithy
- 2 Hammer
- 3 Anvil
- 4 Moulder
- 5 Creator
- 6 Maestro

Character Class # Technical

- 1 Technician
- 2 Technician 1st class
- 3 Engineer
- 4 Engineer 1st class
- 5 Master Engineer
- 6 Maestro

Characters have authority over anyone of lower rank than them in their chosen specific field, anyone two ranks below in the same general classification but a different speciality, or anyone three ranks below in a different field . For example, a Paladin rank scout (rank 7) could command other scouts of Rank 6 or under, other warriors in general of rank 5 or below, and anyone from the other fields (Specialist, Constructor, and Technical) of rank 4 or below.

Thus the above scout would have a clearance code of Ws7

It must be noted that in the event of the character being not elite (and therefore possessing two classifications),

both codes must be generated. While this allows the character greater leeway with regard to what they can do, it also makes more people that can command the character, as the character is considered both character classes, not just the one which suits them best at the time. To determine which code is used in a given situation, the following rules apply.

If the character shares any classification with the character being ordered/doing the ordering, it is that classification that counts, if not, the highest classification that the multi classed character has is the one that counts.

Thus, a multi class character with Wp4 and Tp2 would be classed as rank four for the purpose of dealing with any character type except a technical character, in which case they would be rank 2.

LIFE IN THE SERVICE OF THE SHARK

The minions of the shark do not operate in the same manner that those of the great enemy do. The Great enemy has operatives, general purpose people who are there to fight the good fight, but who often end up dealing with things that lesser people should be doing, things such as sewer maintenance, and chasing up lost people. The administration of the shark sees this for the waste that it is, and as such, specifically trains people to deal with what they are required to do so.

Unlike Operatives, thresher personnel tend to be more specialised with what they can and cannot do, whatever they require for a particular task, they simply assign the relevant person to it. Teams are far less frequent, as there is always the chance that an unqualified person will render a judgement that is not fitting for the situation.

So where do the players fit into this one? What is the point of playing a minion of the shark if you can't play in a squad?

The truth of the matter is that very often, teams are required, and in the case of the servants of the shark, teams are most often required for exploratory and pacification of unruly elements. The problem of lawlessness does not happen on most of the thresher cities, but there are still places that need responding to. It is here that teams are brought in.

If a group of characters come together and work well, they will often be offered work as a group. This is different to the nature of squads in that a squad is able to apply for anything that they have the effective clearance for, regardless of how

well they are able to handle the task. In the world of the shark, assignments are offered on a case by case basis. Each task will have requirements that must be all be met within the squad.

Teams will only operate on Agaen, as the other worlds are far too controlled for there to be a requirement for anything beyond the security forces and controls that are in place on those worlds.

The assignments for the week are displayed upon a team bulletin that all members of the shark can access. If people do not have a team that they are affiliated with, they can put their names to jobs, and hope that others will be lacking in that particular department when making application for the task. This doesn't always work, as teams often carry all the people they need for the tasks that they apply for, but in many cases, teams are formed from people who went through similar training, and the freelancer is required.

The way that tasks are laid out in the team bulletin is as follows

CLEARANCE - This is the clearance level required for the task, at least one member of the team must be this level or higher.

TASK - This details the task that is to be done, and the theatre of operations where the work will be done

PAYMENT - This details the payment per team member, this will be paid to all surviving members of the team at the completion of the ask.

TIMESCALE - This gives the amount of time that the high command has deemed necessary for the task to be completed

BONUS - Where a timescale is given, there will be a reference in the bonus field. This is the amount that the task fee will change if the team is either very swift in how it deals with the problem, or too tardy. The amount listed on the bonus section will be removed from the payment once for each day that the team goes over the timescale, or, if the team is faster, they will gain the amount listed upon the bonus once for each day that they are early with the task. For example, a three day timescale mission with a bonus rating of 100 teeth is completed within two days, the team would receive 100 teeth for the single day remaining of their timescale, conversely, if they took six days to complete the task, they would be penalised 300 teeth. It is possible for the team to end up in debt if they are too slow with the completion of the task.

The final note regarding timescales is that if a team takes more than twice the time allocated to deal with the task, then they will be in violation of the task. This entails that they will be taken off the task (unless extenuating circumstances are presented), made to pay the penalty for the task, and a new team will be assigned to it. For example, if a task with a timescale of 3 days, paying 100 teeth, with a bonus of 50, was still unsolved at the end of six days, the team would be pulled off, billed 50 teeth (100 – 3 days at 150), and taken off the case.

The various types of task that are offered on the bulletin are as follows.

RECONNAISSANCE

These tasks are usually to map out an existing area that has fallen into disrepair, or to scout out an area that has had problems in it. There are also times when off world recon is required, and this will be noted in the task descriptoin

CLEARANCE - Usually, no clearance is required for recon work, unless the task is offworld or in a restricted zone

PAYMENT - One of the more low-paying tasks, Recon tasks usually get paid at around the rate of 50 teeth per day. This may be upgraded if the team operate above the course of duty while in the field, or in the case of off world assignments, bring back technology or captives from the great enemy. This is noted in the bounties section of this chapter.

TIMESCALE - Typically, on a thresher world, the timescale is one day per ten square imles to be scouted, off world, it is nearer one day per five square miles.

BONUS - Unless the Recon is Urgent, and required for some other operation, these tasks are very rarely given a bonus either way.

PACIFICATION

Usually only available on the continents away from Tydeides, these tasks involve quelling civilian unrest. Normally this is of a low level, or powersuits would be sent to assist, the exact nature of the pacification ranges from stopping anarchists from voicing public protest down to preventing office workers from spreading false information. Force will often be required, but not always, and it is to be noted that command sometimes underestimates the strength of the force to be pacified.

CLEARANCE - This is never required for pacification tasks, the only thing that needs to be done is to stop the unrest. If it is found that the task is being stopped by someone of a higher clearance, then the team should inform high command. Command will either inform them that they are no longer required, or will grant them a temporary increase in clearance to allow them to proceed with the task.

PAYMENT - This is a very variable rate, depending on the nature of the disturbance and what exactly it is that the team is required to do. The average rate of pay is 5 teeth per person involved in the disturbance, if it is suspected that a lone person is causing the disruption, then appropriate funds will be allocated as per the threat level of the individual.

TIMESCALE - Typically, this is a single day in the case of physical pacification, other types of pacification are evaluated on a case by case basis.

BONUS - This is typically 100% of the fee in the case of single day tasks, in the case of longer assignments, the bonus is usually around 20% of the total.

GUARDING

These tasks are assignments to keep something from harm. The threat level and general difficulty of the task will vary wildly, but if there is one thing that the high command believe in, it is that if something should be protected, it should be protected well. As a net result, protection duties are rated far higher than most ordinary tasks.

CLEARANCE - The clearance level for the task at hand will be equivalent to the person or item being protected, this prevents any awkwardness where the clients security level may cause them to argue with the team who are only looking out for them. In very rare cases only is a team with a higher or lower clearance than the subject assigned.

PAYMENT - The payment for these tasks is typically ten times the clearance of the item or person being protected per day, special dispensation is granted in certain cases.

TIMESCALE/BONUS - Both of these factors are irrelevant in a task such as this. The team will protect the client as long as they are ordered to do so. They may continue after the due time if they see fit, but they will not receive any form of compensation for this (in fact, if they insist on staying without the clients request, they may be forcibly re-assigned)

INVESTIGATORY

These tasks involve travelling to locations and attempting to ascertain either what did happen, or what is going to happen. The general idea of what High command expects to be happening will be displayed to the characters, it is their task to make sure that this either is the case, or it not. Things such as missing people, crimes against the shark, and other such mysteries are covered under this heading.

CLEARANCE - In cases such as these, it is usually proven teams that are sent to do the task, these teams will be notified personally by high command if they are required. Any tasks on the bulletin board will be of lower clearance levels, if the team does not have the required clearance to investigate the task, they will be granted a temporary increase in order to be able to complete the task.

PAYMENT - The reward for these sort of tasks on the bulletin board is generally a flat rate of 50 teeth per day that the investigation is expected to take.

TIMESCALE - The timescale in these matters is assigned according to how complicated the high command believes the task to be, if there are legitimate concerns and difficulties, the team can inform high command, who might make an extension to the deadline if they feel it is warranted.

BONUS - This is usually rated at 100 times the number of days that the investigation is expected to take.

RECOVERY

When a piece of technology or person has gone missing, but there is a fair idea of where the item will be, a recovery team is assigned. They will be empowered to one end only, to find and bring back the object without damage (mental or physical) to it. Depending on what the item is, and where it is suspected to be located, the bulletin will indicate whether or not the team requires combat capabilities or not. They have sometimes been known to be wrong when ascertaining threat level

CLEARANCE - No increase in clearance is given for recovery mission, if the person being rescued is of a higher clearance than the team, the team are expected to obey the orders that they are given, even if this contravenes the orders for recovery. They are only allowed to contact high command if their deadline is about to be breached as a result of the target delaying their efforts.

PAYMENT - The general asking price for recovery of an item is equal to twenty times the clearance of the person being recovered, or a flat rate of 1% of the item value, with a 30 teeth minimum.

TIMESCALE - As with the investigations, high command will indicate how long they expect the retrieval to take, if there are complications, an extension may be granted

BONUS - This is usually valued at 20% of the value of the assignment.

EMERGENCY

These are tasks that are not advertised on the bulletin, they take two forms, local area code ones, and combat assignments. In the event of a code 1 (imminent danger to the citizens of the shark) being issued, all teams in the vicinity of the code are required to respond, indicating their response by informing command. Any team responding to a "1" will receive an immediate bonus of 20 teeth to their account, whether or not they actually make a difference to the outcome. Those that respond and make a meaningful contribution to the efforts on the scene will receive a bonus as defined by command.

A Team that is in the vicinity of a code 1 that does not respond to the call must have a good reason for not responding. If they are on surveillance, protection, or some other task that requires their undivided attention, then they will be excused, otherwise, they will have to answer for their not showing.

The other form of emergency is primarily for teams that are registered as combat ready (such teams must have some form of warrior in their ranks or they will be refused registration). Known as Warrior Alerts, these take the form of assignments that will usually take the team off the surface of Aagen, to fight the good fight elsewhere for a period of time that will be specified en route. The team will be given time to collect their equipment and requisition more ammunition if required, then they will be taken to the place.

Warrior alerts are usually well paid, but they are also very hazardous, and a team that registers as a combat team without the capability to back up their claim will very quickly find themselves dead or worse. Warrior alerts only go out to those teams who are not currently on assignment. The high command of the shark know that there are always other warriors who will be willing to take on the enemies of the shark, without having to bother the ones who are engaged in other tasks.

The payment for warrior alerts is given at the time of assignment, as is the timescale. There is no bonus upon these tasks, if the team is still alive at the end of the assignment, they get paid, simple as that.

OTHER BONUSES BEYOND THE TASK SYSTEM

There are various other bonuses that can be gained for doing work whilst on assignment, these are as follows

10 teeth are paid for the recovery of any technology that is not of the shark when out in the field

100 teeth are paid for the recovery of any vehicle that is not of the shark whilst out in the field

100 to 1000 teeth are paid for the abduction of the enemies personnel, the bonus varies depending on who the person is and what their value to the shark is. Members of the enemies command structure will garner a bonus far in excess of these figures, as their worth is beyond mere money in worth.

5 teeth for the destruction of enemy property above and beyond the call of duty. This only applies to non-combat missions, and the buildings must be completely razed, normally only powersuits claim this sort of bonus.

1 tooth for the killing of the enemy, this is per enemy killed, and only applies to non-combat missions, and the kills must be recorded or witnessed by at least one independent observer.

Variable rates for assisting other members of the shark in their assignments when it means that you are inconvenienced as a result of it. This is decided by the high command, as not getting the morning paper because you were in a fire fight is not considered to be an inconvenience.

HONOUR IN WAR

Extracts from the Personal Log of Adonai Ephraim Isaac

Fifth day of Garran, Two hundred and twenty seventh year of our lord, the great shark.

We have been sent to the world of dante to assist in the primary war effort here. We have been ordered to break the line surrounding the fourth spaceport owned by SLA. There are Two hundred Tanks, Fifty of their Powersuits, and over a thousand foot ranged against us. We are the Third Division, Fifty warriors of the shark, with less than a hundred support staff to guard against the inevitable breakdowns. It has been decided that we must first take the Tanks and suits, without them, the foot will fall to us like wheat before the scythe. Strange, I find myself troubled as the day continues. We are quite safe here, behind our garrison shield, but still something troubles me.

Sixth day of Garran, Two hundred and twenty seventh year of our lord, the great shark.

Mornings Entries

Today will see how well the great enemy has marshalled his forces, I am to lead the first part of our division in a diversionary tactic against the Enemy, engaging his Artillery on the right while our vehicles take their tanks, with powersuit support from the remainder of the third. History is written by the victors, we will see if I write again this evening

Evenings Entries

Undermanned, unprepared, ill advised, and incompetant. These are words that I would attribute to the enemy. The diversion worked beautifully, fully three quarters of their force was broken from their main perimeter to engage myself and my nineteen. In the swirling dust of dante's deserts, they could neither find us, nor pinpoint any location of fire for us. Our unit took down thirty carrier vehicles, fifteen tanks, and five suits, the main force destroyed all the opposition before them, retreating only when the automated defence systems engaged and beat us back. I have spoke to Raziell, my second, congratulating him on his victory. He shows promise, he is both swift and efficient, and shows a rare side of knowledge which is missing in too many of our people in these troubled times.

Seventh day of Garran, Two hundred and twenty seventh year of our lord, the great shark.

Mornings Entries

True to our word, we have taken all of the artillery, tanks, and powersuits that guard the Spaceport, today we will take siege armed suits and remove the foot soldiers from the face of this world. SLA have reinforcements on the way, but they will not be here for one whole day, the fleet is seeing to that, and as long as we've taken the spaceport, we can turn the space bound artillery in their direction, and from there, the rest will be history.

Evenings Entries

I hope, as the great shark is my witness, that I never see a day again, such as I saw today

We assembled our men, fifty loyal soldiers of the shark, Twenty armed with siege weaponry, thirty with the capability to tear tanks apart with hands alone. Raziell and I stood on the hill overlooking the spaceport, watching as the enemy detected us and closed ranks. Looking down on them, I could not help but be proud of the enemy, and though it shames me now to think of it, I remember feeling sorrow for them. They had no chance to stand against us, but as we watched, Six hundred men in regular armour linked ranks and raised weapons, in perfect formation.

"Magnificent" murmured Raziell beside me

"Yes" I agreed "absolutely, But it's not war"

"No" a tremor in his voice made me glance over at him "It's not"

I could see from the grey colour of his cheeks, and the firm set of his jaw, that he did not want to give the order that would send us down upon them like the wrath of god. I wished that I could say something that would make the order easier, but it is a lesson we all learn sometime, and it is never a sweet one. He raised his arm, palm upwards, looking down upon the enemy. Far below, the enemy commander raised his own palm, mirroring our salute.

"More like Slaughter" said Raziell quietly, sweeping his arm down

The Phalanx Barrage lasted less than twenty seconds, and over a ton of high explosive rained down upon the assembled warriors beneath us. As the barrage subsided, the second salvo roared overhead, decimating what was left of the automated defenses.

We made our way down there, Raziell and I, picking our way through the remains of the front of the base, our support crew secured the base, and retuned the shield to our harmonics. As I prepared to give the order to move out, to bring up the remainder of our crew to the base, I saw Raziell over by the front of the shield, shovelling dirt into one of the craters.

I moved over to him, looking down at what he was doing. Inside the crater was the remains of the Great Enemies command crew, little of them bar twisted metal and blood stained colours remained, but raziell had gathered together what he could and placed it in the crater, to give them some honour for what they had stood and died for.

As I approached, he straightened up and turned to me, raising the visor on his powersuit

“It is the respect that I would hope they will accord me if I die as well as they did”

I nodded, and assisted him in burying the remains

It was the very least that we could do.

Eighth day of Garran, Two hundred and twenty seventh year of our lord, the great shark.

As I sit back here at base camp, it is with a wry smile, this morning, as our support crew set up the final relays, we received an transmission from the command centre of the base, something triggered by one of our people. It was the commander that had perished in yesterdays slaughter, I had the transmission relayed to my personal armour.

“If you’re hearing this, then we’re dead, I hope that you have the good grace to die as well as we did”

I tried to punch the recall button and get our people out of here, but to no avail, less than a minute later, the spaceport was destroyed in a seething mass of plasma and death. It is a valuable lesson to learn, Accord the enemy all the respect they are due, but never let your guard down, ever

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GAMESMASTERS SECTION

THRESHER TACTICAL PROCEDURES

The tactics employed by thresher vary tremendously, there are standard procedures for most types of mission, these are as follows.

DROP ASSAULT

The most feared of all the basic thresher assaults, the basic drop assault is dropping several fully armed powersuits into the areas to be smashed, and maiming everything in sight. Typically, between Seven and Ten Battle or War Class powersuits are dropped into the area. They will have an objective to level, and this will attract the majority of the bombardment. Contrary to popular belief, thresher do not make random assaults on civilian targets, that is merely the SLA propaganda. It is not only too costly to simply destroy random targets, it also serves no purpose. In this manner, SLA defeats itself by making its people believe that thresher are little more than mindless terrorists.

At least two of the powersuits will have artillery class weaponry on them, and it is most likely that at least two more will be equipped for close range combat. The Classical structure is the Thresher Star, which is a five pointed formation, one multi use or close quarter powersuit upon each of the five points of the formation, with the remainder of the powersuits landing in the centre of the formation. From this formation, all angles can be taken with a moments notice, and the close quarter suits are usually more than capable of holding off the

reinforcements from the enemy while the artillery gets into position to raze the target to the floor.

Start to finish, the idea is to have the assault finished within five to fifteen minutes, after which, the dropships will be down to evacuate the powersuits.

SATELLITE CO-OPTING DROP ASSAULT

Similar to the Basic drop assault, the co-opt raid is basically the same, but the target will either have far more defences or be in a location where a standard insertion would be impossible. On orbital insertion, a small dropship with a crew of technicians will either dock with all of the communications satellite in the area to be attacked, taking over the mainline and giving cover to the raid. Failing that, the team will make disruption upon the satellite that prevents the great enemies teams from locating the strike force. At all times, several satellites must be targetted simultaneously, or it is a simple matter to retask one of the other satellites to cover the area that has been blanked. It is usual in raids such as these for a small contingent of space modified suits and fighter craft to remain in orbit to protect the technical crew.

These assaults have to be fast, as the great enemy will quickly scramble forces to take back its satellites and make good the disruption that has been caused. It is rare for the assault to last more than twenty minutes, and there is usually some sort of backup team on standby in the event that the mission encounters difficulty.

Assaults such as these are very rare, it is only when the great enemy has a distinct advantage over Thresher that needs to be equalised that the allocation of this many people will be authorised.

PROLONGED RAID

A prolonged raid is a suicide mission, pure and simple, the team will be dropped into the heart of SLA territory and will remain there until they die, older models of powersuit and the warriors who are past their prime are chosen for this sort of job. The usual protocol is to send a unit of five warriors, no tech support, no artillery, and fit all the troops with Omega suits, dropping them over a wide area. They will be given heavy weaponry to work with, and their only objective is to cause as much damage as possible before they are taken down.

SNATCH AND RUN

Footsoldiers and sometimes technical staff are sent on these missions, the idea of the mission is to get something of low or medium importance and get it out of where it has been held. Supply runs and mineral raids are also done in this fashion. Vehicles will be assigned as necessary, and personnel other than warriors will only be assigned if they are absolutely vital to the success of the mission. This sort of raid is very rarely conducted on mort, it is far easier and more productive to hit the lesser guarded outer regions such as the frontier worlds. It is usual for a few cover ships, typically Griffons and Ghosts to cover the force on

the way down, remaining behind to cover the escape when the things have been found.

The other variant of Snatch and run is the delayed option, where a larger vessel is brought down, covered by powersuits and assault ships, a defensive perimeter is established, and the materials are removed before the ship is escorted back into sharkspace.

SCORCHED EARTH SCENARIO

The scorched earth program is one that was developed as a means of spiting SLA over what thresher could not have. Typical targets for this sort of mission are heavily guarded installations and reinforced bunkers. The project involves high orbit remote piloted bombs (typically spikes or hammers, see weapons section), these are guided down to the surface by a ship stationed just off world. The whole job, start to finish, will take approximately nine minutes, one minute to get into a stable orbit, two minutes to prime and target the weapons, Three minutes (total) to launch, guide, and detonate the weapons, Three minutes to recalculate the escape route and execute it. Due to the speed of the assault, SLA will very rarely get chance to respond to the attack before the team is away to the darkness of space.

PERSONNEL SNATCH

Similar to the equipment snatch, the personnel snatch is a little more complex. In the case of single person snatches, the usual setup is to send two field medics, a powersuit with a cryotube fitted to the back, and a maniple of footsoldiers to back up the snatch team. Anyone who offers resistance other than the actual target of the snatch will be terminated on sight. In the case of whole team snatches or multiple single people within an installation, it is general practise to make use of diversionary tactics in the form of a raid to another part of SLA within a few miles of the intended strike. This usually diverts the forces that SLA would send to thwart them.

TAKE AND HOLD OBJECTIVE

Similar to the Prolonged Raid, the take and hold is usually mounted on an installation where the personnel are of a larger importance. Powersuits are used to breach the buildings, and when this has been accomplished, several maniples of footsoldiers are left behind to make sure that the objective stays held for as long as possible. The only reason that these sort of raids are made is in the case of such things as requiring a larger download of information or research than can be taken by a simple snatch and grab raid. Given that SLA will not allow the perpetrators of the raid to go unpunished, the ground crew is fully aware of its own mortality, at the conclusion of the raid, it is standard protocol to wipe out the facility that they have been holding. If they can escape, to the better, if they cannot, too bad. SLA is still of the opinion that most people will want to escape or bargain for their lives rather than die in a blaze of glory. They could not be more wrong in this case and it is this fact that allows thresher to continue with this particular tactic.

ASSASSINATIONS

Every once in a while, it becomes necessary to take down a single specific person, this is usually a last resort, when other options such as extractions and conversion attempts fail. The target in question will be evaluated, and resources necessary to (in the eyes of thresher) quash the target will be assigned to the mission. This is one of the few missions where the allocation of Seraphim and Holocaust class powersuits is sometimes deemed necessary. If several smaller assassination attempts fail, the last resort is usually to engage orbital strikes to take the target down.

EXPLORATORY RUN

Exploratory runs are typically several members of the technical staff, backed up by a single platoon of foot soldiers and several vehicles (enough to transport all of them and their equipment), as well as a few support vehicles, however, this usually does not extend to artillery class vehicles. See the character section for more information on this sort of task.

POWERSUIT WEAPONRY

SIEGE WEAPONRY

(all weapons in this class require ten powersuit points to fit to a suit, and no suit can have more than one siege option fitted to them at a time)

“Phalanx” Support system

A weapons option that can be fitted upon any suit of powered armour, this weapon requires two separate co-ordinates, both within a hundred metres of each other. The weapon system takes the two co-ordinates and lays down a barrage of micro explosives that carpet the points between the two co-ordinates in a ten metre wide corridor of fire. The suits onboard computers will not allow the explosives to be launched anywhere where a thresher suit signature is present, although in times of emergency, anyone of seraphim rank can override this lockdown. The explosives require a minimum height of a hundred metres to be used (any lower and the explosives will simply impact on the ceiling). The powersuit cannot move while the bombardment is being deployed, and the powersuit can only carry two bombardments at a time without sacrificing all its other onboard weaponry. If it is so desired, the powersuit can sacrifice all other weaponry, and carry a third bombardment. Holocaust class powersuits can carry twice the load of a normal powersuit.

| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> |
|-------|------------|------------|-----------|
| Laser | 30 | 20 | 10 |

The weapon targets everything within the corridor. The only way to avoid the bombardment is to be under cover.

In moments where massive bombardment of a singular target is required, the two co-ordinates can be set to the same location, if this is done, then the target is subjected to a synchronised hit doing fifty times the regular amount of damage that a normal shell does. (Pen 1000, Dmg 1500, Ad 500), this is the usual method used when trying to destroy buildings or other heavily shielded targets where there is no importance to the contents of the building. It is also one of the preferred methods of war world support.

“Inferno” Support system

This weapons system is also used as a support system, it consists of high trajectory spheres of cold plasma that utilise an airburst system of detonation. The plasma itself does not detonate on contact, but it does stick to the target and coat it. Any fire of any kind, even sparks or muzzle flashes from guns can set off the weapon. When any part of it gets set off, the whole lot goes off, anything caught within the flame will take burning damage until the plasma is scraped off (the plasma feeds upon normal atmospheres, and will not exhaust itself for at least twelve hours).

There is no penetration damage from the weapon, but while it is burning, the plasma will damage armour at the rate of ten points per phase, any living tissue that is in contact with the flames will take thirty points of damage per phase. Any metal object with an edge (knives etc) can be used to scrape off the plasma.

“Shaker” seismic assault cannon

The Shaker is a heavy assault weapon used to attack buildings directly. The weapon uses low level sonic emissions to target structural faults within buildings. The sonic emissions are too low for human ears to pick up, and special equipment is required to detect the usage of this weapon. The weapons effects increase the longer it is trained upon a building. The weapon must be stationary to work, as the weapon scans the target continually, and modifies the pulse sent out to gain greatest efficiency. The weapon cannot be used on a moving target, and as such is a very specialist weapon.

The damage that the weapon does is not conventional, instead, it does damage according to the Richter scale, gaining .1 on the scale for each half minute that it is trained upon a target.

For those not familiar with the scale, 4 is a minor tremor, 6 can knock down most things, 7 mangles new buildings, 8 can level small towns, and 9 can level cities.

“Storm” Specialist assault weapon

The Storm is not a weapon system by itself, it requires a massive surge of power, this is usually attained by the powersuit tapping into the local powerlines and rerouting the power for the sector through the storm system. The Storm system allows the powersuit to transform itself into one huge cannon, the firing port for this weapon is based on the left arm, and only comes into effect when both arms are brought together.

The weapon channels all the power that it is taking from the power lines and fires it out of the main port. The effects are (to say the least) spectacular, the lights for two square city blocks will dim and most likely go out, the only lights in the area will be from the vast electrical discharges from the suit doing the draining.

Upon connecting with the power supply, the suit will immediately generate a massive electrical field all around the suit, this will fry anything not shielded within five metres, the suit can also generate massives pulses of electrical energy that can be directed at targets within a hundred metres.

These do no penetration or armour damage, but do damage in the hundreds, as well as shorting out any unshielded electrical equipment in the area. Actual damage caused is up to the DM.

Thunder Storm - Modified Electric dispersal cannon

The Thunder storm condenses water from the atmosphere into the firing mechanism, then propels it upwards and outwards in an umbrella like fashion. At the apex of the waters arc, the suit releases a massive pulse of Electric energy that conducts through the water, causing burns, and electrical damage to all things in range. This has the combination effect of shorting out all electrical equipment that is not shielded and also damaging everything in the vicinity (including the firing powersuit) at a rate of Pen 0, Dmg 20, Ad 10 each phase. The downpour from the weapon usually lasts in the region of two rounds, and will cover an area one hundred metres square.

In the climate of mort, the weapon does not have to charge up with water, but it can only fire once every three rounds at any rate.

Laser Pulse Cannon

A massive weapon that is mounted over the shoulders of the suit, it has ten barrels on each side, and these fire in pairs, making four pulses of energy each phase, due to the pause between each barrel firing, the weapon never overheats, unlike conventional laser technology. The resultant bombardment of high intensity laser fire is enough to bring most things down.

| | <u>Clip</u> | <u>Calibre</u> | <u>ROF</u> | <u>RCL</u> | <u>Range</u> |
|-----|-------------|----------------|------------|------------|--------------|
| LPC | n/a | Laser | 4 | 0 | 500m |

| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> |
|-------|------------|------------|-----------|
| Laser | 30 | 40 | 14 |

Destabiliser

The destabiliser is one of the most advanced weapons in the world of progress today, the weapon works by agitating the molecular structure of the target, the armour on the target is largely irrelevant, as often the more compressed armours merely have more molecules to agitate. The Pen value of the destabiliser is equal to the PV of the target being fired at. The Damage caused by the weapon is equal

one quarter of the armours maximum I.D. The weapon damage will go straight to I.D. and not to the hit points of the wearer of the armour, however, when the I.D. of the armour is depleted, the damage caused by the weapon is passed directly to the hit points of the wearer of the armour. In this manner, stronger armour can very often be more of a hazard to the wearer. If the weapon is fired at an unarmed target, it does damage equal to the targets PHYS.

When the I.D. of any armour that the target is wearing reaches 0, it begins to destabilise. The armour will hold together for a number of phases equal to the PV of the armour, after which, it will fade away. If a target is reduced to 0 hit points in any location, then that location will fade after a number of rounds equal to 2 plus the characters PHYS score. If the character is reduced to 0 total hits, they will fade away in the same time.

Just as with anything else, if a characters hit points are reduced to 0 in any location, that limb becomes useless until it fades away. A character suffering a faded limb will suffer bleeding at five hits per round until the wound is sealed up. A character with a chest or head fade wound will die instantly.

The weapon has a range of 100m, a rate of fire of one, and effectively unlimited ammunition.

Cryo-Laser

Most lasers use a form of radiation that causes the laser to burn the target. The cryo laser uses a different form of radiation, causing a beam of absolute zero to be fired from the end of the weapon. This causes it's own problems. The weapon doesn't have cooling vents, it has heating vents, if the weapon is operated in a cold area, it will jam very quickly due to the build up of ice around the barrel.

| | <u>Clip</u> | <u>Calibre</u> | <u>ROF</u> | <u>RCL</u> | <u>Range</u> |
|-------|-------------|----------------|------------|------------|--------------|
| Cryo | n/a | Laser | 2 | 0 | 200m |
| | | | | | |
| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> | | |
| Laser | 30 | 30 | 10 | | |

In addition to the damaging effects of the laser itself, there is also the chilling effects of the weapon, anything struck by the target will be affected in a number of ways. Unarmoured targets will take damage at a rate of five points per shot, and will be slowed by 50% per shot that they take. Armoured targets will suffer a 25% reduction in speed when struck, they will also lose one point of PV per five shots that they take as the outer coating of the armour becomes brittle and vulnerable. If an organic target takes a number of hits sufficient to reduce it to zero, then it freezes solid, requiring a complete rebuild to be effective again. A frozen limb can be thawed with 50% effectiveness using red thermal, but this is down to DM discretion.

DU cannon

The depleted uranium cannon is the latest version of the feared Thresher Cannon that SLA believes is the default thresher suit weapon. They are wrong, the 17mm cannon that they found is the light assault cannon used by the

thresher powersuits, this weapon is a 25mm high density Depleted uranium cannon, capable of support fire if required.

| | <u>Clip</u> | <u>Calibre</u> | <u>ROF</u> | <u>RCL</u> | <u>Range</u> |
|-------|-------------|----------------|------------|------------|--------------|
| LPC | 30 | 20mm | 1/3 | 12/17 | 150m |
| | | | | | |
| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> | | |
| Laser | 83 | 50 | 20 | | |

Shredder - Bio Wire cannon

This weapon launches small packets of self replicating nanites indirectly over a wide area. It is typically used to saturate and deny areas of land to the enemy. The wire itself will feed from anything that it can digest, ranging from composite alloys found in modern armours to flesh and bone. It grows at the rate of one metre per hour, and causes damage as follows

| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> |
|----------|------------|------------|-----------|
| Shredder | 10 | 8 | 8 |

This damage will occur every phase until the wire is destroyed or the item being damaged is removed from the vicinity of the wire. Bio Wire can be destroyed by Flame, Acid, or extreme cold (which causes it to go brittle and shatter). It is also to be noted that the nanites that form the bio wire have some degree of basic intelligence, and will avoid such things if they can. The range of the weapon is 1000 metres, and a single round will saturate an area twenty metres square.

Plasma Cannon

The larger version of the standard plasma rifle carried by most powersuits, the plasma cannon is mounted on the back of the armour, requiring a separate powercell to be of any use. The plasma cannon can fire indirectly, blanketing the battlefield with superheated plasma, but its primary use is in cracking hardened shells. The cannon fires in single bursts when firing indirectly.

Indirect Fire

| | <u>Clip</u> | <u>ROF</u> | <u>Range</u> | <u>Area</u> |
|----------|-------------|------------|--------------|------------------|
| Indirect | 20 | 1 | 1000m | 30m ² |
| Direct | 60 | 1 | 100m | |

| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> |
|----------|------------|------------|-----------|
| Indirect | 200 | 50 | 20 |
| Direct | 70 | 30 | 20 |

Requires the Siege modification to deal with Recoil.

The number of charges used varies depending on which mode the weapon is used in. The weapon carries 60 charges, firing on direct fire mode takes one charge. Indirect fire (due to the area effect) takes Three charges, the weapon can be used in different modes, but the full charging of the weapon will require a full base refuel, battlefield refuelling is technically possible, but this has never been attempted.

Phase Cannon

The Phase cannon is a weapon designed to crack buildings without causing significant damage to the outside of the building. It works by means of limited gate technology, similar to the gates used by the network, but on a much smaller scale. The phase cannon must be stationary when firing, as the weapon works by gating an explosive charge inside the target. If the phase cannon is moving at the time that it is fired, the charge will be displaced by at least ten times the distance that the cannon has moved when firing. Armour makes no difference to the phase cannon, as the target is struck from inside. The Phase cannon cannot be used on targets moving faster than 1m/phase, as it will be unable to gain a lock on the target. The only benefit to the phase cannon is that once it is fired, the time delay between firing and impact is nothing, the charge is delivered and detonated instantaneously.

Due to the method of fire, none of the charges fired by the phase cannon has either a PEN or AD rating.

Types of charge

Hyper Explosive – This charge is merely a super-powered explosive that does 300 damage to all targets within 200 metres when it goes off.

Toxin – This charge is a compressed shell of nerve gas and viral compounds, upon delivery, this shell will detonate, releasing several hundred cubic metres of the gas into the shell of the target, this will prove almost instantly lethal for any target not in a sealed suit or armour. The Toxin released by this shell can be counteracted by a second round of antidote that can be fired at the bombardment teams leisure.

EMP – A favoured method of cracking heavy bunkers without damage. The shell materialises inside the building, then detonates a massive electromagnetic charge, the buildings outer shielding will prove ineffectual against this weapon, leaving only the internally shielded systems safe. A standard policy of bombardment is to send in an EMP shell, then wait a few minutes so that those who were wearing sealed suits have had to remove them in order to be able to breathe, then send in a toxin shell to deal with the remainder.

Gel – When the contents of the building are required to be undamaged, or when personnel snatching is the objective, a gel round will be used. This round contains a massive amount of rapid-spreading polymer cement compound, upon contact with the air, this compound will expand and harden, holding anything that it encounters in one place. The compound is non-lethal, and can be burnt through quite easily, but requires a strength of 16 or more to break with sheer brute force.

REGULAR POWERSUIT WEAPONRY

CLOSE QUARTERS WEAPONS

(All the following weapons require one powersuit point to fit, and it is normal for a suit to only fit two options,

one for each arm, although some of these weapons can be mounted externally as well)

Crush Mitt

The Crush mitt is a popular weapon amongst the servants of the shark. The size of the powersuit denotes the power of the mitt. The mitt works by getting a hold on the target and exerting massive forces from all directions to mangle the target beyond recognition. There are four differing settings of mitt, depending on the type of suit that the mitt is fitted to, the mitts statistics are as follows

| | |
|-----------|-------------------------|
| Skirmish | – Pen 10, DMG 12, AD 5 |
| Battle | – Pen 15, DMG 15, AD 10 |
| War | - Pen 20, DMG 20, AD 10 |
| Holocaust | - Pen 30, DMG 30, AD 15 |

Spear

The Spear is a weapon popular with many of the thresher warriors. It is a long pole, sharpened at both ends, usually twice the length of the arm of the user. When activated, the weapon engages the vibro blades secreted on both sides of the blade, and passes an electric current through the blade as well, the effect is as of a combination vibro weapon and Taser, Its statistics are as follows

| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> |
|-----------|------------|------------|-----------|
| Unpowered | 7 | 5 | 6 |
| Powered | 15 | 12 | 10 |

Taser Damage only to unarmoured/ungrounded targets, Phys roll or –5 to all actions for three full rounds.

Plasma Sabre

This is the common weapon of the powersuits, comprising a magnetically sealed plasma blade, the blade causes massive burn damage and shock in the targets that it strikes. If desired, the weapon can be pushed into the target, this will not increase the penetration value of the weapon, but it will increase the spread of damage caused by the weapon as the magnetic field spreads over the target. The weapon does damage as follows.

| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> |
|-----------------|------------|------------|-----------|
| Standard Strike | 20 | 15 | 5 |
| Push Strike | 20 | 15 | 5* |

* This blow will strike the location being hit, and also the adjacent locations (in other words, a strike to the arm would also cause a hit to the torso, a strike to the torso would splash to all other locations, and so on)

Energy mace

The Energy mace is an eccentric weapon to many, it is a chain weapon, incorporating a powercell in the handle that carries power down to a magnetic field at the end of the weapon. This magnetic field contains the plasma that the powercell generates. At the point of impact, the magnetic field is momentarily shut off, allowing the plasma to wash out of the field and onto the target, causing hideous burns.

The weapon does no impact damage at all, but the plasma will cling and burn the target until such time as it is scraped off.

| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> |
|------|------------|------------|-----------|
| Mace | 30 | 10 | 5 |

The weapon takes two phases to recharge the plasma ball sufficiently to cause damage again.

Fang

Similar in operation to the footsoldier weapon of the same name, the Fang is a large set of industrially powered jaws that clamp over the target when activated. The default location for the fang is on the arm, where they will clamp over the thing being held by the powersuit. This requires a straight forward strike to hit or grapple with the target, once the target has been grappled, the fang can be employed in the next phase, hitting automatically. The target can make an opposed strength test against the powersuit to be able to break free from the fang, otherwise it will continue to inflict damage automatically in each phase following.

When striking, the weapon does the following damage

| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> |
|------|------------|------------|-----------|
| Fang | 15 | 15 | 10 |

Barbed ripper spike

This is a hydraulic vibro ram, with spikes on it that curve inwards. It is used to strike directly at the target, then the ram is activated a split second before the moment of impact, the weapon is then withdrawn with the spikes tearing the insides out of the target. The weapon does damage twice per strike, the first being the damage from the initial strike, with the retraction damage being done in the following phase. Retraction Damage is only dealt if the target suffered any damage from the first strike of the weapon.

| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> |
|------------|------------|------------|-----------|
| Strike | 15 | 15 | 10 |
| Retraction | 10 | | 10 |

RANGED WEAPONRY

(these weapons require three powersuit points to fit to the suit, and each weapon must be fitted on a particular part of the suit, suits cannot mount more than one weapon in a particular location)

“Limpet” magnetic charge launcher

The limpet shell launcher is fitted on either of the shoulders of the suit and is normally left on the back of the suit until such time as it needs to be brought into play. The limpet cannon fires magnetically active charges that adhere to the first metallic thing that they strike. Once they have struck the target, the charge inside the shell will detonate, inflicting massive damage upon the armour of the target. The shell does damage twice, when it strikes the target and when it detonates

| | <u>Clip</u> | <u>Calibre</u> | <u>ROF</u> | <u>RCL</u> | <u>Range</u> |
|--------|-------------|----------------|------------|------------|--------------|
| Limpet | 30 | Mine | 1 | 15 | 100m |

| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> |
|-----------|------------|------------|-----------|
| Strike | 5 | 10 | 5 |
| Explosive | 50 | 30 | 15 |

If the limpet mine penetrates the armour with the initial strike, the second strike will do double the damage to the target underneath as the charge reverbrates through the armour.

Proximity Spike mine

The proximity launcher fits over the shoulder of the powersuit, and is usually kept in a dropped position over the upper back until required. Similar to the Limpet charge launcher in operation, the proximity spike is not magnetically active. The charges have tiny sensors built into the head of the shell, these sensors can tell the difference between SLA and Thresher armour, and will detonate when it comes within a metre of any SLA armour type (this includes vehicle armour), causing explosive damage to all the targets in range.

| | <u>Clip</u> | <u>Calibre</u> | <u>ROF</u> | <u>RCL</u> | <u>Range</u> |
|-------|-------------|----------------|------------|------------|--------------|
| Spike | 50 | Mine | 1 | 20 | 200m |

| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> | <u>Blast Radius</u> |
|--------|------------|------------|-----------|---------------------|
| Strike | 25 | 25 | 15 | 5m |

“Porcupine” Close defence system

The Porcupine is a series of thirty extremely close range magnetic accelerators fitted all over the armour. The accelerators have a range of ten metres, and are not manually controlled. The suits onboard fire control system scans everything within ten metres in half second intervals, anything that it picks up that does not have a thresher signature (but that is moving) is automatically fired at. The suits computers have an effective weapon skill of 6, and there are over four thousand rounds as standard taken when this option is fitted to the suit. This weapon option takes all the space and power upon the suit, and these suits are very often the first ones dropped into the combat zone. The suit can track and fire with all the turrets mounted upon it simultaneously (engaging thirty separate targets if required)

| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> | <u>Notes</u> |
|-----------|------------|------------|-----------|--------------------------|
| Porcupine | 10 | 15 | 8 | Thirty attacks per phase |

“Screamer” Sonic defense system

The screamer is a specially designed sound system that attaches to the back of any sound shielded thresher suit of armour. It is to be noted that if this system is fitted to even one of the thresher troops in the landing zone of any attack, then all the suits will be sonic shielded, and all communications will be by a closed circuit comms system. The screamer broadcasts a 300 decibel continual scream, the noise is undecipherable due to the sheer volume level. Anything living within twenty metres of the device will be

incapacitated due to the disorientation, anything coming within ten metres, or within forty metres for more than a few minutes will be permanently deafened. Anything within a hundred metres will not be able to speak and be understood without a closed circuit to speak on. Anything within two hundred metres have to shout to make themselves heard/understood. Anything constructed of glass, plastic, or anything else that has a weakness to frequencies of sound WILL be shattered by this weapon. The suit can use normal weapons in addition to this weapons system.

“Minefield” defensive system

The Minefield is exactly what it suggests, it uses a backpack mounted ammunition system that saturates an area with close proximity mines, it is typically used to cover a retreat, and the firing system uses the same principle as the phalanx system. It lays a thousand mines between the two co-ordinates that the computer is given, these detonate if anything comes within a foot of them. It is true that the detonation of one mine can lead to a chain reaction that can set off the entire carpet, but this is rare.

| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> | <u>Blast Radius</u> |
|-----------|------------|------------|-----------|---------------------|
| Minefield | 15 | 10 | 5 | 1m |

The minefield carries enough mines for one assault.

HAND HELD POWERSUIT RANGED WEAPONRY

Shard Cannon

The Shard Cannon is a modified, snub nosed 20mm cannon with full ammunition variability, the only difference to the rounds fired by the shard cannon is that they are all shaped with armour penetrating warheads. Treat the shard Cannon as a standard 20mm cannon with an additional +5 to the Pen rating of any round that it uses. The shard cannon is easily distinguishable by the whistling noise made by the rounds as they cut the air.

“Tracer” remote detonation device

The Tracer is one of the hand held powersuit weapons that thresher uses, it fires gravimetric charges that can adhere to any surface. These are connected to the main cannon by a radio (and I do mean radio) controlled detonator, the weapon can detonate any or all of the charges as and when required. The reason why they are so successful is that SLA have yet to figure out that thresher are still using such backwards technology for its strike forces. It differs from the limpet cannon in that the charges are not automatically detonated, and as such, a swift enemy might be able to disarm them. The reason why this rifle is still in use is the fact that it can look as if the shells have not detonated, making the suit firing them a lower priority. The weapon can also be used to lay traps for expected reinforcements if need be.

| | <u>Clip</u> | <u>Calibre</u> | <u>RCL</u> | <u>Range</u> |
|--------|-------------|----------------|------------|--------------|
| Tracer | 50 | Mine | 15 | 50m |

| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> |
|------|------------|------------|-----------|
| Mine | 15 | 10 | 5 |

“Lance” Plasma Rifle

A long barrelled automatic firing plasma rifle that is attached by cable to the powerunit that runs the powersuit, it converts raw fusion energy into plasma and then spits it out in rapid succession, it can be used in two modes, single shot, and continuous stream. The weapon can only be used on continuous stream for one round at a time before it requires two rounds to cool down and then fire again.

| | <u>Clip</u> | <u>Calibre</u> | <u>RCL</u> | <u>Range</u> |
|-------|-------------|----------------|------------|--------------|
| Lance | * | Plasma | 0 | 200m |

| | <u>DMG</u> | <u>PEN</u> | <u>AD</u> |
|-----------------|------------|------------|-----------|
| Single Shot | 30 | 15 | 10 |
| Continuous Fire | 30 | 20 | 15 |

In continuous stream mode, the weapon will not allow the armour of the target to cool down sufficiently to protect them from the heat generated by the weapon. If a target is struck by the weapon in continuous stream mode in more than one phase, the crew/pilots of the target will take five points of damage per phase after the first. If they are wearing armour themselves, the damage has to get past the armour first before it can damage the occupants. Armour will cool down in a number of phases equal to half the phases that it was under continuous stream. I.E. If the target was under stream for four phases, they will continue to take damage for a further two phases while the armour cools.

Holocaust Class powersuits have a slightly modified Lance when they are fitted with one, it has a larger cooling vane built into the weapon that allows it to fire on continuous stream every round without requiring rounds to cool down.

FOOTSOLDIER WEAPONRY

G1 pistol

The G1 is a standard thresher pistol, it is both the accepted sidearm for civilians, and the general weapon for basic operations using footsoldiers, It is a snub-nosed pistol with only single shot capability, utilising 11mm ammunition. It is more popular than the shark variant of pistols due to the increased range and reduced weight.

| | <u>Clip</u> | <u>Calibre</u> | <u>ROF</u> | <u>RCL</u> | <u>Range</u> |
|----|-------------|----------------|------------|------------|--------------|
| G1 | 20 | 11mm | 1 | 2 | 50m |

Weight : 0.5kg

G2 pistol

The G2 is the preferred sidearm for Footsoldiers, they are issued G1's if there are no G2's available, but it is standard practise for the Footsoldiers to be equipped with G2 pistols. Making an improvement on the basic G1 style, the G2 is an 11.5mm pistol, with a multi clip option built into the barrel. The pistol is fitted with a selector switch on the grip that allows the users to switch between the first and

second clips. The favoured configuration is to have armour piercing rounds in one clip and high explosive in the other, although this varies from person to person.

| | Clip | Calibre | ROF | RCL | Range |
|----|------|---------|-----|-----|-------|
| G2 | 10x2 | 11.5mm | 1 | 3 | 20m |

Weight : 2kg

R1 Rifle

The R1 is a general rifle with limited capabilities, it has burst fire and single shot modes, but only operates with 8mm ammunition. There are those who say it is better than nothing.

There are those who disagree

| | Clip | Calibre | ROF | RCL | Range |
|----|------|---------|-----|-----|-------|
| R1 | 15 | 9mm | 1/3 | 3/5 | 15m |

Weight : 3kg

R2 Rifle

Recognising the general inefficiency of the R1, the thresher weaponsmiths created the R2, an improvement in all way, firing 10mm ammunition, the weapon is lighter and has an improved range.

| | Clip | Calibre | ROF | RCL | Range |
|----|------|---------|-----|-----|-------|
| R2 | 20 | 11mm | 1/3 | 2/4 | 20m |

Weight :2.5kg

R3 Rifle

The R3 is the accepted sniper rifle used by footsoldiers in thresher, it has a superior range, and fires 15mm rounds, although it is only a single round, bolt action rifle.

| | Clip | Calibre | ROF | RCL | Range |
|----|------|---------|-----|-----|-------|
| R3 | 1 | 15mm | 1 | 1 | 150m |

Weight : 3kg

“Orca” Hand cannon

A quad barrelled, snub nosed, rapid firing monstrosity of a weapon, the Orca is the preferred short range pistol within Thresher, firing 15mm rounds at a rate faster than any other pistol in history. The kickback on the weapon is brutal, but it is no penalty for the efficiency of the weapon.

| | Clip | Calibre | ROF | RCL | Range |
|------|------|---------|-----|-----|-------|
| Orca | 40 | 15mm | 5 | 9 | 15m |

Weight : 3.5kg

“Number One” Incendiary Taser

This weapon is amongst the most horrible of all the regular thresher footsoldier weaponry, it incorporates a high pressure tank of fuel that is stored inside the stock of the weapon. The method of delivery is to spray the target with the fuel, then fire the taser at them. The Taser is specifi-

cally rigged to deliver a massive charge of power to the target a split second before impact, the range is calculated by a small rangefinder built into the side of the barrel. The spark from the power being loosed is sufficient to ignite the fuel that has been sprayed on the target, while the power from the taser will be continually supplied to the target.. The result is an immobilised target that is slowly cooked whilst being unable to do anything about it.

Taser Effect – PHYS roll at -5 or remain immobile for Three rounds

Flame Effect – PEN 0, DMG 5, Ad 3. This is per phase.

The flame will extinguish itself in five rounds, or can be put out by the target (if they are not immobilised) by rolling 14 or higher or 2d10, each additional person helping in the extinguishing of the flames will add two to the dice roll. The Taser has a second mode of operation that douses the target with fuel every Ten seconds, this will cause the target to suffer continual flame burns until such time as the Taser is deactivated. The final mode of operation with this weapon is to create a small spark at the nozzle to the weapon, this creates a very short range flamethrower, with the same number of shots as the taser normally has. Reloading this weapon takes one full round to do it safely.

| | Clip | Calibre | ROF | RCL | Range |
|----|------|---------|-----|-----|-------|
| #1 | 10* | Special | 1 | 0 | 5m |

Weight : 0.5kg/3kg fully loaded

*the weapon holds sufficient fuel for ten bursts of fire, the taser has effectively unlimited ammunition.

Generic sidearms

The servants of the shark do not place the same emphasis on the style of weapons as opposed to the effectiveness of them. In the same way that CAF supply the weapons for the lower levels of the great enemy, so the Shark line of equipment services the needs of the lower levels of the faithful

| | Clip | Calibre | ROF | RCL | Range |
|--|------|---------|-----|-----|-------|
|--|------|---------|-----|-----|-------|

Pistols

| | | | | | |
|--------|----|--------|-----|---|-----|
| Shark1 | 10 | 9mm | 1 | 3 | 20m |
| Shark2 | 10 | 11mm | 1/3 | 5 | 20m |
| Shark3 | 10 | 11.5mm | 6 | 6 | 20m |
| Shark4 | 10 | 15mm | 1 | 9 | 20m |

Rifles

| | | | | | |
|----|----|------|-------|----|------|
| V1 | 30 | 9mm | 1/3/5 | 6 | 40m |
| V2 | 20 | 11mm | 1/3 | 8 | 40m |
| V5 | 20 | 15mm | 1 | 10 | 80m |
| V9 | 10 | 20mm | 1 | 17 | 200m |

Weights

| | |
|--------|-------|
| Shark1 | 1kg |
| Shark2 | 1.5kg |
| Shark3 | 2kg |
| Shark4 | 3kg |

| | |
|----|-------|
| V1 | 5kg |
| V2 | 5.5kg |
| V3 | 6kg |
| V4 | 15kg |

The shark series of weaponry is cheap, reliable, and effective, it just doesn't have the appearance to instill fear in those who come up against it. The V series of rifles is the only mass-produced set of rifles that are used within Thresher, all of the rifles have caseless ammunition with the exception of the V9. The V9 is a monstrous cannon, usually only fired from a tripod mount, and is a bolt action rifle firing fully cased munitions.

THRESHER CALIBRES

Different to the munitions used by the minions of the great enemy, Thresher ammunition is shown below. It is to be noted that due to its lack of armour penetrating capability, HESH ammunition is scorned by the armour conscious warriors of the shark, in its place is the Streak round, shaped like a normal round, there is a tiny hole at the front of the round, similar to the Dum-dum bullets of the great enemy. However, the round also has an inner core, also with a small hole at the front, when the round hits, the hole on the front of the round forces the first part of the round to impact and squash on the armour, forcing the core into the target beyond, where the hole in the inner core causes the round to expand inside the target, causing massive tissue damage. This round is less effective against targets without biological components, but is preferred because of the terror tactics that can be employed in their use. A weapon firing Streak ammunition is easily pinpointed by the high pitched whine the round makes as it travels through the air.

Penetration

| Calibre | STD | AP | Hi-Ex | HEAP | Streak |
|---------------|-----|----|-------|------|--------|
| Pistol 9mm | 4 | 8 | 2 | 8 | 5 |
| Pistol 11mm | 5 | 9 | 3 | 9 | 8 |
| Pistol 11.5mm | 6 | 10 | 4 | 10 | 10 |
| Pistol 15mm | 12 | 13 | 8 | 12 | 16 |
| Rifle 9mm | 9 | 10 | 3 | 8 | 9 |
| Rifle 11mm | 10 | 12 | 4 | 9 | 12 |
| Rifle 15mm | 20 | 15 | 10 | 16 | 17 |
| Rifle 20mm | 25 | 30 | 20 | 30 | 25 |

Damage

| Calibre | STD | AP | Hi-Ex | HEAP | Streak |
|---------------|-----|----|-------|------|--------|
| Pistol 9mm | 4 | 2 | 9 | 7 | 5 |
| Pistol 11mm | 6 | 2 | 10 | 8 | 8 |
| Pistol 11.5mm | 7 | 3 | 11 | 10 | 10 |
| Pistol 15mm | 12 | 10 | 15 | 14 | 15 |
| Rifle 9mm | 9 | 5 | 10 | 9 | 7 |
| Rifle 11mm | 9 | 6 | 12 | 10 | 10 |
| Rifle 15mm | 20 | 18 | 25 | 24 | 20 |
| Rifle 20mm | 38 | 34 | 42 | 40 | 30 |

Armour Damage

| Calibre | STD | AP | Hi-Ex | HEAP | Streak |
|---------|-----|----|-------|------|--------|
| 9mm | 2 | 2 | 3 | 2 | 4 |
| 11mm | 2 | 2 | 4 | 3 | 5 |
| 11.5mm | 3 | 3 | 4 | 3 | 5 |
| 15mm | 4 | 4 | 9 | 8 | 8 |
| 20mm | 5 | 4 | 12 | 10 | 12 |

CLOSE QUARTER FOOTSOLDER WEAPONRY

“Fang” close combat repeated assault system.

The Fang is the primary close combat weapon of the thresher foot troops using non-powered armour. The Fang is an old style beartrap which works by the soldier getting hold of the enemy and then activating the fang. The clamp activates and bites down upon whatever is being held by the soldier. As long as the target is gripped, the fang will continue to withdraw from the wound and then clamp again, the pressure exerted by the weapon can crack most armours given time. The weapon can also be set to deathgrip mode, which will continue biting the target even if the trigger is released. The only way that the weapon will cease to function is if it runs out of power (5000 hour power supply as standard, one bite each second), or if the special combination code is input (and this is individual to the user of the Fang). The weapon can only be used if the soldiers hand is closed, the safety mechanism will automatically stop the weapon working if the soldiers fingers are extended.

| | DMG | PEN | AD |
|------|-----|-----|----|
| Fang | 6 | 6 | 3 |

Repeated assault with this weapon will cause one hit in each initiative phase, the target can attempt to break free each phase, this is a test against the thresher soldiers strength to determine whether or not the thresher soldier keeps hold of the target.

“Pumper” close quarters silent assassination device.

Despite its rather euphemistic name, the pumper is one of the more dangerous of the thresher weapons, it is a simple spike attached to the back of the forearm. The spike is attached to a simple gas injector, and is used as a stabbing weapon, when the weapon registers a hit, it pumps three cubic centimetres of gas into the wound, this has the effect of inducing an immediate embolism in the target. In less hardy races, this can be almost immediately fatal as the air in the bloodstream causes severe internal damage as the veins are forced to carry the air to the vital organs that cannot handle it. The gas carried is usually a nerve or immobilising toxin of some sort, this aids in the secondary function of the pumper, which is to spread toxins through the air. The weapon can be set to overload, which has the effect of loosing the entire reserve of the gas cannister the next time that the weapon strikes a target, this is invariably fatal as the target is inflated far beyond the tolerance of any living creature. There have been a few recorded cases of

survival from this, but they were when a medical team was on hand to take care of the injured person.

Standard damage

Pen 3, Dmg 1, Ad 1. If the gas is pumped into the target, then the target immediately receives the full effects of the gas, six points of damage from the initial gas insertion, and also two hits per round as the gas is forced through them. After two rounds, the gas will have made itself to a vital organ of some sort, usually the heart, at this point, the target takes a further six points of damage. If the target survives this, then it is presumed that the gas has been absorbed into the blood of the target.

Overload damage

The weapon still does standard damage, but when the gas is delivered, the damage is multiplied by the number of charges that the weapon still had in it. For example, if the cannister still had thirty shots in it, then the damage would be one hundred and eighty initial points, sixty points per turn for two turns, then a further one hundred and eighty points when the gas hits the vital organs.

If the target is reduced to minus their maximum hit points by the initial injection of air, then their body will burst from the pressure, this will cause massive bleeding at five further hit points per round. This is only for purposes of anyone trying to heal the poor bugger.

The standard pumper has a fifty charge cartridge of gas in it.

“Defender” Electro wire glove.

The defender is another of the thresher standard foot soldier hand arms. It delivers a standard three thousand volt charge upon contact with the target, the difference between this glove and standard shock gloves is that the glove can be set to overload. This has the effect of causing a three metre EMP shockwave centred upon the gloves. The glove is useless after this overload option has been used.

Standard charge

Pen 0, Dmg 5, Ad 0. The weapon also acts as a standard taser while in contact with the enemy, this will immobilise any target up to the size of a 313 stormer.

Overload mode

Pen 10, Dmg 30, Ad 5. This also radiates a three metre radius EMP shockwave centred on the user of the gloves, this will render useless all electrical/electronic equipment within that radius.

“Ripper” arm spike

The ripper is a powered lance that attaches to the back of the arm, activated by closing and clenching the fist, the ripper is thrust forwards and then drawn backwards, this has the effect of impaling the target with far more force than a normal person could use. The kicker to this weapon is the

fact that the lance has a set of spikes along the edge of the lance. These are extended when the ripper is fully extended, and remain extended until the weapon is fully retracted, this has the effect of causing internal bleeding by dragging out the targets insides.

Pen 6, Dmg 3, Ad 4 the weapon does a further 3 damage if it actually causes damage to the target, and causes bleeding at the rate of one point per two rounds.

“Bleed” thresher haemotoxin.

This is a toxin that can and is regularly applied to all thresher weapons, it causes blood to thin and have trouble clotting, this has the effect of making any injury that involves bleeding be twice as bad for the purposes of healing it. For example, if the injury was one hit per round, then the damage would be one hit per round, but would count as two hits per round for the purposes of healing it.

ORBITAL WEAPONRY

Spike – The spike is the normal weapon used in planetary bombardment, it is a rocket guided block of Adamantine that sits in orbit until such time as it is required. Most planetary systems do not have the capability to recognise the one piece of debris in orbit that could suddenly turn around and streak down to the surface, making whatever it lands on go away in a large pyrotechnics show. Spikes take Fifteen seconds to call down on co-ordinates, and cannot be modified from their course once launched. The only things that can intercept a spike are something cruiser sized being put in the way or alternatively, counter orbital ground artillery.

Penetration, damage and armour damage are pretty much irrelevant to this weapon, anything with a ground weight of less than forty tons is gone, as is anything within fifty metres of ground zero. War World hardened buildings will take up to three hits before being holed, but civilian buildings will lose at least ten floors of their construction, and will most likely lose structural integrity.

Hammer – The Hammer is the next step up from the spike, carrying an explosive charge inside its shell, it will penetrate the target and then explode. The usual warhead load is Tactical Nuclear, with a blast radius of 500m, anything in this area is gone, anything in the radius will take catastrophic damage, as defined by the GM

World Eater – The most destructive form of damage that is available to the Thresher legions. The World eater is a huge warhead of pre-programmed, self-replicating Nanites that eat all composite material in their way, the only things that are not consumed by these nanites are naturally occurring compounds such as foliage and fauna. Usually, the nanites are programmed to eat certain types of lifeform, this is normally set to humans, but can be modified for any of the races in the world of progress. The only weakness that the nanites have is that they are destroyed by large amounts of Carbon Monoxide. This has led to them being largely ineffective against the Great enemy, due to the massive levels of pollution present on the world of Mort. The search continues for a way to make the nanites resistant to this, but nothing has presented itself so far.

Particle Barrage – This is one of the more expensive and complex forms of orbital bombardment used by the servants of the Shark, it comprises a magnetic accelerator that is held in orbit, where it gathers minute particles of dust and debris and holds them ready for bombardment. When fired, the weapon shoots the particles down into the atmosphere at close to the speed of light. The size of the particles is irrelevant at the speed they travel, and the only warning that the target gets is the streak of light that precedes the shells. These weapons are usually used to bombard wide areas, or to soften up a group of targets. The bombardment also has the added effect of damaging communications lines in the areas of the shelling, and also disrupting vital equipment, although not with the more damaging effects of direct damage EMP weaponry.

MONEY AND EQUIPMENT

The default unit of monetary currency is the Tooth, and it is regulation within the core worlds of the shark that all items offered can be paid for with Teeth. The tooth is available in both solid and electronic form which enables the purchasing of almost anything inside or outside of the law of the shark. The black market of Thresher is not the same size or complexity as the black market of the great enemy, but it still has a thriving economy. Whilst it could be cracked down upon if the high command so desired to do so, it is not worth the hassle and manpower that would be required.

Most of the minions of the shark know where to find black market things if they need them, and if they don't, they probably know someone who does. In this way, those who do not have a job or other method of sustaining themselves can hack a living in the world. Anyone found to be in possession, selling, or dealing in black market goods is liable for a large fine. If they are a member of a thresher team or similarly employed civilian, or they cannot pay the fine, then they will be sent to Hades to "assist" with the experiments going on in that location. This threat is often enough to deter most people from even thinking about going black market for something.

This section is divided four subsections – Equipment, Weapons, chemicals, and Black Market goods

The various pieces of equipment that are distributed to the servants of the shark vary in their classification. If there is justification for a person to be using a piece of equipment, then no question will be asked, however, if (for example) a clerical worker were to suddenly make request for a G2 and several rounds of ammunition, curiosity would be piqued within the depths of the administration, and it is likely that Vigilance may be informed to keep an eye on the individual in question. There are always exceptions to the rule, those in-

volved in the Teams will often be given leeway as the tasks that they undertake will frequently be varied beyond what they are normally expected to accomplish with their skill set. To this end, a Classification schedule has been drawn up that determines whether or not a purchase of an item warrants a check from Vigilance.

Classifications of personnel are given in the Character Section of this book, if the character has sufficient classification to purchase an item without query, then no query will be given, a note of the purchase will be made on the persons log, but nothing further will be thought of it. If the person does not have the classification, the item will be refused them and an official from vigilance will contact them as to what they actually want the item for. If they can satisfy the queries posed, they will be allowed the item. If they cannot satisfy the queries posed, then further questions may be asked depending on what margin the applicant failed the questioning by, if these questions are failed, then other actions may be taken to resolve the problem. This is where the Black Market originated from, when a citizen cannot obtain what they seek without having to undergo the questions of vigilance, it is often less trouble for them to get the item without the knowledge of Vigilance (itself a contradiction in terms).

All Items in the following pages will be presented in the format of the name of the item, followed by the classification of the item in brackets.

GENERAL EQUIPMENT

The following equipment is comparable to the items in the Main Rule book, some components are replaced or modified, but the basic equipment and performance is the same as the SLA equivalents.

Telescopic Sights/IR/UV/Nightsight lenses or goggles
 Weapon Silencers
 Flash Suppressors
 Recoil Baffling
 Pistol/Rifle Stocks
 Bipods/Tripods
 Laser Painters
 Headset comm units/Walkie talkies
 Motion/Enviro Scanners
 AV playback equipment
 Armdeck (comparable to the standard oyster)
 Flashlights
 Climbing Equipment
 MagHold pads
 Weapons maintenance kits
 Rangefinder
 Nava Maps/Slugs

SPECIALISED THRESHER EQUIPMENT

Basic Technicians kit – This kit contains all the tools necessary for basic repairs to mechanical and electronic equipment, including power testers, soldering kits, and spare parts for common items.

Powersuit Diagnostic Unit – This is a hand held scanner that can analyse the component parts and limbs of standard and conflict war powersuits. It will be unable to analyse Ancient armour, but will be able to pinpoint any problems that are ongoing with existing powersuits.

Powersuit Tech Kit – Once the problem is analysed, this kit contains the relevant parts to solve most common mechanical and electronic failures.

Thresher Med kit – Comparable to the Boopa Medical kit used by the minions of the great enemy, the Thresher med kit also contains a scanner for pinpointing internal bleeding and other minor injuries. This scanner gives +1 to all first aid and medic skills while it is being used.

Surgeons Bag – The step up from the Med kit, the surgeons bag contains a full set of equipment to deal with the more complex injuries, such as fractures, breaks, and muscle tears. It contains sufficient protein compound and coagulant to set several such injuries.

Operations kit – The operations kit contains a laser scalpel, and sufficient blood, plasma, and other surgical tools to perform battlefield surgery when it is required.

Interceptor kit – This is a necessary set of equipment for the communications specialist to monitor and intercept transmissions from the enemy. Without this kit, all rolls made using their skillsets will be subject to a –4 on the roll, without any kit at all, interception rolls cannot be made.

Artillery Diagnostics kit – All Thresher artillery has a communications port built into it, this port allows the engineers and gunners working on it to plug directly in to receive reports as to the status of the weapon. This kit pinpoints the nature of any damage that has been suffered by the weapon and what will be required to fix it. Separate tools will be required to finish the job.

Ammunition Recalibration kit – The Ammunitions specialists of the shark use these tools to make field modifications to the ammunition that they are using. Ammunition can be modified by one calibre in each direction (with the exception of 15mm to 20mm), the kit contains sufficient raw material for thirty such conversion. Using the kit, it is also possible to change normal rounds to AP rounds, and Hi-explosive rounds to HEAP rounds, and vice versa.

Camsuit – The camsuit is the preferred suit of the scouts of the shark, using similar light refraction technology to that found on the ghost vehicles, the suit makes a minor distortion in the air around the wearer, making it harder for people to focus on the exact area. Any rolls to detect or scan the character will receive a –2 penalty at long range and –1 at short (within 5m).

Equipment webbing – This is an all purpose set of combat webbing, incorporating body sculpted pockets and slings to place equipment in, it is put together according to the users requirements.

Materials Analyser – A small scanner with a database of the various compounds that the Thresher scientists are aware of, it will be able to tell what a substance is, or what compounds/ores are contained within it if a small sample is placed inside the scanner. The Analyser can also be set up to scan the materials that it is placed up against or immersed in and is 95% effective in detailing what is being asked of it.

Preservation kit – This is a small box (10" by 10" by 5") that contains a micronised cryogenic generator. This box can be used to perfectly preserve anything that can fit inside it, and is most often used for keeping tissue samples in the state that they were found in, for return to the labs. The power cell on the unit is good for 1000 hours of continuous use before requiring a recharge.

Bio scanner – Similar to the materials analyser, the Bio scanner works on organic samples rather than ores and compounds. It can identify the differences between the various races of the world of progress, but when faced with biogenetic tissue, it will not be able to discern which type of biogenetic the tissue came from. Such things require a more efficient scanner.

Implant scanner – This scanner checks the target creature and scans for any evidence of implanted devices or other foreign bodies. This scanner can detect the presence of nanites if any have been put into the target, but it will not be able to tell which nanite types have been implanted. If used on a person with a finance chip, it will detect the chip, but will not be able to define what its purpose is.

Programmer – The Robots and control systems used in the field often require careful hours of preparation, the programmer is a patch unit for damaged robots. It does not carry complicated programs, but can be used to override a robot's current program and replace it with a simple one such as take and hold objective, guard the way, and other one line programs.

Code Scripiter – If the time is available, a robotics specialist may write a program for the robot to use in place of its current one. Whereas the programmer allows a one line program to be substituted for the main program, the code scripiter can re-write whole operating systems in the field given the time. The time taken to use this device varies depending on what the Gm sees fit.

Standard issue Combat Camera – A hardier version of the standard a/v recorder, the combat camera is hardened to withstand the rigours of combat, and has a three shot 9mm pistol built into the side of the lens. This pistol can be fired at any time with the flick of a switch on the side of the hand grip.

Microphone/recording kit – a combination set of microphones, including directional and shotgun microphones, all connected easily to the recording device. The kit includes bugging devices and relay devices for when the specialist needs to set up a full surveillance system.

CHEMICALS

There are various drugs and other such chemicals available for the use of Thresher citizens, the ones following are the ones approved for general use by the servants of the shark.

Sense - This is a primarily military applied drug that has found its way into the realms of the pleasure seekers. The drug enhances the sensory perception of the person taking it, this gives the user +2 to all detect rolls, tracking, and other skills where the senses are primarily involved. However, if taken more than twice a day, it has a tendency to overload the brain with the hyperstimulated senses, causing the user to suffer a -1 to all rolls due to over sampling the stimuli at hand. Sense lasts for five rounds per dose.

Net - This drug is also a military applied drug, it works by increasing the flow of electrochemicals to the brain. This has the effect of increasing the character's sensitivity to the way that machines work. In game terms, when under the influence of this drug, the character gets +1 to all skills involving machinery of any kind. Net lasts for ten rounds per dose.

Cure - The lowest level of healing drugs, Cure heals one hit point the round after it is applied, and also one wound. It cannot be used more than three times a day, as the chemicals used in the drug are very similar in operation to certain antibodies found naturally within the body, and the body becomes resilient to them very quickly. The fourth and subsequent doses will have no effect on the user at all.

Speed - An accepted form of athletics booster within the teams of the shark, Speed gives the user one extra phase to act in per round, and also reduces damage taken by one point (minimum one damage per hit). If Speed is taken more than four times in a day, the user will become agitated and nervous, this will reduce all their skill rolls by one for the next five hours, this is due to the overload of adrenalin and stimulants in the bloodstream.

BLACK MARKET GOODS

SLA drugs - These drugs are often of higher quality than the standard Thresher drugs, and many of those working in the teams look for them to increase their edge, the price will vary wildly depending on what the character is after.

SLA weapons – These weapons are available for a price, but due to the nature of the individuality of these weapons, they are not as sought after as people might think, as the weapons can be easily identified.

Regular Items – The character can purchase items that are above their clearance level if they so desire

Other Items – Well, you know players, always after something that no one's got any statistics for.

PRICES AND CLEARANCE LEVELS FOR ITEMS

General equipment – These will cost similar to the price in the MRB, treat 1c as 1 tooth for purposes of cost comparison. The only items on this list that require a clearance are the weapon accessories, these have a nominal clearance requirement of W1, unless the accessories are being purchased for a weapon the character already possesses. There is no suspicion for the character purchasing extras for a weapon that command already knows about, the suspicion lies in buying parts for a weapon that you're not supposed to have. The only exception to the clearance codes is if a character starts with that piece of equipment in their inventory, they will be permitted to carry the item but should they damage or lose it, they will have to wait till their clearance reaches the right level before replacing it.

| <u>Item</u> | <u>Clearance Required</u> | <u>Cost(legit)</u> | <u>Cost (BM)</u> |
|-------------------------------|---------------------------|--------------------------------|------------------|
| Basic Technicians kit | NONE | 20 | |
| Powersuit Diagnostic Unit | T2 | 30 | 70 |
| Powersuit Tech Kit | T2 | 25 | 60 |
| Thresher Med kit | S2/C1 | 20 | 50 |
| Surgeons Bag | S3/C2 | 35 | 100 |
| Operations kit | S3/C2 | 50 | 130 |
| Interceptor kit | T3 | 40 | 100 |
| Artillery Diagnostics kit | S/T3 | 60 | 150 |
| Ammunition Recalibration kit | S/T2 | 50 | 125 |
| Camsuit | W3 | 90 | 300 |
| Equipment webbing | NONE | 15 | |
| Materials Analyser | T/S3 | 110 | 400 |
| Preservation kit | T/S/C2 | 30 | 100 |
| Bio scanner | T/S1 | 35 | 130 |
| Implant scanner | T/S/W2, C1 | 20 | 50 |
| Programmer | T/S2 | 45 | 120 |
| Code Scriptor | T/S3 | 70 | 200 |
| Standard issue Combat Camera | S2 | 40 | 100 |
| Microphone/recording kit | S1 | 10 | 40 |
| Cure | NONE | 10 | |
| Speed | NONE | 5 | |
| Sense | NONE | 7 | |
| Net | NONE | 4 | |
| SLA DRUGS | ILLEGAL | 5-10 x basic cost of drugs | |
| SLA WEAPONS | ILLEGAL | 3-6 x basic cost of weapon | |
| SLA Ammunition | ILLEGAL | 2-4 x basic cost of ammunition | |
| Limpet mine launcher | W3 | 130 | 500 |
| Limpet mines | W3 | 20 | 50 |
| Proximity spike mine launcher | W3 | 250 | 750 |
| Proximity mine | W3 | 30 | 90 |
| G1 Pistol | W1 | 50 | 200 |
| G2 Pistol | W1 | 70 | 300 |
| R1 Rifle | W2 | 90 | 250 |
| R2 Rifle | W2 | 160 | 600 |
| R3 Rifle | W2 | 200 | 750 |
| “Orca” hand cannon | W2 | 275 | 1000 |
| “Number one” incendiary Taser | W3 | 200 | 800 |
| Fuel reload | W3 | 5 | 10 |
| V1 | W1 | 85 | 190 |
| V2 | W1 | 110 | 250 |
| V5 | W2 | 220 | 1000 |
| V9 | W4 | 525 | 2000 |
| Shark 1 | NONE | 45 | 200 |
| Shark 2 | W1 | 70 | 300 |
| Shark 3 | W1 | 125 | 500 |
| Shark 4 | W2 | 200 | 800 |
| Fang | W1 | 110 | 250 |
| Pumper | W1 | 150 | 300 |
| Defender | W1 | 80 | 150 |
| Ripper | W1 | 250 | 500 |

Ammunition

The clearance code for ammunition is the same as the weapon that is using it, if the character has the clearance to buy the weapon, they may buy the ammunition. Buying ammunition on the black market doubles the cost.

| Calibre | Standard | AP | Hi-Ex | HEAP | Shard |
|---------------|----------|----|-------|------|-------|
| Pistol 9mm | 2 | 2 | 2 | 3 | 2 |
| Pistol 11mm | 2 | 3 | 3 | 3 | 4 |
| Pistol 11.5mm | 3 | 3 | 3 | 4 | 5 |
| Pistol 15mm | 4 | 4 | 5 | 5 | 6 |
| Rifle 9mm | 3 | 3 | 2 | 3 | 3 |
| Rifle 11mm | 4 | 3 | 3 | 4 | 5 |
| Rifle 15mm | 7 | 6 | 7 | 7 | 7 |
| Rifle 20mm | 11 | 11 | 12 | 13 | 11 |

THRESHER VEHICLES

ROC

The Roc is the standard thresher carrier craft, carrying a full crew of thirty men, or three powersuits, it has split thrust and rotor capabilities depending on the atmosphere that it is operating in at the time. The shape of the craft is designed to resemble a bird of prey, sleek and thin, with a drop hold at the rear of the vehicle. It has two small wings on the side of the ship, these carry the primary thrusters, while the rotors are normally folded away on the top of the ship, to emerge if they are required. There is a slide exit at the right hand side of the ship, where regular footsoldiers can emerge if required. The ship is fully capable of VTOL and airborne troop drops should they be needed.

| | |
|-------------------|---|
| Type | Vectored Thrust/Helicopter |
| Max Speed | 200m/phase |
| Dimensions | 12m length, 3m width, 4m height |
| Weight | 17 tonnes |
| Crew | 2 |
| Passengers | 30 footsoldiers/3 standard powersuits/1holocaust class suit |
| Skill | Pilot, military |
| Armament | Four gun ports, whatever weapons the passengers carry |
| PV | 30 |
| I.D. | 700 |
| Acceleration Rate | 20 unloaded, 10 loaded |
| Turning Circle | 0 (VTOL), 150 at speed |
| Vehicle Equipment | Hostile atmosphere sealed, 30 hour life support for crew and passengers |

CROW

“People once believed that when they died, a crow carried their soul to the land of the dead. I personally think that’s a pile of shit, but there’s no better sight than one of those ships coming down over the battlefield when half your insides are spread over your legs”

The Crow is the primary medivac vehicle used by the warriors of the shark, it is basically a modified Roc, with some of the storage space sacrificed to give the room required for a small medical bay and a few field medics. The crow is also smaller than the Roc, giving it capability to fit into areas where extraction would be otherwise impossible to reach. The crow is recognisable at range by the distinctive power struts that are mounted on the underside of the vehicle, allowing it to make far faster descents (descents that would cripple other craft upon impact)

| | |
|-------------------|--|
| Type | Vectored Thrust/Helicopter |
| Max Speed | 150m/phase |
| Dimensions | 10m length, 3m width, 4m height |
| Weight | 20 tonnes |
| Crew | 4 (two pilots, one reserve pilot/medic, one field medic) |
| Passengers | Space for the treatment of ten men, standing room for twenty |
| Skill | Pilot military |
| Armament | Two gun ports only |
| PV | 20 |
| I.D. | 500 |
| Acceleration Rate | 15, loaded or unloaded |
| Turning Circle | 0 (VTOL), 200 at speed |
| Vehicle Equipment | Hostile atmosphere sealed, 72 hour life support for crew and passengers, fully equipped medical bay with separate surgery centre. Full plasma and blood banks, enough Rations and supplies for forty man days. |

FERRYMAN

The Ferryman is the all terrain craft used when the ground ahead has not been chartered, it is neither the fastest, most heavily armed, or most resilient of the APC's, however, its versatility has often been the proving point for its use. It has a rear and side disembarking point, as well as a hatch in the top of the vehicle, and is fully sealed for operation underneath or on top of water. The transition between ground based vehicle and aquatic vehicle takes a single round to work, and similarly, activating the diving function on the vehicle takes a single round, as does surfacing.

| | |
|-------------------|--|
| Type | Wheeled/Jet (underwater only) |
| Max Speed | 20m/phase over ground, 3m/phase under/on water |
| Dimensions | 8m length, 3m width, 3m height |
| Weight | 7 tonnes |
| Crew | 1 (often a spare driver is carried) |
| Passengers | 12, or one powersuit |
| Skill | Drive military |
| Armament | None, and only one gun port (mounted on the top hatch) |
| PV | 15 |
| I.D. | 300 |
| Acceleration Rate | 3 Above ground, 1 under water |
| Turning Circle | 3 Above ground, 0 under water |
| Vehicle equipment | Atmospherically sealed, airlock capability at the rear of the vehicle, 150 hour life support system, Supplies and rations for Twenty man days, decompression chamber for one person. |

VECTOR

The Vector is the primary heavy assault APC, it is usually only seen on war worlds, as the general construction of it is too heavy to be used in normal civilian areas. One of the largest vehicles used by Thresher, it is both heavily armoured and armed, and capable of carrying troops safely to the heart of the battle. Low slung to the floor, The Vector is two subsections, connected by an accordion style tube. It has a modular Track method of propulsion, incorporating four sets of tracks on the vehicle, only two of which are in operation at any time, allowing the vehicle to recover swiftly from mines and other such devices. In times of emergency, the Vector can separate the two halves, allowing each half to operate independent of the other. The Vector also has the capability to mount siege weapons on its hull, with the passengers or pilots being able to use these weapons while the vehicle is still in motion.

| | |
|-------------------|--|
| Type | Multi Tracked vehicle |
| Max Speed | 20m/phase |
| Dimensions | 20m length, split into two 10m sections, 4m width, 5m height |
| Weight | 50 tonnes each section |
| Crew | 2 (4 if both sections are in use simultaneously) |
| Passengers | 40 footsoldiers, or Five War/battle class powersuits per section |
| Skill | Drive Military |
| Armament | None as standard, capability to mount a siege class weapon on each half. |
| PV | 70 |
| I.D. | 1200 per section |
| Acceleration Rate | 2 |
| Turning Circle | 0 if separated, 15 if connected |
| Vehicle Equipment | Hostile atmosphere sealed, 72 hour life support, supplies and rations for fifty man days, Full ECM package, radar and lidar as standard. |

TROJAN

Smaller than the Vector, the Trojan is the standard Thresher APC, using the same track design as the Vector, it is a faster, more manoeuvrable model, used for more rapid deployments and scouting. The only drawback to the trojan is that it is unable to carry powersuits by reason of the smaller entrance points to the vehicle. It can mount a siege weapon on the top of the craft, but it will not be able to fire the weapon without stopping to stabilise the craft.

| | |
|-------------------|--|
| Type | Multi Tracked Vehicle |
| Max Speed | 30m/phase |
| Dimensions | 9m length, 3m width, 3m height |
| Weight | 25 tonnes |
| Crew | 1 (spare driver usually carried) |
| Passengers | 25 |
| Skill | Drive Military |
| Armament | Four Gun ports, Mounting for one siege weapon. |
| PV | 40 |
| I.D. | 700 |
| Acceleration Rate | 3 |

| | |
|-------------------|--|
| Turning Circle | 5 at speed, 0 if still |
| Vehicle equipment | Hostile atmosphere sealed, 36 hour life support. |

ACHERUS

The Acherus is a fast attack craft, designed for rapid deployment in built up areas, it is very low slung to the floor, with a sleek exterior, and a streamlined finish. It is mounted on six large wheels, and mounts heavy front plating that allows it to act as a ram in the event that the extraction zone is excluded from direct entry. The Acherus mounts a set of twin battle cannons over the top of the hood, these cannons have a 180 degree firing arc, with a 90 degree elevation if required. These cannons can be retracted into the front of the hood in the event that a ram is to take place. The primary entrance/exit to the Acherus is at the rear of the craft, although there is a separate side door if required.

| | |
|-------------------|--|
| Type | Wheeled APC |
| Max Speed | 40m/phase (80m/phase if using ram booster) |
| Dimensions | 6m length, 2m wide, 3m height |
| Weight | 5 tonnes |
| Crew | 1 |
| Passengers | 10 |
| Skill | Drive Military |
| Armament | Twin battle cannons mounted in hood of APC |
| PV | 50, front plate only, 25 all other areas |
| I.D. | 750 |
| Acceleration Rate | 3 |
| Turning circle | 6 |
| Vehicle Equipment | Ram boost modification, this is a small compartment of hi-powered fuel that is stored above the main engine. When the booster is engaged, it doubles the speed that the Acherus is travelling at for a period of five phases only, the acherus carries sufficient booster fuel for five boosts before it needs replenishing. |

GOLEM

The Golem is the primary ground attack vehicle, heavily armed on all sides, with one primary gun, and a horde of lesser weapons scattered over the hull. Constructed in the classical Turtle style of vehicle, the main shell of the craft runs all the way around the Golem, with a single section at the front of the vehicle that can be raised to allow troops inside. There is also an electricity field that can be generated between the two shells that is powerful enough to cause first degree burns to most targets. The secondary layer of armour is sufficient to stop most small arms that could fit under the primary hull. The Golem has multiple methods of traversing, the primary method is by the wheels of the craft, but in times of difficult terrain, the Golem can extrude a set of tracks that will go around the wheels in the space of thirty seconds. The switch from Wheeled mode to tracked must be done while the Golem is stationary, otherwise the links of the tracks could be damaged and rendered inoperative.

| | |
|-------------------|--|
| Type | Wheeled/Tracked Tank |
| Max Speed | 10m/phase (wheeled mode) 5m/phase (tracked mode) |
| Dimensions | 15m length, 4m wide, 4m high |
| Weight | 60 tons |
| Crew | 6 |
| Passengers | 0 |
| Skill | Drive Military |
| Armament | Multi Functional 15 inch cannon, twenty assorted bolt cannos |
| PV | Primary Shell 90 Secondary shell 30 |
| I.D. | 2000 |
| Acceleration Rate | 2 |
| Turning circle | 0 if stationary 8 if at speed |
| Vehicle Equipment | Atmosphere sealed, life support for 90 hours, rations and supplies for 50 man days, inner shell storm weaponry system (see powersuit siege weaponry for description) |

15 Inch Cannon statistics

| Ammunition | Pen | Dmg | Ad | Notes |
|---------------|-----|-----|-----|-------|
| Hi Explosive | 80 | 150 | 30 | |
| HEAP | 130 | 70 | 25 | |
| Breaker shell | 150 | 150 | 100 | * |
| Destructor | 50 | 50 | 50 | ** |
| Streak Shell | 250 | 30 | 100 | *** |

* - The breaker shell is a modified HESH round, incorporating two shells in one, the first is the outer shell, containing the necessary penetrating elements and an acidic compound that causes the armour damage. The Inner shell contains the explosive that causes the primary damage.

** - The Destructor shell contains an energising pulse in the core of the round. Upon impact, this pulse will go off, releasing a massive pulse of electromagnetic energy, this will disable any electronics in a fifty metre radius and also magnetise the target to normal metals, drawing all such metals in the vicinity to the target. This is often enough to disable the smaller vehicles as they are suddenly bonded to the troops that they were supporting. In the event of larger vehicles, it can cause them problems, but is usually not enough to stop them.

*** - The streak shell is a rocket propelled shell, the rocket is energised split seconds after the shell is launched, and will increase the speed of the shell ten times over. The actual main part of the shell is compressed molybdenum, a material that is more dense than most, which compresses further upon impact. These shells are renowned for their over-penetrating of targets. These shells are known as streak shells due to the trails left by their passing.

HAWK

The Hawk is the fastest, most manoeuvrable fighter craft in the thresher arsenal, a one man fighter, it is used for strafing runs on lightly armoured targets. The hawk is a thin, streamlined design, and has sacrificed much of its armour and weaponry for speed and mobility. The basic design of the hawk is the cockpit and control systems are mounted parallel to the engines, which sit on either side of the pilots seat. The cockpit is fully sound sealed, and the pilot must rely on the sensors of the craft for guidance. Despite these drawbacks, the hawk is still the most used of all the attack craft of the shark.

| | |
|-------------------|--|
| Type | Jet powered attack craft |
| Max Speed | 300m/phase |
| Dimensions | 3m length, 2m width, 1m height |
| Weight | 2 tonnes |
| Crew | 1 |
| Passengers | 0 |
| Skill | Pilot Military |
| Armament | Twin linked 15mm cannons |
| PV | 15 |
| I.D. | 300 |
| Acceleration Rate | 30 |
| Turning Circle | 75 |
| Vehicle Equipment | Fully atmosphere sealed with 12 hours life support, full radar and lidar, rangefinders and targeting computer, and full audio damping shields. Optional modification on the basic design will replace both 15mm cannons with a single 20mm cannon without autofire capability. |

EAGLE

The Eagle is an unmanned recon drone which can either be controlled by a robotics core unit or from a base either close by or in orbit. Capable of blistering speed and mobility, it is unarmed, but it has been known to mount an explosive warhead in the front of the craft for suicide runs. The eagle is streamlined in its design, shaped in a similar fashion to ordinary bullet rounds, it mounts a powerful ramjet at the back of the ship, with four wings to aid in stability. Each of these wings has a micro rocket built in to the edge of the wing, and it is this design that allows the amazing turns of the eagle.

| | |
|-------------------|---|
| Type | Jet powered recon craft. |
| Max Speed | 1000m/phase |
| Dimensions | 1m length, 50cm width, 50cm height |
| Weight | 200kg |
| Crew | 0 |
| Passengers | 0 |
| Skill | Pilot Military or Robotics Core |
| Armament | Variable |
| PV | 5 |
| I.D. | 50 |
| Acceleration rate | 50 |
| Turning circle | 10 |
| Vehicle Equipment | Either inbuilt camera and recording equipment with full visual array package or Inbuilt Heap War head (Pen 60, Dmg 50, Ad 10) with rudimentary visual array for guidance. |

GRIFFON

The Griffon is a new design in the arsenal of the shark. A multi use tactical fighter, slower than the Hawk, it is more suited to a modular battlefield role, and has proven decisive in aerial engagements. The Griffon requires two pilots, one who makes the primary piloting of the craft, and the second who controls the arsenal of the griffon. Designed in the classical

way with two wings and jets mounted at the rear of the craft, the griffon mounts its payload from both wings where possible, and has a set of single cannons mounted in the front of the craft. The full capability of the griffon is as yet untested, but the council have great hopes for it.

| | |
|-------------------|---|
| Type | Jet powered fighter craft |
| Max Speed | 150m/phase |
| Dimensions | 6m length, 3m width (body) 20m width (wings), 3m height |
| Weight | 7 tonnes |
| Crew | 2 |
| Passengers | 0 |
| Skill | Pilot Military (and heavy weapons skills for the second pilot) |
| Armament | Variable, Standard is Two rocket pods with front firing 15mm cannons |
| PV | 20 |
| I.D. | 500 |
| Acceleration rate | 25 |
| Turning Circle | 110 |
| Vehicle Equipment | Environmentally sealed with 12 hour life support, full ECM and ECCM systems, Radar and Lidar, targetting computer and autopilot, ejection seats and parachutes. |

OSPREY

The original prototype for the Griffon, the Osprey is a multi function bomber, carrying a heavy payload of unguided bombs that it strafes across its targets. The Osprey has the same wing design as the Griffon, but the wings are smaller, and the mobility of the osprey is far less than that of the griffon. The osprey is slower as a result of this, but for small scale bombardment, is unmatched in its capabilities.

| | |
|-------------------|---|
| Type | Jet powered multi function bomber |
| Max Speed | 100m/phase |
| Dimensions | 8m length, 3m width (body), 12m width (wings), 3m height |
| Weight | 10 tonnes unloaded, 15m with full payload |
| Crew | 2 |
| Passengers | 0 |
| Skill | Pilot Military |
| Armament | Variable payload of unguided bombs, multi directional 15mm cannons (3) |
| PV | 30 |
| I.D. | 500 |
| Acceleration rate | 10 |
| Turning circle | 150 |
| Vehicle Equipment | Environmentally sealed with 12 hour life support, full ECM, ECCM and detection packages, Radar and Lidar, targetting computer, ejections seats, recall function |

GHOST

One of the first generation space fighters, the Ghost is still used as a viable design for the wars in orbit. Its range is limited, but its size and mobility are decisive in the fight. Built around two ion drive engines, one on the top of the ship, one at the bottom, the ghosts primary armament is a single pulsed beam cannon. This weapon cannot be operated when the craft is travelling at anything above half the maximum speed due to the kickback generated, nor can it be used if the crafts optional refraction field (see below) is operational, but it prevents the ship from being defenceless.

| | |
|-------------------|---|
| Type | Ion Drive Single man fighter |
| Max Speed | 2000m/phase (spacebound), 500m/phase (atmosphere) |
| Dimensions | 5m length, 5m height, 2m width |
| Weight | 4 tonnes |
| Crew | 1 |
| Passengers | 0 |
| Skill | Pilot Military (space), Atmospheric handling (in atmosphere) |
| Armament | Pulsed Beam Cannon |
| PV | 15 |
| I.D. | 400 |
| Acceleration rate | 200 (Space) 50 (atmosphere) |
| Turning circle | 150 (space) 50 (atmosphere) |
| Vehicle Equipment | Atmospherically sealed with twenty four hours life support, Lidar, Overload Function. (OPTIONAL) Light Refraction sheild – see vehicle equipment section |

SPECTRE

The Spectre is the most heavily armed of all the Thresher planetary fighters, in truth, it is two ships, the first is the drive and control systems, complete with the primary engines and cockpit, where the pilot is situated. The second is attached to the rear and underside of the ship, and is the payload delivery system. Should the cockpit be disabled or destroyed, or should the situation require it, the rear of the ship can detach from the front, allowing the ship to function as two completely separate entities. While the two ships are attached, the entire controls for both parts are in the hands of the primary pilot.

| | | | |
|-------------------|---|-----------|-----|
| Type | Vector Thrust Heavy Bomber | | |
| Max Speed | (combined) 50m/phase | | |
| Detached – Front | 150m/phase, Rear 100m/phase | | |
| Dimensions | Combined – Length 8m, Height 5m, width 5m | | |
| | Front only – Length 5m, Height 3m, width 3m | | |
| | Rear only – Length 6m, Height 4m, Width 5m | | |
| Weight | Front – | 4 tonnes | |
| | Rear (unloaded) | 5 tonnes | |
| | (loaded) | 12 tonnes | |
| Crew | 2 | | |
| Passengers | 0 | | |
| Skill | Pilot Military | | |
| Armament | Front – Twin 20mm cannons on underside multi joint. | | |
| | Rear – 7 tonnes bomb load | | |
| PV (Front) | 20 | I.D. | 500 |
| (Rear) | 25 | I.D. | 700 |
| Acceleration rate | Combined | 15 | |
| | Front | 25 | |
| | Rear | 10 | |
| Turning circle | Combined | 150 | |
| | Front | 75 | |
| | Rear | 200 | |
| Vehicle Equipment | Atmopherically sealed with 12 hours life support, Radar and Lidar, multi-control system, targetting computer and autopilot. | | |

ARTILLERY VEHICLES

CERBERUS

The cerberus is a throwback to the days when bombardments did not need to be precise, it launches huge globes of plasma up to several miles, causing massive damage and destruction where they land. Due to the nature of plasma weapons, and the need to cool down the barrels, reload and regenerate the plasma required to fire again, a single barrel was insufficient. The Cerberus has three barrels, one firing, one cooling, and one recharging at all times, allowing the weapon to make continuous barrages of plasma down upon their enemies. The weapons method of traction is a set of heavily reinforced tracks, but the weapon cannot fire whilst mobile due to the lack of stability. The power core of the vehicle generates all the necessary power to fire.

| | | | |
|-------------------|--|--|--|
| Type | Tracked Weapons platform | | |
| Max Speed | 3m/phase | | |
| Dimensions | Length 10m, Width 10m, height (platform) 2m, (weapon) 7m | | |
| Weight | 70 tonnes | | |
| Crew | 5 (pilot and reserve, spotter, gunner, machinist) | | |
| Passengers | Up to 15 can ride on the platform | | |
| Skill | Drive Military | | |
| PV | 50 | | |
| I.D. | 1000 | | |
| Acceleration rate | 1 | | |
| Turning circle | 0 | | |
| Vehicle Equipment | Targetting computer and autopilot | | |

Weapon Statistics

| Range | Clip | Calibre | ROF | Pen | DMG | Ad | Recoil | Blast Radius |
|-------|------|---------|-----|-----|-----|-----|--------|--------------|
| 2000m | - | Plasma | 1 | 250 | 400 | 150 | - | 20 m2 |

ATLAS

The Atlas is a mobile Phalanx Cannon, with the same capabilities and damage ratings as the suit carried version. The main difference between the two is that the atlas has a far larger ammunition capacity, in fact, most of the vehicles storage space is taken up by the ammunition rack, and a good armour piercing hit can prove catastrophic. Low slung to the floor, the Atlas has an impressive package of detection sensors that allow the crew to make sure that nothing untoward happens to the ammunition store.

| | |
|-------------------|--|
| Type | Tracked Barrage Cannon |
| Max Speed | 5m/phase |
| Dimensions | 15m length, 3m width, 5m height |
| Weight | 70 tonnes full load, 40 tons unloaded |
| Crew | 3 (Pilot, Gunner, and Reserve for both of them) |
| Passengers | Internal capacity for 5, riding space on carapace for 15 |
| Skill | Drive military |
| Armament | Twin Phalanx cannon on 360 degree mount with 90 degree elevation |
| PV | 40 |
| I.D. | 1500 (P.V. 60 on ammunition) |
| Acceleration rate | 1 |
| Turning circle | 0 |
| Vehicle Equipment | Full sensor package, mine sweeper, environment sealed with 72 hour life support, targeting computer. |
| Weapon Statistics | As per the phalanx cannon in the powersuit section, can fire two barrages per phase, carries sufficient ammunition for 60 barrages |

GORGON

The Gorgon is a large scale battle tank, using a multi-barrelled chain cannon to deliver large calibre rounds at unheard of velocities, the cannon is mounted on a turret, and has a 40% angle of elevation should it be required. While not the most powerful of the ground based artillery vehicles, its speed and capability in anti-personnel roles make it a decisive weapon in smaller skirmishes. It uses tracks as its method of propulsion, but has larger wheels within the tracks, allowing the tank to move with a more decisive approach to rough terrain.

| | |
|-------------------|--|
| Type | Tracked Anti-personnel vehicle |
| Max Speed | 20m/phase |
| Dimensions | 17m length, 4m width, 3m height |
| Weight | 60 tonnes |
| Crew | 4 (Pilot and reserve, Gunner, Artillierist) |
| Passengers | Capacity for 10 on the shell |
| Skill | Drive Military |
| Armament | 25 mm gatling cannon (see below) |
| PV | 50 |
| I.D. | 1250 |
| Acceleration rate | 3 |
| Turning circle | 0 |
| Vehicle Equipment | Hostile Atmosphere sealed with 12 hour life support, targeting computer. |

Weapon Statistics

| Range | Clip | Calibre | ROF | Pen | DMG | Ad | Recoil |
|-------|-------|---------|-----|-----|-----|----|--------|
| 500m | 10000 | 25mm | 20 | 80 | 90 | 25 | - |

FIXED BATTLE PLATFORMS

MJOLNIR

The Mjonir is an ultra powerful battle cannon designed to provide long range support on the fields of Dante, it has various weapons and a ground crew to protect it from close range assaults but the main gun is the crowning glory of the weapon. Firing huge 100 kilo shells distances up to thirty miles, the Mjolnir is the longest range of all the Thresher artillery. The projectiles are super hi-explosive, with a magnetic shock core inbuilt into the head of the shell, causing massive damage to the electronics of the target as well as the armour of the target.

| | |
|------------|---|
| Dimensions | 20m width, 30m length, 15m height (top of barrel) |
| Weight | 150 tonnes |
| Crew | 5 (Gunner, spotter, Artillerist, 2 repair crew) |
| Skill | Indirect Fire |
| Armament | 50 Inch cannon (see below) |

PV 80
 I.D. 3000
 Vehicle Equipment Rangefinder, terrain scanner, targetting computer.

| Mjolnir cannon | | Ammunition | Pen | Dmg | Ad | Blast Radius |
|----------------|--------|------------|-----|------|-----|--------------|
| Range (Min) | (Max) | | | | | |
| 1000m | 50000m | 200 | 500 | 2000 | 400 | 30m |

RAGNAROK

The Ragnarok is another indirect style weapon, launching proximity charges far out over the battlefield, the shells launched by the Ragnarok contain a mixture of plasma, razor edged titanium, nerve toxins, and molecular acid. Targets caught in the area of effect will take all of the damages separately

Dimensions 10m length, 10m width, 6m height (top of barrel)
 Weight 60 tons
 Crew 3 (gunner, spotter, technician)
 Skill Indirect Fire
 Armament Ragnarok Cannon
 PV 50
 I.D. 1000
 Vehicle Equipment Targeting computer, rangefinder, radar, environmentally sealed with 24 hour life support.

Ragnarok Cannon – This weapon fires indirectly with a minimum range of five hundred metres, and a maximum of twenty thousand. The blast radius of the shell is forty metres, and all the targets in the radius will take the following damage.

| | | | | | | |
|------------------|-----|----|-----|----|----|----|
| Explosive Damage | Pen | 50 | Dmg | 80 | Ad | 30 |
| Shrapnel | Pen | 30 | Dmg | 65 | Ad | 35 |

Acid – No penetration value. Armoured targets are damaged at the rate of ten points per phase, organic targets at the rate of twenty points per phase, the acid will not neutralise itself, it must either be counteracted or scraped off. Targets without sealed armour suffer the full effect of the nerve toxin, this will kill any living creature in one whole round if the antidote is not administered.

FENRIS

The Fenris is the weapon used to crack impossible targets, it is a very cumbersome weapon, very awkward to transport, and with a low rate of fire, but the results it can achieve when correctly set up are too good to pass up. The Fenris is the only ground based, fully functional Magnetic accelerating Rail cannon, with a penetration rate second to none. The ground based tests with this weapon suggested that it could core several gorgon class battle tanks, front to back, with massive penetration to the load bearing wall at the back of the testing bay. The battle effectiveness of this weapon is still to be proven, but the early tests are favourable. The weapon has a full 360 degree firing arc, with a 90 degree elevation angle to aim at airborne targets.

Dimensions 15m length, 15m width, 10m height (full elevation on the barrel)
 Weight 70 tonnes
 Crew 2 (Gunner and technician)
 Skill Direct Fire
 Armament Fenris magnetic accelerator cannon
 PV 30
 I.D. 500
 Vehicle Equipment Rangefinder, Radar, motion compensator for firing system, targeting computer.

| Fenris Cannon | | | |
|---------------|------|-----|-----|
| Range | Pen | Dmg | Ad |
| 30000 metres | 1000 | 500 | 200 |

VEHICLE EQUIPMENT

The various types of equipment that the vehicles of the shark can mount are detailed as follows.

RANGEFINDER - Similar to the hand held devices used by the scouts of the shark, the vehicle can not only measure the distance to the target, it can also tell how fast and in which direction the target is moving (if it is moving)

RADAR - Standard wave detection device, comparable to the standard radars on ground based radars

LIDAR - Similar to the Radar, the Lidar is just as effective in areas where there is no air density, but can be confused with heavy clouds or artillery fire. The lidar is far more effective in pinpointing targets, but it can be clouded faster and with greater efficiency than the radar.

MOTION COMPENSATOR - Similar to the standard powersuit feature, the motion compensator is only fitted to weapons that have a targeting computer and the capacity to follow targets as they traverse. This negates any penalties that the weapon has for firing at moving targets.

TARGETING COMPUTER - This device aids in the calculation of ranges and bearings to targets. It also helps with the calculation of the trajectory required for indirect bombardment. In game terms, this adds +1 to any rolls involving the firing of the weapon.

LIGHT REFRACTION SHIELD - This field generates a shield of light around the craft, this light has the effect of distorting other light waves passing into contact with it, including that generated by normal eyes, cameras, and Lidar packages. The craft will appear as a blur to the naked eye or to anything trying to film it, Lidar will show it as a broad band blip, ten times the size of the actual craft, and will be unable to pinpoint it.

ENVIRONMENTALLY SEALED - This seals the vehicle from normal gases and other such toxins, the vehicle is air tight, but not sealed from pressure or fluid if it should come into contact with either.

ATMOSPHERICALLY SEALED - This is the next step up from standard sealing, if the vehicle is atmospherically sealed, it can operate in orbit, or underwater, without penalty.

HOSTILE ATMOSPHERE SEALED - The last word in protection, this options gives the vehicle full NBC (nuclear, biological, chemical) protection, as well as full sealing from pressure, water, and other atmospheric conditions.

ECM - Electronic Counter Measures, this option gives anyone firing electronically guided weapons at the vehicle a -2 to their attack roll.

ECCM - Electronic Counter Counter Measures, this option nullifies any bonus that the enemy gains from ECM systems (and before you ask, there are no ECCCM or EC-CCCM options)

NANOTECHNOLOGY

The lack of biotechnology within the Thresher legions had led to them to several advances in the Hard Technology field. Most prominent amongst these is the use of Nanotechnology. Nanites are microscopic robots programmed to operate within the body to various ends. Their practical operations range from the medical nanites that can simulate regeneration, to the nanites that can rebuild normal skin into armour like plates that are part of the user.

There are two drawbacks to nanites, the first is that most of them require some form of sustenance to keep them operating. The smaller, less complex nanites can sustain themselves with the waste of the body that they are stored inside, the more complex nanites and the various body enhancing nanites will require specialist diets until they have finished their task, these are detailed later in this chapter. The second drawback is that nanites cannot be used by any creature with natural regenerative abilities, as the natural regeneration identifies the nanites as foreign bodies and flushes them immediately. Regeneration granted by nanites does not qualify as natural regeneration.

The number of different nanite treatments that any one person can have at any one time is equal to their PHYS divided by two, rounded up. Attempting to place more treatments into a person who has reached their limit will cause all nanites currently in the body to fail and cease operation.

Nanites that are not given the sustenance that they require will cease operation after two days without the required diet. In the case of specific bodily upgrades, the body will keep

the upgrade, but will not be able to keep it functional, the problems inherent with this are detailed with the description of each type of nanites.

The only other way to shut down nanites is to cause brain death, as the controlling impulses will fail and the nanites will have no instructions as to what to do. The only exception to this are Restart nanites, these are explained later.

TYPES OF NANITES

Medical – Regeneration, Anti-Toxin, Life Support, Restart, Healer

Military – Armour, Muscle Enhancer, Adrenal Boosters, Conversion, Rebuild

Specialist – Organ Enhance, Eternity, Image

MEDICAL NANITES

Regeneration – These nanites come in three different stages, each one of them promotes the rate of healing inside the body. The dietary requirement for each of these types of nanite is listed, if their requirements are not met, they will simply cease to function, laying dormant until such time as they are resupplied with what they need.

Level 1 – Level one regeneration gives the user a regeneration rate of one hit point per three rounds, and one wound every round, these nanites can sustain themselves on the various waste products of the body, making use of all excesses within the user. Users of these nanites rarely accumulate any body fat, and occasionally have to go on a more protein intense diet should they prove to be too thin to sustain the nanites

Level 2 – Level two regeneration gives the user a regeneration rate of one hit point per two rounds, and one wound per round. Users of these nanites will have to have a larger rate of calorific intake than is normal for their race, approximately double what the normal requirement is, but they will not gain any weight for this. After three days without the required food, the nanites will deactivate.

Level 3 – Level Three Regeneration allows the user to regain one hit point per round, and one wound per phase, these nanites have a ferocious appetite, and normal diets will be unable to sustain them. The user of these nanites must take a concentrated Protein/Calcium ration every day or the nanites will shut down automatically.

Anti-Toxin – These Nanites are designed to eat foreign bodies within the users body. The only exclusion to this is any other nanites that the user has in their body. These nanites draw their sustenance from the toxins that they consume, they will eat all types of poisonous/cancerous growths within the body, including diseases and tumours that the user has. An added bonus to these nanites is that they will allow the user to drink/eat almost anything and not be harmed by it. They will also be able to consume mostly poisonous plants and animals, the nanites will eliminate the harmful things from the substance being

eaten, leaving only the things that the user could normal ingest. In game terms, these nanites will stop any toxin or debilitating (as well as any healing drugs, combat drugs and other such things) the phase after it is administered. In other words, if the toxin does not kill the character in the first phase, it will not kill them at all. These nanites require no sustenance beyond the things that they eat in the course of their duty.

Life-Support – These nanites are used for long term operatives who have to stay out in the field for weeks without food or water. They can keep the user alive and operating without penalty for a week without food or water, after that, they can keep the user alive and operating, but at a penalty of -2 to Str and Dex for each week after the first. If either of these attributes reaches 0, the character dies as usual.

The nanites can also be ordered to keep other types of nanites working, this will cost the character 1 Str and Dex for each week that a particular type of nanites is maintained.

Lost Str and Dex will be regained at a rate of one point per three days when the proper dietary/maintenance requirements are restored.

Restart – Restart nanites are a specialist form of nanites, normally dormant, they are activated at the point of death. Their basic function is to keep the brain alive, and as a net result, the nanites that the brain is controlling. Restart nanites will keep the brain functioning for up to three weeks. During this time, if the body is healed to full health, the restart nanites will supply the necessary jolt to re-waken the users body. Restart nanites can only be used once per set of nanites, they must be replaced if the user is “killed”

Healer – These nanites are usually only given to field medics, they don't actually do anything for the user, instead, they allow the field medic to give transfusions of their blood in battle field situations. Anyone who is given a transfusion of the medics blood will gain the benefits of Regeneration 1 and Anti-Toxin Nanites for one hour only, after which, the nanite transfusion will wash out naturally. A field medic can perform five such transfusions before requiring another set of nanites (and more blood themselves).

MILITARY NANITES

Armour – These nanites come in three different levels, each level is detailed as follows:

Level 1 – These nanites convert the skin of the user from ordinary skin to a hardened carbon based armour, this armour will only stop the smallest of weapons at this level, but it is better than nothing, and often cheaper than outfitting troops with armour. At level one, the armour gives PV 4, with anything that gets through going straight to hit points. At this level, the armour does not give any penalties to movement, and once made, the armour remains until it is removed by another nanite treatment. The initial shot of nanites is accompanied by the consumption of sev-

eral large chunks of pure carbon, the nanites process these chunks and spread the consumed matter across the skin. The procedure takes around two hours, and can be done at any normal thresher medical outfit.

Level 2 – The Second level of armouring converts skin into several multi-layered scales of intensely hardened carbon/steel composite, this armour level will slightly impede movement, but this is more than offset by the protection granted. This Armour provides PV 10, and at this stage, will be apparent that the character has some form of skin armour. The penalty to the characters movement is to reduce their move rate to $\frac{3}{4}$ of Its original value. When this set of nanites is first introduced, it must be accompanied by several litres of liquid composite that are injected directly along with the nanites. The procedure takes around 36 hours, and must be supervised by qualified technicians.

Level 3 – The third and final rate of armour creates solid plates of subdermal armour on the character, these plates will fit over all the major organs, and form a solid, inter-linking set of banded armour around all the joints between the plates. This reduces the characters move rate by 50%, but gives them the equivalent of PV 15, at this stage, the character must have at least STR 11, or they will be unable to move under the weight of the internal armour. This procedure takes around a week, during which time, the character will be completely incapacitated

The only sustenance that the character requires with armour nanites is in the case of level two and three nanites, a weekly dose of unguents that keep the armour flexible. Without this, the character will be able to function for two weeks before the armour locks up. When the armour locks up, the movement penalty for the given armour type is doubled. Thus in the case of level two armour, the character will get a movement penalty of 50%, and in the case of level three armour, the character will not be going anywhere. A dose of unguents will rectify the problem in a number of hours equal to the number of days that the character has been locked up.

Muscle Enhancer – more popular in the warrior ranks, the muscle enhancing nanites improve the general strength and capability of the user. Taken in three different stages, each one has its own penalties and advantages.

Level 1 – Level one muscle boosters increase the basic strength of the characters larger muscle groups, this provides a basic +2 to Str, but no corresponding bonus to PHYS. This treatment works by reinforcing the muscles and tendons in the characters body. Once the nanites are in place, they will require no sustenance.

Level 2 – Level Two boosters increase not only the strength of the characters muscles, but also reduce the effect of lactic acid upon existing muscles, this provides a bonus of +4 to Str, and a corresponding bonus of +2 to Phys. These nanites are active even when the treatment is complete, and a reinforcing shot is required once a month to keep the strength level as it is. If this shot is not received, the character will lose one point of strength per month after the first until the bonus is completely lost.

Level 3 – At this level, the procedure completely replaces the main tendons of the character and reinforces all the muscles with a polymer compound. This has the unprecedented effect of raising the characters Strength by 6, with a +4 modifier to Phys, however, the character must have armour nanites at level one, or they will damage themselves with their own muscles. If the character does not have armoured skin, they will take one point of damage per round of strenuous activity that they undertake (strenuous activities include combat and things such as gymnastics and acrobatics). Level three nanites do not require any sustenance, but if the character takes damage that would disable them, they have to go in for specialist surgery, as their muscles will not react to normal healing procedures (even regeneration nanites), this occurs if any location is reduced to 0 hits.

Adrenal Boosters – Adrenal boosting nanites work by attaching to the adrenal gland and providing a link between the conscious brain as well as the unconscious brain. This has the effect of creating adrenalin on demand. In game terms, this gives the character two free phases in the same manner as Ultra Violence, the character can use this booster five times a day without ill effect. The Nanites prevent the booster from being used more than five times a day, as this would cause debilitating effects.

Conversion – This converts the internal organs of the character into a hard-wearing polymer alloy that runs more efficiently and requires less maintenance. The external parts of the character (skin, eyes) are also reinforced with a thin film of secretions. This gives the character a nominal PV of 2, and allows them to survive on half the food and water that they would normally require, it also gives them a higher tolerance for heat and cold. The nanites do not require any sustenance as such, and will make do with whatever the character chooses to eat. The enhanced organs also have a 25% chance of nullifying any toxins that the character is exposed to.

Rebuild –Rebuild nanites make a mild alteration in the targets bloodstream that allows the user to have cybernetic implants. The character with this particular nanite treatment will suffer less problems with implants and modifications than a character without them. The nanites will also act as repair units for devices that are implanted into the character, regenerating one point of damage per turn, or in the case of simple items, within a few minutes.

SPECIALIST NANITES

Organ Enhance – A more selective version of the conversion nanites, Organ enhancement selectively upgrades one or more organs to be more effective than it was previously, the effects of the separate enhancements are as follows.

Heart – Increased blood supply, resulting in a better rate of oxygenation to the bloodstream, the character can maintain running and sprinting for twice the normal duration, and will also be able to survive without air for three times as long as normal.

Lungs – The character has a 50% chance of being unaffected by noxious gases, airborne toxins, tear gas, and the like. They will be able to hold their breath four times longer than normal.

Kidneys/Liver – The combination of Kidneys and liver allows the character to process almost any toxins without ill effect, the characters metabolism will take whatever nourishment it can from the toxins, and expel the rest by the most expedient route. In game terms, the character has a 95% chance of resisting imbued toxins of any description.

Eyes – The character may select one of the following vision modifications, they can only take this particular improvement once. The eyes are not suited to multiple modifications, and it is enough of a strain for the character to be able to switch between different vision types without the need to worry about a third. Switching from one visual frequency to another takes a single phase, and during this phase, the character will be unable to see anything. Vision types include – Infra Red, Thermographic, Ultra-Violet, Ambient Light intensification (low-light vision), Spectroscopic, Telescopic.

Ears – Enhanced ears have a number of bonuses to them, as standard, the nanites will give the following benefits. Automatic noise compensation, the ability to selectively tune out particular noises to concentrate on, capability to cut through white noise generators if they are present and an improved inner ear that gives the character +1 to any skill directly requiring balance (acrobatics, gymnastics and so forth).

Nose – The character will be able to track things by scent, at least as well as a bloodhound, and will be able to distinguish between differing scents if required. They also acquire the skill of discerning what a particular item is by scent alone, this is represented in the normal way by a skill roll, the character gains the skill Discern Scent at level one, they can improve this skill in the same way as other skills.

Mouth – The character gains the ability to tell what something is composed of simply by tasting it. In the same way as the enhanced nose can discern things by scent, so the character can taste an item and try to tell what it might be, the character gains the skill of discern taste at level one.

Eternity – The Eternity nanites are the basis of the whole longevity of the thresher elite. Eternity nanites work by renewing and replacing dead cells all over the body, they are powered from the bodies own electromagnetic field, and will self power for a period of exactly fifty years. During this time, the character will not age at all, and their skills will not diminish in any way. The booster shot is only needed twice a century, but the eternity nanites treatment is still the greatest accolade that a servant of the shark may attain.

Image – Image modification nanites are a new thing for those in the service of the shark, each treatment of Image nanites will modify a particular aspect of the characters physiology, ranging from the characters skin/hair/eye colour, to the facial features and marking characteristics

that the character has. Some of the more ostentatious of the thresher cadre have used these nanites to make a more radical transformation, making horns or spikes appear on their body. The limit of the transformation is pretty much whatever the technicians will allow, but the image nanites will never affect the actual capabilities of the character, only the appearance.

PATRIOTS BLOOD

Bandoras, a small world in a small galaxy, inconsequential in the greater scheme of things, but it is not the world that concerns me. Here is the taint of things that should not be, here is an abomination to the world as it stands.

My name is Adonai Ephraim Isaac, I am a Seraphim in the service of the Great Shark, we are here today to destroy one of the outposts that the Great Enemy has taken for his own. It is the understanding of the Praetorian that one of our own has assisted them in this endeavour, and we do not know who, although it is believed that we will find them here.

I have nine others with me, Seraphim Raziel, my most lethal warrior, and the greatest friend that I have ever known, and seven warriors of the order of the Shark, the last member of the party is Inquisitor Mrask. We all have the battle garb of our years of service draped around us, and we will not fail in this task. The Gateway opens before us, and unhesitatingly, we charge through, ready to smite the enemy as he waits for us.

Raziel and I are first through the gate, we move to cover the chamber before us with the ease of long practise and experience. There's nothing here, no troops, no autoguns, nothing. I send word back for the rest of the squad to follow us up, in minutes, we have established a perimeter and begun a sweeping advance. I motion the rest of the team to take the point while Raziel and I cover them with heavy weaponry. The factory is in front of us, maybe two hundred metres away I would guess, there is no sign of vehicles, weapons, or troops.

I don't like this, it's not guarded enough. Raziel obviously feels the same

*"Isaac" he whispers over private communications
"What?"*

"What are we supposed to be doing here?"

"What? We're here to stop a heresy?"

"Does it look to you like we've got a heresy here?"

"No, but we don't know what's in there"

"Do you think it justifies two Seraphim and an Inquisitor? The last time that level of force was authorised was that assassination back in '27"

He refers to the incident where he and I had to go to downtown mort, to take the life of one of the great enemies most famous and celebrated warriors, someone by the name of Whisper, SCL 2. It was a good day as I remember it, we took over a hundred of their warriors that day, striking a might blow for the crusade.

"Maybe not" I whisper back "but that's not our call to make, the inquisitor sets the intervention level for the assignment"

"Yeah" He pauses "Ever think that that's the wrong way to go around it, I mean, wouldn't it make more sense if we got told what we're supposed to do, and then we take care of it?"

"Maybe" I smile self consciously "But it's neither the time nor the place to discuss this sort of this is it?"

He chuckles softly

"Same old Isaac" I can imagine that half smile he's wearing "too busy thinking about what we're doing to consider whether or not we should be doing it."

Inquisitor Mrask breaks into the conversation "We ARE doing it Seraphim, and you'd better not question that fact, are we understood?"

"Sir" we both call quietly, a little resentment creeping into our tones.

We divide and section, each one of us taking part of the building. I take the west wing, Raziel the East, and the others the North Wing, along with Mrask. The West wing is deserted, if there was anything here within the last five years, it didn't disturb the dust. I fire up the computer, displaying the codes for the factory. All seems to be fine and working, the factory has still been sending parts out, just not where they're supposed to be. I call up the manifest records and get a clearance request above my level. That shouldn't be so, As a Seraphim, the only people with clearance to stop me are the high command and other Seraphim with the clearance from high command.

Strange, if there is someone working from inside, I would have doubted that it would have come from that high up. Something is definitely wrong here.

Raziel reports in from the East Wing, same situation, the lights are all on, nobodies home. I don't like it one bit. Inquisitor Mrask requests our presence at the northern wing. I'm further away than Raziel, I indicate that I'll finish my sweep and meet them there.

Six minutes later, there's the hammer sound of Raziel's Hand Cannon, I abandon the sweep and move straight to the northern wing, the sight there is not a reassuring one. Raziel is propped up against the far wall, bleeding heavily, he's still got his cannon raised and trained on Inquisitor Mrask, the remainder of the team is in pieces of the floor, cut to shreds by the shells of Raziel's cannon.

My rifle is up and steady with a direct sight on Raziel, as is my voice, conversational, calm, not at all stressed, wouldn't do to put a worse slant on the situation.

"What's going on?" I say

Mrask answers "We found our traitor"

Raziel coughs, the sound wet with blood "yes we did, the good inquisitor brought us here to die Isaac"

My rifle deviates towards the inquisitor, his voice stops me "don't be ridiculous Seraphim, this traitorous scum ambushed us here and shot down my men, he would have done for me had it not been for your intervention, now put him down and let's get out of here"

I track the rifle back to Raziel, he spares me an irritated glance "Don't be stupid Eph" he barks, "I'm as loyal as you are"

Indecision, I'm not used to it, on the one hand, the inquisitors

of the Shark are beyond reproach, they are routinely screened and tested for signs that they have been taken by the enemy. On the other hand, Raziel is my most trusted Ally, in a hundred years he's never shown any sign of deviancy, and though it would be considered heretical of me to think so, I trust my friend far more than the inquisition.

My moment of thinking costs me dear, I see a blur out of the corner of my eye, and the familiar sound of an inquisition pistol goes off, Raziel goes down, blood spraying from his chest. My rifle is up and trained on Mrask in the blink of an eye, he stands still, letting his pistol fall to the floor

"Danger over Isaac, stand down"

Some things wrong here as well, that pistol round shouldn't have been able to penetrate Raziel's armour unless it had been configured for the particular frequency of armour. Come to think of it, the other warriors' weapons wouldn't have penetrated it unless they too were calibrated to cut through, and why would they be carrying weapons designed to cut through Seraphim customised armour, we were expecting normal SLA resistance, not our own people.

Raziel wouldn't have opened fire unless fired upon, and even if he had been a traitor, he would have seen to me first, I'm far more of a danger than the others who were here, it doesn't make sense. The main view screen clicks on and makes my decision for me. The screen coalesces into a coherent image, someone I've never seen before, Human, male, about fifty years of age, military demeanour, but the SCL badge somewhat makes their Identity a moot point.

"Mrask" barks the figure "is it done?"

Mrask has time to wrench his head around to look at me in horror before his face disappears in a storm of shells. I pace over to the communications unit and hit Respond, selecting audio only

"Yes" I growl through my respirator, the mask distorting my voice "It's done"

If he notices the difference, he gives no indication of it "I'm activating the gateway, place the bodies of the seraphim on the pad, you and the others can follow in a second"

"Understood" I throw Mrask's body onto the pad, walking over to my fallen brother, he's still alive, but fading fast, he looks up at me through eyes red with blood, convulsively gripping at my armour

"For all the things that we should have done....."

"And have not done" I finish the first line of the Seraphim Prayer for him "For all the things that we should have said, but did not say, I pray the shark to forgive me these things" He nods, falling back into my arms

"rest easy my brother" I whisper hoarsely "you will have company on the long journey"

I place his body on the pad, along with several of the explosive charges that we brought with us to destroy the complex

"Move it Mrask, we haven't got all day" The stranger barks through the screen

"Transport ready" I growl, moving back to look at the screen

"The bodies are on the pad"

"Right" The gateway glows briefly and I bid a silent farewell to my oldest friend and comrade

A moment passes

"What's this?" barks the fool on the other side of the screen

"It's part of the gateway to Garm, where the brave may live forever"

He sneers "Part of your stupid little shark beliefs?"

I key the monitor pickup so that he can see me, his eyes widen as he realises that it's not Mrask

"Too bad you're not brave isn't it?" I snarl, punching the detonate code

I see the zone behind him explode in plasmatic fire, mere split seconds before the transmission is cut.

I plant the remainder of the charges and make an orderly retreat from the base, reporting the inquisitors' treachery in my closing to the high command. I receive a mail from command informing me that they had no doubts that I would take care of the traitor, and that they mourned the loss of my brother in arms. Some part of me doubts that, and I do not like the fact that I'm doubting, maybe this was how Mrask was eventually taken by the enemy, maybe he lost the zeal after watching his brothers cut down to satisfy pointless exercises. I do not know, and as the shark is my witness, I hope I do not find out.

THRESHER

POWERSUITS

The following is a rough guide to the construction and design of powersuits for use in games involving the minions of the shark.

All powersuits start as the same basic frame, what is added onto them will determine the class of the powersuit and it's capabilities.

All powersuits are assumed to have the following functions as a standard part of their equipment, this costs neither Powersuit Construction Points (PP), or adds to the complexity of the suit in question

Basic Powersuit operation systems
 Basic musculature framework (Str 10)
 Respirator, Anti Dazzle visual option,
 Anti Thunder audio system
 Standard Multi-Frequency Comm-unit.
 PV - 5
 ID - 50

Depending on the number of Powersuit Construction Points (PP) spent on the powersuit to improve it's performance will amend it's class and the options that it can take as a result

| PP spent | Powersuit Class | Weight | Powersuit Modifier (PM) |
|----------|-------------------------|------------|-------------------------|
| 1-20 | Light (Personal Armour) | PP x 50kg | 1 |
| 21-40 | Skirmish Class | PP x 100kg | 2 |
| 41-70 | Battle Class | PP x 150kg | 3 |
| 71-100 | War Suit | PP x 150kg | 4 |
| 101+ | Holocaust Class | PP x 200kg | 5 |

The Powersuit modifier comes into play when putting the bonuses together, for example, in the case of the Str Boost, the weight of the powersuit is increased by 10kg multiplied by the powersuit modifier. So, in the case of a Skirmish Class powersuit, the weight increase would be 20kg, if a Holocaust class powersuit took the same modification, the weight increase would be 50kg.

Included in the powersuit points total is the amount of powersuit points available for weaponry that it not hand held. These points must be allocated at the creation of the powersuit, and without them, the suit will not have the required space/power to use other weapons.

Standard powersuit weaponry (rifles and close quarter weaponry) will take one Powersuit point per item, Heavy Weaponry takes Four powersuit points, and Siege class weaponry takes Ten points, as well as the siege weaponry modification for the suit.

The final note on powersuit creation is whether or not the suit was constructed with conflict war or ancient technology. These two options allow the use of various systems that are impossible to duplicate with current technology, but the nature of the technology is such that it occasionally breaks down and requires repairing, even in the field.

If a suit is created using Conflict war technology, it may select options, weapons, and other items from the conflict wargear section, it also gains a bonus number of Powersuit Points equal to its PM x 5. It is these points alone that can be spent on conflict war technology. However, there is a 5% chance per round that the suit will lose one or more of its systems to mechanical failure. This disadvantage can be bought off by paying 1 point per PM per 1% this penalty is reduced by. Points paid to reduce the disadvantage must be paid out of the extra points gained for being Conflict War technology. In other words, to reduce the disadvantage on a Light suit, you would pay 1 point per 1%, but a holocaust class suit would have to pay five points to get the same bonus. So if you want, you can have a powersuit that is constructed from conflict war technology, but that is completely reliable, however, you won't have any conflict war technology in it.

If the suit is created with Ancient Technology, it may select options from both the Conflict Wargear, and the Ancient Tech sections, it gains a bonus number of powersuit points equal to its PM x 10. These are the only points that can be spent on Ancient or conflict war technology. The suit has a basic 10% chance per round of mechanical failure, this can be bought off in the same way as conflict war technology, but at a cost of 2 points per PM per 1%.

Additional Equipment and Options for Powersuits

Upgrades/Options marked with a * can be taken more than once.

| Upgrade Name | PP | Effect |
|---------------------|----|---|
| Str Boost | 1* | +2 to Str, +10kg x PM, max Str increase ½ total PP |
| Selective Str Boost | 1* | +4 to Str, this modification only affects one half of the suit, either upper or lower. Up per body strength modification affects the damage done in hand to hand combat, and all skills directly requiring the upper body. Lower body strength affects the amount of recoil the suit can handle, as well as the maximum speed and leaping distances of the suit. Again, the maximum Str increase is determined by ½ of the suits total PP |
| Sealed + LS | 1* | Seals the armour and provides a viable 12 hour life support system, +12 hours life support for each extra point spent. Beyond 24 hours will also include separate water, food, and waste disposal facilities built into the suit, the maximum amount of life support available in any one suit is 96 hours. |
| Recoil Baffler | 1* | Gives the suit an automatic recoil baffling function, the suit will absorb 5 points of recoil per point spent |
| Weight Reduction | 1* | This option reduces the weight of the powersuit by 2% x PM. The most that any power suit can have its weight reduced by is 50% |

| Upgrade Name | PP | Effect |
|------------------------|--------|---|
| PV Increase | 1* | Increases the Powersuits PV by 3, the maximum increase in PV that any powersuit can have is equal to half its total PP |
| I.D. Increase | 1* | Increases the powersuits I.D. by 50, the maximum increase in ID is equal to the PV of the armour x 100. When the final modifications have been made to the suits I.D, the I.D. for the respective limbs and torso can be worked out, these are as follows. Head – 30% of total I.D. Torso – 60% of total I.D. Arms – 40% of total I.D. Legs – 50% of total I.D. |
| Siege Modification | 5 | This can only be fitted onto powersuits of War Class or higher. This option fits the necessary mounting brackets and powercells to enable the suit to use Siege Class weaponry, suits without this modification can still use Siege Class Weaponry, but they will suffer the inevitable recoil penalties and damage to themselves as a result. |
| Composite Armour | 2 x PM | This option modifies the armour of the suit by adding a layer of ceramics and shock absorbers. This has the effect of reducing damage from Explosive and Impact based weaponry by 25% |
| Refractive Armour | 2 x PM | This options modifies the armour of the suit by adding an outer layer of highly polished metal alloy. This has the effect of reducing damage from Fire, Heat, laser, napalm, and plasma by 25% |
| Aquatic Operation | 2 x PM | This option requires the modification of Sealed + LS before it can be taken. This up grade gives the suit full pressurisation and deep sea capabilities, including a ballast system that can allow the suit to surface when it has finished it's tasks. |
| Deep Space | 2 x PM | This option outfits the suit with the capability to operate in vacuum. It requires the Sealed + LS option to be taken before it can be fitted, but it upgrades the life support system to keep the wearer warm and safe from the rigours of outer space. The suit has the capability to seal small leaks or breaks in the hull if it is breached (can operate on 0 I.D. for up to five rounds before the seals rupture) |
| Boot Jets | 1 x PM | This Upgrade is fitted only to the Aquatic or Deep Space upgraded suits, it fits a set of Jets to the boots of the suit that allow it to move in the atmosphere that it has been modified for. The suit can move without this option, but it cannot move as fast as it can with it. |
| Sensor array in helmet | 2 | This upgrade fits Infra Red, Ultra Violet, Telescopic, and range finding optic systems into the helmet. The user can activate whatever option they require at the time instantly, and with no penalty. |
| Chameleon Field | 2 x PM | The suit is covered with all directional sensors that simultaneously record and project the images that they store onto the armours covering. The result of this is that the armour will appear mostly invisible to the naked eye, the only point of image that will be distinguishable to the eye is the outline of the suit, where the image projectors lose the edge briefly. If the armour is damaged by more than 50% in one part of it at one time, the projectors on that part of the armour will shut down, rendering that part of the camouflage (and the general image as a result) somewhat useless. In game terms, any attempts to detect or draw a line of fire on the suit will be given a -3 modification at close range (within 8 metres) or -6 at long range (anything above 8 metres) |
| Thermal Shielding | 2 | The armour has an inbuilt coolant unit, this reduces the armours external temperature to the same heat as the surrounding area. The effect of this is that to Thermographic vision, the suit is effectively invisible, this option is normally combined with Chameleon field to render the suit effectively invisible to all forms of detection. |

| Upgrade Name | PP | Effect |
|---------------------|--------------|--|
| Drop modification | 1 x PM | This modification fits a layer of ablative shielding to the outside of the suit, and a Micro-parachute onto the back of the suit, this allows the suit to be dropped from orbit without ill effect to the pilot of the suit. It is generally only fitted to battle, war, or holocaust class powersuits, as it is not worth the expenditure trying to drop footsoldiers from orbit. |
| Jump jets | 2 x PM | This modification fits powerful jump jets onto the boots and back of the armour, allowing the suit to make controlled jumps and landings while in contact with the floor. The suit moves at a rate of 20m/phase when making these jumps, and it can sustain jump speed for up to three phases at a go.. In times of emergency, the jets can be set to over burn, this has the effect of making the suits hover for a period of up to three rounds. If falling a long distance, the suit will slow to a dead stop if this option is used. However, if the over burn option is engaged, the suit will be unable to make any further jumps until such time as the suit is refitted. |
| Flight modification | 4 x PM | This modification allows the suit to fly and manoeuvre whilst in the air, the suit jets have a maximum flight time of sixty minutes, but during that time, the suit will be able to fly with the following statistics. Acceleration Rate - 10 Max Speed - 100m/phase |
| Reload Option | | 1 per weapon. One of the favoured options for suits on extended engagements, this fits one of the suits hand held firearms with a chain fed ammunition supply. This has the effect of allowing the weapon to carry ten times the ammunition that it would normally be able to carry without the requirement to reload. |
| EMP reboot | 2 x PM | The favoured use of EMP against thresher has brought them to design an EMP reboot system, this system is always active, and when an EMP burst is detected, it automatically shuts the armour down momentarily, reactivating the armour a split second after the blast. The system is 93% effective (97% in the case of holocaust class suits). |
| Motion compensators | 1 per weapon | These are computer controlled fire control systems used to take down fast moving aircraft, they lock onto any target that presents itself and modifies the onboard firing systems to take account of the speed of the craft. They are specific to the weapon that they are fitted to, and the bonus given to one weapon may not be used by another weapon. This has the effect of negating any defense bonuses that fast moving craft may have gained. |

CONFLICT WAR TECHNOLOGY

| Upgrade Name | PP | Effect |
|--------------|--------------|---|
| War Machine | 2 per weapon | This is an inbuilt program that enables the suit to continue fighting even if the occupant is unconscious or dead. It locks to any non thresher (moving) target and attacks with all the weaponry at its disposal. This includes hand to hand combat. The War machine option has an effective skill level of four for all its attacks, no matter the weapon. |
| Partial AI | 5 | Usually used in combination with the War Machine program, the partial AI option allows the suit to evaluate which things are the greater threat, and act accordingly if the pilot is otherwise engaged. With this option, the suit can also operate other weaponry on the suit that the pilot is not using. In this manner, the suit is fully capable of engaging targets that the wearer is not aware of. The Partial AI exists in two states, off and on. When turned off, it will not react to anything except the incapacitation of the pilot or its own activation, no matter how desperate the situation. When turned on, the suit will target the nearest hostiles and attack with whatever weapons are at its disposal. If a recall command is given, and the partial AI is enabled, it will override what the user is doing and return to the recall point without regard for what the user was doing at the time. This makes the partial AI a powerful but unpredictable tool |

| <u>Upgrade Name</u> | <u>PP</u> | <u>Effect</u> |
|---------------------|-----------|--|
| Recall option | 1 | This is a modified program that gives the suit an unerring sense of direction and location with regard to where their safety point is. This program can be used in conjunction with other onboard systems to allow the pilot to concentrate on what is going on around them while the suit makes its escape. |
| Conflict Plating | 2 x PM | This option replaces the normal compound armour that the powersuits of the shark are made out of with conflict war metalskin. This has the effect of reducing the weight of the armour by 20%, and reducing damage taken by the suit by a further 15% after all prior modifications have been taken. All damage reductions are rounded up. (For example, if the suit already had refractive plating, and took a hit for 10 damage, the refractive plating would reduce the damage to 7, and the conflict plating would further reduce it to 6) |

ANCIENT TECHNOLOGY

| <u>Upgrade Name</u> | <u>PP</u> | <u>Effect</u> |
|---------------------|-----------|---|
| Sentient AI | 10 | One step beyond the Partial AI, the suit is in fact self aware, it recognises threats to its existence, and will often take steps to remove itself from the line of fire, or when in direct combat, it will assist its wearer in their endeavours. In Games terms, the suit will grant the wearer two extra phases per round to act in. If this takes the wearer above the standard five phases per round, the suit will take the other two actions as it sees fit. In most cases, this will simply grant the wearer up to two free dodges against attacks from any angle, but the suit will also have the capacity to make attacks on targets that have been identified and logged as hostile. In the event that the extra actions are not used, they do not carry forwards to the next round. If the wearer of the suit wants to use the extra actions to assist in their own actions, they can do. If they use one of the suits free actions to enhance one of their own rolls, they can either add +2 to the dice roll of any combat roll they make, add two to their dexterity for purposes of when they strike in the round, or modify their own dodge rolls by +2. The only drawback to the fully sentient AI is that they are usually extremely protective of themselves. If the wearer looks likely to be entering a no-win situation, the suit will try and stop them any way it can, this is often disastrous, as the wearer cannot do anything to stop the suit. In game terms, the difficulty of anything involving walking into suicide situations is increased by five. If the suit has jump jets or flight pack capability, it will often override the users controls and seek to escape. |
| Computer Override | 1 | Given the nature of the AI's that are often found in ancient armour, the high command of the shark have installed this option into many of them. When this switch is activated, all higher computer functions of the suit are disabled. This includes the targetting computers, any siege weapons not already deployed, and anything that requires the computer to fire. The switch will also knock out all operating conflict war and ancient technology systems working in the suit at the time, so all operating force shields and mind links will go down. The user will still be able to use hand weapons and walk around (at half rate), but it is better than being stuck in a suit that is trying to run away. |
| Force Shield | 6 x PM | The secrets of personal force shield technology have been lost for centuries, however, due to the nature of some of the ancient suits, it has been possible to create powersuit sized force shields. These shields are very heavy and somewhat unpredictable, prone to failing with little to no notice, however, the protection that they grant is too good for it to be over looked. When activated, the force shield forms around the suit, approximately one inch from the surface of the suit, it has a nominal PV of 100, but is vulnerable to the suit being knocked. Any hit with a Pen of more than Thirty that strikes the suit has a chance of knocking the shield offline. The chance that the shield will be disengaged is equal to the number of rounds that the shield has been active plus the number of times that the shield has had a chance to be knocked off line. For example, if the shield had been active for twenty rounds, and this was the fifth time that a shot had caused a test to be taken, then the chance for the shield to fail would be (20 + 5) 25%. If the shield is knocked off line, it cannot be re-initialised for a period of twenty four hours. |

| Upgrade Name | PP | Effect |
|-----------------|--------|---|
| Mind link. | 2 x PM | The suit is fitted with a neural scanner in the interface unit, this scanner monitors the users emotive state, lending speed to actions where they are required, occasionally damping reactions if the user is showing remorse or regret, giving them chance to consider what they are doing. In game terms, the mind link gives the user +1 to any actions that require the suit (all physical actions and targetting) |
| Emp Shield | 2 x PM | The suit was modified at its creation to incorporate materials that are less vulnerable to electric fields, it also has a field, generated from inside the chest plate, that shields the suit from electrical and magnetic fields. In game terms, all damage and effects from EMP or electric attacks is reduced to zero, hotline and other such ammunition has no effect what soever on the suit. This option is incompatible with the Storm and thunder storm siege weapon options, as the field cancels out the electricity generated by these weapons. |
| Ancient Plating | 6 x PM | The secrets of this alloy have been lost long, long ago, and there has so far been no way to replicate the materials used in the plates. This alloy is extremely resistant to all forms of damage, but is incompatible with other forms of plating. A suit with this modification cannot use any of the more modern platings (conflict, refractive, or composite), or have a force shield or other defensive field fitted, but all damage that is inflicted upon the suit is halved (round down). This is before the damage is applied against the wearer. For example, if a suit with PV 50 took a hit from a weapon with PV 20 and Damage 40, the wearer would take no damage from the round as the forty damage would be halved to twenty, therefore unable to penetrate the PV of the armour. |

THRESHER ARMOUR

There are two different types of armour within thresher, standard armour, and powersuits. These are detailed as follows.

STANDARD ARMOUR

T1 Technicians Armour – A series of thin ceramite plates interlaced over an anti-static undersuit, the armour wears less than ten kilos, and is form fitting to the degree required to work in smaller conduits and confined areas. It is the usual armour worn by technicians in the service of the shark, and can be worn under heavier versions of armour without penalty.

PV. 3
 I.D. Head 5 Arms 10 Torso 20 Legs 15

P1 Powersuit Under Armour – Most powersuit pilots hold a great degree of confidence in the armour that they wear as their primary guard against the enemy. However, few pilots are so confident in their suits abilities that they do not take a backup. The P1 suit is a modified flight suit with metal plates built in throughout the lining of the suit, the armour does not extend over the arms or legs, as these locations need to be free to operate the powersuit. The suit is cumbersome and far heavier than need be, but it is the best alternative given the circumstance.

PV. 5
 I.D. Head 10 Torso 30

W1 Warrior Armour – W1 armour is comparable to the armour used by the shivers of the great enemy. Unpowered, it is a combination of solid and ablative plates on a padded undersuit, it is one of the heavier armours, with no powered underlay, but it is more effective than the other basic armours.

PV. 7
 I.D. Head 15 Torso 30 Arms 20 Legs 20

W2 Warrior Armour – W2 is the smallest form of semi-powered armour available to the warriors of the shark. It is a combination of Ceramite and metal plating, on a waldo power interface with a nominal strength of 10. It does not have Recoil baffling or Area overlay options, but all the other basic powersuit functions are fitted as standard.

PV. 10
 I.D. Head 30 Torso 50 Arms 30 Legs 30

Tech Standard body suit – The technicians standard body suit is a combination of limited protection and mobile tool kit, resembling an oversized jumpsuit, the body suit has an armdeck built into the right arm, and a small powercell for using hand tools built into the back of the suit.

P.V. 4
 I.D. Head 10 Torso 20 Arms 10 Legs 15

STANDARD THRESHER POWERSUITS

Unless otherwise stated, all powersuits listed here are assumed to be fully outfitted with air tight seals, independent air supply, full recoil baffling for all weapons being used. Infra Red, Ultraviolet, Thermographic, anti dazzle, and area overlay built into the optic sensors. Full refining and Anti Thunder hearing systems, targetting systems and full enclosed powered musculature.

PISCIS – Affectionately known as the little fish by many of the people who use it, the Piscis is the first underwater armour ever designed by thresher. It was designed to withstand the pressure of working in the seas of the homeworld and does not actually offer much protection against normal combat weaponry, but it is superbly sealed from the rigours of working underwater. Piscis armour is rarely used in this day and age, but several suits are maintained for the unlikely event of Pristis armour not being available for use.

Light Class Powersuit

P.V. 11
 I.D. Total 150 Head 45 Torso 90 Arms 60 Legs 75
 Str 10
 Suit Options Aquatic Modification, Mobility Jets, 72 hour life support
 Weapons Hand Held only
 Weight 750 kg

Pristis Armour – The current underwater armour of choice is the Pristis, it is a modified Piscis suit, with heavier plating, and the capacity for carrying weapons other than hand weapons. This modification makes it far more popular than the piscis.

Skirmish Class powersuit

P.V. 20
 I.D. Total 350 Head 105 Torso 210 Arms 140 Legs 175
 Str 20
 Suit Options Aquatic Modification, Mobility Jets, 36 hour life support
 Weapons Hand Held and Seven powersuit points
 Weight 3000kg

Dragon Armour – Dragon armour is the basic assault powersuit used by the warriors of the shark. It gets its name from the combination flamethrower built onto the back of the suit, this weapon can fire huge arcs of napalm and plasma over great distances, and when used correctly, is more than capable of levelling whole squads of the enemy. Dragon armour is not most effective, as a lot of the power from the main powercell is used in the main weapon, which does not leave much power for the other functions of the suit. The usual method of using these suits is in the standard star formation, with a close quarters suit dropped in the middle to cover if anything gets too close.

Battle Class Powersuit

P.V. 35
 I.D. Total 550 Head 165 Torso 330 Arms 220 Legs 275
 Str 20
 Suit Options Sealed with 12 hour life support, Targetting computer, Weight Reduction (30%), Drop modified, Jump Jets, Refractive Armour.
 Weapons Twin Plasmatic Flamethrower – Range 50m, Pen 30, DMG 60, Ad 45, effectively unlimited ammunition, three powersuit points for other weaponry
 Weight 5400 kg

Caedes Armour – Caedes armour is the primary close quarter – armour in the service of the shark. It combines a separate set of powerblades built into the back of the suit, and various powered blades on the arms as well as a special musculature modification in the shoulders to allow the suit to deliver more powerful blows. The appearance of the armour is designed to be intimidating, but the actual effectiveness of it is limited out of close quarters, as the arms are not designed for manipulating objects without causing them extreme damage.

Battle Class powersuit

P.V. 35
 I.D. Total 600 Head 180 Torso 360 Arms 240 Legs 300
 Str 30
 Suit Options Sealed with 24 hour life support, Weight reduction (50%)
 Weapons Close quarter massacre blade system (Pen 25, Dmg 30, Ad 15), these blades can attack once per phase, also, arm blades (Pen 12, Dmg 15, Ad 10), finally, seven powersuit points for other weapons.
 Weight 3750 kg

Saevitia Armour – Saevitia armour was the first General purpose powersuit, built to provide a versatile suit of armour that could be adapted to multiple battlefield operations, from running support to sniper cover. It has an inbuilt jump unit, and capability to mount a variety of weapons whilst retaining its general all round ability.

Skirmish Class Powersuit

P.V. 29
 I.D. Total 300 Head 90 Torso 180 Arms 120 Legs 150
 Str 20
 Suit Options Sealed with 24 hour life support, Weight Reduction (50%), Drop modified, Jump Jets
 Weapons Seven weapon points for modifications
 Weight 2000kg

Phalanx Suit – The phalanx suit was the first war world support armour designed by the Thresher, combining massive plates of armour with an onboard weapons and guidance package that is still used to this day, the phalanx was many decades ahead of its time. The sheer weight of the armour precludes it from day to day operations in this day and age, but it still has a place on the blasted fields of Dante.

War Class Powersuit

P.V. 50
 I.D. Total 500 Head 150 Torso 300 Arms 200 Legs 250
 Str 30
 Suit Options Sealed with 24 hour life support, Targetting Computer, Auto gunner, Siege Modification, Composite Armour, Refractive armour, Recoil baffling (25)
 Weapons Capacity for 24 powersuit points of weaponry
 Weight 12000kg

Arwen Suit – Acknowledged by many of the thresher archivists to be the best all round suit of power armour in service at this time. The Arwen is a modified saevitia suit with higher power capacity, lighter, but more effective armour, and the capability to mount more and superior weaponry than the saevitia.

War Class Powersuit

P.V. 35
 I.D. Total 550 Head 165 Torso 330 Arms 220 Legs 275
 Str 30
 Suit Options Sealed with 24 hour life support, Weight reduction (50%), Drop Modified, Composite armour, Refractive armour, targetting computer,
 Weapons 20 powersuit points for weaponry
 Weight 6000kg

Alpha Suit – The Alpha suit is so named because it is usually the first powersuit that a thresher operative sees. The Alpha is generally used as a training suit, the alpha can mount far less weaponry than the average suit, but is far faster and more manoeuvrable than any other suit in the thresher arsenal, with speed and agility comparable to a custom designed silverback.

Light class powersuit

P.V. 20
 I.D. Total 200 Head 60 Torso 120 Arms 80 Legs 100
 Str 10
 Suit Options Sealed with 12 hour life support, Jump Jets, Drop modified
 Weapons hand held weaponry only
 Weight 500kg

Omega Suit – So named because it is the last suit that a thresher powersuit pilot sees, the omega is a thin armoured, lightly armed suit, it is basically a walking bomb, with powerful charges lining both the insides and outsides of the suit. When it comes time for a pilot to retire with honour, they can either choose to teach at one of the academies, or they can volunteer for one last journey into glory, piloting one of these suits into eternity.

Light Class powersuit

P.V. 14
 I.D. Total 100 Head 30 Torso 60 Arms 40 Legs 50
 Str 10
 Suit Options Sealed with 12 hour life support, Drop modified
 Weapons Hand held and inbuilt detonation charge: blast radius 100m, Pen 50, DMG 75, Ad 20
 Weight 500kg

Imperial Armour – This is the armour favoured by the imperial guard who are stationed on the homeworld, it is not the most effective of the armours by far, but it is one of the most imposing in size and nature. Imperial armour is more used as a show of force than for actual battlework, where suits such as Arwen and Saevitia are more effective by far.

War class powersuit

P.V. 80
 I.D. Total 1000 Head 300 Torso 600 Arms 400 Legs 500
 Str 50
 Suit Options Sealed with 24 hour life support, Composite armour, Refractive armour, siege modified.
 Weapons 18 powersuit points for weaponry
 Weight 16250kg

Praetorian Armour – The step up from Imperial armour, this armour is both imposing and effective, Praetorian armour is huge, the second largest armour variant in the service of the shark, and has huge amounts of plating fitted onto it. The weaponry carried by praetorian armour is always hand held, with an occasional siege weapon fitted onto the back weapons mount.

War class powersuit

P.V. 65
 I.D. Total 700 Head 210 Torso 420 Arms 280 Legs 350
 Str 40
 Suit Options Sealed with 24 hour life support, composite armour, refractive armour, targetting computer, Flight modification, Deep space modified, mobility jets, weight reduction (50%)
 Weapons Hand held with 10 powersuit points for additional weaponry
 Weight 8125 kg

Onslaught Suit – The Onslaught suit is a fast attack suit, it is usually the second type of armour that a thresher powersuit pilot will be given, once they have learned how to handle the Alpha. The onslaught suit is as fast as a silverback suit, but with the added advantage of a full weapons and defence package built into it. The Onslaught suit has a modular weapons array and can be modified to suit the task

Battle class powersuit

P.V. 25
 I.D. Total 300 Head 90 Torso 180 Arms 120 Legs 150
 Str 18
 Suit Options Sealed with 12 hour life support. Double effectiveness jump jets (twice as far, twice as fast), drop modified, weight reduction (40%)
 Weapons Hand held only
 Weight 1500kg

Holocaust Armour – The Holocaust suit is the stuff of legend, when other cultures whisper in dread and fear of the power of thresher, it is the Holocaust suit that lives in their nightmares. The largest of the suits, the holocaust is a mobile engine of destruction, layered to withstand plasma barrages and fight at close range with tanks, throwing vehicles as a child might a toy. There are only a few of these suits still in viable operation, less than a thousand all told, and as a result, they are only engaged when the need is dire. There is no standard profile to the Holocaust suit, each one of them is designed specifically to the wearers instructions

Sanctus (holy) Armour – Sanctus armour is the most well engineered armour ever. Comparable in size and armour to the Holocaust, Sanctus armour is the personal armour of the Seraphim of Thresher, each suit is modified to the owners tastes, they are every bit the equal in all respects of any other suit of armour in the known universe today. Presented here as an example is the suit known as Vengeances Tooth, the personal armour of Seraphim Isaac

Designation Vengeances Tooth

| | |
|--------------|---|
| PV | 120 |
| I.D. | Total 2000 Head 600 Torso 1200 Arms 800 Legs 1000 |
| Str | 60 |
| Suit Options | Ancient Technology – Sentient AI, Force Shield, 100% reliable, mind link Conflict War options – War Machine program, EMP shield Standard options – Sealed with 48 hour life support, Drop modified, Composite armour, Refractive armour, Jump Jets, Flight modification, targeting computer, EMP reboot, siege modified, recoil baffling (30), Deep space modified, Aquatic modified, mobility Jets |
| Weapons | Back mounted inferno cannon, right arm plasma cannon |
| Weight | 30000kg |

PERSONALITIES OF THE SHARK

EMPEROR ADAM

The Great shark, first amongst equals, and the creator of the world as it is known today, very little is actually known about the great shark, he lives alone, in the imperial palace, taking council only with the seraphim and the high command. To the general public, he is a legendary figure, only glimpsed on the Telescreens and once a year, at the parade to celebrate his life, where all that can be seen is his personal suit of armour.

Following the two times that he has been brought back from the brink of death, the great shark locked himself away from all except his most trusted advisors, hearing only their council, and acting only upon their words, he never goes out in public unless it is flanked by a whole maniple of Praetorian and he himself is in his personal armour. In truth, even at these times, the great shark is not actually in the armour, he controls the suit from distance, using a remote link to make the suit do as he would. After the Spears incident, he no longer has any faith in anything to protect him.

The words of the great shark still ring true to all those who would stand against him, but in recent years, he has become withdrawn, even more than he was, darkly muttering about the great plan, and what is to be done in future years. No longer the mighty warrior that he once was, the Emperor is a pale shadow of the man who forged the legions of the shark into the force that brings fear to untold numbers of the great enemy.

HIGH COMMAND

The voice of the shark, High command is split into several sections, each one of them responsible for a certain aspect of the running of the Thresher war machine

COMMAND

This department runs the communications of the shark, from the teams out on assignment to the civilians working on the other worlds in the system. Theoretically, it is possible for anyone within the empire of the shark to speak to anyone else by means of the communications systems that are in place. In actual practise, it is rare for planet-to-planet communications to take place unless absolutely vital, and even then, the communications are subject to interference from the systems star. Command is also responsible for informing teams of problems and situations as they arise, dealing with the feedback as is necessary.

WILL

This department is responsible for passing down the wishes of the great shark to his people, each year, one representative is elected from the many here to speak with the great shark personally, this position is held for one year only, and at the end of that time, the applicant will give their life for the greater good, that nothing of what they said or did will be known beyond the walls of the imperial palace. The reason for the one-year term and death of the applicant is so that no-one will try to wrest power from the great shark by ingratiating themselves with the people, becoming more popular than the Great shark himself. This was brought about after the Sarn incident of 450, when an ambitious young politician named Dominic Sarn became the representative for the great shark, and brought the word of his god down to the people. However, certain aspects of the great sharks will were not to the liking of this man, and he spoke falsehood to the faithful, speaking his words with the authority of one who is trusted by the great shark. This would have gone un-noticed but for the Seraphim Protocols, which permit the Seraphim to speak directly with the Great shark if something appears to be wrong. In this case, Sarn made reference to removing the powers of the Seraphim with regards to punishing traitors, Seraphim Raziél believed this to be not a decision that the great shark would have made and sought personal audience with him. After he had spoken to the great shark, Raziél went to the hall of Justice and executed Sarn, laying down the new laws that would ensure that this does not happen again, Sarns co-conspirators were also executed, and a new council of Will was instated, that no traitor shall prosper.

VIGILANCE

After the Sarn Incident, The great shark saw that even amongst the faithful, there were those who would try to manipulate the system for their own good, and in seeing this, saw the way forwards. He took a cadre of the finest warriors within the legions at the time, all of these men had served him loyally for many decades, and all of them had proved their devotion to the shark in many acts of combat and valour. To these men he gave the task of keeping the faithful the way they were supposed to be. Operating from a small base orbiting Agaen, these men operate to this day, not resting or becoming weary in their task, constantly aware of all things upon the surface of the planet, and

ready to respond in a moments notice. Vigilance is also responsible for the monitoring of the satellite surveillance network operating throughout the system, and it is they that keep the location of Shark space secret from those who would try and find it.

SUSTENANCE

Sustenance is the department responsible for the supply of food, drink, and other such things to the various worlds of the Empire. Situated upon Cluster, these people make arrangements with other cultures and planets and trade openly with those who will do business with them. The Hydroponics bays of the cluster provide most of the resources that are required by the other worlds, but this department makes certain that no matter what the actual resources of the empire are standing at, the Empire will not have to be concerned with where its next meal comes from.

SERAPHIM ISAAC

A legend almost to rival that of the Great shark, Seraphim Isaac is the best of the best. One of the original members of the 127th, Isaac was the first warrior to be awarded the title of Seraphim, and has done his level best to meet this honour with the power and fury that he has always shown to the Great Enemy. Fiercely loyal to the empire, and a personal friend of the Emperor, Isaac stands seven feet two inches at the shoulder, with black hair reaching down to his waist and a piercing Gaze from eyes that have seen more than any man should have done. He bears a lifetime of Scars and injuries across his body, all tributes to the battles that he has fought and triumphed in.

In the last few years, Isaac has shown some signs of becoming weary with the eternal war, occasionally sparing an opponent if they proved worthy of his respect in combat. While no rebuke has been forthcoming from the great shark personally, Vigilance has taken a greater interest in the machinations of Isaac.

Time will tell.....

PRAETORIAN GUARD

The Praetorian are the personal guard of the Emperor, each one of them at the very least a Seraphim, many of them with over a centuries worth of combat experience under their belt, the Praetorian are stationed at the Imperial Palace, there to defend the Emperor against any threat that may seek to strike him down. The Selection process for the Praetorian Guard is a simple one, once a decade, the best Seraphim of the age is selected to join the Guard. The question of whether or not he should join is put to all the other Seraphim and Vigilance, if no one finds fault with the applicant, they are initiated into the Guard. There is no re-selection of a candidate if the chosen one fails the testing, so there is no grounds for political manouevre within this questioning.

EBB NAVIGATORS

Due to the lack of Navigators and foldships within the empire of the shark, each navigator who has a ship is known to the empire, and respected as one of the faithful. Due to the Emperors fear that the ebb ships are too vulnerable to use in day to day conflict, the ebb ships are generally reserved for activities within the home system. Those that are cleared to operate beyond the system are noted in the record as being able to do so. There are currently Ten ships that are in service at this point, and their Masters are each assigned a task that they are normally to be found doing.

Apocalypse – This necanthrope was the first to reach his status within the service of the shark, and as such, commands the Void, a small foldship with capacity only for twenty men at a time. It is his privilege to be the personal transport for the Emperor and his closest servants and as such, most of his days are spent in reflection at the libraries of Tydeides.

Archon – Quiet and unassuming, Archon is master of supply and demand in the system, his ship, the Goliath, is a Huge Foldship, the second largest of the fleet, capable of taking several thousand tons of equipment and materials from one side of the system to the other in the blink of an eye.

Fang – Thought by many to be the most unstable of the Navigators, Fang is known to possess a deep and undividing fear of the space beyond Sharkspace. He requested duty of ferrying people beyond the realms of sharkspace in order to face his fear, and by facing it, conquer it. His ship, the Talon, is large enough to transport a whole legion of footsoldiers, and it is usually his responsibility to ferry troops to and from Dante.

Jaren Karl – One of the newest generation of Navigators, Jaren was given his ship a mere ten years ago, and is still currently on probation. To this end, his ship, Enigma only has the capability to make short jumps, within the system, and it will be many years before it receives the upgrades necessary to allow it to travel beyond Sharkspace.

Quitkh – Not the first of the ferals to ever become a necanthrope, quitkh is the longest serving of all the ferals with the forces of the shark. Her Ship, The Rightseous, is the largest fold ship to be serving Thresher at this time, nearly the size of the capitol class ships that make the dante run each day. Given her mercurial nature, it is rare for quitkh to be brought out of study, but when she is required, she is more than capable of dealing with the task at hand.

Thrash – Originally known as Ice, Thrash took a new name after a close encounter with a Thresher shark that left him with half his body missing. He has not left his ship, the Tooth, for over ten years, and will refuse any request not made by the great shark himself to do so. Despite his problems, he remains the most reliable navigator of the Forces of the shark, often acting as backup to Fang in matters of deployment.

Rage – So called because she has none, Rage is a socio-pathic loner, the transition to necanthrope left her without all the emotions that she once held so dear. Although she takes excellent care of her ship, the White, The fact that she occasionally visits Hades for recreational purposes has cast a shadow of doubt over her mental fitness, and it is only that she is the best of the best that keeps her attached to her ship.

Frost – The nearest thing that the Thresher have to a “normal” fold ship pilot. Frost is quiet, calm, and reserved. She spends equal amounts of time in the company of others as she does with her ship, Ares, and is considered by many to be most approachable (as far as navigators go).

Animal and his sister, **Beast**, form the last two navigators in the thresher fleet, symbiotically linked in some way, each one of them can sense what the other is feeling, and will be in a similar state as their twin. For this reason, they are never allowed to fold at the same time as one another, due to the risk of sensory overload from one twin causing the other to make a fundamental error. Their ships, Heretic (animal), and Demon (beast) are almost identical in every way as well.

THE HOMEWORLD

The home system of the thresher legions is located several million miles from the blasted plains of Dante, it is a system of four worlds and one artificial construct orbiting a Class Seven white dwarf. It is patrolled by most of the first thresher fleet at regular intervals, and has several long distance early warning devices located throughout the sector. Most of the inhabitants of the Empire of the Shark live their whole lives without ever seeing beyond the myriad shores of their worlds.

The Four planets of the system are as follows

- | | |
|--------|--|
| AGAEN | – The Core planet and homeworld of most of the minions of the shark. |
| ACHEIN | – The planet of childhood and wonder |
| ATRAPS | – Huge world of industry and construction |
| XAARN | – Homeworld of the emporer and the praetorian legions. |
| DION | - Recreational planet |
| HADES | - The world given to Tintiswens |

The final object in the system is a series of asteroids that are held in a synchronous orbit around a massive gravitic generator. This object is known as cluster, and holds the food and water supplies for Atraps, assisting with the supplies for other planets where necessary.

The Full descriptions of each world are as follows.

AGAEN

The homeworld of the shark is the shining jewel in the hard wired crown of the shark. The planet has a diameter similar to that of Mort, but the landscape of the planet is massively varied in comparison to that grey orb.

Agaen has a varied climate, and unlike the other planets of the system, no attempt is made to control this. The huge oceans that cover over 60% of the planet are volatile, angry sheets of raging surf, capable of sinking the largest craft without pause for thought. The world was chosen to be the homeworld because of its similarities with the original homeworld, and the fact that it would prove the ideal testing ground for the soldiers of the shark.

There are Four main continents, with several smaller islands dotted around them. There are huge, constructed roadways built between each of these continents, each one of them over four hundred metres above the level of the oceans, anchored by huge pillars, many of them several hundred metres wide, and supported by wire and anti-gravity generators. These Roadways were constructed back in the beginning of the crusade, shortly after the Intruder incident, when the great shark recognised that his people would need a place to call their own.

As each continent was conquered, the great shark recognised that it was not always prudent to ferry goods and materials by means of airborne carrier, and as the seas were more than the technology of the shark could handle at the time, the roadways were envisioned.

The first roadways were an unmitigated disaster, the support stanchions could not handle the weight of the roadway and the vehicles that they were holding, and they were destroyed several times before the next generation of plans was laid.

Using existing hover technology, the prototype roadways were laid over much smaller seas, and were constructed from thinner composite materials, allowing much more to be built without the need for reinforcing pillars and other forms of support. With this accomplished, the roadways could then have the support pillars set in place before the heavier reinforcement beams were brought in. This design proved to be far more effective than the last, and the first intercontinental roadway was finished ten years later.

With this accomplished, the way was laid for the world to be conquered.

The first continent to be built and finalised was the largest, and many believe, has the most inherent beauty in it. It is known to the citizens of the shark as Tydeides, and boasts the largest forests ever seen in the world of progress, with trees reaching anything up to a mile into the air. In accordance with the words of the great shark, these forests are not to be touched by anyone or anything, and anyone who does desecrate the forests is punished by slow and painful death. The capital city of Agaen, Crakis is located in the forest of solitude, measuring over several hundred miles across, surrounded on all sides and filled with natural greenery, it is the stark contrast of all the other cities of

the shark. With a population numbering in the hundreds of millions, all of them civilians, Crakis is the place where most of the sharks minions would want to live.

The second continent is called Varn, and contains the second largest archive of conflict war material in the empire of the shark, this is maintained in the city of Marsch, which is located near the main road port leading to Tydeides. There is little natural greenery in this continent, the climate being too dry and arid to sustain such things. The desert of Varn is a huge ocean of shifting sand and rock, populated by savage beasts and huge predators, uniquely suited to the tasks of hunting and killing their prey. Without proper protection and transport, there is no way that any man could survive in this terrain, but the deserts are often chosen as the proving ground for those who would aspire to the post of Seraphim.

The Third continent is known as Roen, and is largely built in a similar fashion to the landscapes of Mort, comprising several estates of housing and hi-rise buildings, it is a place of stark and brutal reality, with the inhabitants living in a combination of poverty and exhaustion. The tasks accomplished here are the thankless things, the day to day administration of the legions of the shark, rationing and logistics are taken care of here. The inhabitants of this continent are grateful for the small mercies that they are given, taking care not to complain for lack of luxuries. It is the hope of all these people that they will one day be seen to work hard enough to be promoted to the capital city, and with that, an end to the endless drudge of their lives.

The Fourth and final continent is the icy plains at the top of the world, called Ceam by its inhabitants, it is here that most of the defences for this planet are kept. There is a roadway to this continent, but it is heavily guarded, and in some places, dangerously derelict. The only reason that this roadway exists is to provide the other inhabitants of the planet with the belief that everywhere is theirs to roam. The truth of the matter is that anyone attempting to gain access to the polar cap without the necessary clearance will be swiftly terminated without prejudice.

The anomaly of this world is that the oceans are freshwater, there are no naturally occurring deposits of salt or sodium anywhere on this world, and the creatures that live in the oceans are not indigenous to the world. When the exodus was first made from the original homeworld, several of the seraphim noted with regret that the enigmatic creatures that had given the Thresher its name would be left behind, to be hunted and slain by the great enemy. To prevent this happening, and to give the people a living example of what the legions had been made from, several specimens of Thresher shark were brought from the homeworld when the new world had just been found, these creatures were released into the waters of Agaen. Over the centuries that followed, these creatures roamed freely through the oceans of Agaen, consuming and destroying all other life in the waters. Occasionally breeding with other species until new strains of Thresher were seen, larger and more dangerous than the original Thresher sharks, these creatures quickly became the most dangerous things anywhere on the planet. It is now considered a mark of great honour to track and destroy one of these magnificent beasts in combat, and is

one of the greater tests for the seraphim to undertake.

ACHEIN

The world of Achein is the world that most of the minions of the shark know as their childhood home, it is a small world, with a controlled climate, and is heavily guarded. The first years of all the threshers children are spent here, as is evidenced in the Background chapter.

ATRAPS

The Second huge world in the Thresher system is the same size as the homeworld, but in stark contrast to the homeworld, Atraps is a mineral planet, rich in all forms of ore and compounds. It has been the source of all the construction materials for the last Three hundred years, and shows no sign of giving up all the remainder of its resources. Originally, this planetoid was one and a half times again the size that it is now, but the constant mining has steadily reduced the size of the planet to what it is now. The materials for the cities on Agaen and the great roadways was taken from here, and except for certain types of mineral that are not available on Atraps, all materials for powersuit and vehicle construction are taken from here as well.

There is only one city on Atraps, and it is the home for the workers who mine the various ores on the planet. From the Spaceport at the edge of the city, huge shipments can be sent anywhere in the empire within days.

The second construction on the planet is Century, it is a huge processing and construction plant, measuring over two hundred miles in size. This monstrous construction can turn out up to a hundred vehicles and powersuits a day, most of which are sent straight to dante to aid in the war effort. It is protected by several space bound fleets, all of which can respond instantly to any threat towards the plant. It also has the only spaceport capable of servicing the capitol class ships and transport tankers that are used to ferry things around the empire.

XAARN

The homeworld of the Emperor and the seraphim, Xaarn is the most well defended planet of any of the systems of the world of progress. The planetary defences comprise several hundred orbital cannons, defence satellites, and ground to space missiles that can be brought to bear upon any part of the sky above its cities at a moments notice. There are several cities on the world, the most important of which is Tarth, where the imperial palace is located. Standing over a mile high, the imperial palace is the most armoured building in the world of progress short of the head offices of the Great Enemy on Mort. It is an unassuming building, with the only stylings being the huge gargoyles mounted upon the various levels of the fortress. Unknown to most, these gargoyles are in fact full automated robotics sentinels, capable of responding to attack in mere split seconds. The Emperor is thought by the empire to reside in the top of the imperial palace, looking out upon the empire as a benevolent god, the truth of this has never been substantiated.

DION

All people must have a place to aim for, all cultures have a paradise, in the case of the minions of the shark, Dion is that place. An engineered world of calm tranquility, Dion is almost a perfect but smaller copy of the SLA owned world of New Paris. It has placid oceans, and perfect sunshine all year round, every day, with lush greenery and beautifully constructed cities of glass and stone. More on this world is detailed in the background section of this book.

HADES

Originally known as Malisan, the world of Hades found its new name when Tintiswens looked through the ancient databases and found a name that more suited her designs for the world. This world is carefully guarded by the fleets of the shark, and no visitors without Seraphim or Imperial level clearance are allowed upon this world. There are several cities, and several more places where those who are unfortunate enough to live there are kept.

Recognising that Tintiswens would require more subjects than he could provide without arousing the suspicion of his loyal subjects, the great shark made provision for several of the captured troops of the enemy to be brought here and experimented upon. When this proved insufficient, the rebellious elements of his empire, and the worlds that refused to submit to his rule were also brought here. This was many centuries ago, the descendants of those people have become accustomed to the misery and torture of daily existence, knowing that at any time, any of them could be taken to the pens, and from there, to the labs.

Existence from day to day is supported by a daily ration of food and water, nothing more, most of the inhabitants live without clothing or heating, merely waiting quietly for death to give them the release they so desperately seek.

The architecture of the world is spartan at best, with no embellishment to be found on any of the buildings, the places where the inhabitants live are single floor buildings, without any of the amenities most people take as their given right. The only medical care available is for outbreaks of plague (can't be having the populace die out), and for those who are pregnant or who are children (must keep the next generation safe).

More on the world of Hades is to be found in the Background Section of this book.

The Kingdom of the Blind

In the Kingdom of the Blind, the one eyed man is king. They taught me that at school, I was never too sure what it actually meant. My tutors told me that the idea was that in a kingdom of blind people, a man with one good eye could see what was going on, and being able to see, could tell all the other people what to do, how best to do things.

Strange that, I've always wondered how they'd know he was the guy with the sight, how would they know he wasn't just another blind guy just telling everybody he could see everything. I mean, who's going to dispute him?

No one with the mentality of a sheep I reasoned, I'll not be found to be a blind man here.

I am Adonai Ephraim Isaac, I am one of the higher guard in the Thresher war machine, holding the rank of Seraphim, It is my duty to train the new warriors of the order, and to provide spiritual guidance to those who need it most. I have been in the service of Adam for over five hundred years, in that time, I have taken bullets more times than I care to count, took burns and plasma, fought over war worlds, and stood proud to receive those wounds. I never indulged in the faith of the book of Adam, I am more than content to live with what I have, and though I know the sacred book front and back, it is not something that rules my life.

This day I am charged with the training and conduct of a single platoon of troopers who have been taught by me, I look down on them from the observation bay, most of them are there already, trading raucous banter and looks of machismo, trying to conceal their fear. It's the first time any of them have been on a mission, and the fear is high, I can smell it from here, I don my colours and await my final orders to see what our objective will be.

The message arrives and registers on my arm deck, I call up the specifications and enter my authorisation code

Message begins

Seraphim Isaac

Field of Operations - Downtown Mort
Number of Personnel Assigned - 20
Target of Operations - Destroy shiver station 114 in sector 14, leave no stone standing, full powersuit backup is approved for all squad members

Command authorisation - Verboten Occulus

Message Terminates

I am to take a squad of the faithful and lead them into battle against the ungodly, it is a momentous occasion, never before have a squad of untried warriors been sent straight from graduating to battle in the homeground of the enemy.

I make my way down to the main bay, tapping my heel twice on the metal plate outside the door. By the time I enter the

room a heartbeat later, all the chatter has stopped and my young ones are stood to attention, in rank order, perfectly motionless. I walk to the centre of the room and tap my foot once. On cue, they relax to the safety of the bay around them.

"Well, my little warriors" I begin "we have been given a chance to fight the good fight"

Emil, ever the impatient one, raises his hand, I forestall him with a single finger

"We have been given clearance to go to downtown mort" I pause for a second as the group takes a collective breath, emils hand drops down suddenly

I smirk to myself for a second, I can guess what each one of them is thinking, I finish the pause with a flourish

"We are to take the armour of the chosen and make war on the ungodly"

A collective whoop of disbelief rises up from the ranks, several of them trade high fives, this goes on for five or six minutes before I tire of it and discreetly clear my throat.

Instantly, order is restored, silence fills the chamber as they await my next words.

"Our objective is to take down one of their bastions of law and order, to leave no stone standing, then to make our escape via jump ship to the nearest exit gate" I pause again "we will have five minutes to complete this objective, if we have not finished by this point, we will have failed"

I speak nothing of the consequences of failure, if we were to be left behind, we would fall to the ungodly, but that would be nothing to compare with the fact that we would have failed in our sworn duties as soldiers of the shark, all of them know this.

I lead them to the powersuit bay, they have only been able to see this particular area from the observation deck above. It is the first time that any of them have been allowed to tread on the hallowed ground, half of them aren't sure whether or not it would be proper for them to walk here. I nod to one of the tech adepts, who indicates our suits for the mission, and off to the side, my personal suit of armour, Vengeances Tooth. I know that there are those of the thresher who believe that suits are just suits, I know different, Tooth protects me, as she has ever since I was first gifted with her all those years ago, I would not change her for anything.

I motion my unit forwards, indicating which suits they have all been assigned, I see the trepidation on the faces of most of them as they step into the suit for the first time, the moments fear as the interface sockets slip into their backs. But then, the knowledge that all is well with themselves and their new skin, just before the armour seals.

I step into tooth, engaging the spinal link, and watching as all her diagnostics flash up in front of my eyes, all is well, the techs have been doing their assigned tasks well. I stamp my foot twice, it is a ritual I have always had, since the beginning, it has passed into legend amongst the young ones that the only reason I do it is practise for when I'm stamping on the enemies of the shark.

There's a muted buzz of chatter over the internal comm system, I smile to myself, I remember how I felt the first time I did this, but then I remember the need for discipline.

“Battle order” I whisper quietly

Again, the silence is instant, followed by a swift roll call, starting at Callas and ending with Mara, all present and correct. My pride at their discipline is shown only by my silence

“Weapons Check”

The only sound is a muffled “oh yeah” from Emil, who’s obviously just found out that he’s in charge of the phalanx cannon. I walk Tooth out to the main drop pod, motioning for the others to get into position behind me. Once we’re all secured, I call up the drop menu on my heads up display, opting for a soft landing, no point making it any harder on them than I have to.

We travel for an hour in silence before the alarm sounds, indicating that we’re at the drop point, there’s a moment of weightlessness before the planet hugs us to itself like a giant. The drop takes all of three seconds, the impact I don’t even feel, I’ve done too many of these things before. The curses and howls behind me remind me that it was not always so.

The sides of the pod drop away, revealing to us the decadent sprawl that is downtown mort. Several people have gathered around, obviously thinking we’re part of some TV program or something. The sudden clunk of our artillery locking on and arming causes some of them to think again. The sudden firestorm of molten death relieves them of their worries.

A great slice of calmness flows through me, I had forgotten how much I enjoyed being in the thick of combat. Standard SLA response time is three minutes, I decide to give my team two minutes of playtime, let them get used to their new toys.

At the stroke of two minutes, I snap back into tactician mode

“one through five, suppress the street, six through fifteen, air suppression, sixteen through twenty, give me a location on the target” I bark into the comlink

There is silence on the commlink until nineteen chips in “target is one hundred metres south south west sir, one building in the way”

“Excellent” I roar, I know the best way to proceed, but this is their show at the moment “Four, Suggestions?”

“One through Ten, suppressive and covering fire, Emil, er, nineteen takes the building, all others overwatch”

“You lose a point for the personal reference Four, but it’s good otherwise, Do it”

It’s standard (and absolute) protocol to only refer to team members by their number when in the field, but it’s their first mission, I figure they can be forgiven that, I’ll not put it in the report. The squad forms up on me as Nineteen locks down his armour and charges up the phalanx cannon.

Two minutes Thirty seven and the Phalanx Cannon beeps once. I glance down quickly at Nineteens footwork, he’s not

braced properly, I begin to shout at him to cease fire just as he pulls the trigger. His powersuit flies backwards, catapulting three team members off their feet. I brace Tooth and take the impact easily, propping him back up again

“nineteen on Report, Twelve, Recommendations”

Twelve was one of the ones knocked off her feet when nineteen flew back, she’s recovered well. There’s a low rumble as the building that nineteen just took collapses in a pile of dust.

“Recommend that Nineteen stands firm this time and takes another shot at the actual target” There’s an element of mild anger in her voice, and I can imagine nineteens sigh of resignation at the impending humiliation at the hands of his fellows.

I stand behind Nineteen as he charges up the cannon again, At Three minutes and ten seconds, Seventeen notices movement

“Incoming” he yells “Two APC’s, Twelve high” The rear guard focus on the left APC as one, standard rules, take the one on the right side of the road, they’re always the one carrying the heavies, don’t know why SLA do it that way, they just do. I brace behind Nineteen as he puts his feet wrong again, I’ll have to have a word with him about that, it just won’t do.

The first APC goes up in a cloud of fire and napalm as the rearguard flex their trigger fingers, the other APC goes into a short spin stop, the shivers getting out on the other side, using the APC as cover for returning fire. Nineteen fires, his suit flying back into me as he does. I switch to private channel for a second

“Left foot forwards, right foot behind, lock servos, lock joints, THEN fire, one last chance Nineteen”

I switch back to main comms again, Five has taken a bit in her leg, not a serious one, but it’s shaken some of the others. I engage my jump jets, Tooth soars into the air like the angel of death, I angle the descent onto the top of the shiver APC, some of them look up in time to get out of the way.

There’s a muted “whoa” over the comnet as Tooth lands on the top of the APC, Thirty tons of Holocaust Class Powersuit turns the APC into a squashed can of pureed Shiver. The five who scrambled clear blanch and run, I grab one of them in my left hand and toss him backwards for my team to fight over, engaging the plasma cannon on my right arm as I do so.

The other shivers melt into the floor as the high pitched scream of the plasma cannon rips the air asunder. I glance into my radar, thirteen SCAF craft approaching and something else, larger, troop transport of some kind, probably carrying operatives.

I hear the Whomp of the Phalanx going off again and a sound like rolling thunder as the foundations of the shiver station give way and start to fall.

“Timberrrrr” yells nineteen, I frown, it may be first time jitters, but he’s showing far too much emotional contact to be effective as a powersuit pilot, we’ll have to see.

*"Time" I cry, knowing the answer all ready
 "Four and Ten" comes back the cry from all the team,
 meaning that we're four minutes and ten into the operation,
 we have a further fifty seconds before the landing team comes
 for us, we have to be ready.*

*"One through five, stand with me, prepare for airborne
 assault, Six through Twenty, clear the landing site"*

*The SCAF troops clear the building in front of us, I engage
 the jump jets again, ramming one of them and sending it
 spiralling to the floor in three different pieces. My team open
 up around me, I feel no fear, they are professional enough to
 know the difference between Tooth and a SCAF ship. High
 speed cannon fire tears through the surrounding ships, and the
 air is clear by the time I land.*

*The second ship makes itself known, and for the first time
 since the conflict began, I feel a chill of fear*

Darkfinders, an entire platoon of them

*I engage the jets again, bringing my heavy artillery on line
 "Contact" I howl into the receiver. My team respond as one,
 bringing their guns to bear on the new threat. I hear several
 muffled curses as the enemy comes into view, my team don't
 know the danger these things present, I do, I've seen them take
 things three times their size and put them down like so much
 fruit in a blender.*

*I'm still in the air with the inferno cannon charging when
 the darkfinders hit the front line, four of my people go down
 instantly, the black armoured lunatics ripping through them
 like a buzzsaw. My people don't know what to make of this,
 no foot troops should be able to go through powersuit armour
 like this. Panic ensues, and random firing starts as the second
 line of finders locks in and prepares to fire. From high above,
 I select my primary targets and punch up fire options.*

*I hear the familiar click of Toths main cannon locking in
 and preparing to fire. There's a high pitched hiss as gallons
 of superheated plasma gush out of my shoulder cannons onto
 the finders below. Four of them dissolve in puddles of melted
 bone and flesh, the others scatter and re-target to aim at me.
 Excellent, just as I planned, my team is now fighting back,
 heartened by the sudden death of some of these devils in black.
 I feel some of the high impact rounds from the finders below
 scratching the surface of tooth, and return to the ground,
 landing like the wrath of god.*

*Some of the close quarter finders break off from slaughtering
 my team and close to hand range. I lash out with terrible
 force, feeling the bones break underneath my mighty hand, I
 feel one of them leap to my back, and throw myself backwards
 instinctively, smashing into the building behind me, I feel
 the body go limp beneath me as I crush it into the building,
 bringing my rifle up to hose down the remainder of the
 finders. I see the last of them with weapons already aimed at
 me, there's no way that I can get the rifle up in time. I offer a
 prayer to my lord, the shark Eternal, and prepare to meet my
 ancestors.*

*Tooth senses that I'm going to die, I'm not sure wether or not
 it's part of the link, but she's done this sort of thing before.*

*She lends her speed to my arms, the rifle comes up far faster
 than anything that any of them could have expected, and spits
 molten death across the way to take them all to hell.*

*The battleground falls silent and I get up from the building,
 rubble falling down around me as I drag tooth clear of the
 wreckage.*

"Battle Order" I whisper into my comm unit

Silence

"Battle Order" I command, moving out into the rain

Silence.

*I survey what's left of the surrounding area, my team are
 down, all of them torn asunder, their armour smashed and
 broken. I pick my way through the bodies, searching for
 any sign of life. Nineteen is still breathing, I move over to
 him, sitting him upright. He stares up at me, his eyes bright,
 arterial blood leaking from a huge hole in the side of his head.*

"Did we win...."

"We won"

*"Knew we wou....." His head falls backwards into the huge
 paw of tooth.*

*The dropship lands sharply in the zone, and in seconds, the
 recovery team and I have got the remains of my team in the
 bay. The rockets fire and we soar into the spaceways. All the
 way back, something is nagging at the back of my head. As we
 reach the capitol ship Endeavour, it clicks.*

*Darkfinders being sent to defend a shiver station in
 downtown, A whole platoon of darkfinders, arriving in less
 than four minutes, armed and prepared for powersuits*

They Knew.....

*I am debriefed by Command, one of the Emperors chosen
 speaks with me as we sit in prayer, I express my concern*

*"We know that they knew Seraphim Isaac" The inquisitor
 murmurs between catechisms*

I stop for a second at that

"We knew?"

"Yes"

"Then Why....."

*"We need to keep complacency from entering the ranks, an
 example was required"*

"Why not send footsoldiers, why waste our best and brightest"

The Inquisitor looks down for a second

"Because they were our best and brightest"

I know what's coming next, text book brain washing

*"After what happened today, our people will be filled with the
 need for vengeance, they will train harder, fight better, and
 take no chances when dealing with the great enemy"*

*I nod mutely, all my people, gone, to prevent complacency in
 the empire, and in that moment, I understand the riddle*

In the kingdom of the blind, the one eyed man is king.

The one eyed man is king because all the blind people think they know what's going on, it's human arrogance to think that you're in control of your own destiny, that someone else is not pulling the strings. But that doesn't stop us, only the one eyed man knows what is really going on, and in that knowledge comes what I have to say next.

"Of course inquisitor, an excellent plan"

He rises up from the prayer mat "I trust that this has not shaken your faith Isaac"

I rise up next to him, towering high above him, then lower my head to my chest, crossing my arms just below my chin, in the sign of the arms of the brotherhood

"No, Inquisitor, I remain forever in the service of the Shark"

He smiles and leaves, I remain at the altar of the chosen, deep in thought, then return to kneeling in prayer, it would not do for them to suspect me now, for truly, In the kingdom of the blind, the one eyed man is king, But I am blind no longer...

.....

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<http://thedodd.com/>