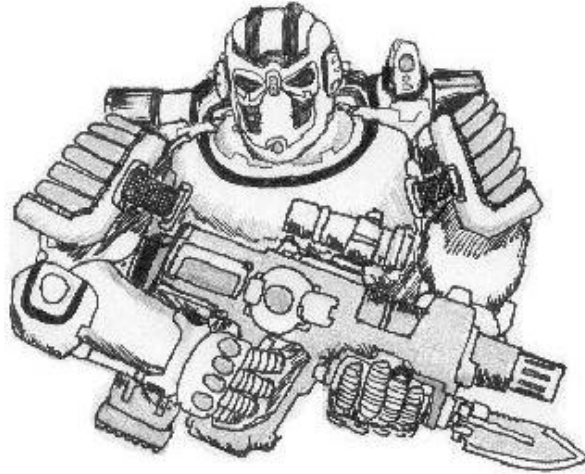


THE ARMORED SUPERSOLDIERS

The Armored Supersoldier is genetically and cybernetically manipulated to be the ultimate warrior, clad in protective power armor that doubles his already intimidating strength. Armored Supersoldiers have better reflexes, strength, vision, training, and courage than any natural human is capable of. Combined with their years of tactical and mental training, these fearsome power infantrymen are the elite of the elite, never backing down even when confronted with impossible odds.



The Armored Supersoldiers are encased in full environmental power armor which shields them from nearly every form of attack normally encountered on the battlefield, from shrapnel to knives to nerve gas. It is also airtight in a vacuum or underwater, enabling the Armor Supersoldiers to operate in space, planets with hostile atmospheres, or under hundreds of feet of water, if need be.

They carry, depending on their mission, a Micro-Grenade Heavy Carbine or Micro-Grenade Pistol. These micro-grenades are intensely powerful explosive warheads that have devastating affects on tightly packed infantry or thin-skinned armored vehicles. Combined with the Supersoldier's bonuses to strike with all forms of distance weaponry, this weapon becomes even more deadly. For close-in work, a high-frequency vibro-blade is attached as a bayonet, making the hulking warrior an equally tough combatant in hand to hand combat.

Supersoldiers that carry the Micro-Grenade Pistol are also equipped with a Machine-Sword, a brutal weapon that is capable of carving through steel and flesh with equally sickening ease. These troops are used in built-up areas, such as cities, tunnels, or on starship boarding parties, where a Carbine might be unsuited for the hack-and-slash bloodbaths encountered at close quarters.

A number of other, heavier weapons are capable of being fielded by Armored Supersoldiers, including heavy laser cannons, finicky plasma rifles, and missile launchers. Usually these weapons are deployed in separate 5-man combat teams that find a dominating position on the battlefield and hammer the Supersoldiers' foes to death with powerful weapon blasts.

Supersoldiers are formed in five-warrior combat teams. These teams become closer than family, as they are trained to move, think, eat, fight, and work as one. With the exception of support weapon combat teams, all five Supersoldiers in a combat team must be equipped identically.

There is no formal rank structure in the Combat Teams; no officers, sergeants, or privates, just warriors. The only social hierarchy among them is the amount of notable kills that they have. Each noteworthy kill is branded on a Supersoldier's forearms, and ceremonial ash is rubbed into the wound. These darkened scars are worn with pride, and are a symbol of the warrior's skill in battle.

SUPERSOLDIER COMBAT DATA

>Armored Supersoldiers cost 25 Battle Resource Points each
>Combat Teams are composed of 5 members, all with the same weapons and equipment. The exception to this rule are dedicated support combat teams, which must all field some sort of support weapon.

>Reaction Phase: 6 >Actions: 3 >Speed per action: 5
>Base Shock: 66% >Discipline: Supremely Disciplined
>Bonuses: +1 to strike (Distance Weaponry), +1 to strike (HTH), +2 HTH initiative bonus

Armor Values:

>Body (Soft)-12
>Body Armor (Hard)-8
>Force Field- None
*Unless noted, all damage is applied to Body Armor first, then the Supersoldier's Body
*A shock test must be taken when body armor is reduced to 3 or less

SUPERSOLDIER WEAPONS

Choose the Heavy Carbine and Vibro-Bayonet Combination or Pistol and Machine-Sword Combination; all 5 members of a 5-warrior Combat Team must have the same combination of weapons.

Heavy Carbine and Vibro-Bayonet Combination

>Micro-Grenade Heavy Carbine: 2D6 hard damage per burst, 1 inch-diameter burst template, 36 inch range, 1 action, 10 bursts per magazine, 1 action to change magazines; 10 magazines carried in power armor
>Vibro-Bayonet: 1D6+3 Hard Damage, HTH only, 1 action
>Armored Punch/Crush/Kick: 1D6 hard damage, HTH only, 1 action
>Leap: able to leap 4 inches up/down/across; 2 actions
>Environmentally-Sealed Armor

Pistol and Machine-Sword Combination

>Micro-Grenade Pistol: 2D6 hard damage per burst, 1 inch-diameter burst template, 20 inch range, 1 action, 10 bursts per magazine, 1 action to change magazines; 10 magazines carried in power armor; magazines are interchangeable with Micro-Grenade Heavy Carbine
>Machine-Sword: 2D6+3 hard damage, HTH only, 1 action; additional +1 HTH initiative (make sure you add to stats)
>Armored Punch/Crush/Kick: 1D6 hard damage, HTH only, 1 action
>Leap: able to leap 4 inches up/down/across; 2 actions
>Environmentally-Sealed Armor

SUPERSOLDIER UPGRADES AND OPTIONS

Other weapons that may be taken to replace normal weaponry...

Heavy Laser Cannon (50 Battle Resource Points)
1D4+1 Devastation, 100 inch range (Line Of Sight), 2 actions to fire, no ammunition restrictions

Heavy Plasma Rifle (10 Battle Resource Points)
1D3+1 Devastation to everything under 3 inch-diameter blast template, 24 inch range, 2 actions to fire, no ammunition, 5% chance of exploding when fired (roll before strike roll), inflicting full damage to firing unit and leaving the target unscathed

Missile Launcher (25 Battle Resource Points)

>High Explosive Warhead: 4D6 hard damage to everything under 3 inch-diameter blast template, 64 inch range, 1 action to fire, 1 action to reload

>Fragmentation Warhead: 3D6 soft damage to everything under 6 inch blast template, 64 inch range, 1 action to fire, 1 action to reload

>Armor-Piercing Warhead: 2D6+2 Devastation, no blast radius, 64 inch range, 1 action to fire, 1 action to reload

Total payload of 20 warheads. Exact mix of warheads is up to player.

Assault Booster Pack (10 Battle Resource Points each)

This upgrade gives a supersoldier additional mobility, enabling them to dodge incoming attacks with a short blast of superheated air. This is not true flight, but rather a jet-assisted boost. The Supersoldier is actually "hopping" across the battlefield, returning to the ground every 10 inches worth of travel. Weapon Support Teams CAN upgrade to Assault Booster Packs, but all members of the Combat Team must be upgraded.

>Speed per action is now 10, plus the Supersoldier can ignore terrain penalties

>Leap: to overcome a large obstacle, like a building, the Supersoldier makes a concentrated jet blast to gain altitude; the Supersoldier is now able to leap up/down/across 15 inches, 2 actions

>Dodge: subtract 1D3 from attacker's strike roll, 1 action. A dodge must be declared immediately after an attacker declares his attack, and both rolls are made simultaneously.

Plasma Grenades (1 Battle Resource Point for 10 grenades)


Their explosive deadliness, combined with the Supersoldier's amazing strength, enables the Supersoldier to take out armored vehicles at a respectable distance, as well as kill massed enemy infantry. All Supersoldiers in a Combat team must purchase this option for it to be taken.


>6D6+6 Hard Damage to everything under a 3 inch blast template, 18 inches range thrown, 2 actions to throw, 10 grenades carried, missed strike rolls deviate 1D6 inches in a random direction.


Hardened Veterans (8 Battle Resource Points per Supersoldier)


These Supersoldiers have seen the horrific face of war in the future, and emerged harder and meaner. Add +1 HTH initiative, +1 to strike in HTH, and +15% to Shock Value. All members of a Combat Team must have this upgrade.


ARMORED SUPERSOLDIER COMBAT TEAM # _____

 SUPERSOLDIER ONE Name: _____	>Unit: _____ >Reaction Phase: 6 >Actions: 3 >Speed Per Action: _____ >Shock Value: _____% >Discipline Value: SUPREMEPLY DISCIPLINED (Always Pass) >Strike Bonus (Distance): _____ >Strike Bonus (HTH): _____ >HTH initiative bonus: _____ >Dodge Roll: _____, _____ Actions >Notes:	
	<table border="1"> <tr> <td> Armor Values Body (Soft) OOOOOOOOOOOOOOOO Power Armor (Hard) OOOOOOOO Shock point: 3 </td> <td> Abilities >Punch/ /Kick/Crush: 1D6 Hard damage, HTH only, 1 action >Leap: able to leap 4 inches up/down/across; 2 actions >Full Environmental Armor </td> </tr> </table>	Armor Values Body (Soft) OOOOOOOOOOOOOOOO Power Armor (Hard) OOOOOOOO Shock point: 3
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Primary Weapon Type:	Damage: _____ Blast Template: _____ Range: _____ Actions to fire: _____ Actions to Reload: _____ Ammunition: _____ Reloads/Mags: _____ Notes:	
Second Weapon Type:	Damage: _____ Blast Template: _____ Range: _____ Actions to fire: _____ Actions to Reload: _____ Ammunition: _____ Reloads/Mags: _____ Notes:	
NOTES:		

 SUPERSOLDIER TWO Name: _____	>Unit: _____ >Reaction Phase: 6 >Actions: 3 >Speed Per Action: _____ >Shock Value: _____% >Discipline Value: SUPREMEPLY DISCIPLINED (Always Pass) >Strike Bonus (Distance): _____ >Strike Bonus (HTH): _____ >HTH initiative bonus: _____ >Dodge Roll: _____, _____ Actions >Notes:	
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Second Weapon Type:	Damage: _____ Blast Template: _____ Range: _____ Actions to fire: _____ Actions to Reload: _____ Ammunition: _____ Reloads/Mags: _____ Notes:	
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 SUPERSOLDIER THREE Name: _____	>Unit: _____ >Reaction Phase: 6 >Actions: 3 >Speed Per Action: _____ >Shock Value: _____% >Discipline Value: SUPREMEPLY DISCIPLINED (Always Pass) >Strike Bonus (Distance): _____ >Strike Bonus (HTH): _____ >HTH initiative bonus: _____ >Dodge Roll: _____, _____ Actions >Notes:	
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Primary Weapon Type:	Damage: _____ Blast Template: _____ Range: _____ Actions to fire: _____ Actions to Reload: _____ Ammunition: _____ Reloads/Mags: _____ Notes:	
Second Weapon Type:	Damage: _____ Blast Template: _____ Range: _____ Actions to fire: _____ Actions to Reload: _____ Ammunition: _____ Reloads/Mags: _____ Notes:	
NOTES:		

 SUPERSOLDIER FOUR Name: _____	>Unit: _____ >Reaction Phase: 6 >Actions: 3 >Speed Per Action: _____ >Shock Value: _____% >Discipline Value: SUPREMELY DISCIPLINED (Always Pass) >Strike Bonus (Distance): _____ >Strike Bonus (HTH): _____ >HTH initiative bonus: _____ >Dodge Roll: _____, _____ Actions >Notes:	
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 SUPERSOLDIER FIVE Name: _____	>Unit: _____ >Reaction Phase: 6 >Actions: 3 >Speed Per Action: _____ >Shock Value: _____% >Discipline Value: SUPREMELY DISCIPLINED (Always Pass) >Strike Bonus (Distance): _____ >Strike Bonus (HTH): _____ >HTH initiative bonus: _____ >Dodge Roll: _____, _____ Actions >Notes:	
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SUPERSOLDIER WEAPON DATA

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 >Vibro-Bayonet: 1D6+3 Hard Damage, HTH only, 1 action

>Micro-Grenade Pistol: 2D6 hard damage per burst, 1 inch-diameter burst template, 20 inch range, 1 action, 10 bursts per magazine, 1 action to change magazines; 10 magazines carried in power armor; magazines are interchangeable with Micro-Grenade Heavy Carbine
 >Machine-Sword: 2D6+3 hard damage, HTH only, 1 action; additional +1 HTH initiative (make sure you add to stats)

>Heavy Laser Cannon: 1D4+1 Devastation, 100 inch range (Line Of Sight), 2 actions to fire, no ammunition restrictions
 >Heavy Plasma Rifle: 1D3+1 Devastation to everything under 3 inch-diameter blast template, 24 inch range, 2 actions to fire, no ammunition, 5% chance of exploding when fired (roll before strike roll), inflicting full damage to firing unit and leaving the target unscathed

>Missile Launcher: Total payload or 20 warheads. Exact mix of warheads is up to player.
 -High Explosive Warhead: 4D6 hard damage to everything under 3 inch-diameter blast template, 64 inch range, 1 action to fire, 1 action to reload
 -Fragmentation Warhead: 3D6 soft damage to everything under 6 inch blast template, 64 inch range, 1 action to fire, 1 action to reload
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