

Tendrils Injectors:

With a successful strike the Host Armor impales his opponent with a hollow bone spike that is, in effect, a large injector tube. Once impaled, a batch of very thin, thread or hair-like tendrils are instantly injected into the body of the opponent to rip at the internal workings before the Injector Tube is removed, and the ripping tendrils with it. Against robots and machines, these tiny tendrils invade the circuits, computer chips and wiring of machines (or the organs and soft tissue of living victims) and rip them apart from the inside with additional side effects.

The character must state his intention to use this attack before rolling to strike, and needs to roll a Natural (unmodified) 18, 19 or 20 (or a 22 or higher with strike bonuses) to penetrate the metal hide of a robot or machine - needs only a 14 or higher if the robot has already lost 50% or more of its main body M.D.C.

(Note: As a rule, this attack is NEVER used on fellow organic/living opponents, and to ensure this, the Host Armor is programmed NOT to deliver his attack on fellow Host Armor or humans. Horrific, alien beings and monsters that are not humanoid in shape or appearance may be an exception. In that case, the internal damage is **ID8x10 S.D.C.** and counts as damage to the main body, but the horror of this invasive attack causes the victim to lose initiative and half his normal attacks per melee round.)

Payload: The Host Armor can manufacture enough tendrils for eight single attacks/uses per day, +1 per 10 extra Bio-E spent. Regenerates tendril attacks at a rate of one per every three hours. Bio-E Cost: 40 points per blade weapon transformed into a Tendril Injector. Prerequisite: Forearm Blade or Large Bone Weapon that is transformed into a Tendril Injector.

Mega-Damage: After the opponent has been stabbed with the Bone Injector, which inflicts 5D8 M.D. (counts as one attack), the thin, ripping tendrils are immediately sent inside the body to inflict an additional 5D8 M.D. to the internal systems of the victim (counts as a second attack).

To keep the tendrils inside for a longer period of time, the Host Armor must grapple with his opponent to keep his injector stuck into the robot. Every 4 seconds (counts as two melee attacks) that the Tendril Injector remains inside, it does another **5D8 M.D.C.** and is likely to inflict additional temporary impairment/side effects to the machine. However, grappling leaves the Splicer open to easy attack from the robot or machine as the device tries to pull itself free or destroy its attacker. Grappling while one hand remains impaled in the machine means the character cannot parry or dodge incoming attacks, but he can try to pin/hold the robot's arm(s) with his other hand(s) to limit the robot to using close-range attacks from the eyes, mouth, head butts, or tail. Note: Attack cannot be maintained for more than one melee round (using up 7 attacks; 5D8x3 and three rolls on the table below)

Against robots and machines this attack damages *the* internal systems, electronics, computer chips, sensors and other vital components of the automaton or device. In addition to the 5D8 M.D., the internal attack may inflict any of the following impairments and damage (roll percentile on the table below). The robots of N.E.X.U.S., however, have many redundant systems and internal repair mechanisms, so side effects are usually temporary.

01-15% The enemy lucked out! No additional problems or side effects. 16-20% Memory snap. For ID10 melee rounds the machine forgets its mission/job and either pauses while it searches for data or wanders off aimlessly. In both cases it attacks only if it is attacked first, but once engaged it battles until its enemy flees out of sight or is destroyed.

21-25% Internal damage slows the machine's ability to respond. It has no initiative, its number of attacks per melee round are reduced by half, and Spd is reduced by half.

26-30% Internal damage causes an energy leak and drain. All energy weapons and physical attacks by the machine do half their normal

damage for 2D6 melee rounds. Meanwhile, streams of leaking energy crackle around the machine, so touching it (including punching, stabbing or grappling with it) does 3D8 M.D. to the attacker. Striking with energy weapons, explosives and from a distance is advised.

31-40% Critical Strike, double damage!

41-50% Sparks fly as the unit's sensor systems are tempo rarely knocked offline. It will take ID4 melee rounds before sensors are restored. Until then the machine loses the initiative (if it had it), two melee attacks/actions, and loses all combat bonuses. Furthermore, special scanning features such as radar, sonar, motion detection, and computer targeting are offline (hence no combat bonuses), forcing the machine to rely entirely on basic optics and touch, in effect rendering it partially blind. This may give the attacker the opportunity to escape or to get the upper hand in the fight.

51-60% All of the machine's weapon systems are tempo rarely offline and there is a total failure in the targeting systems. One weapon comes back online every ID4 melee rounds (15 to 60 seconds) as systems are rerouted or internal repairs are made. However, all of the machine's combat bonuses function at half until the last weapon comes back online.

61-70% Memory and database are damaged beyond repair. The machine functions at half its normal capacity, including skill performance, attacks per melee round, and Spd all reduced by half. Combat bonuses are not affected, they are at full.

71-80% Communications and navigation systems are fried beyond repair! The robot is on its own without any means of calling for reinforcements, getting new orders, returning to base camp or finding other members of its squad. Weapons, memory, and all other systems are okay and the machine will continue to perform its job as always. In the case of hunter-killer robots, that job is to track and destroy human beings, but now it just does so alone, and is relentless in its task.

81-85% Partial paralysis! One side of the robot and half its weapon systems are frozen for ID8+ 1

melee rounds. Also reduce speed and number of attacks per melee by half. - or - The robot is blind, -10 on all combat rolls for ID8+ 1 melee rounds.

86-90% Motor functions are temporarily short circuited, preventing locomotion, i.e., the machine cannot move, run, parry, dodge, or attack with its arms and legs, but it can strike with eye or mouth weapons or other built-in weapon systems, including mounted weapons. The machine remains frozen for ID6 melee rounds which could give the player character a chance to escape while it is frozen, or to continue to attack without fear of severe retaliation from it. 91-95% All systems are temporarily out and the robot is effectively paralyzed for ID8 melee rounds (15 to 120 seconds), and is completely defenseless during this period. The player character has a chance to escape while the machine is completely immobilized or he can continue to attack at will.

96-00% Something explodes, inflicting 2D8x10+8 damage to the machine/robot and destroys the lower half of its body (or half the unit for other types of machines). Robots can only crawl along using their arms/upper body, and their attacks per melee round, combat bonuses, skill percentages and Spd are all reduced to 3. Other types of machines continue to function at one third their usual speed and effectiveness. Note: The Splicer also takes damage in the explosion: 5D8 M.D., is knocked off his feet, and loses initiative and ID4 melee attacks/actions before he gathers his wits.

Forearm Blades or Bone Blade Weapons:

(Prerequisite for bone tendril)

A blade of super-strong bone that is either attached to the wrist or forearm or which slides out of a forearm housing at the wrist. The weapon is used like a sword to cut, stab and slash opponents. In the alternative, the Bone Weapon could appear as large bone talons growing from the fingertips or knuckles, or any similar blade-like bone protrusions growing from the hand or forearm as a sword-like weapon. Bone Blades can

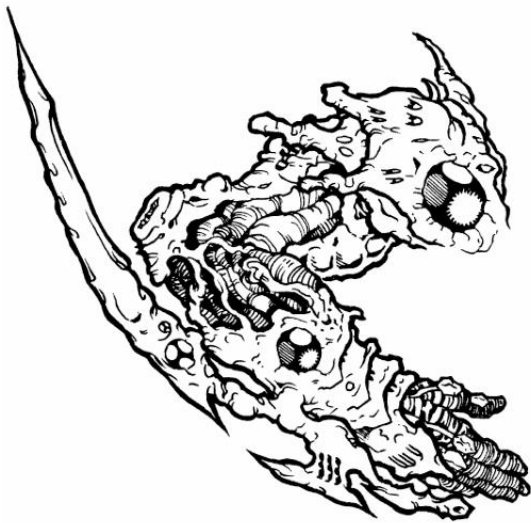
also be grown on the shoulders or headbutt are not nearly as effective a weapon as those grown on the forearm or hand. All Bone Blade Weapons are very obvious and even those that retract into a concealed housing never retract more than half the length of the blade.

M.D.C. of the Bone Weapon: 2D4x10+18 M.D.C., but only takes damage when it is specifically targeted and heals from damage. If completely destroyed or broken away from the Host Annor, the Bone Blade will regrow within 24 hours.

Mega-Damage & Bio-E Cost: 10 Bio-E per 2d6 M.D. inflicted by the weapon (the larger the blade is, the more damage it inflicts), up to a maximum of 1D6x10 M.D. per Bone Weapon (at a total Bio-E cost of 50 points).

Bonuses: +2 to strike, +1 to parry and disarm, and +1 to pull punch, but these bonuses only apply when the Bone Weapon is used.

Prerequisite: None.



Hydro-Cutter Beam :

This weapon is inside the mouth and uses a pressurized stream of water to cut and slice through even the hardest of armors (note, this system of cutting is used today in industrial steel works) although the range is limited.

Primary Purpose: Anti-Armor and Self-defense.

Mega-Damage: 1D6x10 M.D. per water blast, plus the beam has a 01-35% chance of knocking an opponent off his feet (if successful, the target loses initiative and one melee attack/action). (Rifts® Note: Against vampires, the water blasts do 1D6x10 Hit Point damage.) If a robot's main body M.D.C. is reduced below 40%, the hydro-cutter beam has penetrated the robot, maybe causing a short circuit as follows:

01-30% Target lucked out! No additional problems or side effects.

31-50% Temporary short circuit, sensors momentarily blink out and sparks fly. It snaps back on-line 1D4 seconds later, but the target loses the initiative (if it had it) and one melee attack/action. This may give the Leviathan the opportunity to escape or strike again before the target has a chance to respond.

51-60% All weapon systems are temporarily out and there is a total failure in the targeting systems. One comes back on-line in 1D4 melee rounds (15 to 60 seconds)! Penalty: -2 to strike, parry and disarm even in hand to hand combat.

61-80% Communications, radar and targeting are fried, but weapon systems okay. Must rely on optical targeting and cannot call for reinforcements. Penalty: -3 to strike, -2 to parry and dodge, as well as no initiative.

81-00% All systems are temporarily out and the robot is paralyzed and completely defenseless. Comes back on-line in ID4 melee rounds (15 to 60 seconds).

Rate of Fire: Each water blast counts as one melee attack.

Maximum Effective Range: 500 feet (152 m) on land, but only 200 feet (61 m) underwater.

Payload: The hydro-cutter beam has a payload of 12 blasts on dry land, and to refill the bladder it needs one melee action (3 seconds) of drinking water for one blast. Underwater the payload is unlimited.

