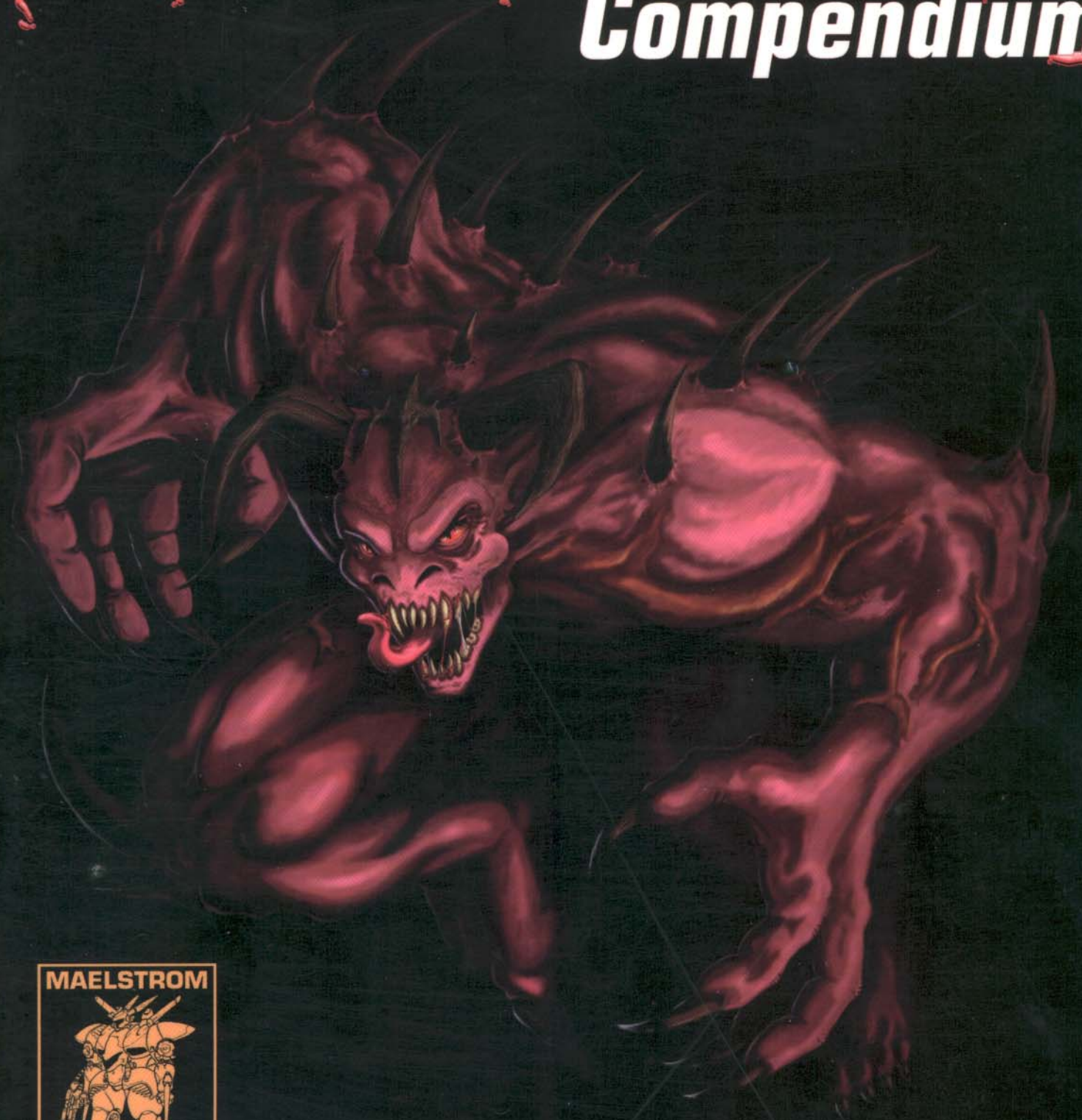


BREEDER

Compendium



A MARAUDER 2107 Supplement

BREEDER

Compendium



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Dedicated to Drayke Farley

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INTRO

Breeders, the genetically-engineered monstrosities that haunt the Japanese Wastelands, are one of the most interesting aspects of the Marauder 2107 game world. In this book, players and GMs who are tired of "standard" cyberpunk games can find a wealth of inspiration for new adventures.

Unlike some roleplaying games which arbitrarily mix fantasy, science fiction and even horror, the Breeder Compendium presents gamers with a frightening creature based upon plausible science and technology. Not only does this book provide a detailed overview of the Breeder history and ecology, but it also contains the long-awaited creation rules.

Fans of horror and fantasy-oriented anime and manga can now develop their own versions of these fearsome creatures.

The expanded information in this supplement can be used in different ways; from luring adventurous characters into the treacherous Darkland, to creating an epic campaign in which characters struggle to uncover the conspiracy behind the origin of the Breeders.

However, the most important use is to introduce a tangible element of horror to the game; demonstrating to both characters and players that the technology and laws of civilized man does not guarantee power in the Wastelands that dominate Japan.

Delbert Laird

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BACKGROUND

On June 16, 2093, Japan changed.

The Great Upheaval began with a military operation codenamed Operation Scorched Earth. Implemented by the Western Combine, seeing that it was in the ultimate no-win situation, this plan had one purpose: the complete and utter destruction of civilized mankind.

Japan was caught totally unprepared for the volley of both nuclear and conventional missiles that came its way. Destroying major population centers, military installations, and key industrial targets, the attack was an overwhelming success, resulting in an astounding loss of both life and government stability for the country.

The people of Japan were even more unprepared for the additional malevolence that would follow, even though it was of their own creation.

At a top-secret military research facility in southern Honshu, an army of genetically engineered human soldiers, already primed for revolution, took the Western Combine's attack as their cue to action. Taking advantage of the confusion that ensued, they eradicated all human life in the facility and took it, using Akira-11 as a base of operations for their own fiendish purposes.

Three-quarters of a century after the research project that created them was set into motion, the Breeders, as this group of insidious creatures came to be known by the terrified citizens of Honshu, commenced their plan to take over Japan and, eventually, the entire world...

PROJECT DOMINION

In 2019, long before The Great Upheaval occurred, Japan was maintaining a strict policy of isolationism along with most of the world's nations. The Great Wasting, an environmental atrophy of the entire globe caused by industrial pollution and the rapidly depleting ozone layer, had begun in 2013 and was only halfway into its eventual twelve-year ravaging of the planet. With

this problem occurring on an international scale, countries had no time or resources to make war upon each other.

With parliament's attention focused on domestic policy and its own failing economy, Ryuichi Miyamoto, Japan's Minister of War, was left to his own designs, provided they were supported by his now meager military budget. While it was true that a full-scale war was not a likely possibility in the immediate future, he saw no reason to merely maintain the status quo.

With the assistance of a secret cabinet of trusted advisors consisting primarily of ex-military officials and corporate scientific experts, Miyamoto formulated a plan that would eventually give Japan a powerful strategic tool in preparation for the troubled times that would inevitably come. Project Dominion, it was hoped, would result in the creation of a Japanese super-soldier capable of survival in a post-nuclear environment.

The plan, however, required the re-engineering of human DNA and direct physical augmentation of selected military personnel. Because of this, the main obstacle to this project was a decade-old UN charter to cease human gene modification, agreed upon after the biotechnological disaster in Melbourne and subsequent quarantine of Australia in 2009. An important side-effect of this event was the negative opinion the public now had of such research; nobody wanted Japan to suffer the fate that befell Australia.

Because of these factors, Miyamoto realized that secrecy was of ultimate importance. Surely, once the project was completed, he would be congratulated on the foresight of his contribution to Japan's security, but for now he would have to keep his designs hidden from all but a chosen few. Even the emperor would not be informed of Project Dominion at first. Once the project was advancing adequately, then it would be safe to inform the nation's leader, as biotechnology would be an excellent means of furthering the military and economic power of Japan.

Avoiding potential problems inherent in government bureaucracy, Miyamoto turned to recruiting civilian scientists. While many of these candidates would normally be hesitant to work on a military project, a decade's worth of isolation from their previous careers in the biotech industry had them eager to get back to their research, no matter what its final objective was.

Miyamoto soon found his meager military budget to be dwindling rapidly, and he had yet to acquire all the resources needed to build Project Dominion's research facility to the specifications which his scientists had demanded. Calling on the aid of a longtime friend, Miyamoto acquired additional private funding from the Minister of Science himself, who was personally upset that Japan had agreed to the UN gene modification charter and saw this as an excellent opportunity to continue research in this neglected field.

The rest of the project's requirements were satisfied when a way was found to skim an unnoticeable, yet substantial amount of money from the Citystate Pacifica building fund. The rerouting of these funds was disguised by falsified, near unobtainable documentation which represented Project Dominion as a backup power generator for the new city, to be used in the event of a nuclear assault.

The research facility for the project was the top secret Akira-11 Complex, built underground and hidden deep within the Daisen-Okii National Park. Armored and isolated, it was made to withstand a limited-scale nuclear attack and held enough supplies and oxygen to support its occupants for one and a half years without outside assistance. More importantly, it was capable of keeping a potentially dangerous biohazard from reaching the outside world, should an accident occur within the facility.

RESEARCH & DEVELOPMENT

Miyamoto's handpicked team of civilian scientists was organized by Masumune Kasai, a Nobel prize-winning geneticist. His expertise would be put to use in solving the most pressing problems that genetic engineering could present. Additionally, Kasai's enthusiasm and leadership would give his co-workers the strength to carry on with the project under isolated and stressful conditions.

Masako Hamada headed research in areas of microbiology and immunology. Her experimentation with antigens and antibodies would make the soldiers extremely resistant to biological and chemical assault. Chosen as second in command under Kasai, it was her responsibility to keep a detailed technical report and personal log of the progress of the experiments, in addition to compiling the general reports by lab assistants.

Physiology was headed by Yutaka Tsutori, who was given the task of determining the most use-

ful traits of all living creatures and combining them to form the perfect fighting machine. Miko Yamamoto headed the molecular-biology workstation, which would essentially evolve the new lifeform at a molecular level, replacing centuries of natural evolution with artificial technology.

Under the direction of the four main researchers was a team of thirty-six trusted technicians and lab assistants. Together, this team of scientists was expected to live in isolation, and for the most part had few friends or relatives outside the scientific community.

The project was officially initiated on March 18, 2019, when Akira-11 was locked down and separated from the outside world. The only physical access that remained was a heavily guarded and camouflaged elevator for the transport of supplies and government personnel. Additionally, a direct, scrambled communication link to Miyamoto and the Minister of Science was established so that progress could be monitored.



At the start of the project, research took place on a purely theoretical level. Ideas were proposed and then discussed thoroughly in order for the group to formulate an overall direction and strategy for their work. Later, computer models were generated in an attempt to determine the probability of success for their plans.

Three years later, when the team was confident in their design, biological experimentation was initiated. Research began with tissue samples and cellular cultures, but the team advanced quickly and moved on to using test animals by the end of the year. Experimentation and planning continued for the next seven years, when finally the team felt ready to attempt gene modification on human test subjects.

Naturally, it was unreasonable to look for volunteers during the early stages of experimentation, as survival through these procedures could not be ensured. Making arrangements to have convicted criminals released into the custody of the Ministry of Science, Miyamoto was able to provide a steady supply of necessary test subjects. Already condemned to death or multiple life sentences, few would miss these people, who were being given their last chance to help the society they once betrayed.

Through the many years after first putting theory into practice, the scientists tried, failed, and succeeded time after time, learning more than any other nation in the field of genetic engineering. Kasai passed away in 2065, but the research carried on under the capable direction of Hamada. The scientists greatly mourned the loss of their leader, as the entire team had evolved from mere co-workers to becoming close friends (and often lovers and spouses) during their long lives of isolation together.

There were a few occasions when a researcher would decide that he or she could no longer take the pressure and isolation of their work environment. Such people were allowed to leave the complex and were thanked for their contributions to their country, given in a small, in-house ceremony and escorted to the elevator. Unbeknownst to the scientists that said farewell to their leaving colleagues, "defectors" from the project were killed upon reaching the surface; ensuring the project would never be revealed.

Due to the extended duration of the project, nearly every member of the original forty-member team died or became unable to work as a result

of old age, and each was replaced in turn by a candidate chosen by the Ministry of Science, keeping the size of the team constant. Eventually, only two members of the original team survived to see Project Dominion come to fruition. Though these two started out as young lab technicians, they eventually took over leadership of the project, as nearly 70 years of intense research had made them undeniable experts in the field.

On January 17, 2088, the first re-engineered human test subject stepped off the operating table. Monstrous in appearance, it resembled a devil straight from hell, with reptilian skin, talons, and yellow slit eyes. This was the first prototype of the Kaibutsu-Gunjin, a "monster soldier". Unfortunately, imperfectly cloned tissues contracted a fast-replicating virus which killed the subject within hours.

The scientists were not discouraged, though. Tracing through the cloning process, they found and corrected a minute flaw in the antiviral assimilation algorithms that were originally the work of Hamada. After modifications were made, a further sixteen test subjects were created through 2091, by which time the concept of a genetically engineered monster soldier was a reality.

PROJECT DOMINATION

Ministry of War Miyamoto hadn't lived to see his plan come to pass, but he died at the age of 93 knowing that research for the project was going remarkably well and that he had served his country better than they had known. He had retired a decade before his death, passing the secrets of Project Dominion on to his successor, Rikiya Hirasawa, to ensure that it would continue unhindered.

Upon hearing that Akira-11 had created its 16th stable test subject, the military intervened. Hirasawa fully informed the new Emperor and Japanese Ministry of Project Dominion's breakthrough technology, which was supported quite eagerly, as the world seemed to be on the verge of global war once again.

Earlier in 2091, New Russia had expanded into China, which responded with a limited nuclear assault on several New Russian sites. The conflict soon escalated into a full-fledged war, with New Russia engaging all of its opponents on a nuclear level. Japan realized that with China rapidly losing territory, an extremely hostile

government was coming closer to them with little opposition in its way.

Hirasawa proposed his new strategy, Project Domination, before the Emperor and Ministry, receiving a standing ovation. The purpose of this project was to produce five hundred genetically engineered soldiers, selected from Japan's finest military personnel, allowing the men to withstand the hazards of a nuclear and biological battlefield. This group would be split into surgical strike teams, planted within the Western Combine, New Russia, and the SCN to take advantage of the ensuing chaos of the next great war.

Assuming that Project Dominion had been supported by Japan's previous political leaders, the Emperor and Ministry approved Project Domination, feeling the growing pressure of an impending war and wanting the strategic advantage when it finally came. Hirasawa, now credited with the genius that truly belonged to Miyamoto, began preparations towards the completion of the dream envisioned by his predecessor so many decades earlier.

A taskforce was immediately created to identify Japan's greatest soldiers and to determine their suitability to the project. By mid-2092, physical and psychological tests had eliminated a great number of candidates, but the goal of a 500-man force was met. A month later, retired general Tetsu Yamada and the full complement of handpicked, highly trained warriors were put under the knife to become a fighting force of unequalled standard.

Operation Scorched Earth hit in 2093, bringing Project Domination to an abrupt end. While the Akira-11 Complex itself was not a direct target of nuclear or conventional detonation, the nearby targets of Hiroshima, Matsue, and Okayama were each hit hard enough to trigger a seismological chain-reaction. The earthquake which followed measured an 8.9 on the Richter scale and twisted the elevator shaft which connected Akira-11 to the surface, shearing in two at one point and filling the lower portion of the shaft with earth, rock and steel.

Cut off from the outside world and taking advantage of the chaos that followed, the Kaibutsu-Gunjin quickly took Akira-11 for their own, killing the human scientists that had remained trapped with them. Tetsu Yamada and his soldiers made the complex their permanent base of operations, confident that once they dug

their way to the surface, little could stand in their way of taking Japan for their own.

EXPANSION

It took the Breeders all of five months to dig their way out of the elevator shaft, reestablishing a route back to the surface. Free from their subterranean prison by 2094, they started their gradual expansion across the country.

The original Kaibutsu-Gunjin discovered their ability to reproduce in 2095. To their own surprise, they found that each of the soldiers developed the instinctive drive to procreate approximately two years after their creation. This drive was uncontrollable and entirely animalistic, giving them no gratification. At first it gave the Breeders a sense of revulsion, but they soon came to accept it as part of their nature and eventually as a strategic advantage.

As the Akira-11 Complex became overcrowded, Tetsu Yamada lifted orders for covert operating conditions and allowed Breeders to leave the complex and move northwards. Because of the new territory needed for warrens and Spawning Grounds, the drive to reproduce also fed their needs for expansion and domination.

By 2099, Breeder population in southern Honshu had reached over 10,000. Conflicts between humans and Breeders became an everyday occurrence in these areas, and inhabitants began to flee northwards, fearing for their lives; The vacated prefectures became new Darklands (hunting territory) and Spawning Grounds.

Through 2101, as Breeders moved farther northwards, the number of conflicts dramatically increased and devastating human losses became a major concern for the minor Newlord Communities that were in the path of Breeder expansion. Rumors, stories, and exaggerations of the horrors of southern battles swept throughout Honshu, and Breederesque terms were uttered nightly during media broadcasts. Regardless of what you called it—it was war.

Citystate Pacifica, concerned about these trends and eager to diffuse the possibility of mass panic and riot, initiated an ongoing investigation in 2100. Sending Core heavy scouting units into the Darklands, they looked for any sort of clues as to the nature of the Breeders, but had yet to come up with anything conclusive. Exactly what the Breeders are, remain a mystery even today.

ASSAULT 2102

Tetsu Yamada was pleased with what the Breeders had accomplished, but he also felt that he had yet to make it clear to the people of Honshu that the Breeders intended to brutally murder every remaining human in the country. While the natural drive for expansion and subsequent confrontations had instilled intense terror of Breeders in the public, they had yet to learn the lesson that they were dealing with an intelligent, malevolent, and unstoppable force. A force bent on driving humanity to extinction.

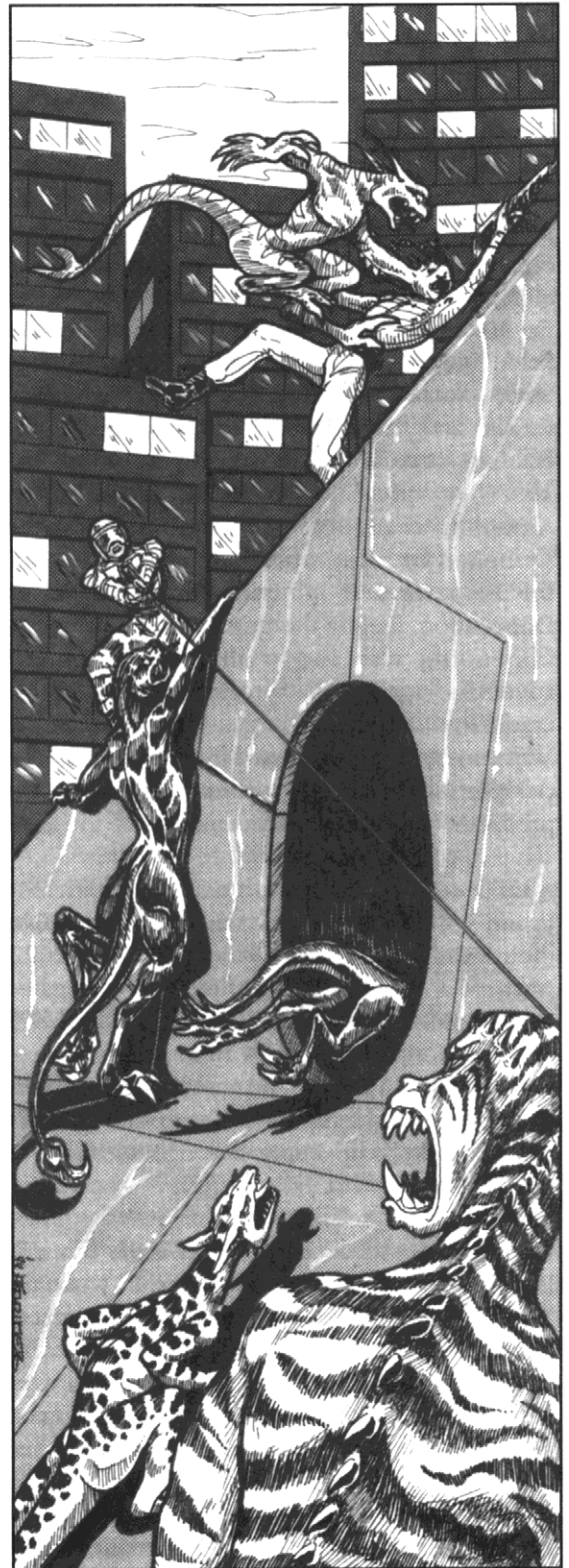
Yamada targeted two major Newlord Communities for total obliteration during Assault 2102; Stonewall City and Osaka. Having stockpiled enough weapons and explosives found in abandoned military installations over the years and utilizing the Kaibutsu-Gunjin and all the controllable, intelligent Breeders he could rally, he devised a strategy that would teach the Newlords and Citystate Pacifica a lesson to live by.

The first area to fall was Stonewall City, a successfully growing Newlord Community inhabited by 35,000 people. Early in the morning of March 15, 2102, a contingent of Breeders attacked from the south and west under the appearance of a human raiding party from out of the Wastelands. Their numbers doubled during the first five hours of the confrontation, drawing attention and heavy weapons from Stonewall's militia to the besieged front.

Cued by radio signal when it was confirmed that the locals had fallen for the feint, a vast Breeder force suddenly attacked from hiding places in the nearby forests to the north and east, surgically cutting into and destroying large portions of outlying areas, including Stonewall City's major food supply.

Airborne Breeders, although suffering heavy casualties, dropped explosives on the city's power generators. Confusion reigned as the inhabitants realized that they were under attack by an intelligent and strategically experienced opponent. Panic spread quickly when it was discovered that no viable escape routes existed.

By the time city security and militia reserves were on full alert and the initial invasion was repelled, the fatal blows had already been landed; only stockpiled food was available, the water was contaminated, and half the city's power was irreparably damaged. Surrounded by an entrenched army, harried by intense, penetrative skirmishes,



and undermined by burrowing Breeders, the city fell completely within six months, with only a handful of citizens managing to escape.

During the siege of Stonewall City, a force of approximately one thousand soldiers and vehicles from other communities responded to distress calls, but all were quickly destroyed, as Newlord

communities were unaware that the Kaibutsu-Gunjin were monitoring all communications channels and had their moves under constant surveillance. Unsure of what happened to their forces, these communities refused to send any additional help, preferring to ready themselves for further attacks by pulling out of the imagined path of the moving Breeders and moving to high ground.

Because no important tactical information escaped with the few survivors of Stonewall, the exact same tactics were able to be used successfully on Osaka. Within a month of the first Breeder assault, inhabitants were evacuating the city by way of low mountain passes which could be successfully defended. Because of the fortunate escape of approximately two-thirds of the city's inhabitants, reports of Breeder tactics reached other communities and the Core government.

Yamada made the lesson clear during Assault 2102. Suddenly, human communities were aware that Breeders were a massive and real threat to their safety. The fact that the Breeders used sophisticated tactics, in addition to utilizing modern weapons, demonstrated that even if they were not intelligent, then there was at least a single, devious mind behind the attacks.

News of Assault 2102, both fact and fiction, spread rapidly across Honshu. Southern Newlord Communities upgraded militias to active armies. Citystate Pacifica allocated more resources to its heavy scouting units, extending its previously Core and Fringe-concentrated patrols further outbound. Even Wasteland communities of all types began to settle on high ground with several escape routes.

Tetsu Yamada was pleased: man had become the most frightened prey on all of Honshu...

ANALYSIS

REPRODUCTION

The ability to spawn was not included in the original genetic blueprints for the Breeders; Dr. Masumune Kasai added this feature to the design later into the project, entirely without the knowledge or approval of his colleagues. His

actual reasons for doing so remain undocumented, but the reproduction scheme was most likely implemented out of the sheer curiosity for scientific discovery; he simply wanted to know if it could be done. Whatever his motive truly was, the Breeder spawning capability is the primary factor which has placed such a heavy toll on human life in Japan.

Breeders are genderless. Rather than exchanging gametes as normal creatures do, Breeders exchange DNA information directly. Tetsu Yamada and his Kaibutsu-Gunjin, the original monster soldiers, are unique among Breeders in that they were male and female before the operation. As such, they will occasionally reveal thought patterns which show gender-specific psychological differentiation.

Breeders possess a singular orifice located in the torso region which has an open diameter of no more than a 1/4 inch. Beyond this orifice is a small cavity housing a tentacle coiled until such time as "mating" is required. Once ready, the tentacle extends outwards up to three feet in length and links up with the tentacle of the second Breeder. The joining lasts no more than five minutes as each host transmits genetic codes to the other, "impregnating" both Breeders.

Within two days, the tentacle *withers and is expelled from the body**, leaving a small open cavity inside the Breeder. During the next seven weeks, a unique process of gene selection occurs in which only the finest traits, as well as new experimental variations, are carried forth to form one or more Spawn. The initial Spawn is a wormlike creature not more than 1/2 inch long and 1/16 inch wide with few obvious features. In this seven week cycle, the Spawn is fed nutrients which fill the cavity and are absorbed through the Spawn's porous skin. By the end of the first cycle, the Spawn measures 2 inches long and 1/8 inch wide. (* *Once the Spawn are removed from the cavity, a new tentacle begins to form.*)

During this gestation period, the Breeder host excavates a warren; a series of underground tunnels connecting to the surface and several open chambers. Each chamber measures approximately fifteen feet long by fifteen feet wide and twelve feet high. The warren's location is specifically chosen for its ability to remain concealed and protected from hostile forms such as humans and carnivores. The depth generally exceeds thirty feet underground and occupies a minimum of 3,000 square feet, excluding the main tunnel.



It is common for many Breeders to share Spawning territory, but they will never share a warren. A Breeder finding foreign Spawn within its Warren will quickly destroy the offending creature to allow its offspring the best possible chances of survival.

Also during this cycle, the host Breeder hunts and kills various lifeforms, most commonly large mammals and humans. Enzymes carried in the Breeder's saliva and located within its talons or claws are released into the slain victim upon laceration of flesh, inhibiting the natural rate of decomposition. The cadavers are then carried into the warren and placed within each chamber until the sites are filled with bodies.

It is at this time when the host Breeder removes the Spawn it carries and places each into the abdominal cavity of a cadaver. This process continues using a different chamber for each Spawn that the Breeder carries until all are deposited within organic matter. Now at the beginning of the second cycle, the host Breeder leaves the site; its job is complete. If the Spawn fails to progress from this second cycle, it wasn't strong enough to survive. If it emerges from the warren, the Spawn becomes a Breeder capable of carrying on the tradition of killing man and propagating the species.

Once the Spawn is placed in the warren, it begins the second cycle formally known as The

Awakening. During this period, the Spawn feeds on the organic matter stacked within its chamber, quickly maturing over four months time. The Spawn physically develops to approximately 80% of its maximum height and weight while, at the same time, growing its extremities (head, arms, legs, tails, wings) and altering its internal organs so that it must feed orally and allow for digestion and assimilation of organic matter through the use of a digestive tract.

EVOLUTION & DEVOLUTION

The unique way in which the Breeders spawn has turned them into a species adept at evolutionary experimentation. Though originally unimportant to their design, the ability to reproduce by this system of select DNA infusion allows them to essentially bypass decades of natural evolution.

Kasai's design for Breeder reproduction also incorporated sophisticated algorithms to introduce forced mutation, introducing new traits to the gene pool, as well as a process of "artificial" natural selection that carries over successful traits to the next generation as variations to the species. Because of this, genetic drift within the Breeder population is quite evident.

Though Breeders can go through drastic and often unpredictable physical changes between generations, Breeder intelligence predictably

diminishes as generations progress. There are five levels of Breeder intelligence: Human, Near-Human, Sub-Human, Near-Animal, and Animal.

The Human level of intelligence is the least instinctive. However, the deep-seated primal nature which is inherent in all human minds has been activated in the Breeder psyche, and this is what makes it into the fierce warrior that it is. Essentially, the superego is subjugated, freeing the id's instincts for pleasure and aggression, while keeping the ego intact.

The ability to think and reason, coupled with the bestial instinct to kill, allows the Human level Breeder to be the most fearsome of foes. They despise humanity, but embrace its technology and still retain some of its emotional characteristics. As such, this evolutionary path remains slightly flawed by such emotions as greed, allowing for self-destructive personal agendas to exist.

As intelligence level degrades through Near-Human realms, the ego becomes less important to the Breeder. As a result, any identification of a personality in the creature becomes difficult. These Breeders eschew self-awareness for the ease and efficiency of raw instinct. Breeders of Human level intelligence will thusly see these Breeders, and others of even lower intelligence, as creatures to merely follow orders.

Breeders of Sub-Human level intelligence are primarily tribalistic, which is reflected in their fear and respect for power greater than their own. They are wary of both the elemental forces of nature and the great power of technology, as well as the authority of Tetsu Yamada and the more intelligent Breeders.

Although these types are crippled in some ways by their inability to think, reason, and communicate effectively, they compensate for it due to the fact that they are on the evolutionary path to becoming the perfect raw destruction mechanism. Their intelligence allows them to experience hate and anger, and their instinct allows them to vent it dangerously.

In Breeders of Near-Animal and Animal intelligence, cognitive processes become entirely replaced by raw instinct, driving the beast to seek gratification via the pleasure principle; "if hungry then eat, if angry then strike." (The vast majority of Breeders fall within these intelligence categories and are the likely types PC's will come across.)

There are two types of Animal mentality. The first is of the pack, where individuals team up periodically, and sometimes permanently, for strength in numbers. The second type is of the individual, the proverbial "lone wolf", where the Breeder works on its own in order to further its own ends of feeding and spawning; keeping itself separate from others of its own kind.

Regardless of particular mentality, the foremost objective of this level of intelligence is to survive and reproduce. Unless commanded to, which is usually under threat of death, these Breeders will not often risk their lives in pointless confrontations. Because of this, Human level Breeders prefer to work with others of no less than Sub-Human intelligence.

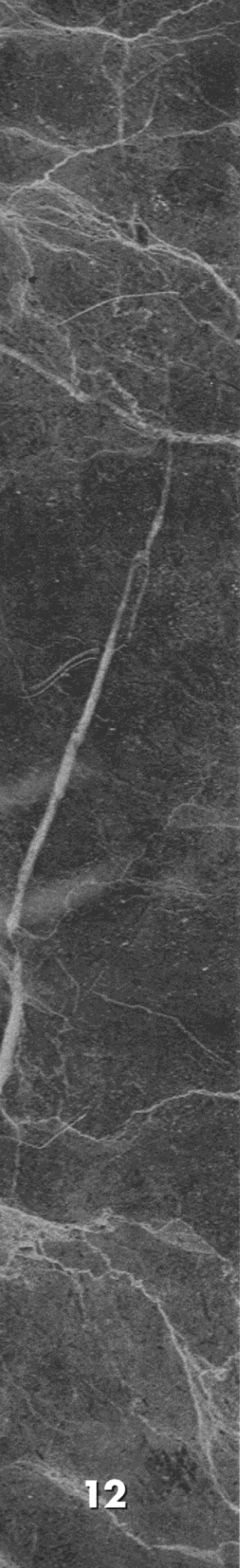
WILD BREEDERS

Even though Masumune Kasai implemented the code for Breeder reproduction without the knowledge or approval of his colleagues, it didn't go entirely undetected. When he passed away in 2065, it was Masako Hamada's duty as second in command to collect his notes and integrate them into permanent records.

She was shocked at her findings. Kasai's personal log detailed the entire design, though it never mentioned his reasons. Because of this, Hamada was forced to assume that it was all created under secret orders from the government and that it was not to be changed.

Drawing upon analogies from her research in microbiology and immunology, Hamada realized that the rate of reproduction and advanced evolution in the Breeders could become problematic in an uncontrolled environment. Without natural enemies to oppose their rapidly growing numbers, she believed that the Breeder ability to reproduce would quickly overpopulate an area and subsequently deplete all of its natural resources.

Hamada's belief that Kasai's code was approved by the government didn't prevent her from creating some of her own modifications along similar lines. While she believed the Breeders were a good design, she felt that the ability to spawn was unnecessary and even dangerous to various natural ecosystems. In order to keep this potential hazard in check, she created a sort of internal "anti-virus" at the species-level, built into the reproduction code.



As originally designed, Hamada's modifications would have restricted Breeder reproductive ability to the first two generations of Breeders, essentially rendering the third sterile. Additionally, this third generation would ignore the commands of the first two, lacking pheromonic receptors that Kasai designed to trigger the "submission instinct," making them likely to become natural enemies of the preceding generations.

Unfortunately, Hamada's "anti-code" was discovered long after her death, mistaken for a minute flaw in the antiviral assimilation algorithms of the cloning process. Scientists went in to correct the apparent error and believed they were successful, but it was impossible for them to find everything without the research notes of both Kasai and Hamada. Because of this, only a portion of the "anti-code" remained intact.

Though significantly impaired, Hamada's work still keeps Kasai's reproduction scheme partially in check, though in ways she never intended. When population density reaches higher levels, useless Breeder mutations become more numerous. Similarly, as generations increase, so does the chance of these mutations occurring. These mutated offspring are called Wild Breeders, as they invariably lack the pheromonic receptors that make them automatically obey Tetsu Yamada and his Kaibutsu-Gunjin.

When a newly-grown Breeder emerges from its warren, there is a chance that it is a failed Spawn, exhibiting psychological aberrations and physical deformities. It is rejected by other Breeders as being impure and will never find a mate, as all Breeders will instinctively know that it might contaminate the gene pool. Additionally, it might even be slain on sight, should a powerful enough Breeder bother to take notice of it.

Only some Wild Breeders will exhibit visible mutations, as the widely varying physical deformities include such flaws as inoperable organs and deficient immune systems. The mutants also have a significant chance of possessing psychological abnormalities, causing the Breeder to act differently towards other Breeders, violently and randomly. It may fall into catatonia or fits, display phobias and fetishes, or even have allergies to elements or sunlight.

The most extreme form of Wild Breeder is the Devil (Akuma) Breeder, which has little tolerance

for anything living, other than itself. Lacking recognition of "submission" pheromones, as is the case with all Wild Breeders, Akuma will disobey and even attack Tetsu Yamada and the Kaibutsu-Gunjin without hesitation.

Akuma completely reshape the environment into their own interpretation of how things should appear. One of the first things noted by anyone entering Akuma-controlled Darkland is the complete and utter silence that exists within its domain. Their territory is a perversion of all things natural. Vegetation lies dead or dying, withering up as their roots desperately reach for water within the dry red soil. Desiccated bodies and parched bones of mammals, both great and small, litter the ground in massive graveyards of bone.

MODUS VIVENDI

Kasai's "reproduction scheme" embeds the inherent need to procreate in each generation of Breeder in order to further the growth of the species. When Tetsu Yamada first "joined" with another Breeder, it was instinct and an unknown "animalistic" drive which allowed it to occur. He was utterly disgusted by the occurrence, neither he nor his partner receiving gratification from the moment's impulse.

Weeks later, Yamada realized the joining for what it was. "I feel life within; one not of my being," he said. "It's an unnerving perspective to be a receptical for change, especially when it requires my body to be the host for another." The coding sequence programmed by Kasai was also responsible for providing Yamada with the knowledge of Spawn growing cycles. The need for warrens soon became second nature, even though he did not originally understand the need for them.

Yamada looked upon his meager force of 500 Kaibutsu-Gunjin and debated the longevity of his minions in a world filled with chaos. It was of major consideration to determine where to get reinforcements. However, with the knowledge of his reproductive nature he came to some obvious conclusions:

The more soldiers, the bigger and better the army. The bigger the army, the greater chance for global domination. With more Breeders available, the easier it would be to expand territory coverage in Japan, and later the world.

After the first Spawn had grown to maturity, Yamada had a warren built into the Akira-11

There is no real "middle ground" between Darkland and normal terrain. However, the deeper one travels into Dominated areas, the effect that waves of Breeders have had on the environment becomes more apparent. Land which was not deliberately tampered with is devoid of animal and most plant life, riddled with skeleton-filled Warrens created by overuse, and an unholy stench of death pervades the senses.

Expansion area are locations with known Breeder activity yet still contain active animal life and human population centers. These areas are generally safe to move through, although Breeder raids and attacks are always a possibility, and wary residents are always prepared for such an occurrence. Communities which have not retreated are generally fortified in hopes of preventing any attacks of the scale of Assault 2102. Approximately twelve percent of an Expansion Areas is Spawning Ground.

Territory which has been Dominated contains no human life and, the animal life which remains, is barely adequate in sustaining local Breeder population. The warrens in it have typically been used again and again by waves of Breeders migrating to areas not already depleted of game. About sixty percent of this territory is Spawning Ground, with ten percent of old Warrens lying empty when recent occupants have moved off.

Darklands are regions of land occupied by Breeders. These areas are classified into two categories, Dominated Areas and Expansion Areas.

BREEDER TERRITORY AND EXPANSION

The Breeder population will eventually overrun Japan unless the humans band together to fight them off. However, it's another matter entirely whether the conquering Breeder force is under Yamada's control, is driven by solely animalistic instinct, or is due to Akuma malignancy. This doesn't really matter to the humans, though, as defeat means death and extinction, no matter whose hand it comes by.

With the forces of Wild and Akuma Breeders working against the Kaibutsu-Gunjin, combined with the annoyance and uselessness of Breeders with low intelligence, Yamada no longer has man as his sole foe. Even intelligent Breeders raised in territories distant to Akira-11 without the Japanese language are of little more use to him than a Breeder of Animal-level intelligence.

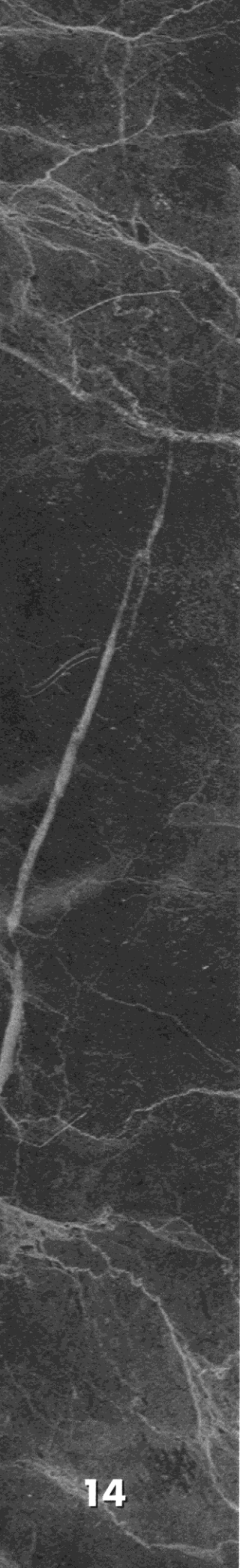


Yamada can, at any time, choose to force his original intelligent soldiers to produce more Breeders and provide them with language and skill instructions at his leisure. However, as Breeders spread across Honshu, out of the range of his control, they become of less use to him, even to the point where they become a danger to his own cause.

Later, as the Breeders were allowed to leave the complex and move northwards, new offspring functioned merely as intelligent Breeders with a single purpose; expansion and domination. The Spawn created by these new Breeders were left without the benefit of the Japanese language for communication, as were all the generations that followed, growing up in the wilderness.

With a newly-formed contingent of approximately 700 Breeders, Yamada easily ensured that these Breeders learned the Japanese language via the complex's computer, which subsequently enabled other Breeders to instruct them on technical things such as weapons, electronics, and tactics.

Complex and instructed other Breeders to "mate", these Spawn were then deposited and allowed to mature until they were ready to be exposed to the first generation leaders.



The most heavily infested area on Honshu is centered around Akira-11, located in what is left of Daisen-Okii National Park. This area of rough, broken terrain is heavily fissured, featuring three particularly massive craters from the nearby nuclear detonations which isolated Akira-11. The craters and ravines in this area have been scoured of almost all animal life.

Approximately eighty-five percent of this land is spawning ground, the rest being particularly populous Darkland. The edge of this area is dotted with a veritable minefield of natural traps, resembling those of the ant-lion and trapdoor-spider, created by various subspecies of burrowing Breeders, and the coastlines to the south and south-east are starting to swarm with aquatic and amphibious Breeders.

THE HUMAN CONDITION

While nobody in civilized society knows the truth about what the Breeders are or where they came from, almost everyone has various incorrect beliefs about them. Characters should definitely have some point of view on the nature of the Breeders and should be made to wonder about their true origins. Needless to say, if the truth behind the Breeders came out, the scandal sure to follow would shatter the public's loyalty to the government.

Listed here are the most popular beliefs:

MUTATION

This is the most common belief in modern society, stating that the Breeders are mutant humans and animals created by the intense nuclear fallout that followed The Great Upheaval. This theory is especially popular with the science-conscious, as examination of Breeder corpses have revealed no evidence of genetic tampering, as the species reproduces naturally. However, if any of the Kaibutsu-Gunjin are ever captured and examined, then this theory will drastically change.

The drawback of the "mutation theory" is that, although plausible, the extreme and useful mutations noted thus far are difficult to attribute to unstructured genetic alteration, as is typically associated with normal radioactive fallout. The usual result, supported by past experiment and nuclear accident, would yield impractical deformities, such as a third leg, extra digits, or additional, nonfunctional organs...None of which seem prevalent amongst the Breeders examined.

SOLDIERS

The effective mutations observed in Breeder corpses have led many people to believe that they were actually genetically engineered, despite the scientific evidence that indicates otherwise. A fair amount of people believe that the Breeders have been sent by hostile foreign governments to finish off the work that the nuclear bombs started. This theory is actually fairly close to the truth, stating that the Breeders are bio-engineered soldiers that have invaded Honshu, intent on its destruction.

However, this view insists that they are of foreign origin, as it's unthinkable that a country would ever intentionally develop mutant soldiers to unleash upon itself, and the public would never imagine the Breeders to be of Japanese design. As such, this theory is the safest so far as the government is concerned, as it places suspicions upon external causes.

Additionally, any evidence of genetic engineering which might arise from the study of captured Breeders will only serve to support this notion. If one of the Kaibutsu-Gunjin is analyzed, the resulting data would turn many, if not all of the followers of the mutation theory over to agreeing with the supporters of the soldier theory.

MELBOURNE MIGRATION

Nearly a century after Australia was quarantined due to the biotechnological disaster at the Immunology Designs Complex in Melbourne, people are still concerned about the "gene stealer" that systematically altered life there on a genetic level.

Some fear that the Breeders are actually the product of this disaster. Australia had yet to reopen its doors to the rest of world as of the time of The Great Upheaval, and nothing had been heard of its condition since that time. Because of this lack of information, it seems quite possible that a new life-form could have evolved out of the genetic disaster, especially when combined with the unpredictability of radioactive fallout.

This theory states that the "gene stealer" was carried from Australia by birds or fish, or even as microbes, eventually reaching mainland Asia. At this point, it spread across the continent, creating the Breeders out of human and animal DNA in a manner similar to that proposed by the mutation theory. From there, further spread of the species could have easily reached Honshu.

ALIENS

Many people suspect that the Breeders are aliens from another planet, intent on taking over the earth for colonization. Their bizarre appearance, combined with the trend of science fiction continually being replaced by science fact, makes this theory quite believable.

This point of view also has the advantage that it does not have to rely upon earthly scientific evidence to maintain its consistency. In fact, the lack of proof of other theories makes this view all the more popular.

Proponents of the alien theory use behavioral and apparent motivation patterns in place of scientific evidence. It's obvious that the Breeders want to wipe out human life, just as colonizing aliens would, and this notion gives more credit to the theory. Additionally, the tales of Assault 2102 mesh perfectly with this theory, easily rationalizing and incorporating the intelligence and organization the Breeders demonstrated in those battles.

SUPERNATURAL

Many religious fanatics, as well as ignorant and superstitious people in outlying areas, believe that the Breeders are demons and devils sent to plague them, perhaps as punishment for materialism or as harbingers of an imminent apocalypse. However, these are the same sort of people who suspect Breeders to be responsible for political conspiracies and the ideology found in the Aquila Province.

Unfortunately, the more fanatical among this group will demonstrate and preach in the streets of towns and cities. These demonstrations have been known to cause hysteria and panic in small, isolated communities.

Of the many faiths still practiced on Honshu, each has a different percentage of people who believe this theory. The proportions of "Breeder believers" in these groups, in order from largest to smallest, are Pagan, Christian, Islam, Shintoism, Hinduism, and Buddhism. Fortunately, less than half of these believers will bother to act on the power of their faith in the theory.

BREEDER CULT

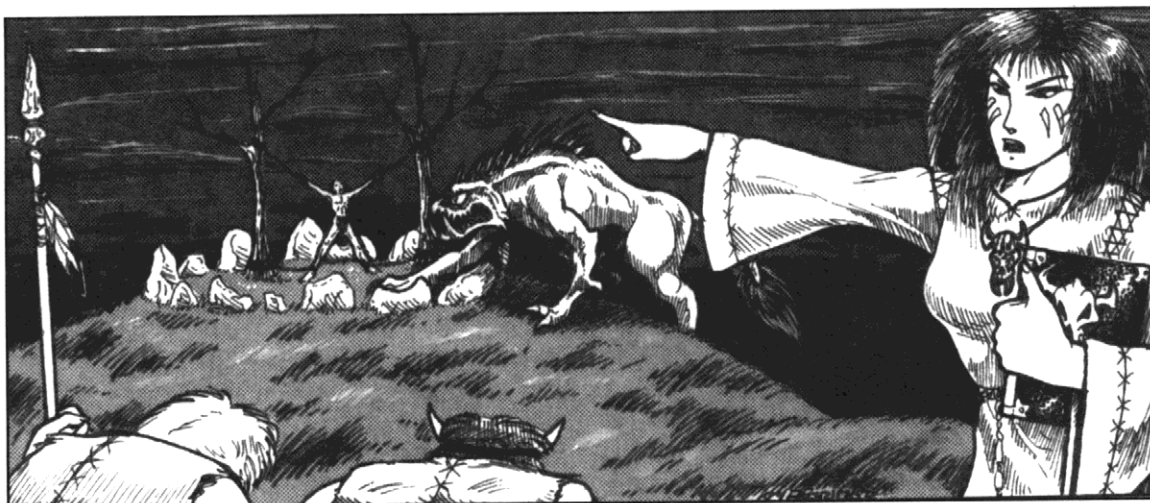
A particularly disturbing result of Breeder activity has been the creation of a Breeder Cult. This nomad clan is comprised of religious fanatics and other twisted people who worship the Breeders as if they were gods.

They move with Breeder migration, always living on the edge of Darklands, and hold bizarre ceremonies and rites once or twice a month to honor the Breeders. This often includes abandoning living people in the Darklands, bound or otherwise immobilized, as sacrifices to the inhabitants. Even more chilling, some of their members even volunteer to be sacrifices.

Intelligent Breeders find this whole concept rather amusing, and often humor the clan for their own perverse pleasure. However, if the clan becomes a nuisance, they will turn on it without a second thought.

The Breeder Cult, numbering about a hundred people, utilizes normal technology and vehicles, in addition to "magical" fetishes and assorted holy items, and are generally insane or sadly misinformed. However, if not recognized, they will be friendly to visitors, hoping to trap them for use as sacrifices.

The Cult is led by a charismatic high priestess, Rachel August Tagami.



START

Size

Limbs

Senses

Armor

Skills



CREATION RULES

The creation rules for Breeders operate quite similar to those of character generation in that points must be expended to purchase the various components which comprise a Breeder. Unlike character generation however, the Breeder construction rules differ in that body parts, appendages, vision and the like must be purchased as well. This is to facilitate the concept that Breeders are so widely unique in appearance and function that complete customization is required.

When creating a Breeder, several mental notes should be made prior to the actual generation process—What is the primary function of the Breeder? (Is it purely a killing machine or one with intelligence and guile which tries to learn about humanity?) Where is its geographical habitat? (Does it require special appendages which would assist it in the locale?) What does your campaign or scenario call for? (A horde of minimal damage-causing Breeders to scare the PC's or one deadly enough to take them all on at once?)

CREATION POINTS

Once you've established what you want in your Breeder, or perhaps even a vague idea, the next step is to utilize Creation Points to create the Breeder. It's used to "buy" attributes, skills, body parts and abilities. Unlike character design where players are limited to starting off with 100 Creation Points, Breeders do not possess such a limitation. Instead, designers are allowed to freely purchase various "options" to create a specific Breeder while keeping a running total. The final cost is nothing more than an indicator of how many points its creator was willing to spend.

BODY TYPE

Unlike a normal human, where a bipedal form is the only body type which can be selected (ignoring the addition of cybernetics), Breeders vary in overall shape and size. This ability to possess "abnormal" or horrific body types is governed by their genetically altered DNA and unique gene infusion process which often results in a strange concoction similar to those found in works of science fiction or horror.

To simplify the basic creation process, all creatures are given certain characteristics which may be kept in part or in whole. These characteristics are not Attributes, but generic body parts that act as the "building blocks" for the Breeder. Below is a list of the free-cost items a Breeder may possess. Note: *Breeder creators may enhance, remove or keep any of the following:*

Head/Neck
Torso
Groin/Waist
Limbs-(2 sets of standard Limbs)

Standard Vision
Standard Hearing
Standard Smell

ATTRIBUTES

Breeders, like all sentient creatures, are defined in game terms as a variety of components; the majority of which are called Attributes. Attributes, in essence, are valuations which rate a subject in various categories that define their general makeup. Below is the Attribute list:

Strength	Willpower
Dexterity	Appearance
Agility	Life Points
Intelligence	Stamina

ATTRIBUTE COST

Attribute costs for Breeders differ from normal character generation in that for humans, Attributes costs one Creation Point for each point in the Attribute up to a value of five and two Creation Points for each point above five. *Breeder Attributes cost one Creation Point for each point in the Attribute up to a value of ten and two Creation Points for each point in the Attribute above ten.* (e.g. A Breeder with a 13 Strength would have to pay 16 Creation Points. The calculation: $1+1+1+1+1+1+1+1+1+1+2+2=16$.)

SIZE

Size represents both the physical height/length and weight of a Breeder. The larger the creation, the greater its inherent* Strength becomes. However, this advantage is offset by a deduction of the creature's inherent Agility and Dexterity. For every level above two that the Breeder is selected to become, inherent Strength increases by one point. For every level above four the Breeder is selected to become, inherent Agility

and Dexterity are reduced by one point. For every level above 3, Running max gains +1 hex. (* Inherent attribute changes don't add or reduce the cost of the attribute in question and should be applied after attribute values have been selected.)

Size Level						
1	2	3	4	5	6	7
1-3'	3-6'	6-10'	10-15'	15-20	20-25'	25-30'
10	50	100	200	400	550	800
Legend						
Middle Row: Height Range						
Bottom Row: Value x1d6= Maximum Weight						

VISION

There are six possible choices for eyesight and each eye may possess up to three different functions. (All costs are listed per pair of eyes, even if the Breeder possesses only one eye.)

INFRARED

This type of vision, as introduced in the cybernetics section of the Marauder 2107 sourcebook, allows for the amplification of the infrared spectrum to initiate a form of night sight. In reality, there are two distinct forms of infrared vision, that of passive and active infrared. Passive infrared gives Breeders the ability to view the world in various shades of black and white, even in the darkest night. Hotter objects range from a high of pure white to a low gray while cooler objects range from a medium gray to a dark black. Active infrared vision gives Breeders the ability to view the world in a distinct red-illuminated glow with color variations ranging from red to black. *Cost: 4 points.*

STANDARD

Standard vision is the same as a normal humans with clarity and sensitivity. *Cost: 1 point.*

STARLIGHT

This form of vision allows Breeders to see in near complete darkness as the eyes gather available light sources and amplifies it by approximately 10,000-20,000 times. If there is absolutely no light source available (even that of stars in the night), amplification cannot occur resulting in the Breeder being treated as if blind. *Cost: 3 points.*

TELESCOPIC

Telescopic vision provides Breeders with the ability to see objects clearly at greater distances than normally-afforded to creatures. With every

two points expended in telescopic, magnification increases by +1. (Vision starts off at 1.) Maximum range can be calculated by multiplying the magnification value times the distance. Overall magnification range can be calculated by dividing the distance viewed by the magnification value.

(Thus, if a Breeder can see 1000 feet in light fog and possesses x3 magnification, its maximum distance increases to 3,000 feet. When it spots a human 100 feet away, the Breeder's enhanced sight allows it to examine the person as if they were only 33.3 feet away.) *Cost: 2 points per +1 increase.*

THERMOGRAPHICS

This option, rarely seen in natural creatures or Breeders outside the use of cybernetic implants, allows them to see objects in complete darkness through the color spectrum as related to temperatures. Objects and surroundings are defined by colors and rough shapes rather than full visual identification (clear definitive images) based on plotting the temperatures of everything within the visual field. Colors range from hot (white) to cold (black)—See page 71 of the Marauder 2107 sourcebook for a complete heat signature breakdown. *Cost: 5 points.*

360 DEGREE VISION

The Breeder's eyes, much like that of an insect, are actually multiple lenses facing in different directions providing it with a visibility field which covers 360 degrees. Visual clarity is consistent with standard vision (unless the Breeder possesses another Vision option). While conscious and alert, a Breeder with this vision cannot be surprised by being snuck upon. *Cost: 4 points.*

HEARING

Five different options are available for Breeder audio perception. Each ear is capable of utilizing three options. (All costs are listed per pair of ears, even if the Breeder possesses only one ear.) Note: Radar is the only hearing option that can be used with the Appendage option—Antenna.

ACUTE

A Breeder possessing acute hearing is capable of listening to sounds beyond the range of humans. This does not mean they can hear sounds farther away than could normally be heard, but sounds in the super-high frequency range and pitch. (e.g. a dog whistle, various animal vocalizations, etc.) *Cost: 2 points.*

DISCRIMINATORY HEARING

The Breeder's hearing is attuned to noises and can differentiate between sounds allowing it to effectively filter out unwanted noise leaving only the sound in which it wants to listen for. Unlike the cybernetic option Sound Editor, other sounds still register within the Breeder's auditory canal and are never fully removed, only dampened or ignored. If a sudden noise occurs which possesses a decibel range greater than 60 at the Breeder's immediate location, the eardrum is overloaded to the point where discriminatory hearing is impossible for several seconds to a minute (depending on the decibel and pitch of the offending noise). Discriminatory hearing does not provide sound recollection. *Cost: 3 points.*

LONG-RANGE

This option provides the Breeder with excellent hearing over long distances and can amplify low decibel noises so that they are heard more clearly. For each two points expended in this option, overall magnification increases by +1. (Hearing starts off at 1.) Maximum range for hearing is equal to normal maximum range within the environment x magnification value. Overall magnification equals actual decibel x magnification OR actual range divided by magnification.

(Thus, in a rainstorm where normal hearing range is limited to 300 feet, a Breeder with +2 magnification can hear noises up to 600 feet away. Noises in the 5 decibel range can be increased to 10 decibels and a sound originating 100 feet away can be heard as if only 50 feet away. *Cost: 4 points.*

RADAR

The Breeder is capable of transmitting high-frequency radio waves towards objects within its surroundings which reflect off the subjects and returns to the creature. The returning signal carries information regarding obstacle size, general contours and outlines, and travelling speed. Visual information is extremely basic, consisting of nothing more than basic shapes possessing little if no detail whatsoever. *Cost: 7 points.*

STANDARD

Standard hearing is equal to that of a human in both capacity and sensitivity. *Cost: 1 point.*

SMELL

Three options exist in the smell perception department, all of which may be combined together in any given Breeder.

DISCRIMINATORY SMELL

The Breeder's sense of smell is heightened and is capable of distinguishing between an extremely wide variety of scents. Whereas all animals are capable of differentiating scents based upon smell association, creatures possessing discriminatory smelling ability need only smell the scent one time to be able to recall and match it later. For instance, if the Breeder runs across the scent of warm gun oil from a rifle as it spies on a human and some two weeks later smells that same scent again, they will remember what object was the source of the scent. Note: A specific scent can be recalled for a period of four months. After this period, should the scent not be smelled again, the olfactory system and brain "forgets" the scent. *Cost: 4 points.*

STANDARD

Standard smelling is equal to that of a human in both capacity and sensitivity. *Cost: 1 point.*

TRACKING

A Breeder possessing tracking perception is capable of tracking any given scent provided several factors occur: (1) The Breeder has a strong source from where it picks up the scent [such as clothing, blood, hair, etc] (2) The scent is fairly fresh [no more than one day old] (3) The scent is not obstructed [deliberately or by weather].

A Perception Roll is required at regular intervals to ensure the tracking Breeder doesn't follow an incorrect scent. Penalties to the Perception Roll should be applied in the event weather or specific scent altering/covering agents are used to hide the trail. Note: Scents are also carried by air and, on a day with little wind, the Breeder may still smell a subject up to 100 feet away. *Cost: 6 points.*

LIMBS

There are two forms of limbs for Breeder selection; arms with hands and legs with feet. To make things easier in the construction process, although fairly unrealistic, when a limb is first purchased, it's considered a "standard limb". In the case of an standard arm, it automatically comes with a standard hand. In the case of a standard leg, it automatically comes with a standard foot. In most cases, the standard hand or foot will be unacceptable for what you want to create. Thus, normal hands and feet can be upgraded to another type, or an additional hand or foot can be placed at the end of the limb (such as a normal hand and clawed hand on one arm).

A standard limb (arm-band or leg-foot) costs 10 points. If you had to purchase the four basic limbs which are free-cost items, you would have to expend 40 points in limbs alone.

Limb options, listed below, contain information regarding their appearance and Class of damage (if higher than Class 3). Note: *Price is listed on a per-limb basis.*

BURRED/BARBED

The end of the limb is covered with small sharp burrs or barbs, often slightly curved so they can hook a victim and not worry about the sharp edges coming loose. If the victim suffers an attack of this type which penetrates their armor or skin, a STR vs STR roll is required in order to free themselves from the burrs and/or barbs. (Please see the *Hold* entry on Page 95 of the Marauder 2107 sourcebook.) Damage inflicted by such an attack is SD (Class 1). *Cost: 3 points.*

CLAWS/TALONS

The Breeder's hands and feet possess claws or talons at the ends of their finger-like projections which are used to capture prey, rip apart flesh and to render an opponent weaker by a series of rapid slices across the body. Damage caused by these weapons have a range between SD (Class 1)—SD+8 (Class 1). *Cost: 5 points for basic SD (Class 1) damage, +3 points for each additional +1 damage.*

CLUBBED

The limb ends in a clubbed extremity which is incapable of fine work such as grasping or manipulation. Its primary use is to perform bludgeoning acts upon prey or its surroundings. The extremity often resembles a hardened bone-like material, bulbous in shape, and does SD+2 (Class 2) damage. *Cost: 2 points.*

HOOVED

This type of extremity is found on the legs of Breeders as its main purpose is to give the creature better footing on hard, uneven surfaces such as rock formations or upon open terrain filled with soft earth, mud and debris. Whereas normal humans or animals may have to make Agility rolls to keep proper footing, Breeders possessing hoofs do not—with one exception: Movement on extremely slippery or deteriorating surfaces. (Penalties caused by slippery or deteriorating surfaces should be reduce by one point for Breeders possessing this option.) Damage inflicted by a hoof strike is SD (Class 2). *Cost: 2 points.*

PINCHER

The limb ends with a pincher-like unit comprised of what appears to be two overly-large fingers which curve slightly inwards (such as a crab's claw). The pincher is excellent for use in climbing, allowing the Breeder to easily grasp and hold any object capable of fitting between the projections (+2 to Climbing Roll, +1 hex of movement). The pincher acts as a SD (Class 2) attack when used to strike an opponent and SD+2 (Class 2) when used to crush/squeeze an opponent. An opponent being crushed must make a STR vs STR roll at -2 to escape being held. (See *Hold* on page 95 of the Marauder 2107 sourcebook). *Cost: 5 points.*

SPIKED

The limb ends in a long spike, possibly with slightly serrated edge or possesses fingers ending in spikes. The spikes cannot be used for slashing, only as piercing/puncturing weapons and is generally used to quickly kill an opponent or to pin them to the ground. Damage caused by spikes range from SD+1 to SD+6. *Cost: 5 points for SD+1 (Class 1), +3 points for each additional +1 damage up to +6.*

STANDARD

A standard extremity is one which is capable of possessing fingers or toes, the former of which can perform fine tasks. In some cases, such extremities may possess opposable thumbs, in other cases, two sets of opposable thumbs. The variety of options for the appearance of a standard hand or foot is limited only by the creators' imagination. *Cost: 2 points.*

WEBBED

The final option for hands and feet is known as Webbed. It can be used in conjunction with Claws/Talons, Spiked and Standard. Webbing provides the Breeder with +1 hex movement while swimming. *Cost: 3 points.*

APPENDAGES

An appendage is anything added to the Breeder which is not described as a limb. It serves a distinct purpose and is effectual in whatever it is required to perform.

ANTENNAS

Antennas are a pair of feelers located on the head of a Breeder. They can be used to physically contact their surroundings as a means of added sight or are used to send and receive high-frequency waves (radar) to give them a picture of the terrain and obstacles. Note: Antennas act as super-sensitive touch receptors OR as appendages which house the Radar hearing option. *Cost: 3 points.*

BEAK

Like birds and certain insects, a beak is located on a Breeder at the region known as the mouth. Made of a hard substance, such as calcified bone, the beak is capable of cracking or pecking apart protective materials such as armored shells, bone, bark and even stone. The beak does SD (Class 1) damage in either pecking or crushing mode. *Cost: 2 points.*

FANGS

The Breeder possesses a series of sharp teeth with several long, pointed incisors for use in tearing apart the flesh and musculature from victims. In some cases, the fangs are hollow and connect to a poison gland which squirts its venom into the victim upon puncture of the skin. (See Abilities, Poison.) Fangs are capable of doing Class 1 damage ranging from SD—SD+4. *Cost: 5 points for SD (Class 1), +3 points for each additional +1 damage.*

HORNS, DULL

A horn is a hard, bone-like projection growing on the head of a Breeder. In the case of dull horns, they are used to pummel an opponent through the use of charging methods and lowering the head so the horns strike the victim. Damage caused by dull horns equals SD+2 (Class 2) when a half-move+attack are used in combat. Note: Purchased as pair. *Cost: 2 points.*

HORNS, SPIKED

A horn is a hard, bone-like projection growing on the head of a Breeder and is used to gouge an opponent through the use of a head-butt or charging attack. Damage caused by spiked horns equals SD+1 (Class 1) when head-butting, SD+3 (Class 1) when charging. Note: Purchased as pair. *Cost: 4 points.*

MANDIBLE

A mandible, in terms of a Breeder, are two pincher-like units located in front of the mouth and are used to crush and or sever an opponent in half. Mandibles are capable of doing two types of damage, the choice of which must be made while creating the Breeder: Crushing mandibles are able to do SD+2—SD+4 (Class 2). Severing mandibles are able to do SD+2—SD+4 (Class 1). *Cost: 4 points for SD+2 (Class 2), 6 points for SD+2 (Class 1); +1 damage for 2 points (Class 2), +1 damage for 3 points (Class 1).*

TAIL

A tail is defined as the rear end appendage of a Breeder. This can mean the lower torso in the case of a serpent-like creature or a distinct physical appendage attached to or above the buttocks of the creature. Non-effectual tails, ones which serve no purpose, cost no points. Prehensile tails, ones that can be used to strike or grab, cost points for the appendage itself and for any unique option the tail possesses. Options include: Burred/Barbed, Clubbed, Pincher, Spiked or Standard (See entries within Limb options). All SD damages should be calculated by first reducing the Breeder's Strength by 1 point. *Cost: 5 points for the tail + option (Same cost as listed within the Limb options).*

TENTACLE

Tentacles are long, flexible appendages that extend from the Breeder's torso and are used to aid in grasping objects or opponents. Crushing damage is equal to SD (Class 3), striking damage is equal to SD-1 (Class 3). *Cost: 4 points for the first tentacle; 3 points for each tentacle thereafter.*

WINGS, FLIGHT

The Breeder possesses wings attached to its torso which enable it to fly. The Breeder may fly any number of hexes in one round below or equal to its Strength+(Agility x2). This movement total is then divided by the number of Action Segments the Breeder may perform per Round to determine its maximum flight distance per Action. Note: Purchased as pair. *Cost: 15 points.*

WINGS, GLIDE

The Breeder possesses wings, which enable it to glide on air currents or swoop safely down from higher elevations. The Breeder may glide any number of hexes in one round below or equal to its Strength+Agility. Movement total is then divided by the number of Action Segments the Breeder may perform per Round to determine its maximum glide distance per Action. *Cost: 9 points.*

ABILITIES

Breeders possess certain abilities, powers if you like, which make them all the more dangerous to the humans that occupy the Wastelands of Japan. Some abilities are nothing more than enhancements to senses, some are communications ability, while others are factors unique to creatures within the animal kingdom and Breeder domain. Breeders may possess as many or as few as these options listed below. Note: If you don't see an option listed which you believe should be available, by all means create your own. If you do, send us a letter detailing the new option and we'll try to include it (with credit to you) in the second edition rules.

ACIDIC SECRETION

The Breeder is able to secrete an acidic substance (generally liquid) which can affect a subject by mere contact. The secretion is technically classified as Poison for the purposes of construction (See page 100 of the Marauder 2107 sourcebook). *Cost: Poison cost x 2.*

BLOOD LUST

When a Breeder is in combat where it has killed or injured more than one opponent in an off-sided battle where it's the underdog, the Breeder's body begins to produce excessive amounts of adrenalin. While in this heightened state, the Breeder gains +1 Strength, H-T-H attacks are moved up one class (even to that of armor piercing or double armor piercing) and allows it to "shrug off" three points of Stamina Loss per attack. Disadvantages while in blood lust include, -2 to BTN and -2 to all Perception Rolls. The Breeder will continue to attack all available opponents, the nearest first, regardless of the odds and will never attempt to block an attack. The effects of blood lust will remain active until the Breeder is slain, the opponents have been killed or disabled, or if the opponents flee. *Cost: 20 points.*

CAMOUFLAGE

The Breeder's skin is able to modify its color and tint to match those of its surroundings. Changes that occur are not extreme (such as metallic colors or non-natural environmental colors) and are only useful in concealing the Breeder from opponent's views when it is still or moving extremely slowly. (Opponent's Sight Perception Roll at -3). *Cost: 5 points.*

COMMUNICATION

Breeders are capable of communicating with one another through the use of basic body language "naturally" and through vocalization when the

Communication ability is purchased. Listed below are the qualifications:

Breeders with an Intelligence of 2 points or less fall under the category of Animal Intelligence and have the ability to communicate via guttural noises. Guttural noises are those that originate from the throat and often come out as huffs, shrieks, squeals, barks and growls.

Breeders with an Intelligence of 3 points fall under the category of Near-Animal Intelligence and have the ability to communicate with intricate mouth and tongue placement to derive a gibberish sound which resembles an ape.

Breeders with an Intelligence of 4 points fall under the category of Near Human and Sub-Human Intelligence and have the ability to communicate using basic vocabulary and construct short sentences. Although an Intelligence of 4 in a human equals someone of below average intelligence, in Breeders, it restrains them from being able to fully communicate.

Breeders with an Intelligence of 5 points or more fall under the category of Human Intelligence and possess the full vocal capabilities of a human. Long sentences can be constructed, multiple syllable words can be used, and even in some cases, regional accents. *Cost: 3 points, technique dependent on Breeder's Intelligence score.*

DUAL BREATHER

The Breeder's respiratory system allows it to breathe both in air and water. This ability is generally found amongst the more recently grown Breeders, indicating each generation of Breeders are becoming more versatile and better able to handle an assortment of environments. (Dual Breathers can ignore drowning rules unless respiratory systems are blocked). *Cost: 10 points.*

ELECTRICAL DISCHARGE

The Breeder possesses the ability to produce electricity within its body much like electric eels of the 20th century. When an opponent makes physical contact with the Breeder, the nervous system causes the electricity to discharge automatically causing 5 PR (Class 1) unstoppable* to the location struck. (*Can only be stopped by insulated armor such as a MAR, ceramic plate, tactical plate or an EOD Protective Suit.) Note: Conditioning prohibits the electrical discharge from occurring during accidental contacts between "friendlies" and obstacles. The Breeder may use this ability 3 times a day. *Cost: 10 points.*

PAIN SHUNT

The Breeder possesses the natural ability to avoid the negative aspects of pain, cannot be stunned and allows them to “shrug off” three points of Stamina Loss per attack. (A Breeder with Pain shunt that also possesses and goes into Blood Lust would therefore be able to “shrug off” six points of Stamina Loss per attack.) This pain shunt ability cannot be turned off, it's always active. Note: As a Breeder takes more and more damage, they are fully unaware how close they are to being knocked unconscious. While regular Breeders may flee if in danger, a Breeder with pain shunt will continue attacking as though nothing has happened. *Cost: 7 points.*

POISON DUCT

Within the jawline of the Breeder is a series of glands containing venom or poison. It can be expelled as a controlled blast, much like a cobra's spit, or via a penetrating bite into an opponent. For the purposes of construction, use the rules for creating poisons as listed in the Marauder 2107 sourcebook. Note: The amount of poison held within the glands is enough to direct one attack upon a man-sized target or two attacks upon a target less than man-sized. *Cost: Poison Cost.*

REGENERATION

Certain Breeder's possess the ability to regenerate damage caused by wounds and to ignore the effects of bleeding—damage which causes Life Point loss automatically stop bleeding within several seconds. While the vast majority of Breeders are limited to a quicker than normal healing rate, some are also capable of completely regenerating a limb that was destroyed or severed. The basic regeneration ability allows Breeders to heal four times the rate as listed on page 102 of the Marauder 2107 sourcebook. Limb regeneration is accomplished at the rate of 1 Life Point per week. *Cost: 10 points for basic regeneration, 20 points for Limb regeneration.*

SIREN'S CALL

Like the mythical dryad and siren, some Breeder's have the ability to hypnotize humans and animals through the use of songs and strange music. The notes seemingly mesmerize the unsuspecting target(s) as they travel about and soon lose interest in any activity other than following the music to its source. The siren's call effects everything and everyone in range of the sound and must make a Willpower Roll at -2 to avoid being hypnotized. (Conscious Will applicable.) So long as the Breeder continues to generate the noise, the hapless victims will continue to move

towards the creature, and will not even defend themselves as it rips them to shreds. Note: Protection from this ability include being deaf, wearing protective earcovers, wearing a protective helmet or suit, cybernetic hearing—The Siren's call doesn't work when filtered through communication devices such as radio's, audio pickup systems or thickly insulated ear protection.

If an unaffected person wishes to help someone within the grasp of siren's call, several things can be done: hold the person tightly, prohibiting them from moving towards the Breeder; using a rope to tie the person to a stable and fixed object; broadcast a loud noise at 100+ decibels in the victim's immediate region or cover and protect the victim's ears to stop the sound from being received. *Cost: 15 points.*

TUNNELLING

The Breeder has a talent for tunnelling underground through earth it's capable of penetrating with its claws, talons, hands and feet. The Breeder can dig and travel any number of hexes per Round equal to 1/2 their maximum running distance per Round. From this calculation, divide the result by the number of Action Segments the Breeder possesses to determine how far it can tunnel per Action. Note: If the ground has large stone obstacles which the Breeder's attacks cannot penetrate, the Breeder must travel around it. *Cost: 7 points.*

WATER BREATHER

The Breeder is a water breather and can only remain on land for short periods (1d20 rounds). This ability is for use in creating water-based Breeder's and should be fairly uncommon as the requirement of a non-Dual Breather becomes less likely as each generation passes. *Cost: 4 points.*

ARMOR

Breeders generally possess some form of natural armor, be it an extremely thick hide or dermal plating covering the epidermis. When purchased, armor is considered to cover all limbs, extremities and appendages (unless the creator wishes specific areas to be less resistant.)

Armor calculation:

Soft Armor:	AV* x 5
Hard Armor:	AV* x 8

(* Class-1 armor equivalence. Multiply AV x 1, 2 or 3 to determine individual PR Class defense.)

SKILLS

As with regular character creation, Breeders may select any number of skills listed within the Marauder 2107 sourcebook. Of those, a good portion of the available skills should be limited to Breeders of human and near-human intelligence; the reason for which are self-evident.

Certain skills contained in the sourcebook are classified as inherent skills—skills that are now somewhat instinctual and embedded within the Breeder's psyche. Although they are not free, Breeders can choose any skill listed below and purchase it for 1 point less than it normally costs. (This cost deduction is also applicable to level increase.)

Athletics
Body enhance
Climbing
Combat Sense
Conscious Will
Direction Sense
Fall Recovery
Footwork/Balance
Foraging, Wilderness
Intimidation
Lightsleep
Notice
Shadowing
Stealth
Survival
Swimming
Tracking

COMBAT NOTES

The use of a Breeder in an adventure or scenario calls for more than just throwing them at the PC's, it also requires the use of additional combat rules specific to Breeders. In the remainder of this section, these rules will be provided.

CLIMBING

When climbing, a Breeder gains a +1 to the Skill Roll for each additional pair of limbs or appendages assisting it beyond the use of four limbs.

SWIMMING

When swimming, a Breeder using more than four limbs may add +1/2 hex distance per Round for each additional pair of limbs or appendages assisting it. (This bonus is added after calculating the normal distance: Maximum Run ÷ 2.) To calculate how far a Breeder may move per Action Segment, divide Maximum Swim per Round by Action Segments possessed.

HIT LOCATION

Breeders vary in both size and shape. The number of limbs and appendages differ from generation to generation. This in itself makes the creation of a "standard" Hit Location template nearly impossible.

On the following pages are several Breeder examples, each displaying customized Hit Location charts specific to the creature. We highly advise you to do the same with any creations you make.

Below is the basic bipedal and quadruped Hit Location template, revised from the sourcebook.

ROLL	LOCATION
1	Head
2-6	Torso*
7,8	Right Arm/Right Front Leg
9	Right Hand/Right Front Paw
10,11	Left Arm/Left Front Leg
12	Left Hand/Left Front Paw
13,14	Groin/Hip**
15,16	Right Leg/Right Hindleg
17	Right Foot/Right Rear Foot
18,19	Left Leg/Left Hindleg
20	Left Foot/Left Rear Foot

* If subject possesses an appendage located on the torso, a second roll is required to determine whether the appendage(s) or Torso are hit. Re-roll the d20. On a result of 1-10, the Torso is struck. On result of 11-20, the appendage is struck. (An additional roll to determine which appendage is struck may be necessary.)

** If the subject possesses a tail, a second roll is required to determine whether the groin/hip or tail is hit. Re-roll the d20. On a result of 1-10, the groin/hip is struck. On a result of 11-20, the tail is struck.

LIFE POINT BREAKDOWN

When applying Lethal Damage to a specific body location on a Breeder, consult the following table to determine how much damage the limb or appendage can withstand.

Head (LP ÷ 2) -2
Torso (LP)
Groin/Hip/Tail (LP ÷ 2) -3
Arms/Tentacles (LP ÷ 2) -2
Hands (LP ÷ 2) -5
Legs/Wings (LP ÷ 2) -1
Feet (LP ÷ 2) -4

HOLD

When a Breeder initiates a hold on a subject, each additional pair of limbs or appendages assisting it, beyond the first four limbs, provides it a +2 to the Strength versus Strength contest. Thus, a Breeder using eight limbs to grab an opponent, rolls the d20, adds its Strength, then adds the +4 multiple limb/appendage bonus. This value is then compared to the opponent's d20 roll plus its Strength.



Name: **Kernasus**

Size: 4 (14' Tall)*

Weight: 800 pounds

9* Strength 7

10 Dexterity 10

12 Agility 14

7 Intelligence 7

9 Willpower 9

5 Appearance 5

28 Lifepoints

48 Stamina

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Cost: 52 ACTIONS **12, 9, 6**

HIT LOCATIONS

1	Head
2-6	Torso*
7,8	Right Arm
9	Right Hand
10,11	Left Arm
12	Left Hand
12,14	Groin/Hip**
15,16	Right Leg
17	Right Foot
18,19	Left Leg
20	Left Foot

* Roll a d20. 1-10 Torso is struck. 11-20 Wing is struck.

** Roll a d20. 1-10 Groin/Hip is struck. 11-20 Tail is struck.

The Kernasus Breeder is an intelligent creature capable of conversing in broken Japanese, much like that of nomadic clans where metaphors and incomplete sentences are the norm. Although able to communicate like a human, it doesn't understand technology, lust, greed or sacrifice.

It is a partially nocturnal creature, preferring to hunt during the late afternoon until the early hours in the morning and sleeping most of the day. When searching for prey, it silently flies through the air using its 38' long wingspan and surveys the terrain for likely targets.

Common attack methods include searching out small groups (1-4) humans or midsized animals such as mules, deer and dogs and quickly sweeping down upon them, raking its talons across the victim's body. It will continue to perform this attack over and over until the victim is incapacitated or killed, then pick up the body and leave.

If the victim, or those in the group injure the Kernasus, it will flee to safety and continue watching or listening to the prey and follow them relentlessly until it can attack once again.

The Kernasus Breeder resides in high elevations, preferring heavily wooded or rocky areas (such as those offered by mountain ranges). It will often seek prey as far away as thirty miles on its quest for food and material for Spawning Ground.

Infrared Vision	4
Standard Vision	
Acute Hearing	2
Long-Range Hearing	4
Radar	7
Standard Smell	

Two Claws, 7 PR (Class 1)	22
Two Talons, 8 PR (Class 1)	28
Fangs, 5 PR (Class 1)	5
Barbed Tail, 4 PR (Class 1)	8
Wings, Flight (33" per Round)	15

Communication, Human	3
Soft Armor, 5 AV	25

Body Enhance, 2 Levels	4
Lightsleep, 11 or less	3
Notice, +3 to Sight Perception	3
Shadowing, 12 or less	4
Stealth, 17 or less	3

Cost: 140



Name: **Blood Serpent (Chi Hebi)**

Size: 3 (10' Long)*
Weight: 300 pounds

6* Strength 5
7 Dexterity 7
7 Agility 7
3 Intelligence 3
6 Willpower 6
5 Appearance 5
22 Lifepoints
42 Stamina

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Cost: 33 ACTIONS **7,4**

The Chi Hebi is a cunning and formidable hunter capable of combating even the most strongest of prey. This creature, its body resembling a large snake, hence its name, spends the vast majority of time hunting and consuming its victims due to its abnormally high metabolic rate. In fact, the Chi Hebi must eat approximately half its weight in meat and fat every day.

The Chi Hebi communicates on a level well below human understanding, and in general, will "talk" only with others of its type. However, if the Breeder becomes extremely agitated, the Chi Hebi will vocalize by generating a combination of hissing and clicking sounds using its tongue.

Its hunting techniques are fairly unusual for a Breeder as this creature is willing to chew or tear off portions of its body to squeeze into hiding places where they can wait and attack a potential victim. The Chi Hebi's flexible cartilage and bone structure allow the Breeder to perform amazing contortions allowing it to thin itself out to half its thickness as it adds 25% to its length or compact itself to a third of its normal length.

When a victim is within attack range, the Chi Hebi will quickly strike the victim using its fangs and should it penetrate the victim's armor or hide, deadly poison is released. The combination of the fangs and poison is often enough to kill or severely maim an opponent in one strike.

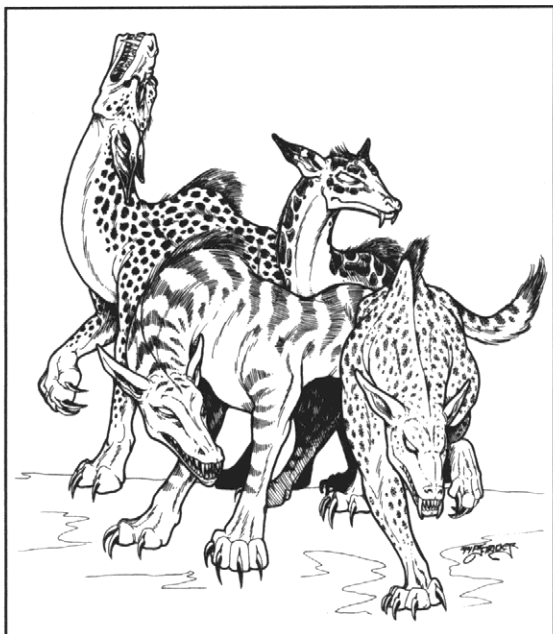
The Chi Hebi prefers to reside in warmer regions, specifically areas with tall, dry grass and dwells within a tight-fitting hole which it then covers with rocks, branches or other debris. Certain Chi Hebi have been spotted near ponds and lakes attempting to conceal themselves within fallen trees that are deteriorated and easy to hollow.

HIT LOCATIONS

1	Head
2-10	Torso
11,12	Right Arm
13	Right Hand
14,15	Left Arm
16	Left Hand
17-20	Tail

Infrared Vision	4
Standard Vision	
Standard Hearing	
Discriminatory Smell	4
Standard Smell	
Tracking Smell	6
Two Claws, 4 PR (Class 1)	16
Fangs, 5 PR (Class 1)	8
Barbed Tail, 3 PR (Class 1)	8
Communication, Near Animal	3
Poison Duct (Fangs)	30
C3/R1/T(B)—5SD/5AD(3a,d,w)	
Regeneration (Limb)	20
Soft Armor, 3 AV	15
Climbing, 15 or less	3
Contortions, 13 or less	2
Footwork/Balance, 13 or less	1
Notice, +1 to Sight Perception	1
Stealth, 13 or less	2
Swimming	1
CS: Brawling, 2 Levels	4

Cost: 128



Name: **Hellcats (Tsumaranai Onna)**

Size: 3 (7' Long)*
Weight: 800 pounds

7* Strength 6
8 Dexterity 8
8 Agility 7
2 Intelligence 2
7 Willpower 7
5 Appearance 5
24 Lifepoints
44 Stamina

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Cost: 35 ACTIONS

8, 5

HIT LOCATIONS

1	Head
2-6	Torso
7,8	Right Front Leg
9	Right Paw
10,11	Left Front Leg
12	Left Paw
12,14	Groin/Hip
15,16	Right Hindleg
17	Right Paw
18,19	Left Hindleg
20	Left Paw

Tsumaranai Onna are catlike Breeders that stay in packs of four to twelve for most of their adult life. Although there is no clearly defined alpha leader, as is traditional amongst "normal" animals that establish a herd or pack, the Tsumaranai Onna seemingly possess a unique alliance in which they make decisions after each Breeder has vocalized their "concerns" through howls, growls, chittering sounds and performed some physical posturing. It is also unusual that the Tsumaranai Onna don't argue or fight amongst themselves, even over food.

When on the hunt, Tsumaranai Onna act as a single cohesive unit, much like a military squad. They'll quietly stalk their prey, surround the area as quickly as possible and wait for the proper moment to rush in and strike. When attacking animals or other Breeders, the Tsumaranai Onna will generally hunt those it can easily kill without suffering major injury or loss of life. When hunting humans, the Hellcats will attempt to strike those sleeping and avoid those with weapons, primarily firearms.

Tactics are strategically ruthless—the Tsumaranai Onna select one or several prey and quickly strike their opponent(s) by slashing or biting into the subject's muscles, attempting to cripple them. Once the victim is brought to the ground, one Hellcat will rush in and clamp its mouth around the victim's throat, ensuring a fast death. If it's safe to take the body, several Tsumaranai will begin dragging the carcass away while the others keep the opponents occupied as they run around them howling and snapping their teeth.

Starlight Vision	3
Standard Vision	
Acute Hearing	2
Discriminatory Hearing	3
Long-Range Hearing	4
Discriminatory Smell	3
Standard Smell	
Tracking Smell	4
Four Claws, 5 PR (Class 1)	32
Fangs, 4 PR (Class 1)	5
Barbed Tail, 4 PR (Class 1)	8
Communication, Animal	3
Pain Shunt	7
Climbing, 14, or less	1
Lightsleep, 11 or less	3
Shadowing, 15 or less	10
Stealth, 14 or less	2
CS: Brawling, 1 Level	2
Cost:	92



The Zugaikotsu is a large birdlike Breeder measuring four feet tall possessing a wingspan some thirteen feet long. Its unusual name, derived from skull-stylized head, is perhaps fitting for a creature that feasts on dead or dying victims.

A nocturnal creature, the Zugaikotsu searches for injured animals, Breeders and humans throughout the night. When it spots a victim which appears to be severely incapacitated or dead, the Zugaikotsu will sweep down out of the sky and perch itself closer to the prey where it can evaluate its potential meal.

If the victim is motionless or near death, the Zugaikotsu will maneuver to the ground and slowly approach the body as its head bobs up and down in anticipation. When the creature believes the prey is in no position of offer any real resistance, the Zugaikotsu will hop onto the prey and immediately secrete a toxic liquid which is capable of rendering the subject unconscious. If the victim fails to be knocked out, the Breeder will continue to secrete the toxin until the victim is completely helpless, where upon the Zugaikotsu will begin using its talons and claws to tear off large chunks of meat.

The Zugaikotsu can be found in almost all terrain except for snow covered regions and prefers to reside in a thick nest made from branches, hide, bone and vegetation located within the tallest trees and rock formations.

Name: **Deathshead (Zugaikotsu)**

Size: 2 (4' Tall)
Weight: 55 pounds

4 Strength 4
6 Dexterity 6
6 Agility 6
2 Intelligence 2
5 Willpower 5
4 Appearance 4
19 Lifepoints
39 Stamina

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Cost: 27 ACTIONS **6, 3**

HIT LOCATIONS

1	Head
2-6	Torso*
7,8	Right Arm
9	Right Hand
10,11	Left Arm
12	Left Hand
12,14	Groin/Hip*
15,16	Right Leg
17	Right Foot
18,19	Left Leg
20	Left Foot

* Roll a d20. 1-10 Torso is struck. 11-20 Wing is struck.

Infrared Vision	4
Standard Vision	
Long-Range Hearing	4
Standard Hearing	
Standard Smell	

Two Claws, 4 PR (Class 1)	22
Two Talons, 6 PR (Class 1)	34
Wings, Flight (16" per Round)	15

Communication, Animal	3
Acidic Secretion	20
C2/R1/T(P)—7SD/2LD	
Siren's Call	15
Soft Armor, 2 AV	10

Imitate Voices, 11 or less	2
Lightsleep, 13 or less	9
Notice, +5 to Sight Perception	5

Cost: 143



Name: **Devil/Demon (Akuma)**

Size: 6 (24' Tall)*
Weight: 3200 pounds

20* Strength 22
7* Dexterity 9
7* Agility 9
6 Intelligence 6
14 Willpower 18
4 Appearance 4
44 Lifepoints
64 Stamina

11						
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11						-3
11						-5
10						-7
10						-9

Cost: 27 ACTIONS **7, 4**

HIT LOCATIONS

1	Head
2-6	Torso*
7,8	Right Arm
9	Right Hand
10,11	Left Arm
12	Left Hand
12,14	Groin/Hip
15,16	Right Leg
17	Right Foot
18,19	Left Leg
20	Left Foot

* Roll a d20. 1-10 Torso is struck. 11-20 One of the Tentacles is struck.

Standard Vision	
Thermographic Vision	5
Standard Vision (addl. eyes)	1
Infrared Vision (addl. eyes)	4
Long-Range Hearing	4
Standard Hearing	
Standard Smell	
Four Claws, 12 PR-AP (Class 1)	44
Fangs, 10 PR-AP (Class 1)	5
6 Tentacles, 10 PR/9PR	19
Communication, Human	3
Camouflage	5
Electrical Discharge	10
Pain Shunt	7
Tunnelling	7
Hard Armor, 14 AV	112
Combat Sense (Sight)	7
Direction Sense	6
Notice +4 to Sight Perception	4

CS: Brawling, 3 Levels 6

Cost: 249

The fearsome Akuma is the largest and deadliest Breeder to be spotted thus far. Its immense size (measuring twenty-four feet tall) and weighing approximately 3200 pounds complete with a resilient hide, make it a formidable foe, even for a single Marauder.

The Akuma is extremely intelligent, possessing a healthy Japanese vocabulary and knowledge of technology and weaponry; the latter of which it may employ against extremely tough opponents. (The Akuma collects heavy weapons, ammunition, precious metals and gems from the carcasses and belongings of its victims.)

The Akuma marks its territory by secreting an acidic liquid into the ground, which, in turn, causes nearby water supply to become contaminated and kills all forms of vegetation. Direct contact with the toxin is not harmful unless the afflicted location is not cleaned within one week, where upon the victim becomes subject to cold shivers, vomiting, dizziness and spasming muscles until they die or seek medical treatment.

In addition to the "scent" markings, the Akuma digs a complex series of tunnels within its territory while at the same time physically jarring rocks upwards until they pierce through the surface and rise like trees.

While preferring to hunt within its territory, the Akuma will also travel to any destination where it can kill and eat a large number of prey. Whatever it can't finish, it will carry back to its lair.



Once known as the top soldiers of the Japanese military, these Project Domination volunteers have “evolved” into the Kaibutsu-Gunjin—The parents of the Breeder race and army of Tetsu Yamada, their much respected leader.

The Kaibutsu-Gunjin maintain a humanoid form with various alterations, notably a protective hide or scaled plating, heightened senses, multiple limbs or appendages and regenerative capabilities.

Their intelligence has not been altered by the dramatic changes forced upon their bodies, however, their psychological makeup has manifested a deep resentment for “normal” humans. A resentment reinforced by Tetsu Yamada’s proclamation that “The normals have abandoned us. Fear us. Hunt us. Why?—Because they fail to realize *we* are the new order.”

Members of the Kaibutsu-Gunjin are extremely militaristic, well trained, and quite capable of performing whatever task Tetsu Yamada instructs them to accomplish.

Each Breeder possesses a wealth of combative, surveillance and paramilitary skills based upon their past positions in the Japanese army and training received by other Breeders both out in the field or within the confines of the Akira-11 Complex; a location which the Kaibutsu-Gunjin call home.

Name: **Monster Soldier (Kaibutsu-Gunjin)**

Size: 2 (6' Tall)
Weight: 200 pounds

6 Strength 6
6 Dexterity 6
6 Agility 6
5 Intelligence 5
5 Willpower 5
5 Appearance 5
21 Lifepoints
41 Stamina

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Cost: 33 ACTIONS **6, 3**

HIT LOCATIONS

1	Head
2-6	Torso*
7,8	Right Arm
9	Right Hand
10,11	Left Arm
12	Left Hand
12,14	Groin/Hip
15,16	Right Leg
17	Right Foot
18,19	Left Leg
20	Left Foot

* Roll a d20. 1-10 Torso is struck. 11-20 One of the Limbs is struck.

Infrared Vision	4
Standard Vision	
Acute Hearing	2
Standard Hearing	
Standard Smell	

6 Additional Limbs	60
6 Spikes (Limbs), 4 PR (Class 1)	30
<i>Note: Additional limbs optional</i>	

Communication, Human	3
Regeneration (Basic)	10
Soft Armor, 3 AV	15

GM Skill choices (45 points)	45
Combat Skills (15 points)	15
Literacy	1
Orienteering, 11 or less	2
Survival, 16 or less	6

Cost: 193

Note: Kaibutsu-Gunjin have been spotted wearing assorted cybernetic equipment and limbs. They also prefer to carry firearms and body armor at all times.



Name: **The Slayer (Satsu-Kirikorosu)**

Size: 3 (8' Long)*
Weight: 200 pounds

7* Strength 6
8 Dexterity 8
7 Agility 7
4 Intelligence 4
6 Willpower 6
5 Appearance 5
23 Lifepoints
43 Stamina

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Cost: 36 ACTIONS

8, 5

HIT LOCATIONS

1	Head
2-6	Torso*
7,8	Right Arm
9	Right Hand
10,11	Left Arm
12	Left Hand
12,14	Groin/Hip**
15,16	Right Leg
17	Right Foot
18,19	Left Leg
20	Left Foot

* Roll a d20. 1-10 Torso is struck. 11-20 One of the Tentacles is struck.

** Roll a d20. 1-10 Groin/Hip is struck. 11-20 Tail is struck.

The Satsu-Kirikorosu is an extremely aggressive Breeder which prefers to hunt and reside in rocky areas such as those afforded by mountainous terrain.

Its name, so the story goes, was created after a small party of five nomads ventured from their clan into the old Chichibu Tama national park looking for a rumored Newlord Community. As they traversed the rocky slope on their way upwards, a Breeder rushed headlong into the first climber, its spiked horn puncturing through the mans abdomen and emerging from his back.

The beast, with man still pierced on the horn, continued its charge down the mountain, knocking the nomad party left and right. When they had finally managed to kill the creature with a well-placed rifle round in its skull, one man had died, three suffered major injuries and one suffered bruised ribs and a broken arm.

To say that the Satsu-Kirikorosu is protective of its territory is putting it mildly. The Breeder will attack any human or animal that enters what it considers as its territory and will continue to attack until its opponents are driven off or are killed.

When hunting, the Satsu-Kirikorosu will leave its territory and use its natural camouflaging ability to blend in with the surroundings after it locates a suitable location to wait for a passerby while it remains silent and unmoving.

Infrared Vision	4
Standard Vision	
Standard Hearing	
Discriminatory Smell	4
Standard Smell	
4 Tentacles	13
Spiked Horn, 5 PR (Class 1)	4
4 Claws, 5 PR (Class 1)	32
Fangs, 4 PR (Class 1)	5
Communication, Near Human	3
Camouflage	5
Regeneration (Basic)	10
Hard Armor, 4 AV	32
Climbing, 15 or less	3
Swimming	1
Stealth, 17 or less	10
CS: Brawling, 1 Level	2

Cost: 128



The Kyofu is a highly intelligent Breeder with an unusual fixation of toying with its prey and is willing to enter nomad clans or small parties of scavengers that possess little in the way of armor or heavy firepower. As it enters the camp, the Kyofu lets out a horrific roar and attempts to corral humans into a single location.

As the chaos ensues, the Kyofu will grab small children and fling them into dwellings like rag dolls; their fragile bodies falling broken to the ground. With parents crying and screaming their children's names, the Kyofu will laugh and begin cursing in Japanese, yelling profanities at the adults for not protecting their young. If a parent rushes to aid their child, the Kyofu will slash them with its claws or attempt to pierce them with its deadly spikes.

If the remaining humans do nothing more than cower or use firearms that aren't able to injure the Kyofu, the Breeder will say that it wants a sacrifice and will call out one common Japanese name. If a person with that name steps forward, the Kyofu will push the human behind him and suddenly rush the group, striking with its various limbs. *The sacrifice is the remainder of the group.*

Should the remaining humans put up a fierce struggle and injure the Kyofu, the Breeder will roughly grab the nearest body, dead or not, and run off to safety.

Name: **Horror (Kyofu)**

Size: 3 (10' Tall)*
Weight: 200 pounds

12* Strength 11
9 Dexterity 9
9 Agility 9
5 Intelligence 5
8 Willpower 8
5 Appearance 5
30 Lifepoints
50 Stamina

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Cost: 47 ACTIONS **9, 6, 3**

HIT LOCATIONS

1	Head
2-6	Torso*
7,8	Right Arm
9	Right Hand
10,11	Left Arm
12	Left Hand
12,14	Groin/Hip
15,16	Right Leg
17	Right Foot
18,19	Left Leg
20	Left Foot

* Roll a d20. 1-10 Torso is struck. 11-20 One of the Limbs or Appendages are struck. If the latter, re-roll to determine which type is struck.

Infrared Vision	4
Thermographic Vision	5
Long-Range Hearing	4
Discriminatory Smell	4
Tracking Smell	4

2 Tentacles	7
Dull Horns, 8 PR (Class 2)	2
2 Claws, 7 PR (Class 1)	16
2 Additional Limbs	20
2 Spikes (limbs), 9 PR (Class 1)	22
Hooved Feet, 6 PR (Class 2)	2

Communication, Human	3
Hard Armor, 6 AV	48

Literacy	1
Imitate Voices, 13 or less	6
Shadowing, 16 or less	12

CS: Brawling, 3 Levels	6
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Cost: 166



Name: **Darkthorn (Ankoku-Toge)**

Size: 1 (2' Tall)
Weight: 40 pounds

3 Strength 3
5 Dexterity 5
5 Agility 5
2 Intelligence 2
6 Willpower 6
5 Appearance 5
19 Lifepoints
39 Stamina

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Cost: 26 ACTIONS **5, 2**

HIT LOCATIONS

1	Head
2-6	Torso
7,8	Right Arm
9	Right Hand
10,11	Left Arm
12	Left Hand
12,14	Groin/Hip
15,16	Right Leg
17	Right Foot
18,19	Left Leg
20	Left Foot

The Ankoku-Toge is a small predator that can be found within old derelict buildings throughout Honshu. Approximately two feet tall, the Ankoku-Toge make their homes deep within walls in a nesting area filled with cloth, hair, fur and paper which they share with others of its kind.

Amongst themselves, the Ankoku-Toge are like frolicking children that run around the buildings and across debris as they play chase and tag with one another. However, when humans are near, the Ankoku-Toge prefer to keep themselves concealed within their homes or in dark crevices where their black hide makes them nearly invisible.

The Ankoku-Toge are also packrats; that is, they collect shiny objects such as coins, jewelry and precious stones. What they actually do with them is anyone's guess, however, it has been surmised that the Ankoku-Toge merely store them beneath their bedding and show off their "wealth" to other Ankoku-Toge.

They will often band together in hunting groups of three to five creatures and scour the desolate city for small rodents and animals which they kill and drag back to their homes to eat. In some cases, one or more Ankoku-Toge will claim the kill as their own, forcing a battle between each other which generally leaves a Breeder dead.

If meals become sparse, the Ankoku-Toge will resort to eating grass and berries or opening bloated cans of spoiled food that litter the city.

Standard Vision	
Starlight Vision	3
Acute Hearing	2
Standard Hearing	
Standard Smell	

4 Claws, 3 PR (Class 1)	32
Communication, Animal	3
Blood Lust	20
Camouflage	5
Soft Armor, 2 AV	10

Athletics, 3 Levels	6
Climbing, 12 or less	2
Concealment, 12 or less	4
Fall Recovery, 11 or less	1
Footwork/Balance, 12 or less	2
Stealth, 14 or less	8

CS: Brawling, +1 Level	2
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Cost: 100



The Yoru Tori, a name which doesn't quite fit its appearance, is a flying Breeder possessing a lizardlike body, insectoid legs and a wingspan measuring fourteen feet long.

Flying in groups of two or three, the Yoru Tori hunt during the late night hours when darkness has covered Japan. They stay high in the air, preferring to ride the currents as they use their keen vision to search out likely prey—large animals and humans.

When spotting a likely target, the Yoru Tori will quietly screech to its fellow hunters and the group will slowly circle the victim. If the victim is upright, a single Yoru Tori will quickly swoop down out of the sky, with tail tucked under its body and spike downwards at a forty-five degree angle. As the spike pierces the victim, the Yoru Tori's electrical discharge ability will cause even further damage; more than often killing the prey instantaneously.

As the first Yoru Tori makes impact, the remaining Breeders will swoop down to the ground and begin clawing and chewing on the prey. If more than one prey is being hunted, each Yoru Tori will make their attack as did the first.

The Yoru Tori live in tall trees where a protective nest conceals them from view and protects them from the rain.

Name: **Night Bird (Yoru Tori)**

Size: 3 (10' Long)*
Weight: 250 pounds

8* Strength 7
10 Dexterity 10
9 Agility 9
4 Intelligence 4
6 Willpower 6
5 Appearance 5
23 Lifepoints
43 Stamina

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Cost: 41 ACTIONS **9, 6, 3**

HIT LOCATIONS

1	Head
2-6	Torso*
7,8	Right Arm
9	Right Hand
10,11	Left Arm
12	Left Hand
12,14	Groin/Hip**
15,16	Right Leg
17	Right Foot
18,19	Left Leg
20	Left Foot

* Roll a d20. 1-10 Torso is struck. 11-20 Wing is struck.

** Roll a d20. 1-10 Groin/Hip is struck. 11-20 Tail is struck.

Standard Vision

Starlight Vision 3

Telescopic Vision (+1 Increase) 2

Standard Hearing

Standard Smell

4 Spiked Limbs, 5 PR (Class 1) 20

Fangs, 4 PR (Class 1) 5

Spiked Tail, 9 PR (Class 1) 22

Wings, Flight (25" per Round) 15

Communication, Near Human 3

Electric Discharge 10

Direction Sense, 13 or less 15

Wilderness Foraging, 15 or less 5

Notice, +2 to Sight Perception 2

CS: Brawling, 1 Level 2

Cost: 110



Name: **Drake (Osu-Gamo)**

Size: 5 (18' Long)*
Weight: 2100 pounds

14* Strength 12
9* Dexterity 10
9* Agility 10
3 Intelligence 3
8 Willpower 8
5 Appearance 5
32 Lifepoints
52 Stamina

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Cost: 48 ACTIONS **9, 6, 3**

HIT LOCATIONS

1	Head
2-10	Torso
11,12	Right Arm
13	Right Hand
14,15	Left Arm
16	Left Hand
17-20	Tail

The Osu-Gamo is the second largest Breeder to be spotted to date. Measuring eighteen feet long from head to tail, the Osu-Gamo sports two powerful pinchers and an extremely deadly mandible which it uses to sever its prey in half.

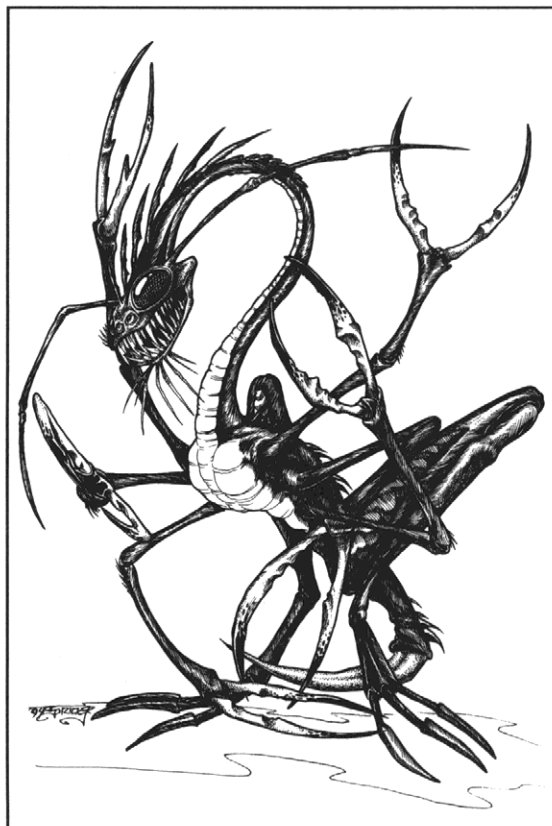
Making its home in tall grassy areas near moderately populated animal life, the Osu-Gamo sleeps on a bed of crushed grass surrounded by the bones of its prey.

The Osu-Gamo hunts by quietly slithering through the grass, occasionally darting its head upwards to get its bearing. As it approaches a victim, the Osu-Gamo will slow its movement down and begin tunnelling through the soil to remain concealed. It will then burst through the surface near the victim and attempt to grasp them using its long arms and pinchers as it brings its mouth around the victim's body.

As it does so, the Osu-Gamo spits out a sticky yellow paste which immediately begins to sting exposed flesh as its powerful toxin begins to take effect. Within moments, the victim's muscles contract violently, forcing them into a fetal position, whereupon the Osu-Gamo will use its mandible to finish off the prey.

If injured by the prey or any of the prey's allies, the Osu-Gamo will retreat into the tunnel, emerge at the far side, and will return to its bed where it will nurse its wounds.

Standard Vision	
360 Degree Vision	4
Standard Hearing	
Standard Smell	
Two Pinchers, 7 PR (Class 1)	10
4 Antenna, Sensitive	6
Mandible, 9 PR-AP (Class 1)	6
Standard Tail	2
Communication, Near Animal	3
Poison Duct	20
C2/R2/T(P)—5AD(a)	
Tunnelling	7
Lightsleep, 11 or less	3
Notice, +6 to Sight Perception	6
Stealth, 15 or less	2
CS: Brawling, 2 Levels	4
Cost:	73



The Mizu Inja is a freshwater Breeder that makes its home in lakes within forests or the mountain ranges. Unusual for a Breeder, the Mizu Inja is a water breather that can only remain above water for short periods of time.

It spends most of its days basking in the sun near the surface and, from far away, could be mistaken for a floating log. Whether the creature sleeps during this time or is awake and waiting for prey has not been determined.

The first encounter with a Mizu Inja was documented by Miles Whittaker, a bounty hunter of some reputation. While capturing a cybernetic assassin that had killed a reputable store owner in Chojo, the pair had the misfortune of tangling with a Mizu Inja. As the two were locked in hand to hand combat, the Mizu Inja suddenly emerged from the water, snapping its pinchers around Whittaker's leg. Miles looked at the creature in surprise and let go of his captive only to watch the Mizu Inja use its other pinchers to grab the fleeing cyborg. For some reason, the Mizu Inja let go of Whittaker's leg, probably because Miles was too shocked to struggle, and pulled the cyborg under the water.

Whether the Breeder ate the cyborg or merely played with it, remains a mystery—The injured Miles Whittaker didn't stay around to check.

Name: **Water Hermit (Mizu Inja)**

Size: 3 (9' Tall)*
Weight: 460 pounds

9* Strength 8
5 Dexterity 5
6 Agility 6
2 Intelligence 2
6 Willpower 6
5 Appearance 5
25 Lifepoints
45 Stamina

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Cost: 32 ACTIONS **6, 3**

HIT LOCATIONS

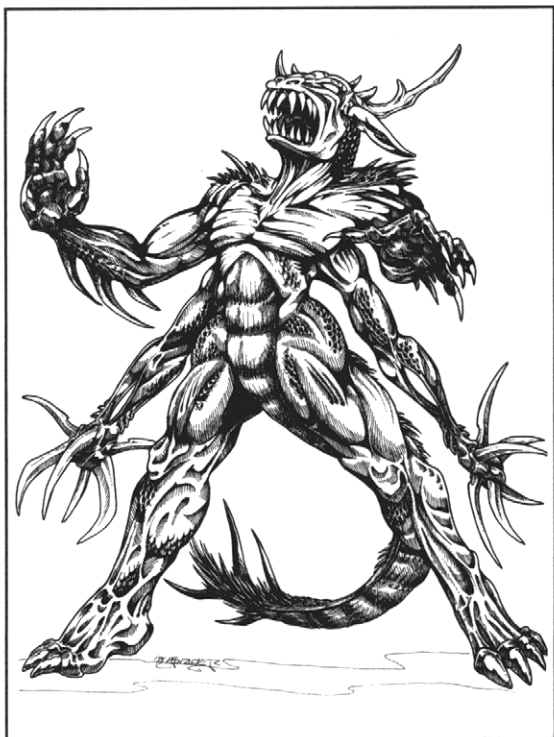
1	Head
2-6	Torso*
7,8	Right Arm
9	Right Hand
10,11	Left Arm
12	Left Hand
12,14	Groin/Hip**
15,16	Right Leg
17	Right Foot
18,19	Left Leg
20	Left Foot

* Roll a d20. 1-10 Torso is struck. 11-20 One of the Limbs is struck.

** Roll a d20. 1-10 Groin/Hip is struck. 11-20 Tail is struck.

Standard Vision	
360 Degree Vision	4
Acute Hearing	2
Standard Hearing	
Radar	7
Discriminatory Smell	4
Standard Smell	
4 Additional Limbs	40
6 Pinchers, 5 PR (Class 2)	30
Antenna (Radar)	3
Fangs, 5 PR (Class 1)	5
Communication, Animal	3
Water Breather	4
Soft Armor, 3 AV	15
Body Enhance, 1 Level	2
Stealth, 12 or less	2
Swimming	1

Cost: 122



Name: **Tetsu Yamada (Breeder Overlord)**

Size: 2 (6' Tall)
Weight: 300 pounds

8 Strength 8
6 Dexterity 6
6 Agility 6
7 Intelligence 7
7 Willpower 7
5 Appearance 5
25 Lifepoints
45 Stamina

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Cost: 39 ACTIONS **6, 3**

HIT LOCATIONS

1	Head
2-6	Torso*
7,8	Right Arm
9	Right Hand
10,11	Left Arm
12	Left Hand
12,14	Groin/Hip*
15,16	Right Leg
17	Right Foot
18,19	Left Leg
20	Left Foot

* Roll a d20. 1-10 Torso is struck. 11-20 One of the Limbs is struck.

** Roll a d20. 1-10 Groin/Hip is struck. 11-20 Tail is struck.

Normal Senses (all)

2 Additional Limbs	20
4 Claws, 4 PR (Class 1)	20
2 Spiked Hands, 5 PR (Class 1)	10
Spiked Horns, 5 PR (Class 1)	4
Barbed Tail, 4 PR (Class 1)	8

Communication, Human	3
Athletics, 3 Levels	6
Bureaucratics, 11 or less	2
Climbing, 13 or less	2
Demolitions, 11 or less	2
Jury-Rig, 13 or less	3
Leadership, 15 or less	12
Literacy	1
Orienteering, 13 or less	2
Paramedics, 13 or less	6
Security Systems, 13 or less	3
Stealth, 13 or less	2
Survival, 14 or less	4
Tracking, 13 or less	2
WCS: Rifles, 2 Levels	4
CS: Martial Arts, 3 Levels	12

Cost: 128

Although the media portrayed Tetsu Yamada as a hero of sorts, a man dedicated to his country and a protector of the people, his superiors saw him in a different light.

Tetsu Yamada was a cold, ruthless officer that demanded the utmost respect from his soldiers and often angered his peers by using side channels to get things his way. As a young officer, Tetsu Yamada participated in covert operations both within and outside Japan—Operations involving espionage, assassination, counter-intelligence and covert strikes.

As he progressed through the ranks, Tetsu achieved much acclaim and for his daring missions and success rates but this acclaim was often offset by countless acts of unnecessary violence, cruelty and conduct unbecoming of an officer. But, because of his connections within the government and due to his public notoriety, Tetsu was rarely admonished for his behavior.

By the time he left military service as General of the Special Operations Division, Tetsu was considered a likely candidate for a position in the government. Instead, he quietly hid himself from public scrutiny in Miyako, a city located in northern Honshu, where tried to settle down and act like a common civilian.

When the government approached with the details of Project Domination, Tetsu jumped at the chance to leave his sedentary life behind.



The Funnu is an amphibious Breeder which makes its home amidst the mudsoaked shores of swampland in southern Honshu. A mud-packed igloo of sorts, filled with shredded bark, is used as its sleeping chamber and nearby pits hold excess food (animals and humans).

The name, Funnu, was derived based on several encounters with the Breeder during a Newlord Community expansion project around Sonoda. As workers were clearing debris and utilizing heavy machinery to uproot trees, two Funnu leapt from their hidden sleeping chambers and let out blood curdling screams.

The workers, notably shocked, vainly tried to run away from the creatures as the duo began slashing and stabbing with their claws and spikes. Within minutes, seven people were dead and those that were able to locate weapons (shovels, knives, hand guns), took cover behind the transports rather than face the Breeders.

Just as they suddenly appeared, the Funnu jumped into the murky water and quickly sank out of view.

Several days later, a better armed work party arrived at the sight and began to continue where they had left off. And, like before, the Funnu suddenly emerged and ruthlessly attacked the workers. As gunshots rang out and the Breeders lay motionless, their new name was uttered...

Name: **Fury (Funnu)**

Size: 2 (6' Tall)
Weight: 300 pounds

8 Strength 8
6 Dexterity 6
6 Agility 6
4 Intelligence 4
7 Willpower 7
4 Appearance 4
25 Lifepoints
45 Stamina

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Cost: 35 ACTIONS **6, 3**

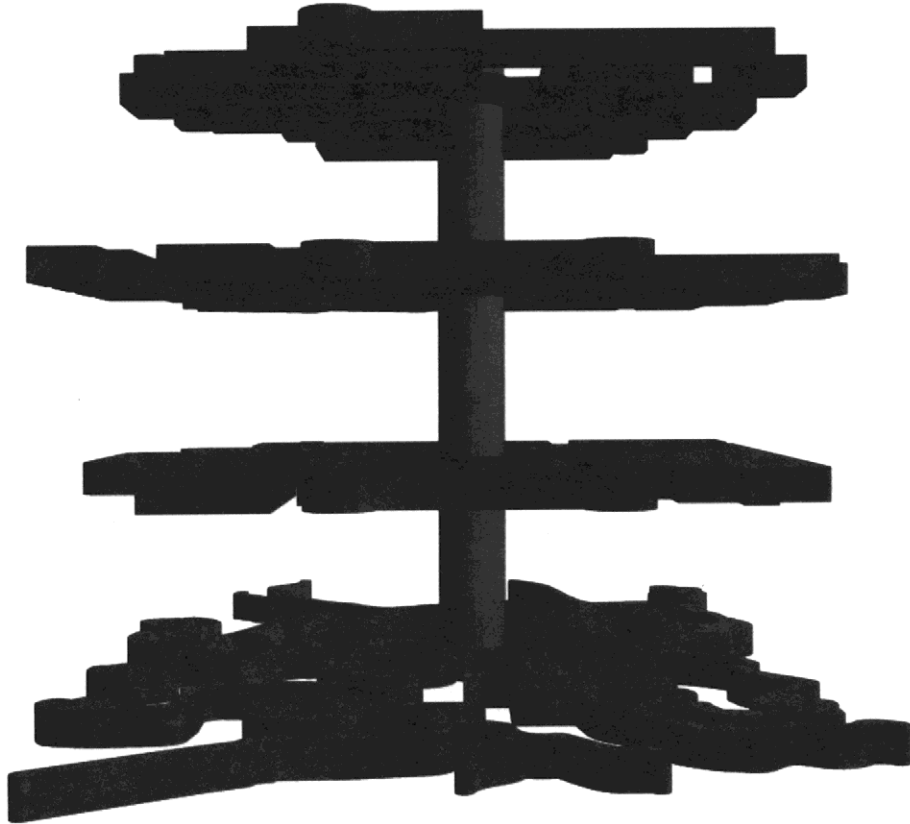
HIT LOCATIONS

1	Head
2-6	Torso
7,8	Right Arm
9	Right Hand
10,11	Left Arm
12	Left Hand
12,14	Groin/Hip*
15,16	Right Leg
17	Right Foot
18,19	Left Leg
20	Left Foot

* Roll a d20. 1-10 Groin/Hip is struck. 11-20 Tail is struck.

Standard Sight	
Starlight	3
Standard Hearing	
Standard Smell	
Two Spikes, 5 PR (Class 1)	10
Two Talons, 4 PR (Class 1)	10
Tail with Hand, 4 PR (Class 3)	7
Communication, Near Human	3
Dual Breather	10
Regeneration (Basic)	10
Soft Armor (3 AV)	15
Athletics, 1 Level	2
Direction Sense, 13 or less	15
Footwork/Balance, 13 or less	2
Lightsleep, 11 or less	3
Shadowing, 11 or less	2
Swimming	1
CS: Brawling, 2 Levels	4
Cost:	97

AKIRA - 11



The Akira-11 Complex, once home to scientists attempting to create superhumans, is now the headquarters of Tetsu Yamada and his Kaibutsu Gunjin. Nestled deep within the old Daisen-Okii National Park, the complex continues to operate, but with new controllers; controllers bent on the destruction of humanity.

From ground elevation, only a camouflaged shack can be seen. A shack which conceals the elevator leading down into the complex. Cameras hidden within trees and rocks continually watch the shack's immediate area and armed Kaibutsu-Gunjin roam the terrain guarding against unwelcome visitors...

On the following pages, you will find maps for each of the four levels within the Akira-11 Complex in addition to individual room descriptions.

Level One of the Akira-11 Complex contains the primary residences of the Breeder inhabitants; once occupied by human scientists and lab technicians. This level also houses the various entertainment, fitness and leisure centers in addition to the dining facilities.

1: This extremely large room, once used as a fitness site, has now been converted to a Breeder training facility. It currently houses a firing range, two blocks of urban buildings and an obstacle course.

Training takes place here every three hours starting at 0600 hours and continues until 2100 hours (6:00 am to 9:00 pm). Sessions last approximately two hours depending upon intensity and form of training. During operating hours, there are up to sixty Breeders located here. During off hours, the number dwindles to between one and five Breeders training individually.

2: This room contains the still-functioning sauna, jacuzzi, hot tub and shower stall. While rarely used by the inhabitants, some Kaibutsu-Gunjin prefer to relax in the hot tub after a grueling workout. This room is open from 0600 hours to 1800 hours (6:00 am to 6 pm).

3: Once used as a secondary weight room, this chamber is now occupied by the armory. Firearms of all calibers, ranging from pistols to heavy weapons, are kept locked in this room along with portable communication gear, ammunition and body armor. There's enough equipment in the armory to outfit approximately 120 Kaibutsu-Gunjin. The armory is occupied 24 hours a day by a single Breeder except during combat training and deployment drills.

4: The lounge is furnished with soft reclining chairs, several sofas, six tables and carpeted floor. At the north-west and south-east corners are large 96 inch monitors and approximately 2,000 movies on information disks located within a tall storage shelf. Lighting in the room can be adjusted through the use of a simple control panel on the north wall. This room is occupied nearly 24 hours a day by five to thirty Breeders.

5: The kitchen freezer locker contains a large selection of meats (animal and human), vegetables and extra fluids (water, soda, alcohol). The door leading to the west has been soldered shut.

6: These rooms were the living quarters for the original human inhabitants and are now

occupied by ranking Kaibutsu-Gunjin. Each room is furnished with a twin-sized bed, desk, chair, recliner, closet and dresser. The desks contain a computer linked to the facility mainframe and a lamp. Various personal effects (weapons, armor, paraphernalia) litter the room and closet.

7: These two are the bathrooms for level one; each containing three urinals, five toilet stalls, five sinks and mirrors, and four showers. Each is kept tidy by order of Tetsu Yamada.

8: The facility kitchen with electronic appliances and computer-assisted operation, is the main food preparation center for the entire complex. Lining the walls are five stoves, each with four burners and an oven, two refrigerators, a chop block and cutting table. Various shelves and cupboards cover the walls (each holding spices, dinnerware, pots, pans, utensils, etc.)

9: The mess hall is a large room filled with long conference tables and stiff chairs. There are enough chairs to sit and feed 120 Kaibutsu-Gunjin at one time. It once was filled with wall-to-wall carpeting, three dining tables and a tea room, but was readily modified by the new inhabitants.

10: This large circular room houses the elevator shaft which shuttles the Breeders from level to level and to the surface. The elevator itself possesses enough room to hold a jeep or small truck (or three Marauders). The area around the elevator is generally occupied by freight crates holding various equipment that have yet to be moved to their proper location.

11: This room contains the emergency generator which will automatically activate if the primary generator on level four becomes non-operational. Note: Only enough power to handle the elevator and level one's needs.

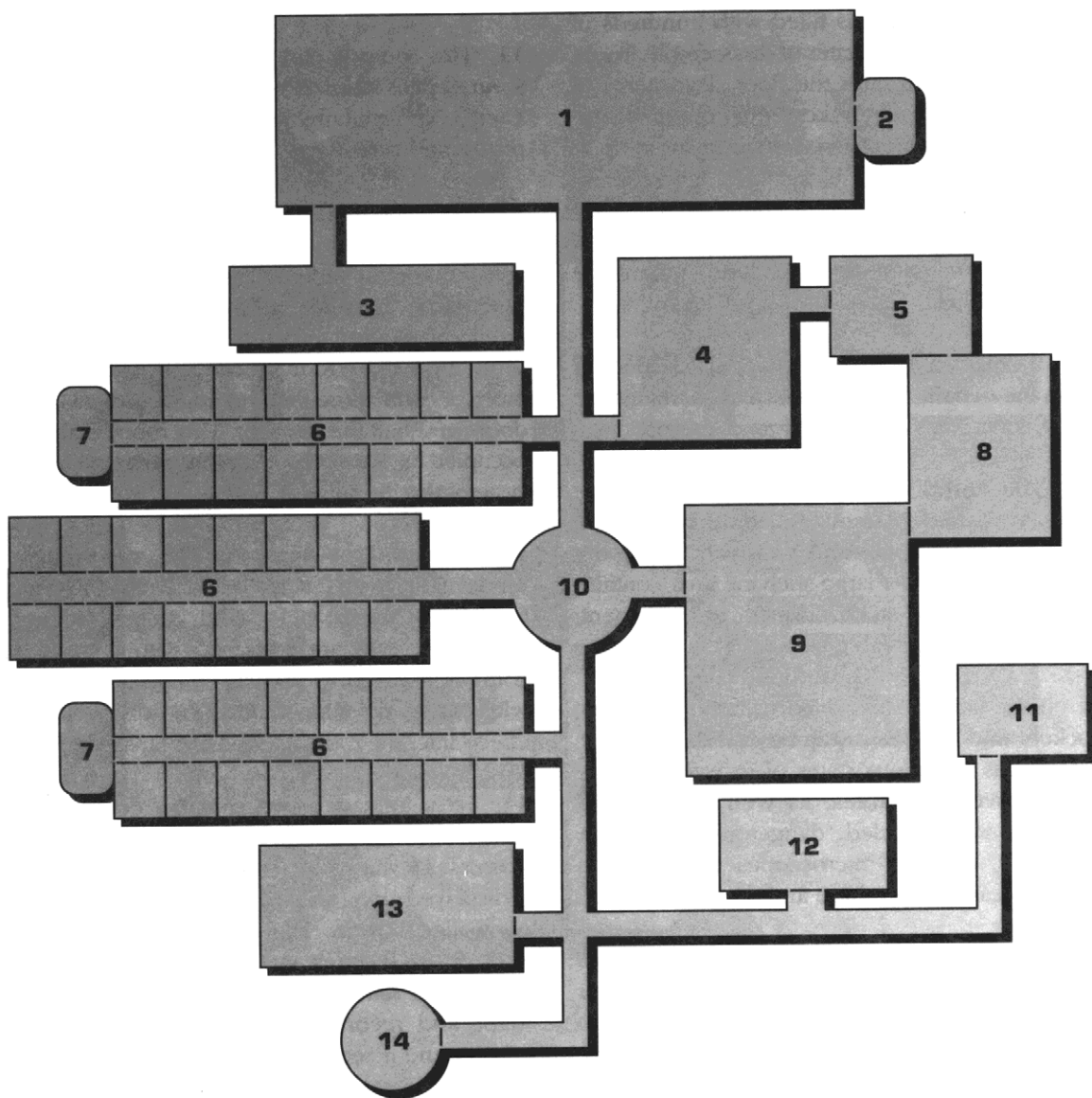
12: The library contains a large computer bank on the west wall and four networked desktop computers which can be used to display the text from approximately two million publications.

13: The conference room contains two large tables (able to sit fifteen apiece), chairs and a large white projection screen on the west wall.

14: This room is filled with large computer banks which assist the mainframe in controlling air filtration, water reclamation, electrical output, computer services and the level one emergency generator.

AKIRA-11 COMPLEX

Level One



Subject: Akira-11 Complex
Designer: Miramoto Associates
Date: November 12, 2016
Blueprint: Habitation Level

Level Two of the Akira-11 Complex once contained the main laboratories, but have since been modified by its Breeder inhabitants.

1: This room contains various scrap metal, gears and electronics for use in the adjoining repair shop. Rows of organized shelves hold metal sheets, servos, engines, and other components.

2: The repair shop is filled with hundreds of equipment in various states of disassembly. Tools, parts, oil and grit litter the floor. Two items of merit are the gutted Stryker single pilot helicopter and a Marauder chassis—Juggernaut class.

3: This was once used as the biomedical lab but was completely sealed off due to harmful contagions that were released during the missile strikes of 2093.

4: Biomedical lab number two, also sealed off from the remainder of the complex, contains the same contagions found in room 3.

5: The laundry room contains three large autoclaves used to sterilize medical equipment, six washing machines and six dryers. Along the north-west wall is a large shelving area containing wrapped and sterilized medical equipment, blankets and extra lab gear.

6: Each laboratory is filled with tables, chairs, lockers and various equipment and machines. Specimens in various states of investigation are scatter over the tables, as well as chemical samples, some labeled “dangerous.” Computer terminals, electron microscopes and isolation cabinets can be seen here and there.

7: Attached to each lab is a specialized storage area containing extra equipment necessary for specific jobs. Items range from petri dishes to centrifuges used to spin samples. Each door possesses a scanner lock that requires a passcard.

8: These two airtight storage areas contain rows upon rows of frozen cylinders of various sizes each holding biological specimens from germ cultures to dead Breeders. A portable refrigerator on wheels stands ready to transport specimens from the freezer to a specific lab.

9: Once used as the level’s major laboratory, this room has been converted to a dormitory capable of housing 30 Breeders. Bunkbeds, foot lockers and several desks can be found here along with various personal items of its inhabitants.

10: This large circular room houses the elevator shaft which shuttles the Breeders from level to level and to the surface. The elevator itself possesses enough room to hold a jeep or small truck (or three Marauders). The area around the elevator is generally occupied by freight crates holding various equipment that have yet to be moved to their proper location. A single Breeder guards the elevator 24 hours a day.

11: This room is completely empty except for several crates which rest against the southern wall. Each crate contains assorted ammunition for pistols and rifles.

12: The security facility is used to monitor and communicate with any portion of the complex and the immediate terrain above ground. Computers line the walls, as do approximately 100 monitors. Control platforms which are capable of rotating allow four Breeders to watch all the monitors and allow them to adjust cameras, seal doors and halt the elevator. This room is always occupied by seven Breeders—four controlling the system, three on guard duty.

13: Each of these four rooms are used for the top level aides to Tetsu Yamada. Each contains a large bed, dresser, night stand, desk, closet and sofa. The desks are equipped with a standard computer linked to the mainframe and littered with papers detailing various agendas. Personal effects litter the room (weapons, maps, gear, etc).

14: Tetsu Yamada’s bed chamber contains the same furnishing as listed in room 13, but also possesses a war table in which a map of Honshu is displayed along with red flags marking Breeder controlled terrain. High powered rifles, fully loaded, line the west wall; a display of weapons with which Tetsu Yamada prefers to use. Various maps and records are kept in a locked file cabinet and a secret cache in the wall conceals the Akira-11 self-destruct engager.

15: Tetsu Yamada’s personal training facility is filled with dirt and planted trees which give it the feel of dense woods and jungles. Here, Tetsu Yamada trains himself and his top aides in stealth tactics and H-T-H combat.

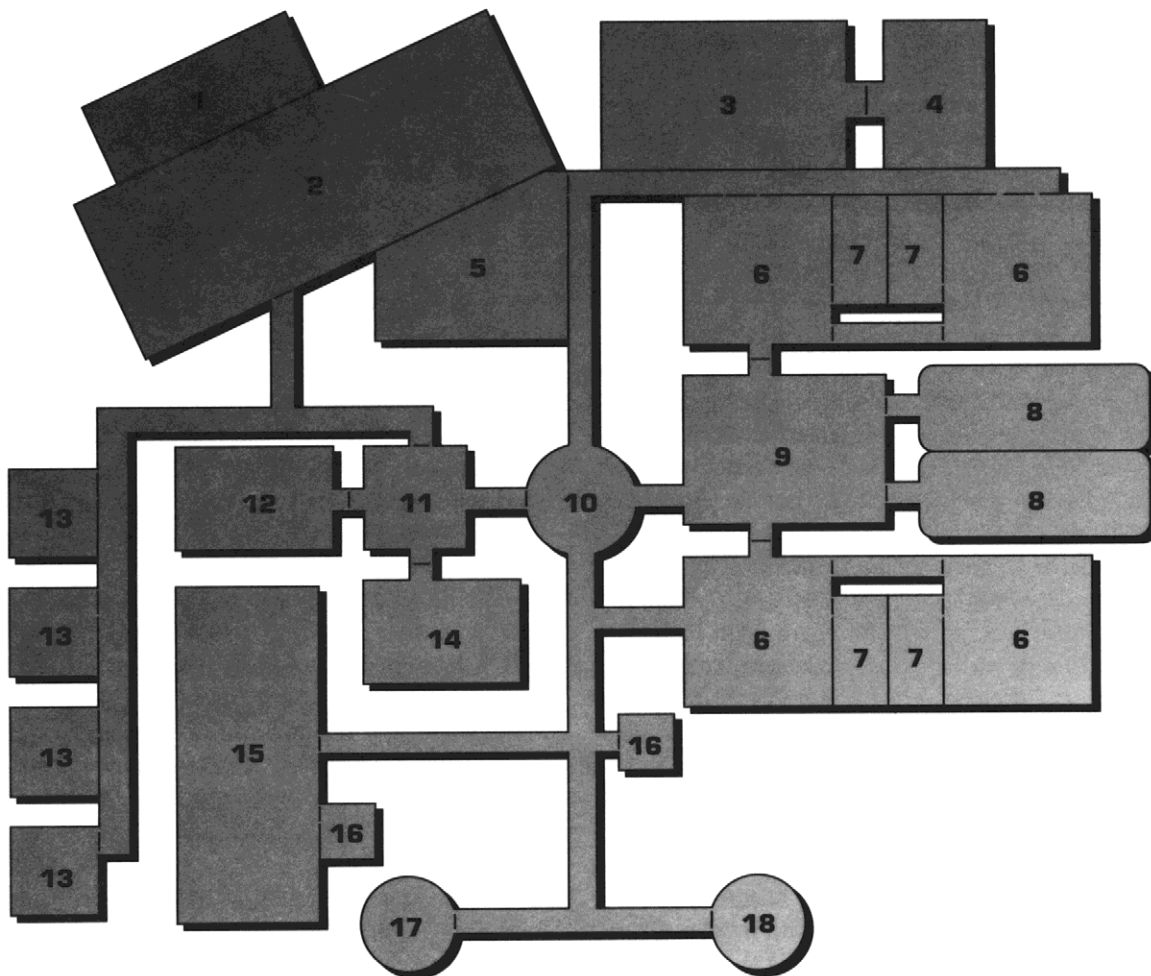
16: Both of these bathrooms house two urinals, one toilet and two sinks.

17: Subprocessor (same as Level One, room 14).

18: Generator (same as Level One, room 11).

AKIRA-11 COMPLEX

Level Two



Subject: Akira-11 Complex
Designer: Miramoto Associates
Date: November 12, 2016
Blueprint: Medical Level

Level Three represents the surgical food storage level of the Akira-11 Complex. It was here that the newly formed Breeders were operated on, examined and tested during the days of Operation Domination.

1: These three rooms are the bathrooms this level. Each contains two urinals, a toilet and two sinks. The bathroom located near the operating rooms also contains surgical clothing, gloves and facemasks.

2: The infirmary is capable of holding eighty injured or sick subjects in standard medical beds separated from one another with thin cloth walls. Four rows of beds, each row containing twenty beds, occupy the middle of the chamber while storage lockers located at the east and west wall contain essential medical supplies and gear.

3: The hydroponics room is filled with hundreds, if not thousands, of transparent horizontal tubes held up by metal cylinders running up to the ceiling. The stacked tubes form ten aisles, cut down the middle to form an additional perpendicular aisle. The tubes appear to be filled with a green and brown mess, but closer inspection will reveal that the contents are actually edible plants, vegetables and fruit.

4: These hexagonal rooms are used to terminate the lives of Wild Breeders and those Breeders suffering serious ailments. The door is half armor glass and reinforced steel so that events occurring within the chamber can be clearly viewed and manipulated from a control panel located in the wall next to the door. Creatures placed within these rooms are killed by massive electric shock drawn from power-couplings linked to the ion generator on the fourth level.

5: The stasis chamber can hold up to four human-sized Breeders in a state of suspended animation. While not true suspended animation, the subjects are kept asleep in extremely cold temperatures with intravenous feeding controlled by computer timing.

6: The isolation laboratory contains much of the same features as those in the prior level, however, occupants are required to wear safety suits upon entering. This laboratory is a cross between a standard lab and a quarantine block. It is used to work with highly toxic cultures and genetic material. If a container breaks, anyone within the lab without a suit risks being exposed to a poison equal to C3/R1/T(R)—6SD/5LD/3AD(s,a,w).

7: The six Pre-Op rooms are steel-lined chambers, antiseptically clean, where subjects are prepared for surgery. Each Pre-Op room is connected to a surgery room by automatic sliding doors.

8: The seven state-of-the-art surgery rooms are filled with computers lasers and video equipment. Racks hold sharp, gleaming instruments and a single large circular light is built into the ceiling.

9: The nine Post-Op rooms are sparsely decorated chambers occupied by a single medical bed, two chairs, a closet and wall-sized mirror. Patients that have just completed surgery are brought to these chambers to recover before being moved to the infirmary.

10: Main elevator. (Description the same as both the previous levels). Two Kaibutsu-Gunjin guard this room, each wearing armor and carrying a pistol and machinegun.

11: This old emergency bunker has been altered to act as a large dormitory capable of holding approximately 160 Kaibutsu-Gunjin. The room is filled with steel bunkbeds and footlockers and two mainframe-linked computers and a link to the library computer.

12: These five chambers were originally occupied by laboratories. They are now in use as both weapon and armor storage lockers. (Each room contains enough firearms and personal armor to outfit forty Kaibutsu-Gunjin.) The hallway leading to these rooms are constantly guarded by three heavily-armed Monster Soldiers.

13: The dispensary contains both dry and liquid chemicals for use in manufacturing medicine. Current plans involve moving the items up to the second level and converting the room into a small dormitory for the Kaibutsu-Gunjin.

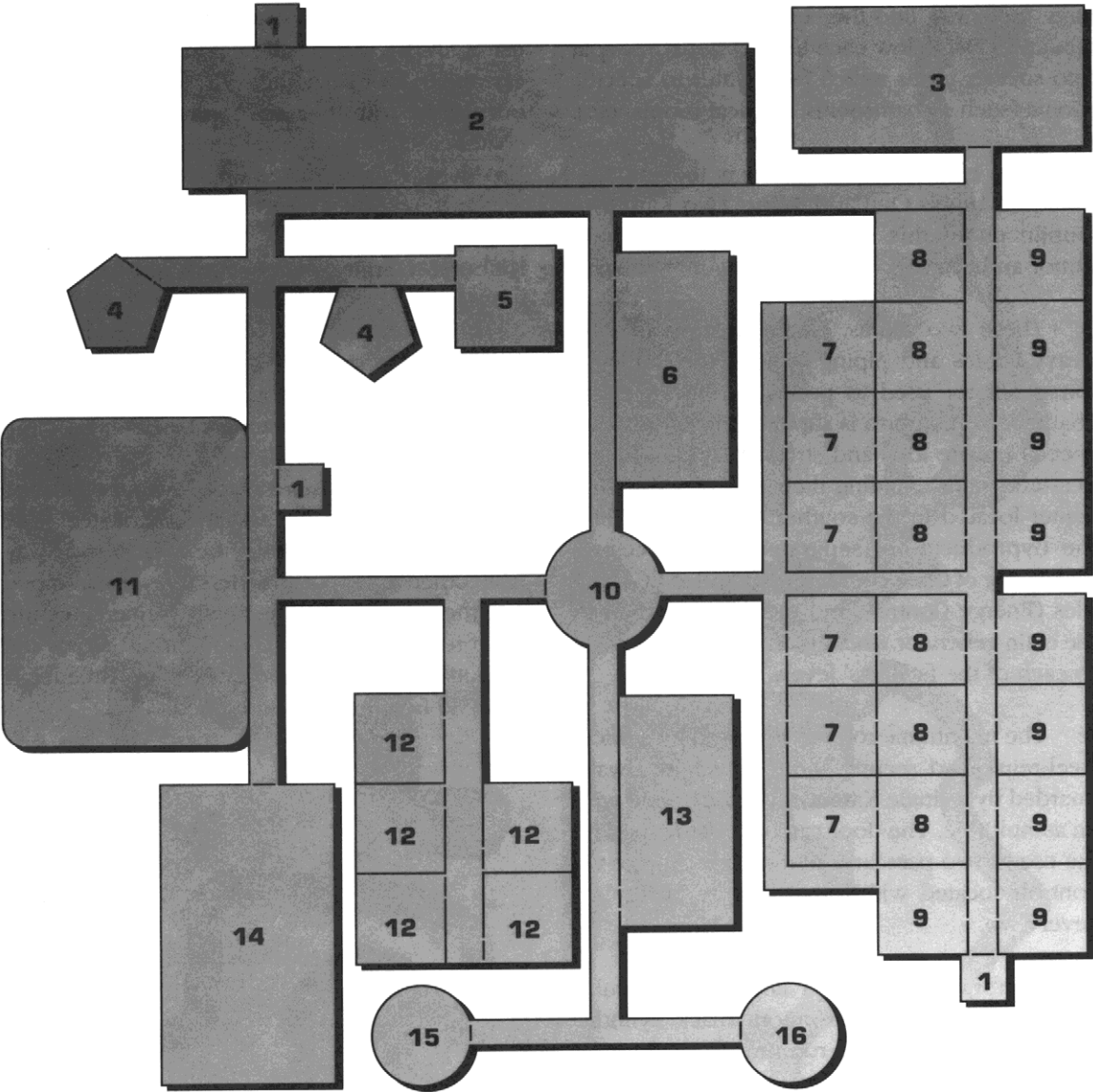
14: This large chamber, once used as a quarantine block, is now used to hold human captives. At any given time, there are approximately fifty to sixty captives (70% male, 20% female, 10% children ages 14 and under). Fold-out cots with thin sheets and pillows line the room as do buckets of fecal matter and containers of food and water. The door possesses a locking mechanism which requires two passcards to open.

15: Subprocessor (same as Level One, room 14).

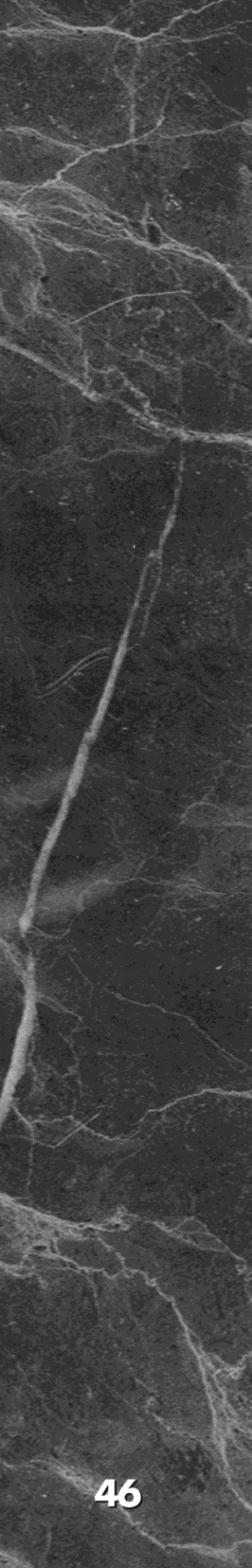
16: Generator (same as Level One, room 11).

AKIRA-11 COMPLEX

Level Three



Subject: Akira-11 Complex
Designer: Miramoto Associates
Date: November 12, 2016
Blueprint: Surgical Level



Level Four of the Akira-11 Complex houses the major systems which operate the facility. The area has been expanded by a massive tunneling project for use as Kaibutsu-Gunjin Spawning Grounds.

1: This extremely large chamber contains the water recycling plant for the facility. Half of the room is a large water storage tank, the other half filled with pumps and filters of all kinds. Twenty large pipes rise into the ceiling and link to certain areas just below each level, where they split into smaller pipes which feed water to specific rooms (such as bathrooms, surgical rooms, etc).

2: Main elevator (Description is the same as noted on Levels One and Two). Two Kaibutsu-Gunjin guard this room, each wearing body armor and carrying a submachinegun.

3: These two rooms, linked underground by heavy cables and piping, houses the immense ion generator used to power the facility. The chamber to the north is super-accelerator which speeds up the ions and strips the radioactivity, heat and static, sending them to the processing center located in the southern chamber. There, the byproducts are separated and processed within one of three computer-controlled EC modules (Energy Control) and eventually carried to the main generator whereupon power is supplied to each of the facilities' levels.

4: The mainframe room is accessed by a thick, steel-reinforced security door, which is always guarded by a single Kaibutsu-Gunjin armed with an assault rifle. The door can only be opened by the use of two passcards at the same time or via controls located within the security facility on Level Two.

The mainframe room is a large, cold circular chamber, with a large, smooth black cylinder located in the middle, running from floor to ceiling. This device is the mainframe, and on the far side (away from the door) is a single terminal. The information chips and laser discs stored inside the mainframe can be accessed manually by way of a small door operated by a six-digit combination lock.

The mainframe holds all records of work done in the complex and each computer in the complex is linked to the mainframe by way of each level's subprocessor mainframe. The mainframe is responsible for controlling the primary generator, water reclamation and the complex's power grid (all levels).

Tetsu Yamada and the Kaibustu-Gunjin have been using human captives and Wild Breeders to facilitate the enlargement and deep tunneling of shelters, storage facilities and warrens. Large expanses have been cleared away underground, resulting in multilevel breeding facilities which will eventually honeycomb four square miles, as Tetsu Yamada has planned.

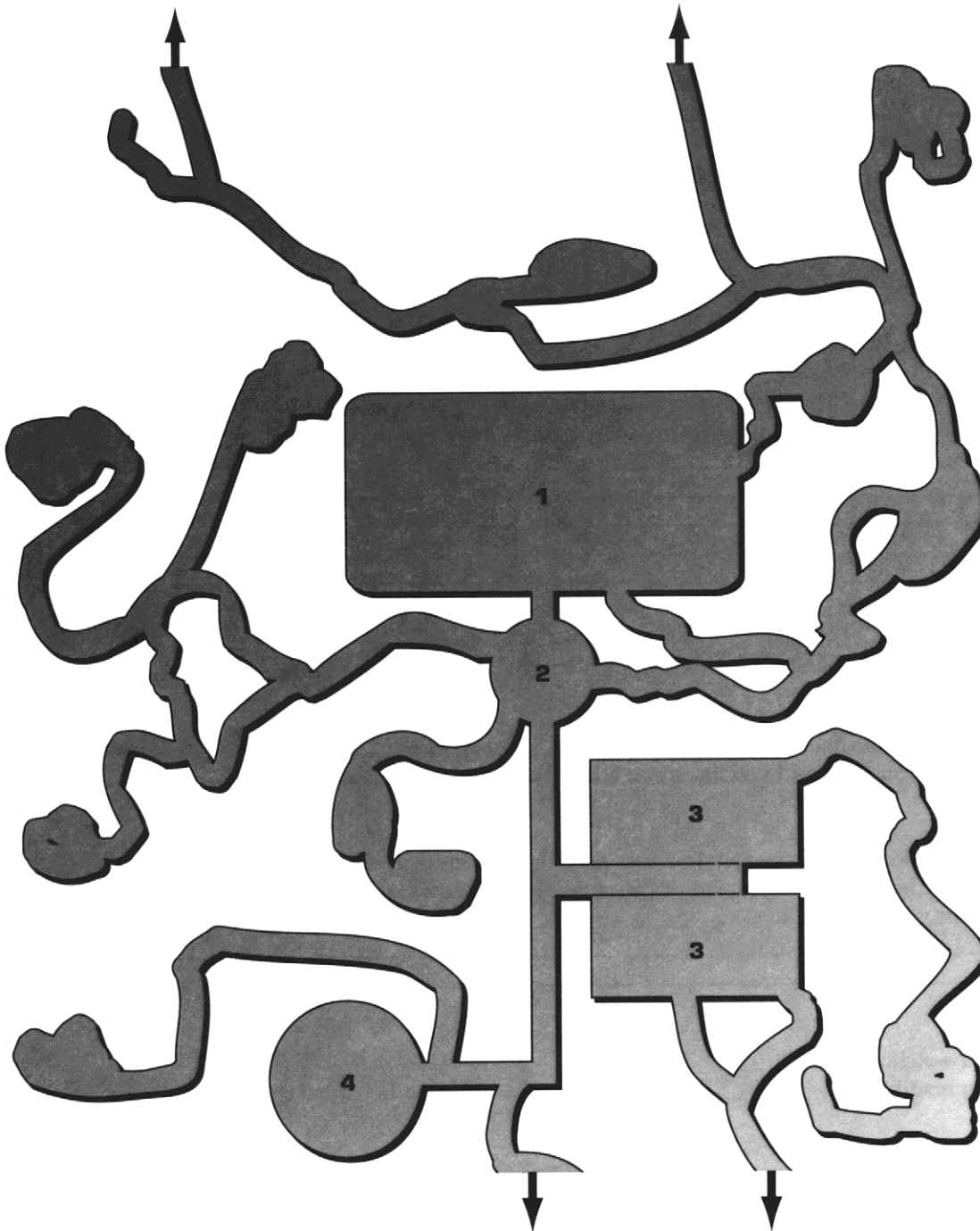
Various areas are worked on at different times using all-Breeder or all-human workforces and operate in four hour shifts. The human captives, once done with their shift, are returned to their chamber located on Level Three, while the Wild Breeders are kept locked up in a filthy pen deep within the tunnels.

Kaibutsu-Gunjin guards constantly roam the tunnels, each armed with an assault rifle and a machete. Humans or Wild Breeders that attempt to escape are shot on the spot and brought to the termination centers on Level Three or brought up to the kitchen's freezer on Level One.

Note: When Spawn are placed within cadavers, each chamber is sealed with a stone or steel door to keep the creature within the warren and away from other Spawn or Breeders. Oxygen pumped into the room ensure the newly-formed creature can breathe and careful monitoring allows the Kaibutsu-Gunjin to know when the Breeder is ready to be released and trained.

AKIRA-11 COMPLEX

Level Four



Subject: Akira-11 Complex
Designer: Miramoto Associates
Date: November 12, 2016
Blueprint: Mainframe Level

QUESTIONNAIRE

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Illustrations	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Based on the information presented in the sourcebook, and taking into consideration the release of two supplements (MAR-13-M and Breeder Compendium), what future supplements would you like to see come out? (Please list in order of your personal/gaming priority.)

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A Wasteland guide screams in horror as he watches the 9mm rounds land with dull thuds upon the advancing Breeder — A Kyofu runs through a small nomadic encampment throwing people left and right as the beast corrals its victims — TAD officers continue to set up their temporary headquarters unaware that several cybernetically enhanced Breeders are on the hilltop scanning them with binoculars...

This is future Japan. A chaotic world where genetic tampering has created a race of creatures bent on the destruction of mankind. The Breeder Compendium is your guide to the chaos; an informative expose into the Breeder mindset.

Highlights include:

In-depth Background
(Project Dominion and Domination)
Reproduction
Expansion
Evolution and Devolution
Wild Breeders
Breeder Creation Rules
Breeder Examples
Akira-11 Complex



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