Welcome aboard the Ishimura, where all had begun.

Dead Space SW allows you to create one-shot adventure or campaign in the horrific world of Dead Space. The video games have given the basis of an interesting storyline, your turn to create your own story and give your players the opportunity to follow Isaac Clarke’s footsteps.

The game is based upon the easy and dynamic Savage Worlds rules, although modified to make the game harder and give a stressful atmosphere. The weapons and the necromorphs are less powerful compared than they should compared to other SW products. The reason is that I wanted to limit the number of dice.

In this book you will find a brief history of Dead Space and the Church of Unitology, a description of the available equipment, a bestiary of Necromorphs, the list of the modified rules, as well as a character sheet.

I have no copyrights on the images and the text. However I have made the Necromorphs stats, the modified rules, the character sheet, the scenario and the page layout. I hope my work highlights the work of all you, illustrators and character designers.

Enjoy your reading,

Gregory ”Sky_Marshall” Huyghe

gregoryhuyghe.com
Acknowledgement

Of course, the game developer website: Link

For the font, this is the work of Nick Polyarush: Link1 & Link2

The Dead Space wiki page (text and images): Link

For a lot of images, I couldn’t find who was the creator, so if you want me to put your name here, just send me an email and it will be done ;)

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Earth has been through an extinction-level event, caused by rapacious and unsustainable use of resources. The remaining humans realized that the only way to gain the resources to survive would be to search new planets for resources. That’s where the Concordance Extraction Corporation comes in. At a time of near-desperation, the CEC engineered the ship that would eventually save all of humanity: The USG Ishimura.

The USG Ishimura was a ship designed for the new resource-gathering practice: Planetcracking. The Ishimura’s job was to mine other planets for their most rare and most valuable resources to take back to Earth. Even though there have been subsequent Planetcrackers [a small fleet now exists], the Ishimura remains the iconic symbol of mankind’s will to survive, even after all these decades. Thanks to Planetcracking, mankind is now thriving again, and resources are plentiful.

Earth is the human homeworld and the center of all human activities in colonized space, in addition to being the most populated planet.

Earth’s non-renewable resources had already been spent to fuel the first major expansion into space.

Soon the dwindling resources of the new colonies were insufficient to supply Earth the resources it needed to survive, triggering the latest series of conflicts known as the Resource Wars where numerous factions battled for dominance of Earth and all of the colonies.

The Resource Wars came to an end when planet cracking was developed by the Concordance Extraction Corporation to fuel mankind’s immeasurable thirst for resources.

The Earth Government Colonial Alliance, known also as Earth Government and EarthGov, is the executive branch of Earth and its colonies, responsible for administrating the territories that officially fall under its control.

EarthGov is deeply entrenched in the affairs of colonial politics, business and military administration. It holds the power to control travel throughout colonial space and, if required, to police, establish curfews and restrict traffic in certain areas, as well as dispatch military and naval forces to remove elements believed to ignore or threaten its orders.

Among the government’s activities are numerous black or secret operations projects intended to hide, from popular scrutiny, several of its sensitive initiatives, such as the Markers. Three hundred years prior to the year 2508 and the events on Aegis VII, EarthGov had been spearheading research into deciphering the coding of the Black Marker, an artifact of alien origin found on Earth. Its research team was kept under extreme observation due to the mysterious, and possibly dangerous, nature of the Marker.

The Concordance Extraction Corporation, also referred to as CEC, is a public trading company at the forefront of the deep space mining industry. They are the largest solar mining and extraction company in the Earth colonies, and the fifth largest company in terms of market capital. The CEC is responsible for the creation of the giant Planet Cracker-class starships.

The CEC are the owners of the USG Ishimura, and USG Kellion; but apparently possess other similar vessels. The company seems to be linked to Unitology, as it sends the Ishimura to retrieve the Red Marker and apparently has no qualms about partaking in illegal mining operations frequently.

Their logo is a large ‘C’ with either a red or gold planet, depending on the logo, and the corporation’s headquarters is based on Earth. The company likely profits in the trillions or hundreds of billions from mining. The CEC owns and operates at least two ship yards: one on Mars and the other an orbital ship yard located above Earth.
The promise of the Church of Unitology is one of «transformation and rebirth».

Unitologists adamantly believe that the human race was created by the intelligent design of a divine alien agency, and will be reunified after death in Heaven through the power of a sacred artifact known as the Marker. Their theology is based on the study and debate of the mysteries of the Black Marker.

The Black Marker is an alien artifact, discovered on Earth by the Earth Government in 2214. It was then hidden to discourage alien belief, yet was brought to public knowledge by Michael Altman, who had been contracted to research the Marker nearly 300 years prior to the events of Dead Space. It is the source of the codes the Earth Government copied to create their own Markers, which have the same devastating effects as the original.

The Church publicly conveys a positive and appealing message of social harmony and unity, as well as apparent environmentalist concerns as evidenced in their concern over planet cracking and the apparent destructive course they believe the Earth Government has taken.

The Unitologist religion is highly eschatological, based on their concept of the end of days similar to the apocalypses described in many religions. Death is central to Unitology. Unitologists believe that all living beings will intertwine in the manner of the two prongs of the Marker, to become one. They call this process Convergence and believe that it will alleviate all of the destructive materialistic problems of the human race.

To have a hardcore setting which gives the Dead Space feeling, you need to use these setting rules, both from the Core Savage Worlds Book and home-made:

- Critical failure
- One die explosion maximum, for Trait tests & Damage rolls
- Shaken = pace halved in addition to the normal rule
- Strategic dismemberment: a wound on a necromorph’s limb = dismemberment
- Necromorphs die with the fourth wound, a dismemberment = 2 wounds
- A necromorph which loses an arm (only one attack), a leg (pace halved), its head (-2 to every ability or skill tests)
- Enhanced necromorphs have +2 to Attributes & Skills test; Damages and Toughness

Dead Space SW is made for good one-shots or short campaigns. With this goal in mind I have reduced the number of skills and created some only for this game. Here the list:

- **Fighting** (A): When you fight with your hands or a melee weapon
- **Shooting** (A): When you use a firearm or a tool which shoot
- **Throwing** (A): When you throw something, to fight or anything else
- **Moving** (A): When you move in an area with gravity
- **Stealth** (A): When you try to hide yourself or something
- **Zero-G** (A): When you move in an area without gravity
- **Stasis** (A): When you use Stasis, even for aiming
- **Kinesis** (A): When you use Kinesis, even for aiming
- **Computing** (Sm): To deal with all the technologies on board the spaceship
- **Bench** (Sm): When you want to craft something, except Medpacks
- **Senses** (Sp): Everytime you use your senses to spot something or know you are spotted
- **Relationship** (Sp): Everytime you speak with or need to have a feeling about someone
- **Healing** (Sm): To make Medpacks and use them

Isaac, be careful. Shooting them in the body didn’t seem to work. Go for the limbs, dismember them. That should do the job.

I’ve almost got this thing fixed! Just a little bit longer!
Resource Integration Gear, or RIG for short, is an integrated health management and strength augmentation system that assists users in previously impossible and dangerous environments.

All RIGs share several basic features. A spine-mounted display serves to indicate the user’s general state of health as a glowing segmented bar which depletes as the user takes damage. When the user dies, it emits a “flat-line” sound similar to an EKG, which is loud enough to alert others within earshot of the RIG wearer’s demise.

Stasis Module
Stasis is used to severely decrease the speed of machinery.

Kinesis Module
Kinesis allows the user to lift heavy objects with ease.

Oxygen Storage
The engineering suits will become airtight when entering a vacuum or an area with a toxic atmosphere.

Zero-Gravity Boots
Allows the wearer to cling to metal surfaces when in zero-gravity environments.

Maneuvering Thrusters
Maneuvering thrusters allows user to navigate easily in a zero-gravity environment.

Radiation Protection and Geiger Counter
Engineering suits seem to offer protection from radiation and have a Geiger counter built in.

Standard Engineer RIG
The Standard Engineer RIG is the most basic form of Resource Integration Gear available for engineers throughout the course of their employment.

Standard Miner RIG
The Standard Miner RIG is the upgraded version of the Standard Engineer RIG and is available for use for the miners during mining operations.

Intermediate Engineer RIG
The Intermediate Engineer RIG is an exclusive Resource Integration Gear available for Class 4 engineers and is a standard equipment when working in mildly hazardous environments.

Intermediate Miner RIG
The Intermediate Miner RIG is available for Class 2 miners and is a standard equipment when working in hostile environments or during a hazardous mining operation.

Advanced Engineer RIG
The Advanced Engineer RIG is available only to upper class engineers who have passed rigorous training and performed multiple repairs in hostile environments.

<table>
<thead>
<tr>
<th>RIG</th>
<th>Armor</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standard Engineer RIG</td>
<td>+1</td>
<td>4 slots</td>
</tr>
<tr>
<td>Standard Miner RIG</td>
<td>+2</td>
<td>5 slots</td>
</tr>
<tr>
<td>Intermediate Engineer RIG</td>
<td>+3</td>
<td>6 slots, +1 Bench</td>
</tr>
<tr>
<td>Intermediate Miner RIG</td>
<td>+4</td>
<td>7 slots, +1 Kinesis</td>
</tr>
<tr>
<td>Advanced Engineer RIG</td>
<td>+5</td>
<td>8 slots, +1 Bench</td>
</tr>
</tbody>
</table>
The Security RIG is the suit used by the Law Enforcement Forces of the Earth Government.

The Patrol RIG is constructed upon a base Security Suit with several modifications. The suit is worn by police officers on patrol duty.

The Soldier RIG is a military-grade RIG, issued to Earth Defense Force personnel when everything is going bad.

The Advanced Soldier RIG is a military-grade RIG, issued to Earth Defense Force personnel. The RIG features built-in Stasis and Kinesis modules.

The Elite Security RIG is worn by the officers of the Law Enforcement Forces of the Earth Government.

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The Hacker Suit is worn by computing specialists who repair electronic spaceships devices.

The Hazard Rig gives all the protection you need to survive in harsh condition, and have saved many dying persons.

The Advanced RIG is a prototype made by the CEC to improve its workers productiveness.

The Forged RIG is your insurance against death thanks to its armored plates.

The Triage RIG is worn by workers who deal with dangerous component such as air fans.

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<table>
<thead>
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<tbody>
<tr>
<td>Security RIG</td>
<td>+3</td>
<td>6 slots, +1dmg Pulse rifle</td>
</tr>
<tr>
<td>Patrol RIG</td>
<td>+4</td>
<td>6 slots, +1dmg Pulse &amp; Seeker rifles</td>
</tr>
<tr>
<td>Soldier RIG</td>
<td>+6</td>
<td>8 slots, +1dmg Seeker rifle</td>
</tr>
<tr>
<td>Advanced Soldier RIG</td>
<td>+7</td>
<td>8 slots</td>
</tr>
<tr>
<td>Elite Security RIG</td>
<td>+6</td>
<td>8 slots, +1dmg Javelin gun</td>
</tr>
<tr>
<td>Hacker RIG</td>
<td>+4</td>
<td>5 slots, +1 Computing</td>
</tr>
<tr>
<td>Hazard RIG</td>
<td>+4</td>
<td>5 slots, +1 all Healing</td>
</tr>
<tr>
<td>Advanced RIG</td>
<td>+5</td>
<td>5 slots, Statis recharge halved</td>
</tr>
<tr>
<td>Forged RIG</td>
<td>+4</td>
<td>5 slots, +1 Incapacitation roll</td>
</tr>
<tr>
<td>Triage RIG</td>
<td>+4</td>
<td>5 slots, +1 round Stasis duration</td>
</tr>
</tbody>
</table>
**Patient RIG**
A light RIG given to wounded workers and soldiers. Not the type of RIG to engage a close combat. Can be use as any civilian RIG.

The Agility RIG is used by specialists who need precision in their work.

The Heavy RIG is tough and ready for all types of mission. A good ally in harsh times.

The Zealot RIG is worn by the fanatics of the Unitologist Church. It is a real pain in the ass for the EarthGov forces.

The Riot RIG, the best RIG to disperse demonstrators, especially Unitologists nuts.

### RIG Armor Notes

<table>
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<tr>
<th>RIG</th>
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<th>Slots</th>
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</tr>
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<tbody>
<tr>
<td>Patient RIG</td>
<td>+0</td>
<td>4</td>
<td>4 slots, +1 Stealth</td>
</tr>
<tr>
<td>Agility RIG</td>
<td>+4</td>
<td>5</td>
<td>5 slots, +1 Moving &amp; Zero-G</td>
</tr>
<tr>
<td>Heavy RIG</td>
<td>+6</td>
<td>5</td>
<td>5 slots, +1dmg Contact bean, Line gun, Detonator</td>
</tr>
<tr>
<td>Zealot RIG</td>
<td>+4</td>
<td>5</td>
<td>5 slots, +1dmg Force gun</td>
</tr>
<tr>
<td>Riot RIG</td>
<td>+6</td>
<td>6</td>
<td>6 slots, +1dmg Contact beam</td>
</tr>
</tbody>
</table>

**Arctic RIG**
The Arctic RIG is the RIG to wear when you are in an extreme temperature environment.

The Sharpshooter RIG is worn by the best marxmen of the Earth Gov forces.

### RIG TABLE

<table>
<thead>
<tr>
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</tr>
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<tbody>
<tr>
<td>Arctic RIG</td>
<td>+6</td>
<td>8 slots, +1dmg Flamethrower</td>
</tr>
<tr>
<td>Sharpshooter RIG</td>
<td>+4</td>
<td>4 slots, +1 Shooting &amp; Senses</td>
</tr>
</tbody>
</table>

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<td>4 slots, +1 Stealth</td>
</tr>
<tr>
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<td>+1</td>
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<tr>
<td>Standard Miner RIG</td>
<td>+2</td>
<td>5 slots</td>
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<td>Intermediate Engineer RIG</td>
<td>+3</td>
<td>6 slots, +1 Bench</td>
</tr>
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<td>Security RIG</td>
<td>+3</td>
<td>6 slots, +1dmg Pulse rifle</td>
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<tr>
<td>Intermediate Miner RIG</td>
<td>+4</td>
<td>7 slots, +1 Kinesis</td>
</tr>
<tr>
<td>Patrol RIG</td>
<td>+4</td>
<td>6 slots, +1dmg Pulse &amp; Seeker rifles</td>
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<td>Hacker RIG</td>
<td>+4</td>
<td>5 slots, +1 Computing</td>
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<td>Hazard RIG</td>
<td>+4</td>
<td>5 slots, +1 all Healing</td>
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<td>+4</td>
<td>5 slots, +1 Incapacitation roll</td>
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<tr>
<td>Triage RIG</td>
<td>+4</td>
<td>5 slots, +1 round Stasis duration</td>
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<tr>
<td>Agility RIG</td>
<td>+4</td>
<td>5 slots, +1 Moving &amp; Zero-G</td>
</tr>
<tr>
<td>Zealot RIG</td>
<td>+4</td>
<td>5 slots, +1dmg Force gun</td>
</tr>
<tr>
<td>Sharpshooter RIG</td>
<td>+4</td>
<td>4 slots, +1 Shooting &amp; Senses</td>
</tr>
<tr>
<td>Advanced Engineer RIG</td>
<td>+5</td>
<td>8 slots, +1 Bench</td>
</tr>
<tr>
<td>Advanced RIG</td>
<td>+5</td>
<td>5 slots, Stats recharge halved*</td>
</tr>
<tr>
<td>Soldier RIG</td>
<td>+6</td>
<td>8 slots, +1dmg Seeker rifle</td>
</tr>
<tr>
<td>Heavy RIG</td>
<td>+6</td>
<td>5 slots, +1dmg Contact beam, Line gun, Detonator</td>
</tr>
<tr>
<td>Riot RIG</td>
<td>+6</td>
<td>6 slots, +1dmg Contact beam</td>
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<td>Arctic RIG</td>
<td>+6</td>
<td>8 slots, +1dmg Flamethrower</td>
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<td>+7</td>
<td>8 slots</td>
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</tbody>
</table>

*Stasis module upgrade only for doubled range

A RIG gives you 20 rounds of oxygen in Zero-G or hazardous environnement. To recharge, it needs the same amount of turns used to breath. You can bring no more than 2 weapons and 4 ammo clips.
During your adventure, you will acquire weapons and mining tools. Weapons may seem more effective, but there is nothing like a good mining tool to cut some necromorphs limbs.

About the ammunition, Dead Space SW uses universal ammo, each clip is full of energy and adapts its shape to the gun by a nano-process. When it is load in a gun, you can’t switch it. You can recharge the clip before it is empty at a bench. When recharge, it can be loaded on another weapon.
The PC can only take 4 ammo cells with them, no matter how many slots they have free.

Range is short compared to classic savage worlds rules. It is to adapt the anxious close-combat style of Dead Space.

So load your gun and get ready for slaughter in the corridors of some infested spaceships.

<table>
<thead>
<tr>
<th>Mode</th>
<th>Range</th>
<th>Damage</th>
<th>RoF</th>
<th>Shots</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shockwave</td>
<td>6/12/18</td>
<td>4d8 against the lowest toughness</td>
<td>1</td>
<td>3</td>
<td>1 action to charge, same clip**</td>
</tr>
<tr>
<td>Radial Ground-based</td>
<td>0</td>
<td>2d4 + Vigor roll (10), fail = Shaken</td>
<td>1</td>
<td>3</td>
<td>**</td>
</tr>
</tbody>
</table>

The C99 Supercollider Contact Beam, also referred to simply as the Contact Beam, is a heavy engineering tool designed to pound and soften hard, raw minerals into smaller pieces.

Precious ores and minerals are sometime contained within large toughened rocks, which poses a problem to smaller mining equipment. That’s where a C99 Supercollider Contact Beam comes in, it is designed specifically for splitting and obliterating tough materials and meteors, for easy extraction of the ore within.

The primary fire is powerful enough to kill nearly every creature regardless of where the shot hits, so simply focus on hitting the creature. The secondary fire is best used when you are surrounded or cornered by Necromorphs, as it can knock them back and buy time for an escape.
The V101-Core Extractor is a heavy duty tool designed for extracting core samples, described as being able to penetrate 65% of all known elements.

The primary fire mode fires four plasma beams in a diamond configuration composed of four separate beams at 90 degree angles to each other. The alternate firing mode compresses all four beams together into a continuous stream.

The Core Extractor is an incredibly devastating weapon, only limited by its low ammo capacity and rate of fire.

<table>
<thead>
<tr>
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<th>Shots</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plasma blast</td>
<td>6/12/18</td>
<td>4d10</td>
<td>1</td>
<td>3</td>
<td>AP4**</td>
</tr>
<tr>
<td>Plasma beam</td>
<td>6/12/18</td>
<td>3d8*</td>
<td>1</td>
<td>3</td>
<td>AP4, **1 action to charge, same clip</td>
</tr>
</tbody>
</table>

* The plasma penetrates through the targets to the maximum range with the same power

**HEAVY PULSE RIFLE**

The Heavy Pulse Rifle is a good weapon when used for crowd control. Although it has a high rate of fire, it will overheat. During this time period the weapon cannot be fired and has to cool down.

This weapon dishes out tremendously large amounts of damage, but because of the very low accuracy most shots would miss at long range so it is wiser to use it on close-up Necromorphs rather than attempting a snipe. It is one of the better weapons for Swarms or a small groups of Necromorphs. However, like the ordinary Pulse Rifle, it is not really a weapon meant for dismembering.

<table>
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<tr>
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<th>RoF</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Hypersonic rounds</td>
<td>8/16/24</td>
<td>2d10</td>
<td>4*</td>
<td>20</td>
<td>AP2, Auto, 3RB</td>
</tr>
</tbody>
</table>

* After an automatic fire or 3RB, the weapon is overheating, you have to wait 1 turn to fire

**DETONATOR**

The Detonator is a weapon that deploys laser tripmines that sticks onto any flat surface, be it a floor, wall, or ceiling.

If the laser sensors are disrupted, the set mines will detonate violently.

The Detonator is described as a trip mine that can be placed onto almost all types of terrain. Once placed, the mines would deploy three trip-lasers that runs infinitely.

If the lasers are disturbed, the trip mine will detonate and kill/severely maim anything caught within the blast radius. If the Detonator’s mine is not detonated, it can be picked back up after arming to be used at a later time.

The Detonator can also be used as a grenade launcher, the mines fired will explode if they hit an enemy or the surface.

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</tr>
</thead>
<tbody>
<tr>
<td>Laser tripmines</td>
<td>3d8*</td>
<td>1</td>
<td>6</td>
<td></td>
<td>AP2 triggered when human or necromorph in a 1&quot; radius</td>
</tr>
<tr>
<td>Grenade-Mines</td>
<td>8/16/24</td>
<td>3d8*</td>
<td>1</td>
<td>6</td>
<td>AP2</td>
</tr>
</tbody>
</table>

* 2d8 targets hit within a 2" radius.

Detonator Mines are sensor-tripped mining charges that can be placed onto any surface.
Designed to hack and slice through solid rock, the RC-DS Remote Control Disc Ripper is an extremely dangerous tool. In less skilled hands, it's an accident waiting to happen, ejecting incredibly sharp diamond-coated tungsten blades at up to 17,000 RPM to cut through anything in front of it.

The Ripper is a handheld cutting tool that launches a circular sawblade, which is attached to a miniature gravity tether. The Ripper’s primary function launches a sawblade that hovers in front of the tool for a default 7 seconds, while the secondary function ejects an un-tethered saw disc at high speed.

<table>
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<tr>
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<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tethered blade</td>
<td>2</td>
<td>2d8</td>
<td>1</td>
<td>10</td>
<td>AP2*</td>
</tr>
<tr>
<td>Untethered blade</td>
<td>4/8/12</td>
<td>2d8**</td>
<td>1</td>
<td>10</td>
<td>AP2</td>
</tr>
</tbody>
</table>

* The blade lasts until the next round, 2 foes within 2' from you suffer 2d8 damages per round, then the blade goes forward and inflict 1d8 damages for one target on its path.
** The blade goes at the maximum range, hitting each target on its way. -4 to the damages after each target hit.

In close quarters, you can aim downwards and use primary fire to rip off the Necromorphs’ legs, which should slow them down considerably.

The Ripper is one of the best limb slicers in the game. Use Stasis with the Ripper to slice apart enemies in a single blade with the primary fire. Unfortunately it is very hard to target arms with primary fire, and they are better taken on with slicer fire.

Designed to hack and slice through solid rock, the RC-DS Remote Control Disc Ripper is an extremely dangerous tool. In less skilled hands, it's an accident waiting to happen, ejecting incredibly sharp diamond-coated tungsten blades at up to 17,000 RPM to cut through anything in front of it.

The Divet is a compact pistol with semi-automatic fire. The Divet fires laser-sliced slugs composed of lead alloy in primary fire mode, and shoots three slugs simultaneously in secondary fire mode.

<table>
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</tr>
</thead>
<tbody>
<tr>
<td>Shot-blasting</td>
<td>2/4/6</td>
<td>2d6*</td>
<td>1</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>Three slugs</td>
<td>4/8/12</td>
<td>2d6</td>
<td>1</td>
<td>20</td>
<td>AP2, semi-auto</td>
</tr>
</tbody>
</table>

* Hits one adjacent target to the one you aimed at.

The SH-B1 Plasma Saw is designed for dissection of heavy duty materials in both on and off-site locations. Users are advised to always wear protective clothing when the saw is in use.

The SH-B1 model of plasma saw is a hand-portable cutter capable of chopping through ore, metal and even Necromorphs’ flesh.
The PFM-100 Hydrazine Torch Flamethrower, or Flamethrower for short, is an industrial tool used in the extraction of various ores and minerals during mining operations.

The PFM-100 Hydrazine Torch Flamethrower was originally designed to project a liquid hydrazine flame of 500 to 4,000 degrees Celsius onto the layers of ice that trapped valuable ores within comets.

The Flamethrower’s secondary fire shoots a ball of flame that explodes on contact. Upgrading changes the flame’s color from yellow, to orange, to blue, indicating its increasing temperature.

**Mode** | **Range** | **Damage** | **RoF** | **Shots** | **Notes**
--- | --- | --- | --- | --- | ---
Flames | 2” | 3d8 against the lowest toughness | 1 | 6 | Vigor roll (8), fail = move back 2”
Fireball | 4/8/12 | 3d8 against the lowest toughness | 1 | 6 | 1 action to charge before shooting

The Handheld Graviton Accelerator, commonly referred to as the Force Gun, is a short-range kinetic booster device. Its function in mining operations is to provide blasting power beyond conventional explosive charges, thus making it suitable for precise terraforming applications. Some practical examples may include shattering rocks into smaller rocks, sending rocks between miners in zero-gravity situations, or deflecting wayward rocks away from miners during space operations.

In combat, the Force Gun serves like a shotgun; the primary fire shoots a wide kinetic blast of energy outwards, damaging everything in front of it. The closer an enemy is to this blast, the more damage is caused.

The secondary fire is a narrow beam with a brief charge time. The beam seems to be able to go through multiple Necromorphs.
The Javelin Gun is a telemetric survey tool manufactured by Timson Tools, designed to fire titanium spikes or “javelins” at high speeds with extreme accuracy and piercing power.

Upon firing, the projectile will travel until it hits a surface, to which it will remain planted and cannot be removed by any means. If a sizeable enemy is hit with a flying spike, it will be pinned against the nearest adjacent surface, immobilizing it. Necromorphs larger than a Slasher (e.g. a Pregnant) cannot be pinned, no matter where the spike hits.

If no surfaces are within proximity, the impaled Necromorph would still be knocked down and stunned for a brief moment while sustaining high damage.

The alternate fire mode electriﬁes the titanium spike, causing electricity to arc off the spike and shock nearby humans and necromorphs.

---

**Javelin Gun**

The Javelin Gun uses javelins for penetrative survey work. These javelins pierce and impale enemies, and using the alt-ﬁre causes an electrical shock to be activated from the last javelin ﬁred.

---

**Line Gun**

The Line Gun is a wide-beamed slicer with timed mines. Like the Plasma Cutter’s secondary fire mode, the Line gun ﬁres a horizontal beam of energy.

Also like the Plasma Cutter, it is used for cutting down rocks and ore to smaller sizes, though it is designed for more heavy duty ore that the Plasma Cutter cannot cut through. Though it’s incapable of firing the same rate as the Plasma Cutter and Pulse Rifle, the Line Gun compensates by having a higher damage base rate.

---

The Line Gun’s secondary ﬁre mode is a timed mine. When detonated, the mines explode in a dazzling display of lasers that cut through anything nearby.

Drop mines amidst a group of Necromorphs and watch the parts ﬂy on hitting the creature. The secondary ﬁre is best used when the player is surrounded or cornered by Necromorphs, as it can knock them back and buy
The Plasma Cutter combines power and reliability in a portable package. The most common is the 211-V Plasma Cutter. Designed and manufactured by Schofield Tools, the 211-V is a tool designed to be used in mining operations. It uses two alignment blades on the side, and three lights on the front, to help the user accurately cut through softer minerals.

The Plasma Cutter delivers a cohesive pulse-stream, or “bolt”, of ionized plasma when fired. It is capable of firing bolts vertically (primary firing mode) and horizontally (secondary firing mode). The Plasma Cutter is very accurate, utilizing three blue lasers to indicate the desired cutting plane.

On impact with the target, bolt cohesion fails frontward first, penetrating the target with a focused jet of superheated matter. This causes intense localized shear effects as well as a tunneling thermal expansion. When used upon brittle, frozen rocks riddled with faults, it can split them open in one or two shots in skilled hands.

Against pliable targets, however, impact will cause minimal damage and thermal expansion will not so much cut as stress the area around the impact site, sometimes requiring several consecutive hits with the non-upgraded tool.

Still, when presented with a less than effective alternative against dense organic matter, the 211-V Plasma Cutter retains its utility.

<table>
<thead>
<tr>
<th>Mode</th>
<th>Range</th>
<th>Damage</th>
<th>RoF</th>
<th>Shots</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Both attacks</td>
<td>6/12/18</td>
<td>2d8</td>
<td>1</td>
<td>10</td>
<td>AP2, +2 Shooting</td>
</tr>
</tbody>
</table>

The SWS Motorized Pulse Rifle is a military-grade, triple-barreled assault rifle with a rapid rate of fire and large magazine ammunition capacity.

The Pulse Rifle is the standard-issue service rifle of the Earth Defense Force, and is also common among federal security forces, corporate security officers, and civilians.

The Pulse Rifle discharges ultra low caliber rounds at hypersonic speeds, each carrying tremendous amounts of kinetic energy: these rounds are designed to squash (or “mushroom”) on impact, transferring their energy to the target and causing immense localized trauma.

The first variant of the Pulse Rifle is seemingly used extensively in shipboard combat operations, often by corporate security officers and EDF Naval/Marine personnel. This variant of the standard SWS Rifle is capable of 360°, radial fire, used to effectively engage targets on all sides of the user.
REVOlVER

The Revolver is the standard-issue sidearm of S.C.A.F. officials.

The Revolver is quite powerful, and is capable of landing precise shots at any target. However, the weapon also has a few shortcomings of its own.

The Revolver only has 6 bullets in its cylinder, and coupled with its slow fire rate can make crowd-controlling tedious.

Its damage, however, is relatively high, enough to kill most standard Necromorph variants with a single body shot.

<table>
<thead>
<tr>
<th>Mode</th>
<th>Range</th>
<th>Damage</th>
<th>RoF</th>
<th>Shots</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bullet</td>
<td>6/12/18</td>
<td>2d12</td>
<td>1</td>
<td>6</td>
<td>AP4, Rapid fire</td>
</tr>
</tbody>
</table>

SHOTGUN

The Shotgun has high initial damage offset by a low rate of fire and a long reload time, but it’s capable of knocking Necromorphs down (and even killing some instantly) with one well-aimed shot, or with upgrades.

It is effective when multiple enemies/Necromorph weak points are clustered together, as a single shot is capable of shredding many targets with its extreme firepower.

The shotgun is effective at close to medium range and can cause tremendous damage to human and necromorph foes alike.

<table>
<thead>
<tr>
<th>Mode</th>
<th>Range</th>
<th>Damage</th>
<th>RoF</th>
<th>Shots</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shotgun shell</td>
<td>2/4/6</td>
<td>1-3d8</td>
<td>1</td>
<td>10</td>
<td>If hit, the target is Pushed from 2”</td>
</tr>
<tr>
<td>Shotgun slug</td>
<td>6/12/18</td>
<td>2d10</td>
<td>1</td>
<td>10</td>
<td>AP2</td>
</tr>
</tbody>
</table>

RIVET GUN

The 935 Bonder Rivet Gun is a tool used by Concordance Extraction Corporation employees in deep space mining operations. The second firing mode of the Rivet Gun is to charge up the power to shoot through more dense materials.

The Rivet Gun fires high velocity rivets that can nail items to each other over long distances. The second firing mode of the Rivet Gun was to charge up the power to shoot through more dense materials.

<table>
<thead>
<tr>
<th>Mode</th>
<th>Range</th>
<th>Damage</th>
<th>RoF</th>
<th>Shots</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rivet</td>
<td>4/8/12</td>
<td>2d8</td>
<td>1</td>
<td>15</td>
<td>AP2</td>
</tr>
<tr>
<td>Charged rivet</td>
<td>4/8/12</td>
<td>2d10</td>
<td>1</td>
<td>15</td>
<td>AP2, 1 round to charge before shooting</td>
</tr>
</tbody>
</table>

### Rivet Gun Edition

- **Mode**: Rivet, Charged rivet
- **Range**: 4/8/12, 4/8/12
- **Damage**: 2d8, 2d10
- **RoF**: 1
- **Shots**: 15
- **Notes**: AP2, AP2, 1 round to charge before shooting

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[288x19]26 27

The Revolver is quite powerful, and is capable of landing precise shots at any target. However, the weapon also has a few shortcomings of its own.

The Revolver only has 6 bullets in its cylinder, and coupled with its slow fire rate can make crowd-controlling tedious.

Its damage, however, is relatively high, enough to kill most standard Necromorph variants with a single body shot.

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<tr>
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<th>RoF</th>
<th>Shots</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bullet</td>
<td>6/12/18</td>
<td>2d12</td>
<td>1</td>
<td>6</td>
<td>AP4, Rapid fire</td>
</tr>
</tbody>
</table>

The Shotgun has high initial damage offset by a low rate of fire and a long reload time, but it’s capable of knocking Necromorphs down (and even killing some instantly) with one well-aimed shot, or with upgrades.

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<tr>
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<th>RoF</th>
<th>Shots</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Shotgun shell</td>
<td>2/4/6</td>
<td>1-3d8</td>
<td>1</td>
<td>10</td>
<td>If hit, the target is Pushed from 2”</td>
</tr>
<tr>
<td>Shotgun slug</td>
<td>6/12/18</td>
<td>2d10</td>
<td>1</td>
<td>10</td>
<td>AP2</td>
</tr>
</tbody>
</table>

The 935 Bonder Rivet Gun is a tool used by Concordance Extraction Corporation employees in deep space mining operations. The second firing mode of the Rivet Gun is to charge up the power to shoot through more dense materials.

The Rivet Gun fires high velocity rivets that can nail items to each other over long distances. The second firing mode of the Rivet Gun was to charge up the power to shoot through more dense materials.

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<thead>
<tr>
<th>Mode</th>
<th>Range</th>
<th>Damage</th>
<th>RoF</th>
<th>Shots</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rivet</td>
<td>4/8/12</td>
<td>2d8</td>
<td>1</td>
<td>15</td>
<td>AP2</td>
</tr>
<tr>
<td>Charged rivet</td>
<td>4/8/12</td>
<td>2d10</td>
<td>1</td>
<td>15</td>
<td>AP2, 1 round to charge before shooting</td>
</tr>
</tbody>
</table>

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[288x19]26 27
The Seeker Rifle is a powerful sniper rifle capable of delivering long-range fire. It can sever limbs if properly aimed and can pull off headshots, leaving Necromorphs swinging around blindly while you fire away.

Its secondary function provides an enhanced zoom, thus allowing even greater precision and damage. Only use the Seeker Rifle when there’s a good distance between the player and any given Necromorph.

Using it at close range isn’t a good idea, but if you’re good with semi-automatic rifles, it can be a very effective, almost-always one-hit kill against most enemies, even with body shots.

The Seeker Rifle is a riot control device that is meant for accuracy at long-range. It packs a punch but is slow to reload. Use the alt-fire to zoom in with the scope for even greater damage.

The Tesla Enervator is a focused energy tool. Sovereign Colonies scientists developed the “Enervator” from an overdriven focus coil to “humanely” eliminate dangerous specimens.

The Enervator delivers a precision blast causing instantaneous electrocution and molecular destabilization in the target. In test subjects, death was instantaneous.

Not bad for two-hundred-year-old tech. I think I’ll borrow it for a while.

**SEEKER RIFLE**

<table>
<thead>
<tr>
<th>Mode</th>
<th>Range</th>
<th>Damage</th>
<th>RoF</th>
<th>Shots</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>On sight shot</td>
<td>12/24/36</td>
<td>2d10</td>
<td>1</td>
<td>10</td>
<td>AP2</td>
</tr>
<tr>
<td>Scope shot</td>
<td>12/24/36</td>
<td>2d12*</td>
<td>1</td>
<td>10</td>
<td>AP2</td>
</tr>
</tbody>
</table>

* A scope shot includes the aim action. So you have a +2 bonus to shoot and inflict 2d12 damages instead of 2d10. You have to begin a scope shot the first turn, then shoot at the second.

**TESLA ENERVATOR**

<table>
<thead>
<tr>
<th>Mode</th>
<th>Range</th>
<th>Damage</th>
<th>RoF</th>
<th>Shots</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electricity beam</td>
<td>4/8/12</td>
<td>3d8*</td>
<td>1</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Electricity cone</td>
<td>2/4/6</td>
<td>1-3d8*</td>
<td>1</td>
<td>10</td>
<td></td>
</tr>
</tbody>
</table>

* Against the lowest toughness. The target has a -2 penalty to its Shaken roll.
**WEAPONS & RIG UPGRADES**

A Rig or a weapon can only have two upgrades.

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>For</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kinesis upgrade</td>
<td>Every Rig</td>
<td>Doubled range, even for a Slasher blade</td>
</tr>
<tr>
<td>Stasis upgrade</td>
<td>Every Rig</td>
<td>Double ranged OR recharge time halved</td>
</tr>
<tr>
<td>Armored Rig</td>
<td>Every Rig</td>
<td>+1 to the armor of the Rig (T)</td>
</tr>
<tr>
<td>Slot multiplier</td>
<td>Every Rig</td>
<td>+1 slot</td>
</tr>
<tr>
<td>Particles Condenser</td>
<td>Every weapon</td>
<td>+20% ammo, minimum +1</td>
</tr>
<tr>
<td>Particles Focuser</td>
<td>Every weapon</td>
<td>+2' for each range</td>
</tr>
<tr>
<td>Particles Amplifier</td>
<td>Every weapon</td>
<td>+2 damage (T)</td>
</tr>
<tr>
<td>Particles Warmer</td>
<td>Every weapon</td>
<td>+1 AP (T)</td>
</tr>
<tr>
<td>Particles Accelerator</td>
<td>Pulse &amp; Heavy Rifle</td>
<td>RoF +1 (T)</td>
</tr>
<tr>
<td>Night scope</td>
<td>Seeker rifle</td>
<td>No darkness penalty</td>
</tr>
<tr>
<td>Expanded particles</td>
<td>Every explosion</td>
<td>+1d4 targets (T)</td>
</tr>
<tr>
<td>Electrified particles</td>
<td>Electricity damages</td>
<td>+2 damage**</td>
</tr>
<tr>
<td>Burning particles</td>
<td>Fire damages</td>
<td>+2 damage**</td>
</tr>
<tr>
<td>High-speed rotation</td>
<td>Plasma Saw &amp; Disk Ripper</td>
<td>+2 damage**</td>
</tr>
<tr>
<td>Double sight</td>
<td>Divet</td>
<td>One Divet in each hand possible</td>
</tr>
<tr>
<td>Shaken particles</td>
<td>Vigor rolls due to weapons</td>
<td>TN +1 to Vigor rolls (T)</td>
</tr>
<tr>
<td>Dead Space</td>
<td>Plasma Cutter</td>
<td>+1 aiming against Slashers* (T)</td>
</tr>
</tbody>
</table>

* Optional upgrade, only if your GM agrees
** Can’t be added with Particles Amplifier, except for the Plasma Saw

**OTHER STUFF**

Kinesis module: Kinesis skill is used to move or throw objects with the kinesis module. There is no need to recharge the kinesis module, but you can’t use it and do multiple actions.

Kinesis module range: 1/2/4

If you use the kinesis module to throw a Slasher blade: 2/4/8, 2d6

Heavy objects always have a kinesis receiver to move them according to their mechanism.

Stasis module: Stasis skill is used to aim and slow down targets with the stasis module.

Stasis module range: 1/2/4, with -2 to your test, you can try to aim at the same time an adjacent necromorph to your first target, -4 if you try to aim two adjacent necromorphs.

A slowed down necromorph has its paced halved and can’t do more than one action each round.

**EQUIPMENT SPAWNING**

This table is here to help you put some stuff in your spaceship when you need to improvise.

To choose between the four tables, roll 1d12, scores are written below.

<table>
<thead>
<tr>
<th>Other stuff(6-8)</th>
<th>1d100</th>
<th>Roleplay (1-5)</th>
<th>1d100</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scrap Metal</td>
<td>01-45</td>
<td>Notebook</td>
<td>01-29</td>
</tr>
<tr>
<td>Semiconductors</td>
<td>46-53</td>
<td>Audio Log</td>
<td>30-44</td>
</tr>
<tr>
<td>Transducers</td>
<td>54-60</td>
<td>Video Log</td>
<td>45-59</td>
</tr>
<tr>
<td>Stasis pack</td>
<td>61-66</td>
<td>A dying survivor</td>
<td>60-75</td>
</tr>
<tr>
<td>One Ammo</td>
<td>67-72</td>
<td>A survivor in danger</td>
<td>76-84</td>
</tr>
<tr>
<td>Somatic Gel</td>
<td>73-77</td>
<td>A survivor in security</td>
<td>85-91</td>
</tr>
<tr>
<td>Tungsten</td>
<td>78-82</td>
<td>Zealot soldier</td>
<td>92-95</td>
</tr>
<tr>
<td>Kinesis module</td>
<td>83-86</td>
<td>Scenario plot</td>
<td>96-99</td>
</tr>
<tr>
<td>Stasis module</td>
<td>87-90</td>
<td>Unitologist relic</td>
<td>100</td>
</tr>
<tr>
<td>Small MedPack</td>
<td>91-94</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Medium MedPack</td>
<td>95-97</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Large MedPack</td>
<td>98-99</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Power node</td>
<td>100</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Other stuff: Allow you to improve your Rig and your weapons by using a Bench. One upgrade needs one Power node.

Scrap Metal: You need one slot of Scrap Metal to produce/recharge one Ammo or make an upgrade.

Semiconductors: You need one piece of Semiconductors to do a Rig upgrade.

Transducers: One piece of Transducers allow you to make a Stasis or a Kinetic module / upgrade.

Somatic gel: One tube of Somatic gel allow you to make a Small Medpack, two a medium, three a large.

Tungsten: One piece of Tungsten is needed to make the best RIGs / weapons upgrades.

**EQUIPMENT RULES**

This table is here to help you put some stuff in your spaceship when you need to improvise.
For those who have the guts to read this section, you will learn everything you need to know on the Necromorphs. If you want to survive their bloodlust and ferocity, you have to know how to kill them.

The Brute is a large Necromorph composed of multiple human corpses. It is heavily armored and possesses extreme physical strength, making it a deadly foe in combat. Despite its heavy armor, the Brute is also quick for its size. The Brute attacks up close with a devastating punch and a headbutt that can easily knock a human off its feet. If one or both of the legs are severed, the Brute will be rendered completely immobile, but will actually resort to lobbing organic bombs from an otherwise rarely exposed hole in its belly.

Attributes:
- Agility d8, Smart d4 [A], Spirit d10, Strength d10, Vigor d10

Skills:
- Fighting d10, Throwing d10, Senses d8
- Pace 6, Parry 7, Toughness: Body 13, Limbs, Head & Back 11
- Size+4, Large

Special abilities:
- Punch: F+d12 AP2+ Push
- Bomb: When one leg dismembered, 4/8/12 RoF 1 2d8 AP2
- Ambidextrous, Two-fisted, Hardy, Undead [except called shot]
Crawlers are reanimated infants, much like the Lurker, but serves another function. The torso is grossly enlarged, with an organic explosive substance under its skin. The body and head are twisted backwards, so that the Crawler can move with the sac pointed upwards.

The back legs of the body are fused together, giving the Crawler an almost caterpillar-like movement. Crawlers tend to slip while moving, tumbling about for a few seconds before resuming their attack.

Attributes:
Agility d6, Smart d4 (A), Spirit d6, Strength d4, Vigor d4

Skills:
Senses d8

Pace 4, Parry 2, Toughness : Body : 4, Limbs & Head : 2
Size-2, Small

Special abilities:
Explosive sac : 2d10 AP2 2d4 targets, on contact

 Undead (except called shot)

Cysts appear to be growths of the Corruption that serve to kill targets moving through its immediate vicinity. It is capable of excreting organic bombs that will explode violently upon impact.

Though effective as area-denial defense, they are not capable of distinguishing between human hosts, inanimate objects and Necromorphs, and will eject their bomb should anything come within range, Necromorph or not.

The Pods that the Cyst ejects can be grabbed in air with Kinesis; The Pods can then be launched back at the Cyst, or any other object or Necromorph.

Attributes:
Agility d8, Smart d4 (A), Spirit d8, Strength d4, Vigor d8

Skills:
Shooting d12, Senses d10

Pace 0, Parry 2, Toughness : Body : 8, Limbs & Head : 6

Special abilities:
Organic bomb : 6 / 12 / 18 RoF 1 2d10 AP2, 2d6 targets
Undead (except called shot)
Dividers are tall, thin Necromorphs with the unique ability to break apart into smaller Necromorphs. Once the Divider takes on sufficient damage, the head, arms, and legs separate and become independent creatures known as “Components” or “Divider spawn.” The Divider subsections are very fast and will damage and attempt to strangle a victim, but they are much weaker than the original Divider.

The limbs of a body use their tentacles to shift along the floor and walls. These Necromorphs should be dealt with at range and, once split, dispatched with an explosive weapon, such as the line gun’s timed mine.

**Divider Spawn:**
- **Attributes:** -2 ranks
- **Skills:** -2 ranks
- **Only tentacles attack F+d4**

Exploders are specialized Necromorphs that act as suicide bombers. Their most prominent feature is the large, glowing pustule attached to their left arm, which is filled with a highly explosive chemical substance.

A large pustule, filled with a glowing yellow chemical, has developed at the arm’s end, making it very heavy and unwieldy. This substance is extremely reactive to blunt force, resulting in a powerful explosion when the force applied on it surpasses a certain threshold.

**Exploder**
- **Attributes:**
  - Agility d4, Smart d4 (A), Spirit d8, Strength d6, Vigor d10
- **Skills:**
  - Senses d8
- **Pace 2, Parry 2, Toughness : Body : 9, Limbs, Head & Pustule : 7**
- **Special abilities:**
  - When in contact with its victim, the pustule blows up : 4d8 AP2 2d6 targets
  - Undead (except called shot)
The Flyer is a winged Necromorph capable of flight. Its main form of attack is assaulting its prey from above.

They are uncommon, appearing in small numbers, and are not very threatening - their sole attack is to fly past the victims and attempt to bite or slash them with their tail as they pass. A single hit will disrupt this attack and force them to fly away, and they cannot take much damage before being destroyed. This is helpful, as they have only one dismemberment point: their thin tails.

However, they are quite hard to hit from a distance, and the speed with which they can dive makes waiting for them to attack and then shooting, a tricky proposition.

The Flytrap’s appearance is that of a standard human body that has been suspended from the ceiling by its hands and feet. The entire front of the creature has had the skin ripped off, and its innards hang out from its torso.

The Flytrap tries to lure its victim from a certain location and attack her when she is within its proximity. Dark and high ceiling rooms should be crossed carefully.

Attributes:
Agility d12, Smart d4 (A), Spirit d8, Strength d6, Vigor d6

Skills:
Fighting d8, Stealth d8, Senses d10
Pace 10, Parry 6, Toughness: Body 7, Limbs & Head 5

Special abilities:
Tails attack: F + d8 AP2
Undead (except called shot), Flying

Attributes:
Agility d10, Smart d4 (A), Spirit d6, Strength d10, Vigor d8

Skills:
Fighting d10, Stealth d10, Senses d10
Pace 1, Parry 7, Toughness: Body 8, Limbs & Head 6

Special abilities:
Tentacle attack: If a victim is within 2' of a Flytrap, it can as a surprised attack spread out its tentacle. An opposed Agility roll must be done. With a fail, the victim is grabbed and suffers F+d10 damages.
Undead (except called shot)
The Grabber is a Necromorph consisting of a seemingly inconspicuous human corpse, albeit slightly damaged, the Grabber uses the element of surprise by extending the mutated corpse’s head an impossibly long distance towards the victim and latching on to her to either hold her still and distract her (not to mention disturb them), or drag her towards the Grabber’s body while a serrated blade (formerly the corpse’s spine) bursts out of the same orifice to kill the victim.

Although they do not appear to be able to move, it is possible that they might be able to drag themselves into suitable ambush positions.

Attributes:
- Agility d4, Smart d4 (A), Spirit d8, Strength d10, Vigor d6

Skills:
- Fighting d10, Stealth d10, Senses d10
- Pace 2, Parry 7, Toughness: Body: 7, Limbs & Head: 5

Special abilities:
- Grab attack: Its head try to grab the victim, range 2 / 4 / 6, then pulls her to its serrated spine F+d12. It needs to wait 1 turn to do a new grab attack
- Spine attack: In close combat, the Grabber doesn’t need to grab its victim and can attack each turn
- Undead (except called shot)

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The Guardians are a variety of sessile Necromorph. They are anchored onto walls, their flesh fused together with the Corruption. As a result, they cannot actively hunt for prey, but serves as, true to their name, guardians to areas important to the infestation.

While they are immobile and do not have any visible repurposed limbs, they are capable of killing anything that draws near instantly, striking the victim with a lethal scythe-tipped appendage, made from the host’s intestines.

Guardians are created from a single human body that has been fused together with the Corruption growing on the walls, thus establishing a form of symbiosis. The transformation of the host is quite extensive and both its first and last stages can be witnessed.
The Infector’s sole purpose is to spread the Necromorph contagion, thus creating more Necromorphs to spread the infestation.

Created from a human torso and legs, its wings are formed by a flap of skin from the chest and then fused between the former host’s bent and broken legs. The jaw collapses within the body and the rest of the head breaks and twists into its proboscis and feelers and with the spine providing support and attachment points for articulation (movement). The proboscis, made from mutated bone, muscle, and spinal tissue is the delivery mechanism used to infect potential hosts. This is done by enveloping the host in its wings, extending the proboscis from the spinal cavity, and then stabbing it into the skull to inject a yellow fluid stored in an internal bladder. In any room with the remains of crew members, these are the beasts that should be taken down quickly before you get overrun with newly created Necromorphs.

Attributes:
Agility d10, Smart d4 (A), Spirit d6, Strength d6, Vigor d4

Skills:
Fighting d6, Stealth d6, Senses d12
Pace 6, Parry 5, Toughness: Body: 6, Limbs and Head: 4

Special abilities:
Close attack: F+d4 AP2
1 round to infect a dead body, the new necromorph can act the next round
Undead (except called shot)

Leapers are Necromorphs with the ability to leap long distances toward their prey. Sporting a long scythe-tipped tail made from the victim’s intestines and legs, along with razor-sharp fangs, they are extremely deadly foes.

Leapers appear to be made from single human corpses, with the host body’s modifications serving to give the Necromorph vastly increased mobility.

The tail is highly flexible, able to contract and coil into about a third of its original length and launch the creature at victims.

Attributes:
Agility d12, Smart d4 (A), Spirit d8, Strength d10, Vigor d8

Skills:
Fighting d10, Stealth d6, Senses d8, Zero-G d10
Pace 6, Parry 7, Toughness: Body: 8, Limbs and Head: 6

Special abilities:
Jump-attack: Every two rounds, the Leaper may jump 6” and attacks with its tail: F+d10 AP2. A normal attack with its tail: F+d8 AP2. Undead (except called shot)
The Lurker is a specialized Necromorph, designed for ranged attacks. They are most often created from infant-like organ banks used in biological prosthetic procedures, but can also result from infected dogs.

Lurkers are extensively mutated Necromorphs, sporting a number of adaptations to facilitate ranged and low-gravity combat. Lacking both the coordination and muscle mass demanded to efficiently kill, the mass-produced infants transformed into Lurkers are treated more like a lump of biomass than an existing template around which the pathogen recombinates an offensive form.

**Attributes:**
- Agility d10, Smart d4 (A), Spirit d8, Strength d4, Vigor d8
- Skills: Fighting d6, Shooting d10, Stealth d6, Senses d8, Zero-G d8
- Pace 6, Parry 5, Toughness: Body 8, Limbs and Head 6
- Special abilities:
  - Barb attack: range 8 / 16 / 24, RoF 1d8 AP2
  - Close attack: F+d8 AP2

The Nest is a Necromorph found exclusively in micro-gravity conditions.

When there is no threat around, or in the presence of gravity, Nests retract their bodies inside their lower sections, protecting them from harm. If an intruder enters into range, the Nest immediately emerges from its lower section and begins thrashing around, releasing a swarm of small, red-glowing Necromorphs from its arms. These Necromorphs then proceed to home in on the target, detonating upon contact. After releasing a swarm, the Nest will temporarily enter a refractory period before thrashing its arms once more. The "pause" between swarms lasts approximately five seconds.

**Attributes:**
- Agility d8, Smart d4 (A), Spirit d8, Strength d6, Vigor d8
- Skills: Shooting d12, Senses d10
- Pace 0, Parry 2, Toughness: Body 10, Limbs & Head 8
- Size +2, Large
- Special abilities:
  - Projectiles: 8 / 16 / 24 RoF 1d10 AP2, 2d6 targets, 1 turn to hit the target

Each shoot = 3 projectiles, 2 turns to reload

Undead (except called shot)
**Attributes:**
- Agility d10, Smart d8, Spirit d8, Strength d12+1, Vigor d12+1

**Skills:**
- Fighting d12, Shooting d12, Senses d10
- Pace 4, Parry 8, Toughness : Body : 18, Limbs & Head : 16
- Size+8, Huge

**Special abilities:**
- Huge claws attack : F+d12 AP2
- Red pustule projectiles : 6 / 12 / 18 RoF 1 2d10
- Undisturbed, a Slasher can burst from it with 5-6 on 1d6, roll each turn until a Slasher burst or the pustule explodes
- Ambidextrous, Two-fisted, Hardy, Undead (except called shot)
- The Nexus has 2 actions per turn

**Nexus**

Much like the Hive Mind, the Nexus serves as ground commanders for lesser Necromorph forms, telepathically broadcasting Marker signals and coordinating infestations.

The Nexus can shoot many red pustule projectiles that explode upon contact and swing its massive claw-like appendages down on its victims. When the pustules aren’t disturbed, Slashers can burst from them and attack.

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**Attributes:**
- Agility d8, Smart d4 (A), Spirit d4, Strength d4, Vigor d4

**Skills:**
- Shooting d8, Stealth d10, Senses d6
- Pace 4, Parry 2, Toughness : Body : 4, Head : 2
- Size-2, Small

**Special abilities:**
- Small projectiles : 4 / 8 / 12 RoF 1 2d6
- Explosion : When wounded, a Pod explodes, 2d8 damages if near 2”
- Undead (except called shot)

**Pods**

Pods are small embryo-like Necromorphs that Guardians eject as a means of self-defense.

Alone, Pods can do very little, but in larger groups they can deal serious damage. When threatened, the Pod extends a tentacle that is capable of flinging sharp projectiles at its victim. On the body, a heavily distorted mouth and eyes can be made out. The Pod is apparently filled with an organic explosive that causes it to burst when the tentacle is severed. Pods can be found wherever a Guardian is located, and are occasionally spawned from the Corruption.
Attributes:
Agility d6, Smart d4 (A), Spirit d8, Strength d10, Vigor d8

Skills:
Fighting d8, Stealth d4, Senses d8
Pace 4, Parry 6, Toughness: Body: 8, Limbs and Head: 6

Special abilities:
Claws attack: F+d8 AP2
Ambidextrous, Two-fisted, Undead (except called shot)
When wounded in the body, roll 1d6: 1 to 5 = a pack of Swarmers, 6 = a Lurker

Pregnants are specialized Necromorphs. They are named due to the enormous sac that extrudes from their abdominal area, the contents of which are other, smaller forms of Necromorphs which burst forth when the sac is damaged.

Their sacs usually host Swarmers but sometimes they may carry deadlier payloads of creatures including Lurkers as well as small creatures composed of miscellaneous body parts, identical to those that come from Dividers.

The Puker has four forms of attacks: first, it shoots a ball of corrosive bile over a long distance which burns victims and corrodes/rusts armor, preventing those who are hit by it from running.

The Puker’s second attack is a projected stream of bile towards its prey at a medium to close range. The third is a melee attack using its claws, and the fourth is a grapple attack in which the Puker grabs the victim by the head and arm before vomiting on their neck and mouth in order to remove their helmet.
**SLASHER**

The Slasher is created from a single human corpse, and is one of the more common Necromorphs encountered in a typical outbreak. The Slasher is named for its specialized arms, which sport sharp blade-like protrusions of bone.

These arms are sometimes created by altering the host’s original arms, while in others the slashing arms are entirely new appendages sprouting from the shoulder blades.

**Attributes:**
- Agility d8, Smart d4 [A], Spirit d8, Strength d10, Vigor d8

**Skills:**
- Fighting d10, Stealth d6, Senses d8
- Pace 8, Parry 7, Toughness : Body : 8, Limbs & Head : 6

**Special abilities:**
- Claws attack : F+d8 AP2
- Ambidextrous, Two-fisted, Undead (except called shot)

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**SPITTER**

Like male Slashers, Spitters have large, bladed arms protruding from their shoulders, along with their intact original arms.

All Spitters are female. They feature a large mutated jaw, similar to a Leaper’s, which they can extend when in close combat. Their most prominent and deadliest feature is their ability to spit high-speed acidic bile at their opponent. If one is close enough you will be able to see their enlarged lungs.

**Attributes:**
- Agility d8, Smart d4 [A], Spirit d8, Strength d10, Vigor d8

**Skills:**
- Fighting d10, Shooting d10, Stealth d6, Senses d8
- Pace 8, Parry 7, Toughness : Body : 8, Limbs & Head : 6

**Special abilities:**
- Claws attack : F+d8 AP2
- Acid spit : 4 / 8 / 12 RoF 1 2d8 AP2
- Ambidextrous, Two-fisted, Undead (except called shot)
The Stalker is a Necromorph that attacks its prey by means of flanking and group tactics. They approach slowly and quietly in order not to be discovered whilst they get closer, making them harder to notice.

Arguably the most intelligent and opportunistic of the common Necromorphs, Stalkers work in groups to distract and flank their prey.

They will run between hiding places, peek from behind cover, and try to lure victims into exposed areas.
The Pack refers to a group of Necromorphs that attacks its prey using overwhelming numbers. These are one of the few Necromorphs created from the bodies of children.

To say that the Pack is made up of individuals is not entirely correct; rather, they act as a predatory gestalt with each member working with others surrounding it to act as a greater whole. Only in very rare occasions are these Necromorphs ever encountered one at a time.

The Pack attacks by overwhelming its prey with numbers and sheer ferocity. Moving fast and constantly shrieking, sections of the Pack maintain cohesion via auditory cues, rushing into an area and sweeping over their victims in a storm of violence from all sides.

The Twitchers are the result of the Necromorph infection converting the corpses of people who were equipped with Stasis modules (such as soldiers, security personnel or special division scientists). They are physically similar to Slashers in most aspects.

Because of the Stasis Module merged into their bodies, Twitchers can react and move several times faster than any other Necromorph variant, making them very hard to hit before they close in to melee range.

They will often times bend themselves backwards and walk on their human legs and their slashing blades while the talons protruding from their stomach wave in the air.
Wheezers are stationary Necromorphs which generate and exhale poisonous gases.

The Wheezers resemble humans more than any of the other Necromorph species, except for their lungs, which are many times the normal size of human lungs and located outside of their body, taking up most of their back. They are constantly in a kneeling position, because their arms and legs are fused together, and as a result are incapable of any type of movement. A distinct strained breathing sound can be heard in the vicinity of a Wheezer, hence the name. They are most likely the “terraformers” of any Necromorph ecosystem.

Wheezers are virtually harmless; while being in the same room as them drains the human’s oxygen, they lack any offensive capability and can be dispatched quickly. In fact, all of them can be killed with foot-stomps to conserve ammo. They are often alone, and the only true threat is multiple dangerous Necromorphs appearing after their death.

Attributes:
Agility d4, Smart d4 (A), Spirit d6, Strenght d6, Vigor d6

Skills:
Senses d6
Pace 0, Parry 2, Toughness : Body : 6, Limbs & Head : 4

Special abilities:
Poisonous gaz : Each turn, the gaz fill the air around the Wheezer to add 2”. Without a RIG, victims have to do a Vigor test [+2 each turn] or suffer 1 wound. With a RIG, it uses the oxygen.

Undead [except called shot]