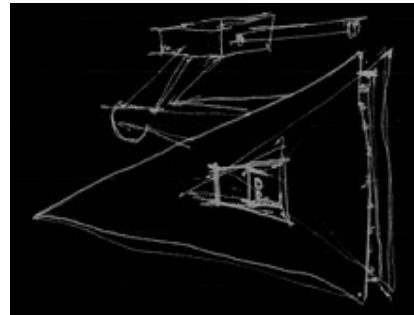


The Gardeners: Black Destroyers at Kerguelen

The Orlamu Theocracy's *Road of Light* naval task force encountered an army of robotic war machines, systematically destroying the large life forms of Kerguelen II. From later information supplied by the Orthopteroids, it is now known that the two models found there were light units, designed by the Gardener AIs for scouting and foraging when the level of opposing force is projected to be low or nonexistent.

Since the establishment of an Orlamu base on the planet, the Gardener attack droids have not diminished, but increased in numbers and aggressiveness. There have also been skirmishes with new models, identified as heavy battle droids and riverine units. At first it was thought that the army was concentrating its forces from unsecured areas, but it is now accepted that the Gardeners have a manufacturing base on Kerguelen II, and probably a command AI. The favoured analysis is that a Gardener capital ship escaped the battle with the *Road of Light* task force and dug in on the planet, reasserting command over the land assault forces.

Like their space vehicles, Gardener land forces are designed around a constant shape, believed to be derived from their original programming. This may have been designed by the vanished orik-t'ha as the optimum for a particular task, for aesthetics, or even some symbolic reason. The form is a tilted tetrahedron. It is about twice as long as it is wide, with a straight back edge, straight vertical leading edge, and four triangular sides, the lower side flat to the ground.



This body form prevents the Gardener variants from mounting the low, swivelling main gun turrets expected from human designs. Most have a smaller, more manoeuvrable main gun in a turret raised on an articulated arm, set towards the front of the sloping top side. The Hyperkerast and Kataphract have two matched secondary weapons in ports opening to the sides. The vertical prow has a gap in the armoured sides, exposing a row of sensory devices, and also tertiary weapons in the Kataphract. The Hyperkerast and Ghalaia have their horizontal lower leading edges exposed as well, with further sensors and weapons.

Warships Tech Tracks for the Leporis Cluster

Orik-t'ha and Gardeners: Gravity Manipulation (G), Fusion Tech (F), Quantum Manipulation (Q), Super-Materials (S), Computer Tech PL 8 (C)

Cluster Coalition: Gravity Manipulation (G), Fusion Tech (F), Quantum Manipulation PL 8 (Q), Super-Materials (S), Computer Tech PL 8 (C), Matter Transmission (M) - No lasers, IR lasers, AI Probability missiles, zero bore or zero point bomb

Gik-Ot Dissension: Gravity Manipulation (G), Fusion Tech (F), Quantum Manipulation (Q), Super-Materials (S), Computer Tech PL 8 (C) - No lasers, IR lasers or AI Probability missiles

Vriik Destiny: Gravity Manipulation (G), Fusion Tech (F), Quantum Manipulation (Q), Super-Materials (S), Computer Tech (C), Psi-Tech (P)

Outreach: Gravity Manipulation (G), Fusion Tech (F), Quantum Manipulation (Q), Super-Materials (S), Computer Tech (C) - No lasers or IR lasers

Once captured, it has proved possible to reprogram Gardener attack robots to provide

base security. Many have been taken from Kerguelen as a kind of souvenir, or even exported for profit by civilian contractors to the Orlamu fleet. The heroic models shown here are these captured units, usually with some degree of battle damage. Their central processors are of an advanced design, but made from an AI-stored pattern that has developed certain dangerous random glitches, and also are likely to have been damaged during data extraction by Fleet Intelligence and reprogramming for human command. Standard supporting cast Gardener robots (that is, the ones actively trying to kill humans) are described in separate sidebars in *italics*.

Hyperkerast

This light-attack droid is deployed as the equivalent of light infantry to secure ground and carry out tasks, such as the wildlife destruction seen on Kerguelen II.

STR 10 INT 12 Using rule 2A: 66SP
 DEX 8 WIL 12
 CON 12 PER 8
 Durability: 12s/12w/6m
 Movement: Sprint 18, Run 12, Walk 4
 Action check: 17+/16/8/4
 Actions/rounds: 1
 Reaction Score: Good/1
 Perks: Superior Tech (5SP)
 Flaws: Incomplete Coding (-2SP)

Attacks	Skill	Base die	Damage	Type
Quantum rifle	10/5/2	+d4	d4+3w/d6+4w/d6+1m	En/O
9mm charge SMG	9/4/2	+d6	d4+1w/d6+1w/d4m	HI/O

Processor: PL 8 Marginal (7 slots) (-3SP, \$500)
 Actuators: Servo (- \$0 STR 4-10 DEX 6-10)
 Casing: Cerametal (d6+1LI/d8+1HI/d6En 7SP \$2000)
 Chassis: 1-2m (- \$3000)
 Weight: 150kg
 Data Port: Wireless (- \$0), voicebox (- \$40)
 Manipulators: Claw (- \$0)
 Propulsion: Tracks (- \$0)
 Sensor: Holo (2SP \$1200), pickup (- \$40), motion sensor (2SP \$400), IR sensor (2SP \$300)
 Tools: Quantum rifle (2SP \$8000), 9mm charge SMG (2SP \$1500)
 Key Skills: Armour Operation - *powered armour* (3SP)
 Stamina
 Modern Ranged Weapons - *rifle 2, SMG* (15SP)
 Computer Science
 Knowledge - *language (Galactic Standard)* (1SP)
 Life Science - *xenology* (11SP)
 Security - *protection protocols* (6SP)
 System Operation
 Investigate (7SP)
 Awareness (3SP)

Total SP Cost: 63SP

Total Cost: \$16,980

Hyperkerast (Ordinary Supporting Cast)

STR 10 INT 14

DEX 8 WIL 12

CON 12 PER 8

Durability: 12s/12w/6m

Movement: Sprint 18, Run 12, Walk 4

Action check: 18+/17/8/4

Actions/rounds: 2

Reaction Score: Good/2

Perks: Superior Tech

Flaws: Incomplete Coding

<i>Attacks</i>	<i>Skill</i>	<i>Base die</i>	<i>Damage</i>	<i>Type</i>
<i>Quantum rifle</i>	<i>9/4/2</i>	<i>+0</i>	<i>d4+3w/d6+4w/d6+1m</i>	<i>En/O</i>
<i>9mm charge SMG (x2)</i>	<i>9/4/2</i>	<i>+d4</i>	<i>d4+1w/d6+1w/d4m</i>	<i>HI/O</i>

Processor: PL 8 Ordinary (10 slots)

Actuators: Servo

Casing: Cerametal d6+1LI/d8+1HI/d6En

Chassis: 1-2m

Weight: 150kg

Data Port: Wireless, uplink, encrypted

Manipulators: Claw

Propulsion: Tracks

Sensor: Holo, motion sensor, IR sensor, rangefinder, pickup

Tools: Quantum rifle, 9mm charge SMG (x2)

Key Skills: Armour Operation - powered armour

Stamina

Modern Ranged Weapons - rifle, SMG

Computer Science

Knowledge

Life Science - xenology

Security

System Operation

Investigate - search

Awareness

Trapezite

This scout model has minimal weaponry, but can spread over a wide area in great numbers. Most Trapezites captured by Orlamu forces are heavily damaged and have to be largely rebuilt using Stellar Ring parts.

STR 10 INT 12 Using Rule 2A: 66SP

DEX 10 WIL 12

CON 10 PER 8

Durability: 10s/10w/5m

Movement: Fly 40

Action check: 17+/16/8/4

Actions/rounds: 1

Reaction Score: Good/1

Perks: Superior Tech (5SP)

Flaws: Incomplete Coding (-2SP)

Attacks	Skill	Base die	Damage	Type
9mm charge SMG	11/5/2	+d6	d4+1w/d6+1w/d4m	HI/O

Processor: PL 8 Marginal (7 slots) (-3SP, \$500)

Actuators: Servo (- \$0 STR 4-10 DEX 6-10)

Casing: Standard d4-2LI/d4-2HI/d4-3En (- \$0)

Chassis: 0.5-1m (-1SP \$1000)

Data Port: Wireless (- \$0), voicebox (- \$40)

Manipulators: Claw (- \$0)

Propulsion: Gravitic (9SP \$20,000)

Sensor: Holo (2SP \$1200), IR sensor (2SP \$300), pickup (- \$40)

Tools: 9mm charge SMG (2SP \$1500)

Key Skills: Armour Operation

Movement - *trailblazing* (5SP)

Stamina

Acrobatics (6SP)

Modern Ranged Weapons - SMG 2 (15SP)

Computer Science

Knowledge - *language (Galactic Standard)* (1SP)

Life Science - *xenology* (11SP)

System Operation

Investigate - *search* (9SP)

Awareness (3SP)

Total SP cost: 64SP

Total cost: \$23,380

Trapezite (Marginal Supporting Cast)

STR 9 INT 14

DEX 9 WIL 11

CON 9 PER 7

Durability: 10s/10w/5m

Movement: Fly 48

Action check: 20+/19/9/4

Actions/rounds: 2

Reaction Score: Good/2

Perks: Lightweight Alloys, Superior Tech

Flaws: Incomplete Coding

<i>Attacks</i>	<i>Skill</i>	<i>Base die</i>	<i>Damage</i>	<i>Type</i>
<i>9mm charge SMG</i>	<i>9/4/2</i>	<i>+d4</i>	<i>d4+1w/d6+1w/d4m</i>	<i>HI/O</i>

Processor: PL 8 Ordinary (10 slots)

Actuators: Servo

Casing: Standard d4-2LI/d4-2HI/d4-3En

Chassis: 0.5-1m

Data Port: Wireless, uplink, encrypted

Manipulators: Claw

Propulsion: Gravitic

Sensor: Holo, IR sensor, chemical sniffer, rangefinder, pickup

Tools: 9mm charge SMG

Key Skills: Armour Operation

Movement - trailblazing

Stamina

Acrobatics

Modern Ranged Weapons - SMG

Computer Science

Knowledge

Life Science

System Operation

Kataphract

This is the equivalent of the human *Titan* and similar war-droids, a heavily armed and armoured attack vehicle used in the front line of attacks against intelligent foes.

Kataphracts are more often destroyed outright than captured intact. They can sometimes be reconditioned as rough-and-ready heavy construction units.

Kataphract (Marginal supporting cast)

STR 16 INT 12

DEX 6 WIL 7

CON 12 PER 4

Durability: 12s/12w/6m

Toughness: Good

Movement: Sprint 16, Run 10, Walk 3

Action check: (+d6) 17+/16/8/4

Actions/rounds: 1

Reaction Score: Good/1

Perks: Superior Tech

Flaws: Incomplete Coding

Attacks	Skill	Base die	Damage	Type
Ram	8/4/2	+d6	3d4+5s/2d4+5w/d6+4m	LI/G

Processor: PL 8 Marginal (7 slots)

Actuators: Hydraulic

Casing: Medium neutronite (2d4+1LI/2d4+1HI/2d4En)

Chassis: 6m+

Data Port: Wireless, voicebox

Manipulators: Claw

Propulsion: Tracks

Sensor: Holo

Tools: None

Key Skills: Armour Operation - powered armour 4

Heavy Weapons

Stamina

Computer Science

Knowledge - language (Galactic Standard)

Life Science

System Operation

Kataphract (Good supporting cast)

STR 18 INT 14

DEX 7 WIL 7

CON 15 PER 8

Durability: 15s/15w/7m

Toughness: Good

Movement: Sprint 16, Run 12, Walk 4

Action check: (+d6) 18+/17/8/4

Actions/rounds: 2

Reaction Score: Good/2

Perks: Superior Tech

Flaws: Incomplete Coding

Attacks	Skill	Base die	Damage	Type
Mass cannon (salvo fire)	20/10/5	-d4	d8+3s/d8+2w/d6m	LI/A
Heavy charge machinegun (x2)	20/10/5	-d4	d6w/2d6w/2d4m	HI/G
Grenade launcher (x3)	19/9/4	+0	As load	As load

Processor: PL 8 Ordinary (10 slots)

Actuators: Hydraulic

Casing: Medium neutronite (2d4+1LI/2d4+1HI/2d4En)

Chassis: 6m+

Data Port: Wireless, uplink, encrypted

Manipulators: Claw

Propulsion: Tracks, gravitic

Sensor: Holo, IR sensor, vehicle-mounted

Tools: Twin mass cannon, charge machinegun (x2), grenade launcher (x3)

Key Skills: Armour Operation - powered armour 4

Heavy Weapons - direct 2, indirect

Stamina - endurance

Acrobatics

Computer Science

Knowledge

Life Science - xenology

Navigation - surface

System Operation

Tactics - vehicle

Interaction - intimidate 3

Ghalaia

The lightest of the known Gardener water-naval units is used to patrol and secure rivers and wetlands.

STR 10 INT 12 Using rule 2A: 66SP
DEX 10 WIL 10
CON 12 PER 8
Durability: 12s/12w/6m
Movement: Sprint 18, Run 12, Walk 4
Action check: 17+/16/8/4
Actions/rounds: 1
Reaction Score: Good/1
Perks: Superior Tech (5SP)
Flaws: Incomplete Coding (-2SP)

Attacks	Skill	Base die	Damage	Type
Bantam rocket	11/5/2	+d4	By load	By load

Processor: PL 8 Marginal (7 slots) (-3SP, \$500)
Actuators: Servo (- \$0 STR 4-10 DEX 6-10)
Casing: Standard d4-2LI/d4-2HI/d4-3En (- \$0)
Chassis: 2-3m (2SP \$6000 CON 7-15)
Data Port: Wireless (- \$0), voicebox (- \$40)
Manipulators: Claw (- \$0)
Propulsion: Hydrojet (9SP \$20,000)
Sensor: Holo (2SP \$1200), sonar (4SP \$900)
Tools: Bantam launcher (2SP \$4000)
Key Skills: Armour Operation
Heavy Weapons – *indirect* (10SP)
Movement – *swim* (4SP)
Stamina
Computer Science
Knowledge - *language (Galactic Standard)* (1SP)
Life Science - *xenology* (11SP)
Navigation – *surface* (9SP)
System Operation
Investigate – *search* (9SP)
Awareness (3SP)

Total SP cost: 66SP

Total cost: \$32,640

Ghalaia (Ordinary supporting cast)

STR 10 INT 14

DEX 10 WIL 10

CON 12 PER 8

Durability: 12s/12w/6m

Movement: Sprint 20, Run 12, Walk 4, Easy Swim 2, Swim 4

Action check: 18+/17/8/4

Actions/rounds: 2

Reaction Score: Good/2

Perks: Superior Tech (5SP)

Flaws: Incomplete Coding (-2SP)

<i>Attacks</i>	<i>Skill</i>	<i>Base die</i>	<i>Damage</i>	<i>Type</i>
<i>Bantam rocket</i>	<i>11/5/2</i>	<i>+0</i>	<i>By load</i>	<i>By load</i>
<i>9mm charge SMG (x2)</i>	<i>11/5/2</i>	<i>+d4</i>	<i>d4+1w/d6+1w/d4m</i>	<i>HI/O</i>

Processor: PL 8 Ordinary (10 slots)

Actuators: Servo

Casing: Standard d4-2LI/d4-2HI/d4-3En

Chassis: 2-3m

Data Port: Wireless, uplink, encrypted

Manipulators: Claw

Propulsion: Hydrojet

Sensor: Holo, sonar, metal detector, rangefinder

Tools: Bantam launcher, 9mm charge SMG (x2)

Key Skills: Armour Operation

Heavy Weapons – indirect

Movement – swim

Stamina

Modern Ranged Weapons - SMG

Computer Science

Knowledge

Life Science - xenology

Navigation

System Operation

Investigate

Awareness

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