

OD&D SPACE FANTASY

ROBOTS & ADVERSARIES

Battle-Bot (N): AC 7 Move 6 HD 1 – A very basic model of the battle robots produced. Skeletal frame armed with blaster. These bots are not the brightest, but are cheap and mass produced.

Super Battle-Bot (N): AC 5 Move 9 HD 2 – These more bulky and advanced version of the battle-bot. These robust robots have built in blasters incorporated into their right arm.

Commando-Bot (N): AC 5 Move 12 HD 2 – These stealthy robots are an advanced version of the simple battle-bot. Capable of strategic thinking and planning, they are dangerous adversaries. Very expensive to build, luckily very few are in existence. They are typically armed with blaster rifles.

Assassin-Bot (N): AC 5 Move 9 HD 3 – These tall gangly robots are built for assassination. They are armed with blaster rifles and will pursue their target at all costs.

Destroyer-Bot (N): AC 3(5) Move 15(6) HD 4 – These advanced robots are capable of forming into a ball for fast movement, they also deploy shields when in fighting mode that provide added protection. They are armed with 2 multi-blasters (capable of 2 shots each for a total of 4 attacks each round). The AC is 5 when rolling or inside the shield barrier, the move rate is 6 when deployed for combat and “walking”.

Assassin-Probe-Bot (N): AC 4 Move 12 HD 6 – These spider-like probe robots are built for murder. They are armed with eight scythe-like legs capable of punching through the most durable armor. Quick and stealthy, these are very dangerous robots.

Clone Soldier (N): AC 3 Move 9 HD 1 – These mass produced soldiers are the backbone of many systems. Created in vats these short lived soldiers are trained to obey orders and fight to the last. They are typically armored in full-battle armor and armed with blasters.

Clone Operative (N): AC 3 Move 9 HD 3 – These are the special forces of the clone soldiers, capable of advanced planning and tactics.

ARMOR & WEAPONS

Light Battle Armor AC 7 Move 12 – This is the lightest form of armor and includes an open faced helm and blast vest.

Medium Battle Armor AC 5 Move 12 – This armor has a closed helm, bracers, and a breast plate.

Full Battle Armor AC 3 Move 9 – This full body armor encloses the wearer fully and is air tight and capable of withstanding a vacuum for up to 3 hours.

Energy Sword (2 damage dice) – These tubular hilts emit a blade of polarized energy when activated that glow in a variety of colors. The blades are able to cut through most materials.

Blaster Pistol (1 damage die) – Small hand held laser “blasters”.

Blaster Rifle (+1 to Hit, 1 damage die) – A rifle sized version of the blaster pistol.

Thermal Grenade (3 damage dice) – A fist sized grenade of terrible power, those within 30 feet must save (is save is made only take ½ damage) or take full damage from blast.