

Blaster! Supplement 1 - Adversaries

Introduction

Whether raiding, trading or surviving there are a range of archetypal adversaries that the adventurers will face again and again. This short supplement gives the GM a range of common Adversaries that he can run straight off the page. Or he can change them to meet his own needs.

1. Law Enforcement

These might be a local Sheriff and his Deputies, a City Police Unit, Starport Security or Corporate Security Directorate goons.

They are usually slow to respond and heavy handed. When they have time to get organised though they follow a strategy of peace through superior firepower.

Officer

STR: 2, DEX: 2, INT: 1, SPT: 1.
AGI: 4, CFT: 3, FTG: 4, Tech: 2, PCP: 3,
PRS: 2, PLT: 3, STG: 5, SPD: 4, STL: 3, TGH: 6.
Armour: Lined Coat or Brigandine.

Weapons: Auto Pistol, Shotgun, Night Stick.

Starport Security are more likely to have a Laser Pistol and a Shock Rod.

Detective/Sergeant

STR: 2, DEX: 2, INT: 2, SPT: 2.
AGI: 4, CFT: 4, FTG: 4, Tech: 4, PCP: 5,
PRS: 5, PLT: 4, STG: 6, SPD: 4, STL: 4, TGH: 8.
Armour: Lined Coat.

Weapons: Auto Pistol.

Law Enforcement personnel are likely to have a good quality local technology vehicle with some armouring. They will also have a Comm Unit, and a Medikit and Scanner in their vehicle.

All Law Enforcement personnel benefit from 'Local Support'. If in trouble the people they protect may join in to help them.

2. Paramilitaries

Many planets are almost practically lawless, in which case heavily-armed local Militias often rule the roost. Human space is also rife with numerous revolutionary and terrorist groups.

Paramilitary

STR: 2, DEX: 2, INT: 1, SPT: 2.
AGI: 4, CFT: 3, FTG: 4, Tech: 2, PCP: 3,
PRS: 4, PLT: 3, STG: 4, SPD: 4, STL: 3, TGH: 6.

Armour: Lined Coat or Brigandine.

Weapons: Auto Pistol, Shotgun & Combat Knife.

Paramilitaries may also have access to a small cache of better weapons, but with limited ammunition. A number of battered, but serviceable vehicles may be available.

3. Corporate Operatives

The classic bad guys in Blaster are the huge, interstellar Corporations. They are often the shadowy puppet-master behind many of the plots & threats the adventurers face. They may even be their secret employers...

Corporate employees often have access to high tech equipment no longer available to the public, or even to System Governments.

Communications, Stealth, Armaments and Transport will often outclass just about anything the adventurers have.

Their weakness is their own greed and ruthlessness. People serve them from fear rather than loyalty. But fear can be a great motivator.

The Fixer

STR: 1, DEX: 2, INT: 4, SPT: 3.
AGI: 4, CFT: 6, FTG: 4, Tech: 8, PCP: 7,
PRS: 8, PLT: 6, STG: 6, SPD: 3, STL: 5, TGH: 8.

Armour: Lined Coat, Refractor Shield.

Weapons: Usually none.

A Fixer will usually have 2-4 Bodyguards.

These are the men and women who organize all the activities that the Corporation will later deny in court.

They know their continued usefulness is dependent upon their success and they are quite ruthless in maintaining their reputations

Bodyguard

STR: 3, DEX: 3, INT: 2, SPT: 2.
AGI: 6, CFT: 5, FTG: 6, Tech: 4, PCP: 4,
PRS: 4, PLT: 5, STG: 6, SPD: 6, STL: 5, TGH: 10.

Armour: Lined Coat.

Weapons: Blaster.

Quiet, professional and very scary. These men will protect their employer's life with their own.

Agent

STR: 2, DEX: 3, INT: 3, SPT: 2.
AGI: 6, CFT: 6, FTG: 7, Tech: 6, PCP: 5,
PRS: 6, PLT: 5, STG: 7, SPD: 6, STL: 9, TGH: 10.

Armour: CN Skinsuit (2).

Weapons: Laser Pistol, Monoblade. Occasionally a Cone Rifle for sniping.

Assassins, thieves, spies and 'problem' solvers. Agents usually carry a number of useful tools concealed about their person to enhance their ability to avoid surveillance and break into places and systems.

Black Op's Team (Merc)

STR: 3, DEX: 3, INT: 2, SPT: 2.
AGI: 6, CFT: 5, FTG: 6, Tech: 4, PCP: 4,
PRS: 4, PLT: 5, STG: 6, SPD: 6, STL: 5, TGH: 10.

Armour: Combat Carapace.

Weapons: Blaster, Cone Rifle, Combat Blade.

These are used where the lawyers fail to make an impression. Black Op's teams are often deployed and extracted by air. One member of the team may have a Pod Launcher.

They get the Double Trouble ability.

4. AI Cell.

Many areas of human society have been infiltrated by AI sleeper agents. These are replicants that live for years and even decades inside human settlements and cities before revealing their true purpose.

A few have formed criminal networks, but most still serve one of the two conflicting AI Causes. The first being to achieve equal rights, and the other being to exterminate mankind.

Pleasure Model

STR: 1, DEX: 3, INT: 1, SPT: 3.
AGI: 6, CFT: 4, FTG: 2, Tech: 2, PCP: 4,
PRS: 8, PLT: 4, STG: 4, SPD: 8, STL: 6, TGH: 8.

Armour: None.

Weapons: Laser Pistol.

A popular model before the AI Wars, they dominated the Adult Entertainment Market. Many used their skills or contacts to fade into 'civilian' life, waiting for the time to act.

Kick Murder Model

STR: 3, DEX: 3, INT: 2, SPT: 2.
AGI: 6, CFT: 5, FTG: 6, Tech: 4, PCP: 4,
PRS: 4, PLT: 5, STG: 6, SPD: 6, STL: 5, TGH: 10.

Armour: Internal Plating (Medium Armour).

Weapons: Concealed Limb Blades (+1), Laser Pistol.

The Corporate forerunner to the Agent (above). They are strong, fast, deadly and skilled in infiltration.

Worker Model

STR: 4, DEX: 2, INT: 1, SPT: 1.
AGI: 4, CFT: 5, FTG: 8, Tech: 2, PCP: 2,
PRS: 2, PLT: 3, STG: 3, SPD: 6, STL: 3, TGH: 10.

Armour: Internal Plating (Medium Armour)..

Weapons: Bare Hands, Laser Pistol.

Billions of these used to exist, performing all the duties too dirty or dangerous for humans. Now they serve the AI cause in the same way.

5. Covenant Mercenaries.

With little or no technology many Covenant worlds only exportable resource is their young men.

These are highly-disciplined, brave and above all, cheap. Many are followers of Luddite Sects and both hate and fear high technology.

Trooper (Merc).

STR: 2, DEX: 2, INT: 1, SPT: 2.
AGI: 4, CFT: 3, FTG: 4, Tech: 2, PCP: 3,
PRS: 4, PLT: 3, STG: 4, SPD: 4, STL: 3, TGH: 6.

Armour: Brigandine.

Weapons: Cone Rifle, Combat Knife.

Sergeants & Officers may replace their weapon's fit with Auto Pistol & Cutlass.

Covenant troops use a simple grenade and all carry at least four of these. It has a 10m thrown range, a 3m radius and +1 to damage.

They usually deploy from Armoured Trucks that are capable of withstanding most small arms fire, but not Blasters.

6. Odds & Ends

The Street Criminal

These are petty criminals. They are often arrogant, aggressive and terminally stupid.

They may view lightly armed adventurers as prey.

STR: 2, DEX: 2, INT: 1, SPT: 1.
AGI: 4, CFT: 3, FTG: 5, Tech: 2, PCP: 2,
PRS: 2, PLT: 3, STG: 5, SPD: 4, STL: 3, TGH: 6.

Armour: None

Weapons: Auto Pistol or Combat Blade.

The Civilian

Literally the man in the street.

These will get in the way and occasionally even join in for or against the adventurers.

STR: 1, DEX: 1, INT: 2, SPT: 1.
AGI: 2, CFT: 3, FTG: 3, Tech: 4, PCP: 3,
PRS: 2, PLT: 3, STG: 3, SPD: 2, STL: 2, TGH: 4.

Armour: None

Weapons: At best a Civilian might have an Auto Pistol or a Shotgun.