

IMPERIUM CHRONICLES

IN HARM'S WAY TACTICS



IN HARM'S WAY TACTICS EXPANSION

IMPERIUM CHRONICLES

IN HARM'S WAY *TACTICS*

MARCH OF THE METAL HORDE

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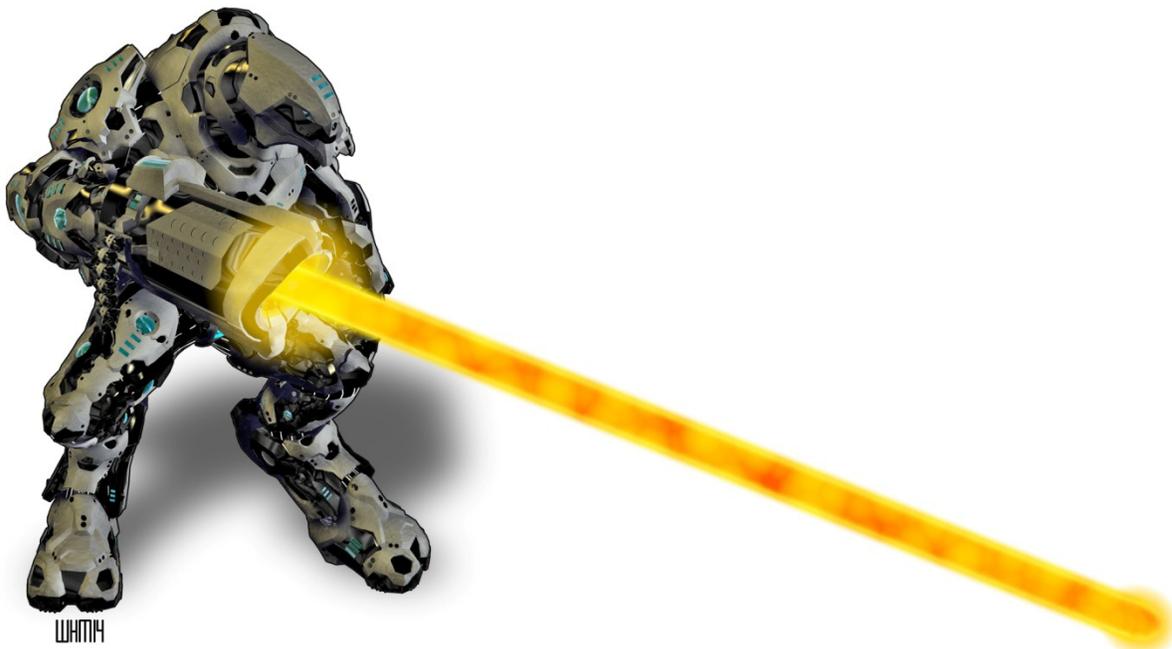
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INTRODUCTION

THE EXPANSION

March of the Metal Horde is the first expansion of the *In Harm's Way Tactics* wargame. *MotMH* introduces additional content, including new character classes, new factions, and new weapons. It also contains new skirmish scenarios with accompanying maps.

Note: The original *In Harm's Way Tactics* rulebook is required to use this expansion.

New Characters

Brawler

The Brawler uses his body as a weapon of brute force. He focuses on physical, bruising attacks at close range, many of which can stun opponents.

Elementalist

A psionic specialist, the Elementalist harnesses the powers of fire and ice. Besides direct attacks, he can slow opponents by covering the ground with ice or burn them by creating patches of lava. Combining the two elements, he can even protect his group with a cloud of blinding steam.

Gunslinger

The gunslinger wields two pistols at once, dealing death faster than most enemies can blink. Agile and quick on her feet, her arsenal of trick shots can cripple, stun, and hit targets around corners.

New Factions

Cyber Collective

The Cyber Collective is an independent nation (outside of the Imperium) consisting almost entirely of robots. Ruled by a sentient, artificial consciousness called the Omnintelligence (OI), the Collective is distrustful of all organic life and especially the Imperium where robots are the de facto slave class.

Feran

Within the Imperium, the Ferans are a loose confederation of primitive races that eschew advanced technology, preferring tribal simplicity and family bonds. They consider modern society an abomination and will fight those encroaching on their territory with so-called civilization.

Neutral

While not an actual faction, this group contains creatures that exist in the Imperium and who can pose a danger to unwary adventurers.

Included Components

The following components are included with this expansion:

- Paper Counters (1" and 2")
- Skirmish Maps

CHARACTERS

At the start of the game, players choose from different characters, each representing a specific class. Each character/class has unique strengths and weaknesses, so players should consider which combination of characters would work best during the current game/mission.

CLASSES

Gordian Brawler

The Brawler is a street fighter specializing in melee attacks using his mighty fists. Honing his body into a lethal instrument, the Brawler is bent on crushing the bones and ligaments of his opponents.

Gordians are a short, stocky race with great physical strength. Their quick temper and poor social skills commonly provoke clashes with other races (and each other).

Attributes

Agility: Average
Toughness: Good
Hit Points: Above Average (25)
Perception: Below Average
Movement: Average (5)

Attack: Fist (Blunt/Melee)
Accuracy: Above Average
Range: Melee
Damage: Poor

Weapon Proficiency: Hand wraps and brass knuckles. Also, blunt clubs and maces (melee)

Armor Proficiency: Light

Punch: Using his bare hands, the Brawler gives a sharp, thrusting blow with his fists. The character's hands must be empty to make this attack.

Accuracy: Average
Range: Melee
Damage: Average

Abilities

Body Check

The character knocks an enemy back with his shoulder.

If the Brawler successfully hits the opponent, move the enemy 2 squares back (away from the character) or as many squares as possible based on terrain.

Accuracy: Average
Range: Melee
Damage: Special

Bone Crusher (Advanced)

When the Brawler uses this attack, add a Stunned effect for 5 rounds to anyone successfully hit.

The character's hands must be empty to make this attack.

Accuracy: Above Average
Area of Effect: 1 x 3
Damage: Special

Bruiser

When used with a weapon or the Brawler's default attack (i.e., Fist), the DAM rank increases by +1.

Flurry

When this ability is used while performing a melee attack, the character gets a second attack (two attacks total).

Frenzy (Advanced)

When this ability is used while performing a melee attack, the character gets two additional attacks (three attacks total).

Haymaker

The Brawler makes a sweeping punch. The character's hands must be empty to make this attack.

Accuracy: Average
Area of Effect: 1 x 3
Damage: Average

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Haymaker, Improved (Advanced)

The Brawler makes a slow, sweeping attack. The character's hands must be empty to make this attack.

Accuracy: Above Average
Area of Effect: 1 x 3
Damage: Above Average

Iron Body

If this ability is used while the character is being attacked, his TUF rank increases by +1 when determining damage.

Iron Fists

The Brawler unleashes a flurry of powerful blows. Add a Stunned effect for 3 rounds to anyone hit in the AoE.

The character's hands must be empty to make this attack.

Accuracy: Average
Area of Effect: 1 x 3
Damage: Special

Meat Shield

This ability can be used if another character is hit by an attack and is within one square from the Brawler.

If this ability is played, the TUF rank of the Brawler is used instead of the original target. All damage inflicted is deducted from the Brawler's HP.

Pummel

The Brawler pounds his opponent with a stunning blow. Add a Stunned effect for 3 rounds to anyone hit by this ability. The character's hands must be empty to make this attack.

Accuracy: Average
Range: Melee
Damage: Special

Punch, Improved (Advanced)

The Brawler unleashes a powerful blow with his fists. The character's hands must be empty to make this attack.

Accuracy: Above Average
Range: Melee
Damage: Above Average



GORIK OGUDAN

Gordian Brawler

Gorik is a product of bar fights and street rumbles. Like most Gordians, his perpetually bad attitude causes many social encounters to degenerate into meaningless violence. However, Gorik's constant inclination toward conflict also makes him well suited for hand-to-hand combat.

As a rule of thumb, Gordians don't like other races or even members of their own species. Nevertheless, a thirst for wealth will sometimes make them suitable companions on adventures where loot is a likely outcome.



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Stone Fists (Advanced)

Drawing on his inner strength, the Brawler delivers a massive strike with his fists against a single opponent. Add a Stunned effect for 5 rounds if the To Hit roll is successful.

The character's hands must be empty to make this attack.

Accuracy: Above Average
Range: Melee
Damage: Special

Dahl Elementalist

A student of mind magic, the Elementalist practices a school of psionics specializing in fire and ice. His powers include the ability to change the physical terrain of his surroundings to slow down or burn opponents.

The Dahl are physically fragile and elf-like. In fact, Humans often refer to them as *Elves*, even though the Dahl themselves consider this derogatory.

Attributes

Agility: Above Average
Toughness: Below Average
Hit Points: Below Average (15)
Perception: Above Average
Movement: Average (5)

Attack: Fireball (Psi/Ranged)
Accuracy: Average
Range: Above Average (12)
Damage: Below Average + Special

If the opponent is hit by the fireball, they take Below Average damage **and** receive a Burning effect for 3 rounds.

Weapon Proficiency: None

Armor Proficiency: None

Freeze: The Elementalist freezes a section of ground. Movement across a frozen square costs an extra +2 MP. The ground remains frozen for 3 rounds. See *New Terrain* in the *Game Play* chapter for more information.

Range: Average (10)
Area of Effect: 3 x 3

Abilities

Blizzard (Advanced)

The character engulfs his enemies in a vortex of ice and snow.

Accuracy: Average
Range: Above Average (12)
Area of Effect: 3 x 3
Damage: Above Average

Fireball, Improved (Advanced)

If the opponent is hit by the fireball, they take Average damage **and** receive a Burning effect for 5 rounds.

Accuracy: Above Average
Range: Above Average
Damage: Average + Special

Firestorm (Advanced)

The Elementalist manifests a burning inferno. Anyone hit within the area of effect receives a Burning effect for 3 rounds.

Accuracy: Average
Range: Above Average (12)
Area of Effect: 3 x 3
Damage: Special

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Freeze, Improved (Advanced)

The Elementalist freezes a large area. Movement across a frozen square costs an extra +2 MP. The ground remains frozen for 5 rounds. See *New Terrain* in the *Game Play* chapter for more information.

Range: Average (10)
Area of Effect: 5 x 5

Healing Flames

The character surrounds himself with flames that heal his wounds. When this ability is used, the Elementalist heals himself 5 HPs. A First Aid or Medical Kit has no additional effect.

Healing Flames, Improved (Advanced)

When this ability is used, **all** adjacent allies (and the character) are healed by 5 HPs. A First Aid or Medical Kit has no additional effect.

Ice Shards

A stream of jagged ice fragments flows from the Elementalist's fingers.

Accuracy: Average
Range: Above Average (12)
Damage: Average

Lava Floor

The Elementalist turns a section of ground into searing lava. If an enemy crosses a lava square, automatically add a Burning effect for 3 rounds. The ground remains lava for 3 rounds. See *New Terrain* in the *Game Play* chapter for more information.

Range: Average (10)
Area of Effect: 3 x 3
Damage: Special

Lava Floor, Improved (Advanced)

The Elementalist turns a large area into lava. If an enemy crosses a lava square, automatically add a Burning effect for 3 rounds. The ground remains lava for 3 rounds. See *New Terrain* in the *Game Play* chapter for more information.

Range: Average (10)
Area of Effect: 5 x 5
Damage: Special

Steam Bath

The character creates an area of thick steam, blocking LoS.

Range: Average (10)
Area of Effect: 3 x 3



KHELEK FENNOR

Dahl Elementalist

Khelek is a master of contradiction. By combining the opposing elements of fire and ice, he can unleash both with ferocity unmatched by most students of psionics. As an Elementalist, Khelek is vulnerable to direct attacks, but his ability to freeze the ground or turn it into lava helps keep enemies at a distance.

While the majority of Dahl are known for peaceful co-existence with others, Khelek is not afraid of turning his powerful psionics against those who oppose him.



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Snow Blast

The character knocks an enemy back with a blast of arctic wind. If the Elementalist successfully hits the opponent, move the enemy 2 squares back (away from the character) or as many squares as possible based on terrain.

Accuracy: Average
Range: Average (10)
Damage: Special

Human Gunslinger

The Gunslinger fights with two pistols simultaneously, depending on trick shots to wound and stun opponents.

Although she has two weapons, the Gunslinger attacks only one target at a time. Also, the second shot suffers a -1 ACC penalty.

Note: The Gunslinger can fire two pistols of different types. For example, she could use a 9mm pistol in one hand and a blaster pistol in the other.

Attributes

Agility: Above Average
Toughness: Below Average
Hit Points: Average (20)
Perception: Above Average
Movement: Above Average (6)

Attack: x2 9mm semi-automatics
(Projectile/Ranged)

Accuracy: Poor
Range: Below Average
Damage: Poor
Rate of Fire: S
Ammo: 10

Weapon Proficiency: x2 Projectile and energy pistols (ranged)

Armor Proficiency: Light

Snap Shot: If the character has not yet attacked during the current round, he may use this ability to attack during an enemy's turn.

Abilities

Crippling Shot

If the character uses this ability while performing a ranged attack and inflicts at least one HP of damage, the affected enemy's AGI is reduced by -1.

Crippling Shot, Improved (Advanced)

If the character uses this ability while performing a ranged attack and inflicts at least one HP of damage, the affected enemy's AGI is reduced by -2.

Dodge

The character's AGI rank increases by +1 against ranged attacks.

If this ability is used, the character cannot attack during the same round.

Fast Load

When this ability is used, the character may reload her ranged weapon without it counting as an action.

Fleet Footed

This ability improves the character's MOV rank by +1 for the current turn.

Head Shot

If the character uses this ability while performing a ranged attack and inflicts at least one HP of damage, add a Stunned effect for 3 rounds to the affected enemy.

Head Shot, Improved (Advanced)

If the character uses this ability while performing a ranged attack and inflicts at least one HP of damage, add a Stunned effect for 5 rounds to the affected enemy.

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Marksman

If this ability is used in the same turn as performing a ranged attack, the character's ACC rank increases by +1 when determining the To Hit roll (for both attacks).

Marksman, Improved (Advanced)

If this ability is used in the same turn as performing a ranged attack, the character's ACC rank increases by +2 when determining the To Hit roll (for both attacks).

Trick Shot (Advanced)

The Gunslinger bounces her shot off obstacles to literally strike from around corners. When this ability is used, the character does not need a direct LoS to the target, provided the opponent is within range.



OLIVIA LENNIX

Human Gunslinger

Olivia Lennix has worked as a hired gun for many of the criminal syndicates active in the Imperium. From time to time, she has even served as a bounty hunter when the terms of the contract were right.

As a female gunslinger, Olivia has occasionally faced men who made light of her abilities, but these encounters usually ended at the end of her twin pistols.



GAME PLAY

March of the Metal Horde contains some additional rules for playing the game. Refer to the original *In Harm's Way Tactics* rulebook for all other game play rules.

Movement

March of the Metal Horde introduces several flying/hovering enemies, as well as new types of terrain that can affect movement:

Flying

Combatants that can fly or otherwise move above the ground (i.e., hover) are unaffected by terrain types unless stated. This also means they do not pay extra Movement Points (MPs) due to rough terrain. However, they do pay for changing elevation as usual.

During combat, the GM or players must keep track of the flying combatant's current elevation (in squares). Modifiers for attacking opponents at a higher or lower elevation apply.

New Terrain

The following are two new types of terrain (related to the Elementalist class).

Note: If an Elementalist casts both ice and lava terrain, and the two areas overlap, the most recent terrain takes precedence (i.e., covers the older one). Also, the Elementalist can remove an area of ice or lava at will unless it has dissipated already.

Ice

When crossing a square of ice or other frozen material, an additional +2 MPs are added to the cost of that terrain.

Lava

When crossing a square of lava (or other very hot material), a Burning effect is added to that character or enemy for 3 rounds. Note that crossing over additional lava squares will add another set of rounds for that effect, but the total number of rounds will not exceed three.

New Damage Types

Below are listed three new damage types in addition to the six listed in the *In Harm's Way Tactics* rulebook:

Cold Damage

This damage is usually caused by psionic abilities or specialized weapons. When used against insects, the DAM rank is increased by +1.

Electrical Damage

Electrical weapons and devices can cause this type of damage. When used against robots (or other electrical devices) the DAM rank is increased by +1.

Heat Damage

This damage comes from burning objects or terrain, as well as psionic abilities.

New Effect Types

Below is listed a new effect in addition to the ten listed in the original rulebook:

Burning

Those affected take 5 HP Heat damage per round (or until the fire is extinguished).



ENCOUNTERS

FACTIONS

March of the Metal Horde includes two new factions, the Cyber Collective and the Ferans, as well as new creatures for the Neutral faction.

Minions

Characters will mostly face minions. These are enemies who are weaker than or equal to the characters themselves. Although minions can be a challenge when faced in large numbers, they are not meant to be overly difficult one-on-one.

Bosses

These opponents are more dangerous than minions of the same faction, and characters should take special care when fighting them. In most cases, a Boss will appear at the climax of a skirmish or mission.



Cyber Collective

The Cyber Collective is an independent nation state of robots controlled by a powerful, sentient consciousness called the Omnintelligence (OI) that draws on the combined computing power of the millions of automatons that make up the Collective.

Avatars

While technically all robots that make up the collective are connected to the OI, Avatars are specially designed androids that speak directly for the central consciousness. They are the main method by which the OI interacts with non-robots (i.e., so-called *organics*).

Drones

While not as intelligent as Avatars or as powerful as Sentinels, Drones are a ubiquitous part of Cyber Collective society. They are used to patrol and maintain order on Collective worlds, ever vigilant for malfunctioning robots or organics who have found their way into restricted areas.

Sentinels

Sentinels make up the military wing of the Collective. Powerful warbots, they are heavily armed and armored, ready to confront any enemy that threatens order.

Misc. Robots

These are the vast majority of robots and androids that make up the Cyber Collective. They include the administrative, service, and utility robots that maintain the infrastructure and manufacturing sectors of their society.

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Minions

AdminBot

Agility: Average

Toughness: Below Average

Hit Points: Average (20)

Perception: Average

Movement: Average (5)

Attack: Fists (Blunt/Melee)

Accuracy: Above Average

Range: Melee

Damage: Poor

Electrocute: If the AdminBot hits and causes at least one HP of damage, add a Stunned effect for 3 rounds to the affected character.

Description: Even a nation of robots has paperwork and AdminBots are the ones who make sure the right memos reach the right departments. They perform managerial duties at all levels of the Collective, including keeping track of logistics and everyday decision-making. AdminBots are intelligent, but lack the offensive abilities of the superior Avatars.

Avatar Cutter

Agility: Good

Toughness: Above Average

Hit Points: Average (20)

Perception: Above Average

Movement: Above Average (6)

Attack: Monoblade (Slash/Melee)

Accuracy: Above Average

Range: Melee

Damage: Good

Dodge: The Cutter's AGI rank increases by +1 against ranged attacks. If this ability is used, the Avatar cannot attack during the same round.

Description: The Avatar Cutter is a melee warrior designed to project the power of the OI when conflicts arise. Cutters are highly agile and can quickly engage enemies once fighting begins.

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Avatar Gunner

Agility: Above Average
Toughness: Above Average
Hit Points: Average (20)
Perception: Above Average
Movement: Average (5)

Attack: Maser Pistol (Energy/Ranged)
Accuracy: Above Average
Range: Above Average (12)
Damage: Average
Rate of Fire: S

Snap Shot: If the Avatar Gunner has not yet attacked during the current round, it may use this ability to attack during a character's turn.

Description: Avatar Gunners, unlike Cutters, attack from a distance. While not as fast or agile as their melee counterparts, Gunners are dangerous opponents. Like red-clad soldiers, these avatars are feared, even among other robots.

Avatar Nanomancer

Agility: Average
Toughness: Average
Hit Points: Average (20)
Perception: Above Average
Movement: Average (5)

Attack: Nanoswarm (Pierce/Melee)
Accuracy: Good
Area of Effect: 3 x 3
Damage: Average

Repair Nanoswarm: A swarm of nanobots surrounds the Nanomancer, repairing **all** adjacent allied robots, including the Nanomancer itself, by 5 HPs.

Description: The Nanomancer controls a swarm of flying nanobots that form a cloud around the robot. Each nanite has both offensive and repair appendages that can be used to attack enemies or "heal" fellow robots. The only way to defeat the nanoswarm is to destroy the Nanomancer who is controlling it.

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Drone, Assault

Agility: Very Good
Toughness: Below Average
Hit Points: Below Average (15)
Perception: Good
Movement: Good (Flying) (7)

Attack: x2 Twin Maser Mini Turrets
(Energy/Ranged)
Accuracy: Above Average
Range: Above Average (12)
Damage: Average
Rate of Fire: B

Force Field: The Assault Drone shrouds itself in a sphere of energy, increasing its TUF by +1 for the current round. The drone cannot attack during the same round when using this ability.

Description: Unlike the less aggressive Patrol Drone, this model was built specifically for attack. With twin maser mini turrets, the Assault Drone possesses tremendous firepower, although its physical size means it cannot take much damage before being destroyed.

While not as common as the Patrol Drone, the Assault Drone is still seen throughout Collective space, providing security when Avatars and Sentinels are unavailable.



Drone, Patrol

Agility: Good
Toughness: Poor
Hit Points: Poor (10)
Perception: Good
Movement: Good (Flying) (7)

Attack: x2 Twin Ion Mini Turrets
(Energy/Ranged)
Accuracy: Above Average
Range: Average (10)
Damage: Below Average
Rate of Fire: B

Scan: When using this ability, the Patrol Drone's PER increases by +1 for that turn. The Drone cannot attack during the same round it uses this ability.

Description: Of all the robots that provide security for the Cyber Collective, the Patrol Drone is the most prevalent. They serve as the eyes and ears of the OI, diligently policing nearly every facility and starship controlled by the central consciousness.

Patrol Drones carry two twin ion mini turrets, mostly for self-defense and to hold off opponents until Assault Drones can arrive with their more powerful armaments.