

CYBER-MASTIFF

Used extensively by the Arbites, these loyal constructs combine the finest points of living predatory companion animals and the high machine arts of the Priesthood of Mars. These individuals feature in Chapters II and III.

Cyber-Mastiff Profile (Troop)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	Inf
45	--	40	30	40	15	50	25	--	--



Movement: 4/8/12/24 **Wounds:** 12

Skills: Awareness (Per) +10, Tracking (Int) +20

Talents: Talented (Tracking)

Traits: Armour Plated (2+1), Dark Sight, Enhanced Senses (Smell), Machine (5), Quadruped (GS *2), Size (Scrawny -10 to hit him)

Armour: Machine (5) + Armored Plated (3) + T (3) = **11**

Weapons: Bite (1d10+2 +4 S +1 R +1 Pen) = **1d10 +7 Pen 1**

Gear: In-built Auspex, olfactory auger array (allows a re-roll of any failed Perception Tests based on smell, such as Tracking)

Unnatural S +1 Strength Bonus

attack

The user spends a Half-Action designating a target that both he and the construct can see. The Construct will then attack the target until it is dead (or sometimes after). Constructs are decidedly ferocious creatures that will not stop until their target is dead or they have been called to heel.

tackle

Similar to the Attack order, the Cyber-Construct will employ any non-lethal weapons it has to subdue a target. If it lacks non-lethal weapon, it will attack until the target is unconscious (and usually bleeding to death).

find

Given pertinent data (such as a spoor sample or a pict image) the construct will do its best to track a target. It will search an area of up to 50m in an attempt to find the target, but will not leave line of sight to the user.

Frenzy

Can be stopped by command

rage, gaining a +10 bonus to Weapon

Skill, Strength, Toughness, and Willpower, but suffering a -20 penalty to Ballistic Skill, Intelligence, and Fellowship.

While

Frenzied, the character must attack the nearest enemy in melee combat if possible

A user may make a Full Action to upload a pattern into a Cyber-Mastiff or Grapple-Hawks cogitator, granting one of the following abilities:

- Defence: +10 Weapon Skill
- Restrain: +20 Weapon Skill when attempting to Grapple
- Harass: +10 Dodge, Dodge Training
- "Vanes Out" Alpha: +10 Perception, Awareness Training
- "Vanes Out" Beta: +10 Perception, Track Training