

<b>Space Pilot</b> 	<b>Storm Trooper</b> 	<b>Gel Man</b> 	<b>Face Hugger</b> 	<b>Mantis</b> 	<b>Chameleon</b> 
<b>Commander</b> 	<b>Security Officer</b> 	<b>Battle Cyborg</b> 	<b>Cyber Scout</b> 	<b>Security Soldier</b> 	<b>Mechanoid</b> 
<b>Wolf Head</b> 	<b>Engineer</b> 			<b>Scientist</b> 	<b>Zombie</b> 

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GENETIC SPECIES CHARACTER IDENTIFICATION DISPLAY

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## Genetic Species Enemy Information database..



### Security Officer:

High rank officers are tougher, quicker and meaner than ordinary soldiers. He wears upgraded suits and carries the .44 automatic gun, but his implants are simple to preserve human intelligence and initiative. Important rooms are often only accessible to officers.



### Security Soldier:

An ordinary corporation security soldier wearing a light suit capable of resisting few direct hits. Security soldiers prowl the corridors of the base, gunning down intruders with their .44 pistols - questions are never asked first. Implants are low grade and vulnerable to probe attacks.



### Cyber Scout:

The echelon of the automated defence forces. Hovering a few feet above the floor it is a deadly foe in deserted corridors because of its speed. The little human flesh and brain left is hidden within a steel case. The implants are protected by extra circuitry, making it difficult to take over without killing it.



### Face Hugger:

This genetically engineered creature has no official name. We believe it is a new prototype war-unit escaped from some laboratory, and apparently capable of breeding without artificial support. The perfect base invader, it is extremely fast and very dangerous when spitting strong acid. Their genetic control mechanisms are vulnerable.



### Engineer:

The dirt rats who keep the bases running. The engineer wears no armour and his implants are primitive, but enough to bring him into a blood frenzy when spotting an intruder - if you get too close, he will try to chop you to pieces with his fire axe. Show him mercy and kill him. Engineers are needed to access some systems.



### Commander:

The commanding officer of the base is the toughest and most dangerous human you will find. He throws lethal grenades at intruders. Some restricted areas are only accessible by the commander or someone carrying a commander access card.



### Zombie:

Zombies are the victims of evil experiments. Dragging their rotting limbs along, they are slow but hard to kill. Silenced guns are not very powerful but zombies will happily keep shooting at you forever. Their implants have difficulty controlling the damaged brains and taking them over is often the easiest way to give them eternal peace.



### Gel Man:

The Gel Man is another genetic creation designed for environments with extreme pressures.



### Mechanoid:

Strong defensive units carrying lethal flechette guns. 90% of their bodies have been mechanized and armoured to take a phenomenal amount of damage. Their implants are strong, and a PPD attack without stunning will



### Mantis:

Only little is know about these creatures. They seem to boast some kind of psi-weapon.



leave them severely damaged. Notice that they are limited to warfare and cannot handle delicate objects such as keycards and small weapons.

### **StormTrooper:**

Aggressive commando troopers, specially trained to locate and kill intruders. The standard weapon is the laser rifle which they will happily use to snipe on you. Their armour is light to allow maximum mobility and their implants are medium grade.



### **Scientist:**

The science personnel of the laboratories. They wear no armour and carry weak weapons. Their implants are not designed to repulse a probe attack so they can easily be taken over. Some areas are only accessible to scientists.



### **Wolfhead:**

This biped killing machine is one of the most dangerous units around. Mounted on the left arm is a rocket launcher. You guessed it. Rocket launchers are bad for your health. Some units come with a Vulcan minigun instead. The controlling implants of this unit will only disable if stunned.



### **Chameleon Soldier:**

The skin of the chameleon man has been altered to camouflage the body. This works best when he is standing still, only when shooting and getting hit will the camouflage field disrupt to show the puny human inside. The high speed assault rifle carried by chameleon soldiers is too dangerous to ignore, so don't. The implants will yield to persistent attacks.



### **Space Pilot:**

When not piloting space ships, the pilots are in an understandably bad mood. The Space Pilot carries a grenade launcher which fires stun grenades capable of putting even the biggest brute to sleep. The clumsy space suit puts some restraint on his mobility, but protects against vacuum and probe attacks.



### **Battle Cyborg:**

Battle Cyborgs are enhanced, heavily armored humans capable of high speed. They carry flame throwers for toasting enemies. Due to the exposed upper body, the implants are weak compared to the durability of the body.

