

# Rhino Beetle Combat

## Average Rhino Beetle (1 cp)

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath: 2*

Shell Strength: 4

Total CP: 6

## Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath: 4*

Shell Strength: 5

Total CP: 8

## Bio-Engineered Freak Rhino Beetle (1 gp)

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

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ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

#### *Wrathful [+100% Price]*

The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

#### *Smooth Jaunt [+50% Price]*

This beetle moves so smoothly that it can dance around with a grain of wheat on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

#### *Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

#### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well.

These chunky beetles are not popular at beetle shows.

#### *Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

This is also a very attractive feature for beetle shows.

## Beetle Maneuvers

### Slam [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### Flip [X+2]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.  
A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### Shove [X+1]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### Horn-Parry [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### Dodge [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

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Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath: 2*

Shell Strength: 4

Total CP: 6

## Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath: 4*

Shell Strength: 5

Total CP: 8

## Bio-Engineered Freak Rhino Beetle (1 gp)

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

## **Rhino Beetle Modifiers**

### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

### *Smooth Jaunt [+50% Price]*

This beetle moves so smoothly that it can dance around with a grain of wheat on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

### *Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

### *Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

This is also a very attractive feature for beetle shows.

## Beetle Maneuvers

### Slam [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### Flip [X+2]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.  
A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### Shove [X+1]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### Horn-Parry [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### Dodge [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

Average Rhino Beetle (1 cp)

Str: 4  
Agi: 4  
End: 4  
Het: 4  
Wip: 4  
Wil: 4  
Int: 1  
Per: 4  
---  
ADR: 4  
TOU: 4  
MOB: 6  
*Wrath: 2*  
Shell Strength: 4  
Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4  
---  
ADR: 4  
TOU: 5  
MOB: 7  
*Wrath: 4*  
Shell Strength: 5  
Total CP: 8

**Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5  
---  
ADR: 6  
TOU: 6  
MOB: 9  
*Wrath: 6*  
Shell Strength: 6  
Total CP: 12

## Rhino Beetle Modifiers

### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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Wrathful Beetles increase their *Wrath* score by 1.

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This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

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## Beetle Maneuvers

### Slam [X]



**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.  
A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

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loses.**Rhino Beetle Combat**

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Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4  
Wil: 4  
Int: 1  
Per: 4

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ADR: 4  
TOU: 4  
MOB: 6  
*Wrath: 2*  
Shell Strength: 4  
Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

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ADR: 4  
TOU: 5  
MOB: 7  
*Wrath: 4*  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath: 6*  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

*Beautiful [+100% Price]*

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Wrathful Beetles increase their *Wrath* score by 1.

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

**Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.  
A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

**Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

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Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath: 2*

Shell Strength: 4

Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath: 4*

Shell Strength: 5

Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath: 6*

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

*Beautiful [+100% Price]*

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**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.  
A *Flipped* beetle immediately loses the fight.  
**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

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## **Rhino Beetle Combat**

### **Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath: 2*  
Shell Strength: 4  
Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath: 4*  
Shell Strength: 5  
Total CP: 8

**Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath: 6*  
Shell Strength: 6  
Total CP: 12

**Rhino Beetle Modifiers**

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still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

*Wrathful [+100% Price]*

The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

*Smooth Jaunt [+50% Price]*

This beetle moves so smoothly that it can dance around with a grain of wheath on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

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This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

*Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

**Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath: 4*

Shell Strength: 5

Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath: 6*

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for

no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

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This beetle moves so smoothly that it can dance around with a grain of wheat on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

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This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

#### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

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**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

#### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

### **Rhino Beetle Combat**

#### **Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

#### **Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4  
---  
ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5  
---  
ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

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### **Slam [X]**

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**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

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### Rhino Beetle Combat

#### Average Rhino Beetle (1 cp)

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

#### Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1



Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath*: 4

Shell Strength: 5

Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

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### **Slam [X]**

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**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

### Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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Wrathful Beetles increase their *Wrath* score by 1.

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This beetle moves so smoothly that it can dance around with a grain of wheat on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

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## Rhino Beetle Combat

### Average Rhino Beetle (1 cp)

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

### Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath:* 4

Shell Strength: 5

Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

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**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

#### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

#### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

#### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

#### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.



# Beetle Fighting Rules

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If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

### Average Rhino Beetle (1 cp)

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath*: 2

Shell Strength: 4

Total CP: 6

### Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath*: 4

Shell Strength: 5

Total CP: 8

### Bio-Engineered Freak Rhino Beetle (1 gp)

Str: 6

Agi: 6

End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

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**Success:** Inflicts Shock equal to Bonus Successes.

#### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

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**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

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Str: 4  
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End: 4  
Het: 4  
Wip: 4  
Wil: 4  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 4  
MOB: 6  
*Wrath*: 2  
Shell Strength: 4  
Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

## **Rhino Beetle Modifiers**

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**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

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**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

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**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

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Agi: 4  
End: 4  
Het: 4  
Wip: 4  
Wil: 4  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 4  
MOB: 6  
*Wrath: 2*  
Shell Strength: 4  
Total CP: 6

### Trained Rhino Beetle (1 sp)

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath: 4*  
Shell Strength: 5  
Total CP: 8

### Bio-Engineered Freak Rhino Beetle (1 gp)

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6

TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

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**Requirements:** Be a beetle.

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**Success:** Inflicts Shock equal to Bonus Successes.

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**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### Dodge [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

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Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath: 2*

Shell Strength: 4

Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath: 4*

Shell Strength: 5

Total CP: 8

**Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath: 6*

Shell Strength: 6

Total CP: 12

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**Requirements:** Be a beetle.

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**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

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Agi: 4

End: 4

Het: 4  
Wip: 4  
Wil: 4  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 4  
MOB: 6  
*Wrath*: 2  
Shell Strength: 4  
Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
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**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

**Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.  
A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

**Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

### Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath: 2*

Shell Strength: 4

Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath: 4*

Shell Strength: 5

Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath: 6*

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

*Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.



### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

### *Wrathful [+100% Price]*

The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

### *Smooth Jaunt [+50% Price]*

This beetle moves so smoothly that it can dance around with a grain of wheat on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

### *Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

### *Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

This is also a very attractive feature for beetle shows.

## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.  
A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

### **Rhino Beetle Combat**

#### **Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6  
*Wrath*: 2  
Shell Strength: 4  
Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand

adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

*Wrathful [+100% Price]*

The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

*Smooth Jaunt [+50% Price]*

This beetle moves so smoothly that it can dance around with a grain of wheath on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

*Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

*Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

*Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

**Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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Beetles with Excellent Balance roll 1 extra die for all Stability tests.

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### **Beetle Maneuvers**

#### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

#### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

#### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## **Rhino Beetle Combat**

### **Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5



End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4  
---  
ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5  
---  
ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

#### *Wrathful [+100% Price]*

The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in

an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

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This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

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If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it

loses.**Rhino Beetle Combat**

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1  
Per: 4  
---  
ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5  
---  
ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove

Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it

loses. **Rhino Beetle Combat**

### **Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

#### *Wrathful [+100% Price]*

The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

#### *Smooth Jaunt [+50% Price]*

This beetle moves so smoothly that it can dance around with a grain of wheat on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small.

Still, this increases the beetle's impressiveness in beetle shows.

*Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

*Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

*Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

This is also a very attractive feature for beetle shows.

## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.



**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

### Rhino Beetle Combat

#### Average Rhino Beetle (1 cp)

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

#### Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath:* 4

Shell Strength: 5

Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

#### *Smooth Jaunt [+50% Price]*

This beetle moves so smoothly that it can dance around with a grain of wheat on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

#### *Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the

collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

#### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

#### *Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

This is also a very attractive feature for beetle shows.

### **Beetle Maneuvers**

#### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

#### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

#### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

#### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

#### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

### Rhino Beetle Combat

#### Average Rhino Beetle (1 cp)

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath*: 2

Shell Strength: 4

Total CP: 6

#### Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath*: 4

Shell Strength: 5

Total CP: 8

#### Bio-Engineered Freak Rhino Beetle (1 gp)

Str: 6

Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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Wrathful Beetles increase their *Wrath* score by 1.

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Beetles with Excellent Balance roll 1 extra die for all Stability tests.

### *Dense Shell [+50% Price]*

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This is also a very attractive feature for beetle shows.

## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

### Average Rhino Beetle (1 cp)

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath: 2*

Shell Strength: 4

Total CP: 6

### Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath: 4*

Shell Strength: 5

Total CP: 8

### Bio-Engineered Freak Rhino Beetle (1 gp)

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

## **Rhino Beetle Modifiers**

### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

### *Unusually Intelligent [+25% Price]*

The beetle just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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Wrathful Beetles increase their *Wrath* score by 1.

### *Smooth Jaunt [+50% Price]*

This beetle moves so smoothly that it can dance around with a grain of wheat on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

### *Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

### *Dense Shell [+50% Price]*

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### *Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

This is also a very attractive feature for beetle shows.

## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

### Average Rhino Beetle (1 cp)

Str: 4  
Agi: 4  
End: 4  
Het: 4  
Wip: 4  
Wil: 4  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 4  
MOB: 6  
*Wrath*: 2  
Shell Strength: 4  
Total CP: 6

### Trained Rhino Beetle (1 sp)

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### Bio-Engineered Freak Rhino Beetle (1 gp)

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

#### *Smooth Jaunt [+50% Price]*

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it forces by 1.

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## Beetle Maneuvers

### Slam [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### Flip [X+2]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### Shove [X+1]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### Horn-Parry [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### Dodge [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath*: 2

Shell Strength: 4

Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath*: 4

Shell Strength: 5

Total CP: 8

**Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath: 6*  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

#### *Wrathful [+100% Price]*

The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

#### *Smooth Jaunt [+50% Price]*

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#### *Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

#### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

#### *Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

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## Beetle Maneuvers

### Slam [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### Flip [X+2]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### Shove [X+1]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### Horn-Parry [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### Dodge [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

### Rhino Beetle Combat

#### Average Rhino Beetle (1 cp)

Str: 4

Agi: 4  
End: 4  
Het: 4  
Wip: 4  
Wil: 4  
Int: 1  
Per: 4  
---  
ADR: 4  
TOU: 4  
MOB: 6  
*Wrath: 2*  
Shell Strength: 4  
Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4  
---  
ADR: 4  
TOU: 5  
MOB: 7  
*Wrath: 4*  
Shell Strength: 5  
Total CP: 8

**Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5  
---  
ADR: 6  
TOU: 6  
MOB: 9  
*Wrath: 6*  
Shell Strength: 6  
Total CP: 12



## Rhino Beetle Modifiers

### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

### *Unusually Intelligent [+25% Price]*

The beetle just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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Wrathful Beetles increase their *Wrath* score by 1.

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This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

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### **Slam [X]**

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**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

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**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

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## **Beetle Fighting Rules**

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#### **Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath*: 2

Shell Strength: 4

Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath*: 4

Shell Strength: 5

Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

*Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and

everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

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**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.  
A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

**Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

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## Beetle Fighting Rules

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## Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4  
TOU: 4  
MOB: 6  
*Wrath*: 2  
Shell Strength: 4  
Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

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**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

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**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

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## **Beetle Fighting Rules**

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### **Rhino Beetle Combat**

#### **Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2



Shell Strength: 4  
Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath: 4*  
Shell Strength: 5  
Total CP: 8

**Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath: 6*  
Shell Strength: 6  
Total CP: 12

**Rhino Beetle Modifiers**

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**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

**Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

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**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4  
---  
ADR: 4  
TOU: 5  
MOB: 7  
*Wrath: 4*  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5  
---  
ADR: 6  
TOU: 6  
MOB: 9  
*Wrath: 6*  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

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#### *Smooth Jaunt [+50% Price]*

This beetle moves so smoothly that it can dance around with a grain of wheath on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

#### *Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

#### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

#### *Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

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### **Beetle Maneuvers**

#### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

#### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

#### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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Beetles with Excellent Balance roll 1 extra die for all Stability tests.

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## **Beetle Maneuvers**

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**Requirements:** Be a beetle.

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**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.



**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

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Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

### Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath*: 4

Shell Strength: 5

Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

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### **Slam [X]**

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**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

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## Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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Beetles with Excellent Balance roll 1 extra die for all Stability tests.

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

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### Rhino Beetle Combat

#### Average Rhino Beetle (1 cp)

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath: 2*

Shell Strength: 4

Total CP: 6

#### Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath: 4*

Shell Strength: 5

Total CP: 8

## **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

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### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

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End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath*: 2

Shell Strength: 4

Total CP: 6

### Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath*: 4

Shell Strength: 5

Total CP: 8

### Bio-Engineered Freak Rhino Beetle (1 gp)

Str: 6

Agi: 6

End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

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### **Beetle Maneuvers**

#### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

#### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

#### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

#### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

#### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted.

It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## **Rhino Beetle Combat**

### **Average Rhino Beetle (1 cp)**

Str: 4  
Agi: 4  
End: 4  
Het: 4  
Wip: 4  
Wil: 4  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 4  
MOB: 6  
*Wrath*: 2  
Shell Strength: 4  
Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

#### *Wrathful [+100% Price]*

The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

#### *Smooth Jaunt [+50% Price]*

This beetle moves so smoothly that it can dance around with a grain of wheat on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

#### *Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

#### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

### *Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

This is also a very attractive feature for beetle shows.

## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

### Average Rhino Beetle (1 cp)

Str: 4  
Agi: 4  
End: 4  
Het: 4  
Wip: 4  
Wil: 4  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 4  
MOB: 6  
*Wrath: 2*  
Shell Strength: 4  
Total CP: 6

### Trained Rhino Beetle (1 sp)

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath: 4*  
Shell Strength: 5  
Total CP: 8

### Bio-Engineered Freak Rhino Beetle (1 gp)

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6



TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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Wrathful Beetles increase their *Wrath* score by 1.

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#### *Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

#### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

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This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

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## Beetle Maneuvers

### Slam [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### Flip [X+2]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### Shove [X+1]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### Horn-Parry [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### Dodge [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath: 2*

Shell Strength: 4

Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath: 4*

Shell Strength: 5

Total CP: 8

**Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath: 6*

Shell Strength: 6

Total CP: 12

## Rhino Beetle Modifiers

### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

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## Beetle Maneuvers

**Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

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**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

**Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

### Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4  
Wip: 4  
Wil: 4  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 4  
MOB: 6  
*Wrath*: 2  
Shell Strength: 4  
Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

### *Unusually Intelligent [+25% Price]*

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Wrathful Beetles increase their *Wrath* score by 1.

### *Smooth Jaunt [+50% Price]*

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This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

**Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.  
A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

**Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

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### Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1



Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath: 2*

Shell Strength: 4

Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath: 4*

Shell Strength: 5

Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath: 6*

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

*Beautiful [+100% Price]*

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### *Unusually Intelligent [+25% Price]*

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### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.  
A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

### **Rhino Beetle Combat**

#### **Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6  
*Wrath*: 2  
Shell Strength: 4  
Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand

adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

*Wrathful [+100% Price]*

The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

*Smooth Jaunt [+50% Price]*

This beetle moves so smoothly that it can dance around with a grain of wheath on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

*Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

*Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

*Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

**Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

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If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

#### *Wrathful [+100% Price]*

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Wrathful Beetles increase their *Wrath* score by 1.

#### *Smooth Jaunt [+50% Price]*

This beetle moves so smoothly that it can dance around with a grain of wheat on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

#### *Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

#### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

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This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

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### **Beetle Maneuvers**

#### **Slam [X]**

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**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

#### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

#### **Shove [X+1]**

**Requirements:** Be a beetle.



**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

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If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## **Rhino Beetle Combat**

### **Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4  
---  
ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5  
---  
ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

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If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it

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**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1  
Per: 4  
---  
ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5  
---  
ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

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The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

### *Smooth Jaunt [+50% Price]*

This beetle moves so smoothly that it can dance around with a grain of wheat on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

### *Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove

Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

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### **Rhino Beetle Combat**

#### **Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

#### **Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

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The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

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If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

### Rhino Beetle Combat

#### Average Rhino Beetle (1 cp)

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

#### Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath:* 4

Shell Strength: 5

Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

#### *Wrathful [+100% Price]*

The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

#### *Smooth Jaunt [+50% Price]*

This beetle moves so smoothly that it can dance around with a grain of wheat on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

#### *Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the

collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

#### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

#### *Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

This is also a very attractive feature for beetle shows.

### **Beetle Maneuvers**

#### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

#### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

#### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

#### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

#### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

### Rhino Beetle Combat

#### Average Rhino Beetle (1 cp)

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath*: 2

Shell Strength: 4

Total CP: 6

#### Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath*: 4

Shell Strength: 5

Total CP: 8

#### Bio-Engineered Freak Rhino Beetle (1 gp)

Str: 6

Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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Wrathful Beetles increase their *Wrath* score by 1.

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#### *Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

### *Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

### Average Rhino Beetle (1 cp)

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath: 2*

Shell Strength: 4

Total CP: 6

### Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath: 4*

Shell Strength: 5

Total CP: 8

### Bio-Engineered Freak Rhino Beetle (1 gp)

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5



Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

## **Rhino Beetle Modifiers**

### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

### *Unusually Intelligent [+25% Price]*

The beetle just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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Wrathful Beetles increase their *Wrath* score by 1.

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### *Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

### Average Rhino Beetle (1 cp)

Str: 4  
Agi: 4  
End: 4  
Het: 4  
Wip: 4  
Wil: 4  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 4  
MOB: 6  
*Wrath: 2*  
Shell Strength: 4  
Total CP: 6

### Trained Rhino Beetle (1 sp)

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath: 4*  
Shell Strength: 5  
Total CP: 8

### Bio-Engineered Freak Rhino Beetle (1 gp)

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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Wrathful Beetles increase their *Wrath* score by 1.

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Beetles with Excellent Balance roll 1 extra die for all Stability tests.

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## Beetle Maneuvers

### Slam [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### Flip [X+2]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### Shove [X+1]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### Horn-Parry [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### Dodge [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath*: 2

Shell Strength: 4

Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath*: 4

Shell Strength: 5

Total CP: 8

**Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath: 6*  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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## Beetle Maneuvers

### Slam [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### Flip [X+2]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### Shove [X+1]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### Horn-Parry [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### Dodge [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

### Rhino Beetle Combat

#### Average Rhino Beetle (1 cp)

Str: 4



Agi: 4  
End: 4  
Het: 4  
Wip: 4  
Wil: 4  
Int: 1  
Per: 4  
---  
ADR: 4  
TOU: 4  
MOB: 6  
*Wrath: 2*  
Shell Strength: 4  
Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4  
---  
ADR: 4  
TOU: 5  
MOB: 7  
*Wrath: 4*  
Shell Strength: 5  
Total CP: 8

**Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5  
---  
ADR: 6  
TOU: 6  
MOB: 9  
*Wrath: 6*  
Shell Strength: 6  
Total CP: 12

## Rhino Beetle Modifiers

### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

### *Unusually Intelligent [+25% Price]*

The beetle just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

### *Wrathful [+100% Price]*

The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

### *Smooth Jaunt [+50% Price]*

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### *Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

### *Huge Horn [+200% Price]*

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## Beetle Maneuvers

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

### **Rhino Beetle Combat**

#### **Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath*: 2

Shell Strength: 4

Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath*: 4

Shell Strength: 5

Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

*Beautiful* [+100% Price]

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and

everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

*Unusually Intelligent [+25% Price]*

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Wrathful Beetles increase their *Wrath* score by 1.

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This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

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This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

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### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

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**Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.  
A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

**Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

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**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4  
TOU: 4  
MOB: 6  
*Wrath*: 2  
Shell Strength: 4  
Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

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**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

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**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.



A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

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#### **Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4  
Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath: 4*  
Shell Strength: 5  
Total CP: 8

**Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath: 6*  
Shell Strength: 6  
Total CP: 12

**Rhino Beetle Modifiers**

*Beautiful [+100% Price]*

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

**Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

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## Beetle Fighting Rules

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### Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4  
---  
ADR: 4  
TOU: 5  
MOB: 7  
*Wrath: 4*  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5  
---  
ADR: 6  
TOU: 6  
MOB: 9  
*Wrath: 6*  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

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#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

#### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

#### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

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**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

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Beetles with Excellent Balance roll 1 extra die for all Stability tests.

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This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

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This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

### Average Rhino Beetle (1 cp)

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

### Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath*: 4

Shell Strength: 5

Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

#### *Wrathful [+100% Price]*

The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

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### **Slam [X]**

**Requirements:** Be a beetle.

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**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

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### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

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### Rhino Beetle Combat

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Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath:* 2

Shell Strength: 4

Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

#### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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### **Slam [X]**

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**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

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#### Average Rhino Beetle (1 cp)

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath: 2*

Shell Strength: 4

Total CP: 6

#### Trained Rhino Beetle (1 sp)

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath: 4*

Shell Strength: 5

Total CP: 8



## **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

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**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

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**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

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Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

### Average Rhino Beetle (1 cp)

Str: 4  
Agi: 4  
End: 4  
Het: 4  
Wip: 4  
Wil: 4  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 4  
MOB: 6  
*Wrath*: 2  
Shell Strength: 4  
Total CP: 6

### Trained Rhino Beetle (1 sp)

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### Bio-Engineered Freak Rhino Beetle (1 gp)

Str: 6  
Agi: 6

End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

#### *Beautiful [+100% Price]*

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The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

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**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

#### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

#### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

#### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

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## **Rhino Beetle Combat**

### **Average Rhino Beetle (1 cp)**

Str: 4  
Agi: 4  
End: 4  
Het: 4  
Wip: 4  
Wil: 4  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 4  
MOB: 6  
*Wrath*: 2  
Shell Strength: 4  
Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath*: 6

Shell Strength: 6

Total CP: 12

## **Rhino Beetle Modifiers**

### *Beautiful [+100% Price]*

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### *Unusually Intelligent [+25% Price]*

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### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.



If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

### Average Rhino Beetle (1 cp)

Str: 4  
Agi: 4  
End: 4  
Het: 4  
Wip: 4  
Wil: 4  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 4  
MOB: 6  
*Wrath: 2*  
Shell Strength: 4  
Total CP: 6

### Trained Rhino Beetle (1 sp)

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath: 4*  
Shell Strength: 5  
Total CP: 8

### Bio-Engineered Freak Rhino Beetle (1 gp)

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6

TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

## Rhino Beetle Modifiers

### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

### *Wrathful [+100% Price]*

The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

### *Smooth Jaunt [+50% Price]*

This beetle moves so smoothly that it can dance around with a grain of wheat on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

### *Excellent Balance [+50% Price]*

This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

### *Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

This is also a very attractive feature for beetle shows.

## Beetle Maneuvers

### Slam [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### Flip [X+2]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### Shove [X+1]

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### Horn-Parry [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### Dodge [X]

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

If a Beetle is ever rendered Prone by Overshock or other factors, it falls off the log. That means it loses.

## Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath: 2*

Shell Strength: 4

Total CP: 6

**Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath: 4*

Shell Strength: 5

Total CP: 8

**Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath: 6*

Shell Strength: 6

Total CP: 12

## Rhino Beetle Modifiers

### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

### *Unusually Intelligent [+25% Price]*

The beetle is just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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The beetle is furious, always angry, like a dog kept in a cage and periodically struck with a spoon for no clear reason. Constant pain wracks its tiny skull, and it experiences blackouts in which it does horrible, horrible things to other beetles. It has been so long that the beetle neither knows nor cares why it is still angry. It has been consumed by rage that colors its every perception, and feeds upon itself in an unending feedback loop of bloodsoaked screaming rage. Every night the beetle falls asleep with a blinding headache, sobbing softly into its bedding, begging for answers that will never come. How much longer must it live?

Wrathful Beetles increase their *Wrath* score by 1.

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This beetle moves so smoothly that it can dance around with a grain of wheat on its back for hours without it falling off. This would make the beetle exceptionally good for a mount, if it weren't so small. Still, this increases the beetle's impressiveness in beetle shows.

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This beetle has balance, it can dance on the head of a pin (though it resents this. It has seen the collections in your other room, and secretly it plots your demise to avenge them) and is very difficult to dislodge from its footing.

Beetles with Excellent Balance roll 1 extra die for all Stability tests.

### *Dense Shell [+50% Price]*

This beetle has a heavy shell that makes it harder to injure, but a bit slower. When this beetle uses the *Dodge* maneuver, the Activation Cost is increased by 2, but increase its Shell Hardness by 1 as well. These chunky beetles are not popular at beetle shows.

### *Huge Horn [+200% Price]*

This beetle is freakishly well endowed, like Hanzo the Razor except a beetle and slightly more of a rapist. Any *Flip* or *Shove* attack made by this beetle, if successful, increases the RS of the Stability Test it forces by 1.

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## Beetle Maneuvers

**Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

**Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

**Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

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Thunderlog. Two Beetles Enter. One Beetle Leaves. The other is recovered afterwards and comforted. It was just a fluke. He had him on the ropes. The big bastard was cheating. You'll get him next time. Let's go get something to eat, huh? Want some sugar? Oh don't cry, everyone loves you. Look how shiny your wings are. There there.

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### Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4  
Wip: 4  
Wil: 4  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 4  
MOB: 6  
*Wrath*: 2  
Shell Strength: 4  
Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5  
Agi: 5  
End: 5  
Het: 5  
Wip: 4  
Wil: 5  
Int: 1  
Per: 4

---

ADR: 4  
TOU: 5  
MOB: 7  
*Wrath*: 4  
Shell Strength: 5  
Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6  
Agi: 6  
End: 6  
Het: 6  
Wip: 5  
Wil: 6  
Int: 1  
Per: 5

---

ADR: 6  
TOU: 6  
MOB: 9  
*Wrath*: 6  
Shell Strength: 6  
Total CP: 12

### **Rhino Beetle Modifiers**

### *Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

### *Unusually Intelligent [+25% Price]*

The beetle just intelligent enough to know that it is a bug swept up in affairs that far transcend it in scope and importance. This makes the beetle very happy, as it feels as though it is on a grand adventure, and it will try harder to obey its trainer and do what it is told. Unusually Intelligent beetles still have Int 1, but they reduce the Activation Cost for *Flip* and *Shove* by 1.

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**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.  
A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

**Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

**Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

**Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## Beetle Fighting Rules

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### Rhino Beetle Combat

**Average Rhino Beetle (1 cp)**

Str: 4

Agi: 4

End: 4

Het: 4

Wip: 4

Wil: 4

Int: 1

Per: 4

---

ADR: 4

TOU: 4

MOB: 6

*Wrath: 2*

Shell Strength: 4

Total CP: 6

### **Trained Rhino Beetle (1 sp)**

Str: 5

Agi: 5

End: 5

Het: 5

Wip: 4

Wil: 5

Int: 1

Per: 4

---

ADR: 4

TOU: 5

MOB: 7

*Wrath: 4*

Shell Strength: 5

Total CP: 8

### **Bio-Engineered Freak Rhino Beetle (1 gp)**

Str: 6

Agi: 6

End: 6

Het: 6

Wip: 5

Wil: 6

Int: 1

Per: 5

---

ADR: 6

TOU: 6

MOB: 9

*Wrath: 6*

Shell Strength: 6

Total CP: 12

### **Rhino Beetle Modifiers**

*Beautiful [+100% Price]*

The beetle is extra shiny and beautiful to behold. Children will stare in awe of its iridescent shell, and everyone will cheer for the beetle to win because it is prettier, and thus probably the hero of its own little bug story.

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## **Beetle Maneuvers**

### **Slam [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7 targeting Beetle Zone.

**Success:** Inflicts [Str+Bonus Successes] damage to target Beetle. Damage is of beetle type.

### **Flip [X+2]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 7

**Success:** Enemy must pass a Stability Test at RS equal to Half Bonus Successes or be *Flipped*.

A *Flipped* beetle immediately loses the fight.

**Failure:** You suffer Shock equal to enemy Defense Successes.

### **Shove [X+1]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Attack at Horn Range with X at Horn TN 6

**Success:** Inflicts Shock equal to Bonus Successes.

### **Horn-Parry [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Horn Parry TN 7.

**Success:** Enemy Attack Negated, you gain Initiative. Next Action, if you make a Flip or Shove Maneuver, you gain +1 dice.

### **Dodge [X]**

**Requirements:** Be a beetle.

**Maneuver:** Horn Defense with X at Beetle Dodge TN 5

**Success:** Enemy Attack Negated, you gain Initiative. Enemy suffers Shock equal to your BS.

**Failure:** Enemy Attack goes through and is not reduced by Defense Successes.

## **Beetle Fighting Rules**

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