

INTRODUCTION

The world manifests as reality and the Savage Core is the representation of the mind, its basic urges and function. If the Savage Core is the inner being, the outside, or surface, world is the external. The Id control the environment and the Factions are competing forces within the hierarchy. Everything is not what it seems and there is no compass...

THE ID

The Id are the keepers of the deeper secrets of the Savage Core and are its true alien masters. Their diminutive and frail stature belies their true power. They're far travellers from a distant star and a rare close encounter with the Id is, at the very least, an unsettling experience, and all too often, a fatal one. They are an anathema to all life on or under the Earth and view all indigenous lifeforms of this planet as fair game for their callous experimentation. The entire Core itself is an exotic and outlandish experiment, the purpose of which is incomprehensible to those who dwell within the Underworld. Indeed, the Core only exists because of vast machines fashioned from Id technology, which hum almost imperceptibly powering the environment. Both the ambient light within the Core and the treasured Sunstones are manifestations of their exotic technology. Even the low level audio hum has a purpose as it serves to manipulate the brainwaves of indigenous lifeforms, it aggravates and induces victims to savagery, and, eventually, madness. Over millennia, The Id have manipulated and perverted each and every inhabitant of the Core, so that none have taken a natural evolutionary course without alien intervention, and those who consider themselves free or masters of their own destiny, are, in fact, victims of this cruel manipulation. The Id have debased once-noble cultures and turned them all to savagery, Faction leaders such as Valaki and Xachoti, mere pawns in an endless cycle of violent self destruction. They have systematically brought about a warping of entire cultures so that none function in a healthy productive fashion, always bending minds to war and destruction. They have seeded Cro Magnon hubris and Atlantean cruelty within the minds of the people, and have driven the beasts of the land half mad with psychic attacks, so that all who dwell within the land are incapable of straight thinking and the Core has become a nightmarish and dangerous carnival version of everything it once was or could have been. War sweeps the land as a common way to resolve manufactured disputes, all the while, it is The Id pulling the strings. The cultures all seem to possess a dim awareness of their status, however, echoes of which manifest as Neanderthal Standing Stones, Cro Magnon structures, Jaguar tribal chants and Simian curiosity for shiny trinkets. Amazon knowledge of mind controlling toxins and the Atlantean preoccupation with subjugation may also be attributed to Id influence.

BOGUSOR

Bogusor, is the decoy Boss of the Id. Bogusor looks, for all the world, like the Boss of the Id Faction Bods. His immense size and presence serves to convince enemies that this is so. In fact, Bogusor is a mindless figurehead, crafted by Id tech to fool the unwary, in order to cause confusion within their ranks. A perfect example of Id misdirection. Bogusor is not without prowess, his stats are an exception to the normal range of Bods and he may act as a surrogate focal point for Command radius and Tricky Customer ranges. Bogusor is, however, hamstrung in one important facet. If Bogusor ever rolls a natural 10 on the dice, for any of his actions, he keels over and dies, his vital organs eventually having succumbed to years of physical stress due to the warping of a normal Id's physical form. In strictly game terms, Bogusor is never considered to be an actual functioning Boss for the Faction, except in those circumstances mentioned above.

Bogusor acts in game as a special Bod, in that, the loss of Bogusor is not the loss of the game. The figure is used as an extension to the Command Radius for all Id actions.

ID BOD BOGUSOR STATS

Moxie	Tick	Guts	Buff	Clip
2	1	9	6	2

BUDBIG THE BOSS

Budbig The Id Boss, is the big bad boss of The Id. Small in stature, but with heroic ego, Budbig is the man. But which man? It is not obvious which apparent Bod Budbig is.

Mechanically speaking, the game functions thus: Before the game begins, choose one Bod who will act as Budbig for the game. Let your opponent know which Bod that is. (If they forget in game, this will be the result of Id mind control, what a larf...)

Budbig uses Psionics rather than Tricks, but these operate in a similar manner.

ID BOSS BUDBIG'S STATS

Moxie	Smarts	Tick	Guts	Buff	Clip
7	20	3	8	4	4

id BODS

A weird whistling heralds the arrival of a close encounter with the Id, a rare and extraordinary event. The Id use a variety of powers including Id Globes and Wands and a variety of mind games. They are capable of Close and Ranged Conflict.

id BOD STATS

Moxie	Tick	Guts	Buff	Clip
4	1	4	2	3

id PSIONICS

The Id use Psionics in place of Tricks. These operate in a similar fashion to Tricks with subtle differences as described below. (The Id do not use traditional artefacts, therefore the Simian Trick 'Fingers' cannot be used on The Id Faction.)

ABDUCTION (id SCENE)

Minimum Required Smarts Score: 25

Minimum Required Bods: 3 (Not including Bogusor)

The Id disappear from the board for the whole turn. They are not subject to any adverse effects of Tricks played this turn. They reappear at the start of the next turn in the Initiation Phase anywhere on the board except in base to base contact with the enemy.

ALIEN PROBE (PSIONIC)

All enemy Bods within 8 inches of The Id Boss, (or Bogusor the Bogus Boss), must achieve a Guts Score of 9 or more, or be fundamentally touched by an invasive force and are immediately displaced by The Id player 1d10 inches away and must spend the remainder of the turn vomiting. The affected Bods must remain outside of base contact with an enemy and may not be placed in impassable terrain, or displaced off the board. These affected Bods may not otherwise be attacked this turn.

CLOAKING 1 (PSIONIC)

Choose a different Id Bod, (not including Bogusor), as your bid bad Boss. Budbig's current Tick remains the same.

CLOAKING 2 (PSIONIC)

Cloaking 2 may only be played after Cloaking 1. Choose again a different Id Bod, (not including Bogusor), as your big bad Boss. Budbig's current Tick remains the same.

HEEBEEGEEBES (PSIONIC)

Heebeegeebes spreads like wildfire through enemy minds. No enemy may close upon The Id this turn. Any enemies currently in base contact are displaced 2 inches in any direction. (enemy player's choice of direction). Heebeegeebes overrules any closing Trick which states otherwise. This Psionic does not affect Random Encounters, which function normally.

SIGNS (PSIONIC)

Up to 3 Id Bods, (not including Bogusor), may swap places with the same amount of an enemy player's Bods, provided a sufficient number remains.

ID STONES (EXOTIC TECH)

Provided with the minimum required Id Faction to play are two Id Stones. These have a game purpose. During setup, the Id player places two Id Stones wherever they please on the board. (not in impassable terrain). These Stones act as teleportation devices and work thus: During movement, if an Id figure comes into base contact with the Id Stone, they may be immediately transported to the other and continue their movement. There is no limit to the number of times this may be done. Only Id may use these devices. The Id Stones, however, are fragile and may be destroyed on immediate base contact with an enemy, including rampant beasts, lava flows etc.

RULES FOR THE SAVAGE CORE CAMPAIGN SYSTEM

The Id may be used as a playable Faction in the Campaign System, subject to the same rules as every other Faction, with one difference. The six neutral coastal provinces may be used as their home territories, but the Id possess no Capitol.

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