

## **Giant ants and mantises:**

Radscorpions are not the only insects, that seemed to have thrived after the Great War, compared to before. Between FE-Virus and radiation, other insects have also grown to nightmarish sizes. The two most common, together with radscorpions, are ants and mantises.

Both species are much larger than their pre-war ancestors, in fact, they are gigantic in comparison. The giant ants are, fully grown, about 45 cm long and have a shoulder height of 30 cm. Mantises on the other hand get to about 30-50 cm in height. Both species are omnivores and are barely domesticable.

### **The statistics of giant ants and mantises:**

As with all other creatures, no value may lie below the minimal value or above the maximal value. For giant ants, 27 points may be added to the minimal values. For mantises 22 points may be added.

The statistics for giant ants are:

	ST	PE	EN	CH	IN	AG	LU	CO
MIN	4	3	4	1	1	1	1	1
MAX	7	8	10	4	4	6	10	7

The statistics for mantises are:

	ST	PE	EN	CH	IN	AG	LU	CO
MIN	1	1	1	1	1	1	1	1
MAX	4	6	5	3	3	6	10	6

### **The statistics explained:**

#### **STRENGTH:**

Strength determines how much damage an animal does in combat and also determines extraordinary feats of strength the animal might have to perform.

#### **PERCEPTION:**

Perception works for animals as it does for humans: it shows how well the animal can recognize a threat, or maybe a flight path or an obstacle in the way or something like that.

#### **ENDURANCE:**

The endurance codetermines the hit points of the animals:

Giant ants have  $5 + EN * 2$  hit points.

Mantises have  $13 + EN * 2$  hit points.

Furthermore, endurance also determines whether the animal succeeds in certain, great efforts.

- CHARISMA:** Animals can suck up, too. This value shows how docile the insect is. Mantises and giant ants, even docile ones, are however very dangerous critters and one should only try to domesticate one, if one really knows what one is doing.
- INTELLIGENCE:** Each point of intelligence of the animal gives a +5 bonus to *training*.
- AGILITY:** For each point of agility, a giant ant can move for 3.5 cm in a combat round and a mantis for 4 cm.  
(AG = action points)
- LUCK:** As with humans, luck determines everything and nothing as well as the critical hit chance.
- COURAGE:** This value shows how much an animal tries to stand up to danger. Basically one could say for insects, that the smaller they are, the more likely they are to run away.

### **Food:**

Both species are omnivores and get along with relatively little food. The larger giant ants eat up to one pound a day and can get along for up to a week without any food. Mantises on the other hand are content with one pound every two days. They, too, can get along for 7 days without food.

### **Training:**

Training of insects seems to be nearly impossible. One can keep them in cages and feed them every day, but that rarely makes these animals to loyal followers. The few wasteland dwellers that keep them, do it as a food source. But, if one can work wonders with animals, one can certainly try. One needs 80 points on *training* and about 7 months of time with the animals.

### **Movement and combat:**

Giant ants can move for 3.5 cm per AP. Mantises for 4 cm per AP. Both insects *attack* by biting for 3 AP. Both attacks do 2 D3 + ST damage.

The chitin carapace of both insects is rather hard and offers an armor rating of 5 against all kinds of damage.