BATTLE LORDS
of the 23rd century
WHEN IN DOUBT
LOCK-N-LOAD
23rd CENTURY
PRODUCTIONS

WHEN IN DOUBT
LOCK-N-LOAD

CREDITS

Battlelords of the Twenty-Third Century™ Created by Lawrence "Larry" R. Sims

23rd Century Productions, LLC: Anthony Oliveira, David Soruco, Michelle Soruco, Kurt Willis

SSDC, Inc.: Michael Osadciw & Aaron Thies

7th Edition Game Mechanics designed by: Anthony Oliveira, David Soruco, Kurt Willis

7th Edition Concepts & Contributors: Anthony Oliveira, David Soruco, Joseph Soruco, Keith Soruco, Lindsey Soruco, Michelle Soruco, Kurt Willis

Editor: June Hedman

Assistant Editor: Anthony Oliveira

Short stories: Anthony Oliveira & Kurt Willis

Contributors: David Fowler, Keith Klee

Senior Art Director: Ray Hedman

Assistant Art Directors: Dawn Oliveira, Anthony Oliveira

Layout Concept: Andrew Curtis at FUEL VM, LLC.

Layout Development: Daniel Marshall

Marketing Consultant: Andrew Curtis at FUEL VM, LLC.

Proofreaders: Kevin Brennan, Andrew Cave, Geoff Groff, Todd Previte, Jeremy Smith

Front Cover Art: Kiki "Kay Kay" Kurnia

Back Cover Art: Kiki "Kay Kay" Kurnia

Artists: Jordi Alcala, Nichole Balsley at Devious Squrl Designs, Wayne Barlowe, Can Başdoğan, Matt Bulahao, Annamaria Caciagli, Tadeo Doria, Stewart Ellis, Wietz Fopma, ATttila Gallik, Breno Girafa, Ray Hedman, Carsten Holtmann, Quinton Hoover, Dave Johnson, Samuel Kamby, Kiki "Kay Kay" Kurnia, Chyi Ming Lee, Mark Maxwell, Mitch Mueller, Darren Myners, Michael Osadciw, Jeff Reitz, Leonardo Sá, Jhomar Soriano, Gino Stratolat, Daniel Thiele, Quico Vicens, Carlos Villas, Admira Wijaya, John Williams

Playtesters: Lodge Blackman, Clayton Butler, Andrew Gil, Geoffrey Groff, Benjamin Kacher, Chris Kearney, Kevin Malantic, Anona Molla, Frank Moran, Andrew Oleniach, Todd Previte, Ryan Rimmel, Greg Schmidt, Shaun Scot, Jeremy Smith, Scott Turner, Matt Vargo, Paul Vissers, Ron Vissers, Matthew T. Whelehan, Daniel Williamson, Charles Williamson

Battlelords of the 23rd Century®, 7th Edition, First Printing by 23rd Century Productions, LLC.

Contact us at info@23rdcentury.net or via www.23rdcentury.net
or search your favorite social network for "Battlelords" or "23rd Century Productions".

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"This book was designed as a game. The information portrayed doesn't in any way reflect the beliefs of the author or the company. We don't support cannibalism, racism, sexism, and/or any other "ism" that has negative social consequences." -Larry Sims

Battlelords of the Twenty-Third Century® is military science-fiction roleplaying game, which contains mature themes and is recommended for ages 14 and up. It was originally written by a soldier. The text within graphically describes war wounds, violent combat, combatants that work themselves up into a suicidal frenzy, and dark humor that soldiers often use cope with the horrors of war. If this is objectionable to you, please stop reading now.

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KICKSTARTER

Kickstarter video created by: Nichole Balsley at Devious Squrl Designs

Convention attire and promotional materials designed and provided by: Phoenix Design Screen Printing & Embroidery. https://www.facebook.com/phoenixmuncie

Special Thanks to: Jerrod Anderson, BackerKit, Richard Bermudez, Andrew Bator, Jonathan "AJ" Bolte, Conceptart.org, Echo Chernik, Lazarus Chernik, Dan Davenport, Geoff Dickens, DriveThruRPG.Com, Wil Etheredge, Matt Forbeck, Laura Gavigan, Mark Golden, Matthew Grau, June Hedman, Tom Javoroski, Kickstarter, Keith Klee, Modiphius Entertainment, Tyson Mueller, Doug Nelson, Louis Norton, Austin Oliveira, Dawn Oliveira, Michael Osadciw, Benjamin Pierce, Posthuman Studios, Jim Ream, Roll of the Dice Podcast, RPGLogic Podcast, Lawrence R. Sims, SSDC, The Hardboiled GMShoe, Kevin Taufner, Aaron Thies, Inori Kunimi Thies, Nick Vasi, Geoff Wheeler, Dan Williamson, Thomas Williamson, Megan Willis, and the Fans of Battlelords everywhere.

Kickstarter Backers: Eric Alexander, William Ballad, Matthew Banes, William C. Barnett, Abram Barnett, Juergen Barters, Eric Bash, Edmond Bass, Daniel Bates, Erich Bauer, Ron Beck, Samuel Benke, Nicholas Berk-Sohn, Thomas Biskup, Fletcher Blake , Fletcher Blake, Justin Blankley, Robert Blount, Jonathan H. Bolte , John A. Bowen, Shane C. Bradley, Adam Brakel, Marius Bredsdorff, Raf Bressel, Judson Brislin, Robert Brown, Ira Bryant, Kevin Q. Buckley, Lukas Buergi, James Burzelic, Clayton John Butler, Robert Calpo, Steven Campbell, Michael Carey, Oliver Carr, James Cattaneo, Adam Caverly, Andrew Cave, James R. Chance, Jason Christensen, Jonathan P. Clark, Neil Coles, D.J. Cole, Bryan Considine, Christopher M. Coulter, Scott M.A105 Coultas, Chad A. Creasey, Daniel Crisp, David Dalton, Brian Davidson, Jeremy Degenhardt, Christopher Detlef, Geoffrey Dickens, John Duffield, Oliver Eike, Esa Elo, Noel Elgrably, Wil "Warmonger" Etheredge, Peter J. Evanko, Sam Feipel, Martin T. Ferris, Matthew Fossa, Dave Fowler, Brian Freund, Daniel Fry, Robinson Theodore Fulcher, David Gaidasz, Andrew Gil, Jonathan A. Gillett, Michael Graham, Lee Graham, Douglas Grimes, Geoff Groff, Daniel Grzeskowiak, Jack Gulick, Brian Habenicht, Andrew Hakes, Jason Halls, Matt & Kristyn Hammond, Donald J. Hanby, Daniel Harkavy, Sacha Hartmann, Ronald Hart, Jr., MHE Healey, Robert Hebrew, Kally J. Henson, Tony Hershberger, Stephan A. Hewitt, Randy Hightower, Andrew Hohenner, Robert Holtman, Horace, Eric L Houghtaling, David Hruska, Jeffrey Scott James, Ronald James, J. Jankowski, Kimberley John Jenkinson, Richard Jenkin, Kaiohx, Jeremy Kear, Christopher P. Kearney, Scott Kehl, Leonard Kelly, James Kenagy, Chris Kenna, Ryan Kent, Jacob P. Kestner, Timothy Kilgriff, Robert Kim, Mark Kowaliszyn, Mika Koykka, Jason Kranch, Martin Krebs, Michael Krog, John Kuchera, Keaton Kumar, Scott Kunian, Tom Lambert, David Lanthier, Robert Lapham, Arnaldo Lefebre, Rich Lescouflair, Mark R. Lesniewski, Ken Lian, Sean Lilly-Wilson, Steven Locke, Ron Lowe, T.S. Luikart, Robert De Luna, Kurgan Lyonesse, Jason O' Mahony, Kevin Malantic, Gregory Maroda, Michael P Marshall, Edward Martin, Henning Martinussen, Fred Masic, Kyle Mawhiney, Matt McCormack , Ian McFarlin, James McKendrew, David Medler, Scott Meredith, Patrice Mermoud, Marc Meyers, Sean Mike, Chris Miller, Austin Mills, Bob and Marcia McKinney, Cody Molla, Mathias Molvik , Nachtflug, Daniel Nagle, Robert Van Natter, Rueben Nilsson, Louis Norton, Nova99, Andrew Oleniach, Ray Oliver, Ian A. ONeil, Michael Opdyke, Orko, Rob O'Rourke, Jose A Ortiz, Kihoon Park, Bill Paulson, Jason Penick, Robert Perkins, Andrew Pessarchick, Wayne Pillion, Anthony Pirri, John Platts, John Platts, James D. Porter, Gary Probert, Richard Ragone, Jr., Robert Randolph, Brian Rasmussen, Philip Reed, Wolfgang Reich, Pedro Rivera, Chuck Rodgers, Hector Perez Rodriguez, Lindsey Roe, Kelly L'Roy, André Roy, Eddie Santos, Andrew F. Saxton, Leland Schams III, Todd Scharba, Greg Schmidt, Shaun Scott, James Scott, Stephan Searles, Danny Seedhouse, Marcin Segit, William Serwetman, Richard Sheppard, Matteo Signorini, Gregory Small, Jeremy Smith, Chris Snyder, Greg Strickland, Bill Stripp, Jan Swiatkiewicz, Stephan Szabo, Craig Thalhauser, Aaron Thies, Gregg Thomason, Garry Timmons, Matthew Tucker, Donald Albert Turner, Jr., Lloyd Turner, Ryan Tyler Rimmel, Brad Upson, Jason Valenzuela, Matthew Vargo, Alvino Epifanio Vasquez, David Vierthaler, Thomas Williamson, James Vincent, Paul J. Vissers, David Wagner, David Walls, Doug Walters, Morgan Weeks, Kimberly Westbrooks, Eric R. White, Jeff Wight, James W. Wilkinson, Nick Wilcox, Michael C Wilkerson, Daniel Williamson, Mike Williams, Charles Howard Williamson, Kary Realm, Master K. Williams, Brett Wilson, Dennis Wilson, Allison M. Yambor, Tyler Yarbrough, David Mark Yellope, Mike Youtz

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CHAPTER 1.0

GAME OVERVIEW

WHAT IS BATTLELORDS?

Battlelords of the 23rd Century is a futuristic roleplaying game designed to simulate the life of explorers and combatants in the not too distant future. Your playground is the Milky Way Galaxy, and more. The system was designed to provide a gaming environment that is a mixture of roleplaying and combat action. This book provides the player with a complete history of events leading up to the current year, a thorough understanding of viewpoints of the various member species of the Galactic Alliance, and the subtle nuances of futuristic life.

WHAT DOES ROLEPLAYING MEAN?

Roleplaying is interactive story telling! Someone tells a story. You play the part of a character in that story. So do your friends. The narrator takes you on an adventure, and you try to solve it. Sometimes solving it means your character survives. It's like playing a part in a movie, except you don't know what the ending is or what will happen next. We give the narrator the fancy name of Game Master because they do more than just narrate. The Game Master's job is to unveil the plot bit by bit, and to describe the environment the characters find themselves in, leading you on a journey of discovery.

The main difference between a pure storytelling experience and a roleplaying game is that roleplaying games have rules. The rules of the game provide a framework, establishing exactly what the characters are capable of based on their raw talent (Statistics) and skills. Most of the time when the outcome of a character's actions are uncertain, a player will roll some dice to determine what happens.

USING THIS BOOK

This rulebook and some dice are all you need to play Battlelords. This book contains pre-generated characters for you to play. This will allow new players to jump into the game quickly with a minimum of reading. The Game Master's chapter also contains information about reoccurring themes in the game, and many ideas to serve as the basis for your own adventures.

GAME DICE

The rules often call for a player to roll percentiles (d100), to generate a result between 1 and 100. To do this roll two ten-sided dice (d10s). One die represents the tens digit and the other die represents the ones digit. Make sure you decide which die will represent the tens and which die will represent the ones before you roll. For example, a roll of 5 (tens die) and 6 (ones die) would be read as 56. A roll of 00 is read as 100, and is an automatic failure. Other dice used are a 4-sided die (d4), a 6-sided die (d6), an 8-sided die (d8), a 12-sided die (d12), and on rare occasion a 20-sided die (d20).

The Company told you it was going to be a mop up operation. Quick and easy. Communications go down on remote frontier worlds all the time, and it should only take a few hours to fix it. Then back on the drop-ship for a boring ride home.

The Zen just got vaporized. The shot ticker on your pulse weapon reads '7.' You've got one plasma grenade left, and your helmet HUD shows telltales for 50 unidentified signals closing in on your position. The Ram just charged out of the trench. As he exits the ditch behind the Ram, you can see that the Orion has spray painted his armor day-glow orange. The Eridani Swordsaint is meditating. The Phentari is compulsively revving a chainsaw in one set of tentacles and clutching a flamethrower in the other set. The Chatilian empath is whining about how he hasn't made anyone's head explode in the last two days, and you have no idea where the Keen scout is because he's damn near invisible when he changes color. Just another day at the office. Lock-n-Load.

THE BATTLELORDS UNIVERSE

Battlelords takes place in the year 2282, and characters are citizens of Galactic Alliance, which spans large portions of the Milky Way. The Alliance is made up of over a dozen species, including Humans, who pool their resources to expand the Alliance and protect their citizens from the threats of the Arachnid hordes and the Atlantean nanite swarms.

- The cat-like Cizerack with their grace, speed, and hunting instincts. The ultimate scouts.
- The empathic Chatilians, whose mental abilities allow them to manipulate the minds of others.
- The militaristic Eridani, and their samurai-like Swordsaints, who provide their military might to the Alliance.
- The genetically-engineered Fotts. Rabbit-human hybrids created as the galaxies biggest practical joke by the nihilistic mad genius, Uncle Ernie Freilberg.
- The bat-like Keen. Unseen, the Keen can glide though the darkness, blending into the background with chameleon-like skin.
- The prolific and industrious Humans and their genetically engineered brethren, the Gen-Humans. Backbone of the Alliance's production capabilities.

- The shape shifting blobs known as the Mazians who are able to replicate the appearance of nearly anything. The ultimate infiltrator.
- The founders of the Alliance, the Mutzachans, who possess technology beyond comprehension and the ability to manipulate energy with a thought and drain batteries with a touch.
- The culture-copying Orions, who are renowned tricksters and party animals. The Orions flirt with danger and attractive aliens with equal zeal.
- The cunning and ruthless Phentari. Providing the Alliance with no shortage of assassins, spies, and bounty hunters.
- The amphibious Python Lizards who serve as police throughout the Alliance and make up a significant portion of the Galactic Marine Corps.
- The massive Ram Pythons, who are the larger, dumber, terrestrial cousins to the Python Lizards. When you need someone who can carry a bigger gun, the Ram Pythons are your go-to alien.
- The winged, insect-like, Raazet who can repair a broken starcruiser with gaffer's tape and a Yummy bar.
- The benevolent Zen Rigeln with their ability to manipulate organic matter to heal wounds and their equally amazing medical technology. Included among the Zen are the ostracized Tza Zen, many of whom aren't nearly as benevolent.

"Never wrestle with a Mazian. Never bet with an Orion, and whatever the hell you do, don't let the Ram swat that bug-equivalent off the back of your helmet."

The species of the Alliance are allied for many reasons, but that doesn't mean they particularly like each other. Many of them have been at war with each other at some time in the past, and most of them view the other species as inferior to themselves in one way or another. To survive and thrive in the Battlelords universe, characters will have to overcome the speciesism and stereotypes that other Alliance species direct at their characters. Similarly, they will have to look past the biases their character may have against other species in order to work cooperatively and achieve their goals, whatever they may be.

The Alliance is a bureaucracy of monumental proportions. There's a bureau or agency for everything. To complicate matters, the Eridani military aesthetic pervades much of the government and corporate structure within the Alliance. As a result, everyone has a rank, and there's an acronym for everything. You'll get used to it.

THE MEGA-CORPS

If you ask any informed person, "Who really runs the universe?" They will inevitably reply, "What are you? A moron? The mega-corps run everything." Governments may topple, but the mega-corporations survive. Mega-corp is the nickname for any interspecies corporation that does business in, and sometimes beyond, the borders of the Alliance. Mega-corps own nearly everything, build nearly everything, sell nearly everything, and employ most of the Alliance population. If you're not working for the government or self-employed, then the odds are that you're working for the mega-corps.

WHAT CAN I DO IN THE BATTLELORDS UNIVERSE?

The Battlelords universe is vast and the possibilities for adventures in it are nearly limitless. Players can take on the role of Galactic Alliance soldiers, corporate mercenaries, spies, pirates, privateers, bounty hunters, explorers, search & rescue personnel, treasure hunters, or just about any occupation they think would be fun.

Become a hired gun working as a corporate mercenary. Explore the universe, discovering new species and potential allies in the war against the 'Nids. Protect the bottom line of your company as you engage in corporate espionage. Research the hidden threat that the Atlanteans pose to the Alliance by working as a Galactic X agent. Maybe plunder is more your style. There's always room for another pirate out on the frontier. The possibilities are as limitless as the universe.

A TIME OF TECHNOLOGICAL MIRACLES... AND WAR.

It is the year 2282, and nearly 150 years since the Mutzachans and their alliance of alien species gave Humanity the secrets of faster-than-light travel and the keys to new worlds. Humanity has spread out among the stars to the edges of the Milky Way galaxy and beyond. Humans live in an age of miracles and wonders though most of them don't realize it. Those immersed in the amazing technologies provided to them rarely want for anything and take everything for granted. Those on the frontier are too concerned with scratching out a living on backwater planets and surviving to have time to ponder how all this technology has improved their lives.

The galaxy, which is so big that humans can't fully comprehend its size, can be traversed in timespans measured in months or days. Humans live on hundreds of planets, some of which are on opposite sides of the galaxy. They routinely interact with alien species without the worry of language barriers or cultural misunderstandings. They have been provided with technology that required our brightest minds to be reschooled before they could hope to understand it. Yet, most humans don't even give it a second thought. It's mundane to them. It is no more fantastic than air travel or a mobile phone in the late 20th century on Earth. They don't think about the technology at their disposal. So, what do they think about?

Every night during the Tri-V news reports, we see atrocities committed by the Arachnids. We're told that Atlanteans, the new boogieman, might be behind every corner. One might be our boss, our coworker, or even our spouse. We see soldiers fighting and dying. Mercenaries and Battlelords are glorified, and their exploits are recorded to assure us that we are capable of winning the wars against our enemies.

What do humans think about when we're not distracted by the Cyball game on the Tri-V? Survival. Survival as species and finding our place in this Alliance of bizarre aliens is a concern. Many aliens resent us. Many dislike us. A few even want to eat us. At the end of the day, it's painfully obvious that no matter how they placate us on the Tri-V, there is only way any of us – Human or otherwise – are getting through this alive. That is by putting aside our differences, making use of the amazing technology at our fingertips, and working together. It is just something to think about. Oh, hey! The Rigel Death Knights are playing tonight.

Gotta go.

WHAT IS A BATTLELORD?

Everyone wants to be a Battlelord. They're the subject of Tri-V documentaries. They're celebrities. They're damn near kings. So, what are they? A Battlelord is an honorary rank in the Galactic Armed Forces, and it is outside of the normal chain of command.

The rank of Battlelord is only accorded to the most loyal and capable of Alliance military personnel. A Battlelord is someone who has exceptional battlefield prowess and a proven ability to win battle after battle despite overwhelming odds. These are elite military veterans who can tactically access a situation, quickly devise a response, and act decisively without hesitation. Preference is given to personnel who have repeatedly dealt with and defeated numerically superior foes, since Battlelords are almost always outnumbered.

Each Battlelord is charged with defending their assigned region of Alliance space against all military threats. With the vastness of space, it is far more efficient to assign a Battlelord with their personal warcruiser, ultra armor, and small contingent of soldiers to guard a specific territory. The Galactic Navy can't be everywhere at once.

Battlelords are easily identifiable by the demon skull logo that adorns their armor and uniform.

THE DE-AUTOMATION OF THE ALLIANCE MILITARY

After the destruction of the planet Tarsis by an ever-expanding swarm of Atlantean nanites in 2153, two things happened. The first was that the military began requiring the quarantine of ships that had traveled to planetary systems outside of the Alliance or to sites with evidence of past civilizations. The second and perhaps more notable was that the military began reducing their reliance on automated systems.

The Mutzachans have always pushed for a minimal reliance on computerized weapon systems within the Alliance military. Since the traditionalist Eridani still controlled the majority of the command positions within the military, the Mutzachans didn't have to push too hard. After the Atlantean Incident in 2153, the Mutzachans had more than enough support in the Alliance government to push through even more strict resolutions. These new military policies were spearheaded by Ibar-Idan of the 5th house of Eridine, and they bear his name to this day.

"Our forces are the pointy end of the spear, and we just got stuck in."

MYSTERIES AND NOTABLE PERSONALITIES:

Archaeological Ruins: Why are special permits required to inspect the ruins of ancient alien civilizations? Why do mega-corps insist on mercenary escorts for their scientists at these sites?

Arachnids: An alien species of spider-like creatures and their hordes of bio-engineered, cybernetically enhanced, minions who are presently at war with the Galactic Alliance. They are also known as the Aknar-Ryn. Why are they invading? What do they want?

Atlanteans: Intelligent swarms of shapeshifting microscopic robots that are capable of devouring material objects on contact. Evidence of Atlantean civilization dates back thousands of years. Why are they making their presence known now? Why are they hostile?

Bluerazor: This young Mutzachan is as famous for his talent in developing new Matrices as he is for his proficiency in combat.

Conceitra-Idan: Battlelord and glory hound whose honor was tarnished by rival, Siti Kurniasari. He has vowed revenge.

Gates: These massive structures allow near instantaneous travel across galactic distances as long as there is another gate at the destination. How did the Mutzachans get the gates into neighboring galaxies?

Jaquassarious Phentari: A Phentari of legendary reputation and near-mythical abilities. Why is he exterminating entire worlds?

Malachi Armageddon: Orion investigative reporter. Malachi has a knack for getting the truth when he's not busy being a party animal and general troublemaker. What is he trying to tell us and why is the story sandwiched between two parts of a cocktail recipe?

Motaran Rift: A massive tear in time-space. What created it? What prompted the Alliance to prohibit travelers from entering it?

The Rebels: Labeled as a terrorist group by the authorities, the Rebels are bent on destroying the Alliance. Why do they want to destroy the Alliance so badly, and why are so many people joining

their cause?

Siti Kurniasari: Famed Battlelord and rival to Battlelord Conceitra-Idan, and savior of planet Volla 7.

Uncle Ernie Freilberg: Super-genius scientist and founder of the Anarchist Rebellion Movement (ARM). Why does he randomly create biological monstrosities and plagues and then release them on unsuspecting planets? Does he have an end game or is he just a nihilist?

Warmonger: Cybernetic Ram Python with augmented intelligence. Head of Warmonger, Inc. the famed mercenary company. Why is he so interested in the Motaran rift and how can be he be in two places at one time?

YEAR		EVENT
400,000	BCE	Mutzachan begin recording their history.
150,000	BCE	The approximate year at which the Vision of Eight is formed to govern the Mutzachan people.
100,000	BCE	Mutzachans develop space travel.
47,503	BCE	Astrophysicists believe this is the date (+/- 200 years) the Motaran Rift exploded into being.
45,501	BCE	Veayan Plague greatly reduces the Mutzachan population to the extent that it never recovers.
40,088	BCE	Counsel of Timar is formed to spearhead the formation of the Alliance.
18,760	BCE	This is the date the Mutzachans claim to have developed faster-than-light space travel.
12,907	BCE	The beginning of the Totalitarian Inquisition. The use of special powers is condemned on the planet Chatil. The “Illuminaries” are hunted down and executed.
12,722	BCE	The Mutzachans actively begin to engineer the creation of the Alliance.
12,200	BCE	A mutation arises that gives Chatilians empathic abilities.
12,130	BCE	Lord Makov uses his empathic abilities to spread peace on Chatil and teach others to use their empathic powers.
12,052	BCE	Lord Makov is assassinated leading to the longest civil war in Chatilian history.
12,000	BCE	Archaeological expeditions prove that the Atlanteans had a colony on Maejor III in the Urae Majoris system.
12,000	BCE	There is some evidence that the Atlanteans may have made first contact with the Chatilians on planet Chatil.
11,049	BCE	After a millennia of war on Chatil, the empaths force a resolution, and the planet is finally at peace.
11,048	BCE	Cashan of Limar is appointed as the emperor of Chatil in exchange for his promise to end persecution of those with empathic abilities.
11,048	BCE	Matrix schools are established across Chatil.
10,671	BCE	Atlantis rises.
10,031	BCE	Chatilians develop faster-than-light space travel.
9,110	BCE	The Mutzachans admit to having made their first visit to Earth of the Sol system on this date.
8,235	BCE	The Chatilians encounter the Mutzachans and establish a peaceful co-existence.
6,824	BCE	Mutzachans identify an Atlantean colony on TI-4 of the Leland system on this date.
6,300	BCE	The vision of eight, then known as the Council of Timar convene an emergency meeting regarding the newfound Atlantean colony. The records of the meeting have supposedly been suppressed, but the Vision of Eight denies this. Ironically, no one ever notices that they don’t deny the meeting took place.
5,836	BCE	Eridani develop faster-than-light space travel and set out to subjugate all intelligent life within their reach during the "Rapture Wars."
5,477	BCE	The Eridani colonize the planet of Dia of the Kied-A star system and are subsequently attacked by an unknown species.
4,358	BCE	Phelinssarious the First unifies the Phentari under a single government.
4,000	BCE	The Mutzachans send an expeditionary force to the Greater Magellanic Cloud.
2,683	BCE	The Phentari develop faster-than-light travel and begin to expand through space hunting many other lifeforms to extinction.
2,500	BCE	The Mutzachans encounter the Xarians and begin to meddle in their affairs.
2,456	BCE	The Phentari discover and befriend the Orions.
2,403	BCE	The Orions develop space travel with assistance from the Phentari.
2,344	BCE	The Orions begin to build faster-than-light spacecraft and spread throughout their quadrant of space.
2,301	BCE	The Mutzachan ship, Guasgh, disappears over Beta-Hydri.

YEAR		EVENT
2,091	BCE	Mutzachans make first contact with the Zen Rigeln on Katrel.
2,001	BCE	The Mutzachan suggest forming an alliance with the Chatilians and Zen Rigelns, who agree. The three matrix generating species become the founders of the Alliance.
1,956	BCE	The Great Schism occurs on Katrel, and the Tza begin to reassert themselves or flee into Alliance space.
1,900	BCE	Around this date the Cizerack unify under a single clan.
1,800	BCE	Xarians develop faster-than-light drive technology.
1,790	BCE	The Eridani first encounter the Phentari.
1,772	BCE	Hostile Eridani forces invade Phentari controlled space.
1,770	BCE	The Phentari and Orions sign the Kwashime Pact, making them allies against the Eridani.
1,762	BCE	Eridani attack a Phentari vessel beginning the Eridani/Phentari war. The Orions side with the Phentari.
1,758	BCE	The tide of war turns against the Eridani as the Phentari-Orion fleet razes every Eridani colony they encounter.
1,757	BCE	The Phentari-Orion fleet attacks the Eridani homeworld after luring the Eridani fleet away.
1,757	BCE	A fleet of Mutzachan and Chatilian vessels intercedes, stopping the decimation of the Eridani homeworld.
1,732	BCE	The Eridani, Phentari, and Orions are offered admission into the Alliance. The Orions accept before the Mutzachan ambassador can finish his sentence.
1,716	BCE	The Eridani join the Alliance after considerable concessions are made for Eridani military and business rules and traditions.
1,715	BCE	The Cizerack develop space travel.
1,682	BCE	The Phentari reluctantly join the Alliance at the urging of the Orions and to keep the Eridani from obtaining a technological advantage.
1,600	BCE	The Cizerack have fully colonized their solar system.
1,011	BCE	The Mazians are discovered by the Cizerack. The two species develop a lasting and peaceful relationship.
800	BCE	The Xarians attempt to colonize an area of space claimed by the Mutzachans. The colony is obliterated.
42	BCE	The Mutzachans declare a neutral zone within 20 light years of the Earth system.
25	BCE	The Mutzachan expedition to the Carina Galaxy is destroyed by the Arachnids.
97	CE	Cizerack develop faster-than-light space travel.
1,220	CE	The Eridani Emperor class battleship, Harm, is finally completed. It has a crew of 4000 and is 2 km long.
1,275	CE	The Great Assizza takes the throne, and the Zen Rigeln enter the Second Age of Prosperity.
1,604	CE	The Great Assizza dies.
1,856	CE	Cizerack make first contact with the Ram Pythons. It does not end well.
1,882	CE	Raazet develop space travel and rapidly begin colonizing their solar system.
1,890	CE	Mutzachans colonize Muspelheim, unaware that it is populated by the Keen.
1,892	CE	A visiting Chatilian dignitary on Muspelheim discovers the secretive Keen.
1,956	CE	The Cizerack/Python war begins
1,972	CE	The Pythonians manage to push the Cizerack forces off their planet. The Cizerack begin to bomb Pythos into the stone age from orbit.
1,982	CE	Raazet begin testing their Faster-than-Light drive technology, when Clizet is attacked by an alien fleet.
1,982	CE	When it becomes clear that victory is not possible, the unknown aliens invading Raazet space bombard their homeworld, Clizet, with nuclear weapons.
2,022	CE	Evidence surfaces that the Pythons have been using advanced technology from an unknown source in their war with the Cizerack.
2,033	CE	A three year global drought on Earth results in planet-wide crop shortages and starvation.
2,034	CE	World War III begins on the planet Earth.
2,034	CE	After a nuclear holocaust is averted by an extra-terrestrial force, Earth receives "The Communication." The transmission demands Earth unify its governments and indicates the aliens will return in 100 years.
2,056	CE	The Cizerack/Python war ends when an Alliance military fleet intercedes in the dispute and offers both species membership in the Alliance.
2,056	CE	The Alliance Integrity Statutes are amended to prevent female Cizerack from continuing to keep males as slaves.
2,058	CE	The Keen are offered admission into the Alliance. They accept.
2,060	CE	Cizerack join the Alliance.
2,070	CE	The Cizerack petition for admission of the Mazians into the Alliance.
2,072	CE	The Mazians are offered admission into the Alliance. They accept.

YEAR	EVENT
2,090 CE	The Mutzachans open a gate to the Fornax Galaxy.
2,092 CE	Alliance forces battle the Aeodronians and gain control of the Planet Dnar.
2,095 CE	Trade is established with the Xarians from the Magellanic Clouds. They are later determined to have strong ties to the Arachnids.
2,096 CE	The third planet in the Fornax galaxy is colonized.
2,108 CE	Cloning becomes commonplace on the planet Earth.
2,108 CE	The First Arachnid Invasion begins.
2,110 CE	Alliance Confirmed Social Sanctions Act passed. It granted inalienable rights to all sentient species on Alliance worlds.
2,113 CE	The UN gives Gen-Humans the same rights as other Humans.
2,120 CE	The UN passes the Genetics Laws which limit Gen-Human creation and procreation.
2,134 CE	The Orions arrive on Earth as ambassadors of the Mutzachan-led Alliance and invite humanity to join. Humanity discovers the Arachnid threat.
2,136 CE	Earth joins the Alliance of worlds.
2,137 CE	With the help of the Alliance, humanity begins to spread across the galaxy colonizing new worlds at an astounding rate.
2,138 CE	Construction of the wormhole gate outside the Sol system begins.
2,145 CE	Exploration of the Kathanarse Abyss begins. Dozens of ships have disappeared in the Abyss.
2,145 CE	A Phentari patrol cruiser sights an unidentifiable alien vessel. Hailing signals are broadcast. The ship simply vanishes.
2,153 CE	The first reported appearance of Atlantean nanites in Alliance Space. Nanite conversion of planet Tarsis, results in its orbital bombardment and quarantine by Alliance forces.
2,154 CE	Gen Humans make contact with the Pythons.
2,156 CE	Pythonians join the Alliance, not knowing the Cizerack were already members. Chatilian ambassadors keep the Cizerack/Python war from reigniting.
2,158 CE	The first ghost planet is discovered at Clesis Idall in Fornax.
2,185 CE	The first Rebel uprising is crushed by the Alliance.
2,193 CE	Galactic Marines destroy the Rebel base on Kitchara of the Gamma Liporis star system.
2,203 CE	The Alliance makes first contact with the Raazet who respond with threats of violence.
2,207 CE	Rebels sabotage the Alpha Dallas Habitation Platform. It crashes to the surface of Uottre and kills 300,000.
2,215 CE	The Motaran Rift Exploration Doctrine established formal investigative guidelines for surveying the tear in time and space.
2,216 CE	AMC discovers the largest vein of Ti-Tritium known on the planet Nwaga.
2,224 CE	An exploration fleet sent to explore the Carina Galaxy disappears without a trace.
2,225 CE	The Ering Crasb planetoid explodes, killing its two million inhabitants. No explanation for this, one of the worst disasters in Alliance history, is ever obtained.
2,235 CE	After extended negotiations and exchange programs, the Raazet obtain provisional membership status within the Alliance.
2,240 CE	The first reliable flux cannon is fielded by Balshrom.
2,240 CE	The second Aeodronian Incursion is launched all over the sector.
2,251 CE	Delphix-9 is discovered.
2,255 CE	The second Rebel uprising begins.
2,256 CE	“Uncle Ernie” Freilberg quits his job at the Universal Field Center for Science Research and after a public tirade, is arrested for treason.
2,256 CE	The second Rebel uprising is put down at the battle of Terasleague.
2,256 CE	Delphix-9 is seeded with Fott by Uncle Ernie's agents.
2,257 CE	The second Arachnid invasion begins. Crossroads is taken. Battle rages along the Northern Ring in Fornax. Battle Station Sing is destroyed. It will later be rebuilt. Arachnid forces get by the Alliance defensive lines and attack Transit in an effort to cut off the Northern Limits from the rest of the sector. The carrier, Wasp, is lost over Scupface. For five years, battle ranges all over the sector.
2,259 CE	Alliance forces do battle with an alien race called the Krakeds in the Andromeda Galaxy. After fierce fighting, a truce is signed.
2,261 CE	Pirate activities on the frontier increase, and the Alliance government begins to issue privateer licenses to captains of armed civilian ships to combat piracy.
2,262 CE	The second Arachnid invasion ends as the Arachnids cease attacking despite holding a massive advantage over Alliance forces.
2,265 CE	SSDC builds a wormhole gate named Horizon. It is in the Ursa Major super cluster, some 200,000,000 light years from the Core Worlds.
2,267 CE	“Uncle Ernie” Freilberg escapes from prison on New Leavenworth and founds the Anarchist Rebellion Movement (ARM).
2,268 CE	ARM releases the Blood Warlock on planet New Washington, killing 2.5 million people. Later that year an ARM biological attack would kill another 350,000 people on Malnax 7.

YEAR	EVENT
2,269 CE	The exploration ship, Flight into Fantasy, radioed that they had managed to make orbit around a rift world somewhere near the Whirlpool. The captain attempted to investigate further when contact was suddenly lost.
2,270 CE	Human colony ship, Purveyor, arrives at Delphix-9 and discovers that the planet is inhabited by Fott.
2,270 CE	The Fott declare war on the Alliance. It is the shortest war in Alliance history. The Zen intervene and stop the slaughter of millions of Fott.
2,270 CE	Arachnid ships attack the Karamana battle station on the Northern Ring. The Ninth Fleet responds by attacking the Xarian planet of Kull. Xarians threaten full-scale war, claiming that they had nothing to do with the attack. Diplomats meet on the New Washington to diffuse the situation.
2,271 CE	The Anarchist Rebellion Movement kills a million Humans and Eridani on the planet, Nrell, by dispersing a deadly viruses into the upper atmosphere.
2,271 CE	The Cizerack warcruiser, Savannah Wind, discovers the remains of the Rottweiler class personal battlecruiser, The Vitalis. The ship, owned by multi-billionaire Thomas Paine, was destroyed in the rift while looking for the entrance to shadow worlds. The incident prompted the restriction that only military or exploration craft be allowed to travel in the rift.
2,271 CE	The Incident at Lhoren kills tens of thousands of people. The Xarians are implicated in the attack.
2,272 CE	The battlecruiser, New Washington, and her contingent of warships ambush and destroy an Arachnid mothership.
2,272 CE	Jaquassarious Phentari destroys the planet Sharron and becomes the number one wanted criminal in the galaxies.
2,272 CE	The Alliance Confirmed Social Sanctions Act is amended to exclude non-native lifeforms on annexed worlds.
2,273 CE	Arachnid forces obliterate the planets Salvador and Zwiim Mon Damnax. Reports claim that a third invasion may possibly be under way. The 7th fleet, led by the carrier Enterprise, is dispatched to the area.
2,273 CE	Base Station Vigilant is destroyed by an Arachnid sympathizer.
2,275 CE	Rear Admiral Nathan Kenjaro of the 11th fleet is executed as an Arachnid sympathizer.
2,277 CE	Etherion-ican who once ruled the 6th House of Eridine and was at the time the Director of Military Operations for the Arachnid front defects to the Rebels.
2,278 CE	The world of Ampyria is destroyed, killing all 1,000,000 inhabitants.
2,278 CE	Base Station Enigma disappears without a trace, only to be discovered hurling through space in the Leo Galaxy. None of the more than 5,000 assigned personnel were ever recovered.
2,282 CE	The current date in the universe of Battlelords.

CHAPTER 2.0

SPECIES GUIDE

Players may choose from thirteen different species, but three of the species in this book, the Humans, the Pythonians, and the Zen Rigeln have two distinct subspecies. As a result, you actually get sixteen "species" from which to choose. Each species has modifiers to various vital statistics due to different evolutionary traits. The Vital Statistic Comparison Table summarizes these modifiers for all the species.

CHATILIANS

PHYSICAL DESCRIPTION

Chatilians are a species of smaller stature than Humans. Chatilians are humanoid in shape with two arms and two legs. They appear frail and delicate-looking with skin in shades of greenish-blue. They have thin rod-shaped bodies with large, cone-shaped heads. The head is lined with sensory nodes that allow them to communicate telepathically. Additionally, they have a brow ridge that extends from above their eyes to the side of their head. This ridge is actually the Chatilian's ears. They have large, black, oval shaped eyes and a flat nose with nose slits hidden on the side. Chatilians can only breath through their nasal slits. The Humans who first saw them compared their appearance to asparagus with arms and legs.

A Chatilian's arms end in hands with three fingers and an opposable thumb. The legs have three large toes on the front and one rear facing toe. The feet help anchor the Chatilians to the ground in the high winds that are a normal occurrence on their home planet of Chatil. Chatilian's feet can grip the ground with enough force to let them maintain an upright position in 180 kph winds.

A Chatilian's mouth is made for grinding and is full of hard ridges and grooves instead of teeth. Tendrils on the inside of the cheeks sweep the food toward the back of the mouth once it has been ground into a digestible paste. During this grinding, they secrete a yellow, viscous liquid that assists with the breakdown of food. This secretion is also released during moments of anger or stress, which tends to make agitated Chatilians look like they're frothing at the mouth.

DIET

Chatilians are strict herbivores. They eat a variety of plants and nuts. While they are capable of surviving on leaves and grasses, Chatilians prefer a mixture of fruit, nuts, and vegetables. Chatilians obtain their water through the foods they consume.

HOME ENVIRONMENT

The home planet of the Chatilians is Chatil. This planet is primarily a vast grassland with a few small mountains and oceans at the poles. Many of the grasses on Chatil are nut or fruit bearing and grow to a height of three meters. The consistent hurricane force winds would not allow tall trees or structures. To evade the wind, the Chatilians domesticated a large burrowing creature called a Travox and used it to create vast cities underground. After the founding of the Alliance, Chatilians spread throughout the galaxy. They prefer a moderate climate with many parks and open spaces. They also prefer their homes at ground level or below.

THE KALUKIE

A Chatilian home is their retreat. They often share this space with a Kalukie. These are huge, six-legged burrowing creatures with bright green eyes, a shaggy mane, and a passive disposition. The Chatilians ride these intelligent animals and hold them in the highest regard. Many are able to communicate with their Kalukie.

The Kalukie has a body Threshold Rating of 3 points. Body Points: 2d6 x 10. Size Class: 8. Cost: 50,000 cr.

HISTORY

Chatilians are the second oldest species within the Alliance. Their history spans over 13,000 years and is quite colorful. The Chatilians developed telepathy for communication quite early in their development. The nature of Chatil prevented verbal and chemical communication while their grasslands hid any attempt at gesture-based communication. Around 12,200 BCE, a mutation arose which gave rise to the Chatilians' empathic abilities. The first recorded Chatilian with empathic abilities was Lord Makov Chatil. Lord Makov used his empathic abilities to consolidate the family holdings and make peace with the neighboring lords. During this time, Makov sought others that could learn to use their empathic abilities. These abilities came to be known as the Power.

The neighboring lords were taught and trained in the techniques Makov had learned. With the Power, Makov's followers and influence continued to grow, and he amassed a legion of loyal Empaths. This legion was unleashed after Makov's assassination

CHATILIANS

SPECIES OVERVIEW

Species	CHATILIAN (cha-tāl-yen)
Nicknames	Asparagus Head, Empath, Whiner
Home world	Chatil, Fomalhaut System
Tech Level	6
Government	Parliamentary Monarchy
Pop. (Chatil)	1.5 billion
Population (Total)	50 billion
Life Expectancy	300 years
Average Height	1.2 – 1.5 m (120 + d10 × 3)
Average Weight	22–50 kg (20 + d10 × 3)
Sample Names	Atish Catam, Brelak, Gemmenryth, Pakling Intreeg
Average Size Class	2

VITAL STATISTICS

STR	-15
MD	-10
AGL	5
CON	-10
AGG	10
IQ	30
INT	50
CHA	-25

ECRS

BIO	15
CHEM	15
COLD	15
ELE	10
FIRE	10
MEN	65
RAD	25
SEN	45

GENERAL INFORMATION

Starting Skill Points	50
Body Points	1 + d6
RUN / JUMP / FLY	7 / 1 / 0

SENSE MODIFIERS

Vision	10
Hearing	5
Smell	-10

SPECIES ABILITIES

- Matrix Controller (Empathic Matrices)
- Able to read minds within 2 m (except Mutzachans)
- +20 to Defense Rolls against hand-to-hand and hand weapon attacks
- 2-point bonus to Initiative Modifier

SPECIES LIABILITIES

- Languages cost 2 extra skill points per level
- Wearing armor doubles Matrix generation cost

CULTURAL SKILLS AND BEHAVIORS

- Level 1 Generation skill

which led to the longest and bloodiest civil war in Chatilian history. Over one billion Chatilians lost their lives in this war which lasted for 1,000 years. During that time, Empaths were hunted for their abilities by both sides. The irony was that Empaths were more likely to survive during this time. The war increased the empath birth rate to 20% of the total Chatilian population.

The Empaths were crucial in ending this war. They calmed the population and installed Cashan of Lamir as Emperor of Chatil. Their only request was an end to the persecution and independently run schools for those with the Power. In return, the Empaths would serve the government and the people of Chatil. While this agreement is no longer in effect, Empathic Chatilians are still strongly encouraged to serve the government at its request. Once Chatil was united, it wasn't long before they ventured into space. By 10,000 BCE, they had developed faster-than-light (FTL) space travel and started exploring the cosmos. Shortly thereafter, they met the Mutzachans and assisted them in developing the Alliance.

While the Chatilians are an integral part of the Alliance, they do not fully trust the Mutzachans. They feel the Mutzachans are hiding the true reason for the Alliance's creation. This is due to the Chatilians being unable to telepathically communicate with Mutzachans. This is the first and only species the Chatilians have met whom they cannot read or commune with telepathically.

Since the creation of the Alliance, Chatilian society has viewed itself as superior to the rest of its galactic counterparts due to their empathic abilities. They view all other forms of communication as archaic. This attitude along with their disdain for the primitive thoughts of other species makes most Chatilians come across as condescending. Their difficulty in mastering spoken languages and their frustration in being forced to communicate so slowly by speaking to non-Chatilians only furthers their testy attitude. This mindset continues into the present day.

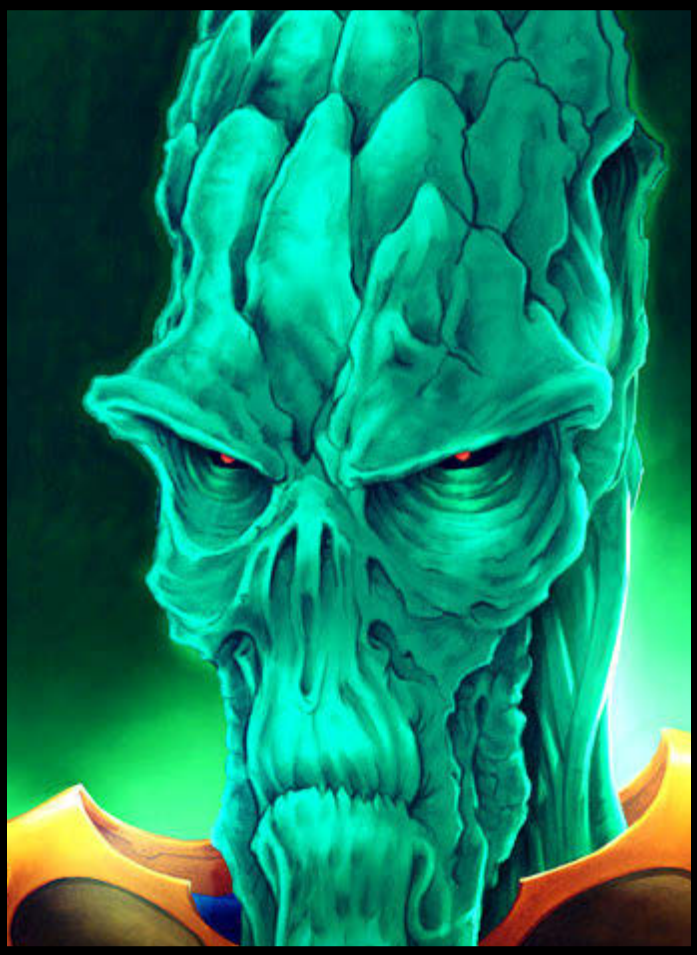
SOCIAL ORGANIZATION

Chatilians are a close knit, open society. It is extremely difficult to hide anything for long when everyone can read your thoughts. Because of this, Chatilian society is very structured. Military, government, and civilian enterprises are kept physically separate, as are their workers, from other Chatilians. Those working in these fields live in communes to prevent the transfer of classified data to ordinary citizens. The Chatilian class system is based on two factors, intelligence and empathic abilities. These determine both your job possibilities and your assigned function. Service to Chatil is seen as the highest honor. Diplomats and administrators hold the highest status. Chatilian artists are also held in high regard, particularly with art that conveys meaning. Sculpture, holographic projection, and architecture are valued most of all.

Chatilians prefer others of their kind for socializing. It's not that they dislike other species, but the random, uncontrolled nature of others' thoughts give Chatilians a headache. This makes them very irritable and whiny.

COMMUNICATION

Chatilians primarily communicate through telepathy with entire conversations taking place in seconds. A telepath has the innate ability to read the minds of any unprotected creature's thoughts within two meters of them. Chatilians can also communicate with any number of Chatilian within this range. Though they can also block contact if they wish. This requires the same level of concentration as generating a Matrix, so a Chatilian cannot block thought transfer while generating. For clear communication with aliens, the Chatilian must focus their attention on one individual at a time. If not focused, the Chatilian receives a barrage of images from the untrained minds around them. These fragments are surface thoughts.



Chatilians have no spoken language. While they do and can produce sounds, sound was not a viable communication tool on Chatil. Telepathy is the only form of communication used on Chatilian worlds. Galactic Standard is used for all non-Chatilian communications. Interestingly enough, the Chatilian written language is mathematically based. While somewhat limited, this is the primary written method of communication on Chatil. The other means of communication is through artistic expression.

Communication with the masses on Chatil is a free flow of information, both telepathically and electronically, similar to our Internet. This communication flow goes both ways to and from the government and various enterprises.

VALUES AND ATTITUDES TOWARDS:

Time: "Never enough of it."

Achievement: "Why are mine ignored?"

Work: "This is my assigned place in the Chatilian empire."

Wealth: "Will gain me power."

Change: "Entropy is life, embrace it, control it."

Scientific Method: "The quickest way to prove we are the best."

Risk-Taking: "Best when you get others to do it for you."

POLITICS

Chatil is presently ruled by the aging King Atish Catam. The monarch's power and authority are balanced by the People's Parliament. Any law proposed by the king must receive approval with a ⅔ majority vote of Parliament. The representatives of each state have a number of votes in direct proportion to the number of residents in their state. Colony worlds are treated as individual states. The Chatilian government will support the Alliance as long as its sovereignty is preserved. The Chatilian populace view outsiders with a mix of condescension and envy. Chatilians unhappy with the social norms and limitations foisted upon Chatilian worlds have relocated to Alliance space.

A majority of Chatilians fiercely believe in their own superiority and that of their government. Any threat to Chatil is reported immediately to a magistrate. Additionally, they believe that Chatilians should rule all species. However, this rule must be voluntary as the species must recognize the superiority of the Chatilians. To go against this directive is political suicide.

MATRICES

Perhaps their most notable trait is the Chatilian's ability to use the organs which facilitate their telepathy to achieve other amazing effects. With concentration and practice, Empaths can manipulate the minds of others or deceive their senses. They are also sensitive to vibrational energies and can manipulate sound waves to deceive and attack. This ability to sense vibrational changes also makes the Chatilians adept at sensing and manipulating dimensional barriers. High level Chatilians can actually crush the bodies of their enemies with sonic attacks or drive them insane with direct mental attacks. Finally, as with all Matrix generating species, it is difficult for Chatilians to generate while wearing armor.

CIZERACK

PHYSICAL DESCRIPTION

Cizerack, nicknamed Cats by the Humans, have a startling resemblance to the predatory felines of Earth. With incredible agility and speed, Cizerack are easily the most physically dangerous species in the Alliance. To Humans their coloring belies their effectiveness as predators, as a Cizerack's fur can range in color from dark blue to orange or gray with black stripes. Though patterns can be similar to a Bengal tiger, each Cat's pattern is unique. While called Cats, their body shape has more similarities to Earth hyenas. The hind quarter are slightly smaller and shorter than their large, strong front shoulders.

The Cizerack's head hangs down about 30 degrees from their shoulders. The face contains eyes which are round and steel gray in color with black pupils in the center. The eyes have a slight bioluminescence, which causes them to glow a greenish blue in the dark. With these eyes, a Cizerack can see in almost total darkness. The nose and mouth are similar in design to a tiger or lynx with whiskers on the sides and on the top lips. The face is surrounded by a mane which stretches from the chin to both ears. The ears are multi-directional and have hair tufts at the end that can grow quite long.

The Cizerack primarily walk on four legs. The front legs are designed for holding while the rear legs provide springing power. While they are capable of standing upright and walking on their hind legs, Cizerack prefer to walk on all fours. Each foot is similar to a cat with four toes and retractable claws. The toes have two large knuckles, with the second folding back over the first. The second knuckle is double jointed allowing it to fold down and grasp objects. These provide the Cizerack with fine motor control when delicate tasks are performed. The last appendage is the tail which is two thirds the length of the Cizerack's body. The tail acts as a counter weight during running and jumping. Cizerack's are exceptional jumpers.

Unlike most Earth felines, female Cizerack are larger than their male counterparts. Both male and female Cizerack are meticulous in their hygiene. Whenever they have a moment to spare, a Cizerack will preen and clean. This is a trait that all Cizerack share.

DIET

Cizerack are carnivores, preferring meat to all other foods. Cizerack drink water as well as their versions of beer and wine. Cizerack can survive on protein rations, but they will not be happy about it.

HOME ENVIRONMENT

The home world of the Cizerack is Cashoulis, which is a unique world. Their planet developed on the far side of a particle ring

CIZERACK

SPECIES OVERVIEW

Species	CIZERACK (siz-er-ak)
Nicknames	Cats
Home world	Cashoulis, 61 Verginis System
Tech Level	5
Government	Oligarchy
Pop. (Cashoulis)	3 billion
Population (Total)	90 billion
Life Expectancy	65 years
Average Height	1.8–2.2 m (177 + 5d10)
Average Weight	181–230 kg (179 + 5d10)
Sample Names	Alheera, Cherendeera, Ghraeeaa, Maddra, Raalehr, Raheer, Shak Tai, Tiraa, Turrthea, Whefreen
Average Size Class	7

VITAL STATISTICS

STR	15
MD	-20
AGL	35
CON	10
AGG	20
IQ	-5
INT	0
CHA	0

ECRS

BIO	25
CHEM	25
COLD	15
ELE	25
FIRE	30
MEN	20
RAD	25
SEN	5

GENERAL INFORMATION

Starting Skill Points	50
Body Points	7 + d10
RUN / JUMP / FLY	20 / 5 / 0

SENSE MODIFIERS

Vision	50
Hearing	45
Smell	40

SPECIES ABILITIES

- Night vision
- Good Jumpers
- 2 Extra Actions per Combat Round

SPECIES LIABILITIES

- -60 AGL when standing on hind legs

CULTURAL SKILLS AND BEHAVIORS

- Level 2 Acrobatics skill
- Level 4 Stealth skill

which absorbed 90% of the yellow spectrum of light. Most of the vegetation on the planet is in shades of blue or red and also bioluminescent. As the primary predator, the Cizerack spread across their planet. They live in any environment from steaming jungle to snow covered mountain. Working in clans, the Cizerack took over every habitable ecosystem on the planet.

On their home or occupied worlds, Cizerack's do not live in cities. Instead, they live out in the open on hunting preserves as a pride. Cizerack love the feel of the wind and rain upon their fur. They detest cities and will only live in them if they must. They prefer the sights, sounds, and smells of the natural world. Cizerack technology is designed to heighten their interaction with the natural world, not to isolate them from it. A typical Cizerack preserve consists of 10 hectares per cat to hunt. They stagger storage containers and access systems across the area for their equipment and personal items.

If required to live in an urban area or on a ship, Cizerack will tailor their housing to resemble an outdoor setting as much as possible. If this is not an option, they will often pay extra for sensory packages to give their quarters the illusion of being outdoors. Wind, rain, grass, and night sounds are often included.

HISTORY

Cizerack development is nothing short of remarkable. Their species growth had stunted during their hunter-gather stage of development. At this point in Cizerack history, they lacked an opposable thumb or prehensile appendage, which would allow them to grab. Without tool use, the Cizerack could not advance as a species. Early in their history, a mutant male was born. This mutant had a second set of double jointed toes which folded back over his front toes. This allowed him an awkward, but functional, grip on objects. Why this aberration was not killed is unclear. His clan recognized the potential of his "deformity" later in life and allowed it to spread quickly within the clan. Tool use allowed this clan to destroy or absorb all others and dominate the planet.

The Cizerack' technological revolution occurred over a period of 1,000 years due to difficulties in mastering tool use. It was difficult to create precision tools without precise movement. The Cizerack are nothing if not tenacious. Clan wars and overcrowding almost ended the species, until around 1900 BCE, when one clan conquered or absorbed all the others. After this, all efforts were directed to reach the stars. By 1600 BCE, the Cizerack dominated their solar system. They became Intergalactic space travelers in 97 CE. In 1856 CE, Rhaaher, pride alpha and ship's captain, stumbled upon and made contact with the Pythons. All was initially going well as the Cizerack were invited to dine with the ruling Python Clan Council. Unfortunately, the landing coordinates were mistranslated by Rhaaher's first officer. Rhaaher landed her ship next to a Tomud, the sacred meeting ground of a Ram clan chief. This Tomud belonged to Fud the Hugger, Ram Chieftain of the hill. Accounts vary as to what happened next. The Cizerack say Rhaaher challenged Fud to personal combat after he insulted her. The Pythons say that Fud just wanted to give her a hug. Either way, Fud crushed Rhaaher to death in a bear hug and had her stuffed so he could hug her all the time.

This started the Cizerack-Python War which lasted almost a hundred years. While the Cizerack claim victory in this war, it was more of a stalemate. The Cizerack's lighting fast raids were countered by the Python's ambush style tactics. During one such encounter, both species were met by an Alliance military fleet, which ordered them to stand down or be destroyed. Both species were eventually offered Alliance membership and access to its technology as long as their war stopped. Still, the Cizerack hold a grudge against the Pythons and take any opportunity to slight or embarrass the Rams.

SOCIAL ORGANIZATION

Cizerack are social creatures. They bond closely without regard for the status or caste of their sisters, clan mates, and teams with the exception of male Cizerack who are barely considered second class citizens. Socially, Cizerack prefer to bond during hunts or while listening to night sounds with music. Usually, bonding hunts are led by the alpha female within a pride. There are many

castes of alpha females within a pride; however, only the alpha of the Leadership caste is allowed to rule. Warrior, leader, singer, teacher, and science castes each have their alphas based upon the necessary ability required for the role. These roles can be fluid and change as Cizerack test themselves continually. Status is determined by ability over all else.

Before the Alliance, male Cizerack were kept as slaves. The females only interact with them when guarding or mating. After joining the Alliance, little has changed for the males. They are still traded between prides by females though no lock or chain now holds them. They remain fearful and subservient to the more powerful females. The males will avoid all contact with females, if possible. They are not allowed to hunt or leave their home range.

VALUES AND ATTITUDES TOWARDS:

Time: "It is my own. I will do with it as I wish and arrive when I wish."

Achievement: "Is all."

Work: "Is how I achieve."

Wealth: "I care not, unless it allows me a new test!"

Change: "Isn't it beautiful? The change in seasons, my coat, and growth of my girls!"

Scientific Method: "A useful tool. Bet a female came up with it."

Risk-Taking: "All life is a risk, sometimes the prey fights back! The fighters always taste better."

EDUCATION

To the Cizerack, knowledge is power. Discipline is how you control that power. All female cubs receive schooling in Damack Hatib (the Code of Living). This code stresses cooperation, self-motivation, freedom, and a hard work ethic. Cizerack females are taught the value of their own self and that of the pride and clan. The ability to read and write is universal among females. Additional training is provided or pushed onto those that show themselves capable of higher learning or having vocational tendencies.

Before the Alliance, males were kept as ignorant slaves, existing only to perpetuate the species and perform menial labor. Male Cizerack are not allowed outside Cizerack controlled worlds as they would become entitled to Alliance education and opportunity. Because of this, nearly all Cizerack encountered away from Cashoulis or Cizerack colony worlds will be female. Any male that escapes or makes it to the Alliance without permission is considered rogue and hunted by the female Cizerack.

POLITICS

Cizerack females are fiercely loyal to their government. Run by a single clan (Fenib Maturt), they lay claim to several different systems and worlds. The government is setup as a top down hierarchy with alpha females in charge at each level. The Pride is the smallest governmental group consisting of 40-50 females and 1-5 males and is the equivalent of a county. The Range represents 20 prides, usually within neighboring geographic areas. A Regional is composed of 20 Ranges and is the equivalent of a state or small country. Boundaries make up 20 Regions and functions like a Cizerack nation. Servants represent 20 Boundaries and functions to group together all Boundaries on a planet and nearby colony worlds. A matriarch from the leadership caste represents 10 Servants. Each leadership matriarch represents approximately 80 million Cizerack.

Furthermore, each caste within the clan has its own leadership. There are alphas for singers, teachers, warriors, and scientists, who also rise to matriarch levels. These caste matriarchs are the advisers to the Leadership caste. The clan leadership matriarchs' rule with a velveted iron glove. The oldest and wisest of the alpha leaders are chosen by clan assembly. The appointments are for life.

Leadership and warrior casts tend to have shorter life spans. Challenges for leadership are common as are "accidents" when a leader is out of line or prone to failure. Additionally, an alpha may be removed if they are unable or unwilling to implement a Matriarch's orders or clan law. The current Cizerack government has a "Fortune favors the bold" approach. The Cizerack were never shy about asserting territorial and colonial claims and now as look to widen their range. Fortunately, this is in the Alliance's best interest.

ERIDANI

PHYSICAL DESCRIPTION

Eridani, are tall, muscular humanoids. They have two arms and two legs. Each arm has three fingers, and each foot has three toes. The configuration is similar to Humans, except with wider feet that can be splayed out for walking on snow. Eridani developed in an extremely cold environment with an atmosphere of 22% methane. Their body chemistry makes them highly resistant to cold environments and their skin coloration is similar to snow. Eridani hair tends to raise straight up into a natural mohawk and was originally a wind sensing organ. The natural coloration is white, however, modern Eridani permanently color their hair to denote rank and social class. Male and female are externally identical. Swordsaints, the Eridani warrior caste, shave the sides of their head to emphasize the mohawk look.

Eridani have rounded eyes similar in shape and placement to Humans. Additionally, they have an outer and inner set of eyelids to protect the eyes from blinding snow and cold. The eye color varies and includes white, silver, yellow, and bronze with a black iris. Their nose is little more than two egg shaped openings slightly elevated from the face. The Eridani also have two, triangular shaped ears on the side of their head. Finally, the mouth is similar in location and function to a Human. However, instead of teeth, Eridani continually secrete a crystalline substance which acts as their teeth. If a section breaks off, it will regrow in a matter of days. Eridani males and females are equal in all things. They match each other in looks and dress. Non-Eridani cannot usually tell males and females apart.

ERIDANI

SPECIES OVERVIEW

Species	ERIDANI (air-ri-don-ee)
Nicknames	Mohawks, Swordsaints
Home world	Eridine, Epsilon Eridani
Tech Level	5
Government	Feudal Stratocracy
Pop. (Eridine)	5 billion
Population (Total)	150 billion
Life Expectancy	200 years
Average Height	1.8–2.1 m (180 + 3d10)
Average Weight	98–170 kg (90 + 8d10)
Sample Names	Ashak-idan, Barrocka-idan, Ei'r-idan, Erdit Sauthar-ican, Fabic-idan, Kilmar-idan, Kothic-idan, Lancetor-idan, Narang-idan, Raskor-idan
Average Size Class	6

VITAL STATISTICS

STR	10
MD	5
AGL	20
CON	5
AGG	15
IQ	10
INT	-5
CHA	-10

ECRS

BIO	25
CHEM	15
COLD	50
ELE	35
FIRE	10
MEN	30
RAD	25
SEN	25

GENERAL INFORMATION

Starting Skill Points	40
Body Points	5 + d8
RUN / JUMP / FLY	10 / 3 / 0

SENSE MODIFIERS

Vision	10
Hearing	20
Smell	5

SPECIES ABILITIES

- Infravision
- -10 bonus to Death's Door score

SPECIES LIABILITIES

- Must wear atmospheric processor in oxygen environments

CULTURAL SKILLS AND BEHAVIORS

- Level 2 Body Equilibrium skill
- Level 2 Weapon: Melee (Sword) skill

After mating, neither the male nor female will carry the child. Eridani found the perfect host for their parasitic child, called a Nog. The Nog are a sentient species which provides nutrients and safety during incubation. The Buddon Priest matches a married couple with a Nog based on their physical and mental attributes. Each Nog can carry up to five different children produced by five different sets of parents at any one time. The Nog is respected and revered by the Eridani people. They never travel unescorted and any Eridani will give his life to protect them, even if the Nog is not that Eridani's incubator.

DIET

Eridani are omnivores with a preference for meat. They drink ethanol or ammonia-based fluids.

HOME ENVIRONMENT

Eridani prefer temperatures between 0^0 C to -60^0 C. For temperatures above or below, the Eridani must wear an environmental regulation suit. Furthermore, Eridani require an atmospheric processor if the air is outside the 22% methane concentration. The Zen have developed daily injections to allow the Eridani to survive in most oxygen-based atmospheres.

Eridine is a bitterly cold, hostile planet by Human standards. The Eridani are perfectly evolved for this frozen hell. Their unique body chemistry allows them to thrive. They were not alone on their world. The entire planet is covered with various plants and animals that thrive in this environment; many of these are hostile. Eridani prefer to reside in cities or on military bases. In Alliance space, they usually inhabit the colder portions of the planet.

HISTORY

Eridani history is a tale of conquest and conflict. At one-time, Eridani battleships swept across large portions of the galaxy. They engaged in what they referred to as "the true rapture of holy battle." They defeated their noble and ignoble adversaries alike. While they conquered star system after star system, the Eridani subjugated species they found useful and killed those that were not. Their reign lasted until they met the Phentari.

This tenacious species of treacherous squids kept the Eridani off guard through trickery and deceit. The proud Eridani grew frustrated and finally launched an all-out offensive to vanquish the squids. As the Eridani attacked what they thought was the Phentari home world, they found themselves deceived once again. The Phentari had lured the Eridani to an uninhabited world. As the Eridani fleet attacked the planet, a combined fleet of Phentari and their unknown ally, the Orions, struck the Eridani from behind. The battle was a complete rout. The combined Phentari-Orion fleet went on to strike the Eridani home planet. Their attack reduced the Eridani home world to rubble and killed millions. As the fleet traveled through the Eridani controlled systems, they destroyed all Eridani they encountered. As the last of the Eridani made their final stand, the Alliance intervened and stopped the war. The Eridani species was spared annihilation.

The surviving Swordsaints, do not forgive or forget this humiliation at the hands of the Phentari. They still require vengeance to honor the ancient blood feud. However, their blood oath to serve and protect the Alliance has proven stronger. Once the Phentari joined the Alliance, the Eridani code of behavior, known as The Path of Truth, required the Eridani to provide them protection.

The Eridani are the backbone of the Alliance military and hold many of the command positions in the Galactic Military. Most of the traditions and rank system found within Alliance military stem from Eridani influence. Additionally, Alliance corporations use a similar hierarchy as many of the first mega-corps within the Alliance were Eridani. Furthermore, the concept of a "Battlelord" is another Eridani invention. Battlelord is an honorary rank, outside of the chain of command. This rank is only awarded to those who have shown their skill and lethality beyond all others in combat. The demonstrated ability to prevail against superior numbers appears to be one of the main traits of modern Battlelords.

SOCIAL ORGANIZATION

The Eridani families are arranged in houses, which is similar to many Earth feudal systems. The patriarch or matriarch of the family makes all decisions related to the house, which consists of their extended family, including "Nog cousins." This is regardless of caste. Furthermore, all Eridani from the same genetic line are considered brothers and sisters. Eridani born from the same Nog are considered cousins whether they are genetically related or not.

Socialization occurs based upon caste and class and is strictly stratified. There are three Eridani castes. The Vax caste is the warrior class of Eridani society. The Tolude caste handles all forms of business and administration. The Madig caste are the outcasts, who are deemed unfit for membership in the Vax or Tolude castes. The Madig caste is tasked with unskilled, manual labor. Within each caste there are levels, which indicate the rank within the caste.

Eridani in the Vax or Tolude castes cannot socialize or interact with a person more than two levels below their own. Furthermore, House Members, who are the lowest ranking within the Vax and Tolude, are the only ones allowed to interact with Madig caste members. They are restricted to communication with only Madig Foreman. No one but a Madig Foreman is allowed to interact with a Madig Drudge. This strict rule of social contact is enforced regardless of wealth. Within each class level, additional stratification occurs by rank. There is, however, no limit to interaction within a rank.

House Members are the lowest level within the Vax, and Tolude, castes. They consist of the very young, the old, and young warriors or apprentices without earnings. They serve the house as needed. Providers, the second lowest level within Vax and Tolude castes, fund the house with their earnings. This usually amounts to 10% of their total earnings in a year but may grow higher if required. The Resource (Vax) and Researcher (Tolude) provide training and growth for the

house. Councilors provide council to the Patriarch or Matriarch. They also serve as ambassadors to other houses or companies. The Patriarch or Matriarch leads the house. Their decisions are final. Bold young Eridani are allowed to leave and start a new house when a new world is settled. Thus, the Warrior's Way is reaffirmed.

The Vax and Tolude caste can interact at their Class level. The Vax caste socialize among themselves after working out at the gym, temple, or during combat training sessions. Tolude caste socialize during work, in bars, and at planned events.

Eridani houses are ranked via the Eridine order. Both military and non-military houses are ordered on separate scales. Each military house has an order number based upon the number of fighters, their skill and tactical knowledge, and the income and equipment provided to the Eridani military. The rating is also affected by House dueling. House duels are conducted on the 1st day of the galactic standard month. A house can challenge two levels higher (numerically lower) than their current order. The order changes every galactic year as duels and finance bring about reorganization. A House Duel is a formal challenge carried out between house champions. Military rules state House Duels are to the 5th bleeding cut. Killing is not encouraged as this deprives the Eridani of a proven warrior. For non-military, resources provided to the state are the primary means of order ranking.

The lower the order number, the more important the house. The 1st order house is the house of the Emperor. Houses 2 through 10 make up the military council while the top 11-25 make up the executive council. Non-military houses 1-10 make up the finance committee while 11-25 make up the research council. Additionally, Priests and Masters from both the military and non-military of the first ten houses advise the Emperor on the Buddon code requirements as the Buddon Priest council.

Upon joining Alliance Military, an Eridani is expected to sever all allegiance to his house while in uniform. However, when making formal introductions, they still reference their house allegiance as part of their name. Eridani Vax are allowed to carry a melee weapon, typically a sword, anywhere within the Alliance.

Eridani must always display their signs of rank and status, even when in battle. This takes the form of the insignia upon their armor or clothing and hair. The Vax maintain a single mohawk. The Tolude shave a strip down the center creating 2 mohawks. The Madig shave their heads and are not allowed to have hair. Eridani color their hair to denote their Rank progression. Other hairstyles are worn to denote status, such as with the Dreadlocks of Glory.

The young are allowed 1 cm of hair growth to distinguish them from Madig. For warriors, 1 cm of hair growth is allowed per kill up to 10 cm. For each blackmark, 1 cm of hair length is removed. An Eridani must have a 10 cm mohawk to advance to the next rank or to mate. Sword Saints and Buddon Priest are allowed to grow their hair to 20 cm counting at 1 cm per 10 kills. A gem may be added to an Eridani's hair for every 25 kills while jewelry pieces are added at 100 kills.

Additional hair colors, hairstyles, and honorary titles can be awarded or sought. When looking for a mate, an Eridani adds brown slashes to their mohawk. When disgraced, the hair is bleached white. For skilled warriors and above, the Dreadlocks of Glory are available for spectacular deeds and are awarded by the military council. Freedom's Manes are awarded to a Buddon Priest of great renown by the Buddon High Priest council.

ERIDANI CASTE

CASTE	CLASS LEVELS
Vax (Warrior)	Patriarch / Matriarch (Highest) Councilor Resource Provider House Member
Tolude (Business & Administration)	Patriarch / Matriarch Councilor Researcher Provider House Member
Madig (Outcast)	Foreman Drudge (Lowest)

The Eridani code known as the Path of Truth guides all Eridani conduct. The start of the path requires an Eridani to maintain detachment during combat and life. Regardless of trade, whether a warrior or engineer or business administrator, an Eridani must be willing to sacrifice emotion for self-control. Vax warriors, even in a berserk state, train to maintain clear thought and precise action. This is the first path in the Path of Truth. The second path teaches that all actions have consequence. Perfection can minimize the unintended outcomes, and all Eridani are taught to seek faultlessness in their actions. The third path teaches the final truth, which is that there is only peace (Rota Mabiki) in death. The search for discipline and perfection is a goal that can never truly be obtained. Though tranquility can be had through acceptance of this final truth. Such is the Eridani way.

RELIGION

The Vax caste follows the Budaish Daugh or Warrior's Way. The Budaish Daugh is a form of ancestor worship and has a strict honor code. A basic precept of the Warrior's Way is that the divine can only be experienced by the honorable when in the throes of combat. As the warrior moves closer to death, the more truth is revealed.

The main Tenets of Budaish Daugh can be stated as follows:

01. Honor thy ancestors. Their path led to you. Protect their memory.
02. Honor in battle. Meet your foes face to face to prove your own worth.
03. Honor is life. As long as you live, vengeance can be yours.
04. Honor your word. Your word is sacred; to go back upon it is to abandon the way.
05. Honor yourself. If those you follow do not honor you, take back your honor through combat.

The Warrior's Way requires a warrior to carry a decidedly unmodern hand weapon, such as a sword or mace, at all times. This item is often considered a holy relic by Eridani and is blessed by a Buddon Priest. It is used during their daily workout ritual.

VALUES AND ATTITUDES TOWARDS:

Time: "Never enough to achieve perfection."

Achievement: "Battle is on the only achievement."

Work: "Duty is all."

Wealth: "Useful for new weapons, but I am the only weapon that matters."

Change: "The universe does, but we do not. Honor is not so fickle."

Scientific Method: "It too demands perfection."

Risk-Taking: "Only by taking risk will you know your full potential."

POLITICS

Eridine is ruled by a military dictatorship, under General Erash-Ican. Erash rules the Vax class with an iron fist. For the rest, Erash is a realist and has allowed some external say in social matters. He has created two advisory bodies: The Scientific Forum and the Social Integration into the Alliance Committee. These groups advise him on matters of science and public policy. The General understands the need for conflict and battle to cleanse the masses. However, warriors should focus on training and battle, and not the more mundane aspects of a warrior society.

The Vax and Tolude class fully support the current government. They maintain control through fierce nationalism and control of the military and police. Furthermore, a military council advises the General. This council is fluid and determined by rank and need. The Eridani people have been sworn to protect and defend the Alliance. They have given up on ruling for now as they try to perfect themselves.

FOTT

PHYSICAL DESCRIPTION

The Fott are a synthetically manufactured, intelligent lifeform that was developed primarily to annoy the Alliance. They meet all the criteria for sentient lifeforms for every Alliance species. Fott contain both Human and rabbit DNA with a few other surprises thrown in. Physically, Fott look like Humans covered with rabbit fur. They have giant rabbit ears, large feet, and a small tail. Each arm ends in a hand with five fingers. Each leg ends in a long foot (0.5–1 m) with five toes.

Fott have two forward facing eyes, which are usually brown or black. The two ears are located on the sides of the head and point straight up unless they are the floppy variety. The ears are capable of independent, omnidirectional movement to pinpoint the location of sounds. Fott have a small button nose with small sensory whiskers just below it.

Fott come in a variety of fur patterns and colors. Brown, white, and black are the most common colors. Fott fur is extremely flammable. The Fott avoid fire and fire-based weaponry as a result. Lasers and Pulse cannons are particularly terrifying to a Fott due to their association with fire. Most will simply refuse to use them. Most Fott run from a flamethrower unless they are suicidal.

Fott walk similar to Humans, but if they need to move faster, they hop like a kangaroo instead of running. When sprinting at their full speed, the length of each leap is increased, and the Fott uses all four limbs just like a rabbit. Unlike other species, the Fott's jumping distance is not affected by their forward velocity.

Fott have a high metabolism that runs faster than most other species. They also produce twice as much gas which must be expelled. Due to this, Fott are constantly belching or are flatulent.

DIET

The Fott are omnivores. They can eat and drink anything a Human can but require roughly twice as much food to maintain their high metabolism. They also prefer to kill what they eat.

FOTT

SPECIES OVERVIEW

Species	FOTT (faht)
Nicknames	Rabbit, Bunny, Fab (fabricated)
Home world	Delphix-9
Tech Level	2
Government	Chieftain lead clans
Pop. (Delphix-9)	1 billion
Population (Total)	40 billion
Life Expectancy	65 years
Average Height	1.8–2.1 m (174 + 6d6)
Average Weight	97-135 kg (95 + 2d20)
Sample Names	Bubba, Jim-Bob, Betsy Sue, Angel, Maynard, Gomer, Hoss, Floyd, Hoss
Average Size Class	5

VITAL STATISTICS

STR	15	BIO	15
MD	-15	CHEM	25
AGL	15	COLD	35
CON	10	ELE	25
AGG	35	FIRE	10
IQ	5	MEN	25
INT	-10	RAD	25
CHA	-25	SEN	10

ECRS

GENERAL INFORMATION

Starting Skill Points	50
Body Points	4 + 1d8
RUN / JUMP / FLY	15 / 7 / 0

SENSE MODIFIERS

Vision	5
Hearing	40
Smell	0

SPECIES ABILITIES

- Good Jumper
- Dodge Rating is doubled
- Kick damage is doubled (before applying DA)

SPECIES LIABILITIES

- Stigma associated with being artificially created as a joke

CULTURAL SKILLS AND BEHAVIORS

- Aversion to fire-based weaponry
- Xenophobic

HOME ENVIRONMENT

Fott prefer to live in rural, agrarian communes with other Fott. Their homes are usually a hodgepodge of prefab structures and homemade expansions. These typically are made up of whatever is lying around or thrown away. The usual decorations include the latest issues of "Throbbing Bunnies" and the creatures they stuffed last week. Furniture is usually built from the bones, horns, and hooves of whatever animals the Fott have hunted and lashed together with rawhide. With this preference in mind, the Alliance corporations typically offer Fott employment in agricultural food production. This usually amounts to the Fott sitting and watching the automated agricultural systems care for the plants and animals. The Fott, however, would prefer to be out hunting their own food. This makes the Fott unusually self-sufficient for an Alliance species.

Among their own communes, Fott share and borrow to a great extent. A Fott will give their neighboring Fott the shirt off their back if they have a need. That kindness and helpfulness only applies to members of their commune. Fott are extremely suspicious of outsiders and very xenophobic. Though typically low tech, Fott splurge on weaponry and often choose to protect their communes with K-Sats and automated turrets.

HISTORY

The Fott are despised by most other species in the Alliance. This is mainly due to their creator. The Fott were genetically constructed by "Uncle Ernie" Frielberg, specifically to burden the Alliance. His self-proclaimed "Minions of Doom" seeded the planet, Delphix-9 of the Netas Hydri star system in 2256. This was five years after the planet was annexed and prepared for colonization by the Alliance. The Fott population grew to over 5 billion by the time the Human colonization ship, Purveyor, arrived and discovered the species in 2270.

The appearance of the Fott caused a great deal of turmoil throughout the Alliance. All sentient organisms on Alliance annexed worlds are afforded certain inalienable rights as defined by the Alliance Confirmed Social Sanctions Act of 2110. However, each sovereign species mandates its own edicts concerning what is sentient and therefore equal. The design of the Fott allowed them to meet all current Alliance member species' requirements.

Since Delphix-9 had just been annexed by the Alliance, and the Fott were technically a sentient species inhabiting the planet, they had to be given citizenship. In addition, they were afforded the same inalienable rights as any other sovereign species. To prevent a reoccurrence of this issue, the Alliance senate amended the Social Sanctions Act in 2272 to exclude all future life forms that are not native to annexed worlds. Furthermore, natives that were altered after annexation are also excluded from Alliance protection.

As for the Fott, they are equally dismissive of the Alliance and Uncle Ernie. They wish to be left alone by all parties. During the initial seeding, the Fott were not provided technology on their undeveloped, adopted home world. Their built-in intelligence and curiosity allowed them to reach Tech Level 2 prior to the Purveyor's arrival. The Fott were not violent among themselves, however, once the Humans arrived their genetic-programmed belligerence surfaced. Fott became unpredictable and aggressive when other sentient species were present. Shortly after the Humans arrived, the Fott declared war on the Alliance and attacked all non Fott. The entire Fott population joined in the massacre of the colonists.

The Fott claim their war was over the right to self-govern and stay an independent planet. The Alliance, however, was unwilling to have a hostile, independent world inside the newly annexed space. Therefore, the planet was claimed through force by the Alliance. Fighting the Fott to force them into the Alliance, when they were unwelcome in the first place, was the height of irony and must have delighted Uncle Ernie immensely.

The war was the shortest in Alliance history. The Fott quickly suffered a brutal, humiliating defeat with millions of Fott exterminated. Their lack of technology and aggressive tactics led to a swift resolution to the conflict. A single Alliance cruiser ravaged every major city on the planet. Only the compassion of the Zen ambassadors saved the Fott from complete extermination. Since the Fott had not formally been accepted into the Alliance yet, they could not be ousted for declaring war on it. The Alliance also, conveniently, overlooked the ramifications of what was essentially military action against a species that technically was an Alliance member.

After the harrowing defeat, the Fott found and utilized every Alliance resource available to rebuild their world. The Fott proved quiet adept at identifying social and financial aid programs in place within the Alliance that could be used to support their planet. The Zen, no doubt, had a hand in assisting the Fott in this endeavor. The Alliance eventually opened trade routes and established spaceports, medical services, and schools on Delphix-9. Additionally, the Fott's unprecedented reproduction and growth rate forced the Alliance to assist the Fott in the colonization of new worlds. The Fott are currently listed by the Alliance as petitioning for entrance into the lower chambers of the Council of Timar. Once admitted, they can petition the Alliance for additional resources as well as additional financial assistance for Fott worlds.

SOCIAL ORGANIZATION

The Fott have a genetically imprinted social structure. They feel great loyalty to their immediate family and clan. In the Alliance, many consider this to be the only positive trait the Fott possess. Their families and extended families are very large and are expected to help one another if there is a need. They are very social but only with other Fott. Family is the only social institution the Fott require or accept without protest. The patriarch or matriarch of the family sets the rules for the commune. Rule is from the top down; however, individual Fott like to do things in their own time and way.

Each Fott's social status depends upon the favor of the head of the

household. Those currently in favor get to do what they like and use the family resources. Those that are out of favor get the worst housing, assignments, and food. Everyone else in the family falls somewhere between but is mostly left alone. As the social mobility depends on the leader's favor, changes can happen in an instant. A Fott may be living it up one moment and fleeing for their life the next. This makes their social system fairly chaotic and provides a steady stream of recruits to the Alliance military.

Fott prefer games that are chaotic as well. Fott games make little sense to outsiders and are certain to include loud yelling, drinking, jumping, and running as part of the event. These often end in several hospitalizations for players and fans alike. Fott clans, while hating the Alliance, rely upon it for learning centers, hospitals, spaceports, and public services.

Certain Alliance leaders make no secret in proclaiming that, "Uncle Ernie inserted every negative Human trait into the Fott." Fott are generally aggressive, devoid of social graces, reckless, obnoxious, lazy, and resistant to social change. However, anything that lessens a Fott's workload is greeted with open arms. The Fott feel they were never really designed for hard work or any work at all. Furthermore, they are ambivalent toward their artificial creation and seem to take a perverse joy in the fact that their reason for existence is to annoy and burden the Alliance. Overall, the rabbits, like the Orions, seem to enjoy life to its fullest and like the Orions, do so on their own terms.

VALUES AND ATTITUDES TOWARDS:

Time: "Should be spent with family not with those filthy aliens."

Achievement: "Wasn't so hard, I'm smarter than I look!"

Work: "I'll do three times the work just to avoid the manual labor you asked of me."

Wealth: "I just need enough for my wall size Tri-vid, pickup truck, gun rack, and shotgun."

Change: "Does it involve work? If so, then I'll pass, and don't ask me like them aliens."

Scientific Method: "The what? That's newfangled thinking, isn't it?"

Risk-Taking: "Don't you tell me I can't do that. I'll show you!"

POLITICS

Fott Politics is all about family. The matriarch or patriarch commands the family and may form allegiances with other related clans. Since Fott do not fight among themselves, they generally cooperate when the need arises. However, they are fiercely independent and do not support any type of central government. Fott believe that an individual is the only one who can govern oneself. Personal freedom is extremely important to them. This means a Fott's word is their bond. If they say they will do something, they will. There is no need to bug them every six months to get it done; they'll get around to it eventually.

While Fott loathe Alliance rule, many gentleman Fott have worked hard to obtain positions in the Alliance government. Critics of the Fott say this is an attempt by them to siphon off more Alliance resources. They argue that the Fott feel no shame or remorse in lying, cheating, or stealing from the Alliance. Anything is acceptable to a Fott as long as it is done to a non-Fott. The Fott certainly aren't denying the accusation. Other, less gentlemanly, Fott have taken up the mercenary lifestyle or enlisted in the Galactic Armed Forces. Here the outspoken critics of the Fott argue that the Alliance's newest citizens will go home and teach the skills they learn in military service to their kin. They will then know how to fight the Alliance in the future. Again, denials by the Fott are not pouring forth.

HUMANS AND GEN-HUMANS

PHYSICAL DESCRIPTION

Humans are bipedal upright creatures with two arms and two legs. Each arm ends in a hand with five fingers. Each leg ends in a foot with five toes. Humans come in a variety of shapes, sizes, and colors. This variability confuses non-Humans who generally have a greater conformity of appearance. Humans have two forward facing eyes, two ears located on the sides of the head, a nose, and a single mouth with teeth made for mashing and chewing placed on the lower portion of its face. Humans are covered with a fragile membrane known as "skin," which often randomly spouts tufts of hair. The skin is also a sensory organ which detects contact, heat, cold, and pressure. Human skin colorations run from pale white, to bronze, and various shades of brown and black. Hair coloration includes brown, gray, blond, white, black, and red. Eye colorization is usually brown, however the colors blue, green, and hazel appear as well.

Gen-Humans appear identical to Humans except that they can have nearly any color of hair, skin, and eyes.

DIET

Humans are omnivores who can have a widely varied diet and ingest water directly in liquid form. They also ingest beverages with ethanol which causes intoxication.

HOME ENVIRONMENT

Humans prefer temperatures between 21 to 30°C in their domicile. They can tolerate a range of 4 to 50°C with normal clothing. Humans can live almost anywhere, however, most prefer an urban setting. Gen-Humans prefer the same.

HISTORY

HUMANS:

We have always excelled at killing one another. Our histories, fables, and religious teachings all include multiple examples of individuals killing each other. Killing is often without cause or justification. In the fall of 2033, a three-year global drought caused chaos across the population of Earth. A whole generation was starving and living in squalor, as the ruling elite continued to fight and squabble.

Third world countries were stricken by plagues the likes of which humankind had not seen since the dark ages. Warlords were left fighting for the scraps that remained. The Russian and Chinese economies had collapsed as wide spread pollution and lack of healthy workers had rendered their farmland barren. The European Union was crushed as its members squabbled over the diminishing food supply and refugees poured in. The United States had taken an isolationist stance as it struggled to feed its own people.

Africa became a wasteland, and variations of Ebola and malaria were spreading among the survivors as they fled. Finally, massive food riots in India and Brazil seemed to spark the powder keg of what would become World War III. Both countries brutally suppressed the riots with hundreds of thousands dead. The UN condemned these actions but could do nothing without the support of the member nations who had turned their eyes inward to save their own.

The Iranian government, feeling its control slipping away and with nothing to lose, launched a nuclear assault upon Israel. Israel retaliated. Together, they wiped out the Middle East and poisoned the Mediterranean. At the same time, China attempted to seize the entire east coast of Asia and Russia. Biological warfare made a wasteland of these once fertile regions. Taking a break from their invasion of Canada and acting under the power of the Bio-Chem Warfare Treaty of 2008, the United States rushed naval power to the western Pacific to blockade China in response to its use of biological agents on the Russians. China retaliated with ICBM's. Fortunately, the US particle beam and missile defense systems shot down the Chinese warheads. Unfortunately, the resulting radioactive dust spread into the jet stream and across the planet. The ionized particles disrupted global communications and killed millions worldwide. The war, however, continued.

One month into World War III, Russia launched a portion of its nuclear arsenal at the Chinese. As the ICBMs reached their apex, a signal was received from space by all remaining Earth governments. It stated, "No more nuclear weapons. We will only deal with one Earth government. Sort it out as we will be back in 100 of your years." When the missiles struck, there was no blast. Furthermore, all radioactive contamination across the Earth was simply gone.

Following what would come to be referred to as "The Communication" historical Alliances were renewed. Though there were some religious wars that were sparked off by The Communication, over the next 75 years the U.N. was used by North America and Europe to coble an impressive array of countries into a coalition. China and Russia attempted to resist, but the combined might of the world brought them to heel, though they demanded and received seats at the head of the table. Humanity was finally united with 25 years to spare. Worried that the entities who sent the signal might not be pleased with our

progress, the United Earth Nations immediately began work on space defense systems. They needn't have bothered.

When 2134 rolled around an incoming alien ship arrived within the Sol system. It was greeted with multiple communication signals and weapons fire from rogue and scared nations. It ignored the former and was unaffected by the later. Once in orbit, a single message was sent stating this time the aliens would address Earth at the U.N. The seven fingered aliens that arrived caught everyone off guard with their plaid kilts, atrocious bag pipe music, and bad Scottish accents. The Orion's hand-delivered Humanity's invitation to the Alliance along with a warning from the Mutzachans. The Mutzachans cautioned humanity that a war was coming. An alien species called the Aknar-Ryn was headed this way, and they would destroy our world. The Mutzachans told us that they had assembled an alliance of similarly threatened species who had banded together to fight the Aknar-Ryn.

The Mutzachans would make humanity two offers we couldn't refuse. The first was a way off the planet. A way to avoid "keeping all our eggs in one basket" should the Aknar-Ryn find Earth and destroy it. The Mutzachans had identified hundreds of habitable worlds and installed turn-key colony cities on them, ready for Humanity to populate. In addition, many of the other Alliance species, particularly the Orions and the Zen, offered sanctuary for Human populations on their colony worlds. Any colonists would be selected by the Mutzachans, screened by the Chatilians, and medically cleared by the Zen. No one had to accept the offer of a colony ticket, but if you did, the Mutzachans called the shots on who went where. It quickly became clear that the Mutzachans and their allies had done their research. They had a veritable census of humanity. The three Matrix generating alien species of the Alliance put their collective heads together to match up particular Humans to maximize their chances of integration and to minimize conflict.

There was quite an uproar when the United Earth Nations (UEN) figured out that their colonists had all been pre-screened and were being selected and placed without any input from the Humans. As a concession, the Mutzachans offered the UEN the coordinates of habitable worlds that were not being utilized by the Mutzachan-led colonization effort. This offer was only made by the Melon Heads, as they came to be called, after humanity had agreed to join the Alliance. Many of these colony worlds were later annexed by the Alliance. However, just as many still exist as independent worlds run by rogue nations, dictators, and warlords. Ironically, humanity would not have possessed the technology to even reach these worlds had they not joined the Alliance.

The second offer the Mutzachans made humanity, was an offer to join their Alliance and fight the Aknar-Ryn. With membership in the Alliance came access to all the technology it possessed. Again, having integrated so many other alien species into the Alliance, the Mutzachans were not without a plan on how to integrate humanity. Many of the colonists the Mutzachan's selected found that, when they arrived on their colony worlds, job training was waiting for them. Not coincidentally, these jobs

HUMANS/GEN-HUMANS

SPECIES OVERVIEW

Species	HUMAN (hyoo-man) GEN-HUMAN (jen hyoo-man)
Nicknames	Breeder, Virus, Germling
Home world	Earth, Sol System
Tech Level	4
Government	Democratic Republic (Earth)
Pop. (Earth)	5.5 billion
Population (Total)	1.8 trillion
Life Expectancy	120
Average Height	1.5 – 2 m (150 + 5d10)
Average Weight	45 – 100 kg (40 + 2d10 × 3)
Sample Names	Aadhya, Anna, Carlos, Dawn, Dhruv, Jabari, Jhomar, Kiki, Leo, Megan, Mei, Mike, Ray, Samira
Average Size Class	4

VITAL STATISTICS

STR	0
MD	0
AGL	0
CON	0
AGG	0
IQ	0
INT	0
CHA	0

ECRS

BIO	25
CHEM	25
COLD	25
ELE	25
FIRE	25
MEN	25
RAD	25
SEN	25

GENERAL INFORMATION

Starting Skill Points	Humans: 90 Gen-Humans: 60
Body Points	2 + 1d6
RUN / JUMP / FLY	8 / 2 / 0

SENSE MODIFIERS

Vision	0
Hearing	0
Smell	0

SPECIES ABILITIES

Roll twice on the Genetic Modifications Table (Gens Only)

SPECIES LIABILITIES

None

CULTURAL SKILLS AND BEHAVIORS

May purchase skill levels 6-10 at level 1-5 costs (Humans Only)

May start the game with Skills up to level 10 (Humans Only)

often coincided with prior occupations or talents the colonist had possessed back on Earth. Though all colonists underwent training to rapidly familiarize them with the Alliance and the technology it used, those with occupational skills found additional training was available on how to update those skills as well–particularly in manufacturing sectors. As many of the Alliance technologies were integrated into the colony cities and homes as time-saving and convenience features, it wasn't long at all before humanity was taking them for granted. In fact, the homes in the colony worlds were administered by para-artificial intelligences that were designed to teach their Human populations about the Alliance and its technology in order to expedite their acclimation.

Once humanity joined the Alliance, their population exploded. The Human population is approximately ten times larger than the next closest species. Furthermore, Humans still have the colonial drive, spreading to the outskirts of known space, populating new worlds at an extraordinary rate. There are more Human colony worlds than there are colony worlds of the other Alliance members combined. The rate of expansion has pushed many of these Human colony worlds to the frontier of Alliance space. The newer colonies are far lower tech and more isolated than the original turn-key colonies offered by the Mutzachans on Humans entrance to the Alliance.

GEN-HUMANS:

Often referred to as the next step in Human evolution, Gen-Humans are Humans who have been genetically modified. As early as 1966, scientists began doing genetic experiments, mapping the DNA and RNA of mice and other lab specimens. By the 1990's, they had successfully cloned sheep and mice, and then monkeys were cloned in 2017. Some saw this as humanity playing God. Eventually, scientific endeavor, fueled by the ulterior motives of the government, won out against the moral minority. During WWIII, Dr. Katherine Dykeman completed a top-secret government experiment for the United States of America. She cloned and birthed a Human in the lab. Shortly thereafter, scientists created what was billed as the first "super Human." The Chinese and Russians were not far behind. Super soldiers were the primary weapon during WWIII. Lab grown, with no rights to speak of, these disposable soldiers were thrust into the worst situations. After the war, corporations immediately began using clones as a labor force, since clones had no rights under the U.N. charter. Workers were laid off by the thousands as the clones were used as slave labor. By 2108, cloning was common in all nations on the planet Earth.

Early on, most clones were designed for a specific purpose. These "models" were typically called things like Combat XI, Pleasure Unit V, and Serf XX. As the process improved, the clones became more individual and distinct and came to be known as genetic Humans or "Gens." The genetic Humans proved far superior to their counterparts, replacing them in the job market and private sector. In 2113, despite corporate resistance, the U.N. gave Gen-Humans the same rights as regular Humans. A backlash of anti-Gen sentiment swept the world. For seven years, Humans patrolled the streets and indiscriminately killed any person suspected of being a Gen. Hundreds of thousands of innocents were slaughtered. Finally, in 2120, the U.N. was forced to pass the heralded Genetics Laws, which stipulated that no more than 15% of the galaxy's Human population could be Gen-Human. All firms producing Gens were forced to sterilize and brand their stock at birth. This brand includes the model and serial number of the clone and is placed on the back of the neck. In the years following the passage of the Genetics Laws, Gens have obtained more and more positions in the Earth and Alliance government and now outnumber Humans in positions of authority. They have been pushing hard for more reproductive and personal freedoms.

SOCIAL ORGANIZATION

HUMANS:

The Human social structure really hasn't changed much. Their social structure relies upon the upbringing and social norms passed down from their ancestors. Patriarchal, matriarchal, nuclear family, religious, and commune are just some of the family

nuclear family, religious, and commune are just some of the family structures seen. Kinship, while often determined by blood in Human society, can also be determined by philosophy and religion.

Currently, Human worlds are mostly republics and democracies that report to the Human Expansion and Resource Service (HERS). HERS manages Human settlement resource allocation, police enforcement actions, and Diplomat placement for the United Human Government (UHG). The UHG replaced the UEN once the Humans joined the Alliance. UHG runs all government related humankind across Human-controlled space. This bureaucratic nightmare has only been kept functional by automation and the use of para-AI's.

Socially, Humans still find themselves in the same state as the 20th century. Those with money and power have greater influence, whether it's a corporation or individual, than those without. Individuals from families with means have a charmed life awaiting them, while the rest scratch for a living off their scraps. Social mobility is limited unless one becomes an interstellar music or tri-vid star or Battlelord. As with any Human social construct, these only last as long as Humans believe in them.

GEN-HUMANS:

Gen-Humans adopt many Human social systems in an attempt to blend into humanity. They still hope that one day, Humans will accept them and integrate Gens into the Human population to improve the overall species. However, Gens have also created a hierarchal system within the Gen community. Scientist, diplomats, and warriors are given greater accord then construction-based or sewage pipe cleaning models. Job role responsibilities or function provide you with social standing.

VALUES AND ATTITUDES TOWARDS:

HUMANS

Time: "There is never enough to get the job done."

Achievement: "It is my path to a better life, where I won't have to work so hard. "

Work: "Always more of it, now if I could just get ahead."

Wealth: "I will always need more. Somebody always has more than me."

Change: "No sir, I don't like it."

Scientific Method: "We like it when it tells us what we like, but ignore it when it doesn't. "

Risk-Taking: "It's the only way to get rich!"

GEN-HUMANS

Time: "It is precious, cherish every moment of it with your kind."

Achievement: "It comes easy. It's what I was made for."

Work: "It's what I was designed for."

Wealth: "It gets me the best toys! Do you want to see my new Omega cannon?"

Change: "I was made to be physically flexible, not mentally flexible."

Scientific Method: "It's the only true way to know."

Risk-Taking: "Only if the risk is worth the reward."

POLITICS

HUMANS:

Human versatility and variety in skill sets has allowed Humans to control some of the most prestigious positions of power throughout the galaxy. In comparison with other species, many Humans contend that they are less ego driven and care more about the masses as a whole. They claim that Humans should manage the Alliance. Of course, this is a subject of some contention with other species.

Humans love bureaucracy and all official colony worlds fall under the auspices of the United Human Government (UHG) and are managed by Human Expansion and Resource Service (HERS). The United Human Government and Human Integrity System Bureau are elected branches of the government with terms lasting for ten years unless removed for corruption or dereliction of duty. The Human Expansion and Resource Service is the core of the bureaucracy for career civil servants. Human colony worlds that are unaffiliated with the Alliance are not governed by the United Human Government and can have a variety of governmental systems including totalitarian, socialist, theocracy, and dictatorships.

Most Humans are deeply loyal to United Human Government as they see it as the purest ideal form of Human government. Even with Human laws closely mirroring Alliance law, Humans remain deeply suspicious of the Alliance. This is one reason Humans have sought political power and placement within the Alliance. However, a majority of Humans find the Alliance bureaucracy overly burdensome as it must fairly allocate habitable worlds between all members, and Humans have an almost boundless desire for expansion and development of new worlds.

A small subset of Humans has rebelled against this system. They attack the Alliance in an attempt to "free" humanity from its influence. These are true believers that seek to end the Alliance between the species.

GEN-HUMANS:

The Gen-Humans believe in a wide variety of governments. The type of governmental structure supported depends entirely on the individual and persons governed. What is certain is that most Gens truly believe that they are preordained to control the universe. This is a thought pattern that was woven into the DNA link of the prolific DB-7 and DB-8 Accelerated Response series. Gen-Humans hold the highest offices in the galaxy, including President of the Galactic Alliance. They also have integrated themselves into much of the Alliance military structure, though Eridani still hold the majority of command positions.

ROLL	GENETIC MODIFICATION TABLE (GEN-HUMANS ONLY)
1	Pick two from this list.
2	Pick one from this list.
3	Increase your total number of Actions per Combat Round by 2.
4	Fast learner. Double the amount of Skill Points you receive from Experience.
5	Latent Extractor (Select Energy Controller, Empath, or Healer). Just pay for your PP, Gen skill, and Matrices as detailed Latent Extraction section of the Matrix chapter.
6	+25 to any one Vital Statistic. This bonus stacks with prior bonuses.
7	Increase IQ by 25.
8	Increase Manual Dexterity by 25.
9	Increase Agility by 25.
10	Increase Intuition by 25.
11	Increase Constitution by 25.
12	Increase Charisma by 25.
13	Increase Strength by 25.
14	Increase Aggression by 25.
15	+2 bonus to Initiative Modifier.
16	10 levels in any one skill.
17	Matrix resistant. +25 on ECRs vs matrix attacks.
18	Increase starting Body Points by 3d4.
19	Increase your Death's Door score by 3d4.
20	Mentally hardened (+25 ECR vs checks to mentally influence or manipulate).
21	Increase MEN ECR by 25.
22	Increase BIO ECR by 25.
23	Increase Fire ECR by 25.
24	Increase COLD ECR by 25.
25	Increase SEN ECR by 25.
26	Increase CHEM ECR by 25.
27	Increase RAD ECR by 25.
28	Regeneration and the ability to reattach severed limbs. Heal 1 BP/Combat Round. Recovered severed limbs held to their original location reattach once ¼ of the character's original BP total is healed.
29	Natural Threshold Rating of 2 (THR 2).
30	Cyber receptor.Half normal CON loss for cybernetics.
31	Redundant organs. Ignore critical hits that affect organs.
32	Gigantism. +1 SC, +10 STR, +10 CON, -10 AGL. These bonuses stack with prior bonuses.
33	Auto-resuscitation. You can make a CON check when at 0 or negative BP. A successful check means you regain 2d4 BP. This ability may be used twice per day.

ROLL	GENETIC MODIFICATION TABLE (GEN-HUMANS ONLY)
34	Double jointed (+50 to escape artist).
35	Overcharger. You're a living battery. You can double the damage of any non-kinetic weapon up to 20 Points. The weapon must make MN roll at +20. This ability may be used twice per day.
36	Take three skills at level 5.
37	You may start the game with two skills at level 7, but you must still spend the skill points to purchase them.
38	Pick one Energy Bracket 2 Matrix from any discipline. You can use the Matrix once per day.
39	Poison claws. Claw do 1d4 damage plus VENOM (CHEM@-20; 1 BP per Combat Round; 8 Combat Round Duration).
40	Sensor invisibility. You have a Stealth Rating of 50%.
41	Pick one Energy Bracket 1 Matrix from any discipline. You can use the Matrix twice per day.
42	Supermodel. Increase CHA by 10. This stacks with other CHA bonuses.
43	Able to copy a target's DNA and appearance by touching them. The transformation takes 1d4 hours. You also get any genetic illnesses they possess.
44	Increase any ECR by 15. This stacks with other ECR bonuses.
45	Disruptor. You emit a disruptive electromagnetic field. Treat as ECM of 50 with a range of 10 m. It makes you easy to detect, but not track, and also affects your own equipment if it is sensitive to ECM.
46	DNA cloak. You don't leave any DNA evidence behind. Your skin cells do not sluff off. Your hair does not fall out. Even your exhalations are filtered. Unless you're wounded, you don't leave a trace.
47	Hardwired. Select one non-combat skill. It takes you half the normal time to make these skill checks.
48	Built for speed. Increase your RUN score by 7.
49	Increase your Vision sensory modifier by 25.
50	Increase your Hearing sensory modifier by 25.
51	Increase your Smell sensory modifier by 25.
52	Increase your JUMP score by 4.
53	Fighting Will. You remain conscious until you hit your Death's Door.
54	Appearance change. You can change your appearance: hair color, eye color, and facial features. It takes two days, but you can not duplicate a specific appearance.
55	Language savant. Take 5 levels of six different languages.
56	Lie detector. Receive a +40 bonus when making an Intuition (or Observation) check to determining if someone is lying.
57	Wall crawler. You can stick to walls. This gives a +40 bonus to any Climb skill checks.
58	Chameleon skin. This gives you a -20 penalty to anyone attempting to locate or track you with a Visual Observation check.
59	Savant: Select one skill. All penalties for that skill are always one level lower than the GM assigned penalty. If you select a weapon skill, Combat Modifiers are at half their normal value for this skill.

ROLL	GENETIC MODIFICATION TABLE (GEN-HUMANS ONLY)
60	Non-standard sense. You can detect one phenomenon or substance (gravity, electricity, living organisms, etc.) that would not normally be detectable at range with your normal senses. This sense has a range of 20m and is treated as an Observation skill check.
61	Infravision. You can see heat sources.
62	Ultravision. You can see ultraviolet sources and can navigate in the dark by starlight.
63	You possess biological SONAR with a range of 30 meters. You can "see" in the dark using this sense as if you could see with your eyes, except you can not determine the color of anything. Treat this as Observation skill check with a +30 Bonus.
64	Psychic Shock. You are able to mentally stun anyone you touch. STUN (MEN@-20; Unconscious for 1d4 Combat Rounds): You can use this ability once per day.
65	Retractable claws. Your claws do 1d4 REAL damage and are visually undetectable when retracted.
66	You have a gland that can store and discharge electricity on touch. SHORT (ELE@-10; 1d4 ÷ 2 damage and target's Actions reduced to 0 for duration, duration of 1d4 Combat Round) [Damage Type T] You can use this once per day.
67	You can grow organic darts (quills, spines, etc.) which are extruded from your skin. They can be thrown using the Throwing Skill and cause 1d6 ÷ *2* damage. [Damage Type '-']
68	Venom gland. You can spit venom up to 5 meters. This fun party trick can be used to blind your enemies if you successfully make a Called Shot to your opponent's eyes. BLIND (CHEM@-20; Visual Modifier reduced by 100; 1d8 Combat Rounds).
69	Your frequency of ECR rechecks is doubled. If no frequency is specified, you get a second check if you fail your first ECR check.
70	Gills. You have gills and are able to breath fresh or salt water.
71	Prehensile feet. This gives you a +20 bonus to climb skill checks if you remove your shoes.
72	Danger Sense. You subconsciously become aware of changes in your environment. Your conscious mind might not notice. You get an INT check as a Free Action to detect imminent ambush.
73	Webbing. You have webbed fingers and toes. This gives you a +15 bonus to your Swimming skill checks.
74	Immune to disease. You get a +50 bonus to your BIO ECR when making checks to ward off disease.
75	Defensive chemical spray. You can spray a noxious chemical with 80% accuracy out to 5 meters. Targets not in environmentally contained suits may be incapacitated due to forceful vomiting. TOXIN (BIO@-20, Lose all Actions, 1d4 Combat Rounds).
76	Menacing. You receive a +15 to Interrogation skill checks.
77	Base instincts. You receive a +15 to Survival skill checks.
78	Flexible. You receive a +15 to Acrobatics skill checks.
79	Natural pilot. You receive a +15 to Piloting skill checks.
80	Tinkerer. You receive a +15 to all Repair skill checks.
81	Highly Observant. You receive a +15 to Observation skill checks.
82	Silver-tongued. You receive a +20 to Persuasion skill checks.
83	Your food and water requirements are 1/4 what normal Humans require.
84	Productive Insomnia. You only require 1 hour of sleep a day and suffer no ill effects from sleep deprivation as long as you get your hour of sleep.
85	Pain immunity. You can ignore the effects of non-bone Critical Hits.
86	Prehensile tail. You have a 1m long prehensile tail that can hold and fire weapons. It is treated as having one quarter your STR when lifting objects.
87	Fearless. You do not need to make AGG checks to avoid panic or for fear-based Matrix attacks.
88	Matrix Booster. If you are in skin-to-skin contact with a Matrix Controller, you may double duration, range, or damage (pick one) of any Matrix they generate. This ability may be used twice per day and does not work on Matrices over Energy Bracket 3.
89	Hostile Environment Design. You receive a +25 to any ECR check made due to environmental conditions.
90	Desert Design. You can go for a whole week without drinking water.
91	Reinforced Bones. The penalties for bone Critical Hits are halved.
92	Untraceable. You produce no pheromones, scents, or odors. As long as your equipment doesn't emit an odor, you can not be tracked by smell. A Cizerack's worst nightmare.
93	Efficient Lungs. You can hold your breath for 8d4 min.
94	Hardened Senses. Your eyes and ears are protected from blinding lights and loud noises. Increase your SEN ECR by 50 when dealing with sensory attacks that rely on overloading the senses with external stimuli.
95	Fun Sized. -1 SC, -10 STR, -10 CON, +15 AGL. Bonuses stack with prior bonuses.
96	You have a photographic memory. You remember everything you see. This doesn't mean you see everything, but you don't forget what you've noticed in the past.
97	Internal compass. If the planet you're on has a magnetic field, you can navigate as if you had a compass. Provides a +20 bonus to all navigation skills made while on a planet or a ship with a functioning reactor.
98	Sound mimic. You can imitate any sound you hear. +25 to Impersonation Skill checks.
99	Glowworm. You can glow at will. This provides a +30 bonus to Visual Observation checks made within 10m of you, if you are in the dark or a poorly lit environment. It also makes you a really inviting target for snipers.
100	Typhoid Mary. Anyone who is within a few meters of you can become ill. You must wear a containment suit to avoid making others sick. DISEASE (Bio@-30 Penalty; -1d4 STR, CON, AGL per day, 1d4 day delay, 4d10 days; ECR recheck is daily.)

KEEN

SPECIES OVERVIEW

Species	KEEN (keen)
Nicknames	Bat-Frog, Slime Ninja, Screamer
Home world	Muspelheim
Tech Level	2
Government	Tribal
Pop. (Muspelheim)	1 billion
Population (Total)	7 billion
Life Expectancy	90 years
Average Height	1.1–1.7 m (110 + 3d20)
Average Weight	35–85 kg (30 + 1d10 × 5)
Sample Names	Hun-are-rey, Stri-ight, Dea-o-ove, Sin-on-ong, Ea-nly-uit, Tea-on-ids, Fly-it-mals, Cli-up-ee, Sla-o-ants, Hid-de-af
Average Size Class	3

VITAL STATISTICS

		ECRS	
STR	10	BIO	50
MD	-15	CHEM	25
AGL	20	COLD	5
CON	0	ELE	25
AGG	-20	FIRE	35
IQ	10	MEN	10
INT	5	RAD	25
CHA	-10	SEN	5

GENERAL INFORMATION

Starting Skill Points	50
Body Points	4 + 1d8
RUN / JUMP / FLY	9 / 4 / 7*

SENSE MODIFIERS

Vision	10
Hearing	55
Smell	10

SPECIES ABILITIES

- *Gliding (Glide Ratio 2:1)
- Level 3 Flying skill
- Level 3 Climbing skill
- Level 2 Swimming skill
- Ability to stick to walls (+30 to Climbing Skill Checks)
- Chameleon-like color change (50% Stealth Rating, -70 to Visual Checks)
- Can exude camouflaging slime to hide armor, weapons, and equipment
- Echolocation (aka biological sonar)

SPECIES LIABILITIES

- React slower in cold temperatures (# of Actions reduced by 2, +4 to Initiative Rolls)

CULTURAL SKILLS AND BEHAVIORS

- Difficulties for Flying Skill Checks are one level lower

* Keen must be Unencumbered in order to glide and stick to walls. When gliding, Keen move at the listed FLY speed, but for every two meters traveled horizontally, they lose one meter in height.

KEEN

PHYSICAL DESCRIPTION

The Keen are a species of highly intelligent, quasi-amphibious, arboreal aliens that dwell in the tropical rainforests on the planet Muspelheim. Their height ranges from 1.1 meters to 1.4 meters, and their weight ranges from 45 kg to 60 kg. Keen are hexapods with six limbs, four of which are arms. Each of their four arms ends in a hand with three fingers and a thumb. They have two powerful legs which can launch them into the air. The arms are evenly spaced upon their torso. Keen have a glide membrane which allows them to glide from tree to tree. The membrane extends from their ankles to the first set of (lower) arms. A second glide membrane extends between their lower arms and upper arms. This membrane folds close to the Keen's body until needed to reduce the possibility of it snagging on branches. When needed, the Keen redirects air from the lungs to fill small support tubes that inflate, popping the membrane out and holding it rigid.

The Keen's jaw dislocates to allow food to be swallowed whole as they have no teeth. Unlike Humans, a Keen's head is capable of rotating 180 degrees, allowing them to look almost directly behind themselves.

Humankind nicknamed the Keen "bat-frog" as the Keen look like a cross between a giant frog and a bat. The location of the eyes on a Keen's head is similar to Humans. However, the Keen have a transparent nictating membrane that lowers over the eyes to protect them and allows the Keen to see more clearly when underwater or in rain. The Keen have large bat like ears that start at the jaw line and extend up and above their head. Keen use these large ears as part of their echolocation system. This allows them to see using sound like an Earth bat.

KEEN HEARING

Keen can make an Observation check using their Hearing Modifier in place of an Observation Check with the Visual modifier, if they wish to use their echolocation to "see" rather than their eyes. Unlike their speech, their echolocation call is inaudible to most species. It is limited to a distance of 60 m, and the range is reduced by inclement weather such as monsoons or blizzards.

KEEN SLIME

Perhaps one of the Keen's most famous traits is the clear mucus layer their skin secretes that keeps the skin moist and healthy. The mucus is an important aspect of Keen biology. The mucus is filled with specialized cells that contain both photoreceptors and chromatophores. The photoreceptors "see" color, and the chromatophores can change the color and texture of the cell. All of the cells in the slime are interlinked and form a temporary and primitive nervous system. This system allows them to detect and replicate patterns and textures. As a result, the mucus automatically changes color and texture to blend whatever it covers into its surroundings. The Keen's skin has a similar ability. This allows the Keen to not only change the color and skin texture of their bodies to blend into their environment, but they can also coat other objects such as their weapons and armor with the slime, which gives them the identical abilities.

The slimy mucus eventually dries out and dies after a day outside the Keen's body and must be reapplied. The Keen are normally a pale white when not using their camouflage abilities but cannot consciously control the color shifts. In addition to hiding them, the slime also keeps them from drying out, and it is thicker and stickier on the Keen's hands and feet. This improves their climbing ability. A small number of Keen secrete poison in the mucus on their skin. These Keen are shunned in their society since this deadly neurotoxin affects other Keen as well.

The Keen can produce enough slime each day to cover a Size Class 4 individual or an amazing 2 square meters worth of weapons and equipment. The slime will continue to camouflage whatever it covers, no matter how far from the Keen it is removed. The slime is sticky as well as being waterproof and is very difficult to wash off until it dies and dries out. At this point, it becomes hard and dark in color. The mucus, which is filled with living cells, will survive for about a day, though cold or arid environments reduce the lifespan of the slime.

The mucus provides a Stealth Rating of 50% and a -70 penalty to Visual Observation Checks to spot to covered objects.

DIET

Keen are Omnivores; their diet consists of fruits, insects, and small live animals.

HOME ENVIRONMENT

The Keen evolved on a hot, humid world covered with tree-equivalents where temperatures ranged from 30-50° Celsius. They are most comfortable at these temperatures when the humidity ranges from 90% to 100%. Frequent rains also help to maintain the moisture needed for their skin and lungs. If the temperature falls below 25°C, the Keen become lethargic.

KEEN IN COLD WEATHER

In temperatures below 25° Celsius the Keen's number of Actions are reduced by 2 (to a minimum of 1 Action per Combat Round). They also receive a +4 penalty to their Initiative Rolls.

HISTORY

The Keen live closely with nature. They prefer hidden cities within the tops of their rainforest homes. Until the Mutzachans arrival, the Keen where a mix of hunter-gatherers and tree farmers. They

shaped the trees to their needs for homes, artistry, food, and defense. However, a majority of their time was spent in securing food. The Keen culture was technologically primitive due to a lack of mining, not a lack of learning or intelligence. Metal was rare on Muspelheim, and most items were grown or fashioned of wood.

During this time, the Mutzachans colonized the cooler portions of their world. The Keen are so adept at hiding that they escaped detection in early scientific surveys. During the construction of the Mutzachan colony, all manner of small items disappeared. Any hand-held item left unattended vanished. A visiting Chatilian dignitary sensed the Keen during their visit. Recognizing the potential in espionage and as a snub to the Mutzachans, the Chatilians sent a contact team to Muspelheim and started a dialog with the species. The Keen were catapulted into the space age by the Alliance who valued their skills, abilities, and intelligence. Eventually, the species was offered full membership in the Alliance, as the extent of the intelligence and value was recognized. Since the Alliance integration, the Keen have spread rapidly throughout the Alliance worlds. They have adopted the Alliance laws and entered a new technological age, though they still prefer to live in harmony with their natural surroundings. The Keen often side with the Chatilians during Alliance disputes, and to add insult to injury, the admission of the Keen into the Alliance required the Mutzachans to relinquish their claims to Muspelheim as a colony world. The Keen, however, have opted to allow the Mutzachans to stay on Muspelheim.

SOCIAL ORGANIZATION

Keen prefer solitude over groups. This independent streak permeates all aspects of their culture. Keen cities are large sections of rainforest that have been modified and sculpted by the Keen for habitation. The city is structured around the aviary pools to keep them safe. A Keen city of 5,000 individuals would cover roughly a 5 kilometer area. Keen hunters will kill or drive off all other predators within this region. This allows the Keen to feel safe and secluded. On Keen worlds, those that are best at keeping others safe are tasked with governmental duties by popular vote.

While Keen are mainly solitary, they will voluntarily serve as teachers at the birthing pools and provide for the young. This is usually where Keen meet for procreation and government assemblies. Often, a good council session will result in several new rounds of egg laying and fertilization during its conclusion.

The Keen did not have standing armies, medical personnel, or formalized government until incorporated into the Alliance. Now, the Alliance militarily actively recruits Keen for scouts, snipers, and espionage agents. Outside the military, the Keen are most frequently employed as horticulturists. The Keen's skill at coaxing the trees within cities to grow hidden paths, abundant food, and homes for Keen and other species has allowed their population to explode. Their greatest skill is in making this look natural. Non-military Keen are often hired to incorporate nature and food sources into Alliance cities. Keen gardeners are highly sought throughout the Alliance for their functional artistic garden designs.

In addition to gardeners, Keen are frequently employed as engineers and singers. Keen engineers are often used in spacecraft manufacturing and maintenance due to their love of small spaces and their solitary nature. Their ability to echolocate through pitch black maintenance corridors and stick to walls is equally handy. Keen singers are also highly sought after. Their range and tonal language provide them with perfect pitch. Their song like voices are often incorporated into musical compositions and orchestras.

Keen do not wear clothing unless outside their temperature range. Keen clothing is designed to keep the Keen warm and wet. Keen never wear clothing when in their preferred hot, moist environment. Materials for Keen clothing is selected based on how well their camouflaging slime adheres to it.

COMMUNICATION

The Keen language is inaudible to all Alliance species as the frequency is well above their auditory range. The Keen language is highly complex and uses tonal variations to change meaning for words. It is song-like and standardized across their planet. The Keen earned their name by the call they emit in the Human hearing range. This is known as the Keening cry. The Keening cry is likened to the Sirens of Greek legend, haunting, eerie, and beautiful. Keen use this call as a form of echolocation much like bats on Earth. The call allows the Keen to "see" up to 60 meters in front of them, and they can determine distance to objects, shape, texture, and even density. Except for its limited range and inability to detect color, the Keen's sonar is in many ways' superior to standard vision. When Keening, the eyes automatically shut to prevent dual imagery. The Keen cry distance is cut by half during monsoon or rainy conditions. Keen are more than capable of reproducing every spoken Alliance language, but all Alliance translator modules come standard with Keen language.

The Keen written language is every bit as complex as their inaudible-to-Humans spoken language. The Keen written language is a symbol-based, logographic language, similar to hieroglyphics. The Keen use their mucus gland to write or create their symbols in slime on flat surfaces. This mucus sticks to any surface and hardens to a dark color within days. However, their mucus is brittle when it dries, so original Keen manuscripts are difficult to find. Since joining the Alliance, the Keen standardized their written language. However, small pockets of their home world still have unique written languages. The Keen have no mass media and have adopted the Alliance broadcast system.

VALUES AND ATTITUDES TOWARDS:

Time: "Patience. There is time once it is safe."

Achievement: "It grows us all."

Work: "To be done in secret, safely hidden."

Wealth: "It is new to us."

Change: "Every storm brings it; we hide and adapt."

Scientific Method: "Now that we know of it, we like it."

Risk-Taking: "No risk. Hide and be safe. Strike when it is safe to do so."

POLITICS

The Keen are primarily solitary. However, they are intelligent enough to band together when threats arise. For the good of their species, the Keen formed a loosely knit government after encountering the Mutzachans and Chatilians. This consists of democratically elected councils. These councils manage the local city and the associated spawning pools on the Keen home world. Otherwise, the Keen are happy to allow the Alliance to govern their colonies. Regardless, the Keen are ruggedly self-sufficient and independent. The Keen have limited global laws. These mostly involve death for anyone who endangers, doesn't defend, or damages an avian pool. The Keen keep these limited law sets on their colonized worlds. However, they have no difficulty adapting to or using Alliance law.

MAZIANS

PHYSICAL DESCRIPTION

Mazians are amphibious, amorphous, blob-like beings from the planet Karas in the Beta Comaie Bernices System. Evolutionary scientists consider them quite the anomaly. In their natural state, Mazians are formless blobs of jelly. You can find them in any imaginable color or pattern. These creatures can change shape, color, size, texture, and even density. This gives them the most highly advanced camouflage ever seen in the Alliance.

These highly intelligent beings can mimic most objects reasonably well. However, if a Mazian can physically engulf an object or person, they can create an exact duplicate. The Blobs can replicate external and internal features, including scents, texture, and even working organs. With sufficient training and access to relevant details about the target's behavior, a Mazian can impersonate a specific person to near perfection.

Mazians do not have the normal internal organs as each cell exists as a separate, almost self-sustaining entity. Their cells communicate and work in a harmonious symbiotic relationship. Mazians possess a brain-like organ called a central ganglion mass and a neuro-mesh network that functions as a centralized nervous system. Though each cell in a Mazian's body has a primitive eye which allows them to see in all directions, they have poor eyesight and can only see a distance of about ten meters. In addition, their color vision is very poor. Mazians rely primarily on their vibration sense to examine their environment. The blobs can sense vibrations through the ground and air and can use this ability to detect nearby objects to about 100 m. They can also track anything that is moving across (or through) the ground. Unfortunately, the sharpness of this sense makes them extremely sensitive to sonic vibrations and sonic-based weaponry. Mazians do not breath. Their cells run solely on anaerobic energy production. As a result, gas attacks which affect lungs such as tear gas have no effect upon a Mazian.

A Mazian's ability to change its shape, density, and elasticity gives them many unique abilities. For movement, a Mazian can roll, bounce, slither, and spring with surprising speed. They can also change their shape into a balloon or a glider if they want to take flight. Of course, the Mazian could mimic an Alliance species and walk or run wherever they need to go. Mazians can choose to manipulate only a portion of their body to mimic some aspect of alien anatomy that they have observed. Some Mazians have been known to grow just legs, leaving everything above the waist a formless blob, just so they can run faster. The sight can be a little disturbing for the inexperienced. Hands, eyes, mouths, and other body parts alien to the Mazian can be created at will if the Mazian finds having them useful at the time.

Furthermore, a Mazian can harden their surface against attacks or form stabbing or slashing appendages. Mazians can also avoid attacks by oozing away from the hit or creating openings within their body to allow attacks to pass through. Finally, Mazians are capable of amazing feats of manual dexterity. They are able to generate multiple pseudopods to manipulate controls with amazing speed or wield multiple weapons simultaneously. Mazians carry items by forming tentacle-like pseudopods or arms with hands to carry them, or by enveloping them and carrying them inside their bodies. A blob can stretch a pseudopod about 5 m away from its body.

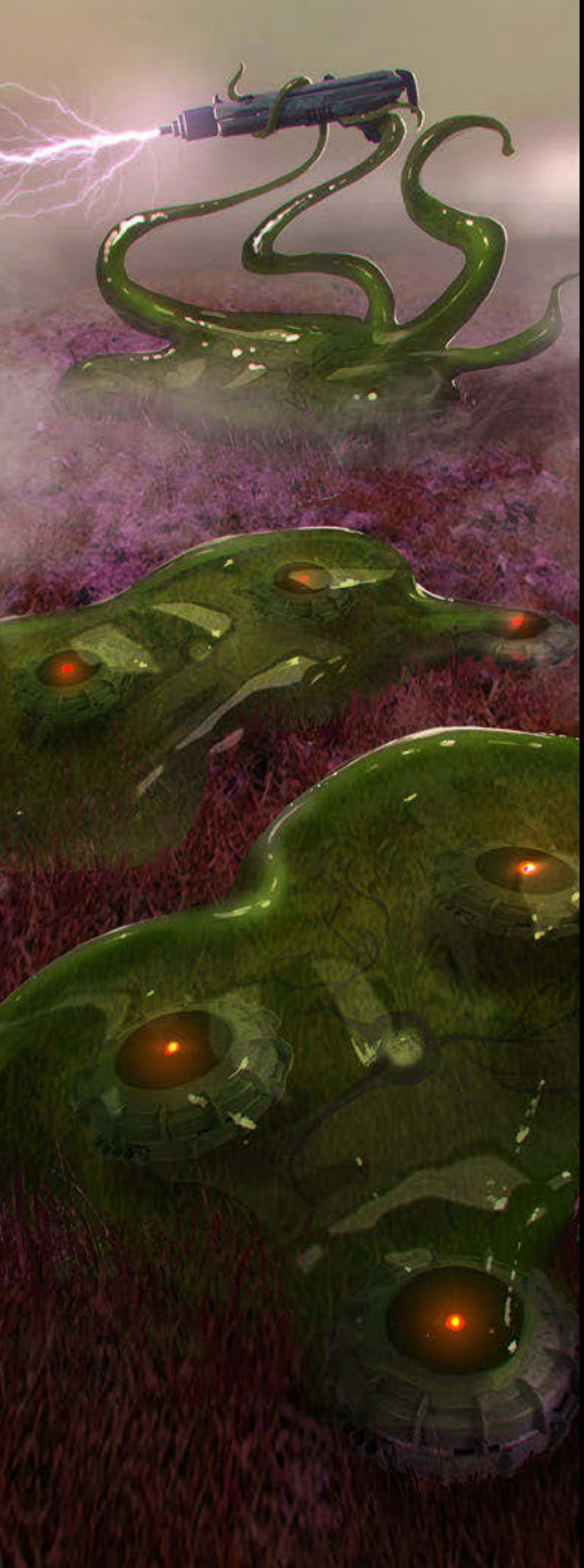
MAZIAN HEARING

Mazians can make an Observation check using their Hearing Modifier to locate and track objects that are in contact with any surface that they are on or touching. Usually the Mazians use the ground, though if both parties are in contact with a wall or ship bulkhead, for example, it would work just as well. The better the surface carries vibrations, the easier it is for the Mazian to locate and track objects or persons. This ability is limited to a distance of 100 m and does not function while wearing armor unless the armor is equipped with the Tactile Response armor option.

Mazian Shape Change

A Mazian's Shape Change skill allows it to increase its Agility, Manual Dexterity, MOV scores, and add a Threshold Rating. See the Skills Chapter for more information on the Mazian's shape changing ability.

Whether a Mazian is carrying equipment externally or internally, the total amount of equipment carried is still dictated by their Strength attribute. The ability to carry multiple weapons does not increase the number of attacks a Mazian can make with them.



MAZIANS

SPECIES OVERVIEW

Species	MAZIAN (mots-ee-en)
Nicknames	Blobs, Squishies, Puddles, Snots
Home world	Karas, Beta Comae Berenices System
Tech Level	1
Government	Anarchy
Pop. (Karas)	7 billion
Population (Total)	170 billion
Life Expectancy	50
Average Height	special
Average Weight	13–31 kg (11 + 2d10)
Sample Names	Mazian names are a series of rhythmic thumping noises, but they will respond to whatever name they're given.
Average Size Class	1

VITAL STATISTICS

STR	-25
MD	15
AGL	0
CON	-25
AGG	-15
IQ	5
INT	15
CHA	0

ECRS

BIO	40
CHEM	5
COLD	10
ELE	5
FIRE	10
MEN	40
RAD	40
SEN	5

GENERAL INFORMATION

Starting Skill Points	50
Body Points	2 + 1d4
RUN / JUMP / FLY	2 / 2 / 0*

SENSE MODIFIERS

Vision	-10 (10m)
Hearing	100
Smell	75

SPECIES ABILITIES

- Bludgeoning and concussion do ¼ damage.
- Piercing attacks, including bullets, do 1 pt. of damage
- Immune to most gas attacks
- Vibration Sense
- Level 3 Climbing skill
- Level 5 Swimming skill
- Level 2 Shape Change skill
- Can change shape to resemble other species and objects
- *Can increase their RUN/JUMP/FLY scores using their shape change ability

SPECIES LIABILITIES

- Sensitive to chemical, electrical, and sensory attacks
- Poor distance and color vision

CULTURAL SKILLS AND BEHAVIORS

- Combat skills cost twice as much

DIET

Mazians eat by absorbing liquids and digestible solids into their body. Non-digestible solids are expelled at the earliest convenience.

HOME ENVIRONMENT

Mazians are the most versatile species known to the Alliance when it comes to living conditions. A moist box in the corner of a room is more than enough for a Mazian. On their home planet, Mazians lived in oceans, streams, lakes, and any wet or moist environment on land. These included beaches, marshes, estuaries, and rainforest both tropical and temperate. Even arctic ice flows provide them a fertile hunting ground.

HISTORY

Mazians are a very intelligent species, yet they never managed to develop tools or space travel. This lack of technological development was for several reasons. First, since they cannot see the stars, they had no concept of anything beyond the planet. Second, they never developed mining or metalworking because they dislike the way metal "tastes" when they come into physical contact with it. Finally, Mazians are the only species in the Alliance to never have a war prior to joining the Alliance. The Mazians believe that every cell does its function to support each other and so must every Mazian. The good of the whole is what matters.

The Mazians were first discovered by the Cizerack in 1011 BCE. The Cizerack had claimed the planet for colonization not knowing of its inhabitants. Since Cizerack like to bask in the sun on the beach, the Mazians were drawn to the purring sound and attempted to engulf the sleeping Cizerack. As the Cizerack awoke to find themselves covered with Mazians, they were naturally alarmed. The Mazians, however, were fascinated. If we rub here, the vibration gets stronger, and here it decreases. They didn't mind as the Cizerack took them back to their camp. Shortly afterwards, both realized the intelligence of the other.

Strangely enough, the two species developed strong, friendly relations. The Mazians provide the Cizerack with workers that possessed the fine motor skills and impressive dexterity needed to build and manipulate small devices. They also give great massages. The Cizerack, in turn, provided the Mazians with knowledge and weapons. This would seem like a bad deal for the Cizerack unless you've ever had a Mazian massage.

Mazians generally like most the Alliance species, however, they will go out of their way to avoid the Chatilians. Mazians find the empath's natural ability to locate and speak with them extremely unnerving. Furthermore, Chatilians tend to utilize sonic based attacks which are deadly to a Mazian.

Since joining the Alliance, the Mazians have adapted to many roles. Any field requiring both a high degree of manual dexterity and intelligence allows them to flourish. They are quite in demand with industries that manufacture or maintain micromechanical devices. Despite their non-aggressive nature, they have also excelled within the Alliance Military. This is partially due to their uncanny skill at infiltrating enemy positions and partially due to their ability to operate multiple pieces of equipment, including weapons, simultaneously.

SOCIAL ORGANIZATION

"All Mazians are kin. We come from the same root even if our genetics have diverged. This is the truth of all life." Previous to joining the Alliance, the Mazians had no social structure or leader. As each cell has a function, so does a Mazian. Mazians claim that learning what your function was in Mazian society and then fulfilling that function is their reason for living. Social stratification and status systems are simply social constructs with no value to a Mazian. Genetically, Mazians are wired to cooperate with each other. There was and is no central leader or authority structures on their home world. It is true anarchy. Since joining the Alliance, Mazians have adapted to Alliance law but still maintain the disregard for social status and stratification. They also play an important role within the Alliance as influential advocates for multi-species cooperation between Alliance members.

Mazians are very social beings and are often found oozing on top of each other, ten to twenty deep. They do not understand the concept of personal space and have been known to disturb other species with their constant touching. Mazians sooth themselves by touching and caressing each other. This gentle touching and stroking are the primary reason for their friendship with the Cizerack.

COMMUNICATION

Mazians have elaborate greeting rituals when meeting an individual for the first time. This involves intertwining while rhythmically pulsating against each other. When greeting a non-Mazian for the first time, Mazians engulf the other party since they can not intertwine. This greeting can last up to three days as the Mazians exchange information. Naturally, Mazians have discovered that non-Mazians do not appreciate being inside a living slime puddle for prolonged periods of time. Mazians who are accustomed to dealing with other Alliance species usually opt for whatever greeting the other species prefers.

Mazians can speak whatever languages they learn if they use their shape change skill to create working vocal cords. Their vibration sense will also pick up any sound allowing them to "hear" spoken languages. Mazians are the only Alliance species that can hear and speak with the Keen.

The Mazian's natural language consists of thumps, pops, and whistles. It is mostly consistent throughout the Mazian species. The sounds used depend upon the medium in which the Mazian is found. When on land, Mazian communication sounds like

rhythmic thumping, but when underwater Mazians communicate using a series of popping noises. The rhythm, pitch, and cadence of the noise communicates the message. Oddly, whistles are used when floating.

The vibrations produced by Mazians are often beyond the ability of other species to feel or hear. Pythonians are the only other species that has been able to detect and decode Mazian communication. This is rare, however, since Pythonians aren't known for being brilliant.

Mazians did not originally have a written language. Why write something down for future generations when you can just split in half and remember it forever. Since joining the Alliance, they have adopted Alliance Standard forms of written communication when they must memorialize something in print.

VALUES AND ATTITUDES TOWARDS:

Time: "Time is something to share with those closest to you; joined in harmony."

Achievement: "It is meaningless unless it helps the whole."

Work: "You mean joy! It improves and helps the whole!"

Wealth: "Meaningless, you can't eat it or ooze on it."

Change: "The universe is a panorama of nothingness, beautiful, unreal, and ever changing."

Scientific Method: "So logical, it helps prove our point that we must work together."

Risk-Taking: "If it's good for the whole, I can do it."

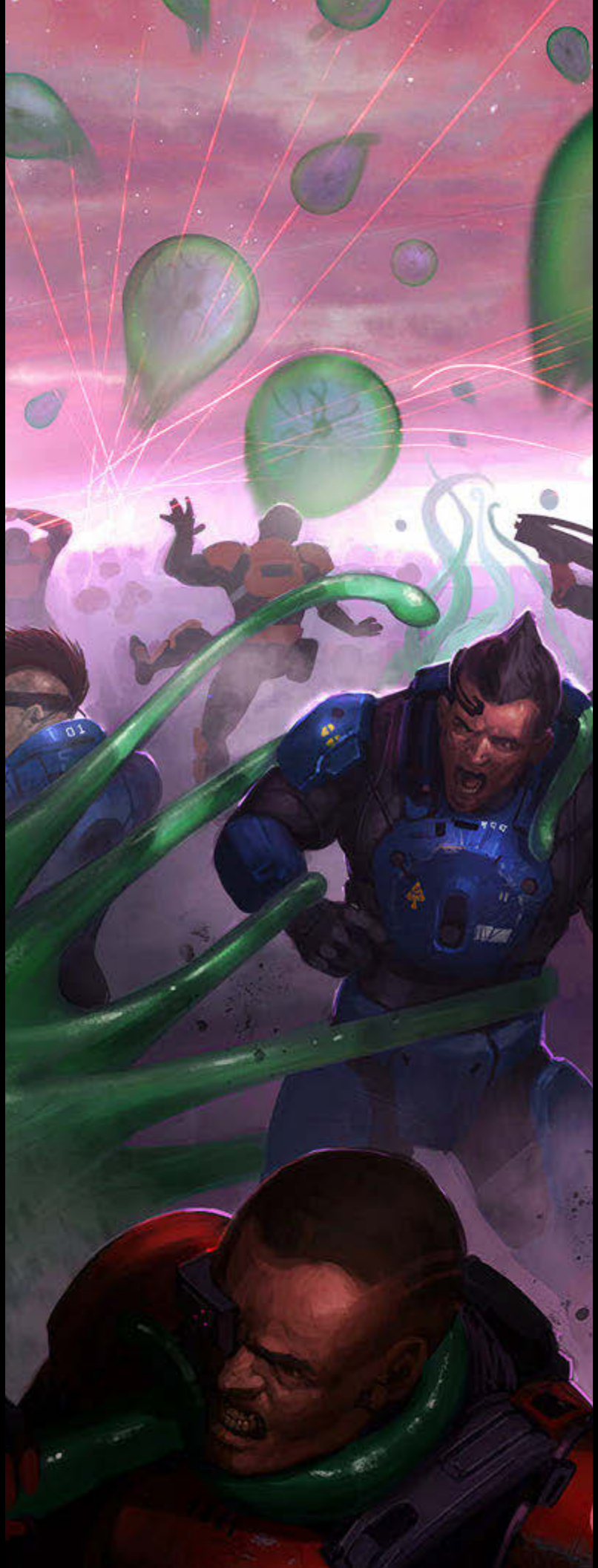
POLITICS

Mazians have no practical government but practice a form of anarchy with geniocratic (rule by the intelligent) tendencies. "If we need to do something, we all get together and do it with the smartest leading the way." They have no interest in power or in the domination of others. They have a live and let live attitude.

MUTZACHANS

PHYSICAL DESCRIPTION

Mutzachans are bipedal humanoids that are smaller and lighter than Humans. Their most pronounced feature is their enormous, bulbous heads with their large, egg-shaped eyes. Their head attaches to a slim neck which barely seems capable of holding something the size of their head. Their mouth contains no teeth and can only accept liquids. Mutzachans do not excrete fluids or solids and have no means to do so. Their nose is flush with the Mutzachan's head and is part of the ear openings on the side of the head. The Mutzachan's ears openings are approximately half the size of the eyes.



Mutzachans are wider at the shoulder than a typical Human but thinner in depth, maxing at about 10 cm from front to back. The body and arms are smooth and completely hairless with patches of pigment coloration. Mutzachan's arms are proportional to their bodies but appear emaciated due to their thinness. Each hand has four delicate, smooth fingers. In contrast, Mutzachans legs are thick and trunk like to support their head weight. Their feet are four toed and split like a camel with a large primary toe on either side and a smaller toe flanking each side.

Mutzachan coloration is variable. Their eyes glow a neon green coloration when they are young. As Mutzachans age, this coloration slowly changes to a golden color. The black iris, however, stays the same. Mutzachan skin is hairless and starts as a lime green or azure blue, gradually changing to a gray color with green or blue mottling as they advance in age and power. The oldest Mutzachans lose their mottling and appear almost a uniform gray color. When a Mutzachan generates a Matrix, the pupils of their eyes often contract to the point that the eye appears as a solid field of color. This is done to protect the eye from any bright flashes when manipulating energy.

The level of radiation on Trishmag had many interesting effects upon the development of the Mutzachan species. With so many high-level energy particles around, the species would eventually evolve the ability to store energy. Eventually, the Mutzachans learned how to manipulate this stored energy. Over time, this ability became more pronounced and along with training, led to the Mutzachan Energy Controller Matrices. Mutzachans can literally drain the electricity from any uninsulated device they touch.

Additionally, Mutzachans prefer to live in a sterilized environment. On Trishmag, the amount of radiation keeps the diversity of micro-organisms relatively low. The biology of other worlds often makes them mildly ill, and they are prone to cold-like symptoms as their body fights off invading germs. Combined with their pallor and frail build, this sometimes gives Mutzachans a sickly appearance.

DIET

Mutzachans do not eat. They absorb power directly from their environment, devices, and energy sources like batteries. This is due to their cellular chemistry directly absorbing the radiant energy and storing it for use. They do, however, drink. Mutzachans are capable of drinking liquid water but prefer drinks with a high number of carbon molecules like turpentine, formaldehyde, toluene, benzene, and gasoline. These drinks cause various states of inebriation and hallucinations for them, with turpentine being a favorite intoxicating beverage. Another drink of choice is irradiated, nuclear waste water. During the Mutzachans first meeting with Humans, they purchased all the Humans had. It is now considered a vintage brew and served at fancy Mutzachan parties.

HOME ENVIRONMENT

Mutzachans prefer urban environments between -6 to 35° Celsius. Their ideal home is made of metal alloys with large windows or view screens allowing an unimpeded view of their park like surroundings. Typically, Mutzachan family homes are a masterpiece of engineering and art woven together. Mutzachan technology is usually invisible until it is called for use. Mutzachans prefer geometric shapes over organic flow. A typical home is 4-5 floors with around 25 rooms. Several generations of a family typically share this home if everyone is in good family standing.

The Mutzachans' home planet, Trishmag, is high in radioactive isotopes. Trishmag's surface contains Uranium-235, Plutonium-255, Di-tritium-305, Rutolium, and Korilium. Evolving with this level of background radiation has provided Mutzachans with immunity to all but the highest levels of radiation. Furthermore, they actually feed off energy, including radiation, which speeds up the recovery time for Matrix generation. A Mutzachan is comfortable with radioactive decay emissions at 200 rads/hour or lower. In comparison, .01 rads/hour is considered safe for Humans. Mutzachans breathe O_2 in similar concentrations to Humans.

Once per month, Mutzachans isolate themselves and drain their clear blood, which their body quickly replaces with newly created blood. Since they have no kidneys, this is how they expel waste products. To do this, all Mutzachans place a leech like creature called a Reed Worm into a small cavity located in their armpit. The worm digests poisons and bodily waste that would otherwise build up and kill the Mutzachan. The creature survives on the Mutzachan's fluids, creating a symbiotic relationship that has existed between the two species for millennia.

As the worm grows, it periodically releases larva into the blood stream of the Mutzachan. Over time the larva can build up and eventually threaten to clog the Mutzachan's veins and arteries.

MUTZACHANS

SPECIES OVERVIEW

Species	MUTZACHAN (moo-zah-kin)
Nicknames	Melon Heads, Energy Controller
Home world	Trishmag, Germinga
Tech Level	7
Government	Oligarchy (Vision of Eight)
Pop. (Trishmag)	150 million
Population (Total)	400 million
Life Expectancy	2,000 years
Average Height	1.2 – 1.5 m (120 + 3d10)
Average Weight	36 – 63 kg (33 + 3d10)
Sample Names	BlueRazor, Ehleniuss, Frolish, He-Lar, Henry, Markuss, Thorigsal, Rogenheart, Weemus
Average Size Class	2

VITAL STATISTICS

STR	-20
MD	5
AGL	0
CON	-15
AGG	0
IQ	50
INT	15
CHA	10

ECRS

BIO	5
CHEM	10
COLD	35
ELE	60
FIRE	60
MEN	65
RAD	99
SEN	20

GENERAL INFORMATION

Starting Skill Points	40
Body Points	1 + d6
RUN / JUMP / FLY	6 / 2 / 0

SENSE MODIFIERS

Vision	10
Hearing	-5
Smell	-10

SPECIES ABILITIES

- Matrix Control (Energy)
- Highly resistant to radiation

SPECIES LIABILITIES

- Susceptible to disease
- Energy based weapons cost 50% more
- Wearing Armor doubles Matrix generation cost

CULTURAL SKILLS AND BEHAVIORS

- Engineering Skills cost 1 point less per level
- Level 1 Generation skill

The blood drain removes the larva from the bloodstream and provides the Mutzachan with fresh Reed Worms. The older worm in the armpit is replaced with one of the larvae obtained during the blood drain, and the cycle starts again. Failure to complete the ritual increases the risk of stroke and heart attack. It is during this monthly cleansing that the Mutzachans also check for signs of plague infection.

If the Mutzachan goes more than 35 days without a blood drain, the risk of heart attack or stroke becomes significant. At day 35, the chance of heart attack or stroke is 5% and increases by 5% per day for every day after until the ritual is complete. Furthermore, if a Mutzachan cannot use the worms from his own body, there is a 25% chance the new worms will be rejected causing a septic response. A Doctor trying to save a Mutzachan going septic receives the Challenging modifier.

HISTORY

The Mutzachans are considered an ancient and long-lived species; however, they are few in number. Their history starts well before the Alliance was created. In fact, the first recorded Mutzachan history predates 400,000 BCE. These records suggest that Mutzachans developed space travel around 110,000 BCE but do not list when the first wormhole gates were built. There is some confusion on this subject as several Mutzachan colonies claim to be older than this date.

What is available about Mutzachan history is a very dry read. It outlines the slow and steady progress of their society with few, if any, interesting footnotes. The names of leaders and inventors are regularly recorded along with cities, planets located, and lifeforms identified. In fact, their history is so boring that the Chatilians accuse the Mutzachans of scrubbing their history of anything of import.

There are two exceptions, one of which is the Mutzachan plague. The cause of the plague was lost during the resulting chaos and records from that time frame are incomplete and limited in scope. To date, the Mutzachan population has not recovered to its pre-plague levels. All Mutzachans regularly undergo blood scans to check themselves for any sign of the plague.

The second notable event in Mutzachan history was the planning of the Alliance. After the plague, the Vision of Eight determined the Mutzachans must have allies if they were to survive and thrive in the universe with their reduced population. Suitable species were located, invitations extended, and the Alliance was born. The Council of Timar was established to manage the interaction of the various species that were invited to join. Soon after the council's creation, the Mutzachans stepped back from their leading role on the council to concentrate on finding and developing new members. These developments set the stage for many of the species currently within the Alliance. The invasion of Aknar-Ryn into the Alliance during the first Arachnid war was the first true testing of this union of allied species.

SOCIAL ORGANIZATION

Mutzachan family units are close knit and cooperative. The head of the family maintains the residence with a large enough number of rooms for most of the family to stay. Family members pitch in as necessary to maintain the home. This often provides a safe place for Mutzachan children to stay as they attend school. School is free on Mutzachan controlled planets as decreed by the Vision of Eight. All social institutions are supported by the Vision. Emergency services, police, hospitals, and the military all report directly to the Eight.

Mutzachan social clubs usually combine a hydrocarbon drink and serious math problems. Skill with math improves their social standing. Other items that impact a Mutzachan's social status include their Energy Controller rank and age. Mutzachans dress the part with ornate dress and color schemes signifying their rank and power levels. Mutzachans are generally law abiding as illegal activity lowers their social status. As with all Matrix controllers, the Mutzachans are required by Galactic Law to wear a robe or other visible article of clothing that denotes their rank, and thus level of skill, in generating Matrices.

Mutzachans like to keep "pet rocks" particularly when traveling. This is usually a hunk of Uranium-235 or some other radioactive metal. The primary purpose of this is to keep the Mutzachan warm, meaning slightly irradiated. When traveling, Mutzachans usually will meet to warm themselves by each other's stone. Not all Mutzachans are social.

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VALUES AND ATTITUDES TOWARDS:

Time: "It's so fleeting, even to us."

Achievement: "It is what makes life worthwhile."

Work: "It gives life meaning."

Wealth: "It comes to those that earn it."

Change: "The world does, but we are constant."

Scientific Method: "Is there any other way?"

Risk-Taking: "Careful planning eliminates risk."

POLITICS

The Mutzachans are ruled by an oligarchy called the Vision of Eight. These eight individuals approve every law, determine which technology is shared, and set the goals for the Mutzachan people. They also represent the Mutzachans on the Council of Timar. The position lasts for as long as a Mutzachan maintains their power, status, and wealth. Few Mutzachans ever come close to reaching this

goal. The Vision of Eight controls all Mutzachan space. They seek to expand their influence and reach, but they rarely move beyond their planets. Power is literally at and within the Eight's fingertips.

Unlike other species, their power has not given Mutzachans a feeling of immunity. With the plague still in their recent records, the Mutzachans feel they must guide and instruct other species to prevent them from making similar costly mistakes. They choose to lead because they are the only ones capable of doing it with the long view. This "leading" may be completed through guile and deceit if needed. Risk can be managed as long as the final result improves the Mutzachans and other species.

MATRICES

Mutzachans are also known as Energy Controllers. This is because they have the ability to drain, store, and expel energy due to their unique evolution and specialized physiology. Mutzachans have become so adept at focusing energy that they can now achieve an amazing number of effects. They can turn themselves invisible by absorbing or redirect light or fire blasts of deadly superheated plasma. It's rumored that some very old and very skilled Mutzachans can travel instantly across the galaxy or even destroy entire solar systems. This, however, has never been confirmed. There is some quantifiable evidence that Mutzachans have been able to travel through time, even if only momentarily. These amazing effects, called Matrices, are accomplished by surgeon-like precision and pinpoint application of the Mutzachan's stored energy reserves. Mutzachan's learn Matrices in school; each Matrix achieves a specific effect by channeling and focusing energy in very precise ways. All Mutzachans can do this, and they liken it to a Human learning to throw a ball. Anyone can do it, but only a few make the major leagues.

MUTZACHAN ENERGY DRAIN

Everyone knows that Mutzachans can drain the power out of just about any un-insulated electrically powered device they touch. When a Mutzachan touches an un-insulated, electrical device, they begin to drain power out of the device without conscious thought. This ability is due to the Mutzachan's unique physiology. A Mutzachan will start to notice when they get "full." They describe this as a sensation like being in contact with a warm object for long enough that you begin to grow hot and uncomfortable. Then they finally remember to step away from the source of the discomfort.

ENERGY UNITS

PISTOL EMAGS	EU
Standard	15
Extended	25

RIFLE EMAGS	EU
Standard	50
Extended	75

BACKPACK POWERPACKS	EU
Small	200
Medium	400
Large	800

For every Power Point below their Power Point Capacity, a Mutzachan can drain five (5) Energy Units (EUs) from an unshielded, electrically powered device just by touching it. When a Mutzachan has reached their Power Point Capacity (PPC), they stop draining energy.

EXAMPLE: Henry the Mutzachan has a Power Point Capacity (PPC) of 10. During the day, Henry burns through 8 Power Points (8 PP) by Generating Matrices. That leaves Henry with 2 PP remaining. Henry recharges his Power Points by touching an unshielded, electrically powered device. Henry drains 40 Energy Units (EU) from the battery, gaining 8 PP in the process, fully recharging him back to his Power Point Capacity maximum of 10 PP. Now he is "full" and would not be able to drain any more EU from the battery of the device.

The Mutzachan's Drain ability does not supersede the rule that a Matrix Controller may not refill their Power Point Capacity more than twice in a day. This includes the initial recharge the Matrix

Controller gets from a full night of rest.

EXAMPLE: Henry has a Power Point Capacity (PPC) of 10. He recharge twice a day, for a maximum number of Power Points regained of 20. Henry can only regain Power Points that he has spent. Let's assume that Henry goes to bed with zero Power Points. He wakes up, fully restored, with 10 Power Points. This is the first time that day he has fully recharged his Power Powers. Henry spends 8 Power Points, and subsequently replaces those lost 8 points by draining 40 EU out of a battery. Later that day, Henry spends another 5 power Points. Henry grabs a battery again, but can only gain 2 Power Points. He gained 10 Power Points when he woke. Then he regained 8 earlier in the day and now 2 more, will put him at 10. He has refilled his 10 PPC twice in the day. This means Henry can only replace 2 of the 5 Points he just spent.

There are Matrices that allow an Energy Controller to exceed their normal drain capacity, but these Matrices are not without risk to the Energy Controller.

ORIONS

PHYSICAL DESCRIPTION

Orions are bipedal humanoids with a body configuration like Humans except both hands and feet end with seven digits, and they have pointy ears. Any physical similarities with Humans end there, and they are radically different in all other respects. Skin, hair, and eye color all vary greatly with no real "normal" appearance. Orions have multiple small organ systems that are spread throughout the body that function like the liver, spleen, kidneys, and adrenal glands. Additionally, they have two smaller hearts, lungs, and multiple stomachs.

While many Human religions point to the similar looks of the Orions as evidence of a "God," few know or believe the truth of the Orion's similar build and look. Orions are masters of cosmetic surgery. For Orions, surgery starts within the womb. Skin and hair coloration, hair pattern and coverage, bone shape, tattoos, and skin texture are all modified in-utero. This is based upon what the parents and Orion society feels will be popular when the child is grown. Orions tend to latch onto cultures or popular styles of other, non-Orion, species when selecting their child's appearance. Often those styles may have been out of fashion for the originating species for centuries. Orions consider this imitation to be the highest form of flattery. The Alliance was much relieved when the Orions chose to imitate Humans and dropped their Phentari phase. The most in-vogue style today is the Scottish clansman look that Orions copied from ancient Earth. Minor worlds prefer red pleather jackets with one white glove or leather dusters with cowboy hats.

A few Orion worlds exist where the populace has not undergone surgical alteration. Orions consider these backwater worlds. The utter repulsiveness of the true Orion face and body would instantly dissuade those that believe in coevolution with Humans.

DIET

Orions are omnivores who tend to be very adventurous eaters. They can drink water but prefer alcohol. "Prefer" is probably not strong enough of a descriptor. The Orions consume 65% of the total alcoholic beverage production of the Alliance. Orions live to drink booze.

HOME ENVIRONMENT

Orions can be found in any urban environment, the seedier, the better. Orions love adventure and always want to be close to where the party is. They would love every day to be Carnival, so they may appreciate the fleeting nature of life. Orion's homes reflect their hedonistic nature. Filled with trophies from every portion of their life, an Orion's home is a maze of things that they've collected. The most notable home items in the clans that follow the Scottish fad are the bagpipes and Chesterfield-style chairs complete with smoking pipe and beverage holder.

Orions prefer temperatures between 18° – 32° Celsius in their domicile. They can tolerate a range of 2° – 53° Celsius with normal clothing. Orion culture is the quintessential melting pot. Every species and subspecies can be found somewhere on Taos and other Orion colony worlds. Orions keep it friendly and inquisitive and greatly enjoy the presence of foreigners. The people of Taos are free to do whatever they choose, if it doesn't infringe on the rights of others or impact the Syndicates bottom line. However, traveling Eridani are severely restricted to ambassadors only, a problem that continually fuels the enmity between the two species.

HISTORY

The Orions have an interesting history. There was never much fighting, just trade wars and blatant, outright thievery from one another. Since joining the Alliance, their history has been that of peacemaker and deal broker with an emphasis on celebratory meetings. Trade and the free flow of credits are almost as important to the Orions as the latest fashion fad. They have made Taos 4 and its system one of the main centers for trade in the galaxy. But it wasn't always so.

Orions developed space travel in 2403 BCE with the unlikely aid of the Phentari. Until meeting them, the Orions had no interest in space as Taos 4 was where the party was. The Orions had developed a pop culture where everyone followed some sort of fashion and surgically altering themselves to match the latest "look." The Phentari stumbled upon the Orions during a hunting expedition. The tricks they played upon the hunting party along with the Orion's natural, unaltered appearance was enough to dissuade the Phentari from eating them at the time. Within days of meeting each other, the Orions began to alter themselves to look like the Phentari.

The Phentari found the Orions to be sneaky, crafty, and resourceful.

ORIONS

SPECIES OVERVIEW

Species	ORION (uh-rahy-un-n)
Nicknames	Culture Mimic, Rogue, Scott, Kilt
Home world	Taos, Chi Orionis System
Tech Level	4
Government	Syndicracy
Pop. (Taos)	5.5 billion
Population (Total)	180 billion
Life Expectancy	150
Average Height	1.5 – 2.1 m (160 cm +5d10)
Average Weight	40 – 95 kg (35 + 2d10 ×3)
Sample Names	Alban, Angus, Dougal, Hamish, Fiona, Sorcha, Una
Average Size Class	5

VITAL STATISTICS

STR	0
MD	20
AGL	5
CON	0
AGG	0
IQ	0
INT	5
CHA	15

ECRS

BIO	20
CHEM	25
COLD	35
ELE	25
FIRE	25
MEN	25
RAD	25
SEN	25

GENERAL INFORMATION

Starting Skill Points	70
Body Points	2 + 1d6
RUN / JUMP / FLY	8 / 3 / 0

SENSE MODIFIERS

Vision	5
Hearing	5
Smell	5

SPECIES ABILITIES

Heal without scarring

SPECIES LIABILITIES

10% chance for an Orion to laugh in any dangerous situation.

CULTURAL SKILLS AND BEHAVIORS

Level 3 Survival (Urban) skill

Level 1 Stealth skill

Level 1 Pick Pockets skill

The Phentari respect all of these traits. The Phentari provided technological assistance through negotiated trade agreements, and the Orions began to build intragalactic spacecraft and spread throughout their cluster. Since both species prefer different worlds, there was no competition for planets, and their alliance flourished. Unfortunately, for both species, hostile Eridani forces would eventually invade Phentari space. This led to the Kwashime Pact in 1770 BCE between the Orions and the Phentari, which extended their relationship from trade partners to military allies in a war against the Eridani. The combined Orion-Phentari forces were a powerful adversary and eventually lured the main Eridani fleet into a trap, destroying it to the last ship. Afterwards, the combined fleet progressively destroyed every Eridani world on their path to the Eridani home world, Eridine. The last battle of the war took place as an overwhelming assault of Orion-Phentari forces upon Eridine at the Battle of the Three Powers. Only the intervention of the fledgling Alliance forces composed of Mutzachan and Chatilian ships spared the Eridani home world from destruction. Eventually the Mutzachans convinced both sides that joining the Alliance was the best course of action and hostilities ceased. The two unlikely allies have remained close with extensive trade routes between Orion and Phentari worlds ever since.

Another unlikely union occurred when Humans and Orions met. As ambassadors of the Alliance, the Orions had access to the Mutzachans database on Humans. They grew infatuated with the species, and several clans maneuvered for the right to contact them when the Mutzachans announced they were going to approach the Humans about joining the Alliance. The Orion clan that won the right to make first contact with the Humans adopted the ancient Earth Scottish tartans as their dress and modified themselves to match Human norms in coloring and appearance. The first meeting between the species was spectacular. At the start of the party, the Orions played a heart-breaking bag pipe rendition of "Over the Seas to Skye" as the ambassadors met. Since then, the friendship has continued to blossom. Now, many Orions have taken up Scottish clan names and tartan designs as the syndicate that made first contact with humanity has grown in size, influence, and power.

SOCIAL ORGANIZATION

Orions are fashion divas. They follow fads and fashions with almost religious zeal. All Orions judge the appeal of their latest "look" and clothing on cost. Orions deem the price as the single, most important factor when purchasing cosmetic surgery, clothing, and even armor. Fashion booths and auto-cosmetic surgery centers are on every corner. Rich Orions have been known to change their look and clothing every block when out for a stroll. An Orion's appearance must match their social standing, or they will lose status by dressing beneath their level. Social mobility is high if you have the credits, looks, and kinship.

Orions do not base their kinship on family relations. Their kinship comes from the organization where they work. These fall into several categories: Syndicate, Gang, and Forlorn.

SYNDICATES

A Syndicate provides all social institutions for the Orions under their care. These include health care, policing, education, housing, transportation, and infrastructure. Interactions among the syndicates depends upon the level of cooperation between each rival syndicate. However, most pool resources for transport, hospitals, and police. In the end it's all just business. Almost anything is possible with the right amount of credits and connections.

Authority on Orion worlds flow from the Syndicate in charge at the top and then down. Those that return higher profits always get greater rewards. Nevertheless, you have to look the part. For this reason, Orions often pay more attention to their wardrobes than they do to their equipment. Everything is a fashion statement and a reflection on their syndicate. It is not odd at all to see an Orion in a 200,000 credit Troflinger kilt with half of his head shaved, the other half dyed purple, while wearing a nose ring with a chain that connects to his belt. Fashion is everything.

The largest syndicate, MacPathan, has latched onto Scottish period dress, look, and speech from circa 1800 CE. These Orions called themselves Scotsman from Taos 4 and are surgically modified to look Human except for the pointed ears and seven fingers. Orions tend to retain their fingers and ears with all but the most extreme cosmetic overhauls. This syndicate was the first to meet with Humans, and little did they know how powerful that connection would eventually make them. There are many other syndicates but MacPathan, Cowboys, and the Moonwalkers are the most common.

GANG

Orion gangs work for the syndicates. Each gang provides manpower for a specific syndicate. All gang members hope one day to accumulate enough wealth and prestige to be offered membership into one of their sponsoring syndicates. Gangs operate between the laws of the syndicates and do much of the syndicates' dirty work. Orion mercenary and pirate groups fall into this category and are technically gangs. Some assume these groups are the origin of the nickname "Orion Rogue". This, however, is incorrect. It actually refers to the cultural theft Orions all perpetrate with their fluid looks and idolization. Gangs are usually led by the most cunning and insightful leader. Often, they are disgraced, former syndicate members. Gangs may display specialize skills such as the Blood Hounds, a retrieval group, or Shifting Sands, an illegal narcotic supplier. Orion Gangs will allow other species within their ranks as long as they are not Eridani.

Purchasing your way into a Gang is a primary motivating factor for the Forlorn. Not all gangs are actually involved in violence or even illegal matters. The accounting and thespian gangs are quite accommodating for non-combat orientated individuals.

FORLORN

Those without syndicate or gang affiliation are the Forlorn. They have no social standing within Orion society. Many Forlorn leave Orion worlds and join the Alliance military, mega-corps, or the Alliance government. Still others work as spies for both the gangs and syndicates. The Forlorn will still strive to meet societal dress and looks that are popular for Orions. Some Forlorn join together to form loose knit gangs. The Beggars, Sleuths, and Rabbit Hunters are several who are notable.

VALUES AND ATTITUDES TOWARDS:

Time: "Enjoy it while we have it."

Achievement: "If I don't look good while doing it, what's the point?"

Work: "I'll have fun doing it."

Wealth: "Now the party can get started."

Change: "It comes as it will, accept it."

Scientific Method: "Huh? I'd rather play around!"

Risk-Taking: "Ha! Life is to be lived! I'll take any risk to make me famous… or infamous!"

POLITICS

The Orion government is a Syndicracy. Each Orion world has multiple syndicates operating an Economic Council. Each syndicate on the Economic Council represents some planetary business interest, such as mining or alcohol production. The Economic Council on the Orion home world is loved by most Orions since business is thriving, and Taos is the hub of galactic trade. The powerful syndicates retain the support of the people by not levying taxes, providing free public housing, some free schooling, and free medical care for all Orions.

Orions have little desire to conquer others, but they do want to spread the party. The syndicates all search for worlds where they can obtain exclusive rights to the resources of the planet. These resource worlds are quite different from colony worlds as the syndicate will attempt to squeeze profit from everything. Orions feign no illusions about these abuses of power. They simply do not care as long as they can party. Loyalty, however, is fleeting and only bought temporarily.

PHENTARI

PHYSICAL DESCRIPTION

Phentari are hexapods with a total of six limbs. They have two legs and four tentacles which function as arms. Each leg ends in a y-shaped pad with two fleshy clasping appendages on the front and a shorter fleshy protrusion on the back that acts as a heel. The two, roughly 12 cm, claspers on the feet are for grasping tree trunks. Each tentacle can operate independently of the others which make Phentari deadly in close combat. The tentacles are similar to those of an earth octopus, lacking in bone structure and primarily supported by cartilage.

Phentari have little in the way of bones except in the spine. Even the legs and head are made up of a cartilage type structure, which

is flexible, vascular, and self-repairing. A Phentari's knee joint is capable of bending both directions, unlike a Human knee.

Phentari eyes are large and located on the sides of the head rather than the front. The eyes are protected by a large protuberant brow and cheek. The position of their eyes provides both binocular forward vision as well as a 360° view around them. Eye color ranges from bronze to gold with black pupils. In addition, Phentari can focus each eye independently. This allows them to focus on two different targets as they operate each side of the body independently. While the ambidexterity is frightening, it is not the trait that instills the most fear when viewing a Phentari.

The Phentari mouth is perhaps its most chilling feature. Two large mandibles stab the prey while the serrated teeth slice off portions for their prehensile tongue to guide down to the gullet. After winding through their digestive system, the ruminate is finally passed out through twin rectums located on their sides, just above the hips. The skin around these areas is slightly puckered.

The rest of the Phentari skin has a deep purple coloration and is tough, rubbery, and slimy. The coloration can vary to lighter and darker shades of red and purple, ranging from fuchsia to burgundy to a deep eggplant color. Additionally, areas of hyperpigmentation occur which manifest as red splotches all over the body. This coloration becomes brighter when a Phentari feels intense emotion. Joy, hate, desire, and greed all increase the intensity of the color. Boredom, self-control, and frustration all dull the colors. Alliance personnel are ecstatic to see a dull, purple Phentari without spots.

Tentacle Strength

A single tentacle cannot lift more than 2 kg. Once multiple tentacles seize an object, their ability to lift or carry it is limited only by the Phentari's Strength Stat and Encumbrance.

DIET

Phentari are carnivores that prefers their meat alive and screaming. Phentari are notorious for claiming that their favorite dish is Human flesh. While there is documented proof of Phentari actually eating Humans and describing it as tasty, the fact is this is clearly a crime under Alliance law. It happens far less than the Phentari admit, but they enjoy taunting Humans with the threat of being eaten alive. There is a legal trade in "Phent Morsels" which is made from legally obtained but recently deceased Human remains. The raw materials (no pun intended) for Phent Morsels can only be obtained on planets where the laws do not prohibit recycling of the recently deceased, and there are no prohibitions against the "mishandling of a corpse." Needless to say, no Human colony world meets these qualifications. The practice is reviled by much of the Alliance, particularly the Humans, but the Phentari revel in the discomfort it causes others.

HOME ENVIRONMENT

Phentari prefer temperatures between -132°C to -73°C. For temperatures above or below, the Phentari must wear an environmental regulation suit or have it built into their armor. Furthermore, Phentari require an atmosphere of 18–22% methane concentration. This rules out most environments that other Alliance member species find habitable. To visit places outside this methane concentration, a Phentari must wear an atmospheric processor mask or take special slow release methane injections.

The original Phentari world, Phena, is considered an icy hell by most Alliance species. The Phentari climbed from the muck early on in their development to become an arboreal species. They built their cities in the tree-equivalents of the methane swamps of their home world. Within the Alliance cities, Phentari prefer elevated buildings in cold, darkened areas. They are in a constant struggle to find worlds hospitable for themselves before the Eridani, who have similar requirements, claim them.

HISTORY

The Phentari are the only species known to successfully operate under a Kratocracy. This government is run by those capable of seizing power through coercion, social persuasion, or deceptive cunning. If they are strong and cunning enough to maintain their status, they deserve it. This form of government was instituted by Phelinssarious Phentari the First. Phelinssarious corralled the nastiest, most vicious, and deviant Phentari to join him in forming the first Phentari Domain. Phelinssarious understood that Phentari excel when cunning is required. After the Domain's subjugation of all other Phentari, Phelinssarious forbade open combat among the Phentari. No longer would they kill each other in war or hunting. To rise in the Domain required deception, trickery, intrigue, and of course, assassination.

Phelinssarious managed to live a long, full, life, and most current Phentari carry his genes. As the other leading members of the Domain fell to Phentari intrigue, he was the strong stability the Phentari needed to solidify their form of government. Industry and science flourished, and the Domain grew stronger. At Phelinssarious's death, the Domain leaders feared their society would fall into chaos. They determined that the leader of the Domain would always take the Phelinssarious name to demonstrate the stability of the Phentari. This tradition is still in effect.

This is not to say the Phentari rise was smooth. Once Phentari made it to space, the Domain's grip weakened as they found new worlds to settle. Several wars ensued with rebellious settlers until each group was crushed and brought to heel. From that point on, the Domain maintained a large battle fleet to ensure its control and survival. This served the Phentari well as they spread among

the stars.

During the spread of the species through space, the Phentari experienced a great deal of conflict with other species. After hunting many low tech, intelligent life forms to extinction, the Phentari happened upon the Orions. The Orions' mimicry of Phentari greatness and their con artist-like nature allowed the species to coexist and even trade. After a time, the Phentari graciously gave the Orions the secret of space travel and allowed them to settle worlds within Phentari controlled systems.

Shortly after the Orions settled on worlds in Phentari systems, the Eridani attacked and destroyed planets inhabited by both species. As the Eridani invasion continued, the Phentari and Orions signed the mutually beneficial Kwashime Pact in 1770 BCE, which united the two species against the Eridani. This war proved to the Phentari leadership that it is always better to place someone else, in this case the Orions, between you and an enemy. This mindset softened their resolve against coalitions, and they saw the advantage to be gained from membership in the Alliance when the Mutzachans eventually presented the offer.

SOCIAL ORGANIZATION

Phentari are narcissists of the highest order. They will lie, cheat, and swindle in any way possible to gain what they wish. Their social status, however, relies upon their ability to effectively get the job done. Trophies are usually taken from their targets to prove their worth and for all to see. The more difficult the target, the greater the prestige. To this end, Phentari often join hunting clubs, which specialize in dangerous prey on dangerous worlds. Other common Phentari clubs include target shooting, tentacle fighting, and ice climbing.

Clubs and frontier worlds are not the only places Phentari find hazardous prey. Phentari consider other Phentari to be the ultimate prize. Phentari know no bonds of kinship as they strive to gain status. Others in society are either useful tools or fodder. Those that are fodder have no right to life under the Phentari Domain. You either work for the greater good of the Phentari (and yourself), or they will find a use for you. Fail the Phentari, and you may wind up as the target during shooting practice.

The Phentari Domain does not support social institutions. The Domain appropriates what it needs through taxation to operate the military and government. Furthermore, the military provides all security in Phentari space. There is no distinction between military and police forces as in most of the Alliance. Additionally, hospitals and schools are for profit institutions. If you can't pay, then out you go.

COMMUNICATION

Phentari's spoken language is a low decibel series of sounds which travel over great distances. This is partially due to the foggy tree swamps of their home world that would hide and mute an individual standing 10 m away. This means that conversations on Phena are routinely carried out without the participants ever seeing each other. This became common practice in the Phentari culture. Since visual clues are worthless on Phena, Phentari evolved the ability to recognize an individual through their speech patterns and personality quirks. Conversation allows them to recognize previous allies by vocal cues alone. Phentari believe these patterns show an individual's true nature and are harder to counterfeit. As a result, they primarily use "voice only," without video when using technology to communicate. Most other Alliance species find this disturbing or insulting. The most common criticism is that other species find it difficult to tell when a Phentari is lying since you can't see them. The typical Phentari response is, "Why would you ever assume I'm not lying to you?"

The Domain has squashed the various Phentari dialects so that only Phenatilly Phentari is spoken and written. This intricately written language can only be accomplished by those with tentacles as hands; other appendages are too imprecise. All Domain communication is in Phenatilly Phentari. When communicating with the masses, the Domain stays with Phentari tradition and broadcasts in voice only as do all news agencies. Alliance broadcasts are still received in video format though most Phentari communication devices do not have video receiver function. They do not deem it necessary. Furthermore, translation units are not standard as most Phentari understand and speak multiple languages. They consider it a requirement to be able to better understand who they can manipulate. Phentari believe that learning the nuances of spoken language is necessary to identifying the speaker and their true intent.

VALUES AND ATTITUDES TOWARDS:

Time: "Patience, I will show my superiors to be fools and rise to take their place."

Achievement: "What else can you expect? My greatness is out there for all to see now."

Work: "My plans will come to fruition. They cannot do otherwise."

Wealth: "It will come as my power grows."

Change: "Chaos can only benefit those prepared to take advantage and show their greatness."

Scientific Method: "I will use anything to further my own goals."

Risk-Taking: "All life is a risk. Planning, forethought, and escape routes will keep you from losing yours."

"Phentari aren't dangerous unless they get behin… "

POLITICS

Phentari are thoroughly convinced of their own superiority. They will band together to defend their space and sovereignty with ruthless precision and cunning. Their only use for the Alliance is to shield Phentari space from external threats and provide new technology. It also provides access to new worlds for the Phentari

PHENTARI

SPECIES OVERVIEW

Species	PHENTARI (fen-tahr-ee)
Nicknames	Squid, Grim Reaper, Demon Spawn, Cold Death, Soul Sucker
Home world	Phena, Tau Ceti System
Tech Level	5
Government	Kratocracy
Pop. (Phena)	10 billion
Population (Total)	130 billion
Life Expectancy	150 years
Average Height	1.8 – 2.2 m (180 + 2d20)
Average Weight	85 – 135 kg (80 + 1d10 × 5)
Sample Names	Ardincuz Phentari, Melarisarrious Phentari, Phelinssarious Phentari, Sorgie Phentari, Ssithisarious Phentari, Task Phentari, Tranquarrious Phentari
Average Size Class	6

VITAL STATISTICS

		ECRS	
STR	-5	BIO	35
MD	25	CHEM	25
AGL	5	COLD	50
CON	-5	ELE	30
AGG	20	FIRE	10
IQ	10	MEN	25
INT	5	RAD	25
CHA	-35	SEN	25

GENERAL INFORMATION

Starting Skill Points	40
Body Points	8 + d6
RUN / JUMP / FLY	12 / 4 / 0

SENSE MODIFIERS

Vision	15
Hearing	10
Smell	15

SPECIES ABILITIES

Level 3 Climbing skill
+20 to Climbing skill checks
Regeneration of lost tentacles
Can engage 2 targets simultaneously without penalty, using 360° vision

SPECIES LIABILITIES

Must wear an atmospheric processor in oxygen environments
A single tentacle can not lift more 2 kilograms.

CULTURAL SKILLS AND BEHAVIORS

Take two additional languages at level 5.

and as much space as they can hold.

Phentari politics is all about perceived power. Phelinssarious, ruler of the Domain, directs the Phentari as he or she sees fit. The term is for life. While Phentari are known for their cunning and assassinations, an individual cannot become Phelinssarious if they are easy to kill. This usually translates into long periods of stability for the Phentari as the power structure does not change often. The Domain council is tasked with carrying out Phelinssarious' will. Positions are added and dissolved at Phelinssarious's desire. However, the high-level hierarchy generally is as follows: Domain Captains report to the Regional Enforcer or Admiral if they're on a ship. The Regional Enforcers report to the Planetary Council of that system, and Admirals report to the Fleet Grand Admiral. Planetary Councils or Grand Admirals report directly to the Domain Council. The Domain Council reports only to Phelinssarious who is also the de facto Fleet Grand Marshal.

Each position has absolute power over those below. No matter the position, if a Phentari is too effective, they may find unwanted attention from those above. Particularly if superiors see you as a threat. If a Phentari is ineffective or error prone, those below will resolve the issue as Phentari do not suffer fools to live. Phentari strive for perfection in all their crafts.

A majority of Phentari believe Phelinssarious to be the quintessential Phentari. Phelinssarious is the symbol against whom all Phentari measure themselves. He provided the Phentari with a method to work together yet still appease their baser instincts. They honor him in their own fashion and keep the system alive. While the system may live and function, those in politics may not. Those that find their positions dissolved are usually told after their death. Those that excel or fail too often also find themselves targeted. With Phentari, politics is a life or death sport.

"Our species is so cunning that we had to move our eyes so we can watch our own back."

-An old Phentari adage

PYTHONIANS

PHYSICAL DESCRIPTION

There are two varieties of Pythonians. The larger, terrestrial type referred to as Ram Pythons and the smaller, but smarter, aquatic variety called a Python Lizard. Ram Pythons are often referred to as Rams.

Python Lizards are a large humanoid shaped, reptile-like species. They have two arms, two legs, and a tail. Each arm ends in a hand with three or four fingers plus a thumb. The fingers are shaped like talons and meant for grasping prey. Their foot design is like an earth birds with three toes pointing forward and one pointing back. Each toe is equipped with a large claw that can be used for grasping prey or whatever they stand upon. Pythonians have two eyes, two nostrils, and a large mouth. The ears are covered by a tympanic membrane. They have only one waste disposal system and it is located under their tail.

In terms of physical differences between the two, the Ram is usually bigger and stronger. The Ram's digits are wider and thicker than the Python Lizard's. Both Pythonians have tails; however, the Python Lizard's is roughly 1.5 m in length and vertically flat for swimming while the Ram's is 1 m and tube shaped. On the Python Lizard, the mouth is elongated with a nostril, ear and eye on each side. Each nostril is at the end of a snout. The eyes are located above the jaw. They are protected by multiple nictating membranes along with heavy ridge plates above and below the eyes. Humans often compare the Python Lizard's face to an alligator or their mythical dragon. Their teeth set outside the jawline and are sharp and meant for holding prey. Python Lizards cannot chew and must rip off hunks small enough to swallow.

On the Ram, the snout is much shorter, giving the face a more humanoid shape with forward facing eyes and a Human-like nose. These eyes still have protective nictating membranes. The Ram's mouth is more like a Human's, only it is filled with razor sharp teeth meant for cutting out mouthfuls of meat.

Pythonians have a line of large and sharp spines that jut from their spinal column. On the Python Lizard, this ridge goes from the base of the skull to the start of the tail. On the Ram, these spines

start on the forehead and go to the tip of the tail. When the Ram is excited, the spines on their head stand straight up and take on a bright, neon red color. When the Python Lizard gets excited, a frill extends outwards to protect their neck. This frill is made up of scuts and spines. They also have scuts (bony plates) everywhere, which provides them with natural armor.

Pythonian colorization varies. While they do not change color like the Keen, their tough hide does take on the dominant coloration of their surroundings for several weeks. A Python Lizard living in clear water will take on the color tone of the sandy bottom. In contrast, they will become dark gray or black when living in a bayou. A Ram in the desert will take on a tan coloration, while one living in the jungle will take on a green color. On a starship, they tend to take on a whitish gray coloration.

Pythonians are able to sense vibrations through the ground and use this ability to track and locate prey. As both species are quite large and heavy, they can make a lot of noise when they're not trying to be quiet. This ability no doubt came in quite handy during the Python wars early in their history. It should be noted that all Pythonians can be exceptionally quiet for their size when needed – particularly the Rams.

PYTHONIAN HEARING

Pythonians can make an Observation check using their Hearing Modifier to locate anything moving across the ground. This ability is limited to a distance of 50 m, though range is reduced with loose soil and in the presence of other vibration sources. The ability doesn't work while wearing armor unless the armor is equipped with the Tactile Response armor option.

DIET

Pythonians are carnivores. If it's made of meat, they'll eat it. Fresh or salt water are viable for drinking. Python Lizards prefer fish, sylove worms, and dragger shark above all else. They must rip their meat into small enough portions to swallow. Rams will eat whatever they can catch but prefer Altarian boar and the bug slather beast of Theen. Both may require vegetation to eat when their food is nutritionally lacking. Unless extremely active, Pythonians only have to eat once a week.

HOME ENVIRONMENT

Pythos is an interesting world. The temperature is fairly constant with only small bands of ice and snow at either pole. The majority of the world stays between 0 and 40° Celsius. There are no deep oceans, but there are many large, connected lakes, rivers, and seas that are dominated by the Python Lizards. Surrounding these bodies of water are jungles, mountains, desserts, and plains which the Rams call home. Pythos gravity is approximately 1.2 times stronger than Earth.

While from the same planet, Python Lizards and Rams prefer drastically different types of homes. Python Lizards are solitary, semi-aquatic and choose homes in or near the water. Pre-Alliance, Python Lizards made their homes in sea or lake side caves with water and land entrances. They still prefer home like this today although with modern conveniences. Additionally, Python Lizards love to decorate their homes with organic touches. Bioluminescent lichen and moss are quite popular combined with coral formations and shells. Comfortable lounging pools and underwater gardens are usually included.

Rams, of course, are completely different. Ram have adapted to all terrestrial environments except where the temperature drops below 5° Celsius. They like to live in large groups and enjoy the camaraderie of one another. They opt to live wherever it is easy or convenient. A Ram will dig a hole in the desert, and that will be his home. Since joining the Alliance, Rams want at least a box for weapon storage.

HISTORY

Pythonians have always been at war. When Rams and Python Lizards were not fighting each other, the Ram fought other Ram tribes. This wanton destruction eliminated all but their simple, verbal history. Even since joining the Alliance, no less than three civil wars have been fought to determine who rules Pythos. Currently, it is the Rams. This caused some bitterness among the Python Lizards as it was the Rams that started the Pythonian-Cizerack War and almost ended the species. The Pythonian-Cizerack War started in 1956 CE and ended in 2056 CE. The technological superiority of the Cizerack made short work of the Rams.

The Python Lizards, however, managed a stalemate with ambush style hit and run tactics from the water. Over time, they managed to steal and use Cizerack weapons. After driving the Cizerack back from the water's edge, the Python Lizards started providing these weapons to Ram resistance fighters. The Cizerack were finally pushed back into space in 1971 CE when the Python Lizard, Narsh of Makel, stole a shipment of heavy weapons and used them to attack the cats. At this point, the Cizerack began to bombard the planet from orbit for the next two years. The Cizerack bombed the Pythonians back to the Stone Age, which didn't take long. With no leaders to surrender to them and no real interest in subjugating the planet, the Cizerack departed while feeling vindicated in teaching the Pythonians a lesson.

The Pythonians rebuilt their Stone Age society but always watched the sky for the Cizerack's return. By the time the Gen-Humans made contact in 2154 CE, the Pythonians had advanced to Tech Level 3 using the stolen Cizerack tech. The Pythonians saw no threat in the puny, squishy visitors and allowed them to setup a science and recruitment station on Pythos. Once the Pythonians understood they would be paid to fight other creatures for the "hoomaansss," they began to trickle into the Alliance forces. Soon, that trickle turned into a flood as the trained Pythonians returned home and challenged their chieftains. It wasn't long before new government leaders were in place, and the Pythonians agreed to join the Alliance.

PYTHONIAN LIZARDS

SPECIES OVERVIEW

Species	PYTHONIAN (pahy-thon-ee-uh-n)
Nicknames	Marine, Standard, Warrior, Lizard
Home world	Pythos, mu Virginis System
Tech Level	3
Government	Clan
Pop. (Pythos)	700 million
Population (Total)	35 billion
Life Expectancy	200 years
Average Height	2.4 – 2.7 m (240 + 3d10)
Average Weight	207 – 270 kg (200 + 7d10)
Sample Names	Ephys-Tar-Merek, Grak-Tar-Nakh, Krim-Tar
Average Size Class	8

VITAL STATISTICS

STR	30
MD	-25
AGL	-5
CON	50
AGG	30
IQ	-10
INT	-10
CHA	-30

ECRS

BIO	25
CHEM	20
COLD	5
ELE	15
FIRE	35
MEN	10
RAD	25
SEN	40

GENERAL INFORMATION

Starting Skill Points	50
Body Points	12 + d12
RUN / JUMP / FLY	11 / 3 / 0

SENSE MODIFIERS

Vision	-40
Hearing	35
Smell	50

SPECIES ABILITIES

- Threshold Rating 2
- Level 8 Swimming skill
- Can swim at a rate equal to half their RUN score when swimming (SWIM: 5)
- +40 to Swimming Skill Checks
- 2X Strength Multiplier
- Infravision
- Vibration Sense (50 m)

SPECIES LIABILITIES

- Poor Eye Sight
- Fumble fingered (Low MD scores)

CULTURAL SKILLS AND BEHAVIORS

- None

RAM PYTHONIANS

SPECIES OVERVIEW

Species	RAM PYTHONIAN (ram pahy-thon-ee-uh-n)
Nicknames	Standard, Warrior, Ram
Home world	Pythos, mu Virginis System
Tech Level	3
Government	Clan
Pop. (Pythos)	700 million
Population (Total)	35 billion
Life Expectancy	200 years
Average Height	2.7 – 3.0 m (270 + 3d10)
Average Weight	292 – 452 kg (260 + 8d6 X [MULTI]4)
Sample Names	Loann Brok, Chet, Fredd, Gar, Gronk, Tokk, Fug, Guf
Average Size Class	8

VITAL STATISTICS

STR	50
MD	-25
AGL	15
CON	30
AGG	30
IQ	-20
INT	-15
CHA	-30

ECRS

BIO	25
CHEM	20
COLD	10
ELE	35
FIRE	10
MEN	10
RAD	25
SEN	25

GENERAL INFORMATION

Starting Skill Points	50
Body Points	16 + d12
RUN / JUMP / FLY	12 / 4 / 0

SENSE MODIFIERS

Vision	-30
Hearing	20
Smell	25

SPECIES ABILITIES

- Level 2 Climbing skill
- 2X Strength Multiplier
- Infravision
- Vibration Sense (50 m)

SPECIES LIABILITIES

- Poor Eye Sight
- Fumble fingered (Low MD scores)

CULTURAL SKILLS AND BEHAVIORS

- Level 3 Stealth skill

This did not go smoothly once the Pythonians realized the Cizerack were members of the Alliance as well. While the diplomacy of the Chatilians has kept outright war from taking place, the two species fight skirmishes on a regular basis. To this day, animosity remains between the species and Alliance Armed Forces usually places them in separate units when possible. The only place they frequently mix is within mercenary teams.

Upon joining the Alliance, the Pythonians took on the role of front-line warriors and security forces. Their bravery on the battlefield is unquestioned, even by the Cizerack and Eridani. The Rams in particular have been inducted into the Legion of Honor more than any other species. This is the highest award in the Alliance for bravery and courage under fire. It is often given posthumously. At least 124 Rams and 45 Python Lizards have earned this distinction. The Pythonians revel in their role as protectors of the Alliance.

SOCIAL ORGANIZATION

Python Lizards are not overly social. They will group together for mating and hunting but often prefer solitude. They do not understand bonds of kinship and hold no fondness for genetic relations. Python Lizards do form loose tribes of like-minded individuals where each is expected to perform a role. The strongest and smartest are encouraged to lead. Authority relies upon a Python Lizard voluntarily following orders as a battle with even the smallest of their kind can cause significant injury. Respect, self-control, and dignity are to be afforded to one another since disagreements can end in mauling or death.

Python Lizards do form small groups outside their tribe based on shared interests, such as hunting, mating, fishing, diving, technology, and Python Lizard rights. A Python Lizard's social mobility relies upon their skills and strength, while social status is given to those with both. Another method for gaining status includes deep diving while fighting the shark-like Cantuch. The Python Lizards are often seen as aloof and distant. They rarely fraternize and tend to disregard feelings when making command decisions. This has proven to be a boon for command positions within the Alliance Military. Rams, on the other hand, are extremely social and held in high esteem by other frontline troops. Rams in military or mercenary forces quickly substitute their unit for their tribe and strive to protect it from outsiders and invaders. By extension, they also feel they are protecting the Alliance.

On Pythos, authority rests with the Chieftain. Their word is law with the enclave. While Python Lizards are mostly patriarchal, the Rams follow the "strongest lead" philosophy. Occasionally, the female is the strongest and leader of the Tribe. Rams tend to have short attention spans so meetings or events that require attendance do not hold their attention long. The exception is a monthly tribal meeting. Called the Sanu, this allows the Ram to proclaim their great deeds. During the Sanu, the Ram is given gifts by their tribe with which to adorn themselves and show their worth. These gifts are attached to the Ram's bony plates and show the individual's tribal status. The higher the worth of the adornments, the higher the Ram status goes. Gold, silver, and platinum inlays with precious and semi-precious stones are preferred. When a Ram fails or is punished by his tribe, these items can be ripped off their skin.

RELIGION

Pythonians are polytheistic. They have multiple gods who span from sea to sky. Gods of strength, speed, and virility are also popular. While Pythonians pray to these gods, they don't expect much in return. Pythonians believe the gods gave them the tools to do the job, and it's up to them to get it done. Pythonians take great pride in accomplishing tasks and helping others while using their incredible physical strength.

Strength is a repeated theme in Ram Python rituals, and there is one item that they consider sacred: The Thwack'em Stick. The Thwack'em Stick is an incredibly large and dense wood-equivalent pole that Pythonians use as a weapon. It is also used in a ritual test of strength and toughness. During the ritual, the Pythonians take turns smacking each other over the head with this incredibly dense pole. The test lasts until the Thwack'em Stick breaks or only one Pythonian is standing. The strongest and the toughest win this game. Python Lizards do not like to complete in these tests with Rams.

Devoted Pythonians have several rituals which are of utmost importance. The Trat (rain dance), Slasses (mud slide) and Chunga (flatulence). Trat is usually celebrated by the Python Lizards and desert dwelling Rams who pray to the rain god, Thunn. It is a joyous dance that occurs when it rains. The dance begins as a slow, stately waltz in a prescribed manner. As the rain continues and increases in intensity, it slowly devolves into a violent clashing of bodies. This continues as long as the rain does. Once the rain stops, the Pythonians go back to their normal business.

Slasses occurs near hot springs, rivers, and oceans. The Pythonians will dig a large, steep trench. Then they carry huge buckets of water to the top unless they have Alliance pumps. The water flows down the trench into the pile of dirt from the trench at the bottom. The more water that flows, the muddier it gets. Pythonians will fling themselves onto their bellies and slide down the chute and into the mud mound. This ritual is shared by Ram and Python Lizard and honors the earth god, Slasez.

Chunga is celebrated primarily by the Rams. It pays tribute to the volcano god, Hurrg, who is believed to be the source of every warrior's power and spirit. To do battle without paying tribute to Hurrg is the deepest insult. Hurrg has been known to throw boulders and fire from his volcanic home to kill disrespectful Pythonians. To properly Chunga, a Ram must flatulate near an open flame. If there is fire, Hurrg is pleased. If not, the Ram must redouble their efforts. Knowing this, Ram often eat foods they know will provide them with plenty of gas before a fight. Unfortunately, the sulfur content in a Python's gas is enough to make most other species ill.

VALUES AND ATTITUDES TOWARDS:

PYTHONIAN LIZARDS

Time: "Patience brings success in all things."

Achievement: "Success is expected in time. "

Work: "I take my responsibility seriously and personally. Do not insult it."

Change: "Chaos is the essence of life, embrace it. "

Scientific Method: "Interesting things, this has taught us."

Risk-Taking: "Life is full of risk, take the sensible ones."

RAM PYTHONIANS

Time: "Why worry about the future, I live for now."

Achievement: "I wear my success on my chest."

Work: "Do I have to?"

Change: "Don't like it, unless it's a bigger gun or better armor."

Scientific Method: "Huh?"

Risk-Taking: "Bring it on!"

POLITICS

Pythonians follow a clan like structure. This structure is not based upon family but strength and loyalty to the clan. Both Rams and Python Lizards are extremely territorial in their own right. Python Lizards base their clan upon common goals and mutual protection of their semi-solitary life style. The clan chieftain guides the clan toward success. Chieftains also lead the fight to maintain or expand clan breeding grounds. Python Lizard Chieftains do understand that power stays only if you can show results. Risks are necessary to stay on top. However, Python Lizard clans will cooperate with one another as long as borders are respected. Yearly, the clan chiefs meet and discuss Python Lizard goals and projects that are needed. If needed, several clans may pool resources to meet these goals.

Rams determine leadership based on who is the strongest and can control the most territory and people. They are even more territorial than the Python Lizards. Crossing into a Ram Chieftain's territory without permission or escort can mean death. This even applies to other intelligent species. Just ask the first Cizerack to encounter a Ram Python. Oh wait… she's dead. The caveat to this rule on Pythos is that the largest clan, Roggan, has threatened to obliterate any clan that harms a Human (or Gen-Human). Gen-Humans setup the original research base on Pythos at the invitation of the Rams, and they have profited greatly from this association. The Rams are dim, but they understand the old Human idiom of, "You scratch my back, I'll scratch yours." Other Pythonian colonial worlds may have different rules when it comes to Humans.

Ram clans often fight skirmishes with other clans. Occasionally, a forward-thinking Ram Chieftain will invite the neighboring clan warriors to a wrestling match or other competition. This is held for several reasons. The first is to see if there are any potential threats to their power posed by their own warriors while possibly seeing that same threat diminished due to injury. The second is to assess the strength of the enemy warriors. Since strength is the defining power of a Chieftain, any Ram can challenge the chieftain for their position. The Chieftain chooses the competition, but all are designed so the strongest and toughest Ram should win. Only the Chieftains are allowed to enter the Tomud (Chieftains meeting place). This is where the strongest Ram clans dictate their rules to the lesser clans. Python Lizards are not allowed in a Tomud.

RAAZET

PHYSICAL DESCRIPTION

The Raazet are a humanoid shaped insectoid species. Raazet have four limbs and a set of insectoid wings that fold under protective coverings on the back of their thorax and abdomen. The arms extend from the thorax and have two fingers and two opposable thumbs; the Raazet's hands have a vague resemblance to a robotic claw. The legs attach to the abdomen and end in circular feet with four large prehensile toes spaced evenly around the foot for clamping onto objects. Each limb, including the head, can rotate 180 degrees in its socket. This allows the Raazet to hang from the ceiling, using all four limbs, with either dorsal side (back) or ventral side (chest) pointed toward the ceiling. Regardless of the way their chest points, the Raazet can spin its head all the way around, so it can look at the ceiling or floor as it desires. Furthermore, Raazet do not get dizzy nor do they become disoriented from hanging upside down. As a result, Raazet are often seen hanging upside down while working. Raazet rarely walk. They usually fly in quick, short, bursts as their flight is limited to less than three minutes before they become fatigued.

Raazet have no external nose or ears. Instead the area beneath their eyes to the chin are covered with long tendril structures (10-20 cm in length). This gives the appearance of a long mustache covering their mouth. However, these structures are sensory organs which detect sound and smells outside the Human range. These structures hide the Raazet's mouth which is triangular shaped and opens outward for food placement. Once the mouth closes, two sets of internal jaws macerate the food to a pulp before ingestion. Lastly, the Raazet have wide set, compound eyes that vary in color. The usual colors include gray, silver, gold, and black.

While their body appears to be one piece, it is actually separated into three body segments including a head, thorax, and abdomen. The thorax and abdomen occupy the area associated with the chest and abdominal area on most humanoids. Additionally, Raazet do not have skin but have a smooth, very tough, chitinous exoskeleton similar to shrimp that provides them a natural armor against attacks. Raazet do not have bones but do have an internal honeycomb structure made of the same chitin that connects to the exoskeleton and provides internal support.

Raazet vary in coloration due to sex and fertility. The females are light red, which changes as they age to various shades of brown. A dark brown shade indicates a female is no longer fertile. Fertile males are varying shades of bright purple with splashes of bright yellow on their wings. Infertile males are a dull purple without the yellow.

DIET

Raazet are capable of digesting virtually any organic matter or fluid. They can eat cellulose (wood, paper, etc.), meat, vegetation, carrion, and even hydrocarbons (gasoline, kerosene, etc.). Raazet eat their dead, and they're not shy about eating the corpses of other species either. Be wary of a Raazet drinking motor oil; it makes them drunk.

HOME ENVIRONMENT

Raazet are an indigenous species to the planet Clizet. Clizet is currently one of the most hostile, life-bearing planets in the galaxy. From temperature extremes, large and aggressive predators, to a very short growing season, life on Clizet was a short, brutal struggle. Those that survived are tough and rely upon their strength and ability to improvise in any situation.

These extreme conditions and a lack of natural resources slowed the Raazet development of space travel. Raazet have always excelled at making the best of the limited resources that were available and are unmatched in their ability to recycle and improvise new uses for existing materials and devices. Eventually, this mindset would turn into a religious-like devotion to improvised engineering for the species.

During the early development of the Raazet's space program, an unknown alien species invaded the Raazet solar system and attempted to wipe out the species. The Raazet were able to defeat the aliens; however, this attack fundamentally changed their home world Clizet and the Raazet themselves. Clizet was nuked across the planet by the aliens during the war. This caused disastrous environmental changes. In addition, the Raazet became mistrustful of any alien species. To this day, the Raazet adamantly refuse to allow other species onto their home world. When they are in Alliance space, this rule also extends to their home dwelling. Raazet are generally extremely xenophobic. Individuals may temper their views; however, Raazet never fully lose their distrust of aliens.

HISTORY

Raazet history has few defining moments. The wars and social upheavals that occurred over technological developments and scarce resources were so devastating, it was amazing the Raazet survived at all. Clizet was and is a hostile world, and the Raazet had a long and arduous journey to tame it. However, once the Raazet were united, they rapidly spread throughout their solar system in search of resources. Three hundred years ago, the Raazet were in the testing phase of their faster than light technology when unknown aliens executed an unprovoked attack.

At this time, the Great Zippz made his mark on Raazet culture. Zippz had already proven himself in one of the few Raazet recreations on Clizet, endurance racing. This exceptional mechanic and pilot volunteered to serve when the aliens attacked. As the Raazet fleet was pushed back toward Clizet, all hope seemed lost. The Raazet were losing two ships for every one of the invaders. First Engineer's Mate Zippz was trapped alone in the engineering section aboard the disabled flagship, Schree. The crew was vented into space, the weapons were destroyed, the engines were damaged, the maneuver controls were nonfunctional, and the reactor was overloading. Zippz, in a flash of brilliance, removed the safety interlocks on the reactors and replaced them with a power amplifier from a loading lifter. Zippz then redirected the overloading core into the engines. By using the interface from a crushed repair bot, Zippz was able to control the thrusters on his ship and aimed his vessel at the alien's flag ship. His ship disintegrated as it launched from motionless to 0.9 of light speed. The resulting wreckage tore through the alien armada causing a chain reaction of crashing ships as they tried to flee the cloud of expanding shrapnel.

In their last gasp, the aliens were able to launch a number of nuclear warheads upon Clizet. While this changed the Raazet's future, it did not alter the course of the battle. The Raazet fleet wiped out the remaining alien ships. During the mop up operations, the Raazet fleet received a strange signal. The source was Zippz. Before launching his attack, Zippz took what was left of the loading lifter and turned it into a life boat with supplies he found in engineering. He then tied his shipboard communicator into the repair bot that he salvaged to boost the transmitter signal.

After his rescue, Zippz was celebrated as the hero of Clizet. He was given the honorary title of Mechanic Supreme. Although gravely wounded and having lost a leg during his escape from the ship, Zippz recovered and later founded his own trade school. Over the last three hundred years, this school has become a quasi-religion throughout Clizet.

SOCIAL ORGANIZATION

Raazet are pragmatic to an extreme. They are generally quite content with merely surviving and living without fear. For 280 years, they maintained a militaristic isolationism due to the near genocide at the hands of the unknown alien invaders. At that time and since, all Raazet share kinship. Even more so than when Emperor Shaas conquered the entire planet and implemented the communal egg system. Now, all eggs, larva, and children are raised in a communal growth center with highly educated and skilled developmental specialists supervising the whole affair. These centers protect, feed, and teach the next generation of Raazet how to be Raazet. During their eventual transition to democratic technocracy, this was one of the few institutions put in place by Shaas's feudal system that was left intact.

RAAZET

SPECIES OVERVIEW

Species	Raazet (rha-zet)
Nicknames	Bugs, Roaches, Bodger, Rat's Nest
Home world	Clizet
Tech Level	5
Government	Technocracy
Pop. (Clizet):	5 billion
Population (Total)	25 billion
Life Expectancy	120 years
Average Height	1.4 – 1.55 m (140 + 3d10)
Average Weight	22 – 41 kg (21 + 1d20)
Sample Names	Sqizzt, Sarrzz, Vertz, SanShazz, Bar
Average Size Class	3

VITAL STATISTICS

STR	-10	BIO	40
MD	10	CHEM	50
AGL	-15	COLD	10
CON	35	ELE	30
AGG	-10	FIRE	20
IQ	10	MEN	10
INT	5	RAD	40
CHA	-15	SEN	40

ECRS

GENERAL INFORMATION

Starting Skill Points	40
Body Points	4 + d6
RUN / JUMP / FLY	6 / 2 / 9*

SENSE MODIFIERS

Vision	5
Hearing	-15
Smell	15

SPECIES ABILITIES

Threshold Rating 3
Resistant to chemical, biological, radiation, and sensory attacks
Bumble bee-like flight for up to 3 minutes*
Level 2 Flying skill

SPECIES LIABILITIES

None

CULTURAL SKILLS AND BEHAVIORS

Level 5 of one skill with the word Repair in the name.
The total repair Difficulties are halved when performing makeshift repairs.
Any skill with 'repair' in the name costs 1 Skill Point less (Minimum 1)

* Raazet cannot fly if they are Heavily Encumbered. Flight speed is reduced by half if the Raazet is Moderately Encumbered.

Raazet place great value on learning institutions, scientific growth, the military, and governmental service. Of these, scientific growth is the most prestigious. Only the smartest, most skilled individuals are burdened with keeping the Raazet population and way of life intact. Authority is derived from the masses, and those chosen are required to serve. To serve the Raazet species is the highest honor in Raazet society. Raazet social mobility and stratification are based upon an individual's job, skill, and intelligence.

Raazet are often sent off world by the government and employed as engineers, repair techs, computer techs, or mechanics throughout the Alliance. Part of this push of skilled workers off world is to

provide the Raazet with ample scavenging opportunities, the possibility of acquiring new technology, and the chance for exploration.

However, Raazet xenophobia and deep-seated survival instincts leave Raazet with very little empathy for other living things. If you have a Raazet on your team, don't expect him to save you if you are in dire need unless it is in his own best interest. Mortally wounded or dead comrades are often stripped of their useful gear and cut up into jerky before their bodies are cold if no one but the Phentari is looking.

VALUES AND ATTITUDES TOWARDS:

Time: "There is never enough to complete all my work."

Achievement: "The greatest achievement is lasting improvement."

Work: "Is life."

Wealth: "Useful for new technology."

Change: "Everything does, so do we."

Scientific Method: "It's great for breaking and fixing stuff!"

Risk-Taking: "Life is a risk, live it."

EDUCATION

Raazet place a great emphasis on education that includes digits-on learning. "To feel is to know," is a common saying. All Raazet start this training from the time they exit the larva stage. Those unable to learn are "recycled." Raazet education is free, and everyone is expected to learn as much as possible to further the Raazet species.

Once their training is deemed complete, the Raazet are given a selection of related job openings, both private and public. These are listed daily by the government. If the job is off world, additional training is required. In order to be allowed to leave their home world, a Raazet must graduate from one of their technical universities. These universities are open to Raazet only. Mazian detectors are common in Clizet universities and are quite effective. Here Raazet learn their trades in a reverent atmosphere. They become adept at repairing, modifying, and creating all manner of technology. Raazet have become masters of material science and the art of improvisation and reuse while making do with the barest of materials. Since the Raazet are extremely xenophobic, this training includes how to tolerate other species. These courses include such culturally sensitive topics as "Why can't I eat my dead companions?" and "Can't I just vent all the air out of the crew sections and take the ship back to Clizet?"

POLITICS

Raazet are fiercely loyal to their own species and extremely xenophobic. New technology and salvage are the only reasons the Raazet joined the Alliance. Aliens are not welcome upon Raazet controlled worlds; however, violence rarely occurs when they do visit. "Tragic accidents" are another matter and tend to happen more and more to visiting aliens. A Raazet will always put themselves and their species first.

Raazet government is a form of technocracy with the smartest and most highly educated among them holding office in the Technology Assembly. The government fosters invention and innovation and pushes funds to those who the Assembly believes will be most beneficial to the species. Anything outside the purview of the Assembly's unrelenting push for technological development is left up to a vote. The voting apparatus is entirely automated, including the determination of what matters are put to a vote.

The Assembly trusts in its technology to run the less important aspects of government. The Assembly has ultimate veto rights over any proposed or ratified law if it affects technological growth.

Each household on a Raazet planet has a voting machine tied to the central government offices. Each evening the computers, installed and maintained by the Assembly, put up a single law or bill. This arrives at everyone's home for them to cast a vote. The issue is easily researched, and the Raazet populace are generally well educated. Campaigning is illegal, so officials can only be judged on their factual records, which are open to the public. The Raazet form of democracy leaves very little room for minority opinions on Raazet worlds, and what the majority decides is accepted by most of the population as what's best for the species.

TECHNOLOGICAL AND MATERIAL CULTURE

Raazet have little regulation on transportation, energy storage and generation, or safety. Vehicles slapped together in a garage with vizaraa spit and torgum wire can be seen flying next to state of the art Raazet police cruisers. If it works and no one was killed, keep at it, is a common Raazet mindset. Even buildings have few codes if the blue prints are filed with the government and the structural load calculations are complete. The Raazet make use of everything, and nothing is wasted. Unutilized or non-functional devices are either recycled, reused, altered to function in a new manner, or repaired.

One tool the Raazet are fond of is the guzzinta. This is a bizarre looking tool akin to a Swiss army knife from Earth, though much larger and heavier. Each is unique to the Raazet that owns it, and some have over 100 capabilities. Still, any strange looking device that looks like it might serve some purpose or another can strike their fancy as well. Raazet find no greater joy than taking something deemed useless by others and turning it into a truly useful and functional device.

On Alliance worlds, Raazet routinely visit junk yards and love to dig through them looking for items to repair. They consider most of the Alliance a vast junkyard awaiting their attentions. Interestingly enough, Raazet go out of their way to hide what they are doing from other species. They will never share their techniques or technology and often intentionally mislead or lie to those that ask about such things.

Raazet architecture is quite simple and rustic looking, but the materials and design vary greatly depending on what was available. Structures are built with great attention to detail and high levels of craftsmanship. Raazet designs have become somewhat in fashion as of late in reaction to the current, gaudy styles of the Orions. This is similar to the Shaker influence that happened in 19th century America on Earth. Most homes are quite spartan with limited decoration. Most of the aesthetic value is in the creative use of materials and recycling evident in the home.

ZEN

PHYSICAL DESCRIPTION

Zen are tall, gaunt, pale-skinned humanoids. Their arms and legs are spindly with hands and feet at the end. Each appendage has five fingers or toes. The Zen's head is slightly more egg shaped then Humans. Their face is humanoid but devoid of ears, eyelids, lips, and nostrils. The Zen eye color can range across the color spectrum, but an iridescent blue is by far the most common color. Red and yellow are also common. Zen skin has the look of aged parchment and runs from an aged yellow to ashen gray. It is also completely hairless and is pulled tight across their bone structure, which accentuates their skeletal appearance.

The Zen's grim reaper-like appearance is further enhanced by its smell. The odor it produces smells of something long dead, in a dry musty sort of way. Furthermore, Humans often compare the Zen voice to a slow, cold wind whispering through a pile of autumn leaves. Most Alliance species consider the Zen to be physically creepy. However, their chilling visage belies their caring and altruistic nature. Zen prefer robe-like garments, usually transparent or in light colors.

DIET

Zen are vegan and drink liquid water. Zen are so concerned that they do no harm during eating that they have gone so far as to remove any genetic possibility of sentience, pain, or communication from their vegetable food sources. This food source is offered Alliance wide and even comes in meat flavors for the carnivorous.

HOME ENVIRONMENT

The Zen Rigeln prefer urbanized environments, safe from predators, with large tranquil gardens. Their homes tend to be secure and fortress-like and are heavily decorated with personal artwork. Zen Rigeln will always have a home shrine honoring Assizza. Assizza started the Rigeln on the path to pacifism, and his memorial is used to remind them of their peaceful existence. Outcast by the Rigeln, the Tza Zen wander the galaxy taking whatever jobs and residences they can find. They often serve in the Alliance either with the military or at hospitals. All Zen prefer a temperature between 10 – 30° Celsius but will utilize any world where they consider themselves safe.

HISTORY

The Zen had one of the most violent and destructive histories in the Alliance. Their war machines and biological weapons almost killed their entire species. Assizza, their savior, put them on a different path when he started the Zen spiritual revolution in 2720 BCE. His words spread like a virus through all that listened. Wars ended with the realization of his first tenet, "All life is precious and should be cherished." The second tenet stated, "Material

ZEN

SPECIES OVERVIEW

Species	ZEN RIGELN (zen rahy-jel-in) TZA ZEN RIGELN (zah zen rahy-jel-in)
Nicknames	Z: Zen, Gaunt, Healer, Nudist T: Anti-healer, Corpse, Gaunt
Home world	Katrel, 29 Orionus System
Tech Level	5
Government	True Democracy
Pop. (Katrel):	3 billion
Population (Total)	50 billion
Life Expectancy	400 years
Average Height	2.1 – 2.4 m (210 + 3d10)
Average Weight	81 – 126 kg (76 + 1d10 × 5)
Sample Names	Zen Ashlidene, Zen Piclifir, Zen Prithe, Zen Ryner, Zen Shrayalzzid Damadec, Zen Zian
Average Size Class	7

VITAL STATISTICS

STR	-5
MD	0
AGL	-5
CON	10
AGG (Z/T)	-25 / +15
IQ	20
INT	5
CHA	35

ECRS

BIO	25
CHEM	25
COLD	25
ELE	25
FIRE	25
MEN	30
RAD	10
SEN	25

GENERAL INFORMATION

Starting Skill Points (Z/T)	50 / 45
Body Points	4 + d6
RUN / JUMP / FLY	8 / 2 / 0

SENSE MODIFIERS

Vision	10
Hearing	-10
Smell	10

SPECIES ABILITIES

- Matrix Control (Healing)

SPECIES LIABILITIES

- BRIs only half as effective
- Wearing armor doubles Matrix generation cost

CULTURAL SKILLS AND BEHAVIORS

- Level 3 First Aid skill
- Medical Skills cost 1 point less per level (min. 1)
- Level 2 Generation skill (Zen); Level 1 Generation skill (Tza)

greed is the fuel for the fire of war." After short meetings, Assizza convinced the surviving rulers to abandon their war. His next task was to get everyone to heal the planet as well as the people. This ongoing effort eventually led the Zen to transitioning to a direct democracy. Since that time, most of Zen Rigeln have embraced Assizza's tenants and enjoyed a lasting peace.

Those few Zen who disagreed with the teachings of Assizza or who were unable to comply with his tenants were ostracized. Any aberration from total pacifism is termed Tza Zen. This not only includes actual violence, but even advocating that anything less than absolute pacifism might be beneficial in some way. Thus, one can be branded as Tza simply for a belief and lumped in with psychopaths and sociopaths who are incapable of complying with the tenants of Assizza. Most Tza are labeled as such simply because they follow individual beliefs instead of the dogmatic beliefs of the Rigeln. The Zen are quick to push the stereotype that all Tza are crazed maniacs. Rigeln leaders do not tolerate dissent, and on Rigeln controlled worlds, Tza are actively hunted and placed into reeducation.

By 2224 BCE, the Zen entered the Age of Prosperity, which lasted until they met the Alliance. First contact occurred with the Mutzachans in 2091 BCE during a routine system sweep of the Zen's planetary system by a Mutzachan survey ship. Surprisingly until first contact, the Zen never contemplated the development of space travel or exploring outside their system. Their Matrices had not located life outside their planet, so what was the point? The Zen reluctantly agreed to join the Alliance with the goal of bringing the wisdom of Assizza to the stars. Healing all and ensuring the well-being of all living things is seen as a moral imperative by the ruling Zen Rigeln. To heal the universe is their destiny. However, the shock of meeting intelligent life from another planet caused a new schism within the Zen belief system.

After studying the history of the Alliance, some Tza Zen became emboldened and were no longer content to suffer as pariahs for their beliefs. They saw the growth and success of the Alliance species as a new model for the Zen to follow. This was the Great Schism which is also known as the rebirth of the Tza. Now, most Tza flee the Zen home world and hide within Alliance space and planets. The Tza are feared within Alliance space due to Rigeln stories touting the atrocities of those few who are truly insane.

The Rigeln, on the other hand, are respected and loved throughout the Alliance. Their abilities as surgeons and medics along with their willingness to assist those in need has endeared them to every species. They are often asked to mediate disputes as a trusted, neutral third party. Their impact upon the military has been just as great. Zen Rigeln production of the Body Rehabilitation Injection (BRI) and massive Body Rehabilitation Injection (mBRI) has saved many lives during combat. Furthermore, the Zen Rigeln's ability to regrow and improve biological limbs has led to a dramatic reduction in wounded warriors. Rigeln can even grow entire bodies if the brain is still functional. This has led to Alliance Military regulation A-8-61(b)-2, or as the grunts call it, the "Save the Head" initiative. Zen-developed cryogenic injections on the battlefield are used along with "hat boxes" to keep the brain intact until the Rigeln can place it in the new body. Millions of Alliance Military personnel are alive today due to Zen technology.

SOCIAL ORGANIZATION

The Zen Rigeln feel family is of utmost importance. Love, however, is secondary to social responsibility and duty. Their duty is to raise their child to successfully integrate into society. Zen have little need for police or military institutions. Fire suppression, schools, and hospitals are all operated by the Rigeln government and provided to those in need. Support groups exist for every possible contingency; one has only to look for them. All Authority is derived from the masses. Every day, the Zen vote on dozens of issues that must be addressed. Budgets, laws, and government resources are directed by popular vote. The influx of matters to be voted on is broadcast to Zen's homes and their handheld PCS frequently. Most Zen understand that no one has the time to vote on everything, but if they're not busy when a ballot comes through, they should vote on it. Polls can remain open from fifteen minutes to months depending on the importance of the vote. Significant or urgent issues are flagged by the system. The Rigeln Council presents the issues for each vote. Outsiders have commented that the Council often phrases the issues in such a way as to affect the vote's outcome, however unconsciously it might be. The Council also gets to vote on the issues they present.

Zen Rigeln enjoy the voting, and each vote improves their social standing. All vote histories for every Rigeln are public record. Social standing takes that into consideration as well as Matrix power level, job, and skill level. The closer your vote is to the Rigeln council, the higher you are held in regard. Add in working in the health field or welding powerful healing Matrices, and your ascent in status is assured.

Zen clothing is color coded with stripes to delineate the Zen's job function, power level, and current social standing. Job function stripes are at the top of the sleeve or on a sash worn across the chest and are as follows: Green indicates the Zen is involved in science of growing (farming, body part replacements, etc.). Blue indicates the Zen is involved in "hands on" medical care (doctors, nurses, etc.). Yellow indicates the Zen is involved in administration (bureaucrat, disciple of Assizza, mediator), and Red indicates the Zen is involved in a "non-growing" science discipline (engineer, architect, artist). White indicates the Zen has no job currently. The brighter the color, the higher the Zen Rigeln's rank or job title.

If the Zen is a trained Matrix Controller, their power level is the middle stripe below the job function. Various shades of purple are used starting with the lightest shades at Energy Bracket 1 to the darkest purple at Energy Bracket 9. The lowest stripe represents the amount of time you have voted with the majority. Light orange represents the lower consistent vote with darker orange representing a consistent popular vote.

Known Tza Zen are required to wear all black especially when placed in “re-education” facilities. Zen in re-education or known Tza will have four gray stripes, with the last stripe indicating loss of voting privileges. Discovered Tza lose the right to vote. However, Tza Zen often hide themselves in Zen Rigeln society, and as a result, will look just like everyone else. Occasionally, Tza will group together but most eventually flee to Alliance space. Tza in Alliance space sometimes wear their “4-grays” as a badge of honor. Both are a warning to others that they are not to be trifled with and as an open protest against their government.

RELIGION

Zen Rigeln follow the teaching of Assizza. This pacifist philosophy does not allow a Rigeln to kill, even in the defense of their own life. Running, distracting, and even stunning is allowed. As long as the intent is not to kill or maim, self-defense is acceptable. While this may sound cowardly, it is not. A Zen Rigeln medic will enter battle with no weapons just to keep an injured individual alive, even if it’s an enemy. They believe all life is to be cherished. Devoted Zen Rigeln have been known to extract bacterial infections from a host and place it in another median so as not to kill “life”. Nothing frustrates a Zen Rigeln more than death, except needless death.

Zen Rigeln feel that all war brings needless death. They despise the Alliance for engaging in such activities and only stay in the Alliance to show them the error of their ways. Zen Rigeln also assist the Rebellion for the same reason. Zen Rigeln will often extol on the virtues of their pacifism to any who will listen. This proselytization is often viewed as self-righteous and condescending. Zen Rigeln give thanks every day, in the nude, to Assizza for showing them the enlightened path of peace. This is done upon awakening in a public space facing sunrise and is a common sight in any Alliance city with a Zen Rigeln population.

Those that do not follow the tenets of Assizza are called Tza Zen, which literally translates to perverse. A Tza’s reason for being a Tza is varied. Tza generally have a live and let live attitude. Whether a Tza’s nature is a genetic aberration from the Rigeln norm or simply a throwback doesn’t matter to the Tza who choose to follow their own path.

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VALUES AND ATTITUDES TOWARDS:

ZEN RIGELN

Time: "Fleeting, it ends with death. We must move past it. ”

Achievement: "I have saved a life, there can be no greater reward.”

Work: "It gives our life meaning.”

Wealth: "It should be used for the good of all.”

Change: "Chaos is natural but can be contained.”

Scientific Method: "It has taught us much about life and how to heal it. ”

Risk-Taking: "To save a life, any risk is acceptable."

ZEN TZA

Time: "I am here for now.”

Achievement: "It is mine alone.”

Work: "It’s what we do to hide, escape, or live.”

Wealth: "I’ll take it. Now let’s get off this rock.”

Change: "The Rigeln never will.”

Scientific Method: "If it works, I’ll use it.”

Risk-Taking: "If the reward is great enough, I’ll do it."

POLITICS

Zen Rigeln are extremely proud of their civilization and the effect it has on the Alliance. While the Council of Assizza doesn’t technically rule, they are the most influential group of Rigeln in Zen politics. The Zen fiercely maintain their independence as a form of extreme pacifism. They simply cannot be convinced to change their minds and ignore other points of view. Zen Rigeln do not seek power but expansion of their ideologies. Their only goal is to spread Zen pacifism to the universe. This is expected of Rigeln, and it is not seen as a risk.

Tza Zen interests are as varied as that of a Human. Some seek power and influence within the Alliance. Others seek only to stay out of the clutches of Rigeln reeducation squads. Others are legitimately homicidal maniacs deserving of imprisonment or worse. No single ideology or conviction describes the Tza. They are normally opportunistic and seize whatever is within their grasp. Fear and anger tend to be the Tza primary motivators.

MATRICES

Zen Rigeln are known throughout the Alliance as healers. This reputation isn’t entirely due to their medical technology. Zen are Matrix Controllers and possess similar abilities to the Mutzachans and the Chatilians. Zen can’t manipulate raw energy or psychically assault someone, but they do possess the ability to manipulate organic tissue and cell structure. Zen use this unique ability to heal, reform, or mutate the bodies and tissues of those upon whom they focus. This exceptional talent makes Zen in high demand in hospitals across the Alliance. They are also paid exceptionally well to become field medics in the Alliance Galactic Forces. Not every Zen is up for the rigors, both physical and mental, that go along with real combat, but those that are find generous compensation packages awaiting them upon enlistment.

Experienced Zen Matrix Controllers are capable of regenerating limbs lost by combat personnel, curing disease, and even cloning someone whose body is beyond repair. Though they are incapable of transferring memories from the original body to the clone, they can facilitate a brain transplant. In contrast, the Tza Zen possess no less impressive powers, but when used for nefarious purposes, they become some of the more feared and terrifying weapons in the Alliance. Tza can liquefy tissue with a touch, disembowel their

victims with a thought, paralyze, cause sickness, and deform. It's no wonder that all Tza are met with suspicion and caution given the capabilities of a few truly malicious individuals to wreak unspeakable carnage on the citizenry of the Alliance.

MAE'S
RAM
DOMUS
ROOM
LIVE LIVE LIVE
EAT AT
JOE'S
TAXI

CHAPTER 3.0

CHARACTER GENERATION

This chapter will walk you through character creation. Start by selecting the species you want to play from the previous chapter. Then determine your Vital Statistics, using one of the three methods detailed below. After determining your character's Vital Statistics this chapter walks you through fleshing out the rest of their Statistics. Skills and the rules for buying them are in the next chapter.

TIP: Roll on the *Character Development Tables* before you fill in all the info for your vital statistics. These tables may change your stats and who wants to do things twice?

VITAL STATISTICS

VITAL STATISTICS GENERATION

Battlelords of the 23rd Century is a futuristic roleplaying game designed to simulate life in space during the not too distant future. Game Masters should allow players to generate viable characters of their chosen species and profession. Due to the randomness of dice rolls, character generation often produces marginal results. The following methods have been devised for the generation of vital statistics.

Note: The average for each Statistic is 50 plus the species bonus for that Statistic.

METHOD 1: GIVE & TAKE

Start with all your character's statistics equal to 60. Then increase each statistic by the species bonus for that statistic. Next you may subtract five points from one statistic and add five points to another. You can do this ten times, which will redistribute a total of 50 points. You cannot distribute points in a manner that would cause a statistic to exceed the species maximum. Remember that the *species maximum* for any particular statistic is 100 plus the species bonus for that statistic. This is true for everything except for Aggression which is limited to 150 for all species. Finally, round all the scores to the nearest number divisible by five. This should result in all your Stats ending in either a five or a zero.

METHOD 2: BEST OF 10

Percentile dice are rolled and the results are jotted down on a separate piece of paper. Ten rolls are made. The player then discards the two lowest rolls and places the remaining eight numbers in whatever vital statistic slots that they choose. After this is done, the player then adds in the species modifiers. This is the most popular method of generating a character. Game Masters may opt to allow a player to reroll their character if they have less than two unadjusted rolls above 70 or more than four unadjusted rolls below 30.

METHOD 3: POINT-BASED

You receive 135 chits to buy your character's eight vital statistics. For every chit you spend, you can add five points to your Stat, which starts at 0 until it reaches 50. Once a STAT reaches 50, it becomes more expensive. For every two chits you spend, you can add 5 more points to your Stat until it reaches 75. Once a STAT reaches 75, the cost again increases. For every three chits you spend, you can add 5 more points to your Stat to increase it beyond 75 until it reaches 100. You cannot spend chits to increase your Stat beyond 100 points. After this is done, the player then adds the species Stat modifiers to the appropriate Stat.

EXAMPLE: If you purchase an Attribute at 100, it would cost 35 chits. The first ten chits spent gets you to a Stat of 50. Another ten chits spent, increases the Stat from 50 to 75. Finally, another 15 chits get the STAT from 75 to 100.

You cannot distribute points in a manner that would cause a statistic to exceed the species maximum. Remember that the species maximum for any particular statistic is 100 plus the species bonus for that statistic. This is true for everything except Aggression which is limited to 150 for all species.

STAT VALUE	COST
5	1
10	2
15	3
20	4
25	5
30	6
35	7
40	8
45	9
50	10
55	12
60	14
65	16
70	18
75	20
80	23
85	26
90	29
95	32
100	35

VITAL STATISTICS

For a given species, the maximum for a vital statistic is 100 plus the species bonus for that statistic. These maximums can only be exceeded through the use of cybernetics or, rarely, Matrix effects. Species minimums for any statistic are technically 01, though in most cases we highly suggest not letting any statistic drop below 20. When calculating sub-statistics of your vital statistics always round down.

Unified Statistics Table

Note that some of the values on this table may be averages since each row represents a range of vital statistic values. Values which are estimates are noted with an asterisk in the column title. E.g. DGE*. Rules for calculating the exact values of vital statistic sub-stats are in the descriptions of each vital statistic.

UNIFIED STATISTICS TABLE

	STRENGTH				IQ	AGL			CONSTITUTION		CON & INT	AGG	
STAT	L ENC*	M ENC*	H ENC*	DA	PP	ACT	IM	DGE	DD	BP	ECR BONUS	BER*	SUI*
1-9	1	0	2	-5	0	2	0	0	-5	-4	-10	0	0
10-19	1	5	20	-4	1	2	1	2	-6	-3	-10	0	0
20-29	2	10	40	-3	2	2	2	4	-7	-2	-5	0	0
30-39	3	15	60	-2	3	2	3	7	-8	-1	-5	0	0
40-49	4	20	80	-1	4	2	4	10	-9	0	0	0	0
50-59	5	25	100	0	5	2	5	12	-10	+1	0	0	0
60-69	6	30	120	+1	6	2	6	15	-11	+2	0	0	0
70-79	7	35	140	+2	7	2 or 4	7	17	-12	+3	0	0	0
80-89	8	40	160	+3	8	4	8	20	-13	+4	5	0	0
90-99	9	45	180	+4	9	4	9	22	-14	+5	5	10	0
100-109	10	50	200	+5	10	4	10	25	-15	+6	10	20	0
110-119	11	55	220	+6	11	4	11	27	-16	+7	10	30	10
120-129	12	60	240	+7	12	4	12	30	-17	+8	15	40	20
130-139	13	65	260	+8	13	4	13	32	-18	+9	15	50	30
140-149	14	70	280	+9	14	4	14	35	-19	+10	20	60	40
150	15	75	300	+10	15	4	15	37	-20	+11	20	70	50

VITAL STATISTICS COMPARISON

SPECIES	STR	MD	AGL	CON	AGG	IQ	INT	CHA
Chatilian	-15	-10	5	-10	10	30	50	-25
Cizerack	15	-20	35	10	20	-5	0	0
Eridani	10	5	20	5	15	10	-5	-10
Fott	15	-15	15	10	35	5	-10	-25
Human/Gen-Human (Base)	0	0	0	0	0	0	0	0
Keen	10	-15	20	0	-20	10	5	-10
Mazian	-25	15	0	-25	-15	5	15	0
Mutzachan	-20	5	0	-15	0	50	15	10
Orion	0	20	5	0	0	0	5	15
Phentari	-5	25	5	-5	20	10	5	-35
Pythonian (Lizard, Aquatic)	30	-25	-5	50	30	-10	-10	-30
Pythonian (Ram, Terrestrial)	50	-25	15	30	30	-20	-15	-30
Raazet	-10	10	-15	35	-10	10	5	-15
Zen Rigeln	-5	0	-5	10	-25	20	5	35
Zen Rigeln (Tza)	-5	0	-5	10	15	20	5	35

STRENGTH (STR)

The Strength statistic is a measure of a character's physical power. This includes how much weight your character can move, push, lift, etc. Anytime a character needs to do something physical that relies purely on strength, you use their Strength statistic. Examples of using the Strength statistic include crushing a can, hanging from a bar by their hands, breaking out of rope bonds, lifting a skimmer, or trying to pull free from someone's grasp.

If you need real world examples of how much weight your character can lift, consult the Weight Lift Table in the Skills & Statistics Chapter.

Encumbrance (ENC): The Strength statistic also represents how much weight in gear the character can lug around. The higher your character's Strength statistic the less all that weight slows them. The more gear your character carries, the slower they move, and the more difficult it becomes for them to react quickly.

If a character is carrying an amount of gear in Kilograms equal to or less than 10% of their Strength statistic, they are *Unencumbered*. If your character carries more than 10% of their STR in kilos but less than half their Strength statistic in kilos, they are *Moderately Encumbered*. If the character carries more than half but less than double their STR value, they are *Heavily Encumbered*.

EXAMPLE: if a character with a Strength of 55 carried 5 kg or less, they would be Unencumbered. Remember, always round down. If they carried between 6 kg and 27 kg, they would be Moderately Encumbered. If they carried between 28 kg and 110 kg, they would be Heavily Encumbered.

Damage Adjustment (DA): Strength also has an effect on the damage results obtained when employing primitive melee weapons, most modern melee weapons, and when attacking without a weapon in unarmed, hand-to-hand combat. The character's Damage Adjustment is used to reflect the bonus or penalty for damage due to high or low Strength when using most melee weapons and when attacking in hand-to-hand combat. It is abbreviated as DA. Characters who have a low Strength may actually have a negative Damage Adjustment. There is a penalty to any damage they do when doing damage with melee weapons or hand-to-hand attacks. Characters who intend to operate in this capacity should consider this statistic carefully. The amount of damage the character adds to (positive DA) or subtracts from (negative DA) melee weapon damage and hand-to-hand attacks is equal to 10% of their Strength minus 5 (round down). To put it another way, you can determine your character's Damage Adjustment by dividing their Strength by 10 and then subtract 5 from the result. So, our character with a Strength of 55 would have a Damage Adjustment of 0 (55 ÷ 10 - 5 = 0.5, rounded down to 0). Remember, we always round down.

If your character's Strength ever drops to zero or below, they crumple into a heap and can take no physical actions other than lie there helplessly.

Statistic Multipliers

Python Lizards and Ram Pythons (aka Pythonians) have a Multiplier for their Strength statistic. They are the only player character species in the core rules that has a statistic multiplier. Pythonians get to multiply all the sub STATs for the Strength statistic (WGT values, DA, etc.) by two. This multiplier is referred to as a STR X2 multiplier.

EXAMPLE: Ronny the Ram Python with a Strength statistic of 150 would list the stat as 150 X2. Ronny's DA would be a whopping +20! Don't let Ronny the Ram punch you. Similarly, Ronnie could carry 30 kg of weight and still be unencumbered.

The Statistic multiplier game mechanic will pop up in other places in this book and is not limited to just Strength. In addition, multipliers higher than X2 exist. For example, mechanized battle armor has statistic multipliers, and many hostile alien lifeforms (HALs) have statistics that are far beyond the values obtainable by species that you can play as a character.

NOTE: If a Pythonian's Strength drops below 50, their damage multiplier is assumed to be 2.

MORE CRUNCH RULE:

Optional Damage Adjustment

STR	OPT DA
1-9	-5
10-19	-4
20-29	-3
30-39	-2
40-49	-1
50-59	0
60-69	1d4/2
70-79	1d6/2
80-89	1d4
90-99	1d6
100-109	1d8
110-119	1d10
120-129	2d6
130-139	2d8
140-149	3d6
150	3d8

If you're not a fan of fixed damage, you can use the optional Damage Adjustment chart below, which utilizes die rolls rather than a fixed value for high-Strength Damage Adjustments. Pythonians still double the listed value.

Just keep in mind that the more often you have to roll the dice, the more game play will slow. More importantly, these die rolls are going to give you lower average rolls than the standard fixed value DA. This will greatly reduce the lethality of high Strength characters in hand-to-hand and melee weapon combat. You have been warned.

MANUAL DEXTERITY (MD)

A high Manual Dexterity is vital for surgery, mechanics, or any skill requiring hand-eye coordination. A low score assumes that the

character is clumsy when handling things. Furthermore, Manual Dexterity has a limited effect on an individual's ability to use ranged weaponry. Manual Dexterity has absolutely no effect on melee weapons such as swords.

If your character's Manual Dexterity ever drops to zero or below, they drop any item they are holding and are unable to grab or grasp, hold or manipulate any object, or utilize any device that requires physical contact to operate.

MANUAL DEXTERITY EXAMPLES

MD	DESCRIPTION
1-9	You can't hold a pen, much less write.
10-19	You're a klutz.
20-29	Threading a needle will take days.
30-39	Don't try any video games. You'll get hurt.
40-49	Half the time, you drop the ball when playing catch with yourself.
50-59	Average for a Human.
60-69	You're good with your hands.
70-79	Sleight of hand is easy. Try being a magician.
80-89	Concert pianist.
90-99	Qualified for brain surgery.
100-109	World's greatest pickpocket.
110-119	Magician hardly describes you. Your fingers are truly magical.
120-129	You can tickle open a safe by feel alone.
130-139	You can weave nano particles by hand.
140-149	You can place a bullet through a pre-existing bullet hole.
150	You can do the impossible with your hands.

INTELLIGENCE QUOTIENT (IQ)

Intelligence Quotient (IQ) is the most important vital statistic in Battlelords. It encompasses reason, knowledge, and memory. A high IQ is vital for Mutzachans, Chatilians, and Zen Rigelns character species. It represents the mental power of an individual and therefore, has a direct effect on the number of Matrix powers that they can learn. Matrix-using characters that have high IQ scores start with more Power Points (PP).

Power Points (PP): A character's starting Power Point value is equal to 10% of their IQ statistic (rounded down). To put it another way, you can simply divide your character's IQ by 10, rounding down, to determine the number of Power Points they have at the start of the game.

If your character's IQ ever drops to zero or below, they enter a vegetative state. They are still alive but not conscious or aware of their surroundings.

INTELLIGENCE QUOTIENT EXAMPLES

IQ	DESCRIPTION
1-9	You possess the same level of intellect as insects (IQ 1) and rats (IQ 5).
10-19	You could be a service dog (IQ 10)!
20-29	You're able to comprehend basic tool use.
30-39	You can speak but not in full sentences. Average Ram Python.
40-49	You can grasp how to use modern tools and equipment with time.
50-59	Average for a Human.
60-69	You will never be an Ionization Engineer, but you're smarter than the average Human.
70-79	Capable of learning any highly technical skill. Computer tech, Cybernetics tech, Weaponsmith, etc.
80-89	Scientist, Engineer, Mathematician, Astrophysicist. If it requires deep thought, you got it.
90-99	Einstein
100-109	Capable of becoming an authority.
110-119	Capable of becoming the premier authority on a subject throughout the Alliance.
120-129	Capable of conceiving concepts and ideas that are centuries beyond current conventions.
130-139	Intellect allowing the adoption of concepts that are completely foreign.
140-149	Can master nearly every subject.
150	The smartest Mutzachans. Capable of comprehending and utilizing knowledge spanning the galaxy.

AGILITY (AGL)

Agility measures reflexes, quickness, and balance. It is used to determine how quickly a character reacts, how difficult the character is to hit when dodging, and perhaps most importantly, how accurate the character is in hand-to-hand combat or combat with a melee weapon.

Dodge Rating (DGE): Characters can attempt to avoid attacks by Actively Dodging. Any opponent who attacks a character who is Actively Dodging suffers a penalty equal to one-quarter of the dodging character's Agility score. The Unified Statistics Table shows an average Dodge Rating (DGE) for the listed Agility range. Players may opt to calculate the more accurate value by mathematically determining what one-quarter of their Agility score would be.

Actions: Your character's Agility partially determines the number of Actions they receive. If your Agility is 75 or less, you receive 2 Actions each Combat Round. If your character's Agility is higher than 75, they receive 4 Actions each Combat Round. Character with high levels of combat skills may end up with more Actions. Cizeracks also receive a bonus to their number of Actions. See the Combat chapter for more information.

AGILITY EXAMPLES

AGL	DESCRIPTION
1-9	You have the grace and poise of someone walking on oil covered ice.
10-19	You can make it to the bathroom with a walker.
20-29	You walk like a drunk after a gallon of vodka.
30-39	Like a bull in the china shop. If there is something to walk into, you'll find it.
40-49	You are a klutz. Watch out for rugs or loose rocks.
50-59	Average for a Human
60-69	Ballet Dancer
70-79	Mountain Climber
80-89	World Class Acrobat
90-99	Olympic Gymnasts
100-109	Maximum Human Agility (100)
110-119	Like a cat, you always land on your feet and batting things out of the air is easy.
120-129	Like a mountain goat, you can run up a sheer cliff.
130-139	You are as agile as a small monkey. Flying from tree to tree is a piece of cake. Maximum Cizerack Agility.
140-149	You can dodge slow-moving projectiles like arrows.
150	You can practically dodge bullets.

Initiative Modifier (IM) : Your character's Agility also determines their Initiative Modifier (IM). The Initiative Modifier is subtracted from a 2d10 roll to determine who goes first during combat. The lower the result, the faster you react to the situation. A character's Initiative Modifier is 10% of their Agility statistic. You can simply divide your Agility by 10 and round down to determine your Initiative Modifier.

If your character's Agility ever drops to zero or below, they crumple into a heap and can take no physical actions other than lie there helplessly.

CONSTITUTION (CON)

Constitution describes a character's physical fitness, health, general toughness, and bodily resistance to disease and infection. Constitution also affects a character's Body Points (BP). Your character's Constitution statistic also reflects your character's ability to deal with injury and pain.

If your character's Constitution ever drops to zero, they are rendered unconscious. If your character's Constitution drops below zero, they begin to die, losing 1 Body Point per hour until they expire or until their Constitution is increased to zero or above.

Body Points (BP): Add this value to the number of Body Points your character starts the game with, which is based on species. A character cannot start the game with less than 1 Body Point.

Critical Hits: Every time a character takes a Critical Hit make a roll to remain conscious. If the roll is equal to or lower than the character's Constitution minus any penalties from the Critical Hit, they remain conscious. If the roll is more than the character's Constitution value minus any penalties from the Critical Hit, they fall unconscious.

CONSTITUTION EXAMPLES

CON	DESCRIPTION
1-9	You look like death warmed over. Sitting up is exhausting.
10-19	Frail and easily fatigued. Just standing for a prolonged period wears you out.
20-29	Low, even for a Mazian. You're Sickly. You always had the sniffles as a child. You probably have chronic health conditions. You have to rest after walking to the bathroom.
30-39	Grocery shopping leaves you winded.
40-49	You probably had more than your fair share of illnesses growing up. Still not outside of average for most species. Are you a Chatilian?
50-59	Average for a Human
60-69	You rarely catch a cold. Running 5 miles isn't a problem.
70-79	Everyone else ate it and was sick, you didn't even get nauseous. Then you went to the gym.
80-89	Your body is a temple. Your endurance is that of a triathlete.
90-99	You never get sick. You can work hard breaking rock all day and party all night.
100-109	Illness, what is that? Marathons to mountain climbing, nothing tires you out.
110-119	There isn't a normal illness that can affect you. It takes a special kind of pathogen to give you the sniffles.
120-129	You need a 3-day endurance test just to break a sweat. Plus, you never get sick.
130-139	A wound that would kill a normal person is merely a flesh wound. You've shrugged off wounds that would kill a normal member of your species. The toughest Cizeracks, Raazet, and Ram Pythons fall into this category.
140-149	You can run across the continent through wind and rain in the nude and never get sick or tired. You're probably a Python Lizard.
150	Your physique is of the gods. No mortal illness or injury can keep you down. You can do marathons daily with no ill effects.

Death's Door (DD): Your character's Constitution also determines how much damage to their body they can sustain before they die. This number is referred to as your character's Death's Door (DD) number. When your character's Body Points drop below their Death's Door number, they die. A character's Death's Door number is a NEGATIVE number equal to 10% of their Constitution plus 5. So, a character with a Constitution of 55 would have a Death's Door value of -10. Remember your character's DD value is always expressed as a negative number.

When a character suffers an amount of damage that would equal three times their Death's Door number, they have taken *Catastrophic Damage* and cannot be resuscitated except using extreme means. For example, a character with a Constitution of 55 would receive Catastrophic Damage when their Body Points (BP) reached -30 or lower.

ECR Bonus (Physical ECRs): Environmental Condition Rolls (ECRs) determine a species' resistance to environmental conditions or exotic attacks. To reflect a character's physical robustness or weakness, their Construction statistic can increase or decrease their physical ECRs. This ECR bonus or penalty for a

given Constitution score is shown on the Unified Statistic Table. Modifiers for high or low Constitution are not applied to the Mental ECR, which is modified by the character's Intuition.

INTUITION (INT)

Intuition defines a character's awareness, perception, and instincts. It is the ability to "feel" what is the best answer to a dilemma without having enough information. It is of utmost importance in situations where the best choice isn't clear. Intuition has a direct effect on a character's ability to spot things that are out of the ordinary. Characters use their Intuition to utilize their senses, resist mental attacks, and perceive clues. If your character's Intuition ever drops to zero or below, they enter a vegetative state. They are still alive but not conscious or aware of their surroundings.

INTUITION EXAMPLES

INT	DESCRIPTION
1-9	You're completely oblivious to your surroundings.
10-19	You always believe what you are told.
20-29	You don't realize when people are being sarcastic.
30-39	The Phentari in the white van has some candy for me if I get in. Okay!
40-49	You lose your keys, car, and remote, a lot.
50-59	Average for a Human
60-69	You could be in the Military, a martial artist, or a police officer. You're always aware of your soundings.
70-79	Detective level sleuthing skills.
80-89	Forensic scientist, knowing where to look to find the best clues.
90-99	Profiler. Able to determine motive / reason from the smallest clues.
100-109	Sherlock Holmes
110-119	You can accurately link seemingly unrelated events to each other with a minimal amount of data.
120-129	Within your sight, you can link everything together about a location. Plants, animals, and stones tell you their secrets at a mere glance.
130-139	You can tell how the butterfly flapping its wings on the other side of world will affect your weather.
140-149	You can tell how an asteroid moving through your solar system affects the wobble of your planet.
150	The flow of the universe tells its story to you. Nothing is a surprise, and everything is obvious.

ECR Bonus (Mental ECR Only): A character's Mental ECR determine their species' resistance to mental attacks and stresses. A high or low Intuition statistic can increase or decrease a character's Mental ECR. This ECR bonus or penalty for a given Intuition score is shown on the Unified Statistic Table.

AGGRESSION (AGG)

AGGRESSION EXAMPLES

AGG	DESCRIPTION
1-9	You go catatonic at the 1st sign of conflict.
10-19	You wish you were invisible. Hiding and running seem to be your only answer.
20-29	Won't look another sentient in the eyes. The thought of interaction terrifies you.
30-39	You are a push over. Everyone treats you like a door mat.
40-49	You tend to avoid conflict if you can.
50-59	Well balanced individual
60-69	Capable of being assertive and persistent.
70-79	Well-suited for contact sports or combat.
80-89	Overly aggressive.
90-99	Typical road rager. You lose your temper very easily.
100-109	Prone to fits of rage and violent outbursts. Anything remotely annoying sends you into a rage. Prefer hyper-aggression tactics
110-119	Your tactic is kill, kill them all. You are always at a low simmer, ready for violence.
120-129	Your temper is nearly uncontrollable, Hyper aggression is all you know. You need sedation to interact in society.
130-139	You need sedatives/tranquilizers to keep from killing those that annoy you.
140-149	Berserking is your thing. Every challenge sends you into this rage, even with meds.
150	Rage is your only state of mind and a homicidal killing spree without any provocation is only a step away, even with the meds.

If your character is predisposed toward beating people up and enjoys the idea of putting various parts of their bodies through brick walls, then they probably have a high Aggression score. Aggression measures the tendency for a particular individual to attack another under provocation. The higher the Aggression statistic the less provocation is required to set your character off. If your character's Aggression statistic is high (over 80), the character may "go berserk" and fly off into a violent rage when provoked. If your character's Aggression is over 100, the character can go into a suicidal rage, where they lack any concern for their own life and safety as long as they can vent their anger through unbridled violence. Characters with low Aggression scores tend to panic or flee when faced with danger or violence.

If your character's Aggression ever drops to zero or below, they immediately panic and flee until they reach a place where they feel safe. At this point, they cower helplessly, unable to move, frozen with fear. If the character does not perceive any place safe for retreat, they will drop to the ground, paralyzed with fear. Characters will remain in this state for 1d100 hours, or until they pass out from starvation or dehydration, or their Aggression score is raised above zero.

Please note that the chances of going *Berserk* or *Suicidal* in the vital statistics table are just estimates. The actual value is your

Aggression score minus 80 and 100 respectively. Aggression is the only vital statistic were any species can exceed 100, regardless of Stat Bonuses.

CHARISMA (CHA)

CHARISMA EXAMPLES

CHA	DESCRIPTION
1-9	People vomit at the sight of you and you have the personality of slime mold.
10-19	You are horribly disfigured. People point or turn the other way fast.
20-29	Ugly, rude, and obnoxious barely cuts it. Wear a bag and don't talk.
30-39	Somebody beat you with an ugly stick, and your personality matches.
40-49	I've seen worse.
50-59	Average for a Human
60-69	Smooth talker and quite the charmer.
70-79	You could be a model, only with personality.
80-89	You're popular. You could have a career in politics. Everyone listens to you.
90-99	You're more suave and debonair than a movie secret agent. You fit in anywhere. Everyone loves you.
100-109	You could have a cult-like following.
110-119	Your presence draws a crowd. People worship and adore you or despise you with their entire being.
120-129	You inspire absolute loyalty in all that follow you. Those that do not despise, utterly respect you.
130-139	You can get individuals to act against their very nature. Make friends with their bitterest enemy or shoot their best friend.
140-149	All the masses that see you desire to please and fulfill your every need.
150	You can lead anyone and anything. Even the bitterest enemies will cooperate to please you. You could convince entire planetary populations to serve you.

Charisma is a measure of one's physical attractiveness, charm, and sense of humor. It is important because it represents the ability to get along with others. Charisma is the only statistic that can be negative and not physically debilitate the character in some way. Granted, characters with negative Charisma will never get a date, but they can still function normally on a physical level. If your character's Charisma ever drops to zero or below this means they are highly unattractive, both physically and personality-wise.

"Stop shooting it! I wanna talk to it."

SPECIES PREFERENCE

The Galactic Citizens Board has tried to iron out the differences between the many nations for years with little success. Only in the Galactic Forces, where individuals are forced to get along with each other, is there a basic homogeneous liking for one another. In military and paramilitary organizations, your fellow soldier or merc becomes your brother or sister, regardless of species. However, speciesism and prejudice are rampant throughout the Alliance. In the past, many nations have warred with one another and resentment still runs thick in the blood of the Alliance subjects.

The following table specifies the general species preferences of the various species. The table only represents the general tendency of a species to like or dislike another. The table is read from left to right.

EXAMPLE: Mutzachans dislike Chatilians, while Chatilians are tolerant of Mutzachans.

CHOOSING THE CHARACTER

1. SPECIES

Battlelords of the 23rd Century has 14 species from which players may choose. Select the species that you think is the most fun and challenging for an individual of your temperament.

2. DETERMINE YOUR VITAL STATISTICS

Using one of the methods detailed at the start of this chapter determine your vital statistics and any sub-stats. Your vital statistics will be modified based on what species you selected.

3. HOME PLANET & TECH LEVEL

The home planet of the Species is listed along with the tech level of that world. Colony worlds may be of a higher or (usually) lower Tech Level than the home world.

4. NAME

Choose any name that you want for your character. We have provided sample names for each species. Use some imagination. Come on! Henry the Mutzachan isn't exactly as thrilling as Cathazar the Destroyer. Play around with it and see what you come up with.

5. HEIGHT AND WEIGHT

The next step in rolling up a character is to select its height and weight. If you don't want to be average, you can roll the specified dice and apply the results to the simple formula shown to determine height and weight of your character at random. Height and weight are governed by species.

Imperial Height Conversion: Multiply the result by 0.394 to convert centimeters to inches.

Imperial Weight Conversion: Multiply the result by 2.205 to convert kilograms to pounds.

6. SIZE CLASS

Size Class, which is sometimes abbreviated 'SC' gives an approximation of an object's overall size and mass. This is done

SPECIES PREFERENCE: (P=Preferred, T=Tolerant, M=Mistrust, D=Dislike, E=Enmity)

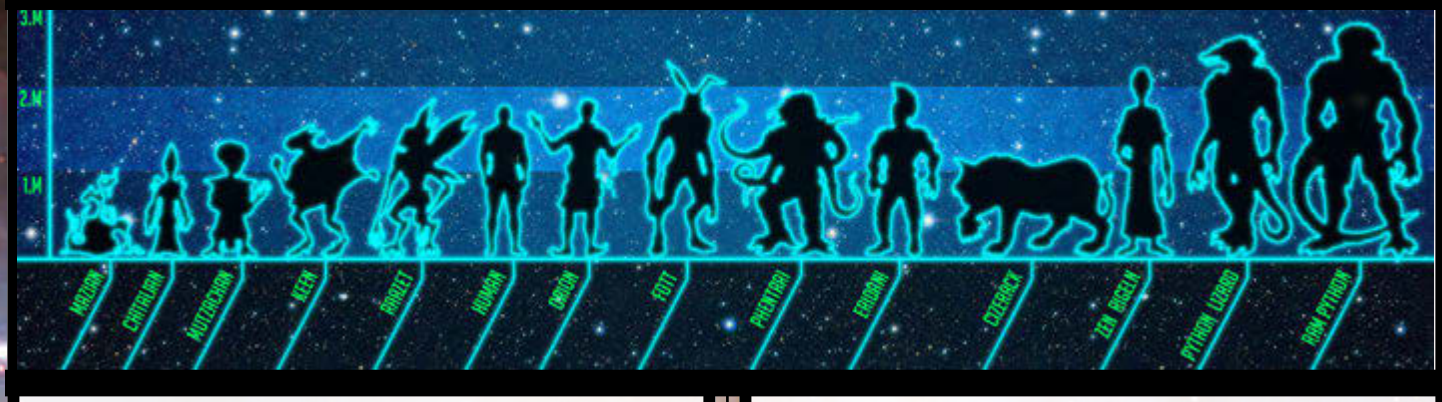
SPECIES	CHATILIAN	CIZERACK	ERIDANI	FOTT	GEN-HUMAN	HUMAN	KEEN	MAZIAN	MUTZACHAN	ORION	PHENTARI	PYTHONIAN	PYTHONIAN (RAM)	RAAZET	ZEN RIGELN	ZEN RIGELN (TZA)
CHATILIAN	P	T	D	E	D	D	M	D	T	M	D	D	D	T	T	D
CIZERACK	T	P	D	T	T	T	P	P	T	E	E	E	E	T	P	D
ERIDANI	D	D	P	D	T	T	T	D	D	E	E	P	P	M	T	M
FOTT	D	D	M	M	T	T	T	M	M	M	M	T	T	T	T	M
GEN-HUMAN	M	T	T	D	P	T	T	T	P	P	D	T	T	D	P	D
HUMAN	M	T	T	T	M	P	M	T	P	P	D	M	M	T	P	E
KEEN	D	P	D	T	T	T	P	P	M	T	P	T	P	M	T	D
MAZIAN	E	P	T	T	T	T	P	P	T	P	D	D	D	T	T	D
MUTZACHAN	D	T	T	M	P	T	T	D	P	D	D	D	D	M	T	D
ORION	T	T	E	P	P	P	P	T	D	P	P	T	T	T	P	E
PHENTARI	D	M	E	T	T	D	D	D	D	P	P	T	T	T	D	P
PYTHONIAN	D	E	P	T	T	D	P	D	D	T	D	P	D	M	P	D
PYTHONIAN (RAM)	D	E	T	M	T	D	P	T	D	P	T	D	P	M	P	D
RAAZET	T	T	M	T	T	T	T	T	P	D	T	T	T	P	T	T
ZEN RIGELN	T	D	D	T	P	P	P	T	T	P	D	D	D	T	P	E
ZEN RIGELN (TZA)	D	D	P	D	D	D	D	D	D	E	P	P	P	D	E	P

SIZE CLASS

WEIGHT (kg)	HEIGHT (cm) 0-120	121-150	151-180	181-230	231-343	344-464	465-623
0-18	0	1	2	3	4	5	6
19-50	1	2	3	4	5	6	7
51-91	2	3	4	5	6	7	8
92-181	3	4	5	6	7	8	9
182-800	4	5	6	7	8	9	10
801-4,800	5	6	7	8	9	10	11
4,801-10,500	6	7	8	9	10	11	12

by assigning a value based on the object or character's longest dimension (usually height) and their weight. Both objects and organisms may be assigned a Size Class. The larger your character's Size Class, the easier they are to hit. Larger characters require larger, more expensive armor. Conversely the smaller your character's Size Class, the more difficult they are to hit, in comparison with larger characters. The cost of their armor is less expensive.

You can choose to use the Average Size Class listed for the species or roll their height and weight and consult the Size Class Chart. The largest characters are Size Class 8, but other alien lifeforms can be larger. Larger characters in mechanized body armor (MBA)



are often larger than Size Class 9. Vehicles often have a Size Class listed, which is usually larger than 8.

7. STARTING SKILL POINTS

Each species starts the game with a specified number of Skill Points. Players use these points to buy skills for the character. The more Skill Points you have, the more skills you can typically purchase for your character. See the Skills chapter for more information.

Characters who are *Matrix Controllers* must also spend their Skill Points to purchase Matrices for their character. Matrices cost two (2) Skill Points each, regardless of *Energy Bracket*. Characters may purchase Matrices that are one level above their current Energy Bracket, but these cost twice as much (4 Skill Points). See the chapter on Matrices for more information.

8. BODY POINTS (BP)

Body Points (BP) represent the total amount of Damage that character's body can withstand before the character falls unconscious. Body Points are reduced when a character takes *Real Damage*, which happens when the character is shot, stabbed, blown up, run over, set on fire, sat on by a Ram Python, or injured in some other grievous fashion. Real Damage is damage that is potentially lethal. A person loses consciousness when their Body Points are reduced to zero. To determine a character's Body Points, roll the die or dice shown for their species and apply the results to the simple equation. A character's Body Points total can be increased or decreased by high or low Constitution scores respectively.

A character dies when their Body Points are reduced to a negative number equal to their Death's Door rating. A character's Death's Door rating varies and is linked to the Constitution statistic. This is covered in the vital statistics section

A character possesses a number of *Temporary Body Points* (TBP) equal to their original Body Points value. Temporary Body Points are reduced by *Temporary Damage* (TEMP), which is typically non-lethal. Temporary damage is caused by non-lethal weapons and attacks like punches and kicks. When a character's Temporary Body Points are reduced to zero, they are temporarily stunned or dazed for 1d4 Combat Rounds and unable to take any actions.

If a character takes Temporary Damage after their Temporary Body Points are reduced to zero, it is treated as Real Damage and reduces their Body Points score. This occurs regardless of whether the attack was intended or designed to be non-lethal.

Anytime a character takes an amount of damage (Real or Temporary) equal to ¼ of their original, unreduced, total Body Points in an attack that strikes the head, they must make a Difficult (-50) Constitution check or be stunned, unable to take any actions, for 1d4 Combat Rounds.

9. MOVEMENT RATINGS (MOV)

Each species has three listed Movement Ratings that are *RUN*, *JUMP*, and *FLY*. Each represents how far that species can travel in meters per second using the specified form of locomotion as a Free Action. If a Species has a 0 listed for any of their three Movement Ratings, then that mode of locomotion is not possible for that species. i.e. Humans have a 0 listed for FLY because they can't fly… though we're pretty good at falling. Some aquatic species also have a *SWIM* Movement Rating.

When referring to all of the Movement Ratings a species possesses, the abbreviation MOV is used. For example, a -3 penalty to the character's MOV scores would reduce their RUN score by 3, their JUMP score by 3, and their FLY score by 3, to a minimum of 0.

RUN, JUMP, FLY

RUN is the number of meters per second a character can move using their normal mode of over-land locomotion (jogging, crawling, slithering, etc.). Not every species has legs or walks from place to place. When using the RUN speed, characters are limited to over-land movement. If the character makes any Stat or Skill Checks that Combat Round, they suffer a *Snap Shot* penalty to those checks. A character can sprint, which triples their listed RUN speed by spending *ALL Actions* to move at their maximum speed, but the character may take no other Actions that Combat Round.

The JUMP movement rating is the distance in meters a character can leap horizontally from a standing position. A character

can double their listed horizontal JUMP speed by spending ALL Actions to make a running jump, if they have sufficient room to get a running start, but they may do nothing else that Combat Round. *Vertical leaps* are limited to the species original, unmodified, JUMP score minus one meter, no matter how much of a running start the character gets. When moving using a JUMP score, characters are not limited to strictly over-land movement, but they cannot cross gaps that are wider than they can jump.

The FLY movement rating is how far the character can fly or glide in meters per second. Obviously, not every species can fly, and this Movement Rating is restricted to Keen, Raazet, and some clever Mazians. A character can power-fly by spending ALL Actions, which triples their listed FLY speed, but they may do nothing else that Combat Round.

For species that glide, rather than truly fly, a glide ratio will be listed as #:# where the first number indicates the meters of distance traveled for every meter of height lost. Distance traveled is the second value after the colon.

EXAMPLE: Keen have a glide ratio of 2:1, which means they travel 2 m for every 1 m of altitude lost. Creatures that glide still use their FLY value to determine how much distance they cover. The glide ratio just indicates how much height they lose while doing so.

WALK, SKIP, SLOW FLY

A character can move at half their listed RUN, JUMP, or FLY score as a Free Action and not take a Snap Shot penalty to other Actions later that same Combat Round. This form of movement is commonly referred to as walking (RUN), skipping (JUMP), or slow flight (FLY).

MOVING & SNAP SHOT PENALTIES

If the character moves at the end of the Combat Round, they will not take a Snap Shot penalty for Actions that occurred earlier that Combat Round.

10. SENSORY MODIFIERS

Different species may have more or less acute senses than Humans. The three sensory modifiers – Vision, Smell, and Hearing indicate the acuity of a particular species senses.

VISION

Each species has a vision modifier listed in the stat block. If the rating is zero that species essentially has the same quality of eyesight as a Human with perfect vision. A species with a positive vision modifier has eyesight that is superior to your average Human. A species with a negative vision modifier has eyesight that is worse than your typical Human. Some species may also have a distance listed next to their vision modifier. This indicates the maximum distance the species is capable of visually detecting a Size Class 4 creature. If this sense is marked with a N/A, this species is blind.

SMELL

Each species has a smell modifier listed in the stat block. This is not how bad the creature smells to a Human, though most aliens smell somewhat unpleasant to Humans. We don't smell any better to them. It's how acute the species olfactory senses are compared with a Human's sense of smell. If the rating is zero that species essentially has the same sense of smell as a typical Human. A species with a positive smell modifier has a sense of smell that is superior to your average Human. If this sense is marked with a N/A, this species has no sense of smell.

EXAMPLE: A Cizerack's sense of smell is on par with an Earth canine known as a bloodhound, and their high Smell modifier reflects this. A species with a negative smell modifier has a sense of smell that is worse than your typical Human.

HEARING

Each species has a Hearing modifier listed in the stat block. If the rating is zero that species essentially has the same range of hearing as a typical Human. A species with a positive hearing modifier has a more acute auditory with a wider range than your average Human. A species with a negative hearing modifier has hearing that is worse than your typical Human. If this sense is marked with a N/A, this species is deaf.

Note: The Keen, Mazians, Python Lizards, and Ram Pythons species have senses that allow them to detect vibrations (Mazians and Pythonians), scan objects like an ultrasound machine (Mazians), and echolocate (Keen). These abilities are represented by their high hearing modifier. If the majority of their body isn't touching the ground or if they're wearing body armor when using these abilities, the difficulty is shifted two levels higher. This penalty for wearing armor can be negated by purchasing the *Tactile Feedback* Armor Option.

11. SPECIES ABILITIES

These are innate abilities possessed by the species as a result of their unique physiology and bio-chemistry. These are not learned abilities. If any skills are listed in this category, it is safe to assume that members of this species are born knowing those skills. Any skills listed here are free and do not reduce the character's starting Skill Points.

12. SPECIES LIABILITIES

The liabilities listed in this section are a direct result of the species physiology and bio-chemistry.

13. CULTURAL SKILLS AND BEHAVIORS

This section summarizes learned behaviors, attitudes, and prejudices that are common to the vast majority of this species. It also includes cultural skills, which are not innate, but so commonplace that every member of the species would be

expected to possess the listed skill(s). Areas of study that are so common to the species that they are considered a defining trait (often conferring discounted skill purchase prices) will also be listed here. Any skills listed here are free and do not reduce the character's starting Skill Points.

14. ENVIRONMENTAL CONDITION ROLL (ECR)

Player characters are often subjected to different environmental conditions or forms of attack beyond the puncture, slash, and crush injuries seen on the battlefield. These include exposure to extreme cold or heat, biological weapons, chemical weapons, sensory attacks, and even mental attacks. Because each species functions differently on a physiological level, they may be more or less resistant to these types of attacks and conditions than your typical Human. In addition, many species are adapted to different environmental conditions than Humans and may not be particularly affected by arctic cold or radiation. As a result, each species has a set of Environmental Condition Rolls (ECRs) that represent how resistant or vulnerable they are to particular environmental conditions or exotic attack forms.

The higher the ECR, the more resistant that species is to that type of environment or condition. ECR values are fixed for each species. However, ECRs can be modified by the Constitution and Intuition Statistics. This represents the fact that characters with high vital statistics are more robust than an average member of the species. Furthermore, characters with low statistics may have their ECR values lowered to show that they are feebler than an average member of the species.

Rolls on the character development tables, also known as the 'I Was Just Growing Up' and 'Fickle Finger of Fate' tables can also result in increased or decreased ECR from events that occurred earlier in the character's life.

The ECRs all species possess are as follows:

BIOLOGICAL (BIO)

Indicates a species' resistance to germ-based diseases, biological weapons, and attacks that inhibit or interfere with biological processes. This ECR also represents a character's resistance to poisons and venoms.

CHEMICAL (CHEM)

Indicates a species' resistance to chemical threats, including chemical weapons, tear gas, and exposure to harmful chemicals such as acids or caustic compounds.

COLD

This ECR indicates the species' ability to withstand cold environments. Species with high COLD ECR values are at home in arctic environments and may survive there with little or no need for insulating clothing or shelter. In contrast, species with low COLD ECRs may quickly succumb to below zero temperatures and freeze to death. This ECR also represents a species' ability to shrug off hits from weapons that utilize cold temperatures to cause damage.

ELECTRICITY (ELE)

Humans, as a species, generally find being electrocuted unpleasant, and this is reflected by their low ELE ECR score. There are, however, other species that hardly notice. Mutzachans, in particular, could care less if you plug them into a standard power outlet. In fact, they quite enjoy it. The Electricity ECR represents how resistant your species is to damaging electrical currents and weapons that injure their targets via electrical discharge.

FIRE (FIRE)

What may be a literal day at beach for a Human is likely to be a tropical hell for a Phentari or an Eridani. Cizerack on the other hand thrive on the scorching hot savannahs of their home world. Not only does the Fire ECR represent a species' resistance to hot environments but also their resistance to weapons that use heat or fire to damage their targets.

MENTAL (MEN)

In the vast universe your character's find themselves in, there are devices and alien lifeforms that can literally mess with your character's head – usually from a distance. The Mental ECR indicates how well your character can repel psychic attacks and devices that inhibit or interfere with their brain (or equivalent organ).

RADIATION (RAD)

Some lifeforms are built a little studier than others. This includes their ability to shrug off the damaging effects of ionizing radiation. The Radiation ECR indicates your species resistance to damaging radiation.

SENSORY (SEN)

The Sensory ECR indicates your species resistance to sensory overload, including being deafened or stunned by loud noises, blinded by bright lights, or overcome with nausea from noxious smells.

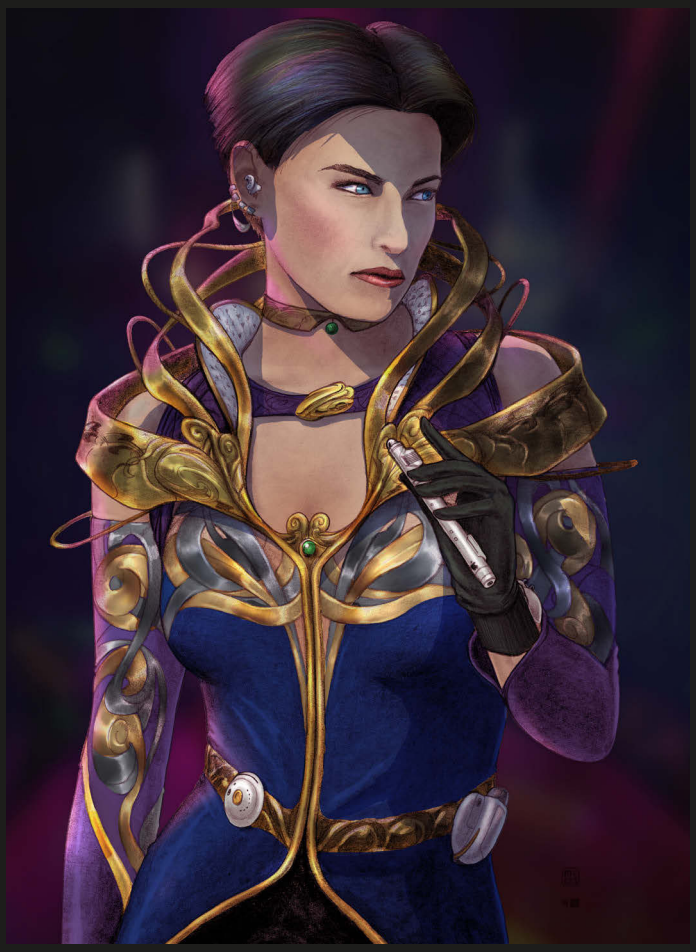
15. ACTIONS

Actions indicate the number of activities your character can perform in a Combat Round. This is detailed in the Combat chapter.

16. ENCUMBRANCE

Characters usually have a pressing need to carry large amounts of equipment on their person when adventuring. Everything carried has weight, and most things have substantial volume. Encumbrance measures the amount of weapons, armor, and gear that one can carry relative to his or her strength score. Too much weight can severely restrict a character's ability to move or react rapidly. Something need not necessarily be heavy to be cumbersome.

Unencumbered individuals receive a -2 bonus to their Initiative



rolls and suffer no MOV penalties.

Moderately encumbered individuals suffer no penalties to their Initiative rolls. MOV scores lower than 8 drop by 2 points, to a minimum of 1. MOV scores between 8 and 12 drop by 3 points. Movement scores higher than 12 are reduced by 4 points.

Heavily encumbered individuals suffer a +5 penalty to Initiative rolls. MOV scores are reduced by half (round down).

EXAMPLE: Erin the Eridani has a Strength of 60. Erin can carry up to 6 kg and receive a -2 bonus to her Initiative rolls and without suffering any penalties to her MOV scores. She becomes Moderately Encumbered carrying 7 to 30 kg, which reduces her MOV scores of 10/3/0 down to 7/1/0, but does not affect her Initiative. If Erin carries more than 30 kilograms, she is Heavily Encumbered and will suffer +5 penalty to her Initiative rolls and have MOV scores of 5/1/0.

17. STARTING CASH & SOCIAL CLASS

The following table determines the character's starting cash in Alliance Credits (▽). Starting cash is modified by their Social Class.

STARTING CASH

SPECIES	STARTING CASH
Chatilian	8d10 × ▽100
Cizerack	4d10 × ▽100
Eridani	6d10 × ▽100
Fott	4d8 × ▽100
Gen-Human	9d10 × ▽100
Human	8d10 × ▽100
Keen	6d10 × ▽100
Mazian	6d10 × ▽100
Mutzachan	5d10 × ▽200
Orion	1d100 × ▽100
Phentari	6d10 × ▽100
Pythonian (Lizard)	5d8 × ▽100
Pythonian (Ram)	4d8 × ▽100
Raazet	4d10 × ▽100
Zen Rigeln	6d10 × ▽100
Zen Rigeln (Tza)	5d10 × ▽100

Characters are born into various social classes. The class status denotes the general economic welfare of the character. Class affects how one is viewed by others.

Mutzachans never come from poverty status. If the dice roll indicates that a Mutzachan is poverty stricken, reroll.

SOCIAL CLASS

% ROLL	SOCIAL STATUS	WEALTH BONUS
01-02	Loaded	500%
03-05	Rich	200%
06-10	Wealthy	75%
11-30	Content	25%
31-50	Upper Middle	10%
51-70	Middle	0%
71-90	Lower	-25%
91-100	Poverty	-50%

18. EXPERIENCE POINTS

These points denote the amount of experience that a character has gained while operating in the field. As a PC gains experience points, they are able to learn new skills. Beginning characters start with 0 EXP.

19. UNSPENT EXPERIENCE POINTS

These are the total number of experience points that the character hasn't spent on new skills. You don't have any EXP at creation, so you can't have any that are unspent. Beginning characters start with 0 Unspent EXP.

20. SALARY

The character contracts himself out to their sponsor for a certain salary. The character negotiates their position, based on their skills and the length of the contract. Players with an officer's rank typically earn more money. See the Game Master (GM) Chapter for more information about calculating your salary.

21. RANK

All of the Galactic Military Services, along with most galactic corporations, function according to some type of rank structure. The Game Master will determine the appropriate rank of personnel according to mission necessity and leadership capability. See the Game Master Chapter for more information on how rank affects your salary.

22. BLACK MARKS

Black marks are blemishes on a character's record. Characters receive them for failure to follow instructions and inappropriate actions. Following rules and regulations is important because too many black marks can cost an individual rank, position, or money. Be careful and always try to keep this blank, which is how it will start the game.

CHARACTER DEVELOPMENT TABLES

Players may choose to roll on the following tables if they so desire in order to round out their characters. All of these tables are optional, but some have certain requirements about the number of times you can roll on the table, or whether you're required to roll on the preceding table first.

The one catch is that once you roll, you're stuck with the result. The Game Master (and only the GM) can change the effects or allow a reroll if some result is not rational for the character due to species or gender. These tables may change your Statistics. If a table states to "take a level" or "take # levels" of a skill you already have, assume the table provided the first levels of the skill when calculating Skill Point cost of additional levels. Unless a table entry specifically states otherwise, you cannot exceed species maximum Statistic values.

I WAS JUST GROWING UP

We all grew up differently. We also display certain peculiarities within our personalities. It happens. Some good things happened to me that didn't happen to you and vice versa. These events shape our personality. They are all part of growing up. There are two I Was Just Growing Up tables. You may roll once on each I Was Just Growing Up Table.

OCCUPATION TABLES

Players may also roll once on a single Occupation table. Choose the table that best fits the character concept or character species. The tables are for general types of occupations and are limited specifically to those occupations named in the titles.

EXAMPLE: Smugglers, salvage crews, and space search & rescue personnel often roll on the Pirate and Privateer Table. Assassins, cat burglars, private detectives, and hackers often roll on the Spy and Espionage Table. Security personnel, bodyguards, law enforcement, and bounty hunters can also roll on the Soldiers and Mercenary Table. All results are final, and the player must play with the character as it is at the end. These tables can be nasty! Note: Only Matrix controller species can roll on the Matrix Controller Table.

FICKLE FINGER OF FATE

Characters' backgrounds are often filled with unexpected ups and downs. Murphy's Law of Averages strikes and strikes hard. The results on this table are typically really good… or really bad. You're far less likely to find a mediocre result in the Fickle Finger table. Remember, once you roll, you're stuck with the result. Players may choose to roll once or twice on the Fickle Finger of Fate Table.

I WAS JUST GROWING UP 01

ROLL	DESCRIPTION
01-02	You hit the genetic lottery. Increase 3 Vital Statistics of your choice by 15 points each. You can exceed species maximums in these Stats.
03-04	You are fleet of foot. Your RUN and JUMP scores are increased by 2 and your Agility is increased by 20.
05-06	You have very strong protective instincts and used them to preserve your family during an Arachnid incursion of your colony. You were inventive and took out several Arachnids before they decided to find a better path through the wilderness. Take 3 levels of Ambush and 2 levels of Demolition.
07-08	Unusually strong. Increase Strength Stat by 10.
09-10	Gifted in the art of stealth. Begin with 3 levels of Stealth & Concealment skill
11-12	You signed up as a test subject for a Biocyberdyne experiment. Take ▽50,000 of cybernetics.
13-14	Your uncle was a bonafide Battlelord. He wanted you to follow in his footsteps. He left you ▽20,000 in his will to be spent on weapons and armor.
15-16	You were addicted to racing growing up. You have 3 levels of Pilot: Ground Vehicle skill.
17-18	Your family owns a space transport company. You can fly free on any of their ships, but it is usually with the cargo and they make you work. On the plus side, you got a great workout moving cargo by hand because the A-Grav lift was usually broken.
19-21	Your parents told you they won the lottery. They put you in the best schools and set you up with a trust fund. You get a monthly income of ▽1,000 from your stock portfolio and get an additional 20 points of skills. Little do you know all the money was stolen.
22-24	You know how to be scary while asking questions. Take 3 levels of Interrogation skill.
25-27	Dad left you his Bear armor. However, it's still damaged from the fight that resulted in your inheritance. Reduce ABS by 1d10 points at three random locations.
28-30	Grew up with a bunch of Eridani and learned the ways of the blade as a form of mediation. You also learned their distrust of Phentari. Take 5 levels of Weapon: Melee (Sword). You have a nice Short Sword worth ▽500.
31-33	Winner of an empty Mini-Sphere k-sat from a Jum brand drink contest.
34-36	Proud owner of a Dialomatic Fluid Gun.
37-39	You drive like a bat out of hell. Spend 8 points on pilot skills.
40-42	You were a member of the Alliance-famous band Orion Blue. Take 9 levels of Music skill and increase Charisma by 5.
43-45	Your family ran a chop shop. You worked in the shop when you were growing up. They got busted, and you just narrowly escaped arrest. Take 3 levels of Repair: Vehicle skill. Your face has been on wanted posters.
46-48	You own a suit of Street 2 armor.
49-51	A Phentari bounty hunter (class 3) owes you a favor.
52-54	You have an extensive bug collection.
55-57	You're a jerk to everyone around you. Reduce your Charisma by 10.
58-60	You have a short fuse: +20 to Aggression.
61-63	You were mortally injured in battle and had to be cryo-frozen, so you could be taken back for medical treatment. While you were frozen, one of your comrades stole all of your equipment. You only have the cash in your pockets which is what is left after purchasing weapons and equipment.
64-66	You caught an arm rocket right square in the groin. You are incapable of having children.
67-69	Weak immune system. -10 Constitution. You constantly have a cold.
70-72	You don't seem trustworthy; it's just that everyone can sense that you don't give a crap about them. You suffer a -10 skill penalty when you're trying to use Persuasion skill.
73-75	You're loud! You have no volume control. You forget you talk loud about 5 seconds after someone tells you to quiet down and start speaking at your normal (loud) volume. You suffer a -20 penalty to Stealth & Concealment skill checks if you have to communicate vocally while sneaking/hiding. You can make your voice heard over almost any crowd.
76-78	A duel cost you an eye. Reduce your Visual Modifier by 30. You have no depth perception.
79-81	You are a chain smoker. You know that's not good for you, right?
82-84	You were an innocent bystander in a Rebel terrorist attack. Their attack on a research facility released a rare and dangerous virus. You survived but at a cost to your health. Reduce Constitution by 10.
85-87	You have poor hand eye coordination due to some neurological damage after fighting with a Zen. Maybe it was a Tza. You're not sure, and you suffer from some tremors. Your Manual Dexterity is reduced by 10.
88-90	You are especially susceptible to catching whatever illness is going around. Reduce your BIO ECR by 5.
91-92	You blew a mission badly leading to several fatalities and a black mark against your Eridani leader. He blames you for the incident even though he should never have trusted you, an untrained soldier at the time, to hold the detonator. He's coming for you!
93-94	You caught a nasty disease as a result of an attack by the Anarchist Rebellion Movement. Your family died, but you survived…barely. After you recovered you found you just didn't have the same stamina. Reduce Constitution by 10.
95-96	Suffered from a bad addiction and it wrecked your body. Reduce Strength, Manual Dexterity, Agility, and Constitution by 5 points each.
97-98	The skimmer you were in went over a cliff and caught fire. You pulled six passengers from the burning wreckage at great cost to yourself. Saving the six passengers ruined your body. Decrease Manual Dexterity, Charisma, and Agility by 10 points each.
99-00	A Cizerack nearly bit your hand off. You're missing several fingers. Reduce your Manual Dexterity by 20.

I WAS JUST GROWING UP 02

ROLL	DESCRIPTION
01-02	Your ex-military father trained you to be the best at sneaking in, sniping an enemy, and getting out. Take 2 levels of Stealth & Concealment, 3 levels of Scouting & Tracking, and 5 levels of Observation. With a little more training, you'll likely get pulled in by Galactic X.
03-04	Grew up the child of ultra-wealthy parents. They put you through the best schools. Social Status is "Loaded". You get a monthly income of ▽1,000 a month from your stock portfolio and get an additional 20 points of Starting skills.
05-06	Exceptionally Quick: +1 bonus to your Initiative Modifier.
07-08	You have been trained in the Eridani art of Doma-Kiam. "Sight Without Sight." All penalties for fighting in darkness or while blinded are halved. Furthermore, you gain 1 level of Alertness skill.
09-10	You are constantly in tune with your surroundings. Take 2 levels of Alertness.
11-12	Your father was a bounty hunter. When he died you inherited his Valley Green Ox Omega weapon.
13-14	You were a budding computer hacker. Take 3 levels of Computer Operation Skill and 2 levels of Computer Security & Forensics skill.
15-16	You were one of the brightest students in your class. You excelled in school. Add 10 points to your IQ.
17-18	You were really good with computers. All your friends come to you for help. Take 3 levels of Computer Operation. There are many people that 'owe you one.'
19-21	Excelled in science in school. Take 3 levels of any Science skill
22-24	Mentally resilient to attacks on your psyche. +20 to your Mental ECR.
25-27	You were a tank driver in the military. For some strange reason, you have a natural affinity for running over smaller vehicles. Take 3 levels of Pilot: Tank skill
28-30	Methodical in everything you do. You get a +5 bonus on all non-weapon skill checks.
31-33	You really liked your history classes growing up. Take 5 levels of Terrestrial Knowledge.
34-36	You won a talent competition on your ability to impersonate celebrities. Take 2 levels of Performance Art and a level of Impersonation & Disguise. You also have ▽5,000 in prize money left.
37-39	You were raised in a very religious household. Take 3 levels of Academic Studies (Theology) skill.
40-42	Wizard with a whisk. Take 4 levels of Cooking.
43-45	You were a sports star in your youth. Take 3 levels of Throwing.
46-48	You are well versed in Etiquette. (2 levels of Etiquette skill.)
49-51	Bookworm. As a child you preferred reading instead of playing outside. Take 5 levels of Academic Studies skill, but reduce Constitution and Agility by 10.
52-54	You're a loner.
55-57	Slob. You and your gear are constantly a mess. No one wants to stand near you either.
58-60	You suffer from Coulrophobia (fear of clowns). It doesn't come up much, but when you do see a clown, you're paralyzed with fear. It takes a successful Aggression check at a Difficult (-40) difficulty to shake free from the paralysis, unless the clown leaves.
61-63	Party animal. You like to stay out late at the clubs and dance until you're kicked out. The next day you're a wreck, hung over and barely coherent.
64-66	Your family stressed honor. As a result, you are highly honorable (+10 to Charisma) and would sooner die than tell a lie. Even a little white lie.
67-69	You have a reputation for outrageousness. You jump into situations first and think later.
70-72	You were in juvenile detention for anger management issues; you kept attacking people. You were forced to learn art to express your anger. You must spend 10 of your starting Skill Points on the Visual Arts skill.
73-75	You were fascinated by security systems and got mixed up with a gang that was breaking into stores. You didn't care about the money; you just liked the thrill of knowing you were able to beat the security. Take 3 levels of Physical Security skill. There are still some warrants for your arrest that won't expire for 5 years.
76-78	You are a weak-minded fool when it comes to mental discipline. Reduce your Mental ECR by 5.
79-81	You swear you hear strange voices. No one else seems to. They tell you to do bad things, and they are quite convincing.
82-84	Claustrophobic. Can't handle going on starships or getting in Vehicles that don't have lots of windows. A successful Aggression Check at -25 penalty is required to get in a vehicle unless you take some kind of sedative.
85-87	You are particularly unobservant. Take a -10 skill penalty anytime you make an Observation check.
88-90	Played Survival Warrior once when you needed some extra cash. You didn't win. You went home with a nice parting gift though… a fractured leg. Reduce Agility by 10 from an incorrectly healed bone.
91-92	A flaw in your genetic make-up reduces your life span dramatically. You will die in the next 3d10 years.
93-94	You are stone deaf from the near miss of a reflex missile. Reduce your Hearing Modifier by 80.
95-96	You struggle to learn anything other than physical skills. Skills using IQ or Intuition as their Link Stat cost 1 additional point per level.
97-98	Extremely close-minded and unadaptable. All new skills purchased after character generation cost 1 point more per level to learn.
99-00	Suffered from a bad addiction and it wrecked your body. Reduce Strength, Manual Dexterity, Agility, and Constitution by 5 points each.

MATRIX CONTROLLER OCCUPATION

ROLL	DESCRIPTION
01-02	Trained to be your Mentor's primary disciple. Begin the game with an additional 5 Power Points. Matrices purchased during character generation cost half as much as normal.
03-04	You are the star pupil at your Matrix School. Begin the game with an additional 4 Power Points. You get two 1st Energy Bracket Matrices without having to spend Skill Points to purchase them.
05-06	Selected for training at the renowned Releasement Center on the Red Moon Xiarg which is orbiting the planet Katrel. Double your starting Power Points.
07-08	Your Matrices are particularly effective. All Matrices you generate have more difficult ECRs. The target(s) subtract 05 from their ECR rating when making their ECR checks.
09-10	You are able to generate power from 2 Energy Brackets above your current Energy Bracket. However, it costs triple the Power Points to do so.
11-12	Training under Oda of Katrel. You learned an extra 2nd Energy Bracket power. Select one 2nd Energy Bracket Matrix for free. Do not spend Skill Points to purchase this Matrix.
13-14	Your mentor drilled you relentlessly. Take 4 levels of Generation skill.
15-16	Excelled under your mentor's tutelage. He taught you 4 levels of Matrix Manipulation skill.
17-18	Your Matrix School believes in strong defenses. Take 4 levels of Mental Defense.
19-21	Your Matrices have a 10% greater range. If range is measured in Range Brackets, move up to the next bracket. For example, RB 3 would become RB 4.
22-24	Trained under the tutelage of Remic-Linex, renowned Matrix specialist. Spend 15 points among the following skills: Generation, Matrix Manipulation, and Mental Defense.
25-27	Rest time required to restore your Power Point total to full strength is halved.
28-30	Your mind is highly resistant to mental attack forms. Increase your MEN ECR by 10.
31-33	New experimental drug raised your IQ by 10 points. There are side effects. Your teeth fall out. Reduce Charisma by 5 points.
34-36	Your school believed in the power of mind at the expense of the body. Add 10 points to IQ. Subtract 10 points of Constitution.
37-39	Seek out your Mentor. He has another power in which to train you. (The new Matrix costs nothing but getting there does).
40-42	A stranger approached you and told you that the key to your future will be found on Nephgia.
43-45	You like muttering random words while you generate a Matrix. It really messes with the Humans for some reason.
46-48	An important message awaits you on Planet Tohr.
49-51	Your mentor has given you a secret item. He says that it has unique capabilities, but he won't tell you what they are.
52-54	In combat situations, you tend to roar as you generate Matrices. It helps you focus. It is, however, hard on your teammates' ears when heard on the in-helmet radios.
55-57	You randomly get a weird visible aura around you when you generate. It only happens once a day, but you never know which Matrix will trigger it.
58-60	Your instructor dismissed a fellow student. She blames it on you because she thinks you were the "mentor's pet." She has sworn revenge.
61-63	Your mentor believes that you stole from her when in actuality it was another student. She is seeking you out to extract retribution.
64-66	Victim of BlueRazor Syndrome. Every time you generate, you scream like you're on fire. Generation causes you no actual pain, but the response is automatic and uncontrollable like a yawn or sneeze. You can attempt to stifle the yell to a continuous grunt or growl, but it's still pretty loud.
67-69	You're partially blind but have developed your powers to their fullest potential. Add 5 Power Points. Subtract 50 from your Visual Modifier.
70-72	Lack of concentration under combat situations. 10% chance of generation failure on any Matrix you attempt to generate while in combat.
73-75	Rest time required for Power Point regeneration is doubled.
76-78	Blackballed by your school for being a difficult student. There is a 25% chance that you will be denied acceptance any time you seek admission to a new Matrix school.
79-81	Early dismissal by your Mentor. After you are done purchasing Matrices during character creation, the GM will randomly select one that must be deleted from your character sheet. The skill points spent to purchase it are regained, but you can not use them to purchase any more Matrices.
82-84	Taught at a very structured school. You don't do well at Matrix Manipulation. The instructors used to say, "Matrices are to be generated only as they are taught!" Take a -25% penalty every time you try to modify a Matrix.
85-87	Played sports growing up and took too many hits. The concussions didn't affect your IQ, but you did lose 1 Power Point.
88-90	Victim of a sonic attack. Reduce Hearing Modifier by 50 points.
91-92	You were in an accident that caused brain damage. Reduce your IQ score by 10 points.
93-94	Generation is unusually taxing for you. The mental strain when generating means you have a 05% chance of passing out for 1-2 Combat Rounds after generating a Matrix.
95-96	Neural-synapse dysfunctions. All Matrices have a 05% chance of failing when generated.
97-98	Some past criminal act means you are banned from generating Matrices. Conviction for violating the ban is punishable by death. Moreover, any Mentor disreputable enough to train you will charge you triple for all Matrices they teach you.
99-00	Victim of Binder's Syndrome. There is a 05% chance that every time you invoke a particular Matrix, some other random Matrix that you know will be the one generated.

PIRATE & PRIVATEER OCCUPATION

ROLL	DESCRIPTION
01-02	You have a personal, if battered, MDD-24 for boarding ships. It's a bit off, so there's a 5% chance that it won't "open." The good news is that the safety protocols are still working. There are no other problems beyond the fact that it may not open a portal when you need it. Due to age, damage, and dubious provenance, the device can't be sold for more than ▽20,000.
03-04	You have a spare set of forged credentials that nobody knows you have. They are excellent and will pass extensive checking by customs.
05-06	You have a full, unrestricted, privateer's license issued by the Alliance government. You can attack and seize any ship you encounter that belongs to an enemy of the Alliance, including known pirates. The salvage is yours, though the Alliance has the right of first refusal, if you offer to sell any of it.
07-08	You are good at hacking and get a lot of practice breaking into the computers of ships you capture. You have 5 levels of Computer Operation and 5 levels of Computer Security & Forensics skill.
09-10	You've spent a lot of time on the bridge. Take 2 levels of Pilot: Spacecraft, 2 levels of Pilot: Aircraft, and 2 levels of Navigation (Space).
11-12	You've spent a lot of time trying to keep the ship in one piece. Take 4 levels of Construction (Zero-G), 2 levels of Extra Vehicular Movement, and 2 levels of Emergency Damage Control.
13-14	You've spent time with the engineering team. You picked up 2 levels of Computer Operation, 2 levels of Repair: Vehicle (Spacecraft), 1 level of Engineering: Power.
15-16	Life as a pirate means being adaptable. You've learned many languages. Begin the game with fluent proficiency (lvl 5) in 5 languages. Furthermore, languages cost you 1 Skill Point less per level to learn.
17-18	You recovered a damaged crate from one raid. It contained a weapon. Pick any one weapon of ▽10,000 or less.
19-21	You are particularly dexterous. Take a +10 to Manual Dexterity.
22-24	Picked up a lot of practice patching people together. Take 3 levels of First Aid and 2 levels of Paramedic.
25-27	Spent some time mining asteroids before you got caught stealing some of the ore. You escaped to join the pirate life. Take 3 levels of EVM and 4 levels of Mining (Asteroids).
28-30	You are the negotiator for your ship. Take 3 levels of Persuasion.
31-33	In your first mission, you encountered a Humpty. You were given a Quad Tube Reflex missile launcher to finish it off and blew the Humpty to pieces. You still have the launcher but no ammo. You've also got a cool story and a piece of the Humpty on a necklace as a souvenir.
34-36	You've got a library of ships' deck plans. You'll know the general layout of any standard ships' decks.
37-39	You made friends with a non-sentient alien critter on one of your many raids. It's 15 cm tall, bright yellow, and scaly. It likes to sit on your shoulder and glare menacingly at anyone it doesn't know. It is also loyal as a puppy and highly venomous. Anything it bites must make a BIO ECR at +30 or die in 1d4 minutes from the neurotoxin. (Ask your GM for stats)
40-42	You and your ship's crew are all illegal clones of the captain. You think you'd do a better job running the ship than he does.
43-45	You've got a privateer's certificate. You can raid any enemy ship or pirate ship as long as you bring the haul back to the Alliance Navy. You get a percentage of the salvage value of any ships, cargo, or gear you capture and bring back, but everything has to be surrendered to the authorities.
46-48	You don't like the pirate life, but now you're so entrenched that you don't know how to get out of the situation.
49-51	You look like a local children's show host. Nobody takes you seriously as a pirate. They keep waiting for you to start singing a children's song.
52-54	You're a member of a rival pirate clan placed in the current clan to learn their operations. You plan to take over their territory.
55-57	You have a weird reaction to going through an MDD-24 or Phase Gate. You get disoriented. Make an Agility check at -50 to avoid falling when you go through one.
58-60	You've spent a fair amount of time in space. You are strangely resistant to radiation (+10 to Radiation ECR) and Mutzachans seem to be able to get high off you.
61-63	You have contacts with the Rebels. They send you information on lucrative targets as long as they get a cut. Unfortunately, it comes with additional scrutiny. Your area of operation is suddenly full of naval ships. They are the fast kind with big guns!
64-66	You face was plastered on the news recently as a notorious pirate. On the plus side, you get a +50 to persuade a ship to lay down arms, or you'll do something mean. On the minus side, the authorities are closing in on you so confirming your location isn't a good idea.
67-69	You have been on a ship so long you suffer from Agoraphobia when you land on a planet's surface.
70-72	You have had a bad streak gambling, and you owe ▽5,000 to the crew. They are starting to give you dirty looks when you are near. If you don't start paying up, they're going to take it out on you physically or perhaps just chuck you out an airlock.
73-75	You're not a pirate. You're in deep cover as part of an investigation into pirate activities. If your crew-mates find out, you're going to get chucked out of an airlock.
76-78	The MDD-24 you were passing through was shot with a Scrambler. You made it through before it shut down, but not before you took a weird electrical jolt. Your Mental ECR is reduced by 5.
79-81	You are easily disoriented under Zero-G conditions. Make a Constitution check at -30 to avoid puking. You can substitute your EVM skill for a Constitution check.
82-84	You had to weld something in a hurry or the ship was going to blow up. You didn't have your mask. You were successful, but the tiny attempts to not look at the blindingly bright light weren't wholly successful. You've taken damage to your sight. Reduce your Visual Modifier by 25.
85-87	Functional Alcoholic. You can't make it through a day without drinking. You spend ▽500 a month on alcohol. You generally have a -20 penalty to Stat and a -10 penalty to Skill checks, unless you've had a hard day, then all bets are off. You prefer rum, of course.
88-90	Some whack-a-doodle decided to shoot the engines because "They could take it, and I'll prove it." The next four hours of fun took a toll. Reduce your Manual Dexterity by 10 due to the bad burns on your hands as you worked on putting out the fires and preventing a core melt down. Also, the inside of your lungs aren't what they used to be. You suffer a -20 penalty to any CON check to avoid exhaustion. You were successful in saving the ship. Did you chuck the idiot out the air lock? Tell the Game Master the answer.
91-92	You shot someone's face off using your M20 Blaster. You were caught on camera, and now you are wanted for piracy and attempted murder. If you're caught, you'll do a lot of time because the district attorney wants to pin your hide to a wall. The shooting may have been justified, but you can't prove it.
93-94	You have taken too many mrems of radiation. You're rapidly approaching the point of serious problems. Even if you're successful at your Radiation ECR, you must check to see if you develop cancer. After the ECR, roll again. On a roll of double zodd (00) you've developed cancer, which is completely treatable... if you can find a doc who works on Pirates.
95-96	Your cousin is up for promotion. The problem is that he's involved in the local coast guard and needs to haul you in for questioning. He knows where to find you.
97-98	You have flashbacks from PTSD due to a botched raid on a small village that was burned to the ground. 5% chance of not getting a good night's sleep and suffering the effects of a lack of sleep. (+5 to Initiative Rolls, IQ related tasks take twice as long). Also, the sight of an open flame has a 50% chance of triggering your flashbacks and incapacitating you for 1d4 Combat Rounds.
99-00	You caught a nasty disease when you were on some R&R at port. How isn't important. What is important is that due to lack of treatment, something that should have been treatable got out of hand. Take a -15 to your Constitution.

SPY & ESPIONAGE AGENT

ROLL	DESCRIPTION
01-02	You have an emergency escape plan. You did a job for the government, and they gave you a new identity. You have the identity card hidden in a cache on a nearby planet with ▽20,000 You also have an open passenger ticket that'll carry you at least 10 parsecs away.
03-04	You've got a network of customs agents in your pocket. For a fee, you can smuggle anything you can fit into a suitcase through customs. The tricky part is arranging the time to go through customs so that you can ensure you have the right agent. Game Master will set the price.
05-06	You stumbled upon a secret cache. There are ▽50,000 worth of untraceable credit chits.
07-08	You're perfect for running an "inside job." People generally like you, and you use that to socially engineer your way to a target. +20 Charisma. Also, take 4 levels of Persuasion.
09-10	You're the team's hacker. 5 levels of Computer Operation and 3 levels of Computer Security & Forensics. You also have a +10 to IQ.
11-12	You've got an assortment of detection and espionage equipment. Take a ▽20,000 shopping spree on those two equipment tables.
13-14	Worked as a weapons smuggler. Take 5 levels of Smuggling skill.
15-16	Master of disguise. Take 3 levels of Impersonation & Disguise.
17-18	Take 5 levels of Escape Artist.
19-21	Expert training in Forgery. Begin the game at 3 levels of Forgery.
22-24	You've got a specially made suitcase for smuggling items through customs. It has a hidden compartment capable of holding a pistol or pistol-sized object. Sophisticated systems fool the detectors. The suitcase has a Stealth rating of 50 when sensor systems are used to determine its contents.
25-27	You received ▽10,000 for a successful assassination.
28-30	Blackmail attempt was successful. Collect ▽5,000.
31-33	The Rebels offered you a position as a double agent. If you accept, collect ▽10,000 now and wait for further instructions.
34-36	Rebel agent. Receive ▽800 a month through a secret account. Await further instructions…
37-39	You've got a trained pack rat that can sneak into spaces and deposit your detectors. It is small enough to fit in your pocket and can place anything reasonably small into these spaces.
40-42	The boss gave you a set of gold lock picks. They are professional quality.
43-45	You've got a Mirchaum SSLU pocket laser pistol.
46-48	You can't whistle. Never learned how.
49-51	Galactic Police are searching for you for questioning.
52-54	You have a Customs Authority access card from an official who had an "accident." He was on vacation and isn't due back for another 25 days.
55-57	You have a tendency to create fake names that start with the same letter for the first and last name. E.g., Dory Davidson or Phelinssarious Phentari.
58-60	Shot while escaping. The bullet lodged in your spine. The operation to repair the damage was only partially successful. You have no sensation in your left arm. Reduce Manual Dexterity by 10.
61-63	You tend to get nervous when you're on a mission, and your body's natural responses to stress are clearly visible.
64-66	You have a "tell" when lying that can give you away. -10% to your skill check when lying if someone is trying to catch you in the lie.
67-69	You're playing both sides of the table. Alliance, Rebels, ARM. You don't care. You get paid by everyone and trade info to everyone else. So far, no one is the wiser.
70-72	Blacklisted as an informant. Little chance of gaining corporate employment.
73-75	Busted for corporate espionage when one of your team was caught and snitched on you to gain immunity from prosecution. You spent 5 years behind bars for a felony conviction.
76-78	You've got a memorable face and distinctive walk. -10% to Impersonation & Disguise skill checks.
79-81	You were caught as a youth while learning to hack bank systems. Take 1 level of Computer Security & Forensics. You have 1 level of Construction skill from your years in juvenile detention. You lost 10 starting Skill Points though and are older with a prison record. Keep clean or you get that felony back on your record.
82-84	You were incarcerated for 5 years. Increase Aggression by 15 points and take 2 levels of Smuggling and 3 levels of Forgery. Three of the inmates became good friends and have since been paroled. Increase starting age by 5 years. You cannot acquire any credit cards, join the Galactic Services, or hold any governmental office.
85-87	A contract is out on you. You're worth ▽20,000 dead because you botched a job, and someone's cleaning up the tracks. Two unsuccessful attempts have already been made on your life.
88-90	Wanted by the Alliance for treason. You didn't know that you were providing key plans to Uncle Ernie. It looked like a normal job. Try explaining that to the government.
91-92	Someone has turned you in as a double agent. At least three contracts have been put out on your life. The payout is good. Only the pros are applying.
93-94	Badly wounded during a botched operation. Reduce Agility by 10 points.
95-96	Poison almost killed you. Reduce Constitution by 10 points and your BIO ECR by 5 points.
97-98	You're dead broke. With the exception of the escape plan (01-02 on this table), you've got no money.
99-00	Mental torture victim. Reduce IQ by 10 points and MEN ECR by 5 points.

SOLDIER & MERCENARY OCCUPATION

ROLL	DESCRIPTION
01-02	You trained hard to be in the special forces growing up. Take 7 levels of Physical Fitness skill.
03-04	You've shot everything. Take 1 level in each weapons skill except Weapons: Melee.
05-06	Obtained training in swordsmanship at the famed Swintash school on the planet Eridine. You haven't had a chance to study Capo Ferro yet. Gain a +10 to hit skill bonus with all edged weapons and increase your Agility by 10.
07-08	You trained in "Iron Shirt" techniques from an Ancient Eridani who took a liking to you when you were young… or maybe he just liked beating you silly. Either way, you can take a lot more damage than the average person. Double your Constitution bonus for Body Points.
09-10	Great connections within the Services. You can purchase state of the art (TL 5+) equipment for 10% off the list cost.
11-12	You own a suit of Bear armor and ▽10,000 in options.
13-14	Worked on a tank crew. Take 4 levels of Pilot: Tank or a Weapons: Gunnery skill of your choice.
15-16	You trained in the use of heavy armors and ultra armors. Take 2 levels of Powered Armor Use and 2 levels of Pilot: Ultra Armor.
17-18	Uncovered a cache of missiles. Choose ▽20,000 worth of arm rockets.
19-21	You were trained in piloting a combat sled. Take 2 levels of Pilot: Aircraft and 1 level of Pilot: Spacecraft.
22-24	Fast reflexes. Take a +1 bonus to your Initiative Modifier.
25-27	Trained in quick draw techniques. You only fail a quick draw on a roll of double zodd (100).
28-30	Guinea pig in pain tolerance experiment. Great success. You fight to -4 Body Points before losing consciousness.
31-33	You've got a buddy in Galactic X that owes you one.
34-36	Automatic admittance into the Galactic Service of your choice.
37-39	Extensive training with charged particle weapons. Add +05 to hit at each range bracket when using any weapon that uses Weapons: Energy or Weapons: Pulse skill.
40-42	Extensive training with lasers. Add +05 to hit at each range bracket when using any laser.
43-45	You love slug guns! Add +05 to hit at each range bracket when using any weapon that requires the Weapon: Kinetic skill.
46-48	Found a medical kit on the body of a dead Zen Healer. The bag contained 3 mBRIs, 4 BRIs, a white count injection, a CRA, BRA, 5 slap bandages, and a Necromal injection.
49-51	Found a small weapons cache with 2 TK-2 grenades, a MARS 9mm, and 2 full magazines.
52-54	You stole a suit of power armor one summer from a local armory. You were a natural. Take 5 levels of Powered Armor Use. You now have a criminal record, and the Galactic Marines have it out for you because you made them look bad.
55-57	Good News! You won a poker game with some mercenaries. Collect ▽5,000. Bad News: they think you cheated and are after you.
58-60	The transport you were on made an emergency landing. It unexpectedly slammed into the ground while on maneuvers. You spent the next year in traction. Since then you have a fear of flying.
61-63	On the plus side, you're really good at shooting stationary targets from years of target shooting. Take a +10 skill bonus to shoot a stationary target. Even reasonably immobile targets earn the bonus. The downside is that you always pause when you establish your aim; moving targets are usually somewhere else by the time your round gets down range. Take a -10 skill penalty when shooting at fast moving targets. This penalty is above and beyond penalties for fast moving targets.
64-66	An adversary is seeking you out to avenge her sibling. She's a Phentari with a class 2 bounty hunter's license.
67-69	Someone is out to kill you. A killer satellite has been taking pot shots at you for no known reason for the last year. There have been 3 attempts on your life. Somehow, you have managed to survive. You have been hit once in the shoulder and lost 2 points of Manual Dexterity as a result.
70-72	You are cross-eye dominant. You use your left eye on the sights, but you are right hand is dominant, or vice versa. Your first two levels of a weapon skill take 1 extra skill point while you figure out how to shoot straight.
73-75	You tend to stomp around as you move. It's not intentional; you just set your feet down firmly. Unfortunately, it makes you loud when you're trying to be quiet. Take a -10 penalty on all Stealth & Concealment checks when the target is trying to listen.
76-78	You are your mother's only source of income. There was no life insurance when your father died. You send her ▽1000 per month or as much as you have, whichever is less. People, except Phentari, who find out respect your sense of duty and honor (+5 Charisma).
79-81	A thief stole your identity and nearly cleared out your account. You lost ▽1000.
82-84	Your mind is weak to mental attacks. Reduce your Mental ECR by 5.
85-87	Your body is less effective at removing toxins than typical. Reduce your Biological ECR by 5.
88-90	The Asteroid Mining Consortium (AMC) has blacklisted you as a troublemaker, and you are finding it difficult to get a job. Most places are offering you only 75% of the going rate for someone with your skills.
91-92	You displayed cowardice under heavy combat conditions. Reduce your Aggression by 10.
93-94	Taken prisoner by the Rebels and left in solitary confinement to die before you were rescued. Reduce Constitution and Strength by 10 points each. You still have terrible nightmares, and there is a 20% chance every night that you will wake up screaming.
95-96	You have T-Rex arms; they are shorter than typical for your species. Everyone's reach plays against you when you fight hand-to-hand or with melee weapons. Take a -10 skill penalty whenever you fight hand-to-hand or with melee weapons. No penalty for ranged weapons. For example, poking with a spear would incur the penalty. Throwing it would not.
97-98	Terrible aim. Take a -10 penalty on all attack rolls with ranged weapons.
99-00	You were a guinea pig in a genetic experiment that went awry. Your body became horribly disfigured. Lose 10 points of Charisma, Agility and Strength. The contract you signed only guaranteed ▽75,000 in the event of complications. They keep telling you the money will be deposited shortly.

FICKLE FINGER OF FATE

ROLL	DESCRIPTION
01	Amazing powers. Begin the game with 1st level proficiency in any 1 Matrix generation discipline (Empath, Healer, etc.), regardless of species. If you're already a Matrix Controller, take an additional discipline. Also pick up a +20 to IQ and Intuition.
02-03	You've been selected for a cybernetic research grant. Select ▽50,000 worth of equipment. Free!
04-05	Genetic perfection. Increase all Vital Statistics by 10 points. Your Stats can exceed species maximums.
06-07	You won a free clone of yourself in a Bio-Cyberdyne inter-galactic raffle. The free clone was not a top-of-the-line model. Thus, its vital statistics are all 5 points less than your original body. It is kept in the hospital of your choice. You must have your thoughts backed up regularly (cost: ▽25,000) or lose any experience gained since the last time you had your thoughts backed up. The clone cannot be sold under the terms of the raffle agreement.
08-09	You have got a deep contact in the Alliance government who owes you one. Basically, you have a Get Out of the Slammer Free Card whenever you need it. That is as long as you are on an Alliance-influenced world.
10-11	Genetic mutation immune to all known poisons.
12-13	Winner of the Galactic Super Lotto. Collect ▽2,000 per month for life.
14-15	Dad holds stock in Avron Motors. The value of the stock recently hit the roof. Increase social class level to rich. Furthermore, you can get any non-spacecraft vehicle for 40% of list price.
17-18	Your Zen buddy inadvertently stumbled on a new Matrix while trying to heal you. It increased several of your vital statistics. Flip a coin once for each Vital Statistic. If you get heads, that Vital Statistic gets +10. Unfortunately for your buddy, he died from a massive stroke.
19-21	You have a good working relationship with the Black Market. There is a 20% chance that the Market will be able to help you obtain illegal goods wherever you go. You have a general understanding of how to contact and deal with the Market on any world.
22-24	You have a patron guiding your career. Increase starting Skill Points by 20.
25-27	If you're a Matrix Controller, take 1 additional Matrix for free and 2 additional Power Points. Otherwise, pick 1 weapon of ▽10,000 or less in value.
28-30	Randomly pick an ECR. That ECR gets a +20 because you always ate your vegetables.
31-33	Involved in pirating. Collect ▽25,000. Beware!!! The Galactic Police have an all-points bulletin out for you and have put a ▽100,000 bounty on your head.
34-36	You have a Class II bounty hunter's license.
37-39	A competing firm is willing to pay you ▽40,000 a year to spy on your company.
40-42	Good investment portfolio but the principal is held in trust for a charity. You collect ▽3,000 a year, but you never have access to all the money.
43-45	You traveled to Fedul at the edge of the universe. When you arrived and realized that you were so far from home, a cord struck somewhere deep inside of you. You're now obsessed with travel. Take 5 levels of Terrestrial Knowledge skill.
46-48	You once saved the life of the warden of the McLursten Re-education and Reform Camp on Coandas in the Industrial Province of No Man's Land. You can take your ship there to have it fixed for free one time.
49-51	You lived a completely boring existence. You get nothing cool from this roll.

ROLL	DESCRIPTION
52-54	Your parents are Alliance diplomats. Take 4 levels of Persuasion and 2 levels of Terrestrial Knowledge.
55-57	You're a natural with languages. Choose four languages (other than Galactic Standard). You speak those languages fluently (Lvl 5). You never learned Galactic Standard though, so you have to stick with the four you picked.
58-60	Promotion. Increase pay by 20% and rank by one level.
61-63	Your body reacts strangely to BRIs. All Body Points restored from BRIs are doubled. Regeneration time is halved. However, there is a 05% chance, each time that you take a BRI, that your Constitution will be permanently reduced by 1d4 points.
64-66	The Rebels want your help. You can either do exactly what they tell you, or they'll replace you with a duplicate and then frame you for whatever crimes they commit when they're done. They know an awful lot about the intimate details of your life.
67-69	Blacklisted as an informant. Getting a job with any Mega Corp will be difficult. If you do get a job, your pay will be half what everyone else in the same position is getting.
70-72	Contracted a sexually transmitted disease that rots the body. Constitution is permanently lowered by 20.
73-75	You are a Galactic fugitive. You must change your identity through your sponsoring Corporation. You can never quit or media will receive a package with your dossier in it. If you're found out, they will disavow any knowledge of your criminal past.
76-78	There is an infamous Orion hitman with two cybernetic arms hunting you. He will stop at nothing to kill you, no matter how many innocents are caught in the crossfire. You've escaped him once, but you watched him take out Eridani Swordsaints and skilled Zen Matrix Controllers almost effortlessly.
79-81	You were in an accident that caused amnesia. Reduce starting Skill Points by 15. The GM will assign 15 skill points to randomly determined skills (that you don't already have). These skills will be revealed to you when the need to use them arises.
82-84	Jaquassarious Phentari is looking for you.
85-87	You were hit a Matrix when you were a spectator at a fight and something went horribly wrong. Now once a day you displace 10 m in a random direction. Thankfully, it doesn't appear as though you can rematerialize into a solid object. You avoid traveling in small vehicles.
88-90	The Galactic Revenue Services (GRS) claim you owe the government ▽5,000 in back taxes. All efforts to correct the problem have failed, and they're on the way to your domicile.
91-93	Slow learner. It takes you twice as much experience to gain Skill Points.
94-96	Lost a corporate lawsuit. You lost control of your skimmer. It left the elevated freeway and landed in the middle of their corporate office during a pitch to their top customer. The CEO was personally offended and tried to sue you out of existence. To be fair, you turned off autopilot to impress your date and had no clue what you were doing. The judge wasn't amused. You owe ▽250,000 to be paid through a 50% garnishment of your wages.
97-98	The passenger liner you were traveling on was spacejacked. A gun battle ensued when a Marshall attempted to thwart the act. You were shot in the face by an M20 Blaster at point blank range. Reduce Charisma by 50 points. You have no tongue and cannot speak. You now eat through a tube that sticks out of the side of your face!
99	Oh, it was bad! While preparing to flee your world during a battle between the Alliance military and the Arachnids your apartment was hit with a stray missile. You were burned on over 60% of your body. Reduce Charisma by 50 points, reduce Constitution by 30 points. On the plus side you got ▽10,000 from Insurance.
00	Victim of the Red Bubonic Plague. Reduce all vital statistics, except for Aggression and Intuition, by 10 points.

CHAPTER 4.0

SKILLS & STATISTICS

Battlelords uses the same game mechanic for determining a character's chance of success, whether that character is relying solely on their innate abilities (Vital Statistics) or their training (Skills).

THE '150 RULE': Unless it's explicitly stated in a description, nothing can increase a character's Statistic or Skill beyond 150%.

DETERMINING YOUR CHANCE OF SUCCESS WITH A SKILL

LINK STAT

Every skill uses one of your character's Statistics (STR, MD, AGL, etc.) to determine their base chance of success. The Statistic used by the skill is called the Link Stat and is the *Vital Statistic* the skill typically relies upon when being used. The Engineering skills use the character's IQ. The Acrobatics skill uses the character's Agility, and so on.

If your character's Link Stat for a skill is high, your character is more likely to succeed when making a Skill Check with that skill. In contrast, if your character's Statistic which is linked to a skill is low, they are less likely to succeed when making a Skill Check with that skill.

CHANGING THE LINK STAT

In some instances, the Game Master may decide to let you use a different Link Stat than what is normally used for that skill. For example, when making a Stealth & Concealment check, the Game Master might allow you to substitute your IQ or even Intuition rather than your Agility if you are placing a camouflage net over a tank. Similarly, if you're trying to guess where a target is based on incomplete information when making a **Weapons: Indirect Fire** Skill Check, you might use your Intuition rather than your IQ. As always, the GM will decide if you can substitute another Stat for the listed Link Stat.

SKILL LEVELS

You can purchase up to 15 levels in most skills. More on how you do that later in this chapter. Skill levels reflect the training your character has undergone to push their chance of success beyond what they could have achieved by just relying on their innate abilities (Stats).

SKILL PERCENTAGE

To determine your chance of success with a skill, first find the Link Stat being used by the skill and divide it in *half*. Next *add 5% for every level* of the skill you have. The resulting number is your *Percentage Chance to Succeed* and is abbreviated as '%'.

Skill Check: Link Stat ÷ 2 + 5% per level of skill = Percentage Chance to Succeed

EXAMPLE: If Snantzz the Raazet has a 100 IQ Statistic and 7 levels of Engineer: Power, then his Percentage Chance to Succeed when using his **Engineering: Power** skill is 85%.

We calculate this by finding the Link Stat for the **Engineer: Power**, which is IQ. We then find Snantzz's IQ, which is 100, and divide it in half to get 50. That 50% would be Snantzz's chance to succeed if he had no Engineering Skill, and the GM allowed him to attempt a Skill Check without the proper skill.

Fortunately for Snantzz, he does have the **Engineer: Power** skill. He gets to increase his chance of success by 5% for every level of skill he possesses. Snantzz has 7 levels of **Engineer: Power**, which increases his chance of success by 35%. So, we take half of Snantzz's IQ, which is 50, and add 35 to it from Snantzz's skill to get our Percentage Chance to Succeed (%) of 85%. [(100 ÷ 2) + (5% × 7) = 85%]. If Snantzz's player rolls 85 or less, he succeeds in making his **Engineer: Power** Skill Check.

Now before you panic, don't worry about the math because you'll do all that during character generation. During game play your character's Percentage Chance to Succeed will already be calculated for all your skills. All you'll have to do is roll and compare the result of the roll to your character's percentage.

MAKING A SKILL CHECK

First your GM will determine if there is a skill that applies to the task your character is attempting. If there is a skill that applies, your GM will ask if your character possesses this skill. If your character possesses the skill, locate the skill on your character sheet and find your Percentage Chance for Success for that skill

Finally make a percentiles roll (d100). If your roll is *equal to or less than the Percentage Chance to Succeed*, your character has succeeded in using their Skill. We call this a *Skill Check*. Your GM may modify your Percentage Chance to Succeed to make the check more or less difficult.

CRITICAL SUCCESS AND CRITICAL FAILURES

A roll of 01 is a critical success, and the character succeeds at what they were attempting, no matter the odds. Similarly, a roll of 00 (*double-zodd*) is a critical failure, and the character automatically fails the check, usually in some spectacular fashion.

Rather than just saying "you succeed," or "you failed," Game Masters are encouraged to come up with a suitable description for the character's amazing success or failure that resulted from rolling an 01 or 00 respectively. Characters are likely to get far more stunning results than they anticipated when rolling a critical success or failure.

UNSKILLED CHECKS: MAKING SKILL CHECKS WITHOUT PROPER SKILL

There may be times when your character attempts to perform a task that would require a skill they do not possess. In these cases, the GM will determine the Link Stat for the skill that would normally be used to resolve the task. The character must then roll equal to or under *half* of that Vital Statistic that is the Link Stat for the relevant skill. If there is no skill that applies to the task the character is attempting, it is treated as a Statistic Check (GM's discretion).

Here's the important bit about "Unskilled" Checks. Certain Skill Checks cannot be attempted if the character does not possess the requisite skill. It would be difficult for someone without the proper training to tune a starship's ion propulsion drive.

Skills marked with an asterisk (*) cannot be attempted by characters who don't have that skill.

"UNSKILLED" SKILL CHECK: Link Stat of relevant skill ÷ 2 = Percentage Chance to Succeed

EXAMPLE: Henry the Mutzachan is trying to climb a wall. He does not possess any levels of the Climbing Skill. The GM looks at the skill list and determines that the Link Statistic of the Climbing Skill is Agility. The GM further determines that Climbing is not one of the skills that characters are forbidden to attempt if they are unskilled. The GM tells Henry's player that he must make the Skill Check using only half of Henry's Agility statistic. Henry has an Agility of 30. This means he only has a 15% chance of success. Things don't look too promising for Henry.

OPPOSED CHECKS

When two characters are directly opposing each other, the character who succeeds in making their check by the greatest margin of success wins the contest. Your margin of success is determined by subtracting your die roll from your *Percentage Chance to Succeed* (%) minus any modifiers.

To save on time, it's usually easier just to round your roll to the nearest tens digit before determining the margin of success. So, if

COMMON OPPOSED CHECKS

SITUATION	SKILL OR STAT		OPPOSING SKILL OR STAT
Defeat active hacking attempt	Computer Security & Forensics	vs.	Computer Security & Forensics
Defeat Devil at fiddle contest	Music (Fiddle)	vs.	Music (Fiddle)
Detect bluff at poker table	Gambling or Observation	vs.	Gambling or Performance Art
Detect Forgery	Forgery or Academic Studies (with item being forged as Specialization)	vs.	Forgery
Detect imminent ambush	Observation or Scouting & Tracking	vs.	Ambush
Detect imposter	Observation	vs.	Impersonation & Disguise
Determine enemy's plan based on disposition of forces	Tactical Evaluation	vs.	Leadership: Military or Tactical Evaluation
Escape from grapple	Hand-to-Hand skill or Agility or Strength (GM Discretion)	vs.	Hand-to-Hand or Strength (GM Discretion)
Intimidate someone to do something	Persuasion or Aggression or Intuition	vs.	Persuasion
Persuade someone to do something	IQ or Intuition	vs.	Persuasion
Recognize person is in disguise	Observation	vs.	Impersonation & Disguise
Spot concealed Item or person	Observation	vs.	Stealth & Concealment
Spot person sneaking	Observation	vs.	Stealth & Concealment
Spot trap	Observation or Scouting & Tracking	vs.	Ambush
Torture someone to get information	Interrogation	vs.	Constitution or Body Equilibrium

your Percentage Chance of Success were 85% and you rolled a 37, you can just yell out "I made my check by about 45%." Therefore, 85 - 37 becomes 85 - 40, which is 45. If the other character also made their roll "by about 45%," you may have to compare the actual margin of success to determine the victor.

In many cases, different skills will be used by the participants in an Opposed check, but sometimes the same skill is used particularly when the two parties are competing. Sometimes a skill can be opposed by using a Statistic, and sometimes more than one skill can be used when opposing a check. The GM will be the final arbitrator of which skills or Stats can be used in an Opposed check. Common Opposed Checks are listed below:

ASSISTING ANOTHER CHARACTER

If a character is being assisted by another character, the Check Modifier for the check is reduced by one level.

> **EXAMPLE:** A Nearly Impossible (-120) modifier would be reduced to a Challenging (-80) modifier due to the assistance. See Shifting Difficulty Levels below. The GM may require the assisting character to have the same skill as the character being assisted or another relevant skill.

AVOID UNNECESSARY CHECKS

Don't waste time making a player roll for a statistic or Skill Check if they have no chance of failure, other than by rolling "double zodd" (00). The rule of thumb for "Can Not Fail" Statistic and Skill Checks is as follows:

CAN NOT FAIL RULE: You only roll for a check on a task where you have no chance of failure, other than by rolling 00, if the results will affect the game (or be really funny).

Should you make that character roll a Manual Dexterity check to open a skimmer door? It depends. Under most circumstances, no. However, if a group of homicidal mercenaries are chasing the character, then by all means, make them roll. The character could roll two zeroes: the dreaded "double zodd."

"Crap, I dropped the key-equivalent!"

Keep in mind that rolling 00 doesn't just represent the character's failure to perform as expected but can also represent some external event screwing you.

WILL SUCCEED GIVEN ENOUGH TIME RULE

In addition, the GM can decide that tasks that would require a Skill Check become automatic successes if the character is given enough time. A character with some level of Weapon: Primitive Ranged skill will eventually be able to reassemble his rifle after taking it apart if given enough time.

One important caveat to the Will Succeed Given Enough Time Rule is that it has to be possible for the character to succeed at the task without rolling an 01. Thus, a character who has a 90% chance to succeed would not be able to take advantage of the Will Succeed Given Enough Time Rule if the Check modifier were -90 or greater.

TIME TO PERFORM A STATISTIC CHECK

Most Statistic Checks that do not involve physical movement of the character occur nearly instantaneously. In game terms, it doesn't take any time for your character to notice or fail to notice something (INT Check). Similarly, it doesn't take any time for your character to remember something or fail to remember something (IQ check). If a character is going to take time to scan their environment (INT Check) or do research (IQ check), then the GM may decide the Statistic Check requires an ALL Actions. Statistic checks that require the character to physically move use a half of the character's Actions (HALF Actions) or all of the character's Actions (ALL Actions), if they can be completed in a Combat Round.

TIME TO PERFORM A SKILL CHECK

Some Skill Checks can't be completed in a Combat Round. You can block a punch or pull a trigger several times in a Combat Round, but you certainly can't forge a Van Gogh. Weapon skills, physical skills, piloting skills, espionage, and social skills can usually be performed in a Combat Round (GM's discretion). Other skills may take significantly longer to accomplish, and the Game Master will be the final arbitrator of how long it takes to accomplish these skills.

MAKING A VITAL STATISTIC CHECK

If your GM determines that no skill applies to this particular situation, then the character may attempt to complete the task using their raw physical or mental talent (or lack thereof).

First, find the Statistic being used to accomplish the task (GM's discretion). Next, roll equal to or less than the value of your Vital Statistic on a percentiles (d100) roll. That's it. Pretty simple. For Statistic Checks, the value of your Vital Statistic is your *Percentage Chance to Succeed (%)*. Your GM may modify your Percentage Chance to Succeed to make the check more or less difficult.

Remember, if there is a skill that would normally be used for the task and the character doesn't have that skill, it is *not* resolved using a Vital Statistic Check; it is resolved using the Unskilled Check rules.

STATISTIC CHECK: Value of relevant Vital Statistic = Percentage Chance to Succeed

EXAMPLE: Erin the Eridani needs to answer a trivia question. There is no skill for "Trivial Knowledge," so the GM has Erin make a Vital Statistic Check using her IQ. If Erin has a 40 IQ Statistic, then her Percentage Chance to Succeed when attempting to recall the answer to a trivia question is 40%.

For convenience, you can simply refer to a Vital Statistic Check by referring to the Statistic being used to make the check.

EXAMPLE: A Vital Statistic check using the Strength Statistic would simply be called a Strength Check, or STR Check, for short. Similarly, a Vital Statistic Check made with Agility or Aggression could be called an Agility Check or Aggression Check, respectively.

You'll note that many of the non-human species can have *Vital Statistics* and skill percentages in excess of 100. This means they have no way of failing a percentiles roll that yields a result between 0 and 99 other than by rolling two zeroes. Recall that rolling "Double Zodd" (00) is always a critical failure. The Game Master will often give a negative modifier (called a penalty) to Statistic Checks and Skill Checks. This can reduce the chance of success to less than 100%, even when dealing with species that have 150 statistics.

Here is the important bit to remember. Though both Statistics and Skills max out at 150%, the maximum a Human can have in any Vital Statistic is 100%. A value of 100% represents the peak performance of the Human species. In these cases, you're dealing with Olympic gold medalists, Einstein-equivalents, and Sherlock Holmes-equivalents. Game Masters should keep in mind that though they may really want that Mutzachan to fail that IQ check with a Challenging (-80) modifier, they will also bring Earth's strongest and smartest a mere 20% chance of succeeding.

Players should understand that even though their character is the best at what he/she/it does among their own species, there are other species who would find their "best" laughably inadequate. In any event, it's best for Game Masters to mentally gauge how a particular penalty will affect all the characters before they toss it out there. It's not fun for the players, if the GM is always penalizing low Statistic characters to force failure on high Statistic characters. Similarly, it's not a lot of fun for players if high Statistic characters to never have a chance of failure. Moderate penalties should be the default unless the situation warrants an extreme penalty.

EXAMPLES OF VITAL STATISTIC CHECKS

Below we detail the different types of Statistic Checks. These examples are by no means exhaustive, and the GM may require a Statistic Check for different reasons.

STRENGTH CHECKS

LIFTING SOMETHING HEAVY

When a character is just trying to lift something heavy, the penalty applied to the Strength Check is determined by the object's weight. Consult the Weight Lift Table and determine what penalty would apply to a Strength Check when lifting that amount of weight. Remember that Pythonians cut this modifier in half due to the X2 Strength multiplier.

OTHER STRENGTH CHECKS

GM's should also remember the "Avoid Unnecessary Checks" and "Will Succeed Given Enough Time Rule" when it comes to Strength Checks. If the character is just lugging equipment around or if they have all the time in the world to move something, they're capable of moving with some effort, they don't need to make a Strength Check. Strength Checks should be reserved for times when the results are important and where failing the first time could have dire consequences. Hanging from the cliff by one hand? Make a Strength Check. The door is jammed, and the Arachnids are charging down the hallway toward you? Make a Strength Check.

- Lifting a heavy object, with failure indicating the character has dropped the object (or injured himself if 00 is rolled.)
- Moving while carrying a heavy object, with failure indicating that the object is dropped.
- Attempting to break free from a Grapple or submission hold.

WEIGHT LIFT

WEIGHT	PENALTY
50 kg	0
100 kg	-10
150 kg	-20
200 kg	-30
250 kg	-40
300 kg	-50
350 kg	-60
400 kg	-70
450 kg	-80
500 kg	-90
550 kg	-100
600 kg	-110
650 kg	-120
700 kg	-130
750 kg	-140

IQ CHECKS

- Trying to memorize information in a high stress environment or while being distracted/annoyed.
- Checking to see if a character knows an obscure fact (A Skill Check can be substituted if the character has the skill that is related to the knowledge in question).
- An IQ Check is made anytime a GM needs to find out if a character is smart enough to figure something out. It is important to note that characters can be smarter (or dumber) than the players who are playing them, and that players often have information that their characters would not know. Gamers, as a group, are a pretty smart bunch, but they're not a match for a Mutzachan! Therefore, an IQ Check can be made to determine if the character is smart enough to solve a problem for himself.

- Trying to remember information that your character may not have recalled for a long time.

MANUAL DEXTERITY CHECKS

- Attempting to retain your grip on an object as you're falling or being knocked over.
- Trying to open a combination lock.
- Anything that requires precision use of the hands and is not skill related.

CONSTITUTION CHECKS

- Attempting to remain conscious after taking a critical hit.
- Attempting to remain standing after exerting oneself until exhausted.
- Resisting torture.

AGILITY CHECKS

- Anything that requires full body coordination or movement and is not skill related.
- Performing a Speed Draw.
- Escaping from a Grapple or a submission hold.
- Dodging a falling object or jumping out of the way of a vehicle that is attempting to run you down.
- Diving for cover.
- Avoiding being thrown.

AGGRESSION CHECKS

- Checking to see if a character panics, freezes, or flees in the face of overwhelming odds.
- Determining if high-AGG characters go berserk or suicidal when stressed or wounded.

COMMON STATISTIC EFFECTS

We have created shorthand notations that detail the most common Statistic Checks called *Statistic Effects*. The list of Statistic Effects below is not exhaustive. Other effects not listed below may be triggered by a failed Statistic Check, and your GM may come up with effects that are not listed.

Sometimes certain attacks will require that the target make a Statistic Check. When an attack calls for a Statistic Check, it will list the three-letter abbreviation for the Statistic required first, followed by a parenthetical that summarizes the check, including penalties and results of failure.

THE STATISTIC EFFECT SUMMARY will always be listed in the order shown below, though effects which are not applicable will not be listed.

EFFECT NAME (Statistic @Penalty; Damage, Delay; Duration of Effect; Frequency of Statistic Check)[Additional Helper Text or Damage Type]

EXAMPLE: The notation 'TOPPLE (AGL@-75, 1d6 BP)' would require that the character make an Agility Check to avoid being toppled. The check must be made with a -75 penalty, and if failed, the character would suffer 1d6 Body Points in damage.

PENALTY

The Penalty is the Check Modifier subtracted from your character's Percentage Chance of Success before they make their Statistic Check roll. If the Penalty listed is positive, it is treated as a bonus and added to your character's Percentage Chance of Success before rolling.

If the Stat Check penalty says "-Dam," then the penalty for the Stat Check is the amount of damage done in the initial attack. If the Penalty listed is "Opposed," this means the Statistic Check is an Opposed Check against your attacker.

DAMAGE

This is the damage caused by a failed Stat Check. This need not be a loss of Statistic values. Damage from failed Stat Effects can also result in Body Point damage or other reductions. Sometimes the damage listed is per increment of time (1d10 CON per Combat Round), if the effect has a Duration.

COMMON DAMAGE EFFECTS

- Loss of Body Points
- Lowering of Statistics
- Lowering of ECRs
- Reduction of MOV scores
- Reduction or loss of Actions
- Stat or Skill Check penalties

DELAY:

Sometimes a certain amount of time will pass before the character feels the ill effects of failing their Stat Check. Most Statistic Effects do not have a Delay listed.

DURATION

This indicates how long the ill effects will last. Characters will continue to suffer the listed damage for the duration listed. If a Duration is listed, the Damage will specify how often it is applied

to the target.

EXAMPLE: An effect with a Duration of 1d10 Combat Rounds might indicate the damage is 1d10 CON/rd., with "rd." indicating Combat Rounds. This means the character would lose 1d10 points worth of Constitution every Combat Round until the effect's durations elapses. If no Duration is listed, no additional damage is applied to the target after the initial attack.

CHECK FREQUENCY

This indicates how often the victim may attempt to make a Stat Check to free themselves from an ongoing effect, if they fail their initial Stat Check. Effects with no Duration will not list a Frequency.

If no Frequency is specified, for an effect with a Duration, the character may make a Stat Check attempt once per Combat Round, starting the Combat Round after they fail their initial Stat Check.

If the effect can be broken in other ways (medical treatment, Matrix, etc.), these other options will be listed in the description.

NOTE: It is important to note that not all of those descriptors will be present in every Statistic Check Effect summary.

EXAMPLE: Many failed Statistic Checks do not result in the character taking damage, so there will be no Damage listed in the summary.

Lastly, keep in mind that you can have the same effect result for failing a different Statistic than the one listed. To save space, we haven't listed duplicate Effects under each Statistic where it might be found. For example, IMMOBILIZE effects can often be triggered by a STR or AGL Statistic Check.

AGGRESSION CHECK EFFECTS

PANIC

Attacks with this effect cause the target to panic and flee. Characters subjected to this attack must make an Aggression Check at the listed Penalty. Failure indicates the character flees in terror, unable to perform any Actions other than run from the source of their dread.

FEAR-FROZEN

Attacks with this effect cause the target to be literally paralyzed with fear. Targets must make an Aggression Check at the listed Penalty. Failure indicates the character is frozen in terror and unable to move or take any Actions.

AGILITY CHECK EFFECTS

TOPPLE

Attacks with this effect cause targets to be knocked off their feet. Fluid cannons and Omega weapons trigger TOPPLE effect checks. Targets must make an Agility Check with the listed penalty. A failed Agility Check indicates the victim has been knocked over in a direction of the attacker's choosing. The target may also use their Acrobatics skill in place of their AGL (GM's discretion).

See the Tackle technique in the combat section for more information on *Toppling a larger opponent*. This deals with a smaller character attacking a much larger one or vice-versa.

MANUAL DEXTERITY CHECK EFFECTS

DROP

Characters must make a Manual Dexterity Check. A failed Manual Dexterity Check indicates the character has dropped any items they were holding. These items must make a Malfunction roll. If the roll result is higher than the Malfunction Number (MN) of the weapon, the character must roll on the appropriate malfunction table.

STRENGTH CHECK EFFECTS

IMMOBILIZE

Attacks with this effect passively restrain the target. Examples include glue, restraint foam, and the like. If the target is being actively restrained by another character or creature, the SEIZE effect is used rather than the IMMOBILZE.

The target must make a Strength Check with the Penalty listed in parenthesis to escape and pull a single hit location free of the binding. This Strength Check requires ALL Actions (GM's Discretion). If the attack struck more than one section and the target wants to break all IMMOBILIZED sections free in a single STR check, then the STR Penalty becomes cumulative for each section that's IMMOBILIZED.

EXAMPLE: If you were hit in three locations with the IMMOBILZE effect with a -30 penalty, and you wished to pull all three locations free by making one STR Check in a single Combat Round, the penalty for the Strength Check would be -90 (3 sections × -30 penalty = -90).

Alternatively, if you have a suitable weapon for cutting, you may attempt to cut yourself free. Keep in mind that if the attack imparted an AGL penalty and the arm you're using was hit, the penalty would likely reduce your weapon skill. Each section of IMMOBILIZED must be cut with a separate successful attack. Also, be aware that some bindings may have a Threshold Rating and Structural Integrity. If no THR or SI is listed, any successful attack is assumed to have severed the binding.

A failed Strength Check indicates the character has failed to escape from the binding and suffers the effects listed. Typically, this is a reduction of the character's AGL and MOV scores. If no Stat Check Frequency is specified, characters may make a STR Check (or Hand-to-Hand Combatives skill check) attempt once per Combat Round in an attempt to escape.

SEIZE

Attacks with this effect result when a character or creature is actively restraining the target. Examples include, but aren't limited to, being seized and squeezed by a Sau-Bau or being telekinetically restrained by a Chatilian. If the target is being passively restrained, the IMMOBILIZE effect is used rather than the SEIZE.

The target must make a Strength Check with the Penalty listed in parenthesis to escape. This Strength Check requires ALL Actions (GM's Discretion). If the Penalty listed is "Opposed," this means the Statistic Check is an Opposed Check. Typically, the opponent is also making a Strength Check in these situations. In the case of an Opposed Check, the seized character may use their Hand-to-Hand skill instead of Strength at the GM's discretion.

A failed Strength (or Hand-to-Hand Combatives) Check indicates the character has failed to escape from the attacker's grasp or hold and suffers the effects listed. Typically, this is a reduction of the character's AGL and MOV scores and possible damage that results from being squeezed or crushed.

Neither the seized character nor the attacker can Actively Dodge when attacking each other unless there is a significant size discrepancy. If the attacker is large enough or strong enough to carry the target one handed, they may still dodge. (GM Discretion).

CHECK MODIFIERS

Sometimes your GM may decide he needs to make your roll a little easier or more difficult based on the situation. The Check Modifiers described below can be applied to both Statistic Checks and Skill Checks and are referred to collectively as Check Modifiers or just Modifiers. The GM can assign any modifier between +50 and -150, but for ease of play, the GM will usually select a modifier that is an increment of ten (20, 50, 80, 100, etc.).

If the GM wants to make your check easier, they can assign a bonus, which is noted as a positive number. *Bonuses are positive modifiers that are added to your Skill Percentage or Statistic* before you roll the dice. The most common GM applied bonus is for "*Easy*" checks, which is +40 modifier. *Average* checks are at a 0 modifier.

If the GM wants to make the check more difficult, they can assign a penalty, which is a negative number. *Penalties are negative modifiers and are subtracted from your character's Skill Percentage or Statistic* to make the check more difficult. The GM can assign any penalty between -1 and -150, but typically the GM will choose -40, -80, or -120, which are the default penalty values for the *Difficult*, *Challenging*, and *Nearly Impossible* ranges respectively.

We've listed some guidelines below.

Game Masters should assign a Check Modifier with consideration of the difficulty of the task in question regardless of the character.

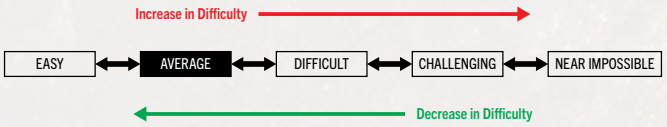
Consider this. A character with a Statistic of 100 and the maximum training (level 15) has a Percentage Chance to Succeed of 100% [100 ÷ 2 + (15 × 5) = 125]. This character is an example of the highest level of skill obtainable for a Human. He or she is the ultimate authority in their field. If this character, who is arguably the best member of their species at what they do, attempts something that is Challenging (-80), she has only a 45% chance of succeeding. They must roll a 45 to succeed. So, Game Masters shouldn't be too extreme when setting the modifier unless it is truly warranted.

SHIFTING DIFFICULTY LEVEL

Throughout this book, you will see references to situations and equipment and that "increases difficulty levels by one" or that "decreases difficulty levels by two." Shifting the difficulty level of a check is a common way to adjust the chance of success based on the situation or tools being used.

Looking at the diagram below, we can see that an increase in the difficulty shifts us to the right on the scale of difficulty. If the difficulty was Challenging and something caused "the level of difficulty to increase by one," then we shift one step right to Nearly Impossible. Conversely, if a character was attempting a task with a Challenging difficulty and something "decreased the difficulty by two levels," we would jump two steps to the left on the chart to Average.

If a shift ever moves the difficulty level off the scale, either to the right or the left, the Game Master will make the final decision as to what the difficulty level should be. The most important rule to remember is that *if no difficulty is assigned to a task, always assume it is Average difficulty*. If a shift is applied to a task with no difficulty level, the shifts always occur with Average as the starting point.



SKILL DIFFICULTY

CHECK MODIFIER	DEFAULT MOD.	MOD. RANGE	DESCRIPTION/GUIDELINE
Easy	40	+50 to +25	I've seen it done on Tri-V.
Average	0	+25 to -25	Anybody can do this right? I saw Joe Average do this the other day, and he's not that impressive.
Difficult	-40	-25 to -60	Extensive training, superior ability, or good luck is necessary.
Challenging	-80	-60 to -90	Not only is extensive training needed to succeed, but above average ability, problem solving, and even some creativity.
Nearly Impossible	-120	-90 to -150	Guru-like knowledge of the subject at hand plus the ability to utilize experience in a variety of non-related subjects, extremely creative problem solving, near fanatical attention to detail, and some luck.

SKILL CHECKS & COMBAT

CRITICAL SUCCESS IN COMBAT

A roll of 01 on an attack is a Critical Success and automatically hits unless the opponent is able to make a Defense roll and also rolls a 01. If you rolled 01 when making an attack that causes damage, do not roll for damage. Instead, apply the maximum damage the attack is capable of inflicting to the target. If you rolled 01 when making an attack that requires the target to make an ECR roll, the penalty for the roll is doubled.

SKILL CHECKS WITH WEAPONS

Attacking with weapons is simply making a Skill Check using the proper weapon skill. This basic game mechanic does not change. Take half your Link Stat and add 5% per level of the skill your character possesses in the weapon they're using. What changes when making Skill Checks with Weapons are the modifiers.

ACCURACY

Each weapon has an Accuracy value listed for each Range Bracket the weapon is capable of reaching. When the GM tells you the Range Bracket of your target, the Accuracy value of the weapon listed for that Range Bracket is added to your Percentage Chance to Succeed.

EXAMPLE: Fredd the Ram Python has a Manual Dexterity statistic of 50. He also possesses 7 levels of Kinetic weapon skill whose Link Stat is Manual Dexterity. The GM tells him the target that he is attempting to hit is in Range Bracket 2, and Fredd's player notes that the Accuracy of a weapon in Range Bracket 2 is 35%.

Fredd's chance to hit the target is calculated just like a standard Skill Check. Half his Statistic, in this case Manual Dexterity, plus 5% per every level of applicable skill [50 ÷ 2 + (5% × 7) = 60%]. Fredd gets to add 35 to his Percentage Chance to Succeed because his weapon's Accuracy is 35% in that Range Bracket. This brings his total up to 95% (60% + 35% = 95%).

COMBAT MODIFIERS

The other aspect that's different when making Skill Checks with weapon skills are the Check Modifiers applied to the Skill Check. Weapon skills do not usually utilize the default modifiers of Easy, Difficult, Challenging, and Nearly Impossible. However, there is nothing that would prevent a GM from applying these modifiers to a weapon check.

Instead, when a character is attacking with a weapon, the GM will typically select applicable Check Modifiers from the list of Combat Modifiers. These modifiers are a much more specific set of modifiers that crop up in combat and include such factors as weather conditions, movement of the shooter or target, and cover or concealment of the target. These difficulties arise whenever you're trying to give someone a new orifice with a sharp piece of metal or energy discharge. You can find the list of Combat Modifiers in the Combat Chapter.

OBSERVATION CHECKS

Though technically an Observation Check is simply an Observation Skill Check (Intuition Stat Check if unskilled), it comes up enough in combat that we thought it deserved some extra attention. Before you can shoot something, you have to know it's there. Not everyone stands out in the middle of the street and shoots at you with a deafeningly loud machinegun. Similarly, if an opponent is going to attempt to ambush or surprise your character, you need to determine if the character noticed the ambush before it was sprung. How does a character do this? By making an Observation Check.

An Observation Check is simply half your character's Intuition attribute plus 5% for every level of Observation skill. However, you also get to add one of your character's Sense Modifiers (Vision, Hearing, or Smell). The GM will determine which Sense Modifier is appropriate or let you select which Sense Modifier you'd like to use if any of them will work.

EXAMPLE: In the prior example, you could see the guy in the street with the machinegun, you could hear the gun firing, and you could smell the gun powder. Game Master's should keep in mind that other species have senses that far surpass those of Humans. A Keen or Mazian may hear the machinegun before they see it. A Cizerack could determine the location of the machinegun by smell alone even if she couldn't see or hear it.

Many times, the GM will give you a modifier for your Observation Check, or it will be an opposed roll against one of your opponent's skills. If your character succeeds in making their Observation Skill Check, they have observed some clue or indicator that either may not be readily apparent or that was being concealed from the character.

OBSERVATION MODIFIERS

CONCEALED	MOD
25%	-5
50%	-10
75%	-15
90%	-20

RANGE	V/H/S
RB 1	+50/+50/+30
RB 2	+30/+30/+10
RB 3	0/0/-20
RB 4	-30/-30/-50
RB 5	-60/-60/-90
RB 6	-90/-90/-120
RB 7	-120/-120/-150
RB 8	-150/-150/-180

Observation Check: Intuition ÷ 2 + 5% per level of Observation Skill + Appropriate Sense Modifier (GM Discretion)

Observation Checks are FREE Actions for a quick check, glance, or gut feeling. A deliberate or prolonged search will require ALL Actions or longer. *Observation Check modifiers* are listed below. The bonuses and penalties for making Observation Checks in less than ideal weather and environmental conditions as well as those for target size are identical to those listed on the Combat Modifiers table.

PURCHASING SKILLS

Skill points (SP) are the currency for purchasing skills. Each skill has three listed Skill Point costs in the Skill Charts. The first number is the cost per level in levels 1 through 5. The second number is the cost per level in levels 6 through 10. Finally, the last number is the cost per level in levels 11 through 15.

EXAMPLE: Academic Studies has a listed cost of 1/2/3. To purchase eleven levels of Academic Studies would cost 18 Skill Points. Five points for the first five levels. Ten points for levels six through ten, and three points for level eleven.

You can purchase up to 15 levels of any skill with a few exceptions that will be noted in the skills description. Each skill level purchased adds 5% to your chance to succeed with that skill.

MORE CRUNCH RULE

MAX SKILL PERCENTAGE: A character's Percentage Chance of Success when using a skill can not exceed 100% unless the skill's Link Attribute is greater than 100%. For games that really highlight the differences between the species, this is one Crunch rule we really suggest using.

STARTING SKILL POINTS

During character creation, your character's species determines the amount of Skill Points you have to purchase for starting skills.

STARTING CHARACTERS

Starting characters may not purchase more than 5 levels in any single skill. Humans are the exception to this rule and may start the game with skills at level 10. Like other species, Gen-Humans cannot purchase more than 5 levels in any one skill at the start of the game. These restrictions only apply to starting characters and do not apply to spending Experience Points to purchase skills. Nor does it apply to skills that your character may obtain due to their species or rolls on the Character Development Tables.

VOLUNTARY SPECIALIZATION

A character may opt to specialize in a very particular aspect of any skill they possess by spending a one-time flat fee of 2 additional skill points. A character may not have more than two voluntary specializations per skill.

Characters with a weapon or vehicle skill might specialize in the usage of one particular model. The areas you can specialize in are nearly limitless, but they must be much narrower in scope than the skill as a whole. The Game Master gets the final say in whether a specialization is allowed.

EXAMPLE: A character with the Beam Weapon skill might specialize in the Alpha-2 laser rifle. Characters with other skills might choose a narrow area of interest. Maybe you're an archaeologist who specializes in artifacts from the post-Diaspora period of Human expansion. Perhaps your character is a gambler who specializes in the game of poker?

THE ADVANTAGES OF VOLUNTARY SPECIALIZATION

The benefit of specializing in a non-weapon skill is that all Skill Checks that would fall within your area of specialized knowledge (GM Discretion) are one level less difficult. An Average (0) becomes an Easy (+30) check. A Difficult (-40) check becomes an Average (0) check, and so on. For weapon and Hand-to-Hand skills, you may increase your Skill Percentage by 20% when using the specialized weapon. If the character has multiple specializations in a skill, these bonuses apply to each area of specialization.

REQUIRED SPECIALIZATION

Some skills require that the character choose an area of specialization. Selecting the required specialization in these skills does not cost any additional skill points. However, unlike voluntary specialization, no bonuses are received for specializing. Instead, the character is penalized if they work outside their area of required specialization (see below). Skills that require specialization are marked with the '‡' (double dagger) symbol. If you want to have multiple areas of specialization in a skill which requires specialization, you must purchase the skill multiple times. Once for each required specialization. The skills are not required to be at the same level.

EXAMPLE: The Physician skill requires that you pick a single species when purchasing the skill. If a character selected Human as their required specialization for the Physician skill and later wanted to be able to work on Chatilians, the character must purchase the Physician skill a second time for the second specialization. The result is that the character may have Physician (Human) at 5 levels and Physician (Chatilian) at 3 levels.

THE DOWNSIDE OF REQUIRED SPECIALIZATION

If a skill requires that you pick a specialization, the Modifiers for any Skill Check outside of your area of specialization are one level more difficult. For weapon skills, a -20 penalty is applied to all attacks. These penalties only apply to skills where the character *must* pick an area of required specialization when purchasing the skill.

EXAMPLE: Let's say you picked Atmospheric Aircraft from the vehicles skills and then picked fixed wing aircraft for your required specialization. If you attempted to fly a helicopter, a rotary wing aircraft, all your Piloting Checks would be one level more difficult. An Easy (+25) check becomes Average (0). Average (0) becomes Difficult (-50), and so on.

CAN I GET A VOLUNTARY SPECIALIZATION IN A SKILL THAT REQUIRES SPECIALIZATION?

The answer to that question is yes, but there is a catch. You can get a voluntary specialization in a skill that requires a specialization, but the voluntary specialization must be a narrower focus than the required specialization.

EXAMPLE: Pilot: Ground Vehicle (Wheeled Vehicle: Sedan). In this case the required specialization is in wheeled vehicles, and the voluntary specialization is in the narrower category of wheeled sedan.

If a character purchases the Weapon: Melee skill, they are required to specialize. The player chooses sword as the required specialization. The player could not get a voluntary specialization in edged weapons or sword because those categories are less restrictive or equally as restrictive as the required specialization of sword. Moreover, the character could not obtain a voluntary specialization in warhammers because that's clearly not in the same category of specialization as sword.

The character could, however, get a voluntary specialization in long sword or short sword, or two-handed sword. Each of those would be in the same category as the required specialization and more restrictive in scope.

CHANGING SPECIALIZATION

If you have two voluntary specializations in one skill and want to change one, you must to spend 2 skill points to purchase the new specialization. Select one of old specializations, which is lost along with any Skill Points you spent to obtain it.

PURCHASING NEW SKILLS WITH EXPERIENCE POINTS

Characters can spend their Experience Points to buy new skill levels. Each Experience Point is equal to one skill point, and they may be used to purchase new levels at the listed cost. However, when purchasing a new skill that the character does not already have, the cost for the first level is doubled.

SKILL DESCRIPTIONS

ACADEMIC STUDIES‡

This skill covers any professional skill that is not already covered under the existing skill categories. This skill requires that a specialization be chosen when the skill is purchased. Examples include: Accounting, business management, education, galactic history, investment, journalism, law, mathematics, merchant services, religious studies, etc.

SKILLS

SKILL NAME	STAT	COST
Academic Studies ‡	IQ	1/2/3
Acrobatics	AGL	3/4/5
Alertness	INT	3/-/-
Ambush	IQ	2/3/4
Animal Handling ‡	CHA	2/3/4
Aquatic Diving	AGL	2/3/4
Body Equilibrium (Eridani Only)	CON	3/4/5
Climbing	AGL	1/2/3
Combat Engineering	IQ	3/4/5
Communication	IQ	2/3/4
Computer Operation	IQ	1/2/3
Computer Security & Forensics *	IQ	3/4/5
Construction	MD	3/4/5
Cooking ‡	INT	1/2/4
Demolitions	INT	3/4/5
Electronic Warfare Systems	IQ	3/4/5
Emergency Damage Control (EDC) ‡	IQ	2/3/4
Engineering: Biological	IQ	3/4/5
Engineering: Computer & AI ‡	IQ	3/4/5
Engineering: Device	IQ	3/4/5
Engineering: Power	IQ	3/4/5
Engineering: Structural	IQ	3/4/5
Escape Artist	AGL	3/4/5
Etiquette *	CHA	2/3/4
Extra Vehicular Movement (EVM)‡ *	AGL	3/4/5
First Aid	MD	1/2/3
Flying (Keen, Mazian, Raazet Only)	AGL	2/3/4
Forgery	MD	3/4/5
Gambling	INT	2/3/4
Generation*	IQ	3/4/5
Hand-to-Hand Combatives	AGL	3/4/5
Impersonation & Disguise	CHA	3/4/5
Intelligence Gathering *	IQ	3/4/5
Interactive Arts	IQ	3/4/5
Interrogation	CHA	1/2/3
Language ‡	IQ	3/4/5
Leadership: Military	CHA	2/3/4
Lip Reading	IQ	3/4/5
Matrix Manipulation	IQ	3/4/5
Mental Defense *	INT	3/4/5
Mining	IQ	3/4/5
Music	INT	1/2/3
Navigation: Environment*‡	IQ	3/4/5
Observation	INT	2/3/4
Paramedic *	MD	2/3/4
Performance Art	CHA	3/4/5
Personal Flight Device	AGL	3/4/5
Persuasion	CHA	2/3/4
Physical Fitness	CON	3/4/5
Physical Security *	MD	3/4/5
Physician (1 Species) ‡*	IQ	3/4/5
Pick Pocket	MD	3/4/5
Pilot: Aircraft ‡	MD	3/4/5
Pilot: Aquatic Vehicle ‡	MD	2/3/4
Pilot: Ground Vehicle ‡	MD	1/2/4
Pilot: Spacecraft ‡*	IQ	3/4/5
Pilot: Tank *	MD	3/4/5
Pilot: Ultra Armor *	MD	2/3/4
Powered Armor Use	AGL	2/3/4
Power Points *	IQ	3/4/5
Repair: Armorer *	IQ	2/3/4
Repair: Computer *	IQ	2/3/4
Repair: Cybernetics and Robotics *	IQ	2/3/4
Repair: Device *	IQ	2/3/4
Repair: Vehicle ‡*	IQ	2/3/4
Repair: Weaponsmith *	IQ	2/3/4
Science: Biological	IQ	3/4/5
Science: Criminal	IQ	3/4/5
Science: Physical	IQ	3/4/5
Science: Planetary	IQ	3/4/5
Science: Social	IQ	3/4/5
Scouting & Tracking	INT	2/3/4
Sensor Systems	IQ	3/4/5
Shape Change (Mazian Only)	IQ	3/4/5
Sign Language	MD	2/3/4
Smuggling	IQ	3/4/5
Snow Skiing	AGL	2/3/4
Stealth & Concealment	AGL	1/2/3
Survival (Environment) ‡	INT	1/2/3
Swimming	AGL	1/2/3
Tactical Evaluation	INT	3/4/5
Taxidermy *	MD	3/4/5
Terrestrial Knowledge	IQ	1/2/3
Throwing	AGL	1/2/3
Trans-Location Device (TLD)	IQ	3/4/5
Visual Arts	MD	3/4/5
Weapon: Primitive Ranged ‡	MD	2/3/4
Weapon: Beam	MD	2/3/4
Weapon: Chemical	MD	3/4/5
Weapon: Direct Fire	MD	2/3/4
Weapon: Energy	MD	3/4/5
Weapon: Gunnery	Varies	Varies
Weapon: Indirect Fire	IQ	3/4/5
Weapon: Kinetic	MD	2/3/4
Weapon: Melee ‡	AGL	3/4/5
Weapon: Omega	MD	3/4/5
Weapon: Pulse	MD	3/4/5

* No Unskilled Attempts: Skills with the asterisk can not be attempted unless the character possesses the skill.

‡ Required Specialization. When skill is first purchased, you *must* pick an area of specialization.

ACROBATICS

You can tumble (to avoid falling damage), flip, slide, swing, tightrope (narrow ledge) walk, etc. A successful Acrobatics Skill Check allows you to ignore one point of damage from falls or when being thrown for every 3 levels of Acrobatics skill. This reduction is applied to each hit location damaged in the fall. This check costs 1 Action, is considered a Defensive Action, and can be performed at any time in the Combat Round.

ALERTNESS

This skill represents the mental ability to process what is occurring and determine a course of action more quickly. It has nothing to do with the actual speed at which they can perform the proper action but rather determines when they to react based on instinct and/or training. Each level of Alertness increases (improves) your Initiative Modifier (IM) by 1. *This skill may be purchased a maximum of five (5) times.*

AMBUSH

This skill handles ambush style attacks and includes such items as trap making, design, placement, and trap concealment. Furthermore, this skill covers hiding equipment and ambush methods in urban and rural environments.

ANIMAL HANDLING‡

This allows you to handle, raise, provide care, and ride animals. This skill may be taken multiple times for each animal type. The GM will make the determination if the animals are similar enough for crossover. If you take 10 levels, you have a deep connection with that type of animal and are able to train it to do basic tasks within its abilities.

AQUATIC DIVING

You are versed in aquatic hazards and are knowledgeable in decompression techniques. You can perform deep dives using exotic gas mixes and understand the hazards associated with diving in confined environments (shipwrecks, caves, etc.) and in non-water fluids. This skill also covers the equipment used in diving, which ranges from snorkel and mask all the way up to rebreather apparatus and hard-shell dive suits. For every two levels of Aquatic Diving, the character also obtains one level of the Swimming skill.

BODY EQUILIBRIUM (ERIDANI ONLY)

A mysterious ability taught by the Buddon Priests only to Eridani. You learn to train and harness the internal self, and after years of training, you receive a variety of benefits. Eridani who learn this skill obtain many unique abilities as they progress. In addition to these unique abilities, an Eridani can attempt to avoid any attack or injury that would be debilitating due to pain by making a successful Body Equilibrium Skill Check. This does not apply to Critical Hits until the Eridani obtains level 10 in Body Equilibrium.

ERIDANI BODY EQUILIBRIUM

LEVEL	BODY EQUILIBRIUM ABILITIES *
1	Hold breath for 2 min per level
2	Stop your own blood loss for up to 1 hr. per level if conscious
3	Feign death for 1 hour per level; all bodily functions slow to the point that they appear to cease
4	Increase Death's Door by 1 point
5	Increase Initiative Modifier by 1
6	Increase Death's Door by 2 points
7	Increase natural Threshold Rating by 1
8	Increase Death's Door by 3
9	Increase Initiative Modifier by 2
10	Increase Death's Door by 4 points
11	Increase Mental ECR by +20
12	Increase natural Threshold Rating by 1
13	Increase your number of Actions by one level (1/2 becomes 2/4, 2/4 becomes 3/6, etc.)
14	Remain conscious and fighting until you reach your Death's Door value
15	You do not have to make a Constitution check when you receive a Critical Hit

* Abilities are cumulative

CLIMBING

This skill covers ascending vertical surfaces using appendages and/or climbing equipment. It includes free climbing, repelling, ice climbing, and mountaineering. Environmental conditions can increase the difficulty.

COMBAT ENGINEERING

Combat Engineering facilitates movement and support of friendly forces while impeding those of the enemy. This skill includes building bridges, buildings, and fortifications as well as destroying these structures. It also includes restoring power and water supplies and building transportation systems or disabling them all.

Characters with this skill can make Skill Checks for the following skills if they don't possess those skills, though the difficulty is one (1) level higher: Construction, Engineering: Structural and Engineering: Power.

Additionally, Characters with this skill can make Skill Checks for the following skills if they don't possess those skills though the difficulty is two (2) levels higher: Ambush, Demolitions, Tactical Evaluation, and Sensor System.

COMMUNICATIONS

This skill deals with the use of communication equipment and

Alliance transmissions and encryption protocols in ship-to-ship, ship-to-planet, or planet-to-planet communications. It also covers on-planet communication systems used by civilian and military personnel. There are three main areas for specialization: Interstellar, Planetary, and Military.

Characters can add 5% to the Signal Strength of a communication system (aka Commo) for every level of Communications Skill they possess up to a maximum total Signal Strength of 150%.

COMPUTER OPERATION

This is the ability to operate Alliance computer systems. Locating stored data is also covered by this skill. This skill also includes the operation of computer attached equipment like cameras, doors, printing devices, projection generators, as well as multifunction devices like communicators, location detectors, and bio-scanners.

This skill provides only for the use of computer systems. It will not allow computer tasks that require other skills, even if those other skills are usually aided by computers.

EXAMPLE: You could not program a ship's autopilot if you know nothing about piloting or navigation.

COMPUTER SECURITY & FORENSICS*

This is the art and science of securing or bypassing security features on computer systems that are meant to prevent intrusion from unauthorized individuals. It also includes tracking intrusion into such systems from others by identifying, preserving, recovering, and analyzing evidence of the intrusion. Each level of this skill provides one level of Computer Operation. Specializations: Bypass, Shut Down, Secure, and Forensics.

CONSTRUCTION

Construction includes the physical act of building or repairing roads, bridges, buildings, and homes to Alliance requirements with construction materials. It also covers the planning, designing, and purchasing of the required materials. Common areas of specialization include: Residential, Commercial, Spacecraft, and Zero-G.

COOKING‡

This skill covers food preparation with specialization required for different species. Cooking covers the presentation, technology, science, and craft of preparing food for consumption by your species. Cooking techniques and ingredients vary as widely as cultural traditions and trends. The methods of cooking also depend on the skill and type of training each individual cook has.

DEMOLITIONS

Using explosives, mechanical, sonic, corrosives, heat, or concussive devices to destroy a structure. This includes the positioning of such devices to bring down the structure as well as the use of equipment used to complete the task.

ELECTRONIC WARFARE SYSTEMS

This covers the use of equipment that impacts the electromagnetic (EM) spectrum. The intention is to control or impede the use of the EM spectrum. Control allows allies unimpeded access to communication and detection equipment while impeding control prevents an enemy from using their sensor and communication systems. This skill requires the appropriate equipment.

For every level of Electronic Warfare skill they possess, a character can add 5% to the ECM and ECCM of an Electronic Warfare system, up to a maximum value of 150%.

EMERGENCY DAMAGE CONTROL (EDC)‡

This skill is primarily for ships (space or maritime), aerial craft, and submersion vehicles. It allows you to take charge of emergency damage repair (e.g. hull breach, flooding, firefighting, issues with life support/recycling) systems on a vehicle. The intent is to facilitate quick repair during battles, which can mean the difference between saving or losing all hands onboard. EDC allows you to jury rig systems for temporary functioning. Specialization is required in one of the following; Space, Maritime, Aerial, or Submersion.

ENGINEERING: BIOLOGICAL

This skill is used for the manipulation of biological life to produce the desired product or outcome. Skilled biological engineers can replace, augment, sustain, or predict chemical and mechanical processes, which allows them to modify the organism's abilities. Any biological organism can be modified. This skill also covers the methods, equipment, and process used to edit the organism's genetic code. Anarchist Rebellion Movement (ARM) founder Uncle Ernie is a master of biological engineering as are the Arachnids.

Applications of this skill include designing edible plants, polymer excretion, remediation of sewage/pollutants, ecological control, individual modification, and renewable energy systems.

Characters with this skill can make Skill Checks for the following skills, if they don't possess those skills, though the difficulty is one level higher: Science: Biology (Genetics).

ENGINEERING: COMPUTER & AI‡

This skill covers the design and construction of computer hardware, software, and Artificial Intelligences (AI). Advances in material technology have allowed computers to be incorporated into

everyday items such as walls, fashion accessories, and clothing. The programing and interaction methods have also evolved with manual, verbal, and brain wave connections now available.

AI production is outlawed within the Alliance, however, Para-AI's (aka P-AIs), which are limited in their ability to pursue independent action are used widely. Automated systems like taxis, power and water distribution systems, and freight hauling are often run by specialized P-AIs who only have one function. P-AI's often run a Battlelord's onboard armor systems as well.

Characters with this skill can make Skill Checks for the following skills, if they don't possess those skills, though the difficulty is one (1) level higher: Computer Operation and Engineering: Device. Areas of specialization include: Hardware, Software, AI, and interface systems.

ENGINEERING: DEVICE

This skill covers the design, assembly, and development of a device. A device can literally be anything electronic, mechanical, or a mixture of the two. This skill covers everything from building a better mousetrap, engineering a higher resolution Tri-V, to creating a new sensor system. The difficulty depends upon the function, the number of functions, the Tech Level of the design, and the available tech lab. The GM sets the difficulty.

Characters with this skill can make Skill Checks for the following skills, if they don't possess those skills, though the difficulty is one (1) level higher: Engineering: Power and Engineering: Computer. Areas of specialization include: consumer electronics, video games, sensor systems, electronic warfare systems, communication systems, armored suits, and weapon systems.

ENGINEERING: POWER

This skill deals with generation, transmission, and distribution of power. It also includes design and maintenance of power systems. These engineers set the standards for large and small-scale power distribution systems within cities, buildings, and in the home.

The difficulty for most Engineering: Power Skill Checks depends upon the Tech Level of the design and the availability of components. Characters with this skill can make Skill Checks for the following skills, if they don't possess those skills, though the difficulty is two (2) levels higher: Engineering: Structural. Areas of Specialization include: Nuclear, Ionization, and Gravitic.

ENGINEERING: STRUCTURAL

Structural Engineers design and build structures. They account for the stability, strength and rigidity required for the structures as well as the footing to support said structures. Structural Engineers also incorporate aspects of Power and Device Engineering into many of the structures they build. These include buildings, orbital stations, bridges, cities, water treatment plants, spaceports, and similar items.

Characters with this skill can make Skill Checks for the following skills, if they don't possess those skills, though the difficulty is two (2) levels higher: Engineering: Power and Engineering: Device.

ESCAPE ARTIST

This skill allows your character to escape from confinement and devices designed to restrain you. An individual with this skill knows the methods for getting out of handcuffs, ropes, chains, trunks, or other restraint devices. The individual is also knowledgeable on methods for escaping confinement from prisons, interrogation cells, paddy wagons, and other areas meant to isolate an individual.

ETIQUETTE*

Etiquette is the code of behavior expected from members of a society. The Etiquette skill allows to you fit in during social situations, avoid making faux paus, and blend into a culture without appearing as an obvious outsider. Often the code is unspoken and is learned by being immersed in that society or by being taught by a member of that society. The code of behavior differs among species, planet, society, social class, and societal subgroups. Each species understands their own local social norms.

EXTERNAL VEHICULAR MOVEMENT (EVM)‡

EVM allows you to operate in a space suit or other extra-vehicular movement gear in a low-G, near vacuum, or in high-pressure environments. This skill allows you to perform spacewalks, use space safety equipment, function in zero gravity, or operate in high pressure atmospheres. Additionally, you are familiar with the use, operation, and maintenance of EVM suits of all kinds. Areas of Specialization include: Space, High-Pressure, Caustic/Corrosive Gas environments

FIRST AID

This skill is used to preserve life, prevent deterioration caused by an injury or medical condition, or to promote recovery from sudden illness or injury. First Aid includes initial intervention for serious injury but doesn't replace the need for professional medical help. It does cover treatments for minor injury, such as applying a slap-patch to a cut or a wrap to a sprained appendage.

If a First Aid check is failed, additional problems may arise. Failing a Skill Check by 20 or more causes an additional 1 - 2 Body Points of damage or other effects at the GM's discretion. First Aid does not require any equipment. A first check can be improvised by using the materials available at the time. First Aid kits do provide bonuses to treatment.

A character with the First Aid skill can attempt to make a medical check that requires the Paramedic skill at a -80 penalty. However,

a character with the First Aid skill cannot attempt a Skill Check that requires the Physician skill.

"That wound looks really bad. You're gonna need a tissue."

FLYING (KEEN, MAZIAN, AND RAAZET ONLY)

This skill covers the individual's knowledge of how to utilize their natural wings or glide surfaces for flight (or gliding). The knowledge includes a basic understanding of wind currents and their properties, flying hazards, and how to land. Keen can only glide.

FORGERY

This skill relates to producing fraudulent documents and items. This includes making, adapting, or imitating objects, statistics, or documents to appear from a trusted or authentic source. These include government and corporate documents and items as well as missives from individuals. Furthermore, the Forgery Skill includes any similar alterations within computer systems as printed documents are rare in societies that are TL4 or higher. This skill is complemented by Computer Security and Forensics.

For every two levels of Forgery, the character also obtains one level of the Computer Operation skill.

GAMBLING

This skill includes knowledge of various games of chance as well as a player's statistical likelihood of winning the stakes (money or material goods). Additionally, the psychology component of gambling is also included in this skill. The gambler is adept at interpreting expressions, spotting bluffs and tells, and determining possible reactions.

Characters with this skill can make Skill Checks for the following skills, if they don't possess those skills, though the difficulty is one (1) level higher: Science: Social (Psychology)

GENERATION*

This skill represents the discipline of the mind required to generate Matrices. A successful Skill Check means the Matrix is generated. Failure means the Power Points were lost along with the Actions spent. As characters advance in their Generation Skill, they gain access to higher Energy Brackets and can learn some of the Matrices those Energy Brackets contain. With one level of Generation skill, the Matrix Controller can generate Matrices from the first Energy Bracket, which cost 1 Power Point each to generate. At the second level of Generation skill, the Matrix Controller can generate Matrices from the second Energy Bracket, which cost 2 Power Points each to generate. After the second level, the character must purchase two levels of Generation Skill to advance into the next Energy Bracket.

GENERATION SKILL

SKILL LEVEL	ENERGY BRACKET	PPT* CAPACITY
1	1	+1
2	2	+1
3	3	+1
4	3	+1
5	4	+1
6	4	+1
7	5	+1
8	5	+1
9	6	+1
10	6	+1
11	7	+1
12	7	+1
13	8	+1
14	8	+1
15	9	+1

*Cumulative

EXAMPLE: Having either level 3 or level 4 of the Generation Skill would still put you in Energy Bracket 3. However, once you hit level 5 and/or level 6, you could generate Matrices in Energy Bracket 4.

Characters can not purchase a level of Generation Skill unless they possess a number of Matrices equal to the Energy Bracket that newly purchased skill level would put them in multiplied by 10.

EXAMPLE: If a new Generation Skill level would move the character into the 6th Energy Bracket, they would need to know 60 Matrices in order to purchase the skill. See the Matrix chapter for more information.

HAND-TO-HAND COMBATIVES

This skill covers the use of an individual's appendages as weapons. Hands, feet, tentacles, and tail can all be used to strike and damage an opponent. This skill also provides insight for identifying an opponent's physical weakness and strengths. In other words, a skilled hand-to-hand combatant would know that Humans should never grapple a Mazian, Cizerack, Phentari, or Pythonian. Nor should they kickbox a Fott. Areas of specialization include grappling and striking, but it is not required. At level 6, your character receives one Offensive Bump in hand-to-hand combat. At level 11 they receive another Bump. See the Combat Chapter for more information on Bumping.

IMPERSONATION & DISGUISE

This skill provides an individual with the ability to hide their appearance and/or imitate the appearance and behaviors of others. Though skilled characters can quickly attempt to disguise themselves to appear different, having access to clothing, make-up, and/or artificial prosthetics (hair, fingers, etc.) increases the chance the disguise will work.

Impersonation requires extensive knowledge of the target subject as well as a similar body type and build.

EXAMPLE: A Keen cannot impersonate a Ram without advanced equipment like a holo-generator. However, a Human can impersonate an Orion with some simple prosthesis and make-up.

The GM makes the final call if the individuals are similar enough in size for impersonation. You can specialize in Disguise or Impersonation.

INTELLIGENCE GATHERING‡*

This skill covers spying, reconnaissance, and analysis of the data gathered during these operations. Spying involves direct interaction with targets and other operatives. It includes knowledge of how to spot tails, maintaining situational awareness, and knowing the important corporate or government players. Reconnaissance is affiliated with watching from a distance through items like K-Sats, orbital satellites, or sensing equipment. Analysis puts the information into a usable form usually by combining it with public data.

Characters with this skill can make Skill Checks for the following skills, if they don't possess those skills, though the difficulty is one (1) level higher: Observation

Areas of specialization include: Analysis, Reconnaissance, and Spying.

"We are not outnumbered. We are operating in a target-rich environment."

INTERACTIVE ARTS

This skill covers the creation and presentation of interactive art forms. If the individual plays a role in changing the art by their presence, then the art is considered Interactive. Modern Interactive art can react to the motion, body heat, intentional interaction, or mechanical manipulation of the observers. Often, interactive artworks are immersive and involve every available sense.

INTERROGATION

This skill is used in extracting information. It is employed by law enforcement officers, military personnel, and intelligence agencies for eliciting useful information from targets who may not be willing to disclose it. Interrogation uses multiple techniques, ranging from building trust and rapport to outright torture.

LANGUAGE‡

This skill covers the speaking, understanding, reading, and writing of a language other than your own. Speaking may not be possible if the species do not have similar vocal apparatus. This skill can be taken multiple times for additional languages. The skill also provides some knowledge of the culture and customs of the species that natively use the selected language. This skill can be used in an attempt to decipher languages that you do not possess. Specialization required in one language of your choice.

LEADERSHIP, MILITARY

You can maintain a cool head in stressful situations. This is useful in business as well as military settings. You have both strategic and tactical knowledge to determine which course of action is most likely to lead to success or minimize losses in the event of a failure. You know how to motivate troops and can anticipate how friendly and enemy troops will react to a given situation. In addition, characters with the Military Leadership skill may attempt to Rally timid characters, rein in aggressive characters, and Talk Down characters who have panicked or become enraged.

Rally: With a successful Military Leadership Skill, you can attempt to Rally and inspire your troops, if given sufficient time. Sometimes you Rally your troops with a moving speech. Other times, you charge out of the foxhole, wave your troops forward, and run into combat yelling a battle cry. If your check is successful, all friendly characters who can see you (physical act) or hear you (rousing speech), even if the event is heard or viewed remotely, may make an immediate Aggression roll with a +25 bonus to their Stat Check.

Talk Down: If someone is Berserk or Suicidal, you can attempt to talk them down, if they are currently or have ever served in a military or paramilitary organization. Characters in these organizations are indoctrinated to follow orders when given. With a successful Military Leadership Skill Check, a character can Talk Down a person who is Berserk or Suicidal. The enraged character may make an immediate Aggression Stat Check with a +25 bonus to their Stat Check. If they are successful, their Berserk or Suicidal state comes to an.

LIP READING

A method of understanding speech by visually interpreting the movements of the lips, face and tongue when normal sound is not available. The individual doing the reading must know the language being spoken by the target.

MATRIX MANIPULATION

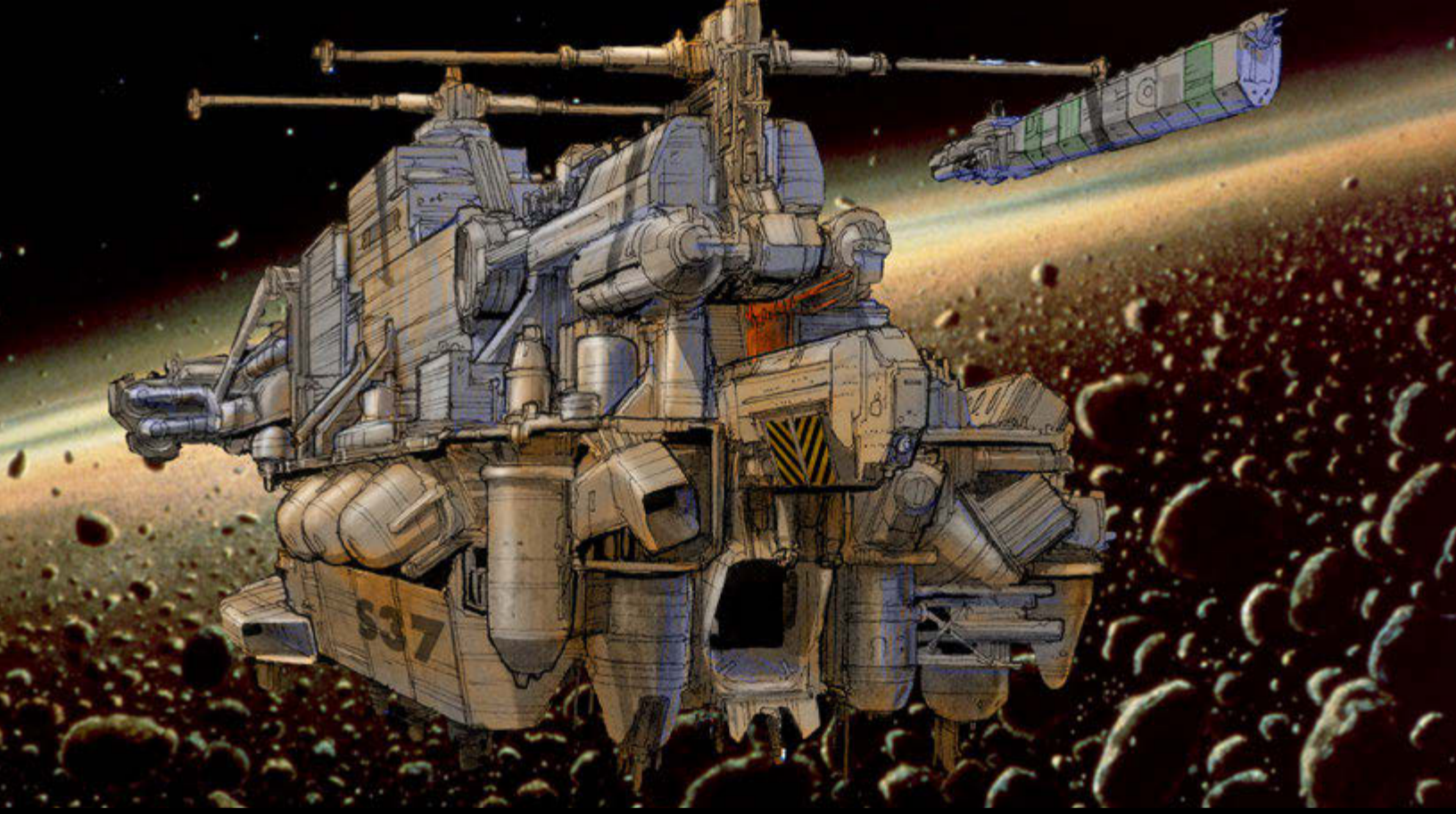
This skill allows the user to modify Matrices on the fly such as extending range, area of effect, and increasing damage. Success is not guaranteed, and failure can cause injury. For a full description of the changes that can be accomplished, see Matrix Manipulation under the Matrix rules. Areas of Specialization include: Range Manipulation, AoE Manipulation, Duration Manipulation, Generation Time Reduction, Boostable Matrices.

MENTAL DEFENSE*

This skill trains the unconscious mind to defend against any intrusion of external stimuli. Feelings such as anxiety, depression, mania, or unacceptable impulses can be resisted using these techniques. Characters who are trained in this skill are also resistant to Matrix-based mental attacks. Each skill level adds +1 to your MEN ECR.

MINING

This skill covers the extraction of valuable minerals or other geological materials. The individual is knowledgeable about orebody, lode, vein, seam, reef, or placer deposits and the best way to extract the material. You can also discern whether a mine is



safe. Employment on Mining Away Teams (MAT) requires level 5+. Specialization: Planetary, Space (requires EVM).

MUSIC

This skill provides the ability to read and compose music. Additionally, you can sing or play one type of instrument (pick one).

NAVIGATION (ENVIRONMENT)‡**

This skill involves the determination of your position and your direction of movement. The skilled have access to all navigational techniques involved in locating the navigator's position compared to known locations. Navigation includes four specializations: Land, Marine, Aeronautic, and Space.

OBSERVATION

The skill employs all of the senses for detection of potential threats and in deductive reasoning. Furthermore, you can find the small details about a scene to make logical conclusions about people or objects involved with the scene.

The standard Observation check is INT ÷ 2 + 5% per level of Observation Skill + appropriate sense bonus.

Characters who possess this skill have been trained to use their senses and deductive reasoning. You can find the small details about a scene to make logical conclusions about people or objects. You may be trained as a criminal profiler or detective, or just be paranoid and very alert to changes in your surroundings.

See the Observation Modifiers table earlier in this chapter for examples of additional modifiers.

PARAMEDIC*

This skill provides expertise in medical stabilization and treatment on the battlefield or outside a hospital. In Battlelords, the paramedic is the basic field doctor. They can stabilize a patient for transport or perform basic surgery in the field, such as removing that undetonated RPG round stuck in your chest.

Paramedics are capable of setting bones, sealing wounds, cardiac defibrillation, inserting trach tubes, re-inflating collapsed lungs, and many other treatments. Failing a Skill Check by 20 or more causes an additional 1 - 2 Body Points of damage or other effects at the GM's discretion. The difficulty of all Paramedic Skill Checks is increased one level if done without a well-stocked paramedic equipment kit. A character with the Paramedic skill can attempt a medical Skill Check that requires the Physician skill at a -60 penalty.

PERFORMANCE, ART

This skill is used in acting, comedy, and storytelling. The performer is adept at behavioral pattern recognition and mimicry, which also allows them to imitate others. Characters trained in this skill also know how to manipulate a crowd and manipulate their emotions for dramatic effect. This skill complements Impersonation & Disguise.

PERSONAL FLIGHT DEVICE

This skill covers the use of parachutes, flight balloons, glider suits, and personnel jet packs. It also covers the use of these items when built into armored suits. Skilled characters understand the fuel requirements, speed, and G-forces generated by these systems. In addition, they know how to maneuver and land using these systems, as well as how to deal with malfunctions.

PERSUASION

This skill involves convincing others, through communication, to do what you wish. Often referred to by Humans as “the gift of gab." Persuasion also includes intimidation and salesmanship. When highly skilled, you could sell Phent morsels to a Human.

PHYSICAL FITNESS

Essential to all Battlelords, Physical Fitness is a requirement of all military personnel and a necessity if you’re going to look good in oh-so-tight skin suits. As you become more fit, your body becomes stronger, more agile, and less susceptible to injury. For every level of Physical Fitness taken, your character's Agility (AGL), Constitution (CON), and Strength (STR) increase by 2 points.

For every three levels of Physical Fitness taken, your character’s Body Points increase by an amount equal to their Size Class divided by two. Remember to round down.

For every five levels of Physical Fitness taken, your character’s RUN score increases by 1. Increases to AGL, CON and STR cannot exceed species maximum Statistics.

PHYSICAL FITNESS

For every 1 level	Increase AGL, CON, STR by 2 each.
For every 3 levels	Increase BP by Size Class ÷ 2 (round down).
For every 5 levels	Increase RUN by 1.

Option 1: The GM can decide that you need to keep up with Fitness by spending time exercising or working out when not active in the field. Failure to do so means the GM can declare that inactive players lose 1 level per month due to a slothful decline.

Option 2: You can choose to limit the increase to AGL, CON, or STR rather than increase multiple traits simultaneously. Only a single trait can be selected, and it cannot be changed once you select it. This reduces the cost of the skill to 1/2/3, but the increased focus yields quicker results

PHYSICAL FITNESS TABLE (SINGLE TRAIT)

For every 1 level	Increase AGL or STR or CON by 3. (Pick One)

This represents characters who are focused on a single attribute, like weight lifters or marathon runners, rather than cross-discipline athletes. Increases to AGL, CON, and STR cannot exceed racial limitations.

PHYSICAL SECURITY*

Physical security is using mechanical and electronic devices to prevent unauthorized access. Physical security methods can include guard patrols, intrusion sensors, barriers, locks, and other access control methods. This skill allows the user to disable those devices or examine a location and secure weak spots by adding security devices. This skill deals solely with installing, disabling, or bypassing those devices. Any attempts to access the computer systems, if any, that control or monitor these devices is handled using the Computer Security & Forensics skill. Common areas of specialization include Lockpicking, Safecracking, Defeat Security, and Enhance Security.

PHYSICIAN‡**

This skill allows an individual to practice medicine within the Alliance. A minimum of five levels are required before an individual can work as a physician at an Alliance hospital. Physicians diagnose and treat medical conditions for one Alliance species determined when choosing the skill. Physicians can prescribe medications, perform simple to advanced medical procedures, and care for short and long-term patients. Physicians assume responsibility for the provision of continuing and comprehensive medical care to individuals, families, and communities. Furthermore, Alliance doctors are trained in treating chemical, biological, and radioactive exposures as well as the usual illnesses.

Physicians must have a medical/surgery kit to preform moderate to advanced procedures. This kit includes built-in laboratories, imaging devices, surgery equipment, and standard drug creation & dispensing devices. This kit is similar to an autodoc, and the two devices can communicate information on the status of patients and prior medical procedures performed.

Failing a Skill Check by 20 or more causes an additional 1-2 Body Points of damage or other effects at the GM's discretion. A character with a Physician Skill check can make a medical check that requires the Paramedic skill or First Aid skill without penalty.

Areas of Specialization include: Battlefield Surgery, Cybernetic Installation, Diseases (Virology, Bacterial, Parasitic), Organic Implant Installation, Genetic Alteration, Psychiatry, Neurology, and Surgery.

PICK POCKETS

This skill covers the use of sleight of hand for grabbing, hiding, and moving small objects in plain sight or carried, such as switching data cubes on a desk while being observed or removing items from someone's pocket without them noticing. This skill requires a high degree of manual dexterity and a knack for misdirection. It is most common among thieves and magicians.

Piloting skills allow the character to fly or drive a specific class of vehicle. However, the ability to utilize Communication Systems, Electronic Warfare Systems, Sensor Systems, and Weapons are covered under those skills and not included with the Piloting skill.

PILOT: AIRCRAFT‡

This skill provides the ability to fly Alliance aircraft. Hopper is by far the most common Specialization on TL4 or higher Alliance worlds Dirigible/Blimp, Fixed Wing, Rotary, and VTOL aircraft are common on lower Tech Level worlds.

PILOT: AQUATIC VEHICLE‡

This skill provides the ability to pilot Alliance aquatic vehicles. Areas of Specialization include: Sailing Vessel, Hovercraft, Surface Vessel, and Submersible.

PILOT: GROUND VEHICLE‡

This skill provides the ability to pilot Alliance ground vehicles. Areas of Specialization include: Mass Transit, Motorcycle, Skimmer, and Wheeled Vehicle.

PILOT: SPACECRAFT‡*

This skill provides the ability to pilot Alliance space vehicles. Areas of Specialization include: Deep Space Fighter, Trans-atmospheric Fighter, Transicruiser, Freighter, Corvette, Warcruiser

PILOT: TANK*

This skill provides the ability to pilot Alliance tanks. Areas of Specialization include: Wheeled Tank, Skimmer Tank, and Tracked Tank

PILOT: ULTRA ARMOR*

This skill provides the ability to pilot Alliance Ultra Armor and use all onboard equipment. This skill covers all multi-leg, wheeled, and tracked Ultra Armor. Areas of Specialization include: Walkers or Crawlers.

POWER POINTS*

This skill trains the Matrix Controller to more efficiently utilize and store the energy they need to generate Matrices.

Each skill level adds +1 to the character's Power Point Capacity.

POWERED ARMOR USE

This skill represents how experienced a character is while working inside a powered armor suit. These suits often augment a character's strength, and some also augment a character's reflexes and reaction time. You can't just hop in one of these suits and go for a run. The most likely result is that you'll immediately fall on your face and have a hell of time standing up again. Just learning to move in a suit that weighs half a metric ton and has its own mechanical muscles is a chore. Learning to run, dodge, jump, and shoot in one is a whole 'nother ball game. The Power Armor Use skill is unique among all other skills in Battlelords in that it replaces the character's attribute in some instances.

If a suit of armor has its own AGL score, use the character's Powered Armor Use skill percentage or the *armor's* Agility score, whichever is *lower*, as their AGL when in the suit.

If a suit of armor has an AGL *Multiplier*, use the character's Powered Armor Use skill percentage or the *character's* Agility score, whichever is *lower*, as their AGL when in the suit and then apply the AGL Multiplier to that result.

EXAMPLE:, let's say Bob the Human has an Agility of 80 and six levels of Powered Armor Use (PAU) skill, giving him a 70% in that skill. Bob gets in a suit of Heavy Armor with an AGL of 150.

Bob's maximum Agility while using the armor is 70 or 150, whichever is lower when in the armor. In this case, it's 70 because Bob's skill in the suit isn't advanced enough to let him take full advantage of the suit's enhanced AGL score.

Now Bob gets in a suit of mechanized armor with an AGL × 2. Bob's maximum Agility while using the armor is either 70 × 2 (PAU Skill) or 80 × 2 (Bob's AGL), whichever is lower when in the armor. In this case, it's 70 × 2 because Bob's skill in the suit isn't advanced enough to let him move naturally at his full Agility.

Though Bob will still reap the advantages of that ×2 stat multiplier, giving him a greatly increased Initiative Modifier and Dodge rating. However, it's important to note that his skills with a AGL Link Stat will drop by 5%, but the difficulty level of any AGL skill will also drop by one level.

LESS CRUNCH RULE

Ignore Armor Use skill

If you don't want to mess with figuring out what your AGL is while wearing armor, just ignore the Armor Use Skill and use your character's AGL Score. If the armor has its own AGL, you can use that instead.

REPAIR: ARMORER*

This skill provides the ability to repair Alliance made armor and install Armor Options. Repairing armor requires a repair tool kit. Armor Options are repaired with the Repair: Device skill, not Repair: Armorer.

REPAIR: COMPUTER & AI*

This skill allows an individual to identify, troubleshoot, and resolve issues on computer hardware, software, and p-AIs. This skill also covers repairing computer networks. This skill can be used in place of Computer Operation.

REPAIR: CYBERNETICS & ROBOTICS*

This skill allows the repair of damaged cybernetics and robotics without removing the device. Repairing cybernetic weapons is included in this skill. The repair person has the skill to do minimally invasive incisions to access the devices. This skill does not include the ability to reprogram, implant, or remove the device. Using this skill requires a Cybernetic & Robotics repair kit.

REPAIR: DEVICE*

This skill provides the ability to repair a device which can literally be anything electronic, mechanical, or a mixture of the two. Power systems are included in this skill. The difficulty depends upon the amount of damage, the availability of replacement parts, and availability of design schematics. In other words, the GM sets the difficulty. Areas of Specialization include: Armor Options, Consumer Electronics, Video Games, Sensor Systems, Electronic Warfare Systems, and Communication Systems.

REPAIR: VEHICLE‡**

This allows an individual to repair one class of vehicle with the appropriate tools or kit. This skill can be taken multiple times for different vehicle specializations. Areas of Specialization include: Repair: Vehicle (Deep Space Fighter), Repair: Vehicle (Spacecraft), Repair: Vehicle (Skimmer), and Repair: Vehicle (Ultra Armor).

REPAIR: WEAPONSMITH*

With proper tools, you can repair any weapon. This skill covers all infantry carried, armor installed, and vehicle mounted weapons. Specializations: Infantry Weapons, Vehicle Weapons (including Humpties), and Spacecraft Weapons (includes capital ship sized weaponry). A tool kit is required for all battlefield repairs. A tool shop is required to get the item back into full working order.

SCIENCES: BIOLOGICAL

This skill covers the science of living things and their interaction with other life forms. Additionally, it covers the study of anything

Makeshift and temporary repairs with any repair skill.

In the universe of Battlelords, equipment is rarely shiny and new and the parts you need are usually 100 light years away – literally. Anytime a character with a Repair skill makes a repair without the proper parts, it's called a makeshift repair. The difficulty of a makeshift repair is affected by a number of factors including whether the proper tools are available and how close the makeshift replacement part is to the original, proper part. A makeshift repair is only temporary and will eventually fall apart and fail.

MAKESHIFT REPAIR SKILL MODIFIERS

REPLACEMENTS PARTS – FUNCTION*	MODIFIER
From device with identical function.	-10
From device with similar function	-40
From device with different function	-90
NEW PARTS – TECH LEVEL	**MODIFIER**
One Level LOWER than original part/device	-30
Two Levels LOWER than original part/device	-60
Three Levels LOWER than original part/device	-90
One Level HIGHER than original part/device	-10
Two Levels HIGHER than original part/device	-30
Three Levels HIGHER than original part/device	-60
"Black Box" Mutzachan tech	+40
TOOLS – TECH LEVEL	**MODIFIER**
Without proper tools	-30
One Level LOWER than original part/device	-10
Two Levels LOWER than original part/device	-30
Three Levels LOWER than original part/device	-50
One Level HIGHER than original part/device	+10
Two Levels HIGHER than original part/device	+20
Three Levels HIGHER than original part/device	-10
MISCELLANEOUS	**MODIFIER**
Design Specs or Blueprints Available	+20

* You must select one Replacement Parts modifier.

If you fail a makeshift Repair Skill Check badly enough, you can cause further damage (GM Discretion). A character can never perform a makeshift repair on the same item twice, unless they obtain tools or materials they did not possess on the prior attempt. A critical failure means the item is destroyed.

If the character preforming a makeshift repair succeeds in making their Skill Check, the next step is to determine how long the repair lasts. Make note of the 1s digit on the die roll you make for the Repair check. The one's digit becomes the number of seconds, hours, minutes, or days the repair lasts. To determine which unit of time is applied, consult the table below. The more difficult the repair, the shorter its lifespan.

EXAMPLE: Snantzz the Raazet has a Repair skill at 95%. He isn't using the proper tools for this repair, so he has a -30 modifier. He is using parts from a TL 4 fluid gun to fix a TL 4 fluid gun, so that's only -10. His total penalty is -40. He rolls a 23 on his Repair Skill Check and succeeds. The 1s digit in his roll result is a 3. Looking at the Makeshift Repair Lifespan table, we see that with a modifier between -1 and -40, and the repair will last hours. So, Snantzz's repair will last only 3 hours.

Later that Day Snantzz makes another makeshift repair on a different item. In this case the only part available is one Tech Level lower (-30) and is only similar in function (-40) to the part needed. This yields a total difficulty of -70. Snantzz rolls a 17 on his makeshift Repair Skill Check. The 1s digit in his roll result is a 7. Looking at the Makeshift Repair Lifespan table, we see that with a modifier between -41 and -80, the repair has a lifespan measured in minutes. As a result, Snantzz's repair will last only 7 minutes!

If you want to really make makeshift repair interesting, let the GM make the Skill Check in secret so you don't know how long your repair will last. The GM will just give you a vague impression of how your character thinks they did. "You're not sure how long that's gonna last." or "That baby will hold together 'till the cows come home!"

MAKESHIFT REPAIR LIFESPAN

TOTAL MODIFIERS	TIME UNITS	QTY OF UNITS
-81 or lower	Seconds	1's digit of Repair check result
-40 to -80	Minutes	1's digit of Repair check result
-1 to -40	Hours	1's digit of Repair check result
0 or +40	Days	1's digit of Repair check result
+41 or greater	Weeks	1's digit of Repair check result

living or dead in an attempt to understand the lifeform's biochemical processes. Use of this skill requires a science kit. Common areas of specialization include: Agriculture, Botany, Genetics, Marine, Xenobiology, and Zoology.

SCIENCES: CRIMINAL

This is the study of the criminal elements within a society. This includes researching and predicting the nature, extent, consequences, and causes of crime. In addition, this information is used to develop methods for the control and prevention of criminal behavior, both on individual and social levels. Identifying money laundering methods, gang operations and tactics, corporate crime and espionage are all covered under this skill.

SCIENCES: PHYSICAL

Physical sciences include physics and chemistry, as well as the study of non-living systems, such as weather patterns and their effects and minerals leaching into a water table. The Astronomy and "Earth Science" portions of the physical sciences are covered under the Science: Planetary skill. Specializations include Hydrology, Meteorology, Physics, and Physical Chemistry.

SCIENCES: PLANETARY

This skill studies planets and planetary systems within a solar system. The objects can range in size from micro-meteoroids to gas giants. This skill allows the character to determine how planetary bodies and other astronomical objects formed, their composition, dynamics, interrelations, and history. Specializations include Atmospheric Science, Mineralogy, Gemology, Terraforming, Colonization, Mineral Formation & Identification, Orbital Mechanics, Astrophysics,

SCIENCES: SOCIAL

This skill is used to study society and the relationships among individuals within a society. It identifies societal norms and traditions as well as subcultural groups and their interactions. Specializations include Archaeology, Anthropology, Economics, History, Law, Linguistics, Politics, and Public Health.

SCOUTING & TRACKING

This skill covers the exploration of enemy held territory to gain information about natural features and enemy activities in a location. Using remote equipment or in person, a scout can estimate enemy position, direction, size and type as well as map terrain, provide coordinates for artillery strikes, identify ambushes or potential ambush sites, and detect hazardous obstacles, both natural and artificial. Tracking covers the following of animals or other creatures by tracks, signs, and trails. These individuals can discern these clues, recreate what transpired on the landscape, and make predictions about the quarry including its path, destination, and intention. Hiding one's trail from a tracker is covered by the Stealth & Concealment skill.

SENSOR SYSTEMS

This skill allows the user to operate sensor systems and to obtain the maximum potential out of those systems. It includes knowledge of each system's capabilities and limits, as well as what is likely to interfere with the system and the best way to counteract that interference.

EXAMPLE: For every level of Sensor Systems skill they possess, a character can add 5% to the Active % or Passive % of a sensor System, up to a maximum value of 150%.

SHAPE CHANGE (MAZIAN ONLY)

This skill covers the Mazian's innate ability to change its size, shape, color, and density in order to impersonate other objects or perform other feats.

IMPERSONATING GENERIC OBJECTS OR LIFEFORMS

Mazians can imitate objects they've encountered before (chairs, planters, etc.) or a generic member of a particular species (Human, Mutzachan, etc.) without much effort, as long as it has had one look at it in the past. However, they can't create exact copies just based on their observations.

EXAMPLE: A Mazian could imitate a Ming vase it sees across the room, but anyone who saw both vases side by side would immediately see they aren't the same Ming vase. Similarly, a Mazian could impersonate a male Human he saw in the lobby of mega-corp, even replicating some of the same features as that individual (mustache, long hair, etc.). Unfortunately for the Mazian, no one would mistake the Mazian for that specific person, if they gave the Mazian duplicate more than a cursory inspection.

IMPERSONATING SPECIFIC OBJECTS OR LIFEFORMS

To impersonate a specific individual or object, the Mazian must "scan" it by enveloping it or oozing over its entire surface. Once covering the object or person, the Mazian emits pulses of high frequency sound, much like a medical ultrasound scan, to obtain an image of the target's internals. This detailed scan allows the Mazian to create a nearly exact duplicate of the target.

A Mazian can only remember one detailed scan at time. Making a detailed scan of a new object or person causes the Mazian to forget the previous detailed scan. Mazians never forget, but their capacity to store information is limited. In this one respect, mother nature has given them a means to purge their memory to make room for new information.

EXAMPLE: Scanning an object or person takes one (1) Combat Round for every Size Class of the target. A Size Class 4 target would take four (4) Combat Rounds to scan. Once the target is scanned, the Mazian can shift into a near-exact copy of it.

Detecting a Mazian without the use of modern sensors requires an Opposed Skill Check with the Mazian's Shape Change skill verses the viewer's Observation skill. If the Mazian is forced to interact with the individual, they must use their Impersonation Skill rather than their Shape Change skill. If the observer knows the person the Mazian is impersonating, apply a Difficult (-40) Modifier. If the observer knows the individual intimately, apply a Challenging (-80) Check Modifier.

SIZE CLASS VOLUME

SIZE CLASS	HIT MODIFIER	APPROX. VOLUME
10	+30	700 L
9	+25	600 L
8	+20	500 L
7	+15	400 L
6	+10	300 L
5	+5	200 L
4	0	100 L
3	-5	75 L
2	-10	50 L
1	-15	25 L
0	-20	12 L
-1	-25	6 L
-2	-30	3 L
-3	-35	1 L

SHAPE CHANGE TRICKS

A Mazian's ability to change its shape, density, and elasticity allows it to perform a number of tricks their relatively weak, gooey bodies could not otherwise achieve. By controlling their elasticity, Mazians can roll, bounce, and strike with surprising speed. By increasing their density, they can harden their surface against attacks and form stabbing or slashing appendages. In contrast, by decreasing their density or assuming an aerodynamic shape, they can float around like a balloon or glide from place to place. A Mazian can create multiple pseudopods to operate computers and other devices with astonishing speed.

Players are encouraged to use their imagination when describing how their Mazian uses their shape change ability. However, in game terms these abilities are simply represented by changing the Mazian's Statistics.

EXAMPLE: When a Mazian bounces or glides, it increases its MOV scores. In this case, RUN and FLY respectively. When a Mazian bends around attacks or creates holes in its body to allow attacks to pass through it, the Mazian is increasing its Agility score. When a Mazian creates many pseudopods to manipulate controls more rapidly, this is represented by an increase in its Manual Dexterity score. Sadly, increasing a Mazian's Manual Dexterity does not have any effect on ranged weapon skills. Adding more pseudopods doesn't make you a better shot. In all these cases the Mazian doesn't actually get any more agile or dexterous than it was a minute ago. However, increasing these stats simulates the effect the Mazian obtains using its Shape Change skill.

Each Combat Round you can "spend" a level of your Mazian's Shape Change skill to purchase one of the following bonuses for that Combat Round. Once you spend a level, you can't spend it on anything else that Combat Round. Spending levels of the Shape Change skill in this way is a Free Action for a Mazian, but they can only do it once per Combat Round. Once you allocate all your levels to specific abilities or bonuses, they can not be reallocated until the beginning of the next Combat Round. At the beginning of the next Combat Round, the Mazian can again distribute its total Shape Change skill levels as desired during its Initiative. Any abilities or bonuses purchased the prior Combat Round are lost, though they can be immediately repurchased.

MAZIAN SHAPE CHANGE SKILL

LEVEL COST*	ABILITY GAINED FOR ONE (1) COMBAT ROUND
1	Increase AGL by 10%. This also Increases the chance of success for any Skill with AGL as Link Statistic by 5%. This also increase the Mazian's Dodge score by 2.5%.
1	Increase MD by 10%. This also Increases the chance of success for any Skill with MD as a Link Statistic by 5%, excluding ranged weapon skills.
1	Increase a MOV score (RUN/JUMP/FLY) by one (1).
3	Decrease Size Class by 1. (No lower than SC -2)
5	Increase THR by 1 .
5	Cause one point of REAL Damage in hand-to-hand attacks.

* Abilities may be purchased multiple times if you have sufficient unspent Skill Levels.

EXAMPLE: Mudd the Mazian has 20 AGL, 30 STR, 80 MD, and a MOV of 2. He has 7 levels of Shape Change skill. Mudd wants to turn into a ball and bound ahead of the group. He spends an Action to convert 5 levels of his Shape Change to increase his MOV score, in this case JUMP, by 5. Mazians have a JUMP of 2, so Mudd's JUMP score becomes 7 for the remainder of this Combat Round.

This leaves Mudd 2 unallocated Shape Change skill levels out of his total of 7. As he nears the fence to the compound Mudd realizes he's going to have to bounce over the fence. With 20 AGL, his chance of success is not very high. Mudd's player dumps the last 2 levels into Agility, increasing Mudd's AGL score to 40.

The following Combat Round Mudd sees that a sentry is about to look his way. Since it's a new Combat Round, Mudd has all 7 of his Shape Change skill levels to reallocate and the JUMP and AGL bonuses he purchased last Combat Round are gone.

The guard makes his Observation check and sees what is clearly a Mazian hurdling through the air at him. Mudd hopes to make a called shot at the guard's head in a hand-to-hand attack to take him out quietly. Mudd's player spends 5 Shape Change skill levels to do 1 point of REAL damage in his hand-to-hand attacks. Mudd's player uses the remaining 2 Shape Change skill levels to repurchase 2 levels of Agility to raise Mudd's AGL to 40. Unfortunately for Mudd, he fails, and the guard shoots him with a Pulse Rifle.

CHANGING SIZE

Mazians can alter their Size Class when changing shape. It would be difficult to imitate… well, pretty much any of the species in the Alliance if you were always Size Class 1. For every skill level

of Shape Change a Mazian possesses, they can increase their apparent Size Class by 1, up to Size Class 8. Similarly, Mazians can compress themselves, increasing their density, to appear smaller. Mazians can shrink themselves down to Size Class -2 (negative two) regardless of their Shape Change skill level. When a Mazian compresses their bulk into a smaller space than their normal Size Class 1 volume, it makes it difficult for them to do much else.

Whether a Mazian expands or compresses to mimic a certain size, they can't make themselves any heavier or lighter. Smart Mazians always carry extra weight or stuff their armor with something heavy if they think they might be weighed while impersonating a larger species.

SIGN LANGUAGE

This skill provides the ability to convey information using digits, gestures, movement of the limbs or body, and facial expressions to convey ideas. Alliance sign language has a common core among all species. However, each species has modified it to meet their own physical needs. The grammar and syntax often vary from the individual's natural language.

SMUGGLING

This is the transportation of objects, substances, information, or people in a manner to avoid detection and bypass local laws on restricting transport, importation, or exportation. Often, the items smuggled are considered illegal by the local law enforcement. Typically smuggled items include illegal drugs, illegal weapons, exotic or dangerous wildlife, and wanted individuals.

SNOW SKIING

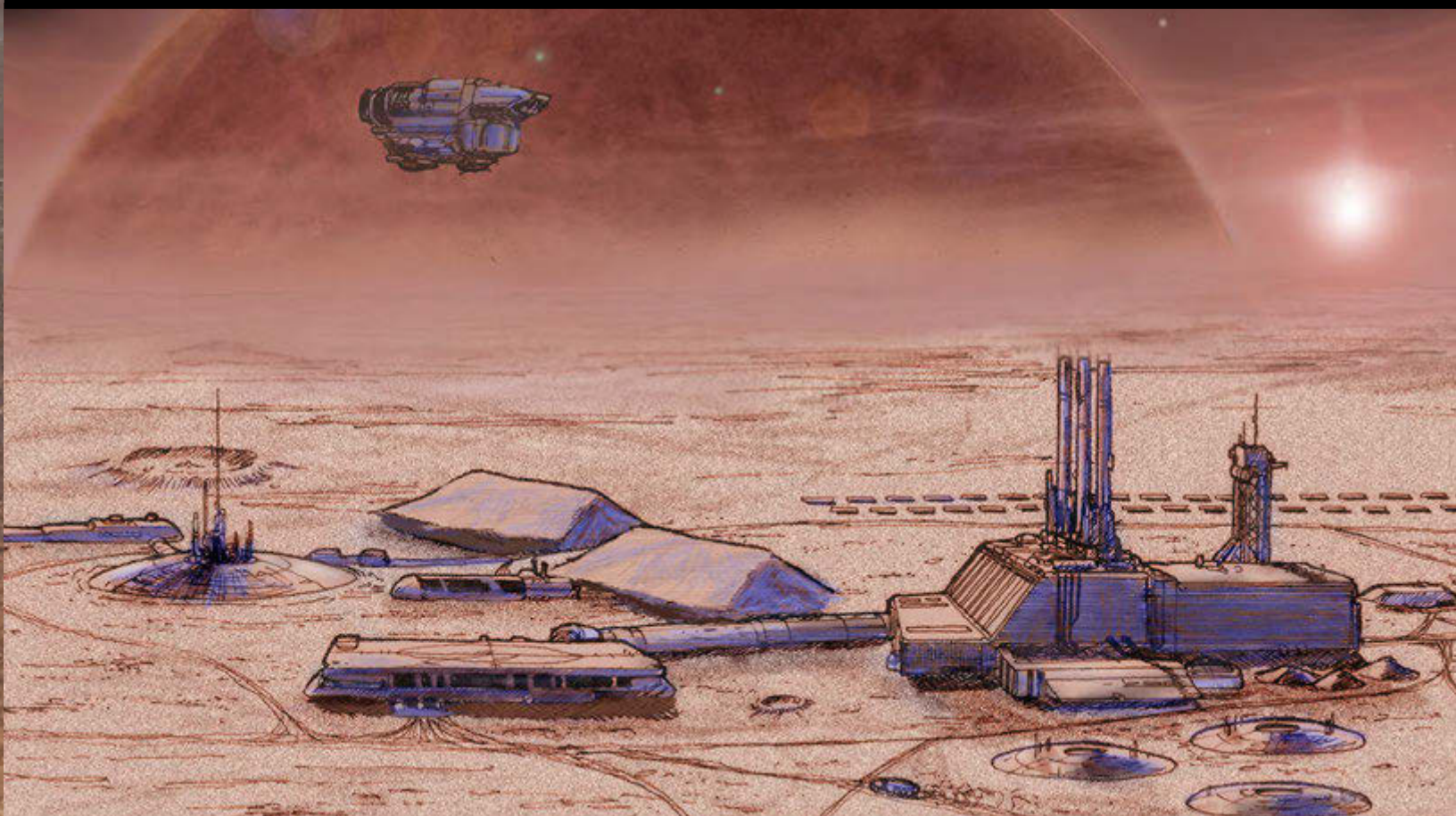
A transport method that involves sliding across snow with a drop-in elevation. Usually, it is a recreational activity or competitive winter sport. However, on some worlds, it is the primary method of transport. Areas of Specialization include: Skiing (downhill and cross country), Snowboarding, Snow shoeing, and Sledding.

STEALTH & CONCEALMENT

This skill covers hiding individuals or objects from enemy observation. Stealth refers to moving without being detected, while concealment refers to hiding oneself or another person or object. Equipment frequently provides penalties for opponents to detect you when making an Observation check. Environmental conditions may affect these Stealth and Concealment checks (GM Discretion).

SURVIVAL (ENVIRONMENT)‡

When choosing this skill, you must select one environment in which to specialize. Your character possesses the knowledge of the general dangers associated in their particular environment and how to cope with those dangers. Survival helps you with finding food, water, shelter, and knowledge of hunting, tracking, and identifying dangers. There is some overlap between environment groups. Given the overlap between groups and the simple fact that some survival skills are universal, you may be able to apply a Specialization in a different environment to your present environment. This is true even if it is not an exact match,



though at a higher difficulty modifier. Environment Specializations include, but are not limited to: Aquatic, Arctic, Desert, Methane, Mountainous, Swamp, Temperate, Subterranean

SWIMMING

This skill provides the ability to move through a fluid substance by movement of limbs. Diving, floating, snorkeling, and fin use are covered under this skill. Furthermore, individuals are aware of the hazards of fluids such as undertow currents, rip currents, and whirlpools. Individuals sink when heavily encumbered.

TACTICAL EVALUATION

This skill allows an individual to access a situation and determine the best actions to meet a particular goal. To work effectively, the individual must have knowledge of their own team's capabilities and resources at their disposal and also knowledge of the same information about their adversary. Team and equipment placement can be optimized to provide the greatest chance for success in meeting one's goals. A good tactical evaluator relies on the information their scouts bring back to them to get the best picture available of their enemy's strengths and weaknesses.

TAXIDERMY*

The art of preserving a dead creature via stuffing and mounting for display or study. This skill provides some knowledge of anatomy and preservation techniques.

TERRESTRIAL KNOWLEDGE

This skill provides the character with knowledge related to planets and their inhabitants. This includes their cultures, famous individuals, sports, artists, leaders, geography, and favorite vacation spots. Any random fact about a planet can be included in this skill.

THROWING

This skill improves your ability to accurately propel an object (e.g. baseball, knife, grenade, rock, etc.) through the air by a movement of the arm and hand. If the thrown object has an Accuracy score, this skill adds to it. Otherwise, the chance of success is determined by this skill alone. Objects that are not designed to be thrown may impart a penalty (GM Discretion).

TRANS-LOCATION DEVICE (TLD)

This skill covers the use of TLD equipment. These devices move items from one place to another. They include displacement devices as well as dimensional shifting devices, which are sometimes called dimensional displacers. Using a displacement device requires the user to make a Trans-Location Device (TLD) Skill Check. Programming the device before making the Skill Check requires ALL Actions.

Normally a displacement device just moves a character from point-A to point-B at the same elevation. If the user wants to change their facing (was facing North, now facing South), change their elevation, or change their orientation ("I want to arrive with my feet on the ceiling.") the check is more difficult.

DISPLACEMENT

GOAL	PENALTY*
Changing Elevation	-30
Changing Facing	-30
Changing Orientation	-30

* Cumulative. Characters must also make an INT check with a modifier equal to the total applicable penalties above.

When characters arrive at their destination, they are required to make an INT check (free Action) to get oriented. If they have changed their elevation, facing, or orientation the penalties applied to their TLD Skill Check are also applied to their INT check. A character who fails their INT check requires a Combat Round to re-orient themselves – though they can still react to threats that are obvious and in front of them.

If the character fails their Trans-Location Device (TLD) Skill Check, they still displace to a new location, but it's not where they intended to go. Roll a d12 to determine the clockwise direction they went. Roll 1d100 and multiply by 2 to determine how far the character traveled. Characters who fail their Trans-Location Device (TLD) Skill Check are automatically disoriented for one Combat Round and are unable to take any Actions.

VISUAL ARTS‡

This skill represents artistic talent and can be taken multiple times. Each instance applies to a different format (drawing, painting, sculpture, etc.). A character with level 12 or above is considered a master. Specializations include Calligraphy, Ceramics, Computer Graphics, Crafting, Drawing, Filmmaking, Painting, Papercraft, Printmaking, Photography, and Sculpture as well as any other visual art form approved by the Game Master.

WEAPONS: PRIMITIVE RANGED‡

This skill covers the use and care of spears, bows, crossbows, slings, and other primitive ranged weapons. Individuals can construct, maintain, and utilize these weapons. Because these weapons vary greatly in size and function, a character who takes this skill is required to specialize in one type of weapon (bow, crossbow, sling, spear, etc.). This group specialization does not have to be as focused as a normal specialization, and as always is up to the GM's discretion.

WEAPON: BEAM

Individuals can utilize and care for any weapon listed as a beam weapon. This includes lasers and grav shears. Characters with this skill also know how to fix most malfunctions that don't require parts or serious repairs.

WEAPON: CHEMICAL

Individuals can utilize and care for any weapon listed as a chemical weapon. Characters with this skill also know how to fix most malfunctions that don't require parts or serious repairs. This skill covers fluid guns, flamethrowers, frost guns, and water cannons.

WEAPON: DIRECT FIRE

Individuals can utilize and care for any weapon listed as a direct fire weapon. In direct fire mode, the user manually aims the weapon at the target, which must be in line-of-sight. Arm Rockets, grenade launchers, and rockets all fall into this category of weapons. Characters with this skill also know how to fix most malfunctions that don't require parts or serious repairs.

WEAPON: ENERGY

Individuals can utilize and care for any weapon listed as an energy weapon. This skill covers disintegrators, metal guns, sonic guns, and scramblers. Characters with this skill also know how to fix most malfunctions that don't require parts or serious repairs.

WEAPON: GUNNERY‡

This skill allows the character to use larger and heavier versions of existing weapon systems. These systems are typically designed for gun emplacements or on vehicles. The Gunnery skill requires that the character select another weapon skill (excluding Weapon: Melee) as their specialization. The cost for the Gunnery skill is the same as a skill selected as the specialization. The Link Stat for Gunnery is also the same Link Stat that the specialization uses as a non-gunnery weapon skill.

EXAMPLE: Weapon: Gunnery (Beam) would have a Link Stat of MD because Weapon: Beam has a Link Stat of MD. Gunnery (Beam) would cost 2/3/4 because Weapon: Beam costs 2/3/4.

Specialization: Choose a weapon skill, excluding Weapon: Melee as your mandatory specialization.

"Fire for effect!"

WEAPON: INDIRECT FIRE

This skill covers firing projectiles without a direct line of sight to the target. This is typically done by firing them up and allowing the parabolic arc created by gravity to drop the ordnance on the target. Aiming is calculated by determining azimuth and elevation angles with adjustment for the opponent's movement. Indirect fire weapons include mortars, grenade launchers, artillery pieces, and any other high arcing weapon that drops down upon an opponent. Spotters, range finders, and targeting systems all improve the Accuracy of indirect fire weapons. Indirect fire cannot be Bumped.

WEAPON: KINETIC

Individuals can utilize and care for weapons listed as Kinetic weapons. This skill covers archaic powder weapons (APWs), kinetic weapons, gauss cannons, and railguns. Characters with this skill also know how to fix most malfunctions that don't require parts or serious repairs.

WEAPON: MELEE‡

The use and care of these weapons which include implements for stabbing, cutting, and bludgeoning, though more exotic melee weapons exist. Examples include plasma swords, metal swords, daggers, pole arms, war hammers, axes, whips, cestus, shock batons, and clubs. Because these weapons vary greatly in size and function, a character who takes this skill is required to specialize in one group of weapons (swords, knives & daggers, whips, etc.). This group specialization does not have to be as focused as a normal specialization, and as always is up to the GM's discretion.

WEAPON: OMEGA

Individuals can utilize and care for any weapon listed as an Omega weapon. Characters with this skill also know how to fix most malfunctions that don't require parts or serious repairs.

WEAPON: PULSE

Individuals can utilize and care for any weapon listed as a Pulse weapon. This skill covers Pulse weapons and other plasma-based weaponry. Characters with this skill also know how to fix most malfunctions that don't require parts or serious repairs.

OFFENSIVE BUMPING

At level 6-10 your character obtains 1 Offensive Bump when using a weapon that requires that skill. At level 11+ your character obtains 2 Offensive Bumps when using a weapon that requires that skill. This rules does not apply to the Weapons: Indirect Fire skill. See the Combat chapter for more information on Bumping.

CHAPTER 5.0

COMBAT

INTRODUCTION

This chapter details everything you need to know about combat in the game, including determining Initiative, spending Actions, attacking, defending, armor, and using weapons.

INITIATIVE

The first thing that happens in the Combat Round is determining Initiative. Initiative determines who will act first during the Combat Round. The Game Master will determine the Initiative number for hostile aliens and characters not controlled by the players. The character with the lowest Initiative acts first. The character with the second lowest Initiative acts second, and so on until every character has had their chance to act during that Combat Round. The character having the highest Initiative score acts last. Remember in Battlelords, *lower rolls are always better (except for damage)*. Characters can only spend Actions to attack during their Initiative, but can defend at any time (See Actions below).

DETERMINING INITIATIVE

To determine the winner of Initiative, roll 2d10 and subtract your character's Initiative Modifier, which is determined by their Agility. Recall that your character's Initiative Modifier can be modified by the Alertness skill and the Body Equilibrium skill (Eridani only). If the Initiatives are tied, Actions occur simultaneously. Using this method, it is possible to get an Initiative score that is a negative number. Characters act proceeding, in order, from lowest to highest Initiative.

> **EXAMPLE:** Erin the Eridani has Alertness skill at level 3 and Agility statistic of 105. A character's Initiative Modifier is 10% of their Agility, rounded down (105 ÷ 10 = 10), plus 1 for each level of Alertness. Erin's total Initiative Modifier (IM) is 10 plus 3 for a total of 13. Erin rolls a 20 and subtracts her IM of 13. Her Initiative is 7. Hank the Human has no Alertness skill (for 0 bonus) and an Agility statistic of 70, which yields an IM of 7. Hank rolls a 5. Hank's roll of 5, minus his IM of 7 results in Hank's Initiative being -2, which is lower than Erin's 7. Hank goes first.

Characters who are taken by surprise or ambushed automatically go after their attackers.

HOLDING INITIATIVE

Characters can hold their Initiative and choose not to act during their normal turn in the Combat Round, as determined by their Initiative roll minus their Initiative Modifier (IM). Characters who are holding Initiative can still defend against incoming attacks but cannot attack until they choose to re-enter combat. Characters who are holding Initiative can choose to re-enter combat at any time in the Combat Round after their Initiative would have normally occurred.

If two or more characters are holding Initiative and wish to enter combat at the same time, the character with the lower Initiative score acts first. The character with the second lowest Initiative score acts second, and so on. Characters with tied scores act simultaneously. Characters can not hold Initiative or Actions from one Combat Round to the next. If a character has not acted by the time all other combatants have completed their Initiative, they can choose to act then – going last in the Combat Round – or forgo acting that Combat Round.

Characters can only hold their Initiative once per Combat Round. A character cannot hold their Initiative, then act, then hold their Initiative a second time in the same Combat Round.

INITIATIVE REDUCTIONS

The following conditions increase the character's Initiative Modifier, slowing down their reaction time (lower is better).

INITIATIVE REDUCTIONS

DESCRIPTION	INITIATIVE MODIFIER
Lightly Encumbered	-2 to Initiative Roll
Heavily Encumbered	+5 to Initiative Roll
Suffered a Critical Hit	May lower AGL. Base IM is 10% of AGL

ACTIONS

WHAT ARE ACTIONS

A character has a set number of Actions based on species, skills, and their Agility. Actions determine how fast you character is, both mentally and physically. The more Actions your character possesses, the more activities they can attempt in a single Combat Round.

Most everything your character does consumes some of their Actions. Moving, making Statistic Checks, making Skill Checks, attacking, or defending all use up your character's Actions. Some activities consume multiple Actions. Once all of your Actions have been used up, you cannot do anything else for that Combat Round.

ACTION SUMMARY

DETERMINING NUMBER OF ACTIONS
Actions are determined by your AGL OR Highest combat Skill.
Cizerack receive two additional Actions.

ACTION SUMMARY
Actions for all activities, other than defending, must be spent during the character's initiative.
Actions can be spent to defend at any time.
At the beginning of each Combat Round your character's Actions are returned to their original total.
Actions not spent during a Combat Round are lost.

CHAINED COMBO OR FULL-AUTO	
ALL	An activity that requires all of your character's Actions. If any Actions have been spent you can not select this activity.
HALF	An activity that requires half of your character's total number of Actions.

DETERMINING NUMBER OF ACTIONS

Before we get further into combat, we have to determine how many Actions your character has to spend each Combat Round. Each character gets a set number of Actions based on species, skills, and their Agility statistic. Characters with an Agility of 75 or less get a total of 2 Actions per Combat Round. Characters with an Agility greater than 75 receive 4 Actions per Combat Round.

NUMBER OF ACTIONS: AGILITY

AGILITY STAT	ACTIONS PER COMBAT ROUND
01-75	2
76-150	4
RACE	**ACTIONS MODIFIER**
Cizerack	+2 Actions

Characters who are trained for combat are typically better at delivering attacks in rapid succession. They're also more accustomed to responding to attacks. Trained combatants can use their Skill level in their highest level weapon skill or their Hand-to-Hand Combatives skill level to determine the number of Actions they receive in a Combat Round instead of using their Agility statistic.

It does not matter what combat skill the character is using at the time or whether another combat skill would have produced more or fewer Actions per Combat Round. The character simply uses the highest-level combat skill they possess when determining the number of Actions they receive.

It's assumed that benefits of combat training, reaction time, speed, timing, and precision extend beyond the use of any one particular weapon or type of hand-to-hand training. Once learned, they are ingrained in everything the character does.

Consult the table below. If the number of Actions you get when referencing your highest combat skill is larger than the number of Actions from the Agility table, you may use the result from this table instead.

NUMBER OF ACTIONS: COMBAT SKILL

COMBAT SKILL LEVEL	1-4	5-8	9-12	13+
MAX ACTIONS	2	4	6	8

NOTE: Starting characters, other than Humans, usually don't start with Combat Skill Levels above 5, so consulting the above is not typically required for new characters.

Combat Skills include all weapons skills, Hand-to-Hand Combatives (HTH), and Pilot: Ultra Armor. Starting characters, other than Humans, usually don't start with Combat Skill Levels above 5, so consulting the above is not typically required for new characters.

Cizerack receive an additional 2 Actions per Combat Round over what they would normally obtain based on their Agility or skills. This is due to their unique physiology, which makes them incredibly fast. Regardless, of whether Cizerack determine their number of Actions from their Agility or their combat skills, they add an additional 2 Actions to the result. They are, however, still limited to a maximum of 8 Actions per Combat Round.

The following table shows how many Actions a character needs to spend for ALL Actions, HALF Actions, and Single Action activities, based on their total number of Actions.

NUMBER OF ACTIONS SPENT

ACTIONS AVAILABLE PER COMBAT ROUND	ACTIONS SPENT PER ACTIVITY TYPE		
	ALL ACTIONS	HALF ACTIONS	SINGLE ACTION
2	2	1	1
4	4	2	1
6	6	3	1
8	8	4	1

EXAMPLE: Hank the Human has an Agility of 70. Consulting Number of Actions: Agility table we see that because Hank's Agility is 75 or lower, he would receive 2 Actions every Combat Round. Next, we consult Hank's combat skills, which include his weapon skills and his Hand-to-Hand Combatives (HTH) skill. We see that his highest-level combat skill is the Weapon: Beam skill that he has at 5 levels. Consulting the Number of Actions: Combat Skill table we see that 5 levels of any combat skill will give the character 4 Actions per Combat Round. Hank's player, smartly, opts to use the higher value based on Hank's Weapon: Beam skill rather than his Agility. This means that Hank starts the game with 4 Actions every Combat Round. Any Activity that requires ALL Actions will force Hank to spend all 4 of his Actions that Combat Round.

ACTIONS TABLE

ATTRIBUTE AND SKILL CHECKS	# ACTIONS	OTHER INFORMATION
STR, MD, or AGL Attribute Check	Typically a HALF Action	GM Discretion
IQ, INT, CON, AGG check	Typically a FREE Action	GM Discretion
Skill Check for non-combat skill with STR, MD, or AGL as Link Attribute	Varies	GM Discretion
Skill Check for skill with IQ, INT, CON or AGG as Link Attribute	Typically a FREE Action for CON and AGG.	GM Discretion
Observation Skill Check - Quick	FREE	Quick scan of the area, glance, gut-check
Observation Skill Check - Thorough	ALL	Intensive & deliberate scan of the area.
MOVEMENT	**# ACTIONS**	**OTHER INFORMATION**
Move half or less of any MOV score (RUN/JUMP/FLY) in a Combat Round	FREE	No Snap Shot Penalty
RUN	0	Move a distance equal to your character's RUN in meters. All other checks that Combat Round suffering a Snap Shot penalty.
Sprint	ALL	Move a distance equal to your character's RUN ×3. No other Actions this Combat Round
JUMP	0	Move a distance equal to your character's JUMP in meters. All other checks that Combat Round suffer Snap Shot penalty.
Running Jump	ALL	Move a distance equal to your character's JUMP ×2. No other Actions this Combat Round
FLY	0	Move a distance equal to your character's FLY in meters. All other checks that Combat Round suffer Snap Shot penalty.
Power-Fly	ALL	Move a distance equal to your character's FLY ×3. No other Actions this Combat Round
Drop to the ground	HALF	
Stand Up	ALL	
MISCELLANEOUS ACTIONS	**# ACTIONS**	**OTHER INFORMATION**
Push a button	1	
Give a short command or order	FREE	
Give a hand signal	FREE	

WHEN DO YOU SPEND ACTIONS

Players spend their character's Actions to attack, make a Skill Check, make a Statistic Check, perform a Free Action, or do anything else other than defending during their character's Initiative. Players can spend their character's Actions to defend at any time, if they have Actions to spend.

Any activity that a character can perform, other than defending, must occur during their Initiative in the Combat Round. A player is under no obligation to spend all their Actions making attacks. However, any Actions you have left after you have acted on your character's Initiative can only be spent on defending. Once a character has exhausted their Actions, they may not do anything else that Combat Round unless it is a FREE Action or costs 0 Actions.

SINGLE ACTIONS

Single Actions are spent in combat to keep track of activities that occur over fractions of a second, such as punching, moving, or firing off a single shot with a gun.

HALF ACTIONS

Some activities utilize half of your total Actions available for the Combat Round. The notation for tasks that require half of your total Actions is HALF. This does not mean half of a single Action. It means half of your total Actions. If your character has already spent more than half their total Actions, then they cannot perform a task with the HALF notation.

Actions that require HALF of all your Actions typically require half of the Combat Round, which is 1 second, to complete (GM Discretion).

EXAMPLE: Erin the Eridani has 6 Actions per Combat Round. In the current Combat Round, she has spent 3 Actions to take out an enemy. With her remaining 3 Actions, she can still perform an activity that would consume HALF her Actions. If she uses one of her 3 remaining Actions in the same Combat Round, she can no longer perform any activity that requires HALF of her total Actions in this Combat Round. When the next Combat Round

RANGE BRACKETS

	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8
DISTANCE (M)	00-05	06-15	16-25	26-50	51-150	151-300	301-750	751-4,000

begins, Erin will have 6 Actions and could perform two activities that require HALF her total Actions.

ALL ACTIONS

Some activities use all of your Actions for the Combat Round. The notation for activities that use all of your Actions for the Combat Round is ALL. If your character has already spent any of their Actions, they cannot perform a task with the ALL Actions notation. Actions which require ALL of your Actions typically require the entire Combat Round, which is 2 seconds, to complete (GM Discretion).

EXAMPLE: It is a new Combat Round and Erin can choose to spend all 6 of her Actions on one ALL Actions task. She could, for example, sprint for 3 × her RUN score. Her move is normally 10 m per second and with the sprint, she would move 30 meters this Combat Round.

Available Actions Reset Each Round.

At the beginning of each Combat Round, your character's Actions are returned to their original total, unless some condition or injury reduces their Action total.

Actions cannot be saved from Combat Round to Combat Round.

It is not necessary to spend all of your Actions in the Combat Round, but unspent Actions cannot be saved from Combat Round to Combat Round.

Action Table

The Actions Table and Combat Actions Table lists how many of a character's Actions various tasks require. Activities marked FREE do not consume any of the character's Actions. Activities marked 0 Actions are treated identically to FREE Actions, except the character will incur a Snap Shot penalty if they do anything else in the same Combat Round.

Non-combat Skill Checks that are capable of being made in a Combat Round typically take ALL Actions. However, most non-combat skills take longer than a Combat Round to perform. As always, the GM has the final word on how many Actions are consumed when performing a particular activity.

COMBAT RULES

ATTACKING

The rules for attacking in Battlelords are essentially the same whether you're using fists, swords, or guns.

ARE YOU IN RANGE?

Characters can only make hand-to-hand or melee weapon attacks in *Range Bracket* 1, or by moving into Range Bracket 1. Ranged combat weapons have eight different Range Brackets. Characters may attempt to attack a target in any Range Bracket listed for their weapon that has an accuracy value listed. This can occur even if that value is negative if their skill and/or Combat Modifiers raises their chance of success above zero (GM's discretion).

SELECT THE PROPER SKILL

If the character is attacking empty handed, they use their Hand-to-Hand Combatives skill. If the character is using a Melee weapon, such as a knife or sword, then use the Weapon: Melee skill. If the character is attacking with a ranged weapon, they should use the appropriate weapon skill for the type of ranged weapon being fired.

EXAMPLE: if the character were using a laser, then a Weapon: Beam skill would be used. If the character were using a crossbow, then they would use the Weapon: Primitive Ranged skill, and so on. See the previous *Skills Chapter* for how to make Skill Checks using weapon skills.

CHOOSE HOW MANY ACTIONS YOU WANT SPEND.

The more Actions you spend, the more attacks you can make against the target. Some weapons may require multiple Actions to make a single attack. Once you spend your Action(s), make an attack roll with the proper combat skill to see if the target is hit. The Game Master may assign some Combat Modifiers to your roll – more on this later. Remember to reduce the Quantity (Q) of the weapon for each shot fired.

Single Action

When spending Actions individually, each additional single Action after the first that you spend in the same Combat Round to attack incurs a cumulative -20 penalty on your attack roll. This means the second Action you spend to attack will have a -20 to hit, the third a -40, the fourth a -60, and so on. In addition, if the cumulative -20 penalty drops the character's chance of success to zero or less, they are prohibited from making further attacks that Combat Round.

If the attack is successful, a d6 is rolled to determine the hit location of each attack, unless the weapon description states otherwise. When attacking with a single Action, the character may make Called Shots, targeting a specific Body Section, but may not Bump shots (See Offensive Bumping below).

COMBAT ACTIONS TABLE

COMMON COMBAT ACTIONS	# ACTIONS	OTHER INFORMATION
Draw Weapon	HALF	
Draw and Insert a Fresh Magazine/Power Pack	HALF	
Quick Draw Weapon	1	Must make Easy AGL Check, Failure indicates item has been dropped or fumbled.
Quick Draw and Insert Magazine/Power Pack	1	Must make Easy AGL Check, Failure indicates item has been dropped or fumbled.
Drop Weapon or held item	FREE	
Eject Spent Magazine/Power Pack	FREE	Characters who are unfamiliar with the weapon require ALL Actions to perform this activity
Switch Fire Modes (Semi/Burst/Full)	FREE	Characters who are unfamiliar with the weapon make an observation check to find the switch (HALF Actions)
Select ammunition in weapon with multiple ammunition types.	HALF	
Throw a grenade (or other object)	HALF	

ATTACKING ACTIONS*	# ACTIONS	OTHER INFORMATION
Single strike (HTH & melee weapon) or Single Shot (Ranged Weapon)	1	■ -20 cumulative penalty for each attack after the first (0,-20,-40,-60, etc.). ■ d6 used for Hit Location. ■ Called Shots Allowed. ■ Bumping Prohibited.
Combo (HTH & melee weapon) or Burst (Ranged Weapon)	HALF	■ d10 (HTH & melee weapon) or ROF-D (ranged weapon) used for Hit Location. ■ If using a ranged Weapon, it must have BURST value. ■ Called Shots Prohibited. ■ Can use an Offensive Bump to move the shot 1 adjacent location or reduce "off-the-body" die roll by one. ■ 1 Offensive Bump at level 6. 2 Offensive Bumps at Level 11.
Chained Combo (HTH & melee weapon) or Full Auto Barrage (Ranged Weapon)	ALL	■ d10 (HTH & melee weapon) or ROF-D (ranged weapon) used for Hit Location. ■ If using a ranged Weapon, it must have FULL value. ■ Called Shots Prohibited. ■ Can use an Offensive Bump to move the shot 1 adjacent location or reduce "off-the-body" die roll by one. ■ 1 Offensive Bump at level 6. 2 Offensive Bumps at Level 11.

* Some melee weapons and ranged weapons may be incapable of making Single Strike/Single Shot, Combo/Burst, or Chained Combo/Full Auto Barrage attacks.

DEFENSIVE ACTIONS	# ACTIONS	OTHER INFORMATION
ONE Defensive Bump (vs. HTH or melee weapon)	HALF	■ Character receives ONE Defensive Bump against all hand-to-hand and melee weapon attacks. ■ Can use an Defensive Bump to move the shot 1 adjacent location or add one to hit location number.
TWO Defensive Bumps (vs. HTH or melee weapon)	ALL	■ Character receives TWO Defensive Bumps against all hand-to-hand and melee weapon attacks. ■ Can use an Defensive Bump to move the shot 1 adjacent location or add one to hit location number.
Actively Dodge (1/4 AGL as penalty)	ALL	Opponents suffer penalty equal to 1/4 of the defender's AGL on all attacks made against the dodging character this Combat Round. Use 1/2 AGL for Fott.
Dive for Cover	0	If you beat the attacker's Initiative, you can reach cover within a radius of your highest usable MOV score.

Single Strike (HTH or Melee Weapon)

By spending a single Action, a character may strike once in hand-to-hand combat (HTH) or with a melee weapon attack.

If the melee weapon requires HALF of your Actions to attack, the character can still choose this option, but it costs HALF their Actions to make a single attack. If the melee weapon requires ALL Actions to attack, the character can still choose this option, but it costs ALL their Actions to make a single attack.

Single Shot (Semi-Automatic Ranged Weapon)

By spending a single Action, a character may fire a single shot with a Ranged Weapon. If the weapon can fire on fully automatic mode only or in a stream, like machine guns and fluid guns, the character may not choose this option.

EXAMPLE: Klick the Keen decides he wants to attack Floyd the Fott. Step one is to determine if Floyd is in range. Floyd is 30 m away, which is firmly in the middle of Range Bracket 4. Klick's weapon will reach Range Bracket 4, so Floyd is in range. The weapon has an Accuracy of 30 in Range Bracket 4. Step two is to select the proper weapon skill. Klick is using a laser rifle, so he will need to use his Weapon: Beam skill. Klick has a Manual Dexterity of 40, and 6 levels of Weapon: Beam skill.

Step three is to determine how many Actions Klick is going to spend. Klick has 4 Actions to spend. He decides that he is going use all four Actions to fire four shots (semi-automatic) at Floyd. Klick has an 80% chance to hit Floyd. (40 AGL ÷ 2 + (6 levels × 5%) +30 ACC = 80%). The first shot Klick makes will have an 80% chance to hit. Since he is making multiple single Action attacks, each following shot will incur a -20 penalty, which is cumulative. That means his second shot will have a 60% chance to hit. His third shot will have a 40% chance to hit. His fourth, and final shot, will have a 20% chance to hit poor Floyd.

Klick's player rolls a 57, 50, 82, and a 68, in that order. He hits with the first and second shots, but misses the third and fourth shots. Klick's player rolls a d6 to determine where the shots landed. He rolls a 2 and a 2. Both shots hit Floyd in the torso. Klick has now expended four shots from the laser, and reduced the Q by 4.

HALF of All Actions

By spending HALF of all their Actions, the character can launch a flurry of attacks or shots. The downside of making so many rapid attacks in such a short time span is that they are less tightly grouped. No matter how many attacks are made in the combo or burst, a single Skill Check is made when making HALF Action attacks.

The attacker may not make Called Shots when making an attack that uses HALF of all their Actions, but may bump shots (See Offensive Bumping below).

Combo (HTH or Melee weapon)

By spending HALF of all the character's Actions, a character may make a number of attacks equal to the half of their total Actions in a hand-to-hand combat or in a melee weapon attack.

A single Skill Check is made for the combo. A d10 is rolled to determine the hit location of each hand-to-hand or melee weapon attack. Any result higher than a 6 misses the target.

Hand-to-hand techniques and melee weapons that require HALF or ALL Actions can not be used to make Combo attacks. These weapons and hand-to-hand techniques are too slow or unwieldy to make combo attacks.

Burst (Ranged Weapon)

By spending HALF of all the character's Actions, a character may fire a number of shots equal to the weapon's Burst value. The weapon's Q is reduced by the Burst value, whether the shots hit the target or not.

A single Skill Check is made for the burst. The ROF-D listed for the weapon to determine the hit location of each shot. Any result higher than a 6 misses the target.

If the character is using a ranged weapon that has a '-' listed for its Burst, then they may not choose this option.

The ROF Die (ROF-D)

The Rate of Fire Die (ROF-D) replaces the standard hit location die (d6) to determine the hit locations when making attacks using the burst (Burst) or the full-auto (Full) setting on ranged weapons. Because the ROF-D is usually larger than a d6, you can roll numbers that don't correspond to a Body Section. Results that are larger than a six (6) are considered misses.

Typically, the ROF-D is a d8 or d10, though sometimes a d12 is used. The larger the ROF-D, the more the weapon jumps and kicks during fully automatic fire, and the more likely you'll miss your target when firing on fully automatic.

EXAMPLE: Klick the Keen is unhappy with the results of popping off individual shots at Floyd. The next Combat Round, he takes a FREE Action to switch his weapon from semi-automatic to burst mode and again shoots at Floyd. Step one is still to determine if Floyd is in range. Floyd is still in Range Bracket 4. Step two is to select the proper weapon skill. Klick is still using a laser rifle, so Weapon: Beam skill it is.

Step three is to determine how many Actions Klick is going to spend. This time Klick is going to spend HALF of all his Actions, which is 2 Actions, to fire a burst at Floyd. The laser he is using has a Burst value of 2. Klick has an 80% chance to hit Floyd in Range Bracket 4. The weapon has a d8 for its ROF-D. His chance to hit with both shots in the burst is the same. In addition, only one attack roll is made for the burst, no matter how many shots are fired.

Klick rolls a 56 and hits with the burst. The downside to firing a burst is that the shots are less tightly grouped. Klick's player rolls a d8, instead of a d6, to determine where the shots landed. Because there are two shots in the Burst, Klick's player rolls for two hit locations. He rolls a 5 and an 8. The first

shot hits Floyd in the left leg. The second shot misses Floyd entirely because it is greater than a 6.

Klick decides to fire a second burst this Combat Round with his remaining two Actions. He still has an 80% chance to hit Floyd in Range Bracket 4 and rolls a 34, hitting with the burst. He rolls a d8 for both hit locations and gets 1 and a 7. The 1 strikes the head, and the 7 misses Floyd. Klick has now expended a total of eight shots from laser; four last Combat Round and four this Combat Round.

ANOTHER EXAMPLE: Kitty the Cizerack is in Range Bracket 1 and wants to attack Fredd the Ram with her claws. Kitty has 6 Actions and spends HALF her Actions to attack Fredd with a Combo. Kitty's player makes a single Hand-to-Hand Combatives Skill Check and is successful. She must now roll 3 hit locations using a d10. Any rolls that are 7 or larger are a miss.

Splitting Single Actions with a HALF Action.

Recall that the -20 cumulative penalty is applied to all single Actions, after the first, that occur in the same Combat Round. Whenever HALF of all the Actions activity occurs between the single Actions, the -20 penalty is still in effect for the single Actions that occur after the HALF Actions Activity. Moreover, the -20 cumulative penalty for the single Actions that occur after the HALF Actions Activity is calculated based on the total number of Single Actions already spent that Combat Round.

EXAMPLE: A character has 8 Actions, and they spend a single Action to make a hand-to-hand attack at no penalty. Then they spend HALF of their Actions (4 Actions) to fire a burst from their pistol. Following the burst, they make three more hand-to-hand attacks, which suffer a -20, -40, and -60 penalty respectively. Even though these last three single Action attacks were separated from the first single Action attack by the burst, they still occurred in the same Combat Round and are subject to the cumulative -20 penalty after the first single Action.

ALL Actions

By spending ALL of all the character's Actions, a character may make a number of hand-to-hand attacks or melee weapon attacks equal to the total number of Actions the character possesses.

A single Skill Check is made for the chained combo. A d10 is rolled to determine the hit location of each hand-to-hand or melee weapon attack. Any result higher than a 6 misses the target.

For hand-to-hand techniques or melee weapons that require HALF of all Actions, only two attacks are made during the Chained Combo. Hand-to-hand techniques and melee weapons that require ALL Actions can not be used to make Chained Combo attacks.

ATTACKING SUMMARY

SINGLE STRIKE OR SINGLE SHOT	
# of Actions Spent:	1
Penalty to Hit:	-20, Cumulative, to each attack after first
Hit Die:	d6
Restrictions:	No Bumping
# of attacks made:	1

COMBO OR BURST	
# of Actions Spent:	HALF
Penalty to Hit:	None
Hit Die:	d10 or ROF-D for ranged weapon
Restrictions:	No Called Shots
# of attacks made: (HTH or melee weapon)	Equal to number of Actions spent.
# of attacks made: (ranged weapon)	Equal to weapon's BURST value

CHAINED COMBO OR FULL-AUTO	
# of Actions Spent:	ALL
Penalty to Hit:	None
Hit Die:	d10 or ROF-D for ranged weapon
Restrictions:	No Called Shots
# of attacks made: (HTH or melee weapon)	Equal to number of Actions spent.
# of attacks made: (ranged weapon)	Equal to weapon's FULL value

Chained Combo (HTH or Melee Weapon)

By spending ALL of all the character's Actions, a character may make a number of hand-to-hand attacks or melee weapon attacks equal to the total number of Actions the character possesses.

A Hit Location must be rolled for each attack in the chained combo. A d10 is rolled to determine the hit location of each hand-to-hand or melee weapon attack. Any result higher than a 6 misses the target.

For hand-to-hand techniques or melee weapons that require HALF of all Actions, only two attacks are made during the Chained Combo. Hand-to-hand techniques and melee weapons that require ALL Actions can NOT be used to make Chained Combo attacks.

Fully Automatic Barrage (Ranged Weapon)

By spending ALL of all the character's Actions, a character may fire a number of shots equal to the weapons Full value. The weapons Q is reduced by the Full value, whether the shots hit the target or not.

A single Skill Check is made for the barrage. The ROF-D listed for the weapon to determine the hit location of each shot. Any result higher than a 6 misses the target.

If the character is using a ranged weapon that has a '-' listed for its Full, then they may not choose this option.

EXAMPLE: Floyd's armor is shrugging off the damage, so Klick decides to unload on Floyd. On the third Combat Round, Klick switches his weapon from burst mode to full-auto using a Free Action. Step one and step two are unchanged from prior attacks.

Step three is to determine how many Actions Klick is going to spend. Because Klick is firing on full-auto, he must spend ALL of his Actions to fire at Floyd. The laser he is using has a Full value of 5. Klick has an 80% chance to hit Floyd, and the weapon's ROF-D is still a d8.

Klick's chance to hit with the full auto barrage is the same, even though he's firing five shots in the barrage. Only one attack roll is made for the barrage.

Klick rolls a 15, and hits with the barrage. Just like with the Burst, the full auto barrage uses the ROF-D rather than a d6 when determining hit locations. Klick's player rolls the d8 a total of five times to determine were the hits land. He rolls a 3, 7, 1, 2, and a 6. Four of the five shots fired in the barrage hit. The roll of 7 is greater than 6, and it misses Floyd.

Klick cannot make another attack this Combat Round because the full auto barrage consumed ALL of his Actions. Klick has now expended a total of thirteen shots from his laser.

ANOTHER EXAMPLE: This Combat Round Kitty is going to turn Fredd into mincemeat. She spends all 6 of her Actions to attack Fredd with a Chained Combo. Kitty is successful in her single Hand-to-Hand Combatives Skill Check and must now roll 6 hit locations using a d10. Any rolls that are 7 or larger are a miss.

COMBAT MODIFIERS

Your GM will have you apply any appropriate Combat Modifiers to your Hand-to-Hand Combatives Skill Check or weapon Skill Check that would affect the roll (GM Discretion).

Combat Modifier Descriptions

Aimed Shot

If the character spends HALF their Actions aiming, their chance to hit at all Range Brackets increases by 10% for the next shot they make with a ranged weapon. If the character spends two consecutive HALF Actions aiming, they get a 20% bonus to the next shot they make with Ranged Weapon. A maximum bonus of 20% can be achieved through aiming. The character must spend an Action or Actions to attack immediately after spending HALF of all Actions to aim. Otherwise, the bonus is lost. If the character spends Actions to do any other activity between aiming and attacking, the Aimed Shot bonus is lost.

The aiming bonus applies only to the first shot fired, even if the weapon is firing more than once during that attack. After the weapon has been fired once, the Aimed Shot bonus ends. This bonus only applies to Ranged Weaponry. Hand-to-hand attacks and melee weapons do not receive the Aimed Shot bonus.

Braced Shot

Bracing your weapon against a solid and immobile object increases your chance to hit your target by 10% in all Range Brackets. Bracing a weapon requires HALF your Actions. Once the weapon is braced, there is no need to spend additional Actions to receive the Braced Shot bonus unless you move to a different location or position (GM Discretion). Using a tripod or bipod also counts as bracing your weapon.

Hard Cover

Hard cover may or may not actually conceal a target. For example, a sheet of bulletproof glass will provide hard cover but no concealment. Hard cover only results in a hit penalty if the attacker is trying to shoot at portions of the target that are not fully behind cover. The penalty is determined by the amount of the target that is not behind cover. The more cover the target has, the higher the penalty to hit an exposed Body Section. Obviously, if the target is completely behind cover, then an attacker cannot attempt to shoot exposed Body Sections.

If the target is partially exposed and the shooter fires at the target without attempting to avoid the cover, then any hit location rolled by the attacker that corresponds to a location behind hard cover strikes the cover instead of the target. Damage is applied to the cover, not the target. If the hard cover is breached, then the remaining damage is applied to the target. Certain weapons, like Pulse Cannons, are designed to blow through Hard Cover like it's made of tissue paper. The GM will indicate how much many body sections the cover is capable of protecting, and the player gets to choose which Body Sections they want behind the cover.

Using 2-handed weapon with one hand

Firing any weapon, that's not in a pistol configuration with only one hand, reduces your chance to hit by 50% at all Range Brackets. Using any melee weapon that requires two hands with only one hand reduces your chance to hit by 50% at all Range Brackets.

Snap Shot

A Snap Shot penalty is a 40% penalty to your chance to hit and is incurred in the following circumstances:

- Anytime the character must rapidly bring a weapon to bear on a target due to surprise, ambush, or being unprepared for an attack.
- Attacking and moving faster than half your MOV score (RUN/JUMP/FLY) in the same Combat Round.
- Attacking and Actively Dodging in the same Combat Round.
- Switching targets in the same Combat Round.

The Snap Shot penalty is cumulative, so if your character is in mid-jog when they are surprised, they would suffer a -80 penalty. One Snap Shot penalty is for the movement and a second is for reacting to a surprise. If a Snap Shot penalty is incurred, it is applied to every attack the character makes that Combat Round.

Target Prone (Beyond RB 1)

Shooting at a prone (lying down) target from a distance is difficult and incurs a -30 penalty.

COMBAT MODIFIERS

SITUATION		MOD
Aimed Shot (per HALF spent aiming, Max +20)		+10
Braced Shot		+10
Hard Cover	1 Section behind cover	-15
	2 Sections behind cover	-30
	3 Sections behind cover	-45
	4 Sections behind cover	-60
	5 Sections behind cover	-75
	Completely Covered	N/A
Using a 2-handed weapon with one hand		-50
Snap Shot (Cumulative)		-40
Jog (RUN in meters)		-40
Switch targets (in turn)		-40
Surprised		-40
Actively Dodging		-40
Target Prone (Beyond RB 1)		-30
Target Prone (RB 1)		+20
Target Dodging		-¼ OPP AGL
Target Stationary		+10

RELATIVE SPEED (M/SEC)		MOD
01-10		0
11-20	Lose 1 Bump	-10
21-30	Lose 1 Bump	-20
31-40	Lose 1 Bump	-30
41-50	Lose 2 Bumps	-40
51-100	Lose 2 Bumps	-50
101-200	Lose 2 Bumps	-60
201-500	Lose 3 Bumps	-70
501-1,000	Lose 3 Bumps	-80
1,001-2,000	Lose 3 Bumps	-90
2,001-5,000	Lose all Bumps	-100

WEATHER/ENVIRONMENTAL CONDITIONS		MOD
Lighting	Dusk/Dawn	-10
	Dark Night	-30
	Total Darkness/Blind	-90
Rain	Light	-10
	Moderate	-20
	Downpour/Monsoon	-30
Smoke/Fog	Light	-10
	Thick	-30
Wind	Breezy	-10
	Windy	-30
	Hurricane/Tornado	-90
Target Silhouetted		+10

COMBAT MODIFIERS (CONTINUED)

TARGET SIZE	MOD
Size Class 1	-15
Size Class 2	-10
Size Class 3	-5
Size Class 4	0
Size Class 5	+5
Size Class 6	+10
Size Class 7	+15
Size Class 8	+20
Size Class 9	+25
Size Class 10	+30

CALLED SHOTS	MOD
Arm	-50
Torso	-20
Eye	-90
Foot	-60
Groin	-80
Hand	-60
Head	-50
Leg	-20
Throat	-80
Tail	-30
Weapon (Rifle)	-50
Weapon (Pistol)	-70
Backpack/Missile Rack (From side)	-50
Backpack/Missile Rack (From rear)	-20

COVER MATERIALS

COVER MATERIAL	STRUCTURAL INTEGRITY*	THR
Brick Wall	250	3
Adobe Wall	250	2
Concrete Wall	200	4
Flex Steel Wall	1000	7
Plate Glass Window	10	-
Sheet Rock Wall	40	1
Steel Plate	500	4
Titanium Steel Plate	800	5
Sandbag Wall	300	5
Wood Planking	150	2

* Listed SI is for an area large enough to fully cover (all 6 sections) one Size Class 4 character. Materials are roughly 0.1m thick. SI increases as depth increases.

Target Prone (RB 1)

Attacking a prone target when you are standing over them is much easier than attacking a prone target from a distance. In this case, the attacker receives a +20 bonus to hit, whether using a melee weapon or a ranged weapon.

Target Actively Dodging

The shooter suffers a penalty equal to ¼ of the target's Agility.

Target Stationary

Shooting at a stationary target gets you a +10 to hit. If the target has not moved from the spot they were occupying (MOV = 0) during the prior Combat Round and if they haven't moved earlier in the current Combat Round where you are attacking, you receive the Target Stationary bonus. This modifier applies to ranged weapons only.

Moving Target

Shooting at a moving target is more difficult than shooting at a stationary one. The faster the target is moving, the more difficult it is to hit. In addition to hit penalties, fast moving objects also eliminate some or all of the Bumps the attacker has. This is due to the difficulty of grouping hits against a fast-moving target. If the target is moving directly toward or away from the shooter, the penalty is reduced by half. The relative speed of the object is used to determine the penalty.

For example, if the target is moving away the character at 30 meters per second and the character is moving away from the target in the opposite direction at 10 meters per second, then the relative speed from the attacker's perspective is actually 40 meter per second. In contrast, if the target was moving away from the character at 50 meters per second and the character was chasing the target at 20 meters per second, then the relative speed would only be 30 meters per second. See the Combat Modifier chart for specific penalties.

Lighting

Targets in poorly lit environments are difficult to see and hit. The darker the environment the more difficult the target is to hit. Some creatures possess *Infravision* (can see infrared light) or *Ultravision* (can see ultraviolet light), which allows them to ignore this penalty (GM Discretion). See the Combat Modifier chart for specific penalties.

Smoke/Fog

Like poor lighting, smoke, and fog can obscure a target making it difficult to see and hit. Unlike darkness, however, smoke and fog can typically not be ignored by creatures with *Ultravision*. Creatures and characters with *Infravision* can ignore smoke and fog, unless the smoke is from a hot fire. See the Combat Modifier chart for specific penalties.

Wind

Windy conditions can throw off a character's aim, and in the case of kinetic weapons, can also affect the trajectory of the projectile. Penalties for wind between -1 and -50 are halved when using non-kinetic weapons (GM's discretion). Penalties higher than -50 mean the weapon itself is likely getting blown around, and all weapons will be equally affected. See the Combat Modifier chart for specific penalties.

Target Silhouetted

Standing in a doorway or window with a light source directly behind you is never a good idea in combat. It makes your silhouette clearly visible to your opponent, giving the shooter a +10 to hit.

Target Size

Larger characters are easier to hit. Smaller characters are more difficult to hit. The same applies to vehicles and other objects. The larger they are, the easier they are to shoot. For each Size Class above 4, the attacker gets a +5 to hit. For each Size Class below 4, the attacker gets a -5 to hit. Vehicle weapons always get a -40 to hit personnel in addition to the Size Class modifier.

Called Shots

Aiming for a specific spot on the target when you're making single Action attacks is a great way to maximize the effect of your fire. The smaller the target or spot on the target where you are aiming the larger the penalty to hit it. See the Combat Modifier chart for specific penalties.

HIT LOCATIONS

Hit Location Diagram

Anytime you strike an opponent with an attack, you must determine where you hit them. The body is divided into multiple sections called, appropriately enough, Body Sections. The Body Sections are numbered, one to six, as shown below:

01. Head

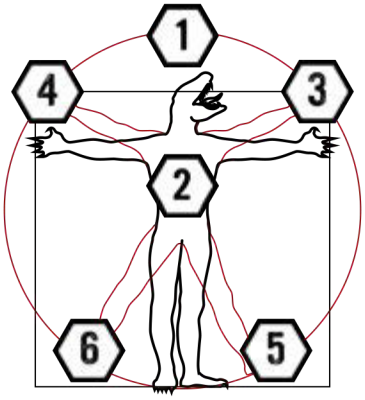
02. Torso

03. Left Arm

04. Right Arm

05. Left Leg

06. Right Leg



Even numbers always represent the right side of the body, when they correspond to an appendage. It is possible to roll higher than a 6 on many Hit Location rolls. You'll notice there is no Body Section with a number higher than 6, therefore any Hit Location rolled higher than a 6 misses the target.

Phentari and Keen Arms

Rolling a 3 or 4 Hit Location on a Phentari or Keen means you hit an arm, obviously. To determine whether you've hit the upper arms or lower arms, roll another d6. If you roll an even number (2,4,6), then you've hit the upper arm on the same side as your rolled hit location. If you roll an odd number (1,3,5), then you've hit the lower arm on the same side as your rolled hit location.

BUMPING SHOTS (AKA OFFENSIVE BUMPS)

The downside to making a flurry of attacks by spending HALF or ALL your Actions is that the shots tend to be less tightly grouped. You're not making careful aim with each shot, and you can't make Called Shots. This is why the Hit Location die used increases in size when spending HALF or ALL your Actions to make multiple attacks. However, more skilled characters can obtain tighter groups when making attacks. This is represented by the game mechanic called Bumping.

Calculating Number of Offensive Bumps

The number of Bumps you get depends on how skilled you are with the weapon you are using to attack or your Hand-to-Hand Combatives skill if you're attacking empty handed.

If the weapon or Hand-to-Hand Combatives skill the character is using is level 6-10, they get one (1) Bump. If the weapon or Hand-to-Hand Combatives skill the character is using is level 11-15, they get two (2) Bumps.

As a result, the number of Bumps your character receives may change depending on what weapon they are using. If they have 11 levels of Weapon: Melee (Sword) skill and 6 levels of Weapon: Beam skill, they would get two Bumps when using their sword, but only one Bump when using their laser rifle.

NUMBER OF BUMPS

SKILL LEVEL	0–5	6–10	11–15
OFFENSIVE BUMPS	0	1	2

Bumping On Target Shots

If you roll a 1 through 6 when making your attack roll, you've hit somewhere on the target's body. If you have a single Bump, you can move each hit in the multi-Action attack to any Body Section adjacent to the locations rolled. If you have more than one Bump, you can move the hits multiple times, but each location you move a hit to must be adjacent to the hit's prior location. The legs are considered adjacent to each other, and the torso is adjacent to all other Body Sections.

Bumps may be applied to each Hit Location roll you make, no matter how many Hit Location rolls are required in a single attack.

EXAMPLE: Fredd the Ram has six levels of Weapon: Melee (Sword) and receives a single Bump when using is sword. Fredd makes a Combo (HALF Actions) attack against Henry the Mutzachan with his sword. This gives Fredd three hits with the sword if his attack is successful. Fredd hits!

The first Hit Location roll for Fredd's attack is a 5. With his single Bump, Fredd could move the strike that hit Body Section 5 into Body Section 6 or Body Section 2. Fredd opts for Body Section 6.

The second Hit Location roll is to Body Section 1. Henry has a really nice helmet, and Fredd wants to move the hit to someplace less armored, like an arm. We can see from the Bumping Diagram that using a single bump, Fredd can only move that hit from Body Section 1 (head) to Body Section 2 (torso) but not to Body Section 3 or 4 (arms). As we see from the Bumping Diagram, the arms are not considered adjacent areas to the head. If Fredd had two bumps he could bump that hit to Body Section 1 then to Body Section 3 or 4 like he wanted, but alas, he does not have that many Bumps.

The last Hit Location roll is Body Section 6. The legs are considered adjacent to each other, and each leg is also considered adjacent to the torso. So Fredd can move the hit on Body Section 6 to either Body Section 2 or Body Section 5. Note that Fredd gets to bump all the hit locations in the combo using his single Bump.

Bumping Off Target Shots

If you miss the target entirely, by rolling a 7 or higher , you can use your Bumps to attempt to nudge the hit back on the target's body. For each Bump you possess, you can subtract one from each die roll in the attack. When Bumping a hit back onto the body, you can choose to bump the shot onto either leg (Hit Location 5 or 6).

In other words, if you have a hit location roll of 7 you can bump that shot to either the right leg (6) or the left leg (5), even though the bump-reduced value is a 6. Once an attack has been Bumped back onto the target, you may use any remaining bumps to move the hit to adjacent Body Sections as described in the previous section.

EXAMPLE: Henry the Mutzachan is shooting at Fredd the Python with his laser rifle and rolls an 8 on his Hit Location roll. Henry has two Bumps. Normally an 8 would be a miss because it does not correspond to any Body Section (1-6). However, with his two Bumps, Henry could subtract 2 from the roll of 8 and ends up with a 6, pushing the hit back onto the target. Recall that even though 8 - 2 = 6, Henry has the option of pushing the shot back onto the body at either leg. So, he could move the shot to Body Section 5 or Body Section 6.

Henry's second Hit Location roll is a 7, which is also a miss. He uses one Bump to move the hit back onto the body – either onto Body Section 6 or Body Section 5. Henry moves it to Body Section 5 this time. Henry then uses his remaining Bump to move the hit from the leg (Body Section 5) to an adjacent Body Section. In this case, he Bumps it to the torso (Body Section 2).

Intentionally Bumping off-Body

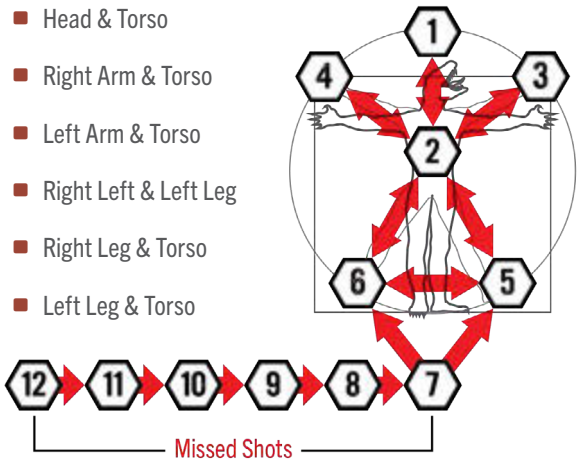
In some cases, you may want to intentionally miss the target. For example, when using a *fluid gun* filled with glue, you may want to glue the target to that wall behind him by getting a Hit Location of 7. In these cases, if you're sitting on a Hit Location 6, you can increase the value by one for each Bump you spend. To get the

shot to area 6, you still have to use the normal Bumping rules for moving shots through adjacent areas as described above. However, once you're on area 6, you can deliberately move the shot off-the-body. This is the identical game mechanic used for Defensive Bumps, which is detailed later in this chapter.

Bumping Diagram

An attack may be bumped from one adjacent area to the next. The following locations are adjacent to each other:

- Head & Torso
- Right Arm & Torso
- Left Arm & Torso
- Right Left & Left Leg
- Right Leg & Torso
- Left Leg & Torso



Offensive Bumping Summary

- Your Bumps may be applied to each Hit Location roll you make.
- You can Bump an on-the-body hit (Hit Location 1-6) to any adjacent Body Section for each Bump spent.
- You can subtract 1 from the die roll of an off-the-body hit (Hit Location Die value of 7+) for each Bump spent.
- When Bumping an off-the-body hit back onto the body, you can choose to bump the shot onto either leg once the die value is reduced to 6. Once the hit is back on the body, it can be moved to adjacent sections (see above).
- The number of Bumps is determined by the combat skill you are using to make the attack.
- You get one free Bump when using a Ranged Combat weapon against a target in Range Bracket 1. This does NOT apply to hand-to-hand attacks or melee weapons such as swords, knives, etc.
- You cannot Bump hit locations when attacking targets in RB 4 through RB 8.

Point Blank Bump

If you are in RB 1 with a ranged weapon, you get an additional Offensive Bump per shot.

Bumping Restrictions

You cannot Bump the hit locations of attacks that are not directly aimed by the shooter. This includes attacks made with grenades, indirect fire weapons, explosions, shrapnel, missiles, mortars, artillery shells, and area effect attacks including any attack that affects all Body Sections.

In addition, a character has to be able to see where their shots are impacting on the target in order to steer them to the desired location using Bumps. As a result, if the Target is at *Range Bracket* 4 or beyond no Bumps are allowed. The same holds true for vehicle combat. If a vehicle is firing at another vehicle-sized target at Vehicle Range Bracket 4 or beyond, no Bumps are allowed.

The Game Master will be the final arbitrator on whether a particular attack can have its hit locations Bumped.

DOING DAMAGE

UNARMED HTH DAMAGE

Unarmed HTH damage is always assumed to be Temporary Damage (Temp) unless the attack description specifically states otherwise. When making hand-to-hand attacks, characters may select from the hand-to-hand techniques below:

CLOSE COMBAT TECHNIQUE TABLE

TECHNIQUE	DAMAGE	TYPE	ACTIONS	NOTES
Punch	1+DA	TEMP	1	
Kick	3+DA	TEMP	HALF	
Bite	1d4+DA	REAL	1	2 per Combat Round Maximum. Cizerack, Phentari, Pythonian only
Claw	1+DA	REAL	1	Cizerack & Pythonian only
Head Butt	2 (3 for Mutzachans)	TEMP	HALF	-20 to hit

Pythonians and Cizerack can choose to do Real Damage in hand-to-hand attacks, but they may do Temporary Damage instead if they wish. Kicks do more damage than punches, but they are slower and require more Actions. Certain species can use a bite as an attack. Characters are limited to two bite attacks per Combat Round. Bite attacks always do Real Damage.

WEAPON DAMAGE

Melee weapons and ranged weapons do the amount of damage listed per successful attack. Special rules will be in the weapon's description.

TAKING DAMAGE

TEMPORARY DAMAGE

A character has a number of *Temporary Body Points ("Temp BP")* equal to their normal BP. Only Temporary (Temp) damage reduces a character's Temp BP. Temp damage is caused by non-lethal weaponry and most hand-to-hand attacks.

When a character's Temp BP reaches zero from taking Temp damage, the character is knocked senseless for 1d4 Combat Rounds and is unable to take any Actions. If the character's Temp BP is zero and they continue to take Temp damage, the damage is treated as Real damage, reducing the character's normal Body Points.

CRITICAL HITS

Each time a character loses ¼ of their original Body Point total in a single hit or they are reduced to zero Body Points, they have taken a Critical Hit and must roll on the Critical Hit Table.

When determining what constitutes ¼ of a character's total Body Points, we ignore the "always round down" rule and use normal rounding rules.

In addition, each time a character suffers a Critical Hit, they must make a Vital Statistic check using their Constitution, aka a "CON Check." Failure indicates the character has passed out from shock or is struggling so much with the pain of the injury that they are unable to take any Actions. Success indicates that the character remains conscious.

Characters who fail their CON check may attempt another each Combat Round, with the same penalties, to work through the pain or come back to consciousness. Once successful, no further CON checks are made unless the injury is aggravated in some way. Moving or being moved is a good way to aggravate a critical injury, trigging another CON Check.

The Critical Hit Table may impose a CON Check Penalty, along with specific reductions in the character's Statistics. If the damage that triggered the Critical Hit was to a specific Body Section, the player must roll on the section of the Critical Hit Chart that corresponds to that Body Section. If the damage that triggered a Critical Hit could have landed anywhere on the body, simply roll d100. The Critical Hit Chart also indicates what medical skill is required to treat the wound and what penalties, if any, are applied to the Skill Check.

EXAMPLE: Klick the Keen took a Critical Hit to his left arm. We move to the Left Arm section of the Critical Hit table and roll a d8 to determine what type of Critical Hit Klick suffers and what penalties, if any, are applied to his CON check and Stats.

LIMB LOSS AND MAX DAMAGE PER HIT

If a character loses more than half of their maximum Body Points in any attack on an arm, leg, tentacle, tail, or wing, any damage

CRITICAL HIT TABLE

D100	D10	DESCRIPTION	CON CHECK PENALTY	TEMP EFFECTS	PERM EFFECTS	TREAT SKILL	DIFF
HEAD							
1	1	Head Removed from the Shoulders. You can't walk around like a chicken with its head cut off. (Roll up new character)	N/A	–	SLAIN!	–	–
2	2	Top of Head Blown Off! You're history pal! There is all kinds of neat stuff oozing everywhere.	N/A	–	SLAIN!	-–	–
3	3	Temple	-80	Concussion. -15 to all skill checks for 2d4 days	-1 INT	Paramedic	-40
4	4	Forehead	N/A	Unconscious for 2d4 rds	-10 IQ and INT	Paramedic	-30
5	5	Enters Eye and Exits Back of Skull		–	SLAIN!	-	-
6	6	Jaw Shattered	-40	Cannot eat or speak until repaired	–	Physician	-40
7	7	Face Partially Removed	N/A	Unconscious 2d4 rounds	-20 CHA	Paramedic	-40
8	8	Mouth	0	Cannot eat solid foods until repaired	-10 CHA	Paramedic	-40
9	9	Neck	-40	-10 AGL	–	First Aid	-80
10	10	Throat	-30	Can't speak for 2 weeks	–	Paramedic	-80
TORSO D20							
11-13	1	Collar Bone. Clean Break	0	-20 AGL and MD until healed; one arm useless until healed	–	Paramedic	-30
14-15	2	Lung Punctured	-80	-20 CON; Asphyxiation from drowning in blood in 8d10 rounds	–	Paramedic	-40
16-17	3	Lung	-30	-50 CON; RUN is halved	–	First Aid	-40
18	4	Struck Spinal Cord	-40	–	–	-	–
19	5	Spinal Cord Cut. Now in two distinct sections.	N/A	-50 CON; 50% chance of permanent paralysis if you move at all	50% chance of Paralysis	Physician	-120
20	6	Heart	N/A	Unconscious for 1d4 hours; loss of 1d4 BP/rd. from blood loss	–	Paramedic	-120
21	7	Blows Heart Apart.	N/A	–	SLAIN!	–	–
22-23	8	Multiple organs struck. internals reduced to a jelly- like mixture.	N/A	–	SLAIN!	–	-–
24-25	9	Ribs Cracked. You got lucky!	0	-20 AGL	–	First Aid	0
26-27	10	Ribs Shattered	-30	-30 CON; Move and the chips have a 50% chance of puncturing a lung (see 14-15 above for effect).	–	Physician	-40
28	11	Groin, Clean	-30	-20 AGL	–	First Aid	-80
29	12	Groin, Removed	-80	RUN is halved, No sprinting, JUMP = 0;-75 AGL	-10 AGL	Physician	-120
30-35	13	Lower Abdomen, Clean	0	-10 CON	–	First Aid	-80
36-37	14	Stomach Punctured	-30	CHEM ECR or die in 1d4 days	–	Physician	-40
38	15	Stomach Ruptured	-40	CHEM ECR or die in 1d4 hours	–	Physician	-80
39-40	16	Liver	-30	-30 CON and BIO ECR	–	Paramedic	-40
41-42	17	Liver. You are spilling blood everywhere and making quite a puddle.	-40	-50 CON and BIO ECR. lose 1d4 BP/rd. from blood loss.	–	Paramedic	-80
43-44	18	Intestines	-30	CHEM ECR or lose 1d4 BP/round	-15 CON	First Aid	-80
45	19	Multiple Organs	-80	-60 CON, -60 AGL, Death in 1d4 min.	–	Physician	-80
46	20	Lower Spine. Forget walking or doing the wild thing.	-40	–	Paralyzed from waist down, -80 AGL, MOV = 1	Physician	-120

D100	D10	DESCRIPTION	CON CHECK PENALTY	TEMP EFFECTS	PERM EFFECTS	TREAT SKILL	DIFF
RIGHT ARM							
47	1	Right Shoulder Broken	0	-25 STR; -20 AGL; Arm is useless	–	Paramedic	-40
48	2	Right Shoulder, Clean Break	0	-10 STR; -20 MD and AGL	–	First Aid	-30
49	3	Right Elbow Shattered	0	-25 STR, MD, and AGL; Arm is useless.	-10 MD	Paramedic	-80
50-51	4-6	Right Arm. Messy Break	0	-25 STR; -20 MD and AGL; Arm is useless	–	Paramedic	-40
52-54	7-9	Right Arm. Clean Break	0	-10 STR, MD, and AGL	–	First Aid	-30
55	10	Right Hand Shattered	0	-50 MD; lose one digit	-10 MD	First Aid	-80
LEFT ARM							
56	1	Left Shoulder Broken	0	-25 STR; -20 AGL; Arm is useless	–	Paramedic	-40
57	2	Left Shoulder, Clean Break	0	-10 STR; -20 MD and AGL	–	First Aid	-30
58	3	Left Elbow Shattered	0	-25 STR, MD, and AGL; Arm is useless.	-10 MD	Paramedic	-80
59-60	4-6	Left Arm. Messy Break	0	-25 STR; -20 MD and AGL; Arm is useless	–	Paramedic	-40
61-63	7-9	Left Arm. Clean Break	0	-10 STR, MD, and AGL	–	First Aid	-30
64	10	Left Hand Shattered	0	-50 MD; lose one digit	-10 MD	First Aid	-80
RIGHT LEG							
65	1	Right Hip Bone Shattered	0	-60 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-5 AGL	Physician	-80
66-67	2	Right Hip Bone Chipped	0	-30 AGL	-1 AGL	First Aid	0
68-69	3	Right Thigh, Artery Struck	0	-25 AGL; lose 2 BP/rd. from blood loss	–	Paramedic	-80
70-72	4	Right Thigh, Clean	0	-15 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	–	First Aid	+30
73-75	5	Right Thigh Bone Shattered	0	-25 STR and -60 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-10 AGL, -5 STR	Physician	-80
76	6	Right Knee Shattered	0	-60 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-10 AGL	Physician	-80
77	7	Right Calf, Artery	0	-25 AGL; lose 1 BP/rd. from blood loss	–	Paramedic	-40
78-79	8	Right Shin Bone Shattered	0	45 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-5 AGL	Physician	-80
80-81	9	Right Calf, Clean Break	0	-15 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	–	First Aid	-30
82	10	Right Foot Shattered	0	-35 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-10 AGL	Physician	-80
LEFT LEG							
83	1	Left Hip Bone Shattered	0	-60 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-5 AGL	Physician	-80
84-85	2	Left Hip Bone Chipped	0	-30 AGL	-1 AGL	First Aid	0
86-87	3	Left Thigh, Artery Struck	0	-25 AGL; lose 2 BP/rd. from blood loss	–	Paramedic	-80
88-90	4	Left Thigh, Clean	0	-15 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	–	First Aid	+30
91-93	5	Left Thigh Bone Shattered	0	-25 STR and -60 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-10 AGL, -5 STR	Physician	-80
94	6	Left Knee Shattered	0	-60 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-10 AGL	Physician	-80
95	7	Left Calf, Artery	0	-25 AGL; lose 1 BP/rd. from blood loss	–	Paramedic	-40
96-97	8	Left Shin Bone Shattered	0	45 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-5 AGL	Physician	-80
98-99	9	Left Calf, Clean Break	0	-15 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	–	First Aid	-30
100	10	Left Foot Shattered	0	-35 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-10 AGL	Physician	-80

over that value is not applied. The character only loses half of their maximum Body Points.

Unfortunately, at that point the limb is considered severed or mangled beyond saving. This rule does not apply to a weapon that strikes more than one Body Section in a single attack or weapons that do damage in Heavy Points or larger increments. Characters who lose a limb lose 1 Body Point per Combat Round due to blood loss, starting the Combat Round after the limb loss. Losing a limb is treated identically to a Critical Hit and requires the character to make a Con Check and reduce their Stat and Skill checks in the same manner as a Critical Hit. *No part of this rule is applicable to Mazians.*

After getting out of the hospital, Klick again has his full 10 Body Points. Unfortunately, the dastardly assassin is waiting for Klick and shoots him with a pulse weapon as he walks out of the front door. This time the plasma pulse strikes Klick's right arm causing 6 points of damage. Because this attack hits a limb, it can't do more than half of Klicks original Body Point total in damage. Once an attack does an amount of damage equal to half the target's Body Points, that limb is destroyed. Klick ends up only losing 5 Body Points, rather than 6, but he does lose his upper left arm. Next Combat Round, Klick will start to lose his remaining 5 Body Points at a rate of 1 per Combat Round. Fortunately for Klick, medical care is nearby. Klick will need to make a successful CON Check or lose consciousness.

NEGATIVE BODY POINTS

A character can fight until their Body Points reach zero, at which point they lose consciousness. Characters regain consciousness when their Body Points are increased to a positive number. If a character continues to take damage after reaching zero Body Points, their BP total is reduced to a negative value. When this negative value reaches the character's Death's Door rating, they die.

A character's Death's Door rating is determined by their Constitution. If a character suffers an amount of damage equal to three times their Death's Door rating, they have taken Catastrophic Damage and cannot be revived by conventional means. If, however, their brain is still intact they may have a new body grown.

DAMAGE SUMMARY

CONDITION	DESCRIPTION
Stunned	Temp BP reduced to 0
Critical Hit (Crit)	Loss of ¼ total BP in single attack or reduced to zero BP
Limb Loss	Loss of ½ total BP to single limb. Treat as Crit
Unconscious	Body Points reach zero
Dead	Damage equals or exceeds Death's Door score
Catastrophic Damage	Damage equals or exceeds 3x Death's Door score

"I skillfully blocked the Eridani's sword with my heart."

OPTIONAL CLOSE COMBAT TECHNIQUES

The Critical Hit Table may impose a CON Check Penalty, along with specific reductions in the character's Statistics. If the damage that triggered the Critical Hit was to a specific Body Section, the player must roll on the section of the Critical Hit Chart that corresponds to that Body Section. If the damage that triggered a Critical Hit could have landed anywhere on the body, simply roll d100. The Critical Hit Chart also indicates what medical skill is required to treat the wound and what penalties, if any, are applied to the Skill Check.

Grappling

By spending HALF of all their Actions for the Combat Round, a character can attempt to grapple with another character. If the attacker can reach the defender, an Opposed Check takes place. The attacker uses their Hand-to-Hand Combatives skill or half their STR. The defender may use their Hand-to-Hand Combatives skill, half their AGL, or half their STR in the Opposed Check

If the grapple is successful, the attacking character may either damage the defender, hold them in place, or move them in a direction of their choice at a speed equal to half of their RUN score. The attacker receives a +20 to all attacks that they make against the defender for the remainder of the Combat Round. If the attacker opts to damage the defender, they do an amount of TEMP damage equal to 1 plus their Damage Adjustment (DA). An attacker who has successfully grappled may disengage at any time as a Free Action.

Characters who are grappling, cannot Actively Dodge or defend themselves against hand-to-hand and melee weapon attacks by other characters. Grappling characters are free to attack each other during their respective Initiatives.

During their Initiative, a defender who has been grappled may attempt to gain the upper hand by making a Hand-to-Hand Combatives skill check to grapple with their attacker. Alternatively, they attempt break the grapple by spending HALF of their Actions, which triggers an Opposed Check. The defender may use their Hand-to-Hand Combatives skill, half their AGL, or half their STR in the Opposed Check. The attacker uses their Hand-to-Hand Combatives skill or half their STR. If the defender is successful, the grapple is broken.

Tackle

By spending HALF of all their Actions for the Combat Round, a character can attempt to tackle another character to the ground. If the attacker can reach the defender, an Opposed Check takes place. The attacker does not suffer a Snap Shot penalty for moving while attempting a tackle.

The attacker uses their Hand-to-Hand Combatives skill or half their STR. The Defender can use their Hand-to-Hand Combatives, half their AGL, or half their STR. If the tackle is successful, both characters end up on the ground.

Tail Swipe

The Pythonians have the ability to knock opponents off their

feet using a tail swipe. By spending HALF of all their Actions for the Combat Round, a Pythonian character can attempt to bash another character's feet out from under them using their tail, knocking them to the ground.

If the Pythonian can reach the defender, an Opposed Check takes place. The attacker uses their Hand-to-Hand Combatives skill or half their AGL to make the attack. The attacking Pythonian receives a penalty -20 to this attack.

The Defender can use their Hand-to-Hand Combatives skill or half their AGL to defend against the attack. If the tail swipe is successful, the defender ends up on the ground.

MORE CRUNCH RULE

Choke Holds & Submission Holds

Once an attacker has successfully grappled with an opponent, they can transition to a choke hold or submission hold, which is sometimes called a joint lock. This requires another Opposed Check, which is treated identically to a Grapple Opposed Check. The attacker must make a called shot against the target's neck (choke hold) or limb (submission hold) at -50.

Choke Hold

If the attacker gets a choke hold, the defender loses 2d10 CON per Combat Round for as long as the choke is maintained. Maintaining the choke requires ALL of the attacker's Actions. A choke hold can be escaped by the defender in the same way a grapple is escaped. If a choke hold is escaped, the defender will still be grappled but no longer choked. Mazians, Python Lizards, and Raazet cannot be put in choke holds, the latter two due to their armored throats.

Submission Hold

If the attacker gets a submission hold or joint lock, they can force the defender to do as they command due to pain-induced compliance for as long as the submission hold is maintained. Maintaining the submission hold requires HALF of the attacker's Actions. If the defender refuses to comply, the attacker can break the limb, which causes an amount of REAL damage equal to 1 plus the attacker's Damage Adjustment (DA). This automatically releases the submission hold. Mazians cannot be placed in submission holds, and Eridani may substitute their Body Equilibrium skill for their Hand-to-Hand Combatives skill when attempting to escape a submission hold.

Knocked off your feet

Characters who are knocked off their feet cannot Actively Dodge. In addition, their RUN score is reduced to 1 and their JUMP score is reduced to 0, until they regain their feet, which requires HALF of their Actions.

Toppling a larger opponent

This optional rule can be applied when attempting to Grapple, Tackle, Tail Swipe, or Throw an opponent. When there is a discrepancy in size between combatants, the larger opponent usually has the advantage. It's much more difficult for a small attacker to grapple, throw, trip, or knock over a larger defender. Conversely, it's relatively easy for a large attacker to grapple, throw, trip, or knock over a small defender, once they get a hold of them. To represent this, subtract the attacker's Size Class from the defender's Size Class. Next, multiply the result by 10 and apply the result to the penalty for the Defender's stat or skill during the opposed check.

> For example, Fredd the Ram Python (attacker) successfully lands a tail swipe attack in an attempt to knock over Henry the Mutzachan (defender). Fredd is Size Class 8 and Henry is Size Class 1. Normally Henry would have made an AGL Check without penalty, but in this case, the GM decides that the size discrepancy merits the use of this rule. He subtracts the attacker's Size Class (Fredd, SC 8) from the defender's Size Class (Henry, SC 1) and gets -7 for his result (1 - 8 = -7). We multiply the result by 10 and end up with -70. Poor Henry is doomed. If the roles are reversed, and Henry attempts to throw Fredd a few Combat Rounds later, Fredd would receive a 70 point bonus (8 - 1 = 7) to his Stat or skill during the opposed check, rather than a penalty. This rule only applies to creatures that have a Size Class 0 to 10. You're not going to throw a suit of Ultra Armor, no matter how big you are.

Throw

By spending HALF of their Actions for the Combat Round, a character can attempt to throw another character to the ground. If the attacker can reach the defender, an Opposed Check takes place. The attacker uses their Hand-to-Hand Combatives skill or half their STR. The defender may use their Hand-to-Hand Combatives, half their AGL, or half their STR in the Opposed Check If the throw is successful, the defender ends up on the ground. The attacker can choose what direction to throw the defender.

The defender can be thrown a distance, in meters, equal to the 1/20th of the attacker's STR, minus the Defender's Size Class. There is a minimum distance of 1 m. We have provided a handy table so you don't have to do the math. If the attacker has a STR Multiplier, simply multiply the distance the defender is thrown by the STR Multiplier.

THROW

STR	DISTANCE
1-10	1 m
11-20	1 m
21-30	1.5 m
31-40	2 m
41-50	2.5 m
51-60	3 m
61-70	3.5 m
71-80	4 m
81-90	4.5 m
91-100	5 m
101-110	5.5 m
111-120	6 m
121-130	6.5 m
131-140	7 m
141-150	7.5 m

EXAMPLE: Fredd the Ram (STR 150 X2) grabs Henry the Mutzachan (SC 1) and throws him as hard as he can. Fredd can throw Henry 13 m! (150 ÷ 20 = 7.5 m. 7.5 - 1 for Henry's SC = 6.5 m. Multiply the 6.5 m by 2 due to Strength Multiplier for a total of 13 m).

The Defender also suffers 1 damage, plus the attacker's Damage Adjustment. This damage is divided between two locations of the attacker's choosing. If the Defender has Defensive Bumps available, they can use them normally. Characters with the Acrobatics skill can also attempt to avoid falling damage (see Acrobatic skill).

DEFENDING AGAINST ATTACKS

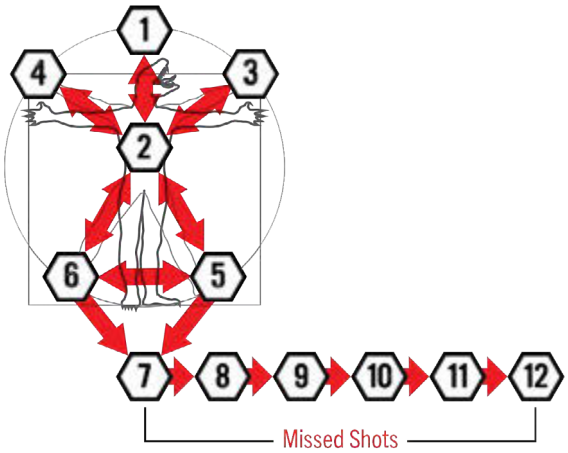
HAND-TO-HAND & MELEE WEAPON DEFENSE (AKA DEFENSIVE BUMPING)

When defending against hand-to-hand and melee weapon attacks, a character can choose to spend HALF or ALL their Actions to defend using a Defensive Bump.

- If the character spends HALF their Actions to Defend, they receive *one* Defensive Bump.
- If the character spends ALL their Actions to Defend, they receive *two* Defensive Bumps.
- A melee weapon provides one additional Defensive Bump for a number of attacks equal to the number of Actions spent on Defensive Bumps. (GMs Discretion)

A Defensive Bump can be used to move the Hit Location of an attack to an adjacent Body Section, usually someplace less vital or better armored than where it was originally going to strike. If you have a single Bump, you can move each hit to any Body Section adjacent to the locations the attacker rolled. If you have more than one Bump, you can move the hits multiple times, but each location you move a hit to must be adjacent to the prior location.

Bump Diagram



Instead of moving a hit to an adjacent location, you can also add one (1) to the die roll result for each Defensive Bump you have. Recall, that if the Hit Location result is higher than 6, it misses. You can choose to bump a shot off the body from either leg (Hit Location 5 or 6) off the body. This is the case even though adding 1 to 5 wouldn't normally get you to 7.

The defender can apply their Defensive Bumps to all attacks made against them that Combat Round. *You cannot use Defensive Bumps against ranged combat attacks.*

EXAMPLE: Fredd strikes Henry in Body Section 6 and Body Section 2 with his sword. Since Fredd wasn't attacking with a ranged weapon, Henry decides he is going to spend HALF his Actions on a single Defensive Bump to try and avoid being struck. Recall that a character can spend remaining Actions to defend at any time, even if it's not their Initiative. On the hit to Body Section 6, Henry can use his Defensive Bump to move it to an adjacent Body Section or to add 1 to the Hit Location. Henry decides to add 1 to the Hit Location number and changes it from a 6 to a 7. This pushes the hit off of Henry's body and causes that hit to miss.

For the hit to Body Section 2, Henry could add one to the roll using his single Defensive Bump, but he can't push the hit off his body. He can, however, move the hit to one adjacent Body Section. Since the hit was to the torso, Henry could move the hit anywhere on his body with his single Bump. All Body Sections are considered adjacent to the torso. Henry remembers that he's got a really nice helmet and decides to Bump the hit from Body Section 2 to Body Section 1. Here's hoping Henry's helmet is as tough as he thinks it is.

The defender can only modify Hit Location rolls using Defensive Bumps after the attacker is finished modifying the rolls with their Offensive Bumps.

ACTIVELY DODGE

You cannot use Defensive Bumps against ranged combat attacks. There is no way to block a bullet, laser, or particle stream. Your best bet is to get behind cover or have armor and/or a Flux Shield to protect you if you're caught out in the open. However, targets of ranged combat attacks may attempt to Actively Dodge, if they are aware of the imminent attack. Characters can Actively Dodge ranged combat attacks, melee weapon attacks, and hand-to-hand attacks.

Actively Dodging basically entails running around in an erratic manner hoping you don't get shot. It's not terribly effective, unless you're a Cizerack or Fott who are inhumanly fast and agile. Actively Dodging hand-to-hand or melee weapon attacks means your character looks like a Hong Kong action movie star diving behind any available obstacle and scrambling away from his attacker in an attempt to avoid their blows.

- To Actively Dodge, the defending character must spend HALF of their total Actions.
- The attacker receives a penalty to hit equal to ¼ of the dodging character's Agility. (Fott get to use half their AGL when dodging.)

- If the character being attacked does not have HALF of their total Actions remaining, they may not Actively Dodge the attack.

You can spend HALF your character's Actions to Actively Dodge and HALF your character's Actions to purchase a single Defensive Bump. This can be really effective if your character is very agile, but sometimes spending ALL your character's Actions on two *Defensive Bumps* makes more sense – especially for low Agility characters.

DIVING FOR COVER

If your character knows someone is about to shoot at them and they beat the Initiative of that attacker, they can always dive for cover. The cover must be within a radius equal to or less than one of the character's MOV scores. If the cover is farther away than that, you won't be able to get behind cover before the attacker acts. Your best bet in that case is to Actively Dodge.

ARMOR RULES

HIT LOCATIONS

A suit of armor is broken down into sections that mirror the Body Sections of a character: head, arms, legs, and torso. *Attacks that would strike a specific Body Section of character strike the armor worn over that Body Section instead, if any is present.* The neck is considered part of the head section. Open face helmets don't protect your face!

THRESHOLD RATING (THR)

Think of an armored suit's Threshold Rating as the hard, outer shell of the armor. The higher the Threshold Rating, the tougher the outer shell. Suits with high Threshold Ratings are good at deflecting attacks designed to punch holes in armor, like bullets and laser beams.

HOW DOES THE THRESHOLD RATING WORK?

The Damage from each attack that strikes the armor is reduced by the Threshold Rating. If the damage is reduced to zero, the armor is unaffected by the attack. If the damage done by an attack exceeds the Threshold Rating of the suit, then the Threshold Rating is subtracted from the damage before it is applied to the Absorption and/or the suit's occupant. Weapons that do not cause damage by piercing the armor may ignore a suit's Threshold Rating. More on this later (See Damage Types below).

When an attack does enough damage to exceed the Threshold Rating, it is referred to as a Penetrating Hit.

Applying Threshold Rating: Subtract the Threshold Rating from the damage of each attack that strikes the armor.

Threshold Rating Values Rarely Change.

A suit's Threshold Rating is not used up as the suit is damaged. Unless reduced, the Threshold Rating is the same for each section of the suit. Helmets can, and usually do, have different Threshold Ratings than the armored suit where they're used. Some weapons and attacks can reduce a suit's Threshold Rating, but these are rare. In most combat situations, a suit's Threshold Rating will never change.

Threshold Rating Summary

01. Represents the "hard outer shell" of an armored suit.
02. Threshold Rating not typically reduced during combat.
03. Threshold Rating is the same for each section of the armored suit except helmet (usually).

EXAMPLE: Henry the Mutzachan is wearing a suit of AKMB armor that has a Threshold Rating of 4. A bullet strikes the armor. Damage is rolled with a result of 3 points. The bullet ricochets off the armor.

The same AKMB suit, with its Threshold Rating of 4, is struck by another bullet in the right arm. The bullet does 6 points of damage. The bullet penetrates the armor. All penetration damage is reduced by the value of the Threshold Rating before being applied. Thus, the bullet did 6 points of damage but only does 2 points of damage (6 - 4 = 2) after passing through the suit's armored shell, which is represented by the Threshold Rating.

ABSORPTION (ABS)

Absorption represents the ability of an armored suit to cushion its wearer from impacts and attacks. Absorption in modern armor, which is composed of high-tech polymers, dampens impact by rapidly hardening and increasing density at the point of impact. The polymers also serve to insulate the user from the effects of rapidly changing temperatures. In antique armored suits Absorption represents actual padding.

HOW DOES THE ABSORPTION WORK?

After subtracting the Threshold Rating from the damage done by an attack, the remainder of the damage, if any, is subtracted from the Absorption in the section hit. Some weapons are able to ignore a suit's Absorption and attack the wearer or the Structural Integrity of the suit directly. (See Damage Types below).

Absorption Reduction: After subtracting the Threshold Rating from the damage done by an attack, the remainder of the damage, if any, is subtracted from the Absorption in the section hit.

In the last example, Henry's AKMB suit was hit in the right arm by a bullet that did 6 points of damage. The suit had a Threshold Rating of 4, which means 2 points of damage are applied to the Absorption in the arm section of the suit. The AKMB suit has 5 points of Absorption in the arm, which is now permanently reduced to 3 points (5 - 2 = 3).

Absorption Takes Damage

Damage is subtracted from Absorption. This is the opposite procedure used for Threshold Rating, which is subtracted from the damage. As a result, Absorption is used up as the suit takes damage that exceeds the Threshold Rating.

Absorption Values Vary

Unlike a suit's Threshold Rating, which is the same for the entire suit other than the helm, the amount of Absorption varies from section to section in an armored suit.

Typically, the helmet and the arms have the lowest amounts of Absorption, with the torso and legs having significantly more.

Absorption Summary

01. Absorption is reduced on a point-for-point basis by damage that exceeds the suit's Threshold Rating.
02. Represents the cushion between the hard outer layer of the armor and the wearer.
03. Absorbs impacts and insulates the user from extreme and rapid temperature changes.
04. The amount varies from section to section and is reduced by damage.
05. When Absorption is reduced to 0 in a section, other armor stats are unaffected.

STRUCTURAL INTEGRITY (SI)

Structural Integrity represents the amount of material in the armor and how well a suit holds together as it takes damage.

HOW DOES STRUCTURAL INTEGRITY WORK?

When an attack does enough damage to exceed the Threshold Rating of armor, it also reduces the armor's Structural Integrity. Each weapon lists the amount it reduces Structural Integrity when it damages armor.

When Structural Integrity in a section reaches zero, that section of armor literally falls apart and no longer protects the Body Section underneath. Threshold Rating (THR) and Absorption (ABS) in that section are reduced to zero.

STRUCTURAL INTEGRITY REDUCTION

When using the basic rules, only reduce Structural Integrity in a section if:

- Hit by a Disintegrator or Metal Gun.
- Hit by a weapon that does enough damage to exceed the Armor's Threshold Rating and causes 5 or more points of Structural Integrity loss.

Structural Integrity Values Vary

Like Absorption, a suit's Structural Integrity varies from section to section. Structural Integrity in various sections will drop throughout combat as the suit takes damage from disintegrators, metal guns, Pulse weapons, corrosives, and missiles/rockets.

Structural Integrity Summary

01. Represents the material of the armor itself, which holds the armor and its systems together.
02. Structural Integrity is reduced by certain types of weapons that are designed to tear up armor.
03. When Structural Integrity is reduced to 0 in a section, that section falls to pieces and no longer provides any protection to that section. All Threshold Rating and Absorption in a section with zero Structural Integrity are also reduced to zero.

EXAMPLE: Henry's opponents get tired of taking pot shots at him and decides to pull out the big guns. Targeting Henry with a disintegrator, they hit his AKMB suit causing 12 points of Structural Integrity (SI) damage. The AKMB suit has 16 points of Structural Integrity in the arm, which is now permanently reduced to 4 points (16 - 12 = 4). If Henry takes another hit from that disintegrator in that left arm, the armor there is likely to vaporize. Not good!

WHEN YOUR ARMOR TAKES DAMAGE

Most weapons are designed to pierce armor and leave inconvenient holes in the organism wearing the suit. Apparently most living creatures don't react well to having holes punched in them, though Mazians don't seem to mind too much.

Attacks must first penetrate an armored suit's Threshold Rating (THR) and then get through the high-tech polymers that make up the suit's Absorption before they can injure the armor's occupant.

TAB: THRESHOLD, ABSORPTION, BODY POINTS

The mnemonic for applying the armor's statistics to damage as described above is referred to as TAB. TAB is an acronym for Threshold, Absorption, Body Points. TAB describes the order in which the armor's attributes affect damage.

Threshold Rating reduces the damage first. Damage that exceeds the Threshold Rating is subtracted from the suit's Absorption in the section hit. If the Absorption in the section hit is reduced to zero, any remaining damage is applied to the character's Body Points.

TAB Summary

- Threshold Rating reduces damage.
- Remaining damage is subtracted from Absorption.
- If Absorption is reduced to zero, any remaining damage reduces wearer's Body Points.

EXAMPLE: Unlucky Henry gets shot in the right arm of his AKMB suit again. This round does 9 points of damage. Using the TAB method, we first subtract the Threshold Rating from the damage as we have done previously. 9 minus a Threshold Rating of 4, reduces the damage to 5.

The next step in the TAB method is subtract the remaining damage to the Absorption in the section hit. Henry only has 3 points of Absorption left in the right arm. We subtract the 5 points of damage from the 3 remaining points of Absorption in the right arm. This reduces the Absorption to zero and leaves us with 2 points of damage left unallocated. The final step in the TAB method is to apply any damage when Absorption in the section is reduced to zero to the character's Body Points. In this case poor Henry has his Body Points reduced by 2 points. Henry is wounded!

TAB is the default damage mechanic in Battlelords. Anytime something does damage, the GM and the players can generally assume, that unless stated otherwise, the Threshold Rating (THR) and Absorption (ABS) of the character's armor will provide protection before the character's Body Points can be reduced. However, certain weapon systems are designed to bypass the protection offered by armor (see Damage Types below).

EXCEPTIONS TO THE TAB RULE

There are weapons and attacks that are exceptions to the TAB rule. Most of these exceptions are weapons that were specifically designed to bypass the protective aspects of modern armor. Omega weapons ignore the Threshold Rating of an armored suit. Laser weapons beams are so hot they cut through Absorption before it has a chance to protect the wearer. Despite all their modern features armored suits still have their design origins in stopping projectiles. Weapons that can exploit these inherent limitations in armor design can do an end run around some of the protections they offer.

We have grouped these TAB rule exceptions into categories, which are called Damage Types. A weapon that follows the TAB rule does not have a Damage Type. Weapons that are exceptions to the TAB rule will have one or more Damage Types. The key to remember is the Damage Type list what the weapon ignores, not what it affects. For example, the A in Damage Type A is for Absorption, which is ignored by Damage Type A weapons.

DAMAGE TYPES

DMG TYPE	DESCRIPTION
-	Weapon is affected by armor normally. **EXAMPLE:** Archaic Powder Weapons, Primitive Melee Weapons
A	Ignores **A**bsorption **EXAMPLE:** Lasers
T	Ignores **T**hreshold Rating **EXAMPLE:** Omega weapons, concussion
P	Ignores **P**ersonnel. These weapons are designed to debilitate armor and do no damage to the wearer or unarmored characters.
S	Ignores **S**uits of armor. These weapons do not damage armor. Chemical weapons, biological weapons, and many matrix-based attacks will not usually damage suits or armor and will only damage the character. These attacks usually require that the character fail an ECR roll before the character is affected. **EXAMPLE:** Gas attacks, mental attacks
F	Ignores **F**lux Shields.
HYBRID DMG	**DESCRIPTION**
F.P.	Ignores both **P**ersonnel and **F**lux Shields. These weapons usually attack armor systems directly. **EXAMPLE:** Scramblers
T.A.	Ignores both **T**hreshold Rating and **A**bsorption – Damage subtracted from Structural Integrity. Excess damage is applied to Body Points. **EXAMPLE:** Disintegrator, corrosives
T.A.P.	Ignores **T**hreshold Rating, **A**bsorption, and **P**ersonnel. – Damage subtracted from Structural Integrity ONLY. These attacks do not reduce Body Points. **EXAMPLE:** Metal Gun
T.F.	Ignores both **T**hreshold Rating and **F**lux Shields. **EXAMPLE:** Grav Shears

NOTE: Recall that you can still substitute your armor's ECR for the identical character ECR if you wish, even versus attacks with a Damage Type of S.

DAMAGE TYPE A (IGNORE ABSORPTION)

Weapons that have an 'A' after the listed damage ignore Absorption. If the damage done by one of these weapons exceeds a suit's Threshold Rating, the damage is subtracted directly from the Body Points of the wearer. Lasers are the most common type of "A-class" or "Absorption-ignoring" weapons.

EXAMPLE: Hank the Human is wearing Welch Armor, which has a Threshold Rating of 4 and 21 points of Absorption in the Torso. Hank is hit in the Torso with a laser, which does 10 points of damage. Applying the TAB rule, we first subtract the Threshold Rating from the damage done by the attack. 10 - 4 = 6. 6 points of laser damage get past the Threshold Rating of the suit. Normally under the TAB rule that 6 points of damage would be subtracted from the 21 points of Absorption Hank has in the Armor Section hit. However, in this case we see that lasers are Damage Type A and ignore Absorption. So, we skip the A in the TAB rule, and subtract the 6 points of damage from Hank's Body Points. Ouch.

DAMAGE TYPES AND THE TAB RULE

Damage Type just tells you which step in the TAB rule to skip. They don't indicate what parts of the target (ABS, SI, BP) are damaged. Fortunately, we can fall back on the TAB rule to figure out what's getting damaged.

Damage Type T

T → A → B

Weapons with *Damage Type T* ignore Threshold Rating. So, we skip in the T in TAB and subtract the damage directly from Absorption. If Absorption is exhausted, then we subtract the remaining damage from Body Points.

Damage Type A

T → A → B

Weapons with Damage Type A ignore Absorption. So, we skip the A in TAB and subtract the Threshold Rating from the damage. Any excess damage is subtracted from the target's Body Points.

Damage Type T.A.

T → A → SI → B

Damage Type T.A. is the exception to the TAB rule. *Weapons that ignore both Threshold Rating and Absorption are always designed to attack the armor directly. Weapons with the Damage Type T.A. do not ignore armor!* If they ignored armor entirely, they would be Damage Type S (S = ignores armored Suit). With a Damage Type T.A. weapon, Threshold Rating and Absorption are ignored, but the damage is applied to the armor's Structural Integrity first. If the Structural Integrity is exhausted, then the remaining damage is subtracted from the target's Body Points.

You can see from the shorthand that Damage Type T.A. is unique as it wedges SI into the TAB equation, and you end up with TA-SI-B when dealing with Damage Type T.A. weapons.

Damage Type T.A.P

T → A → SI

Damage Type T.A.P. is treated identically to the Damage Type T.A., except the attack does no damage to personnel (living beings). If the SI in a section of armor is exhausted, the weapon does no further damage.

DAMAGE TYPE T (IGNORES THRESHOLD RATING)

Weapons that have a 'T' after the listed damage ignore the Threshold Rating of armor. The damage from these weapons and attacks are subtracted directly from the suit's Absorption in the section hit, without being reduced by the suit's Threshold Rating first. The most common type of "T-class" or Threshold-ignoring attacks are Omega weapons and attacks that damage through concussive force, including falls.

> Phelonious the Phentari sees Hank go down in a barrage of laser fire. Phelonious decides that Hank might be dead or dying and his corpse could provide some valuable salvage, or at least an after-dinner snack. Unfortunately for Phelonious, as he approaches Hank's body, he is struck in the helmet by an Omega weapon, which does 15 points of damage.
>
> Phelonious is wearing a TDA helmet with a Threshold Rating of 8, a Structural Integrity of 8, and 10 points of Absorption. Normally we would apply the TAB rule, but we see that Omega weapons have a Damage Type T. They ignore Threshold Rating. As a result, we skip the T in TAB and subtract the damage from the helm's Absorption. 15 points of damage reduces the Helm's Absorption to zero, leaving 5 points unallocated. Under the TAB rule those 5 points are next subtracted from Phelonious's Body Points. Phelonious is about to have a very bad day.

DAMAGE TYPE P (IGNORES PERSONNEL)

Weapons that have a 'P' after the listed damage do not affect living beings. These weapons are designed specifically to damage or disable armored suits and weapons. If the weapon hit penetrates or disables the armor, there are no ill effects applied to the wearer, beyond the potential loss of their armored suit. The most common type of "P-class" or Personnel-ignoring attack includes Scramblers and Metal Guns. Though technically both those weapon systems have hybrid Damage Types (see below).

> Dazed from the head wound he took from the Omega weapon attack, Phelonious fires his Metal Gun at the enemy combatant, Floyd the Fott. Floyd is wearing Cruiser armor but no helmet. The Metal Gun strikes Floyd right between the eyes doing 12 points of Structural Integrity damage.
>
> Unfortunately for Phelonious, Metal Guns are anti-armor weapons, and they have a 'P' in their Damage Type, which means they ignore Personnel. The attack does absolutely no damage to Floyd.

DAMAGE TYPE S (IGNORE ARMORED SUITS)

Weapons that have an 'S' after the listed damage type ignore armor or do not damage armor. Damage Type S weapons include poison gases, mental attacks, biological weapons, chemical weapons, and many Matrix-based attacks.

It is important to note that just because these attacks do not damage armor, it does not mean that the armor provides no protection. In many cases, you can still substitute the Armor's ECR for your own if the attack calls for an ECR Check. For example, many helmets provide protection from mental and sonic attacks.

EXAMPLE: Floyd thinks things are really going his way after getting shot in the head but suffering no damage. Chatter the Chatilian sees Floyd celebrating and decides that just won't do. Chatter targets Floyd with a Mind Strangle Matrix. Most Matrices, including this one, are Damage Type S. That means this Matrix totally ignores Floyd's suit of Cruiser armor. Floyd must make a Mental ECR or suffer the effects of the Matrix.

Damage Types with a Threshold Rating Limit

Weapons that only ignore Threshold Ratings or Armored Suits below a certain level will sometimes have their Damage Type listed as "Damage Type S, <#" or "Damage Type T, <#", where the # symbol is replaced by the value of the Threshold Rating which cancels out the Weapons Damage Type.

For instance, many Magnetic Grenades are capable of drilling though armor with a Threshold Rating of 15 or less. Their Damage Type will often be listed as Damage Type T, <16. This indicates the Mag Grenade's ability to ignore Threshold Rating ceases when encountering a target with a Threshold Rating of 16 or higher.

DAMAGE TYPE F (IGNORES FLUX SHIELDS)

Weapons that have an 'F' after the listed damage ignore Flux Shields. Examples of Damage Type F include some mental attacks, some Matrix-based attacks, and Grav Sheers. Though technically Grav Sheers are Damage Type T.F.

EXAMPLE: Hank the Human is staggered after taking that laser hit, but he's not dead yet! Hank sees an enemy combatant who is walking through the battlefield like he doesn't have a care in the world. Hank's sensor system can tell from the ultraviolet glow this enemy is emitting, he has a Flux Shield up. This probably explains why he's not behind cover, like any sane solider would be. Hank's not worried though. He raises his Grav Shear and fires. Because the Grav Shear has a 'F' in its Damage Type, the enemy's Flux Shield provides no protection from the Hank's Grav Shear.

HYBRID DAMAGE TYPES

Hybrid Damage types simply combine two or more of the above listed Damage Types. Common damage types are covered below.

DAMAGE TYPE F.P. (IGNORE BOTH FLUX SHIELDS & PERSONNEL)

Weapons that have 'F.P.' after the listed damage ignore both Flux Shield and Personnel. These weapon systems usually affect armor and weapon systems directly. The most common Damage Type F.P. weapon is the Scrambler.

DAMAGE TYPE T.A. (IGNORE BOTH THRESHOLD RATING & ABSORPTION)

Weapons that have 'T.A.' after the listed damage ignore both Threshold Rating and Absorption, Damage Type T.A. weapons apply any damage they do to the Structural Integrity of the suit first. If, and only if, the Structural Integrity of an Armor Section is reduced to zero, then the remaining damage is applied to the character's Body Points. The most common Damage Type T.A. weapon is the Disintegrator.

EXAMPLE: Just when Hank thinks things are starting to go his way, he gets blasted with a Disintegrator, which does 20 points of damage to the torso of his Welch Armor. Welch armor has a Threshold Rating of 4, 12 points of Absorption in the torso, and 60 points of Structural Integrity in the torso.

The disintegrator is a Damage Type T.A. weapon. It ignores the Threshold Rating and Absorption of the armor. It also has any damage done subtracted from the suit's Structural Integrity, rather than the wearer's Body Points. So, we subtract the 20 points of damage done by the disintegrator from the 60 points of Structural Integrity in the torso. This reduces the Structural Integrity in the torso section to 40. Because there is still Structural Integrity remaining in the Torso, nothing is subtracted from Hank's Body Points.

Hank is blasted again with a Disintegrator, which does 50 points of damage to the left leg of his Welch Armor. Welch armor which has a Threshold Rating of 4, 8 points of Absorption in each leg, and 40 points of Structural Integrity in each leg.

The disintegrator is still a Damage Type T.A. weapon, so we ignore Threshold Rating and Absorption of the armor and subtract the damage from the suit's Structural Integrity. The 50 points of damage is deducted from the 40 points of Structural Integrity in the left leg. This reduces the Structural Integrity in the left leg to zero and leaves 10 points unallocated. Those 10 points are subtracted from Hank's Body Points. Hank is having a really bad day.

DAMAGE TYPE T.A.P. (IGNORES THRESHOLD RATING, ABSORPTION, AND PERSONNEL)

Weapons that have 'T.A.P.' as the damage type function identically to T.A. weapons and ignore both Threshold Rating and Absorption. Damage from these weapons is subtracted from Structural Integrity (SI). The difference between T.A. and T.A.P. weapons are that T.A.P. weapons ignore personnel. That means if the damage done by a T.A.P. weapon exceeds the Structural Integrity of the section of armor hit, then no damage is applied to the character's Body Points. T.A.P. weapons cannot harm characters. The most common Damage Type T.A.P. weapon is the Metal Gun.

EXAMPLE: Metal Guns have a T.A.P. Damage Type. That's why Floyd was uninjured when Phelonious shot him in the head with his Metal Gun. Now let's assume that Floyd the Fott had been wearing a helmet with a Threshold Rating of 5, 10 points of Absorption, and 8 points of Structural Integrity when Phelonious shot him with the Metal Gun. We know the Metal Gun did 12 points of Structural Integrity damage.

The Metal Gun ignores the Threshold Rating and Absorption of

the helmet, subtracting its damage directly from the helmet's Structural Integrity. So, we subtract 12 points of damage from the 8 of Structural Integrity. This reduces the Structural Integrity of the helmet to zero with 4 points of damage remaining. Floyds helmet would crumble to dust, but he would still be unharmed. Unlike, the Disintegrator (Damage Type T.A.) that hit Hank, the Metal Gun that struck Floyd does not subtract excess damage from the target's Body Points. So even if Floyd had been wearing a helmet when Phelonious shot him, he would still be unharmed, though his helmet would have been destroyed.

DAMAGE TYPE T.F. (IGNORES THRESHOLD RATING AND FLUX SHIELDS)

Weapons that have 'T.F' as the Damage Type ignore both Threshold Rating and Flux Shields. The most common Damage Type T.F. weapon is the Grav Shear.

EXAMPLE: When Hank shot the Flux Shielded enemy combatant with his Grav Shear, the shear would have ignored the target's Flux and passed through the protective field. Once the shear reached the target's armor, it would have also ignored the Threshold Rating of the section hit.

DAMAGE TYPE S.F. (IGNORES ARMORED SUITS AND FLUX SHIELDS)

Attacks that are Damage Type 'S.F.' ignore Flux Shield and Armor. The character can still substitute the armor's identical ECR for their own, unless the attack specifically forbids it. Non-damaging Matrices and Scramblers are usually Damage Type S.F. Offensive Matrices that do damage to a target will usually have a different Damage Type.

EXAMPLE: Zebula the Tza generates the Negate BRI Matrix at Hank the Human. Hank has his Flux Shield up and is wearing armor. Zebula's Matrix passes right through Hank's Flux and Armor, forcing Hank to make a BIO ECR Check. Normally Hank could use his Armor's ECR in place of his own. However, armored suits don't have BIO ECRs, and Hank is forced to rely on his body's innate resistance to hostile alterations. Poor Hank.

REPAIRING ARMOR

The cost to repair armor is listed on the following table. Structural Integrity must be fully repaired before Threshold Rating can be repaired.

ARMOR REPAIR

ARMOR TYPE	COST PER POINT
Absorption	▽100
Structural Integrity	▽500
Threshold (Original THR < 11)	▽150 × Original THR
Threshold (Original THR > 11)	▽250 × Original THR

ARMOR – OPTIONAL RULES

TRACKING STRUCTURAL INTEGRITY

REDUCTION FOR ALL WEAPON HITS. (AKA DEATH BY A THOUSAND PAPER CUTS)

Normally, during game play, you only record a reduction in Structural Integrity (SI) to armor if a weapon (other than a Disintegrator or Metal Gun) does significant damage (5+ points) to suit's integrity. However, anytime your armor is punctured, deformed, crushed or otherwise mangled, it may lose a small amount of Structural Integrity. These tiny losses can accumulate and lead to a failure of an armor section when its Structural Integrity reaches 0. It's called "death by a thousand paper cuts" for a reason.

Not everybody wants to keep track of the Structural Integrity loss from every single bullet or laser strike, and that's fine. However, if you're inclined to track the Structural Integrity from every hit, we have provided an Integrity Reduction table that details the amount of Structural Integrity damage caused by each weapon system.

There may be some unique weapons that deviate from the standard Integrity Reduction done by that weapon system, but the number given in the table is the amount of damage typically done

to Structural Integrity (SI) by a given weapon system.

To reduce Structural Integrity the weapon must still do enough damage to exceed the target's Threshold Rating. However, weapons with T.A. or T.A.P. for the Damage Type always reduce the Structural Integrity of the target, whether the damage exceeds the Threshold Rating or not.

INTEGRITY REDUCTION TABLE

WEAPON SYSTEM	SI DMG
Arm Rocket	10
Disintegrator	Damage
Explosive	Damage
Flamethrower	0
Fluid Gun	By payload
Flux Interference Generator	0
Frost Gun	0
Gauss weapon	1
Grav Sheer	Damage
Grenade	1/fragment
Heavy Missile	100
Kinetic (Non-HMG) vs Body Armor **	1
Kinetic Cannon	50
Kinetic Heavy Machine Gun (HMG)	3
Laser	1
Laser HMG	4
Mag Grenade	See Description
Melee Weapon vs Body Armor **	1
Metal Gun	Damage x5
Mine	See Description
Omega Combat System *	20
Omega Weapon *	2
Phosphorous Grenade	2/fragment
Plasma Grenade	5/fragment
Plasma Seduction Grenade	8/fragment
Plasma Sword	8
Plasma, non-pistol/SMG	8
Plasma, Static Pistol/SMG	4
Pulse Automatic Weapon System	20
Pulse Combat System	50
Reflex Missile	25
Reflex Missile XL	50
Scrambler	0
Super Plasma Grenade	4/fragment
Thunderbolt Generator	0
Ultra Armor Hand Weapon	By Weapon

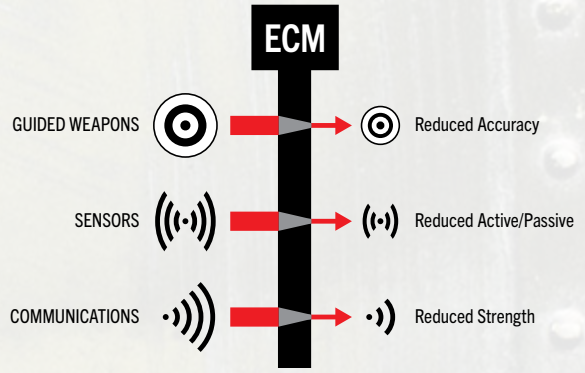
* Omega weapons do additional Structural Integrity damage to fixed and rigid structures. The damage listed is for attacks against armor.

** Melee and kinetic weapons do no damage, structural or otherwise, to Heavy or Mechanized Armor unless the description states otherwise.

ELECTRONIC WARFARE: ECM, ECCM, & STEALTH

ELECTRONIC COUNTER MEASURES (ECM)

When we start throwing around acronyms like ECM, ECCM, and other military terms like "Electronic Warfare Suites," it can be a little daunting. It's not as complicated as it sounds. In layman's terms, ECM hinders enemy sensors and communications, making it more difficult for the enemy (and their weapons) to detect you and communicate.



ECM SUMMARY

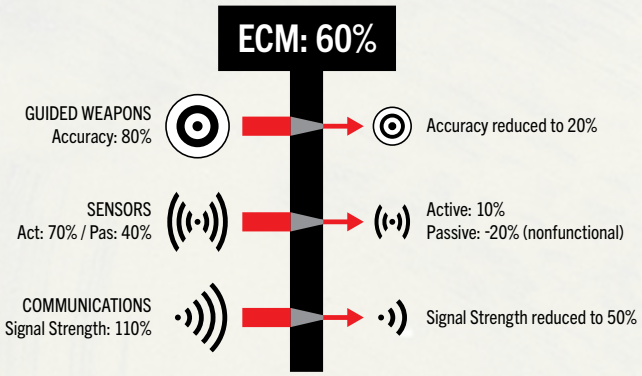
Every point of ECM cancels out one point of the following:

01. Accuracy of enemy automated weapons
02. Sensor Strength of enemy sensors, both Active % & Passive %
03. Signal Strength of enemy communication systems.
04. ECM is an Active countermeasure, and will reveal your presence, but not location in the area. (See below).
05. Can only affect systems in their range

ECM VS. SENSORS

ECM interferes with the sensor systems used in armored suits just as well as those in the nose cones of missiles. *You can subtract your ECM score from the Active % and Passive % of any enemy sensor system in range*. If the Active % is reduced to zero or less, then active scans may not be made using that sensor system. If the Passive % is reduced to zero or less, then passive scans may not be made using that sensor system. If the Active % and Passive % are both reduced to zero or less, then the sensor system is rendered inoperative until the ECM is deactivated (or destroyed).

If your ECM does not reduce the enemy's Active % and Passive % to zero or less, then the enemy makes a Sensor System Skill Check with their remaining Active % or Passive % to determine your location.



EXAMPLE: Hank the Human has a Sensor System with an Active % of 125, a Passive % of 25, and range of 2 km. Zebula the Tza has an electronic warfare suite with an ECM rating of 35. Zebula activates her ECM. This reduces Hank's Active sensor percentage to 95% (125 - 25 = 90). It reduces his Passive Sensor % to -15, which is treated as a zero (25 - 35 = -15 → 0). You can't have a negative sensor percentage.

Hank has no chance of locating Zebula with his passive sensors, but he still has a 90% chance to spot her with his Active sensors.

ECM VS. GUIDED AND AUTOMATED WEAPONRY

ECM works against the tracking and homing systems of sophisticated weapons like Reflex missiles and automated gun turrets. In layman's terms, electronic warfare systems broadcast signals that interfere with the sensors used to guide missiles and aim automated weapons. These included optical sensors (aka optically guided), which can be blinded an electronic warfare system by using a laser directed at the optical sensor.

You can subtract your ECM value from Accuracy of any missile on automatic mode or any weapon that is automatically aimed. If a character or antagonist doesn't have to make a Skill Check to fire or aim the weapon, or if a computer makes a Skill Check instead of a character, then the weapon is considered "automatically aimed."

EXAMPLE: Hank spots Zebula with his sensors and decides to fire a Reflex missile at her. The missile has a 75% chance to hit. Hank doesn't aim or steer the Reflex missile. It uses its own onboard sensors to find and track the target. Zebula still has her 35% ECM running. This will reduce the accuracy of Hank's missile to 40% (75% - 35% = 40%). Hank's player rolls a 05! That's a hit!

With the availability and effectiveness of Electronic Counter Measures on the modern battlefield, there is a marked preference for weaponry that is aimed by a soldier. Admittedly, the modern soldier cheats a little when they use target acquisition devices, gyro-stabilized weaponry, and gunnery computers, but the soldier is still aiming the weapon.

ECM VS. COMMUNICATIONS

ECM works equally well to jam communication systems. *You can subtract your ECM score from the Signal Strength of any enemy communication system in range*. If the signal strength is reduced to zero or less, that communication system is jammed and unusable for as long as the ECM is running. If the Signal Strength is still a positive number, communication may still be attempted. However, the player using the communication system must roll under the, now reduced, Signal Strength of the system when making a Communications Skill check.

Success indicates that they have contacted their intended recipient. Failure indicates that the transmission is garbled and unintelligible. The character using the communication system may only attempt to contact that recipient again if they change their location (find higher ground, move farther from the source of the jamming, etc.).

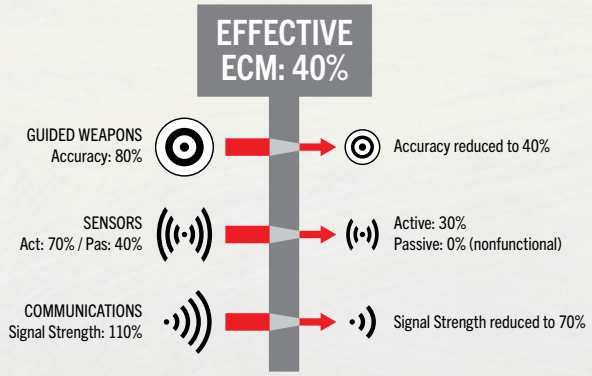
EXAMPLE: Hank's armor is equipped with a Communication package (aka commo) that has a signal Strength of 35% and a range of half a kilometer. He sees Zebula's armor shrug off the missile hit, and he knows he's in trouble. He attempts to call for help using his commo.

The two combatants are still 1 km apart. Though Hank couldn't call Zebula to plead for mercy – she's too far away for his commo to reach her – she can definitely reach him with 25 km range of her electronic warfare suite. Her 35% ECM reduces the signal strength of Hank's radio to zero (35 - 35 = 0). All Hank hears in his helmet is static, and no one will receive his call for help.

ELECTRONIC COUNTER-COUNTER MEASURES (ECCM)

The extra 'C' in the acronym is important. Electronic Counter-Counter Measures or ECCM is a system that is designed to counteract and defeat ECM. ECCM works in a variety of ways, but in game terms, it's pretty simple. Every point of ECCM cancels out one point of enemy ECM in range. This reduction takes place before applying any ECM. The enemy using ECM must be within the range listed for your ECCM. If the target's ECM value is reduced to 0 or less, it can not be used.

ECM: 60% - ECCM: 20%



EXAMPLE: Hank and Phelonious receive reinforcements in the form of Kitty the Cizerack. Kitty's electronic warfare suite has an ECCM of 40% and a range of 500 km. Kitty's ECCM is subtracted from Zebula's ECM before it is applied. This reduces Zebula's ECM score to -5 , which is treated as a zero, rendering it inoperable as long as Kitty is within 500 km of Zebula (35 - 40 = -05 → 00). Hank and Phelonious can communicate normally, and Hank's Reflex missiles are also unaffected by Zebula's ECM.

YOU CAN NOT STACK ECM OR ECCM

"My helmet has some ECM capability, and I installed an EWS in my armor, and Bob's got an ECM suite, and I've some decoy drones with ECM capability, and…"

There are multiple sources of ECM and ECCM available to characters. So, we inevitably get the question, "Do they stack? Can I add them all up?" The answer is No. If you have multiple ECM values, you must pick one to use. The same goes for multiple ECCM emitters. We suggest going with the one that's got the highest rating.

STEALTH SYSTEMS

Stealth Systems function almost identically to ECM; they reduce the effectiveness of enemy sensor systems and guided/smart weaponry. *You can subtract your Stealth Rating from the Active % and Passive % of any sensor system that attempts to locate the user of the Stealth System*. This reduction is treated identically to a reduction by an ECM system except, unlike ECM, using Stealth does not reveal your presence to the enemy. Stealth Rating does not have any effect communications systems, nor is it reduced by ECCM.

Stealth Summary

01. Stealth Systems have no effect on communication systems.

02. Stealth Ratings are not reduced in ECCM.

03. Stealth Systems only hide the user from detection and can not protect other friendly parties.

04. The Stealth Ratings of multiple Stealth Systems on the same suit of armor can be added together (unless the description states otherwise).

05. Lastly, Stealth Systems are passive systems, whereas ECM is an Active system (see below).

Devices other than armor, which are designed to remain undetected may also have a Stealth Rating. Land mines are a good example of a device with its own Stealth Rating.

EXAMPLE: Orin the Orion is running around in his Spy Master armor. The armor has a Stealth Rating of 50. Hank the Human knows Orin is in the area, but he's not sure where so he activates his passive sensors. These have a 25% chance to detect Orin if he's in range. Orin's Stealth Rating is 50, which means Hank has no chance to detect Orin. (25 - 50 = -25 → 0).

ACTIVE OR PASSIVE

Sensor Systems

Active scans typically reveal more information to the sensor system user, but also reveal the presence of the sensor system and its user to any enemies in the area. Passive scans typically reveal less information than active scans, but they do not reveal the presence of the user.

Some sensor systems can ignore walls and materials up to a certain thickness (AKA Penetration). The GM may use discretion to total up thickness. For example, scanning through one brick wall, an alley, then a full dumpster, then another brick wall might be too much for the sensor to penetrate.

Active (ECM) vs. Passive (Stealth)

When turned on, ECM is considered an "Active" system because it emits electromagnetic waves to scramble enemy sensors and communication systems. These emissions are easily and automatically detectable by sensor systems, revealing the user's presence in the general area, but not their precise location.

Stealth Systems are passive systems that hide the user from the enemy's sensors, rather than attempting to directly interfere with them. Stealth coatings and heat dampening systems that hide your body heat are examples of passive systems. Passive systems do not reveal your position to the enemy when in use.

EXAMPLE: In our earlier example when Hank the Human attempted to spot Zebula, he had a Sensor System with an Active % of 125 and a Passive % of 25. Zebula the Tza was using her ECM of 35 to jam his sensors, reducing his Active % to 90 and his Passive % to 0.

ECM is an active countermeasure. It reaches out and messes with sensor systems. Because Zebula is using her ECM to jam Hank's sensors, Hank knows that someone is in the area jamming his sensor systems. He doesn't know where yet, but he knows someone is actively trying to prevent him from detecting their presence. This is the downside to ECM. It advertises your presence without giving away your location.

Hank's passive sensors are totally jammed and useless, so to find Zebula he must use his Active sensors. He turns them on and spots Zebula. Unfortunately for Hank, because he is using his Active Sensors to search for Zebula, her sensors immediately know Hank's exact location. In a metaphorical sense, when Hank uses his active sensors it is like searching through the darkness with a flashlight. Anyone hiding in the dark can see the flashlight beam.

Zebula's sensors will see Hank, whether he detects her or not, because his Active Sensors are sweeping the area like a beam from a lighthouse. If Hank's Active Sensors had not spotted Zebula, he would have been in an unfortunate situation where he still didn't know where she was, but she knew exactly where he was.

Later when poor Hank attempts to locate Orin the Orion, it's a different situation. Orin is using Stealth Systems, which are passive. They hide Orin from sensor scans, rather than interfering with the sensors themselves. As a result, they do not reveal Orin's presence when in use.

Hank has the same problem as before though. Orin's countermeasures are sophisticated enough to render Hank's Passive Sensors useless. This means if he wants to find Orin, he's going to have to switch on his Active Sensors.

Hank's Active % is 125%. If he turns the Active Sensors on and Orin is in range of the sensors, Orin's Stealth Rating will reduce the Active % by 50, reducing Hank's chance of success to 75% (125 - 50 = 75). If Orin has a sensor system, he will know Hank's location the minute he activates his Active Sensors. If Hank activates his own ECM to jam Orin's sensors, Orin will -at the minimum- know Hank is in the area. Hank has to risk revealing his location to Orin in order to find him using his sensors.

WEAPON RULES

KINETIC WEAPONS

Kinetic attacks do not damage Heavy Armor or Flux Shields unless the description specifically states otherwise. For our purposes, a kinetic attack or kinetic weapon is one that causes damage to a target by striking it with a solid object or projectile. If increasing the size or speed of the solid object or projectile would increase the damage it causes, then you're dealing with a kinetic attack. Any kinetic weapon that requires the Gunnery skill to fire is usually large enough to affect Heavy Armor and Flux Shields normally.

KINETIC WEAPONS
Archaic Powder Light Machine Guns
Archaic Powder Pistols
Archaic Powder Rifles
Archaic Powder Shotguns
Archaic Powder Submachine Guns
Archaic Powder Sniper Rifles
Fluid Guns (Unless explosive ammunition is used)
Hand-to-Hand attacks
Modern Hand Weapons (Compound Bow, Chainsaw, Thwack'em Stick)
Primitive Hand Weapons (Clubs, Knives, Swords, etc.)
Primitive Ranged Weapons - Unless explosive ammunition is used (Bows, Spears, etc.)

USING VEHICULAR OR ANTI-VEHICULAR WEAPONS AGAINST PERSONNEL

Weapons that use Vehicle Range Brackets suffer penalties to hit personnel. Vehicular weapons incur -40 penalty when used against personnel (or anything else) smaller than SC 9. Apply the -40 penalty and then apply the target's Size Class modifier. The ROF-D is increased one size as well (d8 → d10, d10 → d12, d12 → 2d8 - 1). Reflex Missiles are the exception to this rule.

HAND WEAPON ACTIONS

WEAPON SIZE (BELOW)	SC 1	SC 2	SC 3	SC 4	SC 5	SC 6	SC 7	SC 8	SC 9	SC 10
SC2 SMALL	1 Action, -2 IM, 1-Hand	1 Action, -2 IM, 1-Hand								
SMALL	1 Action, 1-Hand	1 Action, 1-Hand	1 Action, -2 IM, 1-Hand	1 Action, -2 IM, 1-Hand	1 Action, -2 IM, 1-Hand	1 Action, -2 IM, 1-Hand	1 Action, -2 IM, 1-Hand			
STANDARD	HALF, 2-Hands	HALF, 2-Hands	1 Action, 1-Hand	1 Action, 1-Hand	1 Action, 1-Hand	1 Action, 1-Hand	1 Action, 1-Hand	1 Action, -2 IM, 1-Hand	1 Action, -2 IM, 1-Hand	1 Action, -2 IM, 1-Hand
LARGE			HALF, 2-Hands	HALF, 2-Hands	HALF, 2-Hands	HALF, 2-Hands	HALF, 2-Hands	1 Action, 1-Hand	1 Action, 1-Hand	1 Action, 1-Hand
SC 8 LARGE								HALF, 2-Hands	1 Action, 1-Hand	1 Action, 1-Hand

EXAMPLE: Fredd is firing his PCS at Mudd the Mazian, who is SC 1. Because Fredd is using a PCS, which is designed to engage vehicles not personnel, he incurs a -40 penalty. In addition, he is further penalized for shooting at a target smaller than Size Class 4. The Mazian's Size Class modifier for being SC 1 is -20. This results in Fredd having a -60 to hit a Mazian.

MELEE WEAPON SIZES

Melee Weapons have a size that determines whether it requires 1 or more Actions per attack to use. Note that the size of the wielder is a critical part of the equation. A Ram Python can use a Thwack'em Stick, but a Chatilian can't. Conversely, a knife made for a Chatilian is pretty much useless for a Ram Python as it is too small for a Pythonian to wield effectively. Melee weapons are assumed to be built for characters who are Size Class 3-7 unless otherwise specified. Weapons for Humpties and large HALs (Hostile Alien Lifeforms) may be larger than SC 8. Melee weapon sizes are detailed below.

Size Class 2 Small (SC 2 SML): These weapons are treated as Small weapons when used by characters that are Size Class 1 or 2. When used by a character that size they require only 1 Action and a single hand to use. In addition, they provide a -2 to the character's Initiative Modifier. All characters that are larger than Size Class 2 are unable to use these tiny weapons.

Small (SML): Require 1 Action to use. These weapons are built for Characters who are Size Class 1 and 2. Characters who are Size Class 3 or larger receive a -2 to their Initiative Modifier when using these weapons and only need one hand to use a Small weapon. Characters who are Size Class 1 or 2 require two hands to use these weapons. Characters who are Size Class 8 cannot use Small Melee weapons.

Standard (STD): Require 1 Action to use. These are "normal" sized weapons for Characters who are Size Class 3 - 7. Characters who are Size Class 1 or 2 require HALF of their Actions to attack with these weapons. Characters who are Size Class 8 or larger receive a -2 to their Initiative Modifier when using these weapons and only need one hand to use a Standard-sized weapon.

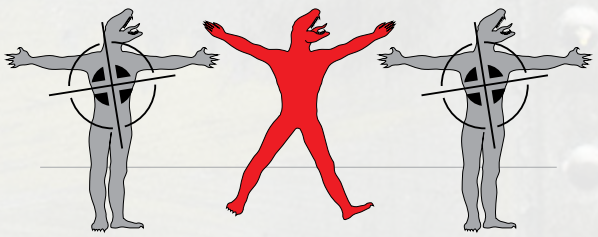
Large (LRG): Cannot be used by characters who are Size Class 1 or 2. These weapons are built for characters who are Size Class 8. These weapons require HALF of a Character's Actions to use and typically require two-hands to use properly, unless the user is Size Class 8. Characters who are Size Class 8 can attack with Large Melee weapons by spending 1 Action, and only need one hand to use the weapon.

Size Class 8 Large (SC 8 LRG): These weapons are treated as Large weapons when in the hands of a Size Class 8 character. They require HALF of your character's Actions and both hands to use. These weapons cannot be used by characters smaller than Size Class 8.

SPRAY FIRE

One advantage of fully automatic weapons is that you can hold down the trigger and move the weapon laterally to spray bullets across an area striking multiple targets and everything in between. The other advantage of Spray Fire is there is no penalty for changing targets. Anyone caught in the spray of bullets is fair game.

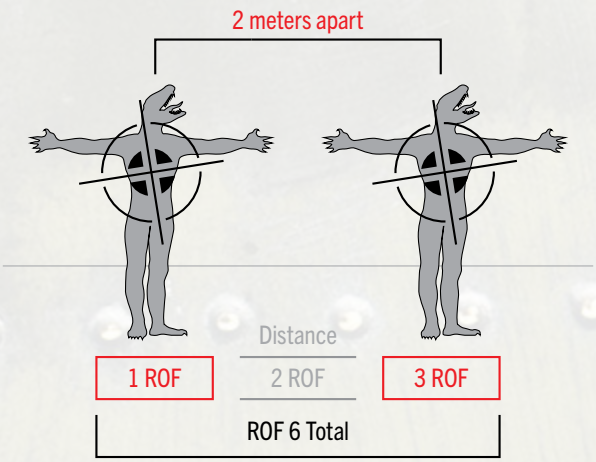
To fire at multiple targets the shooter must divide the Burst or Full of their weapon between the targets before firing. If you weapon does not have a Burst or Full score, you can not use Spray Fire.



If doing spray fire against the two enemy (gray) targets, the shooter must assign at least one ROF to the Friendly target (red) between them. You cannot skip friendly targets between enemy targets in a spray attack.

The shooter can divide their Burst or Full however they wish, and there is no requirement to divide the number evenly between targets. However, each target between (and including) your first target and last target must be assigned at least 1 shot from your Burst or Full, whichever you are using. You cannot skip targets between your first and last target, which makes Spray fire contraindicated when there are friendly forces or civilians in the mix. You must assign at least 1 shot to any friendly target between enemy targets in a Spray fire attack.

The other caveat to dividing your Burst or Full is that you lose 1 from the value for every meter between your targets. This means, if your character's weapon has a Full of 6 and you want to shoot 2 targets that are standing 2 meters apart, you will only have 4 shots left to divide between them. The Burst or Full does not have to be evenly divided between the targets. You could assign 1 shot to the first target and 3 shots to the second target. Again, it is important to remember that those lost shots that fall between the targets go somewhere. Your GM will make sure to let you know, usually with sadistic glee, when you're putting holes in something or someone important behind your targets.



Once you determine how you're going to divide your Burst or Full between your targets, you need to shoot at them. The GM may assign each target its own Combat Modifiers. It's going to be a lot harder to hit that Size Class 1 Mutzachan hiding behind cover than a Size Class 8 Ram Python who is oblivious to your attack and picking his nose. You must make a single Skill Check with the appropriate weapon skill. If you succeed, you must then compare the Combat Modifiers the GM applied for each target to your Percentage Chance of Success. If the modifier(s) drops your chance of success below your die roll for a particular target you miss all the shots you allocated to that target.

If you hit a target, start with the first target stuck and roll the appropriate ROF-D for the shots you allocated to that target. These Hit Location rolls can NOT be bumped. Apply damage for each hit. Then repeat this process for each additional target you successfully attacked.

SUPPRESSION FIRE

If you're trying to get your enemies to keep their heads down, the process is the same as when doing Spread Fire detailed above. Your GM will tell you how wide (in meters) the area is that you're trying to cover. Next divide the number of shots you fired into that area during the Combat Round by the width of the area you're trying to cover (round down) to get your Suppression ROF. Lastly, multiply your Suppression ROF by 10 to get the percentage chance for an enemy in that area and not behind cover to be struck by the Suppression Fire.

If they are struck, roll a number of d12s equal to the Suppression ROF. Any roll that is a 7 or higher is a miss. Any roll that is 6 or lower hits the rolled location unless it is behind cover sufficient to stop the attack. These shots may NOT be bumped.

For example, if you have a Full value of 5 and are shooting into an area that is 2 meters wide, you would divide 5 by 2 result of 2.5. We always round down, so we get end up with a Suppression ROF of 2. Finally, we multiply 2 by 10 and end up with 20%. Any enemy who comes into the area covered by Suppression Fire has a 20% to be struck. In this case, if struck, roll 2d12 to determine where the shot(s) land, which each d12 indicating a Hit Location.

MISSILES AND ROCKETS

When firing a missile or Arm Rocket, the shooter must choose one of the two following attack modes. Missiles can be shot down by PDS systems in either mode.

DIRECT FIRE MODE

When firing missile in direct fire mode, the user must make a Weapon: Direct Fire Skill Check. Use the Accuracy listed for the Range Bracket that the target occupies and add it to your Direct Fire skill. In Direct Fire Mode, the missile is not affected by enemy ECM or ECCM. The user must have an unobstructed line-of-sight to the target to fire in Direct Fire mode.

AUTOMATED MODE

When fired in automated mode, ignore the Accuracy listed for each Range Bracket or Vehicle Range Bracket and use the AUTO ACC listed for the missile when rolling to attack, regardless of the Range Bracket of the target. No skill check is required when firing a missile using this mode. Just roll the dice, and if your roll is less than or equal to the AUTO ACC for the weapon it hits. Weapons without an AUTO ACC score can not be fired in this mode.

When fired in automated mode, missiles and rockets are affected by enemy ECM, which can reduce the AUTO ACC on a point-for-point basis. Missiles fired in Automated Mode will not target anything broadcasting "friendly" on an Friend-or-Foe transmitter (IFF). This can be overridden, and it takes 1 Action to activate the override.

When fired in Automated Mode the missile can travel a distance equal to its Maximum Range (MAX), even if this is farther than the

missile could reach when fired in Direct Fire Mode.

EXAMPLE: Henry the Mutzachan sees an Arachnid Warrior 1,200 m away. When fired in Direct Fire mode Henry must use Accuracy listed for the Range Bracket the target occupies and add his Direct Fire skill. Henry sees that his Digiton Reflex missile will reach out to Vehicle Range Bracket 5, which is 1,000 meters. The Arachnid is too far away for him to manually aim the missile.

Henry recalls that when fired in Automatic Mode the Digiton has a maximum range of 3,500 meters! The Arachnid is well within range when fired in Automatic Mode. Henry switches to Automatic Mode and fires. Since the missile is fired in Automatic Mode, Henry's player must use the AUTO ACC to determine his chance to hit, which is 60% for the Digiton missile. Unfortunately, the Arachnid has active ECM of 40%, which reduces Henry's chance to hit down to 20%. Henry rolls a 46 and misses.

The Arachnid begins to advance on Henry's position. He waits until the Arachnid is within 150 m, which is Vehicle Range Bracket 2. Henry has a clear line-of-sight to the target, aims the missile, and fires it in Direct Fire Mode. In this mode Henry must use the Accuracy listed for the Range Bracket the target occupies. In this case it's 30%. Henry adds his Direct Fire skill of 50% to the Accuracy and now has an 80% chance to hit. The Arachnid's ECM has no effect against the missile. Henry rolls a 34 and the Digiton missile puts a hole in the Arachnid.

MORE CRUNCH RULE

Sensor Relays

Often a missile in automatic mode is fired at a target beyond the shooter's line-of-sight. In these cases, the missile will start looking for the target once a clear line of sight is acquired. However, if friendly sensor systems can see the enemy and the missile is in range of their commos, they may relay the position of the target to the missile. This is commonly done by placing a spotter or K-Sat in position to see the target, at the crest of a hill or up high, but keeping the missile rack behind a hill where it can't be shot directly. The K-Sat can see the target and also see the launcher, and is thus able radio the target's position to the launcher. In combat, Alliance military teams often use multiple K-Sats to form a relay chain back to the shooter. Team members equipped with their own sensor systems can also serve as relays or in a relay chain.

If ECM or Stealth Rating prevents the sensor system from seeing the target, it cannot serve as a relay. If the spotter or K-Sat can't communicate with the launcher or next spotter in the chain the relay fails.

GRENADES

The first step in throwing a grenade is to determine how far you want to throw it. The penalty for the Skill Check is equal to the distance to the target in meters. A target 40 meters away would require the thrower to make a Throwing Skill Check with a penalty of -40. If the target is under 20 m, there is no penalty applied to the throw, and if the target is closer than 5 m, there is a +20 bonus applied. We do not suggest throwing grenades at targets that are only 5 m away unless there is hard cover between you and the target. Any Strength Multiplier is applied to the maximum distance a grenade can be thrown. I.e., if a character's Strength indicates the maximum throwing distance is 50 m and they have an X2 Multiplier, then the character could throw the grenade 100 m. A Strength Multiplier has no effect on the Skill Check penalty.

If you succeed at making your Throwing check, your grenade lands within 2 m of your target. If you fail your Throwing check, roll a d12. The resulting number indicates the clockwise direction the grenade went relative to the intended target. Assume the target is standing on a clock, facing the 6. A 12 is directly behind the target, while a 6 would be directly in front of the target. A 3 would be to the right of the target from the perspective of a person facing the target, and a 9 would be to the left of the target from the perspective of a person facing the target.

To determine how far the grenade went in that direction, subtract the die roll from your Percentage Chance of Success, after any modifiers have been applied. The resulting number is the distance (in meters) the grenade went in that direction. Even if you fail your Throwing check, the grenade may still be close enough to damage the intended target. It may also be in proximity to damage unintended targets.

GRENADE CONCUSSION DAMAGE

Anything 2 m or closer to the grenade suffers the listed concussion damage. Concussion is Damage Type T and ignores the target's Threshold Rating. The listed concussion damage is applied to each Body Section not behind hard cover. Anything beyond 2 m, but within 5 m of the grenade, suffers half the listed concussion damage (round down) to each Body Section not behind Hard Cover.

Hard Cover

If there is hard cover between the Grenade and Body Section, that area does not take concussion damage and ignores any fragment hits (GM Discretion). Hard Cover is defined as anything large enough to hide one or more Body Sections that have a Threshold Rating equal to or higher than the average damage done by each fragment.

GRENADE FRAGMENT DAMAGE

If a grenade lands 5 m or closer to a target, roll a d6 for each fragment to determine where the target is struck. For each additional 5 m of distance from the intended target, the die size increases by one (d6 to d8 to d10 to d12). A roll of 7 or higher is always a miss. You cannot Bump a hit location for a grenade

fragment location. For fragment damage, it is often faster to use the Average Damage listed for the grenade rather than rolling damage for each fragment hit.

GRENADE DISTANCE

DISTANCE FROM TARGET	HIT LOCATION DIE USED	FRAGMENTS LOST
5 m or less	1d6	None
5-10 m	1d8	-1 Fragment
11-15 m	1d10	-2 Fragments
16-20 m	1d12	-3 Fragments
21 m +	No Fragment Damage	All Fragments

MORE CRUNCH RULE

Lose 5 meters, Lose a Frag

For every 5 meters distant from the target beyond the first 5m, the number of fragments decreases by one.

EXAMPLE: Fredd the Ram Python throws a grenade at a target 40 meters away. Fredd has an Agility of 60, a Strength of 150 X2, and 5 levels of Throwing skill, which gives him a 55% chance of success without any modifiers. At that distance, Fredd would receive a -40 modifier. With the -40 modifier and a 55% Throwing skill Percentage, Fredd has a 15% chance of success. Fredd has 2 grenades. Since throwing a grenade uses HALF of Fredd's total Actions, he's limited to two per Combat Round, assuming he has one grenade in each hand. The GM can be merciful and allow him a FREE Action to move the second grenade from his off hand to his dominant hand, though a Manual Dexterity check might be called for at the GM's discretion.

For the first grenade Fredd rolls a 25, which is a miss. For direction, he rolls a d12 and gets a 6, which is right in front of the target. Fredd missed by 10 (25 - 15 = 10), which means the grenade lands 10 meters away from the target. The target suffers no concussion damage. Since the target is within 10 meters of the grenade, use a d8 to determine hit location of the 6 fragments this grenade ejects. Optionally, the GM may declare that at this range Fredd only rolls for 5 of the 6 fragments. The 6th is lost due to range. Hit locations are 1, 8, 4, 3, and 7. The 7 and 8 are misses. The 1, 2, and 4 are hits to those areas. These hit locations cannot be bumped.

For the second throw, Fredd rolls a 01 and strikes the target in the face with the grenade. The grenade is assumed to have landed within 2 m of the target, and since it is a "hit," there is no need to determine which direction the grenade deviated from the target or how far.

The target would suffer the listed concussion damage to all body sections not behind hard cover. This damage ignores the Threshold Rating of the target's armor. Since the target is within 5 meters of the grenade, use a d6 to determine hit location of the 6 fragments this grenade ejects. Hit locations are 4, 6, 4, 5, 4, and 1. These hit locations cannot be bumped.

BOMBS

Bombs are treated as large grenades. They have unlimited range when dropped, as they'll fall until they hit the ground. Range Brackets are still determined by the distance between the attacker and the target, but with bombs this distance is usually measured vertically rather than horizontally. The time it takes a bomb to free fall to the ground is listed in the Bomb Drop Table.

BOMB DROP

HEIGHT	DROP TIME (SECONDS)	DROP TIME (COMBAT ROUNDS)
RB1 (5 m)	1	1
RB2 (15 m)	2	1
RB3 (25 m)	2	1
RB4 (50 m)	3	2
RB5 (150 m)	6	3
RB6 (300 m)	6	4
RB7 (750 m)	12	6
RB8 (2000 m)	20	10

For dive bombing attacks pick the height in meters from the Bomb Drop Table that is closes to the bombers speed in m/s and subtract that drop time from the time it takes the bomb to arrive.

For ease of tracking, GMs can either use dive bombing attacks or assume high altitude bombs were dropped several Combat Rounds earlier to avoid tracking which round a bomb will land in (i.e., 10 Combat Rounds from now).

Unlike grenades, bombs can have varying blast radius (RADIUS). Any target within the blast radius suffers the listed concussion damage to each area not behind hard cover and is struck by a number of fragments listed under "# Frags." The hit locations for the fragments are determined randomly.

As with missiles, the BURST and FULL values indicate the number of bombs that can be dropped simultaneously using HALF and ALL Actions respectively.

USING MULTIPLE WEAPONS

Characters may use two weapons simultaneously if they wish, dividing their Actions, as they desire, between the two weapons. Two-armed characters suffer a negative modifier to hit with both weapons. Four-armed characters only suffer a negative to modifier if they opt to use more than two weapons. This rule applies whether the character is engaged in ranged combat or combat with a melee weapon.

Phentari have brains and eyes that allow them to operate each side of their body independently of the other side. Phentari suffer no modifiers for using two weapons simultaneously and only a -25 modifier for the third and fourth weapon.

MULTIPLE WEAPONS

	FIRST	SECOND	THIRD	FOURTH
TWO-ARMED SPECIES	-25	-50	–	–
FOUR-ARMED SPECIES	-25	-25	-50	-50

WEAPON MALFUNCTIONS

When attacking with your weapon, if your attack roll exceeds the weapon's Malfunction Number stop the attack immediately and roll d100 on the malfunction table.

MALFUNCTION TABLE

ROLL	MALFUNCTION RESULT
0-24	Inoperative for 1 Combat Round.
25-49	Inoperative for 2 Combat Rounds.
50-74	Inoperative for 4 Combat Rounds.
75-99	Inoperative for 8 Combat Rounds.
100-124	Inoperative for 16 Combat Rounds & energy cell explodes. User and weapon are damaged by explosion.*
125+	The device explodes and is rendered permanently inoperable. User is damaged. Device is destroyed.*

* Unpowered Device: If the device doesn't have an energy cell, ignore the explosion result.

DAMAGE TO WEAPONS

Every weapon, and some equipment, has a Malfunction Number (MN) listed in its stats. If a weapon or piece of equipment is dropped or struck with sufficient force to damage it (GM's discretion), roll d100. If the roll is equal to or higher than the device's Malfunction Number, roll on the appropriate malfunction table. If a piece of equipment does not have a listed Malfunction Number, assume it is 100. If the weapon or equipment suffered damage when it was dropped or stuck, subtract the damage from the weapon's Malfunction Number before rolling. In addition, any damage the device has taken is added to the roll result when rolling on the Malfunction table, potentially allowing the user to end up with a table result higher than 100.

AGGRESSION CHECKS

BERSERKING, SUICIDAL, AND FLEEING IN TERROR

Whenever there is a chance a character may panic or fly into a rage, the GM may require that they make an Aggression check. Typical situations where a GM may require an Aggression check include:

- Being taunted by an opponent
- Sustaining injury (loss of BP or a critical hit)
- Facing what the character would perceive as a suicidal situation
- Witnessing something traumatic to the character
- Severely frustrated
- Facing down an enemy charge
- Other circumstances determined by your Game Master

FAILING AN AGGRESSION CHECK – PANIC, FLEE, OR FREEZE

When the GM decides that a character is faced with a situation where they may panic or flee, they must make an Aggression check. Characters who fail their Aggression check will panic or flee and are unable to take any Actions that don't involve running away or gibbering like an idiot. The player gets to choose whether the character panics or flees, though in either case they can still take defensive actions. A character who fails their Aggression check and rolls a 95 or higher freezes and cannot even spend Actions to defend themselves.

Some Matrices, chemical weapons, and biological weapons can cause the character to incur a higher penalty for their AGG check.

SUCCEEDING BY A LARGE MARGIN – BERSERK & SUICIDAL

Characters who have a very high Aggression score may react in the opposite way to something that frightens, harms, angers, or frustrates them. They rush headlong toward the source of the agitation (berserk), sometimes with no regard for their own safety (suicidal).

When the GM decides that a character is faced with a situation where they may become enraged, they must make an Aggression check. When making an Aggression check, if a character's margin of success is 80 or more, they go Berserk. If a character's margin of success is 110 or better, they become enraged to the point of being Suicidal instead of going berserk. Suicidal always trumps Berserk.

EXAMPLE: Henry the Mutzachan has an Aggression score of 35. Fredd the Ram has an Aggression score of 130. Henry and Fredd are facing down a charging horde of hostile aliens. The GM decides that Henry needs to make a panic check, and Fredd needs to make a Berserk/Suicidal check. They both make an Aggression check. Henry fails his check when his player rolls a 65, which is above his Aggression score of 35. Henry's player decides that he's going to babble incoherently about their chances for survival.

Fredd has a 130 AGG, so if he rolls under 50 (130 - 80 = 50), he goes berserk. If he rolls under 20 (130 - 110 = 20), he goes suicidal. Fredd's player rolls a 15. Fredd's player rolled lower than a 50 so he would definitely go Berserk. However, Fredd's player also rolled low enough to go Suicidal, so he goes Suicidal instead of Berserk. Fredd bellows in rage and charges directly at the alien horde wielding poor Henry as a club.

MANAGING MORALE

Characters who have been exposed to a similar situation or opponent before and survived the encounter may lower the difficulty of the Aggression check by one level. Combat veterans rarely panic in battle. Since most Aggression checks are performed with an Average (0%) modifier, lowering the difficulty results in an Easy (+40) modifier.

Characters who have been in combat before and have Aggression scores of 60 or higher are incapable of panicking under normal circumstances (unless they roll 00).

GOING BERSERK

What happens when a character goes Berserk or Suicidal? The enraged character will attack in the most "hands on" and direct manner available, without thought of injury or death. There is no thought or cleverness involved. Typically, this means bashing something repeatedly with a melee weapon, but the character will use whatever they have in hand. The effects of going Berserk or Suicidal are listed below.

Stat Changes

- The character's total number of Actions increases by 2.
- If using a melee weapon or fighting empty handed, the character's Damage Adjustment is doubled.
- When a Character goes Berserk roll a d6. The character remains conscious and continues to fight into negative Body Points, until they reach the value rolled on the d6. For example, if you rolled a 5, your Berserk character will fight until they reach -5 Body Points.

Behavior Changes

- If an opponent incited the character's rage, the enraged character will attack that opponent first.
- If the opponent that incited the character's rage is unreachable, the character will attack the nearest target, friend or foe.
- Berserk characters will attack a target until it is dead or unconscious. They may attack other characters that come into their field of vision if they are in reach of the weapons the character has in hand. If there is only a single available target the character will attack it until it is dead or destroyed.
- Berserk characters attack with whatever they have in hand at the time they become enraged.
- A Berserk character using a ranged weapon will fire it as fast as possible, with no regard for ammunition or power consumption.
- If the character has a weapon capable of fully automatic fire, they will attempt to hose down as many targets as possible (Spread Fire) until they are out of ammo.
- Berserk characters that have Matrices will only use Matrices that directly damage opponents and can be completely generated in a single Combat Round or less.
- Skill checks, other than physical skills or combat skills, are usually not possible (GM Discretion), though repeatedly driving a vehicle back and forth over an enemy is not unheard of.

GOING SUICIDAL

In addition to the all penalties and bonuses listed for Berserk, characters who are Suicidal have additional limitations. The following effects apply only to characters who are Suicidal. If there are any contradictions, the effects listed below always trump the effects listed for Berserk characters.

- Characters who are Suicidal are incapable of blocking attacks.
- Characters who are Suicidal can not Actively Dodge.
- Characters who are Suicidal can not use Defensive Bumps.

BERSERK & SUICIDAL DURATION

Once someone has gone Berserk or Suicidal, they will not stop until they are unconscious or dead. If there are no living targets left to attack, the character will continue to pummel the lifeless corpse of the last person they killed. Characters will not listen to reason or logic and probably won't even hear most attempts at communication with them.

If there was a single source of agitation that drove the character into a Berserk or Suicidal state and the character kills or destroys it, they may make an INT Check to realize this. Success indicates the character understands they have vanquished the target of their rage, and they character will calm down in 1d4 Combat Rounds. Characters who are Berserk or Suicidal can be talked down by characters using the Military Leadership skill, if the Berserk or Suicidal character is or was in the military. The ingrained training to follow orders of a superior officer is strong.

Each Combat Round the Character is Berserk or Suicidal, they must make a Constitution check. Failure indicates they have exhausted themselves. They continue to attack in their exhausted state, but their total number of Actions is reduced by 2 to a minimum of 2 Actions, and any positive Damage Adjustment is reduced by half.

ENVIRONMENTAL CONDITION RESISTANCE ROLLS (ECR)

Vital Statistics tell us a lot about a particular species. We know Ram Pythons are stronger than humans. We know Cizerack are more agile than Ram Pythons. We can tell that Mutzachans are very smart. What they don't tell us is how each of the unique species fares in certain environments or when dealing with specific conditions that goes beyond a purely physical injury.

Environmental Condition Resistance (ECR) values determine a

species' resistance or vulnerability to specified environments or conditions. Do Pythonians like cold? No, they don't. Are Mutzachans easily harmed by electrical shock? No, they aren't.

ECR CHECKS & ARMOR

If you are wearing armor when struck by an attack that requires an ECR Check, you may always substitute your Armor's ECR for the character's identical ECR, unless specifically stated otherwise. You have to substitute the same ECR. You could not, for example, substitute your armor's ELE ECR for your character's BIO ECR. You could, however, substitute your armor's ELE ECR for your character's ELE ECR.

ECR CHECKS & ARMOR WITH ZERO INTEGRITY:

If any armor section has its Structural Integrity reduced to 0, the character may no longer substitute the Armor's ECRs for their own for attacks that strike that section. Nor may the character substitute their Armor's ECR against attacks that are environmental in nature (exposure to extreme temperatures) or area affect (gas attacks), if any armor section is at 0 Structural Integrity.

ECR CHECK FAILURE WHEN IN ARMOR

What happens if your character fails an ECR check while wearing armor? For the vast majority of attacks (*Damage Type*s A, T, T.A., & P) , the armor will still provide protection for the character, with the suit taking the damage instead of the character from the failed ECR check. Only if the damage exhausts the protection the armor offers will the character suffer damage.

For attacks with Damage Type S (Chemical and biological attacks & Matrix-based attacks), a failed ECR means the character will suffer the effects of the attack, and the armor will be unaffected.

ECRS DENOTED AS IMPERVIOUS (IMP)

A lifeform or armored suit with the impervious notation (IMP) next to its ECR will be unaffected by any attack or condition that requires the target to make an ECR of that type. In addition, the creature or armor is also impervious to weapon attacks that do damage through a mechanism that would be covered by that ECR type, whether the attack requires an ECR Check or not.

For example, a creature with a COLD ECR of 'IMP' would suffer no damage from frost weaponry. Nor would it have to make a COLD ECR anytime an environmental condition would require other characters to make a COLD ECR… say from being trapped naked on the arctic tundra. Similarly, a creature with a FIRE ECR of 'IMP' could gleefully stand in hot lava all day long and never have to make a FIRE ECR check. Nor would it take any damage from flamethrowers, beam weaponry, and plasma-based attacks.

ECR RE-CHECKS

Characters that fail their initial ECR can still recover before the end of the effect's duration by making an ECR re-check. An ECR re-check allows the character to reroll their ECR as a Free Action.

Success indicates that the effects and penalties imposed on the character by the initial ECR Check failure cease. The higher the ECR, the more frequently the character can attempt a re-check. Consult the table below to determine the frequency of re-checks:

ECR RECHECK TABLE

ECR VALUE	ECR RE-CHECK FREQUENCY
01-50	Once every THREE Combat Rounds
51-100	Once every TWO Combat Rounds
101-150	Once per Combat Round

Re-checks are only allowed for effects where the listed duration is not "Instant." All ECR re-checks suffer the same penalties as the initial ECR Check. Any damage caused by an ECR Check failure, which occurred prior to a successful recheck, is not undone. Failure to make an ECR re-check means the character is still under the effects triggered by the initial ECR Check failure and must wait until their next opportunity to make an ECR re-check to try again.

ECR EFFECT NOTATION

When an attack calls for an ECR Check, a short hand notation is used to describe the check. ECR Effect notations will list effect name first, followed by information in parentheses that summarizes the check, including which ECR to use, penalties, and results of failure.

For example, an ECR effect of "UNCONSCIOUS (CHEM@ +25; May take no Actions; None; 4d6 minutes)" would indicate the target must make a Chemical ECR, with a +25 modifier (bonus). Failure to make this ECR Check indicates the character has been rendered unconscious and is unable to take any Actions for 4d6 minutes.

The summary information will always be listed in this order:

EFFECT NAME (ECR@Penalty; Damage; Delay; Duration of effect) Additional Helper Text or Damage Type

PENALTY

The Penalty is the number subtracted from the specified ECR before you roll. If the Penalty listed is positive, it is actually a bonus, which is added to your character's ECR before rolling.

If the ECR check penalty says "-Dam," then the penalty for the ECR check is the amount of damage done in the initial attack.

DAMAGE

This is the damage caused by a failed ECR Check. This need not be a loss of Body Points. Damage from failed ECRs can also result in lowered Statistics or other similar reductions. Sometimes the

damage listed is per increment of time, such as 1d6 BP per hour, if the effect has a Duration. Common Damage effects include:

- Loss of Body Points
- Lowering or Statistics
- Lowering or ECRs
- Reduction of MOV scores
- Reduction or loss of Actions
- Stat or Skill Check penalties

DELAY

Sometimes a certain amount of time will pass before the character feels the ill effects of failing their ECR check. Only in the movies does a victim immediately feel the effects of being poisoned or catching a disease. Sometimes hours or days will pass before the character suffers the damage listed for failing the ECR check.

In addition, if the damage is triggered by some event, it will be listed in the Delay column. For example, your character may not suffer any physical damage until they pull that mind controlling slug off the side their head.

DURATION

This indicates the how long the ill effects will last for failing an ECR. Characters will continue to suffer the listed damage for the Duration listed. If a Duration is listed, the Damage will specify how often it is applied to the target.

For example, an effect with a Duration of 1d10 minutes might indicate the damage is 1d8 BP per minute. This means the character would suffer 1d8 Body Points worth of damage every minute until the effect's duration ends. If no Duration is listed or if the Duration is "Instant", no additional damage is applied to the target after the initial attack.

COMMON ECR EFFECTS

The list of common ECR effects below is not exhaustive. Other effects not listed below may be triggered by a failed ECR check, and your GM may come up with effects not listed. However, we have attempted to list the most common effects for ECR checks. It is important to note that the same effect can be associated with more than one ECR. For example, a PARALYSIS effect might be caused by failing a MEN ECR or a BIO ECR.

BIOLOGICAL ECR EFFECTS (BIO ECR)

CONTROL

A character that fails a BIO ECR with this effect loses their free will and is subject to control by an outside force or individual. Unlike the ENSLAVE effect, which triggers a MEN ECR, this effect is the result of a physical rewiring of the victim's body or an invasion by a controlling organism.

Failure of the ECR Check indicates the victim will do whatever the controller commands, including suicide. The method used to communicate with the victim will be described in the attack description. Victims are entitled to make another BIO ECR Check to break free each time they are given a new command if no ECR Frequency is listed.

Due to the invasive nature of this type of control, victims are often damaged during the control and/or when the source of the control is initiated, removed, or both. Victims may be freed from control if they receive proper medical treatment, are affected by certain Zen and Chatilian matrices (GM Discretion), or are moved out of the area of the effect (if any).

DISEASE

The target must make a Biological ECR if they are exposed to a disease-causing micro-organism. Disease effects tend to have long delays, and the damage usually results in a lowering of Statistics.

POISON

The target must make a Biological ECR if they come into contact with the source of this effect. Poisons can be delivered via skin-to-skin contact, inhaled, or by consuming contaminated foods. Poisons typically have a Duration, Delay, and Damage listed per unit of time.

VENOM

Venoms are treated identically to poisons, except that they are always injected. If the target did not have their Body Points reduced in the attack this effect is associated with, then there is no need to make an ECR.

CHEMICAL ECR EFFECTS (CHEM ECR)

CORROSIVE

The target is exposed to a strong acid. Victims must make a CHEM ECR Check at the listed penalty. Failure indicates that the target suffers the damage listed directly to Body Points (BP), or Structural Integrity (SI) if they are wearing armor. Exposure to highly caustic substances is treated identically to what is detailed above. The CORROSIVE effect is almost always Damage Type T.A.

TOXIN

The target must make a CHEM ECR if they come into contact with the source of this effect. Toxins can be delivered via skin-to-skin contact, inhaled, or by being consumed. Typically, toxins cause damage per unit of time if the target fails their CHEM ECR.

UNCONSCIOUS

This effect forces the target to make a CHEM ECR at the listed penalty or drift off into a semi-comatose state. Affected persons are rendered immobile and can take no Actions until the duration elapses. It is nearly impossible to rouse the affected individuals without taking them out of the area of effect (if any).

Victims may be revived if they receive proper medical treatment, are affected by certain Zen and Chatilian matrices (GM Discretion),

or are moved out of the area of effect.

COLD ECR EFFECTS (COLD ECR)

FREEZE

The character is exposed to an extreme, but localized, temperature drop. Failure on the ECR Check indicates that the target suffers the listed damage. Typically, damage is both a loss of Agility, as things freeze solid, as well a physical damage, either to Body Points or Absorption, if armor is worn. The FREEZE effect is almost always Damage Type T.

ELECTRICAL ECR EFFECTS (ELE ECR)

SHORT

If the character fails their ELE ECR Check, Damage is applied to Absorption in the section struck on armored characters or directly to Body Points on unarmored characters.

Each time a weapon or device is struck by SHORT effect, it must make an immediate Malfunction roll, with the ECR Penalty listed added to the die roll result. Failure indicates the device is rendered non-functional until repaired. Success indicates the device is unaffected.

When an armored suit fails its ELE ECR Check, the target must immediately roll on the armor option table for the section struck. The option indicated by the roll, if any, is destroyed. The SHORT effect is almost always Damage Type T.

LIFE SAP

This attack literally sucks the electrical energy right out of your body. Since the bodies of most living creatures rely on some form of electrical impulse to function, this does bad things to most organic and artificial beings. The LIFE SAP effect is almost always Damage Type S.

FIRE ECR EFFECTS (FIRE ECR)

BURN

The character is exposed to an extreme, but localized, temperature increase. Failure on the ECR Check indicates that the target suffers the listed damage. BURN attacks usually affect multiple Body Sections and have a Duration. Damage is either to Body Points or Absorption, if armor is worn. The BURN effect is almost always Damage Type T.

MENTAL ECR EFFECTS (MEN ECR)

An attack that causes a MEN ECR is almost always Damage Type S. Victims may be freed from most ongoing mental effects if they receive proper medical treatment, are affected by certain Zen and Chatilian matrices (GM Discretion), or are moved out of the area of effect (if applicable).

CATATONIA

Persons who fail their MEN ECR become catatonic for the listed duration, unable to move or take any Actions. Affected persons who do not receive medical attention may expire from lack of food and water. Damage is usually a total loss of all Actions and a reduction of all MOV scores to 0 for the Duration of the effect.

ENSLAVE

This is usually the result of a Matrix-based attack. Victims of the ENSLAVE effect must make a MEN ECR with the listed penalty. Failure indicates the victim will do whatever the attacker requests, short of suicide. The method used to communicate orders to the victim will be described in the attack description.

Victims are usually entitled to make another MEN ECR Check to break free each time they are given a new command if no ECR frequency is listed.

MESMERIZE

This is a lesser version of the CATATONIA effect. Those that fail their MEN ECR are stupefied, unable to do anything but stand there slack jawed in astonishment. The damage is typically an increase in the difficulty of all Statistic checks and Skill checks, rather than a loss of Actions. Typically, Skill Check difficulty is increased by two levels (Easy becomes Difficult, Difficult becomes Nearly Impossible, etc.), but the exact penalty will be listed in the description. Though a reduction of MOV scores to 0 is also common.

PARALYSIS

Victims of the PARALYSIS effect must make a MEN ECR with the listed penalty. Failure indicates the victim is paralyzed and unable to move. Damage is typically listed as a reduction of Actions and/or AGL, and a reduction of MOV scores. This effect can require a BIO ECR rather than a MEN ECR. Always be sure to check the description.

RADIATION ECR EFFECTS (RAD ECR)

RADIATION SICKNESS

Characters who fail their RAD ECR will develop radiation sickness. Radiation sickness typically causes the character to lose two points of Constitution and one point of Strength per day. An attack that causes a RAD ECR Check is almost always Damage Type S.

Treating Radiation Sickness

Treating radiation poisoning requires a Physician Skill Check at a Difficult (-50) penalty. The difficulty increases by 10% for every two days that the radiation sickness has gone untreated. Alternatively, a player may attempt to treat the condition using Rad Serum. If successful, Rad Serum stops the further effects of the radiation sickness but does not heal prior damage the character sustained. Mutzachans are immune to radiation sickness.

SENSORY ECR EFFECTS (SEN ECR)

An attack that causes a SEN ECR is almost always Damage Type S.

DEAFEN

Any very loud noise can potentially deafen characters who must make a SEN ECR at the listed penalty to avoid hearing loss. Failure indicates your Hearing Modifier is reduced by the listed amount for the listed Duration. If the duration is listed as 'Perm,' then the Hearing Modifier reduction is permanent. Rolling a "double zodd" (00) on your ECR check also indicates the loss is permanent.

Optional: A character's current Hearing modifier is added to the listed ECR penalty. Characters with better hearing are more likely to be affected.

A Hearing Modifier of -30 to -50 indicates your character has hearing loss, and you may have to repeat yourself or speak loudly when talking to them. A Hearing Mod. of -50 to -99 indicates your character has severe hearing loss and can not hear without the aid of assistive technology. The character will still be aware of very loud noises, like gunfire, but will not be able discern anything beyond the fact something very loud is nearby. A Hearing Mod. of -100 or more indicates your character is completely deaf and can not hear at all.

FLASH

Any bright light or flash that blinds the target calls for SEN ECR Check at the listed penalty to avoid blindness.

Failure indicates your Vision Modifier is reduced by the specified Damage amount for the listed Duration. If the duration is listed as 'Perm,' then the character's Visual Modifier reduction is permanent. Rolling a "double zodd" (00) on your ECR check also indicates the loss is permanent.

Optional*:* A character's current Visual modifier is added to the listed ECR penalty. Characters with better vision are more likely to be affected.

NAUSEA

Nausea is essentially a STUN effect that makes it more difficult for the character to successfully attempt Skill Checks and attribute checks. Victims who fail their SEN ECR at the listed ECR Penalty develop headache, dizziness, and vomit violently for the duration listed. Damage for the Nausea effect is typically an increase in the difficulty of all Statistic checks and Skill checks by two levels.

Those who roll double-zodd (00) when making their ECR heave until they pass out, remaining unconscious for a length of time equal to 4d10 Combat Rounds minus Constitution ECR Bonus.

Optional*:* A character's current Hearing or Smell modifier is added to the listed ECR penalty. Characters with better hearing (sonic attacks) or a better sense of smell (noxious gas) are more likely to be affected. It is the GM's discretion on which Sensory Modifier to use as a penalty.

STUN

Some frequencies of sound at sufficient amplitude can have concussive effects, physically stunning characters in the vicinity. Victims of these types of attacks are entitled to a SEN ECR. Those that fail their SEN ECR are physically stunned, unable to move or take any Actions for the Duration of the effect. Stunning attacks may also do damage if the ECR is failed. Sometimes this damage is per unit of time, and in other instances the character only takes damage once, after an ECR is failed.

This effect can require a MEN ECR rather than a SEN ECR. Always be sure to check the description.

Optional*:* A character's current Hearing modifier is added to the listed ECR penalty. Characters with better hearing are more likely to be affected.

OTHER ECR EFFECTS

BLIND

Any attack that makes a called shot at the target's unprotected eyes in an attempt to physically damage them may require an ECR Check to avoid the 'Blind' effect. The Blind ECR effect is unique because the ECR used for the check is dependent on the attack type used. If a mob boss throws acid in your eyes, you'll need to make a CHEM ECR to avoid blindness. If an alien creature spits venom in your eyes, you'll need to make a BIO ECR to avoid blindness. If you get hit in the face with a blast of electricity, you'll need to make an ELE ECR to avoid blindness, and so on. If your GM is not sure what ECR to use, just have the target make a BIO ECR Check. Keep in mind that this check is for physical damage to the eyes of the target. If the target is being blinded by a bright flash of light, that's the FLASH effect and requires a SEN ECR.

The ECR penalty for this effect is always equal to the damage done in the attack. The more damage the attack does, the more likely it is to damage the eyes. The Damage is always a reduction of your character's Visual Modifier equal to the amount of damage done by the attack. The Duration is always permanent.

A Visual Modifier of -30 to -50 indicates your character is legally blind and is unable to read, drive, or pilot vehicles. They can still move about without difficulty. A Visual Mod. of -50 to -99 indicates your character is severely visual impaired and will have difficulty even walking around without running into objects. A Visual Mod. of -100 or more indicates your character is completely blind.

MEDICAL TECHNOLOGY & WOUND RECOVERY

While it's still true that you never hear the bullet that's got your number on it, the grim reaper has to work a lot harder in the 23rd century. A proper medical facility can regenerate any body part or organ in a matter of days or hours. In addition, a soldier on the battlefield can be placed into cryogenic stasis with a simple injection. Combined with Zen Rigeln medical technology, which can grow you an entirely new body from the neck down, death becomes an inconvenience as long as you don't get shot in the head. Or have a suit of Ultra Armor stomp on your head. Or have a Ram sit on your head. It's probably just best to get a really nice helmet.

BODY REHABILITATION INJECTION

The unofficial motto of the infantry corpsman is "Blessed be the BRI." Perhaps the greatest piece of medical technology ever developed by any species, the Body Rehabilitation Injection (BRI) can rapidly regenerate and repair lost or damaged tissue. It can't regrow new limbs or set broken bones, but that is about the extent of their limitations. Massive doses of BRIs can even be used to jumpstart a recently killed soldier from the dead. Usually the first thing a resuscitated grunt hears is his sergeant yelling, "I did not give you permission to die!"

There are some downsides to BRIs. First, a massive dose BRI, called an mBRI, is required to heal critical injuries (anything on the Critical Hit table). Second, mBRIs do not realign bones before healing the wound. An mBRI will repair bones in whatever position they happen to be in when it is administered. For instance, if you have a compound fracture of the femur, and you take an mBRI, you'll end up with a bone sticking out of your leg, which is now completely healed. This can be inconvenient, and is real pain in the ass for your medic to fix. That's why it's always a good idea to have your corpsman or Zen set broken bones or at least put them roughly where they're supposed to be before administering an mBRI.

FIXING BROKEN BONES IN-THE-FIELD

Pushing the pieces of a fractured bone into proper alignment before administering an mBRI requires manual manipulation of the bone. In other words, the medic grabs the broken limb and starts pushing things around. This is likely very painful for the injured party, who is required to make a CON check at -30 for every Combat Round the medic is repositioning the bones. Failure indicates the character loses consciousness. Eridani can use Body Equilibrium instead of their Constitution for this check.

If an mBRI is administered before aligning fractures, any TEMP Effects listed for the bone-related Critical Hit become permanent, until the bone is rebroken and properly healed.

CLEAN BREAK

A clean break requires a successful First Aid or Paramedic skill with a -20 penalty to properly set. Failure indicates the bone was not properly aligned when the mBRI was administered, and the character loses 1d4 AGL until the bone is rebroken and properly repaired. Re-positioning the bones requires 2 Combat Rounds after a wound inspection has been made.

MESSY BREAK

A messy break requires a successful Paramedic skill with a -50 penalty to properly set. Failure indicates that the bone was not properly aligned when the mBRI was administered, and the character loses 1d6 AGL until the bone is rebroken and properly repaired. Re-positioning the bones requires 4 Combat Rounds after a wound inspection has been made.

SHATTERED

A shattered bone requires a successful Paramedic skill with a -80 penalty to place the fragments in a close approximation of their original location. A shattered bone cannot be properly repaired in the field. Even a successful Paramedic Skill Check still results in the character losing 1d4 AGL until the bone is properly repaired at a medical facility. A failed Skill Check indicates the bone fragments were poorly repositioned when the mBRI was administered, and the character loses 2d4 AGL until the bone is rebroken and properly repaired. Re-positioning the bones requires 6 Combat Rounds after a wound inspection has been made.

If a field surgery kit or combat support hospital is available and there is time to perform surgery, the Physician skill may be used instead of Paramedic. A successful Skill Check using the Physician skill means no AGL penalties are incurred when successfully repairing a shattered bone.

LESS CRUNCH RULE

BRIs Heal Broken Bones & Spinal Cords

If the GM doesn't want to mess around with setting broken bones before administering BRIs, then just assume an mBRI will heal bone fractures properly when administered.

BRI OVERDOSE

Finally, taking too many BRIs can begin to have negative effects on your body. Soldiers who have taken too many BRIs in a short period can develop the shakes. Tremors are just one of many symptoms of BRI overdoses, but they are usually the first to occur. Because taking additional BRIs after you have overdosed exacerbates the deterioration of the soldier's body, getting the shakes is grounds for removal from combat

duty on medical grounds. There is too great a risk that the solder might be injured in combat duty, necessitating another BRI, which would further degrade their condition. In addition, some soldiers have been known to continue taking BRIs to mask their symptoms rather than abandon their comrades in arms. As a result, the first sign of the shakes will have your corpsman pulling you off the line and to the nearest combat support hospital.

If a character takes 2 BRIs, or 1 mBRI, in a single day they have 10% chance to overdose. For each additional BRI they take in the same day, the chance increases by 5%. Each additional mBRI increases the chance by 10%. If the character overdoses, they begin to lose 1 point of Constitution per day as their Body begins to deteriorate. The character also begins to suffer tremors, vomiting, chills, weakness, and muscle spasms. In addition to the CON loss, the character's MD and STR all drop by 25 points until the character undergoes rehabilitation procedures.

Taking an additional BRI or mBRI after an overdose has occurred, will eliminate the MD an STR penalties for one day, but increase the CON loss by an additional 1 point per day, which is permanently lost and cannot be recovered in rehab.

Rehabilitation costs between ▽4,000-8,000 per week and requires a number of days equal to the CON lost before treatment. CON is regained at the rate of 1 point per day during rehab.

RECOVERY TIME

The amount of time it takes to recover from an injury is based on the severity of the injury. A modern medical facility can dramatically decrease the time spent convalescing.

So why wouldn't a doctor just give the patient a BRI and be done with it? There are a couple of reasons why more traditional wound treatment is utilized rather than BRIs. The first is that BRIs are considered a primary materiel of war and the military gets first dibs on all BRI production. This leaves a limited number available for the civilian populace, and most of those are snatched up the mega-corps for their corporate mercs. The second reason is because of their scarcity outside of military and para-military agencies most medical facilities have a limited number of BRIs, and they save those for the critically injured. So, if you run out of mBRIs and are critically injured on some backwater world, you may just find yourself on bed rest for the next four months.

Characters heal Body Points at a rate equal to 1/10 of their CON score (rounded down) per month. Critical Hits take four times as long as to heal as other wounds. If a Critical Hit lists a specific recovery time, it trumps the rules listed here.

RECOVERY RATE (BP/MO)

NO MEDICAL ASSISTANCE	HEAL RATE
Non-Critical Injury	CON/10
Critical Hit	CON/40
MODIFIERS	**RATE INCREASE**
TL3 Hospital	+4 BP/Month
TL4 Hospital	+16 BP/Month
TL5 Hospital	+32 BP/Month
TL6 Hospital	+240 BP/Month

WEEKLY RECOVERY RATE

		CONSTITUTION					
FACILITY	WOUND	25	50	75	100	125	150
No Med. Assist.	Non-Crit	0.5	1	1	2	3	3
	Critical	0.25	0.25	0.25	0.5	0.5	0.5
TL3 Hospital	Non-Crit	1	2	2	3	4	4
	Critical	1	1	1	1	1	1
TL4 Hospital	Non-Crit	4	5	5	6	7	7
	Critical	4	4	4	4	4	4
TL5 Hospital	Non-Crit	8	9	9	10	11	11
	Critical	8	8	8	8	8	8
TL5 Hospital	Non-Crit	60	61	61	62	63	63
	Critical	60	60	60	60	60	60

CRYO INJECTION

Along with the Body Rehabilitation Injection, perhaps the most famous piece of Zen RigeIn medical technology is the Cryogenic Injection or Cryo. Cryo's are usually administered to a character when they're at negative Body Points. Cryo injections have even been administered to characters who are below their Death's Door score. If a character as reached Catastrophic Damage, there's usually not enough of the character left to stick with a Cryo (GM's discretion).

On occasion, a perfectly healthy character who is trapped or marooned will self-administer a Cryo to avoid having to wait on their rescue and/or minimize the drain on limited food and water supplies.

Once injected, the character's physical state will not deteriorate any further. The character will not suffer any additional damage from shock, disease, poisoning, blood loss, decomposition, suffocation (even in a low or no oxygen environment) and is immune to all but the most extreme climactic conditions. Sources of damage that function regardless of the character's bio-chemistry continue to damage the character. For example, if you're Cryo'd while on fire or covered in acid, you will continue to take damage.

Under ideal conditions, the character can remain in that state

for up to 6 months, though harsh environmental conditions may decrease the amount of time the Cryo will keep the character preserved. The Cryo will wear off in 6 months, or less, depending on environmental conditions, or the character can be released from stasis before then by administering a Cryo release serum, which revives the character in 2d10 minutes.

THE HAT BOX

The ability of the Zen to repair injuries is probably best summed up by standing Alliance military order A-8-61(b)-2, which the grunts call the "save the head" order. The order states that if a soldier is so seriously injured that his body is destroyed or if his body cannot be recovered for whatever reason, medical personnel are to cryo the head and bring it back for body regrowth. That's right. Given the proper medical facilities, a Zen can regrow a new body from the neck down. The process of saving the head is facilitated by a device which is placed over the head of the injured soldier. A cryo injection is administered, and then the grunt is decapitated. The device then seals itself and can be carried back to base with a convenient handle. Alliance soldiers refer to it as the Hat Box and despite the fact that it probably saves tens of thousands of lives, military personnel do not view the device with much affection.

REPLACING LOST LIMBS AND BODIES

The Zen Rigeln are also pioneers in body and limb regeneration, as well as cloning. Lost limbs can be regrown at hospital facilities or in more urgent cases, in-the-field if there is enough time. In fact, modern medical facilities can grow you an entirely new body. Though the process is expensive, the end result is that as long as your brain is intact, you can always get a new body to replace the old one.

Combat soldiers in the Galactic Armed Forces have body replacement guaranteed in their terms of service. Most corporate mercenaries have body replacement included their contracts as well, but utilizing the clause adds anywhere from 1 to 5 years to your contract length. Growing a new body typically costs about ▽1,000,000, but the military and most mega-corps get bulk discounts, reducing the price to a fraction of the original amount. New limbs range anywhere from ▽50 for a finger all the way to several hundred thousand credits for a torso with organs.

With the advent of relatively inexpensive limb and body regeneration, replacement with an artificial limb is typically only utilized by those too poor to afford a regen or by combat types who prefer the advantages the mechanical replacements give them.

The cost and time to regenerate a limb or grow a replacement is listed in the Regeneration Table. New bodies will have the character's original physical stats. Any reductions or increases in physical stats since the character was rolled up will not be represented in the new body's Stats.

REGENERATION TABLE

BODY PART	GROW TIME (TL4)	GROW TIME (TL5)	GROW TIME (TL6)	COST
Body w/o Head	3 months	1.5 months	3 days	▽1,000,000
Head w/ Brain	1.5 months	22 days	45 hours	▽650,000
Torso w/ Organs	2 months	1 month	2 days	▽350,000
Specific Organ	1 month	15 days	1 day	▽50,000
Leg	1 month	15 days	1 day	▽10,000
Arm	1 month	15 days	1 day	▽10,000
Eye	2 weeks	1 week	15 hours	▽7,500
Digit	1 week	3 days	1 Hour	▽1,000

DECAPITATION BLUES

When reattaching a soldier's severed head onto a newly grown body, there is a period of time where the bio-chemical and hormonal processes of the two pieces have to get back into sync. It is not uncommon for soldiers who undergo this procedure to experience depression, mood swings, and other emotional issues for a short time until they adjust. Sensations of pain, tingling, and numbness in limbs is also common. In the military this is commonly known as "The Decapitation Blues."

"You mean I'm dead-equivalent?"

IRRETRIEVABLY DEAD

Without a Cryo Injection to preserve them in their current state, a soldier at or below their Death's Door has a limited amount of time during which they may be resuscitated or have their head and brain salvaged. A dead character can last a number of Combat Rounds equal to their Constitution multiplied by three (3) before they are irretrievably dead. After that, the character can neither be resuscitated or, assuming their head is intact, have their head attached to a newly grown body. It's always best to provide medical attention or a Cryo as soon as possible.

EXAMPLE: Hank the Human has a CON of 40, so one he suffers enough damage to drop him to his Death's Door rating of -9 or lower. He's only going to last 120 Combat Rounds (4 minutes) before he is irretrievably dead.

RESUSCITATION AFTER DEATH

Resuscitation cannot be attempted if the character has suffered Catastrophic Damage, though if the character's head and brain are intact, a new body can be grown. The base chance of medical resuscitation depends on how badly damaged the body is when the doctors get to it.

The base chance of success to resuscitate someone in the field using a medical skill is equal to half of the character's current CON plus the character's current Body Points, which will be a negative number. Only two attempts can may be made to resuscitate a

dead character. The chance of success is further increased by using one of the methods detailed below.

Chance of Resuscitation

½ of current CON + current (negative) Body Points

THE BRI JUMPSTART

Allows soldiers in-the-field to jumpstart comrades who have been killed. Each mBRI administered increases the chance to jumpstart a character by 5%. A maximum of five (5) mBRIs may be used, which would yield a 25% increase to the chance of resuscitation. The presence of a paramedic's kit increases this chance by another 5%, assuming someone with the medical skills required to use the kit is present. An actual hospital facility gives the best chance of resuscitating a dead character.

A second attempt will require twice as many mBRIs as you used in the first attempt, but the chance of success still maxes out at 25% for the mBRIs. If you're in-the-field attempt at resuscitation using mBRIs fails, your best bet is to Cryo the poor sod and get them to a real hospital.

Successfully resuscitating a character using mBRIs to jump start their corpse, just about guarantees that they'll wake up with The Shakes (See BRI Overdose). If it took two attempts to resuscitate the character, it's a foregone conclusion that they'll have The Shakes if they survive.

MEDICAL RESUSCITATION

If the deceased character is taken to a hospital, the chances of resuscitation are usually much higher because the hospital staff doesn't rely on the hit-or-miss field expedient of jamming the corpse full of BRI injectors. This is true, at least, in TL4 or higher facilities. See the table below for hospital resuscitation bonuses.

HOSPITAL RESUSCITATION BONUS TABLE

METHOD	RESUSCITATION CHANCE
Base Chance of Resuscitation	1/2 CON + Current (Negative) Body Points
mBRI (Max 5)	+ 5% per mBRI
mBRI (Max 5) with Paramedic Kit	+ 5% per mBRI + 5%
Hospital (TL 4)	+ 30%
Hospital (TL 5)	+ 35%
Hospital (TL 6)	+ 40%

EXAMPLE: Pete the Python who has a CON of 150, has just been blasted by an Omega weapon in the chest and killed. He is currently at -40BP. His base chance of resuscitation would be 35% (150 ÷ 2 + -40 = 35). The team only has 4 mBRIs left among them. The team medic grabs their paramedic kit and injects Pete with the one of the remaining mBRIs. The medic knows that if he injects Pete with two mBRIs and the resuscitation attempt fails, he would need four mBRIs to make a second attempt. He doesn't have that many, so he uses just the one. This increases Pete's chance of resuscitation to 45%. (35 + 5 per mBRI + 5 for the paramedic kit = 45). Pete's player rolls a 64! Pete is still dead!

The medic knows that he could make a second attempt using two mBRIs. This is twice as many as he used last time, but this would not increase his chance of success. Instead he opts to Cryo poor Pete and rush him off to a combat support hospital where they'll de-cryo him and try to resuscitate him. The hospital is a TL6 facility, which means it increases Pete's chance of resuscitation by 40%, for a total of 75% (35 + 40 = 75). Pete's player rolls a 48! Pete is successfully resuscitated.

If the second attempt had failed, the docs would have Cryo'd Pete again, lopped his head off , grew him a new body, and attached his head to the new body. This would have guaranteed Pete a higher chance of resuscitation than a second round of in-the-field BRIs, because he would not be at negative Body Points.

THE COST OF RESUSCITATION

Being killed and then resuscitated is hard on your body. Each time a character is resuscitated their CON is permanently reduced by 1d6 points.

DOG TAGS

Modern dog tags contain more than just your name, rank, and serial number. In addition, the soldier's entire genetic code is recorded in the data storage chip, which is embedded into the dog tags. In the event a soldier loses a limb or needs a new body grown, it can be built from scratch at a medical facility using just the

information in the tags. This can be handy if the soldier's genetic material has been corrupted due to a biological weapon attack, or if the only thing left of the soldier is a memory imprint stored in the head of the team's Chatilian.

MEMORY BACKUPS

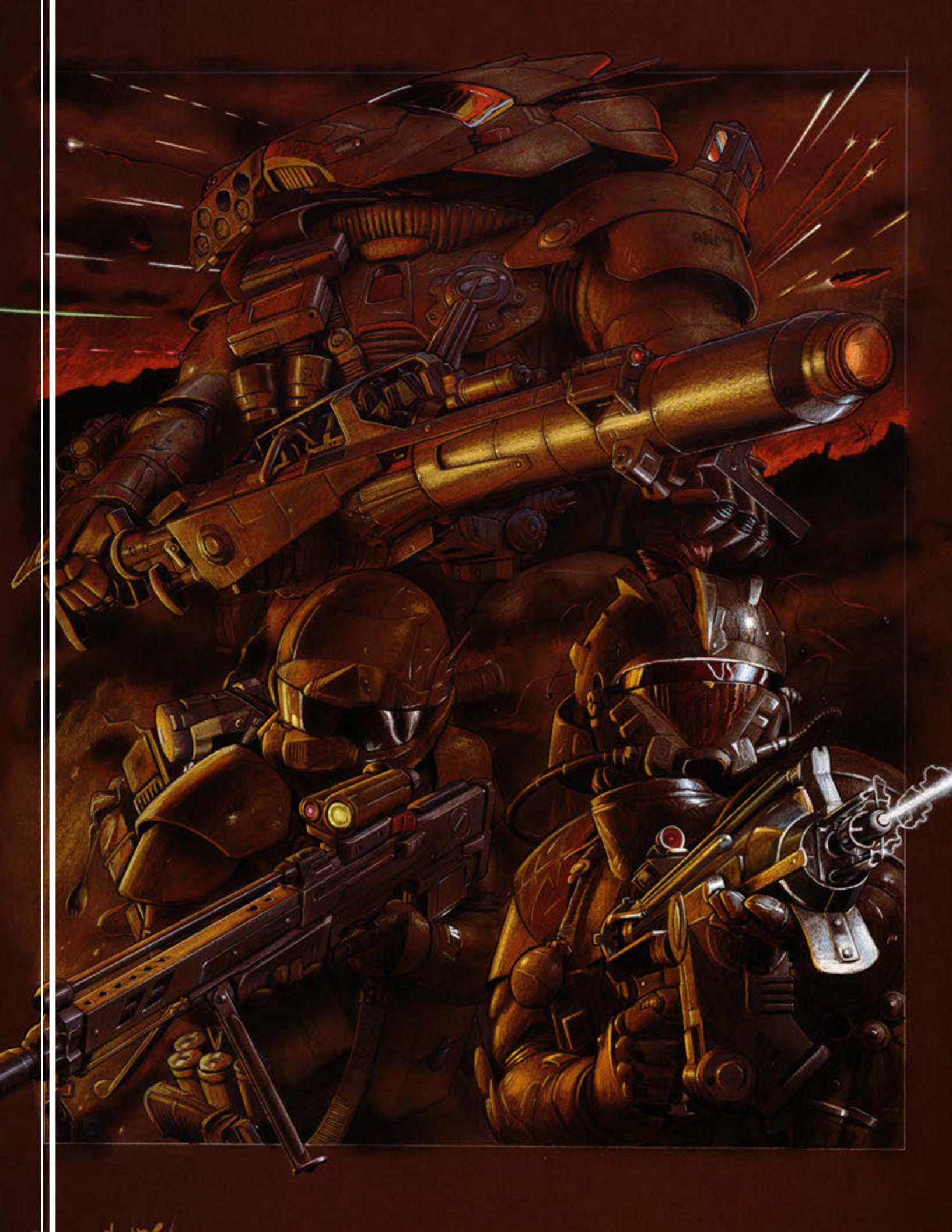
The way a human being behaves is as much dependent on the structure of their brain as it is on the memories that chemically encoded in it. The patterns and construction of the neural pathways in the brain determine how we process information. In fact, the human brain is constantly rewiring itself, as it processes and adapts to new information. This is part of the normal learning process. This is also what has stymied attempts to "digitize" the human consciousness into a computer. The organic hardware (the brain) changes just as much as the organic software (memories), and that can't be perfectly replicated because the technological hardware is fundamentally different. With a few exceptions, most of the other Alliance species' brains work the same way.

In order to "back up" your memories, a facility grows an exact copy of your brain, copies your memories into that brain, and sticks it into cryogenic storage in case something catastrophic happens to your body. What you end up with is an exact copy of your mind at the instant the memories were copied.

Memory backups are too cost-prohibitive for the Alliance military to provide them to combat personnel, though special forces sometimes get them. Growing you a new body is one thing, but paying to store a second brain for years at time is another proposition. Thus, the mantra of every drill sergeant in boot camp. "Don't lose your head. Lose your head and you're dead."

Matrix-Based Memory Backup

Another option for getting your memories backed up is to have a Chatilian use the Copy Memory Pattern Matrix. Then the docs can grow you a new body from your genetic records, and if you're lucky, the asparagus head can dump you back into your new body. Because your body is being built from scratch, you can expect the worst case of Decapitation Blues in medical history. In fact, no one is really sure if you'll be the same as you were prior to your demise, of if you'll be a different person. Have fun wrapping your head around that one.



CHAPTER 6.0

ARMOR

ARMORED SUITS

The most important piece of gear besides your weapon is undoubtedly your armor. Modern armor is capable of protecting soldiers from attacks and harmful environmental conditions. In addition, a myriad of options are available for armored suits to increase the stealth, mobility, adaptability, and survivability of the occupant. Only about a dozen manufacturers throughout the Alliance produce most armored suits, though there are hundreds of smaller and less known armor developers.

TYPES OF ARMORED SUITS

Before we start, it is important to note that only one suit of armor may be worn at a time, unless the description specifically states otherwise. Furthermore, the terms "armor," "armored suit," and "suit of armor" are used interchangeably in this book.

There are four classes of armor: Body Armor, Heavy Armor, Mechanized Battle Armor (MBA), and Ultra Amor. Each class has its advantages and disadvantages. Ultra Armor is detailed in the Vehicles chapter.

ARMOR & HELMET WEIGHT

The armor's *Actual Weight* (ACT WGT) value represents the weight of armor when worn, carried, or if the GM needs to determine if the floor will support the weight of the armor.

Effective Weight (EFF WGT) is what the user feels when wearing the suit and is the value used when calculating their Encumbrance loads. *Mechanized Battle Armor* has actuators that support the weight of the armor and allow the wearer to move around, relatively unhindered by the weight of the armor. In MBA, the Actual Weight and the Effective Weight of the armor are usually different. There are also some armor options that can reduce the Actual Weight and/or Effective Weight of armored suits. If no Effective Weight is listed, always use the Actual Weight for determining Encumbrance.

Remember that Weight, Cost and Structural Integrity are affected by Size Class (see below).

Both the Actual Weight and Effective Weight values are measured in kilograms.

ARMOR SIZE CLASS

EFFECTS OF SIZE CLASS ON ARMOR

The bigger the character, the bigger the armor they wear. A Mutzachan can not wear armor made for a Ram Python and vice-versa. As a result, most armor comes in a variety of Size Classes. The default Size Class is 4, which fits your average human. Armor that is larger than Size Class 4 is more expensive, heavier, and has more structural material (higher Structural Integrity). Armor that is smaller than Size Class 4 is less expensive, lighter, and has less structural material (lower Structural Integrity). The same holds true for helmets. Note: A Mazian can purchase whatever size armor it wants, if it assumes the general shape and size of the armor's intended user.

SIZE CLASS MODIFIER

Structural Integrity, weight, and cost on armor and helmets vary with Size Class. If your suit is larger or smaller than Size Class 4, consult the table below and find the appropriate Multiplier for your character's Size Class. To determine the Structural Integrity, weight, and cost of your helmet and armor multiply each by the appropriate Multiplier.

Threshold Rating and Absorption Rating are NOT affected by changes in Size Class. Additional Absorption can be added as an Armor Option, if you have the free slots to hold the additional Absorption and the credits available to purchase it (See Armor Options below).

The stats listed for a Cub armor are for a standard Size Class 4 suit. It has a Threshold Rating of 3, 36 points of Structural Integrity in the torso, 24 SI in each leg, and 12 in each arm. The suit has 15 points of Absorption in the torso, 10 in each leg, and 5 in each arm. The suit weighs 13 kilograms and costs ▽3,100.

SIZE CLASS

SIZE	MULTI
1	×0.25
2	×0.50
3	×0.75
4	×1.00
5	×1.25
6	×1.50
7	×1.75
8	×2.00
9	×2.25
10	×2.50

Let's say your character is Size Class 6 though. We see from the table above that we need to multiply the listed values by 1.50 to determine the Size Class 6 numbers. Let's start with the Structural Integrity. The

torso in a Size Class suit would have 50% more SI, so our new torso SI value is 54 (36 × 1.50 = 54). Similarly, the SI in the legs would increase to 36, and the SI in the arms would increase to 18. The weight increases to 19.5 rounded down to 19 kilograms, and the cost becomes ▽4,650 credits. The Threshold Rating and Absorption values do not change.

SUITS WITH A RUN SCORE

Armored suits with mechanized speed have their own RUN score. These suits are assumed to have their JUMP score equal to half their RUN score (round down), unless otherwise stated. All RUN, JUMP, and FLY scores on armored suits are listed in meters per second and replace the character's scores.

SUITS WITH AGL OR AGL MULTIPLIERS

If the suit lists an Agility score as a number (100, 150, etc.), it replaces the character's Agility. If the Agility score has a multiplier (X2, X3, etc.), it is appended to the character's current Agility. For example, if a character had an Agility score of 85 and donned a suit of armor with a X2 AGL, their new Agility Stat would be 85 X2.

Multiply the character's Initiative Modifier and Dodge score by the AGL Multiplier. An AGL Multiplier of X2 also gives 2 additional Actions. An AGL Mutliplier of X3 gives 4 additional Actions.

In addition, any AGL Check or Skill Check with a skill whose Link Stat is AGL has the difficulty lowered by a number of levels equal to the multiplier minus 1. Characters may divide any negative Combat Modifiers by their AGL Statistic Multiplier when making the Hand-to-Hand Combatives and Weapon: Melee Skill Checks.

EXAMPLE: An X2 multiplier would double the character's Initiative Modifier and Dodge score. In the case of a (Non Fott) character with the AGL of 85, their Initiative Modifier would increase from 8 to 16, and their Dodge score would increase from 21 to an amazing 42, while wearing the armor.

If the same character need to make an AGL check at a Challenging penalty (-80), the penalty would be shifted one level (X2 - 1 = 1) easier, reducing it to Difficult (-40). Similarly, if the character was attacking with a sword and the GM applied a Combat Modifier of -30 due to the target's Active Dodge, the penalty would be reduced to -15.

SUITS WITH STR OR STR MULTIPLIERS

If the suit lists a Strength score as a number (100, 150, etc.), it replaces the character's Strength. If the Strength score has a multiplier (X2, X3, etc.), it is appended to the character's current Strength. Multiply the wearer's Damage Adjustment by the suit's Strength Multiplier.

REPAIRING ARMOR

The cost to repair armor is listed on the following table. Structural Integrity must be fully repaired before Threshold Rating can be repaired.

ARMOR REPAIR

COMPONENT	COST
Absorption	▽100 per point
Structural Integrity	▽500 per point
Threshold (Original THR > 11)	▽(150 x Original THR) per point
Threshold (Original THR 11+)	▽(250 x Original THR) per point

Armor Key

THR: The Threshold Rating for the suit or helmet.

SI: The Structural Integrity of the suit (by body location) or helmet.

ABS: The Absorption Rating of the suit (by body location) or helmet.

EFF WGT: The weight (in kilograms) when wearing the armor or helmet. Assumes Size Class 4.

ACT. WGT: The actual weight (in kilograms) for the armor or helmet. Assumes Size Class 4.

CHEM: The suit's Chemical ECR.

COLD: The suit's Cold ECR.

ELE: The suit's Electrical ECR.

FIR: The suit's Fire ECR.

RAD: The suit's Radiation ECR.

STR: Use the suit's Strength (if available) in place of your own.

DA: Use this Damage Adjustment when using the suit's Strength.

LIFT: Additional Lift capacity (in kilograms) you can carry. See Lift System.

AGL: Use the suit's Agility (if available) in place of your own. See Powered Armor Use skill.

MOV: Use the suit's MOV (if available) in place of your own.

SC Increase: This number adds to the user's Size Class when wearing the armor for determining their Target Size.

TL: This indicates the Tech Level of the Armor

COST: This indicates the cost in Alliance credits (▽). Assumes Size Class 4.

BODY ARMOR

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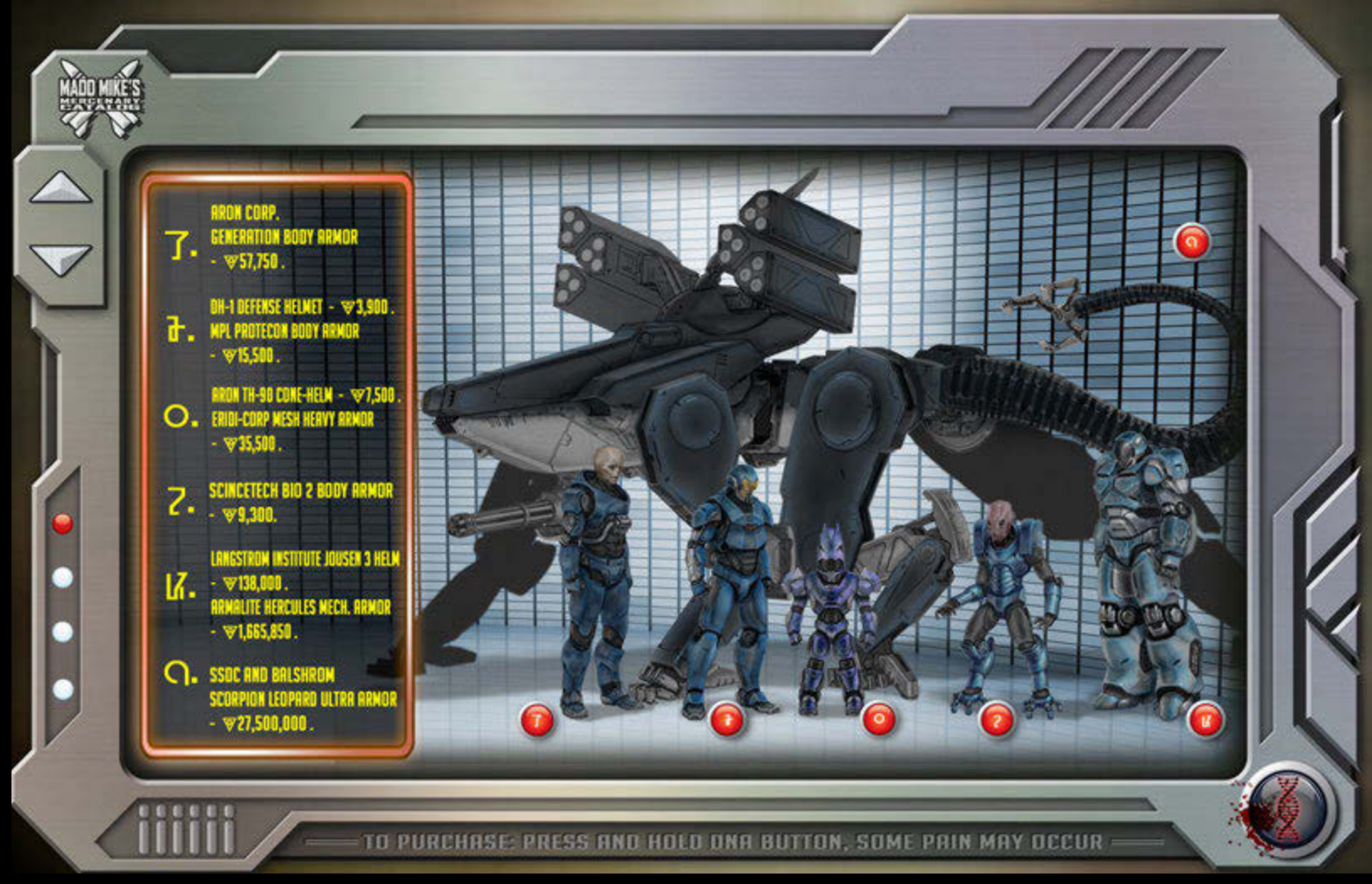
Body Armor is the standard defensive gear in Battlelords. Body Armor ranges from an archaic "bullet proof" vest to advanced, low-intensity armor for support personnel and light infantry. This type of armor is comparatively affordable and is ubiquitous throughout Alliance space. Modern body armor does not significantly impede mobility or freedom of movement, though it can be bulky. It is relatively lightweight and does not require motivator systems to help the wearer move or support the weight of the armor. As a result, this type of armor can not be immobilized by *Scramblers* or electrical discharges since it is the wearer's muscles that do all the work of moving the armor. Body Armor may be customized by adding *Armor Options* to it.



BODY ARMOR

MODEL	THR	SI			ABS			ACT WGT	ECRS					MOV	TL	COST
		TORSO	LEGS	ARMS	TORSO	LEGS	ARMS		CHEM	CLD	ELE	FIR	RAD			
Cruiser Mk II	2	24	16	8	24	16	8	7	10	20	5	20	0	0	3	▽3,400
Combat 1	3	36	24	12	12	8	4	9	25	15	25	15	30	0	3	▽4,900
Cub	3	36	24	12	27	18	9	9	20	15	20	15	20	0	3	▽5,100
Deflection (6 THR vs. lasers)	3	36	24	12	12	8	4	10	15	5	20	10	20	0	3	▽5,100
AKMB	4	48	32	16	15	10	5	15	35	35	35	25	15	0	3	▽11,800
Bio-2	4	24	16	8	36	24	12	8	25	5	35	5	0	0	3	▽12,400
Marauder	4	48	32	16	42	28	14	14	25	5	15	35	65	0	4	▽16,900
Protecon	4	36	24	12	33	22	11	10	85	10	50	25	30	0	4	▽15,500
Reflection (8 THR vs. lasers)	4	48	32	16	12	8	4	14	25	5	20	35	45	0	4	▽17,300
Bear	5	48	32	16	54	36	18	13	25	20	25	20	25	0	4	▽21,300
Combat 2	5	60	40	20	36	24	12	14	35	20	30	20	35	0	4	▽28,700
Generation	5	48	32	16	24	16	8	14	25	5	50	15	50	0	4	▽33,400
Opticon (8 THR vs. lasers)	5	36	24	12	15	10	5	13	20	5	30	35	45	0	4	▽16,200
Combat 3	6	72	48	24	72	48	24	18	40	25	40	25	40	0	4	▽57,400
Coral	6	24	16	8	39	26	13	10	30	5	80	25	10	0	4	▽39,200
Electrolyte	6	48	32	16	39	26	13	13	20	30	95	5	50	0	4	▽38,600
Grenadier	6	72	48	24	54	36	18	17	35	5	35	5	35	0	4	▽50,300
Kodiak	6	60	40	20	60	40	20	11	30	25	30	25	25	0	5	▽42,500
Spy Master	6	36	24	12	39	26	13	4	25	5	50	5	10	0	6	▽80,500

* The Absorption and Structural Integrity listed for the arm are evenly divided between the upper and lower arms with Keen and Phentari.

2 THRESHOLD

CRUISER MK2

"An improved version of the original Cruiser armor, this version is lighter and offers the user more protection."

3 THRESHOLD

COMBAT 1

"Combat 1 was one of American Konglomerate Corporation's (AKM) first forays into the armor market. This Tech Level 3 defense suit is considered an OK buy for those with limited funds and who don't intend to engage anyone with weaponry more powerful than low-level kinetic carbines and submachine guns."

CUB

"The Cub was designed by Bear Armor Systems (BAS) for short-term combat exposure. Cub has excellent combat survivability for the money and is nice if you just want to get in, take care of business, and get out. Then again, how often does that happen?"

DEFLECTION

"The cheapest, off-the-shelf, laser-reflective armor you can purchase. To keep the cost low, Bonson/Sayers/Vion (BSV) didn't utilize their self-healing matte-black coating on this armor, so you look like a chrome-coated warrior out of a bad Tri-V show."

Anyone looking for the wearer of this suit receives +30 to their visual Observation checks at all ranges.

4 THRESHOLD

AKMB IMPROVED BODY SUIT

"A better version of its predecessor, the AKM, the AKMB Improved Body Suit is American Konglomerate Corporation's attempt to perfect its AKM armor design. This improved model features a more durable alloy and more room for absorption polymers. The suit is considered by many to be too heavy."

BIO 2

"The best feature of Science Tech's Bio-2 suit is its weight. It's light. The viral-assembled plates rely more on their unique molecular structure to survive impacts than on their density. The compressible plates in this suit are modeled from an Earth insect called a cockroach. Despite the advantages of this armor, we really wish they hadn't brought the damn roaches here from Earth."

MARAUDER

"Probably one of the best buys for the money. The Marauder is the base model in Shalkon Corporation's warrior line of armors. Built for people who enjoy being on the pointy end and getting stuck. We can't find much to fault about this armor. Spend the extra money to get it. You'll thank us later."

PROTECON

"You know those assignments you get when the briefing includes terms like corrosive atmosphere or it spits hyper-acid? When those missions come along, this is the suit you want. The Protecon™ is about as chemically non-reactive as you can get outside of MBA. Furthermore, its special impact plating reduces the amount of material lost when the armor takes impact damage. A product of the Mercenary Protection League® (MPL)."

The amount of Structural Integrity lost from kinetic attacks is reduced by half (round down).

REFLECTION SUIT

"This Bonson/Sayers/Vion suit is designed to defend against laser attacks. This suit can reduce or completely nullify the effects of beam weapons due to its reflective cobalt armor alloy. The alloy, which has a very high melting point, creates a scintillating mirror effect to reflect beam strikes. Unfortunately, it also makes the suit very easy to see."

"A self-healing, matte black, film can be applied to the suit. When exposed to laser fire, the film exposes the anti-laser surface. Once the laser fire has stopped, the self-healing film hides the reflective alloy. It's also one of the lightest suits in this class, probably because it's not packing much absorption polymer."

The suit has a Threshold Rating of 8 against beam weapon attacks. This suit is not treated as Heavy Armor. Without the matte black coating (adds ▽1,000 to the cost), anyone looking for the wearer of this suit receives +50 to their visual Observation checks at all ranges.

5 THRESHOLD

BEAR

"The suit that made Bear Armor Systems famous is renowned for its good all-around specifications and competitive price. A great choice when starting out in your mercenary career."

COMBAT 2

"A vast improvement over AKM's prior offering, the Combat 1 defense suit. The Combat 2 was marketed to compete directly with BAS's Bear armor. Though it doesn't enjoy the popularity of the Bear suit, it does hold the advantage in durability."

GENERATION

"Designed for Mutzachans by Aron Corp, this suit is generation friendly right off the shelf and is insulated to prevent the Mutzachan from unintentionally draining any of their weaponry. There are also versions for other Matrix-using species. The suit is considered a tad on the heavy side and doesn't deal well with arctic environments."

Mutzachans cannot use their Drain ability without removing at least one of the armored gauntlets on the suit. Mutzachans can handle any uninsulated weapon or device while wearing this armor and not drain it. The Generation Friendly Armor Option is included in the price of this suit.

OPTICON

"The Opticon suit features an improved version of the laser refractive system found on the Reflection suit. In addition, this suit was built on a more robust frame offering upgraded survivability features over the Reflection suit. It includes the self-healing film that eliminates the reflective properties of the armor's alloy. Manufactured by Bonson/Sayers/Vion."

The suit has a Threshold Rating of 8 against beam weapon attacks. This suit is not treated as Heavy Armor.

6 THRESHOLD

COMBAT 3

"AKM may have finally beat BAS at their own game. Early reviews of the Combat 3 armor indicate it matches or beats BAS's Kodiak suit in nearly every category except weight and cost. AKM is definitely going to make it difficult for us to formulate our Top 10 list this year, but we're not complaining."

CORAL

"The toughest organic armor available on the market. Considered a bit fragile, but packing an average weight of absorption polymers for its class. It's also incredibly light. Science Tech's Coral armor is excellent when dealing with high-temperature environments."

ELECTROLYTE

"Hardened to protect the owner from the effects of electrical and electromagnetic attack forms. The electrolyte suit is a favorite of search & rescue and salvage crews everywhere. This suit will keep you from getting fried if you accidentally touch something that's got an electrical current running through it. Manufactured by Science Tech."

GRENADIER

"The Grenadier is the mid-range armor in Shalkon Corporation's warrior line. The suit does not handle harsh environments or exotic weapon attacks well, but if you want to wade in and start pounding things, it'll take a beating from conventional weaponry. It's heavy, but no more so than any of the other combat-oriented suits in its class."

KODIAK

"Continuing their Ursa line of armors, the BAS manufactured Kodiak suit trades a little armor plating for a lot of absorption. This unit is designed for medium intensity combat situations. Kodiak can withstand several direct hits from most Pulse weapons. Its light weight pushes it past AKM's Combat 3 in our eye, making it our top buy in the class."

SPY MASTER

"Innovation at its finest. Dickens Corp's top of the line Spy Master espionage armor features a state-of-the-art stealth and camouflage system. It can render the user nearly invisible. If you are an urban agent, this is the right suit for you. The armor includes a Grapple Hoist."

The unit's proprietary camouflage system has a Stealth Rating of 50 and provides a 75% penalty to observation checks. The sound dampening system provides a 50% Penalty to Observation Checks made using Hearing Modifier. These are passive countermeasures. The suit can not use the Full Spectrum Cloak, standard Camouflage Unit, improved Camouflage Unit, or Sound Cancellation device.

"We even wash the previous owner out of it for you. Cash Only."

-Sign at Flik's Used Armor Sales

HEAVY ARMOR

Heavy Armor provides more protection than Body Armor, but it is much heavier and requires motivator systems that help the wearer support the weight of the armor. The suits are powered by small ultra-high efficiency fuel cells attached to each servo, with a sophisticated internal power-recycling system. This system permits the suits to go for long periods before requiring recharging (up to 6 months of typical combat duty).

These systems are susceptible to attack from Scramblers and electrical-based weapons. These weapons can knock out the actuator systems leaving the user immobilized or greatly slowed by the weight of their own armor. In addition, all Heavy Armor is environmentally contained, which protects the user from gas attacks and many hazardous environmental conditions.

Ignores damage from kinetic attacks, unless attack description states otherwise. Includes environmental containment.

Actuators take up Slot 1 in each section of Heavy Armor. LIFT systems in Heavy Armor help support and distribute the weight of weapons and equipment carried by the armor's occupant. You can subtract the LIFT value of the suit from the total weight of weapons and gear carried (not including the weight of your armor and helm) when determining your Encumbrance rating. LIFT systems do not make the armor itself any lighter.

7 THRESHOLD

CD-2 COMMANDO

"Take look-n-shoot Arm Rockets; add a built-in Smoke Generator; throw in some mechanized speed, and you have the Commando. Galactic Defense Contractors' Défense de Combat – Deux or CD-2. The suit includes four Slipstream Arm Rockets. There are two in each arm sitting in a Striker missile rack. The suit has a maximum speed of 72 kph. Easily one of the best-selling suits of heavy armor."

The mechanized speed uses one Armor Option slot in each leg. Destruction of either option slot that houses the mechanized speed equipment results in the user's AGL being reduced to 0.

GLADIATOR

"The most sought-after body defense suit on the market. Like all of Shalkon's armored suits, this unit is superb if you want to get up close and trash things. What it lacks in stopping power, it makes up for with an unbelievable amount of absorption polymers. It is probably the best anti-pulse armor on the market. Eight Slipstream Arm Rockets in a Mycroline rack are included in the cost!"

The Gladiator is a favorite of Ram Pythons everywhere, probably due to the fact that they don't notice the heavy weight of the suit as much as the rest of us. It's worth noting that, though the suit may be heavy, it features a best in class Lift system capable of supporting 45 kilograms of weight for the user.

TIMAR

"The only specialized heavy armor for melon heads. The Timar eliminates any difficulties the Matrix Controllers have while generating in the armor. The suit is well insulated against electrical attacks. Aron Corp has begun marking versions of the suit for other Matrix Controllers. There have been recent complaints that the suit lacks suitable radiation shielding, fire protection, and lift capability, but that never seemed to bother the Mutzachans."

This suit includes the Generation Friendly Armor Option.

8 THRESHOLD

CERAMOPLATE

"While Science Tech's more exotic armors may be hit or miss, they know when to stick with a good thing. Their ceramic composite armors are, without a doubt, their best seller. CeramoPlate armor is the newest ceramic-composite armor released by the SciTech boys. Though they finally managed to address the fragile issue they had with prior suits of armor, it appears the cost was to totally sacrifice the weight savings that their unique design usually provides. CeramoPlate is actually the heaviest suit of armor in its class, which is pretty surprising given Science Tech's track record for being the lightest."

MX-4

"Langstrom Institute's newest combat suit. The MX-4 is designed to defend against Omega weapons. Langstrom has utilized their own version of Advantix's Omega Dampener in this suit. Theirs is called the Rebound System. Unlike the Advantix system, the Rebound System is always running, and the failure rate appears to be lower. The MX-4 also features a superb LIFT system, allowing the user to tote around 60 kilograms of gear effortlessly!"

When the suit is struck by an Omega weapon or concussion damage, roll a d10. On a roll of 6-10, the suit has no effect. On a roll of 1-5, all damage from concussion damage and Omega weapons is reduced by half (round down). The Rebound System requires 3 slots in the Torso of the suit and has enough power for 10 uses.

9 THRESHOLD

DRAGOON

"Shalkon's Dragoon armor comes standard with an integrated Digiton missile rack. Our biggest criticism of the Dragoon is its weight, which is significant enough to keep it out of our Top 10 list."

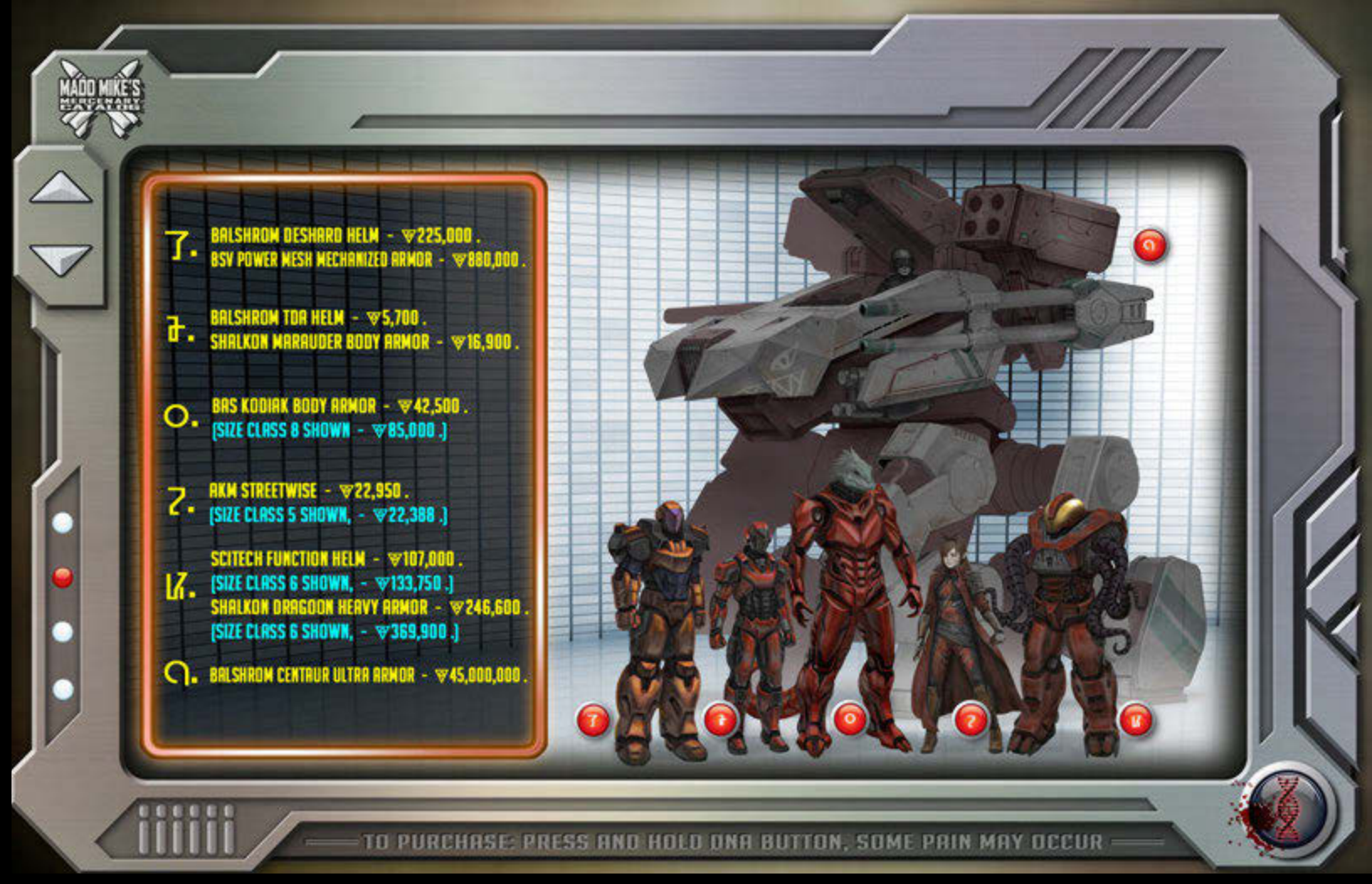
REPULSOR

"Built with overlapping flexsteel plates in a top-secret configuration. The Repulsor is half the weight of Shalkon's Dragoon but carries only one quarter of the absorption polymers. Manufactured by Armalite."

10 THRESHOLD

COMBAT 4

"AKM shows us again how they're willing to push the envelope of armor design while BAS rests on its laurels. Perennially on our best buys list despite its weight."



HEAVY ARMOR

MODEL	THR	SI			ABS			ACT WGT	ECRS					STAT ENHANCEMENT			TL	COST
		TORSO	LEGS	ARMS	TORSO	LEGS	ARMS		CHEM	CLD	ELE	FIR	RAD	LIFT	AGL	MOV		
CD2	7	60	40	20	48	32	16	7	35	20	35	40	25	20	0	20	5	▽91,000
Gladiator	7	84	56	28	114	76	38	12	45	20	40	40	75	45	0	0	5	▽120,500
Timar	7	84	56	28	81	54	27	9	25	5	90	5	0	15	0	0	5	▽195,000
CeramoPlate	8	96	64	32	72	48	24	13	40	45	40	70	40	30	0	0	5	▽415,000
MX-4	8	84	56	28	48	32	16	10	45	75	50	25	15	60	0	0	5	▽175,000
Dragoon	9	108	72	36	120	80	40	17	45	20	20	40	75	40	0	0	5	▽245,500
Repulsor	9	48	32	16	33	22	11	7	40	25	40	60	45	35	0	0	5	▽110,000
Combat 4	10	120	80	40	150	100	50	14	50	45	50	45	50	50	0	0	5	▽370,000
Grizzly	10	48	32	16	144	96	48	9	40	45	40	35	35	40	0	0	5	▽135,550
Mesh	10	60	40	20	48	32	16	7	70	30	30	40	60	50	0	0	5	▽71,000
Inferno	11	132	88	44	99	66	33	15	55	40	55	80	35	60	0	0	5	▽515,250
CD7	12	144	96	48	51	34	17	16	65	30	65	50	60	65	0	20	5	▽705,000
Warrior	13	168	112	56	180	120	60	26	65	40	55	50	75	80	0	0	5	▽1,015,000
Tarsh	15	192	128	64	135	90	45	21	60	45	70	55	70	100	0	0	5	▽1,655,000

* The Absorption and Structural Integrity listed for the arm are evenly divided between the upper and lower arms with Keen and Phentari.

GRIZZLY

"The tag line in BAS's advertisements for this is: *"You wouldn't fight a grizzly bear would you?"* The ad later jokingly says, *"Ram Pythons, your vote doesn't count!"* Though the marketing department at BAS has clearly hit a home run with their Tri-V ads, the Grizzly design is starting to show its age."

MESH

"Designed with multiple, intermeshing layers of armor and absorption polymers. Mesh is definitely worth the money if you can afford it. Lighter protection than its competitors, but it's incredibly lightweight and that's saying something for an Eridi-Corp product!"

11 THRESHOLD

INFERNO

"Langstrom Institute's Inferno armor is one of our top buys. It performs admirably in all of our tests, and as its name implies, the suit is damn near fireproof. What's not to like?"

12 THRESHOLD

CD-7

"A heavier version of GDC's already excellent CD-2 armor suit."

The mechanized speed uses one Armor Option slot in each leg. Destruction of either option slot containing the mechanized speed equipment results in the users AGL being reduced to 0.

13 THRESHOLD

WARRIOR

"The founding member of the Warrior-series of armor by AKM. Though the suit puts forward respectable numbers in all our tests and is absolutely stuffed with absorption polymers, the only thing anyone ever talks about when the Warrior is mentioned is its massive weight. At a whopping 43 kilograms of felt weight for the human-sized variant, the Warrior is the heaviest suit of armor ever made."

15 THRESHOLD

TARSH

"An Eridi-Corp design, the Tarsh holds the distinction of being one of the toughest and heaviest Heavy armored suits on the market today. It's lift system is capable of supporting 100 kilograms of weight."

MECHANIZED BATTLE ARMOR

Mechanized Battle Armor, as a class of armor, is often referred to simply as MBA. Mechanized battle armor is really nothing more than beefed-up heavy armor. In fact, it provides all the same benefits as heavy armor. The defining characteristic of Mechanized armored suits is their strength augmentation systems. Unlike the LIFT systems in heavy armor, the strength augmentation systems in MBA actually helps support the weight of the suit. In most cases the motivators in the suit are so powerful that the suit feels weightless to the user. In addition, Mechanized Battle Armor allows the user to hit and kick with superhuman strength. Many suits of Mechanized Battle Armor allow the user to move with super human speed. Like heavy armor, MBA is self-contained and environmentally sealed. Actuators take up Slot 1 and 2 in each section of Mechanized Battle Armor.

While wearing a suit of MBA, you can run as fast as a Cizerack, walk through masonry walls like they're constructed of tissue paper, and rip doors and hatches off armored vehicles with your gauntleted hands. If you have the means, I highly recommend you get a suit.

MBA ignores damage from kinetic attacks, unless attack description states otherwise and includes Environmental Containment.

Actuators take up Slot 1 in each section. Strength Enhancement Systems take up Slot 2 in each section.

14 THRESHOLD

HERCULES

"The Armalite Hercules is the lightest armored suit of MBA currently available. You're practically spending more for the strength enhancement than the armor plating. If want to know what it feels like to be Ram Python? Now you can... on a budget no less!"

16 THRESHOLD

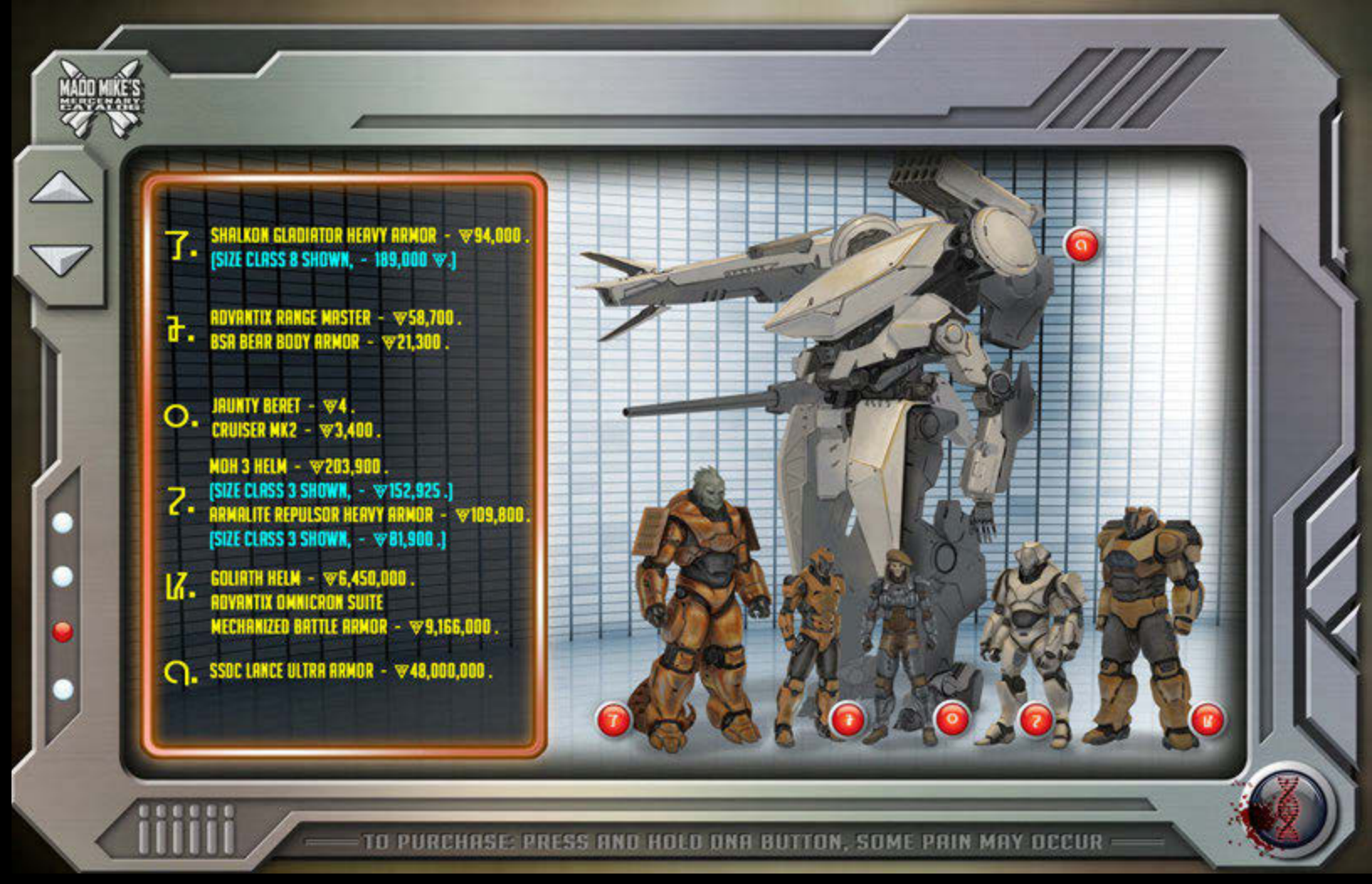
POWER MESH

"The counterpart to Light Assault Armor. I personally think 35% more absorption polymers is worth the trade-off in speed. I guess it depends on your needs and mission parameters. Can't beat the price though."

17 THRESHOLD

LIGHT ASSAULT

"An attempt to make a faster version of their venerable Assault Armor. Bonson/Sayers/Vion Corporation has created the fastest moving suit of light Mechanized Combat Armor currently on the market. The Light Assault suit is capable of pushing itself up to 79 kph. Its amazing speed combined with Ram Python-like Strength in such a lightweight package is an amazing feat of engineering."



MECHANIZED BATTLE ARMOR

MODEL	THR	SI			ABS			EFF WGT	ACT WGT	ECRS					STAT ENHANCEMENT					SC INCREASE	TL	COST
		TORSO	LEGS	ARMS	TORSO	LEGS	ARMS			CHEM	CLD	ELE	FIR	RAD	STR	DA	LIFT	AGL	MOV			
Hercules	14	180	120	60	126	84	42	24	83	65	65	65	65	65	X2	20 (6d8 alt)	295	0	0	0	5	▽1,650,000
Power Mesh	16	168	112	56	162	108	54	0	72	90	55	50	55	90	X2	20 (6d8 alt)	230	0	12	1	5	▽1,800,000
Light Assault	17	156	104	52	105	70	35	0	53	90	55	50	55	90	X2	20 (6d8 alt)	245	0	22	0	6	▽2,100,000
CD12	20	216	144	72	90	60	30	0	104	80	45	80	70	70	X2	20 (6d8 alt)	195	100	14	1	5	▽4,400,000
Omicron Suit	24	288	192	96	300	200	100	0	139	80	70	80	70	80	X2	20 (6d8 alt)	160	150	16	1	5	▽9,150,000
Bear MBA	25	228	152	76	282	188	94	0	82	90	85	90	80	85	X3	30 (9d8 alt)	370	150	20	1	6	▽8,450,000
Heavy Assault	28	204	136	68	201	134	67	0	79	90	90	110	100	90	X3	30 (9d8 alt)	370	150	13	1	6	▽11,550,000
T-Rex	32	384	256	128	450	300	150	0	186	85	75	85	75	85	X3	30 (9d8 alt)	265	150	13	1	5	▽12,800,000
AeroShield	36	300	200	100	195	130	65	0	126	95	70	95	50	60	X2	20 (6d8 alt)	175	150	8	2	6	▽18,750,000
Nightshade	42	288	192	96	150	100	50	0	109	95	85	80	70	95	X2	20 (6d8 alt)	190	X2	30	2	6	▽70,200,000
Argus	50	204	136	68	141	94	47	0	102	90	90	85	90	100	X4	40 (12d8 alt)	500	X2	15	2	6	▽22,950,000
Titan	75	900	600	300	675	450	225	0	515	95	80	90	85	100	X5	50 (15d8 alt)	235	X2	15	2	5	▽25,650,000
Dreadnought	100	408	272	136	390	260	130	0	203	80	90	90	110	110	X5	50 (15d8 alt)	545	X2	15	2	6	▽26,700,000
Omega Suit	150	1800	1200	600	1350	900	450	0	654	125	115	125	115	125	X5	50 (15d8 alt)	195	150	10	2	6	▽36,000,000
ExoSheath	200	2400	1600	800	1800	1200	600	0	739	150	140	150	140	150	X5	50 (15d8 alt)	210	150	8	2	6	▽52,000,000

* The Absorption and Structural Integrity listed for the arm are evenly divided between the upper and lower arms with Keen and Phentari.

20 THRESHOLD

CD12

"Not content with their CD-series armor's best-seller status in the Heavy Armored category, Galactic Defense Contractors has started to make headway into the Mechanized Battle Armor market. The CD12 feature's GDCs minimum response time threshold system. The system augments the reflexes of the suit's wearer to what a level GDC considers low bar for modern combat soldiers. In our tests, the system was clearly pushing the suit to the limits of human performance."

24 THRESHOLD

OMICRON SUIT

"Advantix Corporation's is an all-around excellent performer. Its weight and relatively low level of strength augmentation means it has the lowest lift capacity of any suit of Mechanized Battle Armor."

25 THRESHOLD

BEAR MBA

"There is nothing like it! This armor is state-of-the-art. The design is top secret. Bear System's Mechanized Battle Armor is currently only available to Alliance military personnel."

28 THRESHOLD

HEAVY ASSAULT

"An improvement over its cousin. Add another 1.6 cm of ST-3 foam, change the configuration slightly, and you end up with an excellent suit of Mechanized Battle Armor. The silhouette that made its little brother famous is now gone though. The Heavy Assault is just as big as any other suit of MBA in this class."

32 THRESHOLD

T-REX

"Despite the jokes in the industry that a human run design firm is making armor specifically for Pythonians, the T-Rex is an impressive suit. It puts in high numbers in all our tests and boasts more absorption polymers than anything that's not a sub-Humpty suit of MBA. That's a damn impressive feat for Dickens Incorporated. The company reportedly took on the endeavor when they saw reports that the Pythons were being disproportionately targeted by enemy fire and experiencing higher than normal losses compared to other species in the Alliance Military. Reports are they're working on versions for other species."

36 THRESHOLD

AEROSHIELD

"Designed from the ground up by Langstrom Institute to replicate and improve upon the functionality of a MARS mobility system in an off-the-shelf armored suit."

FLY score becomes 110 in armor. The flight systems for the suit occupy two slots in each section of armor. Range is 500 km.

42 THRESHOLD

NIGHTSHADE

"Designed by Balshrom for covert insertions behind enemy lines, the Nightshade is one of the most sophisticated suits of MBA ever created. The matte black suit features state-of-the art sensor suppression technology, a displacement device with extended range, sound dampeners, a molecular phase device, and a cloaking system. The suit also features an extendable phase sword built into the right forearm, with a system designed to detach the blade if it gets lodged in the target. It automatically attaches a new one. Oh, did we mention that it can run at 108 kph?"

"Many critics have pointed out that the Nightshade's size and weight keep it from being as stealthy as it could be, and that this limits its usefulness in dense urban environments. They further point out that its ridiculously high price would keep anyone from buying one. Regardless of the criticism sales are brisk in the special ops community."

The unit's proprietary camouflage system has a Stealth Rating of 75 and provides a 100% penalty to observation checks. The cloaking system increases the Stealth Rating and Observation check penalty by 50 points. It prevents the occupant from seeing anything outside the suit, whether using the ole' Mk I eyeball or sensors. The cloaking system uses 0.5 EU per Combat Round and can operate for 5 minutes with onboard power.

The sound dampening system provides a 55% Penalty to Observation Checks made using Hearing Modifier. These are passive countermeasures. The suit can not use the Full Spectrum Cloak, standard Camouflage Unit, improved Camouflage Unit, or Sound Cancellation Device.

The displacement device has a range of 1 km. The molecular phase device can pass through 30 m of material and a has 30 second recharge time between uses. Both devices require 25 EU per use, and both devices have enough power for 3 uses.

The displacement device occupies 2 slots in the Torso, and the molecular phase system occupies 1 slot in the Torso of the suit. The phase sword occupies 3 slots in the right or left arm. The sound dampening system requires one slot from each leg. The cloaking system requires 1 slot in each section of the suit. There is a 75 EU battery pack in each leg and one in the arm (3 slots per location). One battery powers the

displacement device; one battery powers the cloak, and one battery powers the molecular phase system.

Treat the Phase Sword as a Phase Knife that does 2d6 damage. The system carries 5 spare blades.

"The technology of tomorrow killing people today."

50 THRESHOLD

ARGUS

"The word stands for shield in ancient Greek. It is in high demand. The manufacturers are currently under galactic indictments for misappropriation of government funds. Argus was designed to improve the survivability of the combat soldier against Omega weapons."

75 THRESHOLD

TITAN

"Top of the line in Shalkon Corporation's warrior line of armors, the Titan was one of the first resonance armors to hit the market. There's only so much absorption polymer you can stuff between an armored shell and a body. Using resonance tech, Shalkon was able to increase the durability of the polymers that are already in the suit. In essence, it gives you more durability in the same finite space. The result is a suit that can take a hit from an Abomination Omega cannon and not turn the wearer into a slushy mess pooling in the boots."

100 THRESHOLD

DREADNOUGHT

"The mother of all mechanized battle armor is Balshrom's vaunted Dreadnought Combat System. They managed to shave every unnecessary kilogram of weight off the Dreadnought, giving it the industry's best load capacity. The suit allows the user to carry 545 kilograms of weight… effortlessly. Don't let anyone wearing one punch you."

150 THRESHOLD

OMEGA SUIT

"You could have heard the collective gasp of surprise when Advantix Corporation, who is renowned for being "just average" at everything, announced they were releasing a suit whose specs exceeded Dreadnought. They weren't fibbing either. Advantix had been developing their own resonance system, and they've pushed polymer durability past what everyone else had done to that point. Unfortunately, they had not made the same strides in armor plating, and to beat the specs of the Ursa and Dreadnought, they had to literally layer it on thick. The result is that the suit's strength enhancement system is so stressed moving the suit's own weight that Advantix installed a heavy armor lift system to take up the slack."

200 THRESHOLD

EXOSHEATH

"Not one to be outdone by anyone else, Eridi-Corp has picked up the gauntlet thrown down by the upstart Advantix and hurled it out of the dueling grounds. The ExoSheath is, without a doubt, the toughest suit of non-Ultra Armor money can buy. The resonance generators are so powerful you can hear the suit hum and vibrate from 5 meters away on a quiet day. Eridi-Corp handled the shell problem the same way Advantix did, and the amount of armor plate the suit carries gives it a decidedly bulky appearance. The suit is slow and has a supplemental lift system to take the weight of any gear off the strength enhancing motivators. The suit's occupant can hear the motivators' electric whine of protest every time they take a step, but the Eridani seem to love the things. Everyone else has taken to calling the suit, The Walking Wall."

CONCEALABLE ARMOR

The whole point of concealable armor is not to look like you're wearing armor. These suits either appear to be normal street clothes or can be worn under street clothes without giving away their presence. The modern suits of concealable armor are actually full blown armor suits that disguise themselves as clothing and can even change the appearance of the wearer.

Note that Street-series armors may not mount options over one space in size without revealing their true nature. Only one suit of armor may be worn at a time!

STREET 2

"An improvement over the original Street 1, it is hefty protection with only a little more bulk. Street 2 is also available disguised as formal wear."

INFILTRATOR

"The Dickens Incorporated manufactured Infiltrator suit may be expensive, but the fact that these suits have been back-ordered for months is a testament to their popularity. This armor actually changes shape and form to resemble any of twenty preprogrammed physical appearances. It can also be programmed to appear as clothing. Additional appearance types, beyond the 20 factory-supplied visages, can be added."

This suit decreases the difficulty of Impersonation & Disguise Skill Checks by one level. Additional appearance types, beyond the 20 factory-supplied ones, can be added by using an external PCD or body computer by making a Repair: Armorer Skill Check. Close inspection will reveal the true nature of this defense suit. The suit is limited in its ability to change. It can't deviate more than 2 Size Classes larger or

CONCEALABLE ARMOR

MODEL	THR	SI			ABS			EFF WGT	ACT WGT	ECRS					TL	COST
		TORSO	LEGS	ARMS	TORSO	LEGS	ARMS			CHEM	CLD	ELE	FIR	RAD		
Street 2	4	12	8	4	15	10	5	7	7	0	15	5	15	0	4	▽4,050
Infiltrator	4	24	16	8	33	22	11	6	6	10	5	40	10	20	5	▽10,000
Street 3	5	24	16	8	24	16	8	9	9	0	20	5	20	0	4	▽10,900
Streetwise	6	24	16	8	39	26	13	11	11	20	55	30	55	0	5	▽22,950

1 Size Class smaller (assuming the wearer can still fit in the smaller volume), with a minimum Size Class of 1. No suit has been designed for Phentari.

STREET 3

"This concealed armor looks like a normal set of street clothes. It is designed to be effective against automatic kinetic weapon's fire. The most common complaint about the suit is the weight."

STREETWISE

"The most potent concealed armor available on the market. Streetwise isn't as cumbersome as its predecessors, and it has enough absorption polymers to ensure survivability in light combat situations."

HELMETS

Helmets made by manufacturers within the Alliance, use an industry standard attachment collar that allows the helm to be secured to the collar of a suit of heavy armor or mechanized battle armor. For most suits of body armor, the helmet doesn't attach directly to the suit, but it still provides head and neck protection. In addition, all helmets use the same industry standardized slot system that's utilized in armored suits for the addition of options to the helm.

Typically speaking, helms are usually lighter on absorption polymers than an armored suit with the same level of penetration protection. You can only stuff so much polymer in a helmet before your silhouette looks like a melon on a stick, and it becomes unwieldy. High end helmets get around this problem by using resonance fields to increase the durability of the polymers you've got, rather than adding more. However, they aren't 100% effective.

All helms that are TL3 or better have a Head's Up Display (HUD) on the inside of the visor/faceplate to superimpose information into the user's field of view. The visor on all TL3 + helmets can automatically tint or become opaque to block out bright lights. Most helmets with flash suppression technology leave the visor opaque and rely on shielded visual sensors to relay a view of the outside world to the wearer via the HUD.

Some helms have manufacturer installed communication systems (aka commo), while others allow the user to install an off-the-shelf system of their choice. In addition, all TL3 helms also feature external speakers allowing the wearer to speak to those nearby without having to open or remove the helmet. Most helms allow the user to modulate their voice to make it sound more or less intimidating or to disguise it.

Heavy Armor Helmets: All Helmets with a Threshold Rating 7 and over are treated identically to Heavy Armor. They are environmentally sealed and immune to damage from most kinetic and melee weapons.

Open Face Helmets: When the head is hit, roll a d10. On a roll of 6 or higher, the helm offers no protection.

Hearing: All Helms that are TL3 or lower impart a -40 to any observation check that use the Hearing modifier.

MN: When a resonance helmet loses Absorption, the player must roll a d100. If the roll is higher than the listed MN number, the helm loses half its remaining Absorption (after the applying damage from the hit that triggered the roll).

Built-ins: Helmets with a Commo lose one Slot to house the commo. Helmets with a sensor system lose one Slot to house the system. Helmets with ECM/ECCM lose one Slot to house the EWS.

HELMET KEY

THR: This is the helmet's Threshold Rating.

SI: This is the Helmet's armor's Structural Integrity.

ABS: This is the helmet's Absorption Rating.

WGT: This is the actual weight of the Helmet and is used to calculate the wearer's encumbrance.

ECRs: The Environmental Condition Resistance values of the helmet.

MEN: The helmet's Mental ECR.

SEN: The helmet's Sensory ECR.

Signal Strength: The helmet's communications Signal Strength (if applicable).

RNG: The Range in kilometers, if applicable, of the helmet's communications gear.

TDA: The ranged attack bonus from the helmet's Target Data Acquisition system.

ECM: The helmet's ECM value (if any). See ECM rules.

ECCM: The helmet's ECCM value (if any). See ECCM rules.

LIGHT HELMETS

MODEL	THR	SI	ABS	WGT	OPEN FACE	ECRS MEN	ECRS SEN	COMMO SGN STR	COMMO RNG	TL	COST
Kevlar 3	4	8	5	1	Yes	0	0	0	0	3	▽480
Tri-Lar	5	8	5	1	Yes	0	0	0	0	3	▽670
Absorbix	6	8	10	1	No	0	0	10%	15	3	▽3,600

ACTIVE %: The helmet's Active Sensor Strength. See Sensor rules.

PASSIVE %: The helmet's Passive Sensor Strength. See Sensor rules.

AREA: The helmet's sensor scan radius (if any).

RNG (km): The helmet's ECM and ECCM range in km (if applicable).

PENETRATION (m): Number of meters of solid material the helmet's sensors can scan through (if applicable).

TL: This indicates the Tech Level of the helmet

MN: This is the helmet's Malfunction number, if it is a resonance helm.

COST: This indicates the cost of the Armor or Helms in Alliance Credits. Assumes Size Class 4.

4 THRESHOLD

KEVLAR 3 (OPEN FACE)

"First fielded during the Archipelago War of 2029. This relic can't stop a bullet from a modern kinetic handgun. Though if you can't afford a real helmet, it will do. No Commo."

5 THRESHOLD

TRI-LAR (OPEN FACE)

"A good all-around helmet for those on a budget and who don't mind occasionally getting shot in the face. Made by Kelvin Corp, a subsidiary of Balshrom."

6 THRESHOLD

ABSORBIX

"The Armalite Absorbix is comparable to the AKMH. It trades a bit of stopping power to make room for twice the absorption polymer in AKMH."

7 THRESHOLD

AKMH

"Matched to the low-line AKM series armor. The AKMH will stop approximately 5 rounds from a kinetic handgun before the owner gets his brains scrambled."

BITE HELM

"A product of Dickens Incorporated. The Bite Helm monitors the muscles in the user's jaw. When the wearer opens their mouth to bite, the helm automatically hinges open allowing the user to sink their teeth into the target. There are currently designs for Pythonians and Cizerack. Rumor is the Phentari feel left out."

8 THRESHOLD

TDA

"The Balshrom Target/Data Acquisition Helmet or TDA provides range and motion-compensation data for targets using the helmet's built-in sensors. The data helps the user correct their aim based on a host of factors, all calculated automatically by the helm. The helm superimposes a target indicator on the HUD to show where the user should aim to hit the target. Off-world types should invest the money to buy one of these."

9 THRESHOLD

DH-1 DEFENSE HELMET (OPEN FACE)

"A great defense helmet for its time. It offers a fair amount of protection by modern standards, and it was pretty damn impressive back when these things were new."

10 THRESHOLD

ARON TH-90 "CONEHEAD"

"The Aron TH-90 has been nicknamed the Conehead by… well, just about anyone who sees one. Though originally built for Chatilians, who haven't been impressed with the nickname, the helmet's sales are still doing well!"

BELL SS

"Bear Armor System's Bell SS includes protection from sonic attacks."

All damage from sonic attacks are halved.

11 THRESHOLD

MOH

"The Science Tech Multi-Optics Helmet utilizes a built-in Vizex optical sensor system in a Survivor 1 helmet. The systems pattern and silhouette recognition systems make the passive optical sensors incredibly potent for identifying threats on the battlefield without revealing your position. The helmet is easily identified by its crown of eyes sensor ring."

SURVIVOR 1

"A Bear Armor Systems design. It isn't too expensive, and the owner can get hit a couple of times before the helmet becomes useless. It is intended to be worn with any of the Bear series defense suits. The helmet has become so popular that a number of after-market companies have begun using it as the base for customized designs."

12 THRESHOLD

MOH 3

"A brand-new joint design by Armalite and Science Tech. The MOH 3 silhouette is instantly recognizable, as the helmet slopes outward to the edge of the shoulders. This design was necessary in order to build-in the numerous systems the helm contains. Gone is the crown of eyes design from the original MOH. In addition to its impressive passive optics capabilities, the MOH 3 also includes mental defense systems, long range commo, and a TDA system to improve accuracy."

RANGE MASTER

"The Advantix Corporation Range Master is the only helmet on the market with long-range communications capability, rated at 200 km. We'd seriously suggest adding additional absorption polymers to this helmet."

13 THRESHOLD

S–2

"The Armalite S-2 Applies the same basic principle as the S-1. However, the S-2 gives up a little laser defense for more concussion resilience. This is a seriously nice helmet and on my best buys list."

14 THRESHOLD

TDA–2

"An improvement over the original TDA helmet, this 2nd generation model is tougher than the original in all respects."

15 THRESHOLD

FUNCTION

"The original Science Tech customized Armalite design, the Function is built on the S-1 helm and incorporates substantial mental defense capabilities."

S–1

"The Armalite S-1 is an effective helmet that can withstand Pulse, Laser, and Omega hits. Superb in every way; it's no wonder that aftermarket customizers use the S-1 helmet as a starting point more than any other helm."

17 THRESHOLD

BITE HELM PLUS

"Oh, those wily engineers at Dickens Incorporated have designed a Bite Helm that doesn't expose the user to the outside environment when they want to bite. The front of the helmet is modeled on a generic, stylized face. Cizerack, Python Lizard, and Ram Python faces are currently available. When the user goes to bite, articulated metal jaws on the stylized face of the helmet, open and close in sync with the wearer's jaws. It's absolutely gruesome to watch one of these things in action. Orion pranksters have begun modifying the helmets so the jaws also open and close when the wearer is talking, which we hear is hilarious to watch."

The Bite Helm Plus does 3d4 points of damage and affects Heavy Armor normally. A bite is usually considered a single Action attack. However, the number of times a character may bite per Combat Round is determined by species and is typically limited to two bites per Combat Round.

18 THRESHOLD

DESHARD

"Designed by Jean-Luc Deshard for the Balshrom Corporation. This brain bucket is good for stopping most laser attacks, and you've got better than a 50/50 chance to survive a blast from a lowline Pulse cannon. It is considered an upper-class defense helmet."

19 THRESHOLD

SHALKON MS

"The Shalkon MS was the first helmet to offer shielding from mental attacks. It was marketed heavily to the Alliance military, who bought tens of thousands of the things. Though they're starting to show their age and considered a bit fragile, you can pick one up cheap."

22 THRESHOLD

JOUSEN 3

"The Langstrom Institute Jousen 3 is the best mind-screening helmet on the market."

24 THRESHOLD

TRI MESH

"It can take a solid hit. The Eridi-Corp Tri Mesh combat helmet comes with a 1 hour air supply and is atmospherically contained. A handy feature if your armor's environmental containment fails."

35 THRESHOLD

SHALKON MSEF

"The Shalkon Corporation MSEF adds anti-blinding and electronic warfare capabilities to their already impressive sonic and mental shielding. It is all combined in a helmet that uses state-of-the-art resonance tech to increase the durability of the limited polymer load. The end result is a technological marvel that's also lighter than its two closest competitors."

42 THRESHOLD

BEAR MBA HELM

"One of the best helmets ever made, but you pay through the nose for it. It includes a built-in electronic warfare suite."

"Carnage-a-comin'"

-Graffiti on the side of an MBA helmet

50 THRESHOLD

GOLIATH

"The epitome of defense helmets! The GDC-made Goliath incorporates a mental screen and sonic technology into one helmet. The Goliath is considered a super-MBA class helm."

60 THRESHOLD

BRAIN SHIELD

"One of the lightest MBA-class helmets on the market. The Brain Shield's specs meet or beat the Goliath's, and it is half the weight. What's not to like?"

75 THRESHOLD

DEFENDER

"A powerful piece of protection. This baby can take a direct hit by a low end Reflex missile and still leave you with a head. BAS put all their eggs into the patented, anti-penetration shell. I'd probably add more polymer packs in the upgrade slots if you don't want your brains scrambled by a high-end Omega cannon. Comes complete with mind screen, flash protection, sonic protection, and long-range communications link."

80 THRESHOLD

BLACK VISOR

"Can take a pounding without folding. That's all that needs to be said. It's got a built in sensory overload suppression system that is unrivaled."

100 THRESHOLD

JUGGERNAUT

"The Balshrom Juggernaut is designed to be paired with their vaunted Dreadnought armor. A bit light on the sonic protection for a helm that's designed to take a hit from a Reflex missile, but that's admittedly a minor gripe."

HEAVY HELMETS

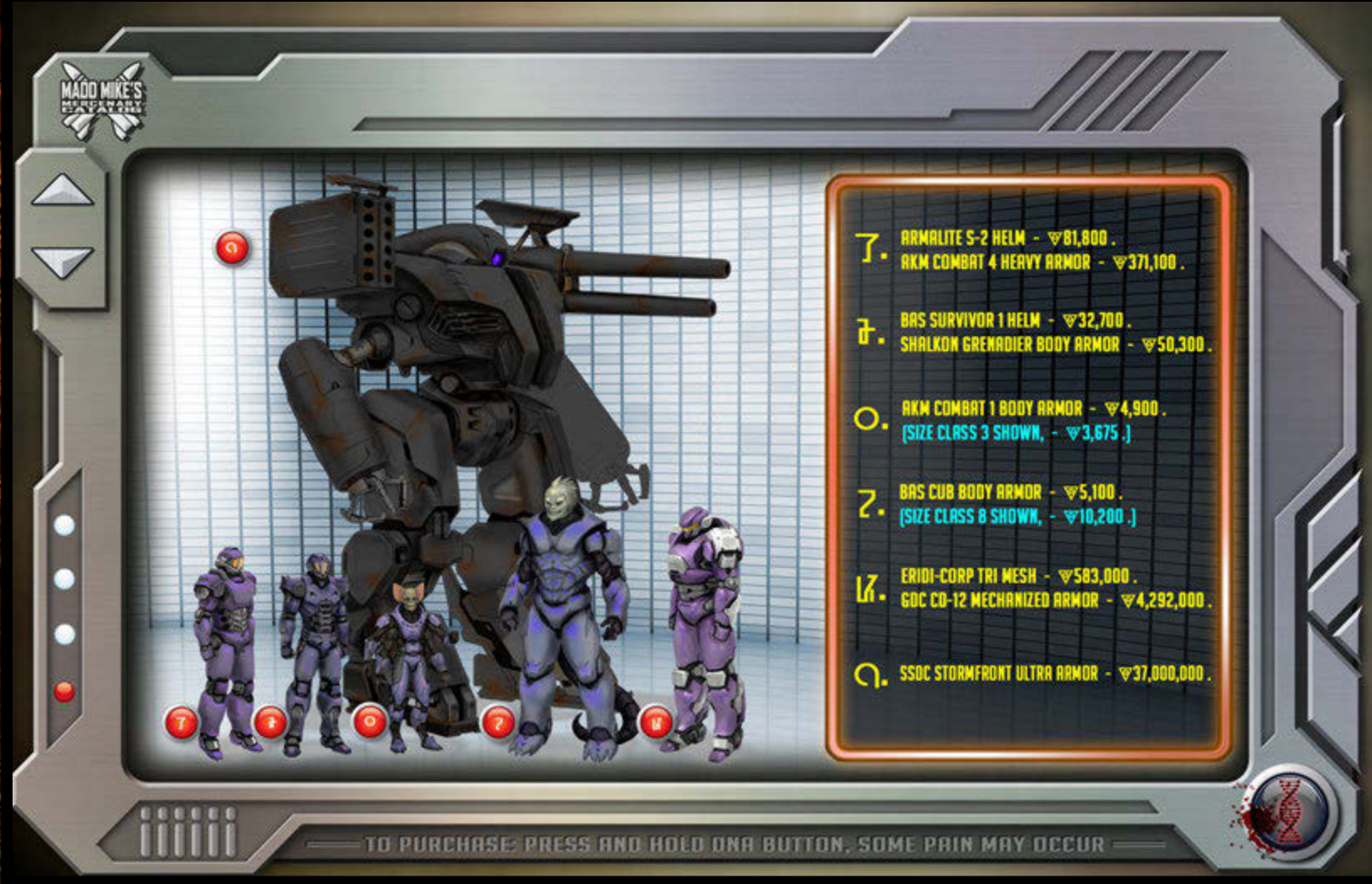
MODEL	THR	SI	ABS	WGT	OPEN FACE?	ECRS		COMMO		TDA	EWS		SENSOR SYSTEMS					MN	TL	COST
						MEN	SEN	SGN STR	RNG		ECM	ECCM	ACT %	PAS %	AREA	RNG (km)	PEN (m)			
AKMH	7	8	5	3	No	0	0	15%	20	0	0	0	0	0	0	0	0	0	3	▽2,900
Bite Helm	7	8	12	3	No	0	0	25%	10	0	0	0	0	0	0	0	0	0	3	▽6,100
TDA	8	8	10	3	No	0	0	0	0	15	0	0	25%	25%	180	2	0	0	4	▽5,700
DH-1	9	8	5	1	Yes	0	0	0	0	0	0	0	0	0	0	0	0	0	3	▽3,900
Aron TH-90 "Conehead"	10	12	10	3	No	0	0	0	0	0	0	0	0	0	0	0	0	0	5	▽15,100
Bell SS	10	8	5	5	No	0	80	0	0	0	0	0	0	0	0	0	0	0	4	▽44,700
MOH	11	16	25	2	No	0	75	0	0	20	0	0	25%	50%	360	50	5	0	5	▽47,400
Survivor 1	11	16	25	2	No	0	0	35%	25	0	0	0	0	0	0	0	0	0	5	▽32,700
MOH 3	12	36	72	3	No	90	95	45%	100	20	0	0	35%	70%	180	70	5	0	5	▽203,900
Range Master	12	8	5	4	No	0	0	50%	200	0	0	0	0	0	0	0	0	0	5	▽58,700
S-2	13	28	60	2	No	0	0	45%	50	0	0	0	0	0	0	0	0	0	5	▽81,800
TDA-2	14	12	12	3	No	0	0	0	0	20	0	0	35%	35%	180	3	1	0	5	▽108,000
Function	15	28	45	2	No	80	20	30%	50	0	0	0	0	0	0	0	0	0	5	▽107,000
S-1	15	28	45	2	No	0	15	30%	50	0	0	0	0	0	0	0	0	0	5	▽97,000
Bite Helm Plus	17	16	35	5	No	0	55	50%	30	0	0	0	0	0	0	0	0	0	5	▽260,000
Deshard	18	12	10	3	No	0	0	0	0	0	0	0	0	0	0	0	0	0	6	▽225,000
Shalkon MS	19	8	25	4	No	85	20	25%	25	0	0	0	0	0	0	0	0	0	6	▽108,000
Jousen 3	22	8	15	4	No	100	0	0	0	0	0	0	0	0	0	0	0	0	6	▽138,000
Tri Mesh	24	14	10	5	No	0	75	0	0	0	0	0	0	0	0	0	0	0	6	▽583,000
Shalkon MSEF	35	52	200	5	No	85	80	50%	50	0	30%	0	0	0	0	0	0	94	6	▽920,000
Bear MBA Helm	42	16	30	9	No	45	80	70%	45	0	30%	0	0	0	0	0	0	0	6	▽1,100,000
Goliath	50	56	30	11	No	95	70	60%	40	0	50%	0	0	0	0	0	0	0	6	▽6,450,000
Brain Shield	60	100	150	7	No	40	100	85%	75	20	35%	35%	0	0	0	0	0	95	6	▽4,550,000
Defender	75	52	50	15	No	95	95	50%	65	0	0	0	0	0	0	0	0	0	6	▽16,500,000
Black Visor	80	160	400	10	No	75	115	85%	75	25	45%	35%	35%	45%	180	12	10	98	6	▽13,350,000
Juggernaut	100	200	325	12	No	95	100	105%	80	20	35%	55%	0	0	0	0	0	98	6	▽25,700,000

ARMOR OPTION ALLOCATION

LOCATION	SC 1 (1d4)*	SC 2 (1d4)*	SC 3 (1d6)*	SC 4 (1d6)*	SC 5 (1d8)*	SC 6 (1d8)*	SC 7 (1d10)*	SC 8 (1d10)*	SC 9 (1d12)*	SC 10 (1Dd12)*
Head	4	4	6	6	8	8	10	10	12	12
Torso	4	4	6	6	8	8	10	10	12	12
Right Arm**	4	4	6	6	8	8	10	10	12	12
Left Arm**	4	4	6	6	8	8	10	10	12	12
Right Leg	4	4	6	6	8	8	10	10	12	12
Left Leg	4	4	6	6	8	8	10	10	12	12

* Roll this die to determine which Armor Option Space may be destroyed when armor is damaged.

** Keen and Phentari must divide their spaces between each arm, but each pair of arms is still treated as a single location for options that must be installed in every section.



ARMOR OPTIONS

Armor options are devices that are added to an armored suit to enhance the survivability or lethality of the soldier. Armor options are normally mounted inside the armor, under the protective outer shell and represented by the armor's Threshold Rating. Modern armor has industry standard expansion chambers, called slots, built into the suit to hold a variety of standard sized-options. However, there are some that are must be built into the armor itself, making them difficult to install and remove. These "built-in" options are typically protective coatings or linings that must be applied to the armor's surface or sandwiched between the exterior shell and the absorption polymers. Built-in options are difficult or impossible to remove or transfer to a new armored suit once installed. Options that are installed into slots, however, can be transferred by any competent armorsmith. Typically, the cost of the option includes the fee for its initial installation.

The number of slots available in an armored suit depends on the Size Class of the wearer. The larger the wearer, the larger the armor, and the more slots for options it will possess. Each section of armor contains a specified number of slots into which options may be added. You can never mount more Armor Options than you have slots. ***See the Armor Option Allocation table on page 182.***

Slots & Spaces

Armor options are measured in A-Spaces, which is short for Armor Spaces. Each A-Space takes up 1 slot in the armor (See pp. 182).

ARMOR SIZE CLASSES GREATER THAN 8

Even though characters can not exceed Size Class 8, some heavy armor and all mechanized armor is treated as being one or two Size Classes larger than its occupant. This means, if you get a Size Class 8 Ram Python in a high-end suit of Mechanized Armor, he is treated as being Size Class 9 or 10 in the armor. An intimidating sight indeed!

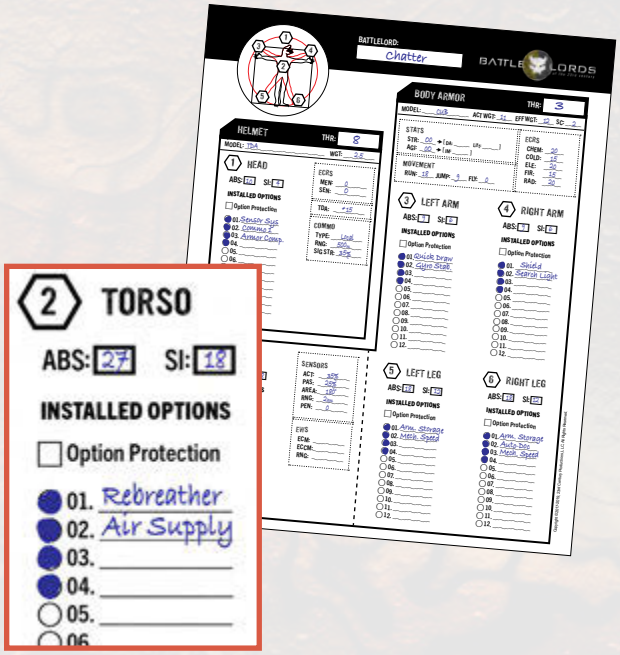
RECORDING ARMOR OPTIONS

When purchasing Armor Options, you must record the location of each option in the armor diagram on your character sheet. First, check to see which sections can hold the type of Armor Option you've purchased. Some Armor Options must be mounted in specific locations, so be sure to check the Armor Options table or the description for the option your purchasing.

Second, make sure you have enough empty slots in that section to hold the Armor Option. Remember that many Armor Options use up more than one slot. Unless otherwise noted in the Armor Option description, the slots utilized by an Armor Option must all be in the same section.

Third, once you decide where your Armor Option should be, make sure to mark it on the Armor Option Diagram on your character sheet. This is important because weapon hits that penetrate an armor section can damage or destroy Armor Options in that section.

Armor options that list – or 0 for Size do not occupy any slot and are not destroyed unless the section is destroyed or deliberately targeted, if possible (GM's discretion).



ARMOR OPTIONS SPREAD ACROSS MULTIPLE SECTIONS

Generally, you cannot divide the slots of an Armor Option across multiple Armor Sections, unless the description requires it or allows it as an option. *A hit to any slot occupied by a multi-slot armor option disables the entire option, unless otherwise noted.* Armor Options with a Size of – cannot be targeted directly and are only destroyed if the section they occupy is destroyed. Armor Options with a Size of 0 may be targeted or destroyed prior to the destruction of the section they occupy at the GM's discretion.

If you don't enjoy writing armor options with long names like Automated Weapon Mount or Combat Performance Upgrade on our armor diagram, we've provided a handy list of shorthand abbreviations for all the armor options on our web page.

RESERVED ARMOR OPTION SLOTS

Heavy armor has the first Armor Option slot in each section occupied by the Actuators that allow the user of the armor to move easily despite the weight. As a result, heavy armor always has one less slot available in each section than body armor of the same Size Class.

Mechanized Battle Armor (MBA) can be one or two Size Classes larger than the user. This can give it two additional slots in each section over a suit of Body Armor for the same Size Class. Unfortunately, the first and second slots in each section of MBA armor are occupied by the Actuators, so you don't actually get any additional slots for Armor Options.

ARMOR OPTIONS – OPTIONAL RULES

DESTROYING ARMOR OPTIONS

You'll notice that on the Armor Size Class table each Size Class has a particular die associated with it. For example, Size Class 1 and 2 have a four-sided die (d4) noted in the "Location Die" row of the Armor Size Class table. In contrast, Size Class 7 and 8 have a ten-sided die (d10) listed.

We have included an example of an Armor Options sheet for a Size Class 1 or 2 armor. Note that each section has only 4 slots for options. If this were heavy armor, it would only have 3 slots available in each section as the Actuators would take up Slot 1 in each section.

Whenever an armor section suffers a hit from an attack that could destroy an Armor Option, roll the appropriate die for the armor's Size Class and consult the Armor Option Diagram on your character sheet. Look at the section of the armor that was hit. If the number you rolled corresponds to a slot number with an Armor Option for that section, then that Armor Option is destroyed. If the roll corresponds to a slot number with no Armor Option listed, then the attack did not strike an Armor Option in that section.

SIZE CLASS

SIZE	ROLL
1	1d4
2	1d4
3	1d6
4	1d6
5	1d8
6	1d8
7	1d10
8	1d10
9	1d12
10	1d12

Losing Armor Options Summary

01. Weapon with Damage Type '-' or Damage Type A does enough damage to exceed THR. (Aka Penetrating Hit)

02. Weapon or attack with a Damage Type T reduces ABS to 0 or hits a section with 0 ABS. (*Omega weapon or Concussion)*

03. *Armor fails ELE ECR (Thunderbolt Generator or Electrical Attack)*

There are four types of attacks that can destroy an Armor Option, which are summarized below.

Armor Option Loss: Penetrating Hit

Whenever an attack with Damage Type '-' or Damage Type A does enough damage to exceed the Threshold Rating, there is a chance an Armor Option has been destroyed. This is referred to as a Penetrating Hit. This rule only applies to attacks that do Real damage and that are reduced by Threshold Rating. Anytime

a Penetrating Hit occurs, roll on the Armor Option Diagram for the section hit. If your roll lands on a slot occupied by an Armor Option, that option has been destroyed.

Chatter the Chatilian in her Size Class 2 Cub armor is struck by a bullet fired from a light machine gun. It strikes her in the left arm doing 11 points of damage. Since this kinetic weapon has a Damage Type '-', it is affected by the Threshold Rating of the suit. We subtract 3 points from the damage for the armor's Threshold Rating, leaving 8 points of damage. I.e., a Penetrating Hit.

We have a Penetrating Hit. We look at Chatter's armor and see that because she is Size Class 1 a d4 is used to roll for Armor Option locations. We roll 1d4 and get a 3. Looking at the armor sheet, we see there are no options installed in Slot 3 of the left arm. Chatter still has all her Armor Options. If we had rolled a 2, rather than a 3, Chatter would have lost her Search Light.

Armor Option Loss: Omega Weapon or Concussion

Sometimes non-penetrating hits can also destroy Armor Options. If a concussive or Omega weapon attack (Type T damage) reduces the Absorption in an armor section to 0 or strikes an armor section with no Absorption, an Armor Option may have been destroyed. Roll on the Armor Option Diagram for the section hit. If your roll lands on a slot occupied by an Armor Option, that option has been destroyed. Odds are, that if all the Absorption in that section is gone, the wearer has more pressing matters to attend to than their Armor Options.

Chatter is hit again, but this time she is hit by an Omega weapon doing 20 points of damage. Omega weapons are Damage Type T and ignore Threshold Rating. The Omega weapon strikes her in the right leg, which has 18 points of Absorption. The Omega weapon damage is not reduced by the Threshold Rating of the suit. The 20 points of damage is more than sufficient to reduce the Absorption in the right leg to 0, with 2 points of damage going to Chatter's Body Points.

Since the Absorption in the right leg has been reduced to zero by an attack, there is a chance that an Armor Option has been destroyed. We roll a d4 and get a 1 for our result. Consulting the Armor Option Diagram for the right leg we see that Slot 1 is occupied by an armored storage compartment. The compartment and its contents are now destroyed.

Armor Option Loss: Thunderbolt Generator or Electrical Shock

Any attack that requires the target to make an Electrical ECR, other than attacks with a Damage Type S, can destroy armor options if the armor fails an ELE ECR check. In these situations, a powerful electrical surge has broken down the armor's insulators and jumped circuit breakers, potentially destroying sensitive Armor Options. In the case of a failed ELE ECR roll on the Armor Option Diagram for the section hit. If your roll lands on a slot occupied by an Armor Option, that option has been destroyed.

ARMOR OPTION LOSS: DISINTEGRATOR, METAL GUN, OR CORROSIVES

Similarly, weapons that attack the Structural Integrity directly (Damage Type T.A. and T.A.S.), like Disintegrators and Metal Guns can destroy Armor Options. If the Structural Integrity in a section is reduced to zero, that entire armor section is destroyed, including all Armor Options in the section.

Also recall that an armor section with zero Structural Integrity provides no protection to that Body Section and is assumed to have a 0 Threshold Rating and a 0 Absorption.

Chatter is blasted by a Disintegrator that does 10 points of damage to her left arm. The Disintegrator has a Damage Type T.A. and ignores the Threshold Rating and Absorption of her armored suit. It does damage directly to the Structural Integrity in the left arm of her armor. The left arm has a Structural Integrity of 6. (Note: It only has 5 if you're using the optional "Death By 1,000 Paper Cuts" More Crunch rule, due to the prior light machine gun bullet hit.)

This hit reduces the Structural Integrity in the left arm section of Chatter's armor to zero, with the four remaining points of damage being applied to poor Chatter's Body Points. Since there is no Structural Integrity left in that section of armor, it crumbles to pieces and all of the Armor Options housed in that section, which includes a shield and a search light, are destroyed.

DESTROYING ACTUATORS IN HEAVY AND MBA ARMOR

If the Actuators in a section are disabled or damaged, that section is rendered immobile. If the Actuators in the torso are disabled or damaged, the character must use the Actual Weight (ACT WGT) of the armor when determining their encumbrance load. Mechanized Battle Armor is so heavy that without the Actuators, most characters will be unable to move inside the suit.

Armor Options Key

Remember that Size, Weight and Cost may be modified by Size Class.

EU: Energy Units (EU) needed to use the option. Check option for specifics on how energy is consumed (i.e., per use, round, etc.)

SIZE: Size indicates the number of Slots the Armor Option requires.

WGT: The weight in kilograms added to the Armor for this Option.

LOC: Required installation location. Note: ALL means the option must be installed in every armor section, including the helmet.

TL: This indicates the Tech Level of the Armor Option.

COST: The Armor Option's cost in Alliance credits.

ARMOR OPTIONS – LISTING

A-GRAV SYSTEMS

Only one Anti-Grav Belt may be active at a given time. You can not "stack" A-Grav reductions. Activating an A-Grav belt immediately reveals your position to any Sensor System in range that has line-of-sight to your position.

A-GRAV BELT SYSTEMS

DESCRIPTION	SIZE	WGT	LOC	TL	COST
Anti-Grav Belt	2	-50	Torso	6	▽19,000
Heavy Belt	1	-75	Torso	6	▽66,500
Xtra Heavy Belt	2	-125	Torso	6	▽185,000

ANTI-GRAVITY BELT

"Reduces the effects of encumbrance on a person by 50 kilograms. It is designed to assist characters in carrying heavy weapons systems into combat. It is built into the armor."

HEAVY BELT

"A more advanced version of the Anti-Grav Belt, which reduces encumbrance by 75 kilograms. It cannot be used simultaneously with another counter-grav belt of any type."

XTRA HEAVY BELT

"Nicht-Grav's answer to the merc's ever-increasing combat load. Reduces encumbrance by 125 kilograms. Big and expensive."

AGILITY ENHANCEMENTS

Perhaps the only thing more invigorating that ripping the doors off skimmers while wearing Mechanized Battle Armor is doing it with super-human speed and reaction time. Agility Enhancements use sensors in the armor to tap into the character's nervous system, enabling the armor to detect the wearer's intentions directly from their nervous system. In most living things, the nerve impulses from the brain travel faster than the body's muscles can react. In essence, thought travels faster than the motion. Your brain reacts faster than your body can move. Because the armor's mechanical muscles can move faster than the wearer's biological muscles by tapping directly into the nervous system, the reaction time of the suit is increased. It takes a little adjustment from the wearer, since it feels like your armor is pushing you into the action your brain intended, but once soldiers acclimate to the system the advantages are obvious. The wearer's reaction time is dramatically increased. Because Agility Enhancements require the armor to move itself, these systems can only be used on Mechanized Battle Armor or armored suits with Strength Enhancement Systems.

See the beginning of this chapter for more information on Agility Enhancements.

COATINGS

These after-market modifications are made to the surface of the armor to increase its durability against specific environmental conditions or weapon threats.

None of these options can increase an armor's ECR scores above 150.

LASER REFLECTIVE (+3 THR)

"The suit is covered in a layer of highly reflective alloy, which has a very high melting point to reflect and refract beam strikes. For an extra 1,500 credits, the same self-healing, matte black film used on the Reflection armored suit can be applied to hide reflective alloy. Otherwise you're going to look like a disco ball on the battlefield."

This option increases the THR of the suit by 3 points but only when calculating damage from laser attacks. If this option is added to a suit of body armor, the suit is not treated as Heavy Armor, even if this option raises the laser THR to 7 or higher. Without the matte black covering (▽1,500), Visual Observation checks to spot the suit are at +50.

NON-REACTIVE ANTI-CHEMICAL

"The suit's outer surface is coated with a non-reactive layer of material that's resistant to corrosives and other reactive compounds."

This option increases the suits CHEM ECR by 50 points, to a maximum of 150.

RADIATION SHIELDING

"A dense layer of radiation shielding is applied to the armor to protect the user from harmful radiation."

This option increases the suits RAD ECR by 50 points, to a maximum of 150. This upgrade includes air filtration systems to keep you from breathing in any fallout.

TACTILE RESPONSE

"This armor option covers the suit in a fine mesh of pressure and temperature sensors and relays that information to the user via the suit's lining. In essence, it allows the wearer to feel what they touch as if they weren't wearing armor. This option allows Pythonians and Mazians to use their vibration sense while wearing armor. It also allows the wearer to use fine motor skills without penalty while inside the armor. A must-have if you're on the bomb squad or are the team medic."

This option negates the penalty for using non-weapon MD skills while in armor.

Using MD While in Armor

Ever try typing or reading a paperback book while wearing gloves? All skills with Manual Dexterity as their Link Stat, other than weapon skills, have their difficulty increased by one level when wearing armor. Most armor manufacturers assume people will be

wielding weapons while in armor so the suits are designed not to impair that skill.

The difficulty level for using *Vibration Sense* in armor is also increased one level (two levels for MBA). Some skills without MD as their Link Stat may still be penalized if they require fine motor skills (GM Discretion).

COMMO PACKAGES

A communication system or "commo" allows the soldier to communicate to other units in range who also have a commo.

Individuals that have line of sight to each other or line of sight to a friendly communications relay (K-sat) can communicate without revealing their presence to the enemy. Otherwise communication using a commo reveals your presence on the battlefield. All Commos include an IFF Transponder.

COMMO 1 – LOCAL

"The standard base model commo in use by Tech Level 3 police and military units."

COMMO 2 – CITY

"With enough transmitter power to provide city-wide coverage in most urban areas."

COMMO 3 – TERRITORY

"This class 3 commo features an impressive 500 km range."

COMMO 4 – PLANETARY

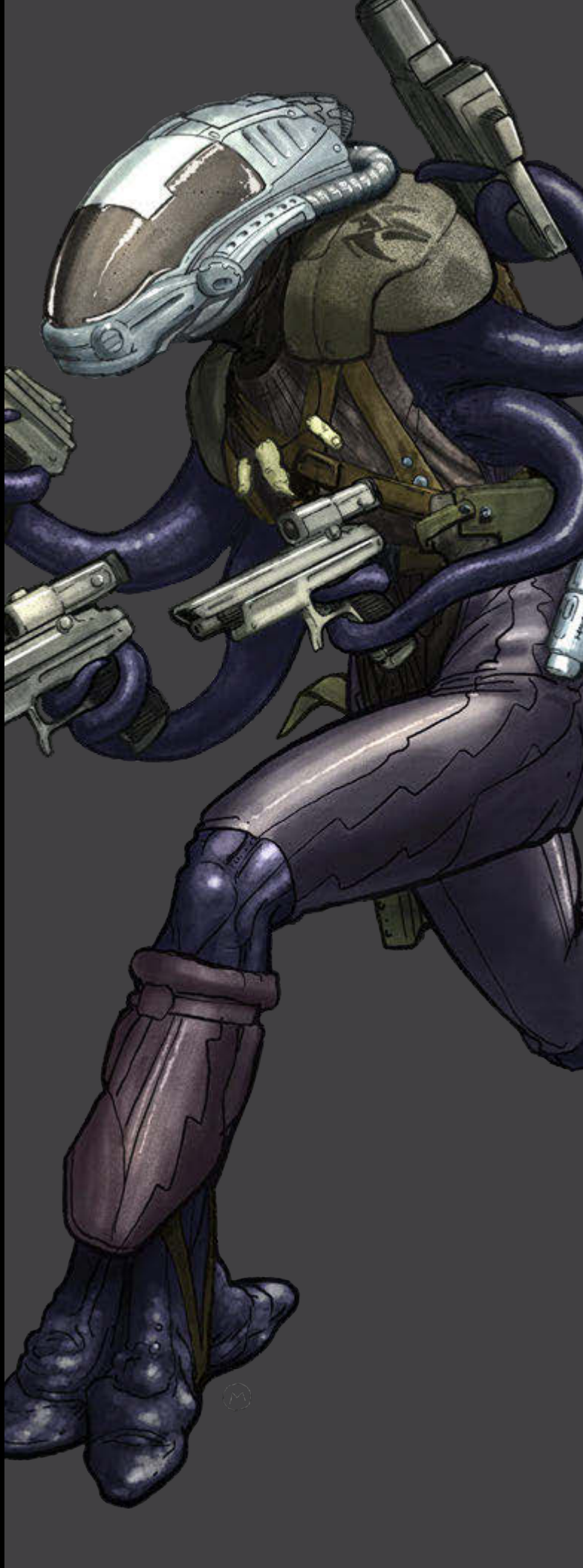
"Armor-installable commo units with class 4 specifications provides continental communication coverage on most planets."

COMMO 5 – ORBITAL

"These units feature exceptionally robust signals and handle electronic jamming quite well."

EMERGENCY TRANSMITTER

"This small device can be installed in an armored suit. When triggered, the device emits a trackable emergency beacon on all Alliance emergency frequencies. The device will run for 1 Standard Month using its onboard power supply. It will run for significantly longer if additional power is available."



SIGNAL BOOSTER

"This system includes a larger power source for your transmitter as well as a larger antenna."

The Signal Strength Booster can be added to any Commo, space permitting, to give a 20-point bonus to the Signal Strength. It also increases the range by 10%. You can not use more than one Signal Booster.

COMPUTERS & P-AI

As the systems in modern body armor become more and more complex and sophisticated, onboard computer systems are required to run them. These systems are designed to help take some of the information processing burden off the soldier and allow them focus on fighting. These systems track and analyze data, and present important information to the soldier visually through their Helmet mounted HUD and verbally through the helm's speaker.

Whether your armor is equipped with a standard armor computer or a more advanced Para-Artificial Intelligence (P-AI), both systems include a fold-up, touchscreen display. This display can be stretched as wide as 1 m × 1 m for group viewing and will stick to most surfaces on command. The display can show any image or data that is in the armor's computer or P-AI. Displays are commonly used to formulate and demonstrate battle plans, show training videos, manually indicate the location of objects on the battlefield and so on.

Most armor computers and P-AIs are also capable of creating semi-realistic renderings of troops in combat situations based on the user's input. This allows team leaders to show battle plans from multiple angles/perspectives to the troops in the form of animated videos. In addition, armor computers will respond to simple verbal commands, though virtual and physical interfaces are also standard equipment. Armor computers also include a cheap, disposable, forearm mounted touch screen keyboard for manually entering data into the armor computer or P-AI.

Armor computers and P-AIs can activate, deactivate, and control any armor option (including sensors and commo) installed into an armored suit, assuming it can be controlled or turned on and off (GMs discretion). For example, you could tell your armor computer to call your squad or disable your IFF, but you couldn't tell it disable the extra absorption polymers installed in the suit since they just occupy space in the suit. The Game Master will be the final arbitrator, as always, of what the armor's computer or P-AI can access.

Players should keep in mind that P-AIs are very clever and given the inclination, can probably get into armor systems and options that really shouldn't be tweaked. This is one reason they're usually restricted to trustworthy personnel. To avoid conversations similar to, "SAL, can you disable all the safeties on my armor's flight thrusters?" More than likely, SAL can, but those safety features are there for a reason.

Computers and P-AIs can be programmed with any skill that has a Link Stat of IQ or INT (GM Discretion). See the Equipment chapter for pricing. Computers and P-AIs can typically complete a task (and make a Skill Check) faster than the character can give them instructions. *Assume all Skill Checks performed by a Computer take a single Action (GM Discretion) to complete.*

Common armor computer and P-AI skills include: Electronic Warfare Systems, Intelligence Gathering, Navigation, Sensor Systems, Survival, Trans-Location Device, and Tactical Evaluation.

Basic Armor Computer Functions

The very first armor computers didn't control weapon systems or flight systems, nor did they perform advanced calculations. They simply helped prevent information overload by tracking mundane information and supply levels. This function has not decreased in importance as armored suits increase in complexity and sophistication. If anything, this feature has become more important.

Any armor computer or P-AI is capable of tracking the soldier's ammo consumption, including the amount of ammo in any weapon the soldier is carrying at any given moment. It also can provide information about what commo channel the soldier is using (command channel, team channel, etc.), food supplies, internal and external environmental conditions (if detectable), local time & date, galactic standard time & date, and the status of currently installed Armor Options.

ARMOR COMPUTERS

Though manufactured by a number of competing companies, the specifications on all Armor Computer are such that they can run any and all of the Computer Packages reviewed later in this article. In addition, the default settings on Armor Computers keep soldiers from utilizing their equipment in ways that might be hazardous to their health or contraindicated by military procedure – like deliberately overloading your Pulse weapon or removing the safety protocols from your flight system. Armor Computers are common on TL4 and higher suits.

Giving an Armor Computer a simple command is a Free Action. Giving a more specific command requires ALL Actions. Armor Computers have 2 Actions, and act during the user's Initiative.

PATROL

"The Patrol model computer is the standard no-frills armor management system. Not terribly sophisticated, you probably wouldn't want to give it control over any piece of equipment that could result in or resolve a life-or-death situation. Standard issue for most law enforcement personnel."

CC-10

"The CC-10 is the mid-range armor computer used throughout the Alliance. Utilized by military personnel and law enforcement personnel throughout the alliance. The CC-10 has a reputation for

both reliability and a tendency to interpret every command you give it literally."

INTEGRON

"Standard issue for Galactic Armored Marines, the Integron is the top-of-the-line, combat hardened, combat and armor management system. The Integron's built-in tactical and strategic simulation capabilities have become the industry standard, despite a few quirks here and there."

PARA-ARTIFICIAL INTELLIGENCES (P-AI)

Unlike standard armor computers, P-AIs are limited artificial intelligence systems. A para-artificial intelligence (P-AI) system can actually take actions for the soldier without their commands or input. In addition, a P-AI is capable of learning the habits and patterns of the soldier and anticipating their wants and needs before the soldier has to ask the computer to take any action.

Armor P-AIs have 4 Actions. P-AIs are assumed to go first in every Combat Round. For convenience, we suggest resolving P-AI Actions starting on one side of the table, with the GM working their way to the opposite side. P-AIs are capable of acting on their own as if they were another living being, though they can only control the automated systems in the armor and always follow orders. In suits of mechanized armor, the P-AI is capable of "driving" the armor should the wearer be incapacitated.

Giving a P-AI a simple command is a Free Action. Giving a more specific command requires ALL Actions. However, the advantage of using a P-AI over a standard armor computer is that the P-AI has probably already done what you want it to do before you even ask it.

SAL

"Made by CRI, the Semi-Autonomous Logistics system, or S.A.L. for short, is most affordable P-AI currently on the market. The SAL series of P-AIs have a tendency to get argumentative and freeze up when they receive conflicting orders. They are considered a bit dim for a P-AIs, which doesn't help matters when it comes to interpreting orders."

MARVIN

"The BioCyberdyne-made Marvin P-AI is an exceptionally intelligent model, though like its brethren it has a few quirks. The Marvin-series P-AIs don't really understand emotions. They can be quite intuitive when predicting the wants of their users as long as their users are at least semi-rational. However, once their user begins taking actions based on emotional urges rather than logical decision making, the Marvin series has difficulty anticipating the user's actions. It is, however, very quick to point out when it believes there is a more logical course of action available to armor's occupant. Typically, it does this in a condescending and/or sarcastic tone, but as with all P-AIs, their personalities are customizable. With the Marvins, the sarcasm always manages to slip through. No matter which personality you choose."

PHOENIX

"The Phoenix is BioCyberdyne's top of the line armor management P-AI. The system can handle just about everything a soldier could possibly need it to deal with, and it's relatively intuitive. The system's core personality is best described as tenacious. Once you give it a job to do, it doesn't tend to give up, and it's not all that bad at improvising."

COMPUTER PACKAGES (COMP)

These computer packages allow an armor computer or P-AI to skillfully complete a highly specialized and often physical task.

Computers and P-AIs can be programmed with almost any skill that has a Link Stat of IQ or INT. Skills that do not have IQ or INT as the Link Stat will require the character to purchase one of the specialized Computer Packages below.

COMMAND & CONTROL MODULE (CNC)

"A Command & Control module or CNC is a program designed to coordinate the firing of automated weapons and Projectile Defense Systems (PDS) across units in the squad. This means that the CNC system can determine who in the squad is most in need of fire-support and provide it to them using automated weapons throughout the squad.

In addition, the CNC can direct PDS systems in the squad to engage threats directed at squad members who may not have their own PDS. Thus, the CNC allows squad members to share their automated weapons and PDS coverage, with the CNC directing fire to the squad members most in need of offensive or defensive assistance."

The armor computer in the suit with the CNC determines how automated weapons and PDS are utilized throughout the squad. If there is a P-AI armor computer available, it can override standard armor computers. In either case, the Game Master can assume the system will make the correct determination for who needs fire support or PDS coverage based on the sensor data the squad has available.

The system's choices can be over-ridden by any member in the squad. This requires ALL Actions. If there is a conflict, the system will always follow the orders of the highest-ranking squad member. The GM determines how the CNC reacts in any given Combat Round. A CNC can only control automated systems it can reach via the armor's Commo, though commands can be relayed from Commo to Commo.

DAMAGE CONTROL (AKA SYSTEMS ANALYZER)

"This package places sensors throughout the interior of

the armor that analyzes damage to the armor and can provide appropriate instructions for repair. If the armor is also equipped with a System Repair Unit, the Armor Computer or P-AI can prioritize repairs."

This system has a 50% chance to repair a disabled or destroyed Armor Option. This may only be attempted once per Armor Option. A repair attempt takes a number of Combat Rounds equal to the number of slots the option occupies.

DRONE CONTROL

"Most modern drones are semi-autonomous, but they still require orders – particularly when they encounter a new situation. A common phrase uttered by modern Alliance soldiers is *How could something so expensive be so dumb.* The Drone Control module allows the armor's computer to control and command any drones linked to the armor. The soldier can still give the drones commands, but usually it's just easier to specify a mode (surveillance, overwatch, sensor net) and let the armor's computer handle all the nitty gritty details. This package requires a commo system so that it can communicate with drones under its control."

Substitute the Armor Computer's or P-AI's IQ for the character's AGL and assume this package provides 5 levels (+25) of Pilot: Aircraft (Drone) skill. This skill level can be upgraded by paying for a higher level.

HOSTILE IDENTIFICATION COMPUTER (HIC)

"The Hostile Identification Computer or HIC system determines the nature and abilities of presumably hostile targets using the sensor systems built into an armored suit. It then compares the results with a database of known threats.

The HIC can determine target type (infantry, vehicle, etc.), weapons, speed, travel vector, and firing priority for targets within sensor range. It is effective when employed against robots and vehicles, as well as personnel. The HIC has a built-in database of Alliance and Arachnid weapon systems and can identify most based on shape, projectile size/speed, and analysis of their firing emissions. The system is also capable of updating the database and threat levels posed by various weapon systems based on more current sensor data. If the armored suit is also equipped with a Tac-Net, the system can relay this updated information to other friendly units equipped with HICs.

In addition to identifying and classifying targets, the HIC can prioritize targets based on threat level and proximity. For example, a HIC system can determine the threat posed by each incoming projectile or missile. It can tell the armor's Projectile Defense System (PDS) to ignore closer projectiles if they pose less of a threat compared with ones that are farther away but likely to be much more lethal. The HIC can also prioritize targets for automated weapon systems from largest threat to least dangerous threat."

CNC interaction with HIC

Keep in mind that without a HIC in the squad, the PDS unit will still target the closest threat to the squad member being defended, rather than the most dangerous threat. In addition, the CNC will not know how dangerous an opponent is without an HIC in the squad and will base allocation of automated fire solely on the number and size of the enemy combatants engaging a squad member. The assumption is that more opponents constitute a bigger threat, and physically larger opponents (like tanks or Maelstrom Generals) are typically a more dangerous threat than smaller enemy units.

JUMP & FLIGHT CONTROL PACKAGE

"This program takes over the flight and jump systems, if any are present on the armor. Essentially, the armor is capable of flying itself and planning the trajectory of any jumps to achieve optimal results. This armor computer package requires that the armor be equipped with a Sensor Package so the system can see where it is going when flying or jumping."

Substitute the Armor Computer's or P-AI's IQ for the character's AGL and assume this package provides 5 levels (+25) of Personal Flight Device skill. This skill level can be upgraded by paying for a higher level.

TAC-NET

"A Tactical Network or Tac-Net is a networking system intended to link suits of armor worn by friendly personnel. The Tac-Net allows each user in a squad to pass sensor data and see visuals from other members in the squad. This gives the squad a more accurate and up-to-date picture of the battlefield. The system also relays health information for each member in the squad, in addition to their current armor state and ammunition/power levels."

"In simple terms, having a Tac-Net in the squad means that anything that one member of the squad sees or their sensors detect, can be seen by any other member of the squad. Its position is also identified on the battlefield map in the soldier's helmet mounted Head's Up Display. The Tac-Net module has an effective range equal to that of the helmet's commo. It cannot pass information to other members of the network beyond this range."

When the Tac-Net functions are active and there are other members on the network sharing data, the users receive a +30 to all Observation checks and a -3 to Initiative rolls. Requires Commo System. If a unit's commo system is jammed or out of range of other party members, they can not update the team's Tac-Net.

TARGET ACQUISITION PACKAGE

"This computer package assists the soldier in hitting the target. The package is capable of determining the parabolic trajectory of

any ballistic weapon the soldier uses and overlaying a path and aim point on the soldier's heads-up-display (HUD). In addition, the system also accounts for barrel temperature, wind speed and direction, planetary curvature and gravity norms, bullet drop based on projectile mass and wind resistance, ambient temperature and humidity, movement of the target, and just about anything else that could throw off the soldier's aim."

"The system them shows the soldier where it thinks they should be aiming on the HUD in order to hit the target. The system is capable of updating its point of aim in real time based on previous shots fired and the results of those shots. Despite its sophistication, the soldier still has to aim and fire the weapon. In essence this computer program tells the soldier something like, You might want to aim a little to your right and up 5 degrees if you're going hit the target with that gun from this distance. It communicates all of that information visually on the soldier's helmet mount Heads Up Display (HUD) with simple symbols."

This system provides a +10% to hit at all Range Brackets. It does not stack with TDA helmets.

ELECTRONIC WARFARE SUITES (EWS)

Electronic warfare suites (EWS) scramble enemy sensors and jam enemy communications. They're also capable of canceling out the scrambling and jamming effects of enemy electronic warfare suites.

MORE CRUNCH RULE

Old Tech won't Fetch

ECM Systems are half as effective against Sensor Systems and Commos that are one (1) TL higher than the Tech Level of the ECM Systems being used. They are one quarter as effective against Sensor Systems and Commos that are two or more Tech Levels higher than the Tech Level of the ECM Systems being used.

EWS PACKAGE 1

"The Kelvin Corp EWS-1 is your standard no-frills, base model electronic warfare suite. Its half-kilometer range makes it ideal for SWAT teams in urban areas, if they're dealing with unshielded, off-the-shelf civilian communication gear."

EWS PACKAGE 2

"The 1 km range on the Armalite Electronic Defense Module is still pretty pathetic, but the electronic counter-measures are sufficient to take most low end commos off-line and give you a fighting chance against missiles."

EWS PACKAGE 3

"The Eridi-Corporation's Drakana Electronic Warfare suite has jamming abilities that aren't much improved over Armalite's offering, but the transmitter on the Eridani-made unit can't be beat. In terms of range between the two, there's no comparison. Spend the extra money and get the Drakana."

EWS PACKAGE 4

"The Shalkon Digital Warfare Package is a bit overpriced in our opinion. Its capabilities aren't much better than the Eridani Drakana, and it's ECCM capabilities are frankly lacking. However, it does offer a substantial range improvement over the Drakana. We're just not sure whether the range is worth the price."

EWS PACKAGE 5

"Balshrom's finest. The Advanced Electronic Counter-Measures and Jamming Suite, or the EWS-618 as it is better known, is the best armor-installable EWS system currently on the market."

FIELD GENERATORS

Field generators are the ultimate in defensive technology. These amazing devices protect the operator using some high-brow physics principles to generate fields that can absorb lasers and stop cannon shells. Run time on most of these devices is extremely limited due to their ravenous appetite for power, so don't skimp on the armor just because you can afford one.

Only one field generator may be in operation at a time. Activating any Field Generator immediately reveals your position to any Sensor Systems, if you are inside their range. Characters protected by a field generator can attack through their protective field while it is operating without penalty, unless the description states otherwise.

If field generators have two values listed for Size, this indicates that their slots may be divided between multiple Armor Sections. The Second number indicates the number of slots that *must* be allocated to the Torso section of the armor. For example, the Flux Shield 10 has a Size of 5(2), which indicates it requires a total of 5 slots in the armored suit and two of those must be allocated to the torso.

EM CONVERTER 1

"An Electromagnetic Converter, also called an EM converter, absorbs the energy from laser strikes and converts them into kinetic force. These units don't eliminate the damage but convert the energy from one form to another. In addition, these unit are only capable of converting a certain amount of energy in a given timespan before they are overloaded. Once the unit is converting laser energy at its maximum rate, any excess energy remains unconverted and strikes the armored suit normally. A favorite of Mazians everywhere."

This unit is capable of converting 3 points of laser damage (Damage Type A) per hit into concussion damage (Damage Type T). The conversion is applied before the attack strikes the armor. If the unit takes more laser damage than it can convert, then the excess damage is treated as laser damage (Damage Type A). This unit is capable of running for 5 Combat Rounds before requiring a recharge. The unit requires 10 EU to fully charge and may be recharged in 10 minutes. The unit will not reactivate until fully charged.

"For example, a Laser that strikes a suit using the EM Converter 1 does 5 points of damage. The suit has a Threshold Rating of 4. Three (3) of those 5 points are applied to the armor's Absorption in the section hit. The remaining two points are treated as a laser strike, but it didn't do enough damage to penetrate the Threshold Rating of the armor and so it causes no additional damage."

EM CONVERTER 2

"Balshrom's entry level EM Converter, which is marketed with the model name of EM Positive. Reviews on this unit are mixed, though sales continue to be brisk."

EM CONVERTER 3

"An improved version of Ramcor's EM Converter Model 1."

EM CONVERTER 4

"Ramcor's bestselling EM Converter."

EM CONVERTER 5

"Balshrom's high-end entry into the EM Converter market, their EM-PLUS model converter is top-of-the-line. The other manufacturers are playing catchup once again."

FLUX SHIELDS

The Flux Shield generator is the most powerful protective device available in the 23rd Century. A Flux Shield surrounds the wearer a few millimeters above the surface of their armor. The Flux Shield completely stops low power kinetic attacks and can sacrifice some of its field strength to stop all other attacks.

Radiation going in and out through the Flux Shield above a certain energy level is also blocked. This allows light, sensor scans, and communication signals to pass back and forth through the shield normally, while still stopping beam weapon attacks.

Flux Shields ignore kinetic weapons and attacks (See Combat Chapter for more info on Kinetic attacks). All hand-to-hand attacks, melee weapons, and kinetic weapons that do not affect heavy armor do no damage to a Flux Shield. All other weapons reduce the field's strength on a point-for-point basis, with each point of damage eliminating one point of field strength. When the field strength hits zero, it offers no more protection to the user until it is recharged, which takes time. Characters protected by a Flux Shield can attack through it, while it is operating.

FLUX SHIELD 1

"The Type 1 model is produced by a number of manufacturers and is considered a Tech Level 5 device."

This model Flux Shield, when undamaged, has 100 points of protection. This model requires 20 EU to recharge and can operate for 7 hours. Once drained or blasted down the unit will not reactivate until fully charged, which takes 30 minutes.

FLUX SHIELD 3

"The first personnel-sized Flux Shield to hit the market after the Type 1 was manufactured by Balshrom. It has improved field strength over the Type 1, which had been copied by a number of manufacturers by the time this model came out. Though the original designation was BSC-DF-370, the public quickly labeled it the Type 2 and the nickname stuck."

FLUX SHIELD 5

"Not wanting to be outdone by Balshrom and their Type 2. AKM entered the market with their improved Flux Shield called the AKM Flux. Apparently AKM had been working on developing their own Flux since the Type 1 debuted."

"The release was delayed when Balshrom hit the market with their model. At that time, AKM execs passed the mandate down the chain of command that the AKM manufactured Flux generator will not be inferior in any way to the Balshrom model. After another year of tinkering by the engineers, the AKM Flux was released. Other than the price, it was superior to the Balshrom in every way."

FLUX SHIELD 7

"In what has to be one of the oddest press releases in history, the Non Violence Consortium (NVC) announced that it would be releasing the Galaxy's most effective personal Flux Shield. Despite the fact that these units are primarily used by soldiers to wage war, the NVC asserted that because the Flux Shield is entirely defensive in nature, it did not violate the company's mandate to never produce weapons."

FLUX SHIELD 10

"A joint effort between AKM and AMC's research division, the Improved Personnel Defense Flux exceeded the capabilities of either company's prior fields. The developers soon received a huge order from the Alliance military, and they have been hopping to keep up with demand. These units are currently selling for a premium due to their scarcity."

FLUX SHIELD 13

"The Biocyberdyne Model 72 was designed originally to be installed into cybernetic devices but has found a niche in the armor market."

FLUX SHIELD 17

"The Bear Armor Systems Flux Engagement System is about as big as they come in personnel-sized Flux Shields. The system was designed specifically for BAS armored suits but can be mounted to any suit of armor."

FLUX SHIELD 20

"This Balshrom designed Flux is marketed as being the strongest personnel Flux generator available. Supposedly made to protect mechanized battle armor against tanks and heavy weapons, the field's durability against a tank is questionable. There is no denying the fact that it is the best and strongest Flux generator available for personnel armor."

LIFT SYSTEMS

With the advent of modern armor, the focus quickly shifted to the amount of weight a soldier was forced to bear in combat while wearing their "battle rattle." For humans in the early 21st century, the specified load in most field manuals was around 21 kilograms for a combat load and 32 kilograms for a march. In actuality, soldiers were routinely carrying 40 to 55 kilograms of equipment, and their health and mobility was suffering for it. As armor progressed, so did the ability to lighten the soldier's load, and most species began experimenting with weight support systems for personnel. The descendant of these first load bearing exoskeletons is the modern Lift System.

Lift Systems use mechanical assistance to reduce the perceived weight of weapons, ammo, and gear carried by the soldiers. These systems don't actually reduce the weight of all that equipment but distribute it into supporting structures built into the armor. They function on the same premise as primitive 21st century mechanical exo-skeletons, but are housed inside the armored suit.

Lift Systems are relatively low in cost compared with A-Grav systems and are very popular. In addition, they don't give off the tell-tale ultra-violet glow, which is visible to sensor systems, that A-Grav systems emit when in use. However, Lift Systems only reduce the felt weight of weapons and gear the soldier holds or straps to their armor. A-Grav systems reduce the actual weight of weapons, gear, and the armor itself. Lift Systems are also decidedly low-tech and won't raise the eyebrows of customs inspectors when traveling to low Tech Level worlds.

The LIFT value listed for Lift Systems is subtracted from the total Weight (WGT) of any gear carried while wearing the armor. The remaining Weight (WGT) must be borne by the character and affects their Encumbrance. A lift system does not reduce the weight of the Armor or helmet worn by the character.

ASSISTIVE LIFT SYSTEM (20 KG)

"The assistive lift system is typically used by support personnel who are required to carry tools or gear as part of their normal duties. They aren't expected to move freight or cargo or load vehicles. The system is capable of lifting up to 20 kilograms of weight."

STANDARD LIFT SYSTEM (40 KG)

"The mid-range standard military lift system is used by combat soldiers who are not expected to engage directly in combat."

COMBAT LIFT SYSTEM (60 KG)

"The default system for Alliance military combat personnel. The Combat Lift Systems (CLS) is hardened to withstand the rigors of combat and is capable of lifting up to 60 kilograms."

DEPLOYMENT LIFT SYSTEM (80 KG)

"The standard system for long deployment personnel who are expected to carry all their gear with them. This system is also used by vehicle maintenance personnel and aircraft loadmasters, who are expected to move heavy equipment and cargo as part of their normal duties. The system is also favored by artillery crews. The Deployment Lift System is capable of lifting up to 80 kilograms of weight."

MEDICAL PACKAGES

MEDICAL PACKAGES

DESCRIPTION	SIZE	WGT	LOC	TL	COST
Auto Doc	1	1	Any	4	▽5,000–10,000*
Combat Perf. Upgrade	1	0	Any	4	▽5,000
Injection Port	1	0.5	Any	3	▽150
Limb Loss Control	1*	1*	ALL	4	▽7,500
Pain Manager	1	0	Any	5	▽3,500
Sleep & Stim Management	1	0	Any	4	▽4,500
Sust. & Waste Management	1	1	Any	3	▽1,000

* Per section.

AUTO DOC

"An Auto Doc is capable of using internal sensors to detect and diagnose injuries and medical conditions of the armor's occupant. The Auto Doc can administer the proper medical treatment for the injury/condition using the build-in medical tools throughout the armor and its auto-injector, which is filled with commonly used medical drugs. Like the Injection Port (see below), the Auto Doc's injector can be accessed from outside the armor by the team's medic. This allows the medic to supplement the Auto Doc's

pharmaceuticals with additional medications it might need to treat the patient's more unusual conditions or injuries without removing the armor. Perhaps their most impressive feature is that Auto Docs can use micro-manipulators throughout the suit to push broken bones or bone fragments into proper alignment before administering a mBRI. Auto Docs can be purchased for half the listed price if you're not interested in the automatic bone set feature."

The Auto Doc is treated as having an IQ of 150 and 5 levels of Physician skill. In addition, it can administer BRIs, mBRIs, anti-viral drugs, antibiotics, anti-fungal drugs, and drugs to combat shock. It is also designed to work with any Cryo Injection Systems or Limb Loss Systems built into the Armor. An Auto Doc can administer cryo-prep injections immediately before a Cryo Injection, which increases the chance for resuscitation by 20%. Additional pharmaceuticals from the equipment chapter can be installed into the Auto Doc. An Auto Doc can also revive a soldier who has passed out from pain or shock.

When putting bones into proper alignment before administering a mBRI, an Auto Doc requires 1 Combat Round, unless the bone is shattered, in which case it requires 1d4 Combat Rounds (25% chance of success). If the Auto Doc fails its Skill Check when setting bones, it will simply try again. It will not administer the mBRI until the bones are in proper alignment, unless its safety protocols are overridden.

*A less expensive version, which lacks the automatic bone-setting abilities, can be obtained for half the normal price.

COMBAT PERFORMANCE UPGRADE

"The Combat Performance upgrade uses a combination of combat pharmaceuticals and brain modification technology to make the user a more effective soldier. The system increases the soldier's reaction time, pain resistance, and ability to process information while under stress. The system only works for a short period, and it does tend to leave the user fatigued for a short period afterward."

Once activated, the effects of the system last for 2d4 Combat Rounds. The system increases the character's Initiative Modifier by 4 points. In addition, characters receive a +40 bonus when rolling to see if they remain conscious after taking a critical hit. The character's AGL, MD, STR, are all increased by 20 points for the duration of the system's effects. MOV scores are also increased by 1 point.

Once the system's effects have ended, all the beneficial effects are lost, and the character becomes very fatigued. The character's CON score is treated as half its normal value, MOV scores are reduced by 1, and their Initiative Modifier is reduced by 2 points for 1d4 minutes.

INJECTION PORT

"The injection port allows a medic to inject the soldier in armor with medications without removing the armor or exposing the soldier to outside environmental conditions. The port can be locked to anyone who does not have a friendly IFF Beacon. There is a manual unlock code, which is usually given to the team's medic."

LIMB LOSS CONTROL

"This system is designed to eliminate shock and fluid loss associated with the removal of a limb in combat. Constriction rings are spaced throughout the armor, and in the event the system detects an amputation, all the rings between the heart(s) and the amputation site activate. The ring closest to the amputation site seals the wound preventing further fluid loss, while the other rings act to negate the sensation of pain from the injury.

The system is also installed in the torso of the suit, and any amputation or dismemberment from the neck down can be handled by the system. However, having your neck or torso severed will automatically trigger a Cryo Injection if one is available. If a Cryo is not available, blood loss and pain will still be minimized by the system, until medical attention arrives, or the character perishes from organ failure/loss."

Anytime a character loses a limb or appendage and this system is installed, they may continue to function normally, other than for the inconvenience of having one less limb/appendage. The character feels no pain from the amputation, and there is no need to track blood loss or make a CON check to avoid shock.

PAIN MANAGER

"Similar to the system utilized in the Limb Loss Control package, the Pain Manager Armor Option allows the user to ignore any pain from injuries. Unlike the Combat Performance Upgrade, the Pain Manager does not overcharge the soldier's nervous system to increase performance. It merely blocks out pain."

Character's do not need to make CON checks when they suffer a Critical Hit. In addition, the effects of all non-bone Critical Hits can be ignored. Bone Critical Hits still reduce the character's AGL.

SLEEP & STIM MANAGEMENT

"This system is designed to mitigate sleep deprivation and fatigue. It allows the soldier to function for days without adequate sleep or rest and maintain a sharp focus. Eventually, however, the soldier will reach their physiological limits, whether they can feel it or not, and simply collapse from fatigue."

Characters do not need to make CON Checks when sleep deprived for fatigued, but their CON will continue to decrease until they rest. In addition, the character can ignore any penalties from fatigue or sleep deprivation. If the character does not rest before their CON reaches zero, they will collapse in exhaustion.

SUSTENANCE & WASTE MANAGEMENT

"Sometimes referred to as the automatic MRE, the Sustenance Management system uses an internal food processor to inject the user with a liquid nutritional supplement at preset intervals of time. This allows soldiers operating in hostile atmospheres to eat without removing their helmets. This system also handles disposal of waste and allows soldiers to take care of other bodily needs without removing their armor."

The processor can hold 60 units of liquid nutrient. Nutrient refills cost ▽20 per unit. See the Game Master chapter for more information on species food requirements.

MISC. OPTIONS

ABSORPTION POLYMERS

"Replacement and additional Absorption Polymers are an inevitable expense for mercs and soldiers alike."

The listed cost and weight are for 10 points of Absorption. Each purchase of Absorption Polymers takes up one (1) slot in a section of armor and adds 10 points of Absorption to that section only. Absorption Polymers are not considered Armor Options and are not destroyed if a Penetrating Hit strikes the Armor Option slot they occupy.

Polymers added using this option are added to the values listed in the armor tables for the appropriate section. The Absorption the suit lists in the armor table does not consume any slots. Only adding additional Absorption using this option requires slots.

AIR SUPPLY

"This option provides a compressed oxygen or methane supply giving the individual wearing the suit an 8 hour air supply. It is worn on the back of the armor or distributed in small tanks throughout the interior of the armor. A quick refill valve and 1 m long flexible connector is provided as a kit for moving gas from one suit to another. The duration of the air supply can be greatly extended through use of a rebreather system."

AIR SUPPLY

SIZE	HOURS
1	11
2	10
3	9
4	8
5	7
6	6
7	5
8	4

Requires the Environmental Containment option. This option may be distributed across multiple sections of the armor. The table below gives the duration of the air supply based on the Size Class of the user. Larger characters use more air.

ANTI-SURGE KIT

"This option prevents Armor Options from being destroyed due to powerful electrical surges."

With this option installed, the ELE ECR of the armor is assumed to be 100 when checking to see if Armor Option are destroyed by electrical attacks. This Armor Option does not bypass any of the standard rules for destruction of Armor Options under other conditions, nor does affect the armor's ELE ECR checks that do not involve Armor Options.

ARMORED STORAGE/HOLSTER

"A popular add-on for armored suits. This option creates a storage compartment beneath the armored shell of the suit. Any items in the storage pocket are protected by the armor in that section. The armored compartment can be opened or locked by the wearer using a verbal command and are accessible from outside the suit when unlocked and opened. The size of the Armored Storage compartment is variable and limited only by the slots available in a single section of the suit."

When building an armored storage compartment or armored holster, the player must decide how many slots in that section of the armor will be dedicated to the storage compartment. The cost to install the armored compartment is equal to 500 credits multiplied by the number of slots the storage space occupies in the suit. If any option slot occupied by an armored storage compartment is destroyed by a penetrating hit, its contents are also destroyed. The table below shows what size weapon can be placed in any given size storage space.

ARMOR STORAGE

# SLOTS	OBJECT OR WEAPON
1	Grenade, knife, pistol magazine, any pistol e-mag, concealable e-mag for rifle-sized weapon
2	Pistol, rifle magazine, standard e-mag for rifle-sized weapon
3	Extended e-mag for rifle-sized weapon
6	Carbine-sized weapon
8	Rifle-sized weapon, Small pack e-mag, Short sword
9	Small pack e-mag
11	Light machine gun-sized weapon

BMH (BASIC)

"A BMH, also called a Body Mount Harness, mounts directly to the back of a Cizerack like a saddle. Instead of a rider, the BMH holds a weapon. The BMH allows the Cizerack the freedom to move on all fours and still engage enemy units using their weapon. The basic BMH points directly ahead of the cat, and the Cizerack must align its shoulders to square up to the target in order for the weapon to point at the target. The weapon in the BMH can be mechanically activated using a trigger in the cat's gauntlet or it can be verbally activated."

MISCELLANEOUS ARMOR OPTIONS

DESCRIPTION	SIZE	WGT	LOC	TL	COST
Absorption Polymers	1	0.5	Any	4	▽1,000
Air Supply	1	1	Any	2	▽750
Anti-Surge Kit	1*	0.5	ALL	4	▽20,000
Armored Storage/Holster	**	**	**	**	**
BMH (Basic)	3	2	Torso	3	▽1,500
BMH (Look and Shoot)	3	3	Torso	4	▽35,000
BMH-Ultra	3	2	Torso	5	▽60,000
Breaching & Cutting Tools	3	2	Arm	3	▽3,200
Carrying Case	0	4	-	3	**
Combat Shield	1	2	Arm	3	▽5,000
Detachable Armored Pack	0	3	Torso	3	AC + 10%†
Displacement Device	3	0.5	Any	6	▽75,000
Displacement Scrambler	1	0.5	Any	6	▽500,000
Drone Compartment	2	0	Any	4	▽5,000
Emergency Exit	1*	1	ALL	3	▽2,500
Enhanced Vision System	1	0	Helm	4	▽5,000
Enhanced Audio System	1	0	Helm	4	▽5,000
Environmental Containment	0	1	-	3	▽1,400
External Flotation Systems	3	2	Any	3	▽2,000
Flash/Bang Protection	1	0.1	Helm	4	▽10,000
Flash/Bang Protection (Improved)	1	0.1	Helm	5	▽35,000
Fire Extinguisher	1	0.5	Arm	3	▽250
Generation Compliant Armor	-	4	-	5	AC + 50%†
Gills	1	1	Any	4	▽2,500
Grappling Hoist	2	3	Any†	3	▽1,500
Gyro Stabilizer	1	0.5	Arm	4	▽2,000
IFF Beacon	1	0	Any	3	▽3,500
Impact Gel	1	0	Torso	3	▽5,000
Integrity Repair Unit	B	1	ALL	4	▽2,000
Internalized Weapon	**	**	**	**	**
Laser Shield	1	3	Arm	4	▽10,000
Magnetic Boots	1	1	Legs	3	▽750
Magnetic Gloves	1	1	Arms	3	▽750
Mental Shielding	1	1	Helm	5	▽25,000
Mental Shielding (Improved)	1	1	Helm	5	▽50,000
Molecular Phase System	2	3	Any	6	▽2,000,000
PA System	1	0	H or T	3	▽100
Phase Lock System	1	1	Any	6	▽750,000
Polymer Dispenser	3	4	Any	4	▽175,000
Portable Fusion Gen.	1	3	Any	5	▽80,000
Protection (Actuators)	1*	3	ALL	3	▽Spec
Protection (Armor Options)	1*	2	ALL	3	▽Spec
Quick Sealant Unit (QSU)	1*	1	ALL	4	▽1,500
Quick Draw Unit	1	0.5	Any	3	▽15,000
Rebreather	1	1	Any	3	▽1,000
Sanitizer	1	3	Any	4	▽8,000
Search Light	1	0.5	Any	2	▽500
Shield	1	5	Arm	2	▽50
Snow Shoes (Retractable)	1	0	Leg	2	▽200
Suicide Bomb	1	0.5	Any	3	▽40,000
Talons	1	2	A or L	3	▽5,000

* Per section ** See Description

† AC refers to the original Armor Cost before options.

Because the cat must turn their body to aim the weapon, a +2 Initiative penalty is applied whenever the Cizerack changes targets. Weapons in Body Mount Harnesses are automatically considered braced but weapon-mounted scopes cannot be used. When using a weapon mounted to a BMH, the Cizerack uses one quarter of her Agility rather than half of their Manual Dexterity when making a weapon Skill Checks. A BMH can hold a rifle-sized weapon or smaller. The cat is able to adjust the weapon mount's elevation setting which requires HALF of all her Actions. Only one BMH can be used on a single individual, and the BMH can only be used by a Cizerack. The cat must remove the BMH in order to reload the weapon. It takes 4 Combat Rounds to remove a BMH.

BMH (LOOK & SHOOT)

"Follows the same basic principle as the BMH, except that the weapon is on an articulated mount that swivels and tilts automatically to point wherever the cat is looking. A Look & Shoot BMH and the cat's natural quadrupedal stance, gives the Cizerack a distinct advantage over other combatants in rough terrain."

Unlike the basic BMH, this mount has no IM penalty. When using a weapon mounted to a BMH, the Cizerack uses half of their Agility rather than half of their Manual Dexterity when making a weapon Skill Checks. This BMH can hold a rifle-sized weapon or smaller.

The weapon pivots down on command to facilitate reloading (magazine-fed only). Only one BMH can be used on a single individual, and the BMH can only be used by Cizerack.

BMH–ULTRA

"The best that money can buy for the Kombat Kitty. This Look & Shoot harness allows the Cizerack to mount any ranged, non-vehicle, non-crew served weapon plus a second weapon. All other features are as per the regular look-and-shoot BMH. The manufacturer suggests utilizing an A-Grav device in conjunction with this mount."

The primary weapon must be light machine gun-sized or smaller, while the secondary weapon is limited to a pistol or SMG-sized weapon. Both weapons point at the same target.

BREACHING & CUTTING TOOLS

"There's something to be said for doing things the old fashioned way. The Breaching kit is built into the forearm of the armored suit and includes a small, extendable, circular saw and a cutting torch. A halligan tool (pry bar) is also included, along with a clamp that allows it to be affixed to the outside of an armored suit."

The small circular saw does 1d8 SI damage per Combat Round when used to cut and has a THR-R of 1. The torch

does 1d4 SI damage per Combat Round when used to cut, but has a THR-R of 4. The torch can be used for about a minute before needing refueled. Spare tanks cost ▽25 and weigh 0.5 kilograms.

If either is used as a weapon, they require HALF of all Actions to attack and have an accuracy of 45% in RB1. When making a STR check to pry something open using the halligan tool, lower the difficulty by one level. When used as a club, the tool does 1d6 damage, requires HALF of all Actions to attack and has a 60% accuracy in RB1.

CARRYING CASE

"Most types of armor are a composite of high-strength, lightweight metal alloys. Nevertheless, they are very bulky and cumbersome when not worn. "

Characters attempting to carry a suit of armor should double its weight to represent its inherently bulky nature, when determining their encumbrance rating (and MOV rate). By placing the armored suit in a case, it becomes much easier to transport, and its normal weight value is used. Note the armored suits that have an Armor Computer or P-AI and also feature a Mobility System that provides the suit with a RUN value can just be commanded to follow the character around once their identity and security codes are verified.

COMBAT SHIELD

"A forward-facing flexsteel shield worn on the arm of the combatant. The shield is lightweight, 0.7 square meters in size, and shaped to the user's preference."

A combat shield has a Threshold Rating of 7 points and a Structural Integrity of 15. The shield automatically protects the arm where it is mounted from attacks with its Threshold Rating. The shield may be placed over any other Body Location (Head, Torso, etc.) and will automatically provide that area with the shield's Threshold Rating. However, holding it anywhere other than in front of the torso is awkward and reduces the number of Actions the character has by half. Also holding it front of your head makes it difficult to see.

If the character wishes to actively block hand-to-hand or melee attacks to multiple locations with the shield, they can spend HALF their total Actions and the shield provides one additional Defensive Bump.

DETACHABLE ARMORED PACK

"Similar to an Armored Storage Compartment, the Armored Pack is an armored backpack that attaches to the suit. Unlike the Armored Storage compartments, the Armored Pack does not take up space in the suit. Instead it attaches to the back of the suit and is armored to match the protection rating of the suit where it is attached. Because the pack isn't limited by the internal space of the armor, it can hold a lot more gear. In addition, the pack can be detached with a command from the wearer, dropping to the ground for later retrieval."

"This allows a soldier to carry all the gear they might need for a camp or for a prolonged march. However, the soldier can drop all of that weight at a moment's notice if they have to engage in combat. The packs are lockable and have a locator beacon that can be turned on or off remotely. This allows the soldier to find his pack after the chaos of battle so he can dig those well-deserved MREs out of it. Since it's lockable, it also keeps his buddies from swapping out the good MREs for those awful ones that nobody likes."

"The pack can be locked and unlocked manually with a code, with a signal from the user's commo, or by someone with a command override. The locator beacon can be set to activate when the pack is dropped, when it receives an activation command sent from the commo of the armored suit where it was attached, or by someone with a command override."

Locator beacon has a 5 km range. Armored Packs cost 10% of the total cost of the suit and have a matching Threshold Rating. They have an amount of Absorption equal to the Arm section of the suit. Armored Packs hold 20 kilograms (or up to 30 spaces) worth of gear. The cost and capacity of Armored Packs are modified by Size Class in the same manner as armored suits.

DISPLACEMENT DEVICE

"Using dimensional displacement technology, this device allows the wearer to instantaneously change their location, moving up to 200 m away from their original position – regardless of intervening material. A built-in discriminator prevents the owner from winding up stuck in a rock or other solid object."

This device can only be used once per Combat Round and requires HALF of all Actions to activate. Displacement devices cannot displace though Flux Shields. This device requires 5 EU per use and stores enough power for 10 uses.

DISPLACEMENT SCRAMBLER

"The Displacement Scrambler is a device which emits a field that interferes with any trans-location device operating within 100 m of the trap. Those unfortunate enough to teleport or displace within 100 m of the trap find their transition to their new location substantially more difficult and often fatal."

Anyone attempting to teleport or displace into the area affected by a Displacement Scrambler automatically suffers 2d6 points of damage (Damage Type F.S.) directly to the body. Armor and Flux are ignored. Ouch! Any item brought into the dimension inside the scrambler's area of effect using the Energy Controller Cache Matrix suffers 2d6 points of SI damage. MN is reduced by the same amount.

EMERGENCY EXIT

"Taking off your armor is normally time consuming. An Emergency Exit enables the owner to punch in a three-digit code on an arm keypad or give a verbal command to blow all the latches and seals, allowing immediate egress from the armor."

Removing or donning armor normally requires 5d6 Combat Rounds to lift and pull latches. This unit allows the character to immediately exit the armor as an ALL Actions maneuver.

ENHANCED VISION SYSTEM

"For those who prefer using the Mark I eyeball over a fancy sensor system. This helmet option gives the user telescopic optics along with image stabilization and enhancement."

The difficulty level of all Observation checks made with the Vision modifier are reduced one level.

ENHANCED AUDIO SYSTEM

"A favorite of Cizerack and Fott everywhere, this system uses high quality microphones to pump captured sounds from the suit's environment. The sounds are replicated inside the helmet to the area that corresponds to their location outside the helmet, allowing the user to locate the direction from which the sound originates. The option also allows certain sounds or frequencies to be isolated and enhanced."

The difficulty level of all Observation checks made with the Hearing modifier are reduced one level.

ENVIRONMENTAL CONTAINMENT

"This option seals the suit from the outside environment to protect against chemical and biological attack forms. It is also watertight. Air supply must be purchased separately. Environmental containment is standard equipment on Heavy Armor and Mechanized Battle Armor. Can be used in place of a spacesuit for very short periods of time."

Armor with the Environment Containment Option allows the character to substitute the Armor's CHEM ECR against gas-based Chemical weapons. It makes the character immune to airborne biological weapons and biological weapons/diseases that must be inhaled or come into contact with the character's skin to be effective.

In addition, Environmental Containment allows the character to substitute the armor's COLD or FIRE ECR for their own when dealing with environmental conditions. Without a QSU armor option any Penetrating Hit to an armored suit creates a hole in the armor and nullifies environmental containment until the suit is patched.

EXTERNAL FLOTATION SYSTEM

"Small, air-bladders inflate when activated by a voice command."

Floats deploy within 1 second. This device will allow a moderately encumbered wearer to float in a fluid with the same density as fresh water. Price for larger or smaller Size Classes is determined the same as armor.

FLASH BANG PROTECTION

"Another helmet option, this one protects the user from blinding flashes and loud, potentially deafening, noises that originate outside the armor. A handy feature in any war zone."

Increase the helmet's SEN ECR by +25, up to a maximum of 150.

FLASH BANG PROTECTION (IMPROVED)

"An improved version of the standard Flash Bang Protection."

Increase the helmet's SEN ECR by +50, up to a maximum of 150.

FIRE EXTINGUISHER

"Many suits of armor, in addition to combat, serve in police and search & rescue roles. In those situations, a fire extinguisher can be invaluable. That's not to say that Private Guff, the Ram Python, won't occasionally set things on fire by accident."

The extinguisher has a range of 10 meters and enough fire retardant to put out a fire covering a Size Class 8 structure, or smaller targets with a combined Size Class of 8. The fire retardant will have limited effect on burning plasma or phosphorus, but it will handle normal fires just fine. Refill cannisters (WGT 0.5) cost 5 credits each.

GENERATION COMPLIANT ARMOR

"First invented by a small company named ArmCore. The company was almost immediately purchased by the Chatilian Interest Firm when they announced their process for modifying armored suits and helmets so they didn't interfere with the generation of matrices. Since then, the sale of ArmCore's Generation Compliant Armor System has made their parent company hundreds of millions of credits, if not more."

With this upgrade installed, Matrix Controllers do not have to spend twice the normal number of Power Points required to normally generate a Matrix while wearing armor.

GILLS

"Gills are a helmet option. They extract oxygen from water, allowing

an individual to breathe while submerged in water. Will not work for methane-breathers, and no equivalent system is available for them."

GRAPPLING HOIST

"The grappling hoist is capable of launching a grapple and line from the hoist unit up to 100 m. The grapple uses the same molecular bonding technology used by magnetic grenades and instantly and permanently bonds with any material object it touches. A signal can be sent up the cable, which disengages the line from the grapple, causing the line to drop free. To use the hoist again, a new grapple head must be attached to the line. The hoist mechanism can raise or lower the owner at a rate of 1 m per second. It has a maximum capacity of 250 kg. Replacement grapples cost ▽25."

A Direct Fire Skill Check is required to aim the Grappling Hoist. ACC: 70/60/5030/0

GYRO STABILIZER

"Compensates for the recoil of weapons fired on automatic."

Hand-held weapons on armored suits equipped with a Gyro Stabilizer are treated as being Braced when fired.

IFF BEACON

"The IFF Beacon has three modes: broadcast, respond, and off. When in broadcast mode, the IFF Beacon broadcasts the user's affiliation and unique ID number to everyone in range of the user's commo system. In respond mode, the IFF Beacon identifies the user's affiliation and unique ID number when scanned by a sensor system in Active mode. When turned off, the IFF Beacon will not broadcast the user's information or respond when struck by a sensor scan."

"IFF Beacons help to eliminate friendly fire incidents by identifying friendly combatants to each other. Unfortunately, enemy sensor systems that scan the user will identify the user as an enemy combatant if the IFF beacon is not turned off. This means your IFF also identifies you as hostile to enemy combatants."

The IFF Beacon is limited to the range of the suit's commo when in broadcast mode. If the commo is jammed, the IFF Beacon will no longer function in broadcast mode. Information the IFF provides can be tailored by using an armor computer or P-AI. In certain situations, turning off or modifying an IFF Beacon's information on non-military IFF beacons is a criminal offense.

"Friendly fire isn't."

IMPACT GEL

"This valuable device has saved the lives of many warriors. The Impact Gel is mounted on the back of an armored suit. The unit rapidly excretes a gel that absorbs impacts. The unit is useful to prevent injuries from falls, vehicle impacts, or explosions that throw the user toward hard surfaces."

"The unit detects sharp increases in velocity, or large, vehicle-sized masses approaching. The unit generates an aero-gel foam that solidifies immediately and absorbs and distributes the enormous impact. The unit is also equipped with a set of inertial retro rockets which fire, changing the person's orientation to best absorb the impact."

"The device can be used once and then requires a refill. It should be noted that sharp objects on the ground will still protrude through the aero-gel and strike the user."

This device is capable of negating 10d4 points of damage from falls, collisions with moving vehicles, or impacts from being thrown or blown into a wall or other solid object. It is also capable of negating damage from a failed TOPPLE AGL effect check. It is not effective at negating damage from explosions, Omega weapons, or other types of impacts other than those specifically stated above. The cost of this Armor Option is affected by Size Class. See Size Class Multiplier table. A replacement aero-gel cylinder and rocket cartridge costs ▽100 multiplied by the character's Size Class.

INTEGRITY REPAIR UNIT

"The Integrity Repair Unit secretes Liquisteel to fill tears and holes in armor."

The Integrity Repair Unit is capable of repairing up to 35 points of Structural Integrity. The Structural Integrity is replaced at the beginning of the Combat Round immediately after it was lost. If all Structural Integrity is lost in a section, the unit will be unable to restore any of that destroyed section's Structural Integrity. Refills cost ▽500 per point.

INTERNALIZED WEAPON

"Most weapon manufacturers sell a mounting cradle that allows a weapon to be installed in an industry standard slot (or slots) inside a suit of armor. They use the same cradles to mount weapons into K-sats and vehicles. Essentially, you pull the guts of the weapon out of the shell and insert them into the slot-mounted cradle. Then connect the firing mechanism to the universal data cable in the slot. The cradle allows the weapon's barrel to protrude slightly outside the slot. The end result is that everything, but the end of the weapon barrel, is now safely protected under the armor of your suit."

"The weapon can now be fired by giving a verbal command or by using the activation switch inside the user's gauntlet. Internalized weapons are mounted on the arms of the suit, and the user still has to point the weapon at the target. Crosshairs show up in the user's helmet-mounted Heads Up Display (HUD), so the user can see what they're pointing at."

Internalized weapons are treated like Armor Options and take up slot inside the armor. The number of slots required by the weapon is shown in the chart below. The weight of the weapon is added to the weight of the armor. Characters never have to draw an internalized weapon.

Reloading an internalized weapon requires two (2) Combat Rounds. Missile Launchers can not be installed internally. If you want to carry rockets and missiles inside your armor, you must purchase a Missile Rack.

INTERNALIZED WEAPON

WEAPON	# SLOTS	COST
Pistol	1	▽1,500
Carbine-sized weapon	3	▽3,000
Under Barrel-sized weapon	3	▽3,000
Rifle-sized weapon	5	▽7,500
Light Machinegun-sized weapon	10	▽12,000

LASER SHIELD

"This is a modified Combat Shield that provides a laser reflective surface. The surface is covered by a matte black material that quickly burns off when struck by a laser, revealing the reflective surface below. The material is self-healing and covers up the reflective surface nearly instantaneously after the laser ceases contact with the shield."

The Laser Shield has a Threshold Rating of 10 versus laser attacks. Beam weapon attacks that do less than 10 points of damage bounce off the shield and are reflected in the general direction of the attacker. In all other respects, it functions the same as the Combat Shield.

MAGNETIC BOOTS/GLOVES

"This armor option allows the user to magnetize the soles of their boots and the palms of their gauntlets in order to adhere to metal surfaces. Handy when you're doing EVA work or trying to hang onto the outside of a speeding skimmer."

"When magnetized the boots/gloves can be set for assistive or anchor. In assistive mode, they simply keep the character from floating away in a zero-G environment, and the magnetic force can easily be overcome, allowing the character to walk semi-normally. In anchor mode, the units function at their maximum power level, allowing the character to resist significant G-forces or attempts to dislodge them. The cost for Mechanized armor is quadruple the listed cost."

In anchor mode, the boots/gloves are treated as having a STR of 150 X2 when making opposed STR Checks to pull them free from a magnetic surface. For the more expensive MBA version, it's a STR of 150 X4. The unit will function in anchor mode for 2 minutes before running out of power, unless it is connected to a supplemental power supply.

MENTAL SHIELDING

"One of the most popular armor options. This shielding increases the likelihood of the wearing surviving a mental attack by a Matrix Controller, or one of the rare HALs capable of launching a mental attack. A must have in Madd Mike's opinion!"

Increase the helmet's MEN ECR by +25, up to a maximum of 150.

MENTAL SHIELDING (IMPROVED)

"An improved version of the standard Mental Shielding. Forget what we said about the standard Mental Shielding. This is the version you really want!"

Increase the helmet's MEN ECR by +50, up to a maximum of 150.

MOLECULAR PHASE SYSTEM

"The unit allows the individual to pass through walls and other solid objects up to 3 m thick as if they were a ghost. The device will not allow the user to pass through Flux Shields. The device has a cool-down time of 30 minutes and may only be employed for 1-minute intervals."

This device will not pass through material objects equipped with a Phase Lock System or Flux Shields. If the device is destroyed while passing through a solid object, characters suffer an amount of damage directly to their Body Points equal to the Structural Integrity of the structure or object through which they were passing. Damage is divided evenly across 1d6 Body Sections. The same damage is applied to the Structural Integrity of their armor. Damage is divided evenly across 1d6 Armor Sections. Sections that are damaged are assumed to be permanently fused with the object or structure and must be cut free or cut off. This unit requires 5 EU per use.

PA SYSTEM

"Want to make yourself heard over a crowd or across a large distance? This public address system will pump your voice, or whatever audio you want, through an external speaker that can greatly amplify the sound levels."

PHASE LOCK SYSTEM

"The Phase Lock System prevents phased weapons or lifeforms from passing through your armor. The unit also prevents a Molecular Phase System from being able to pass through the armored suit. There are certain weapons and HALs that can literally

pass through armor and other solid objects like they aren't there. This allows these creatures and weapons to completely bypass any protection your armor normally offers."

"Just like Granny says on the Tri-V commercials, *"Dearie, if you don't want the icy hand of death reaching through your chest plate and seizing you by the heart, we suggest investing in a patented Balshrom Science Corporation Phase Lock System."* You should get one."

This system prevents phased weaponry from passing through the armor. The weapon can still be used normally, though it is no longer treated as phased when attacking an armored suit equipped with a functioning Phase Lock System. This unit requires 1 EU for each Combat Round in use.

PLANAR EXPLOSIVE

"Explodes outward in a 360-degree horizontal plane less than 1 mm thick, perpendicular to the ground and usually at waist level of the user. It severs anything that's not sufficiently armored to withstand the blast."

This device has a blast radius of 5 meters, does 4d10 damage, and has a Threshold Rating Reduction of five (THR-R: 5). Structural Integrity reduction is 20. If any section hit takes more than half the character's total Body Points, it is assumed severed. In most cases the blast will strike the torso or legs depending on the relative height of the characters in range (GM Discretion).

POLYMER DISPENSER

"Automatically refills lost absorption polymers. Pressure-sensitive ducts release polymers into the suit's polymer-fill layers as they are depleted. Refills cost ▽1500."

A total of 100 points of Absorption can be replaced before the unit requires a refill. Absorption is replaced at the beginning of the Combat Round after it is lost.

PORTABLE FUSION GENERATOR

"A small power plant that is installed in the armored suit. The most popular brand name is the Mrs. Fusion marketed by APS. There's a wide variety of these small generators on the market. Most are designed to be removable from the armor so they can be used to power a camp site or vehicle if necessary. While installed in the armor, they distribute power to all the installed Armor Options through a power distribution grid."

This unit provides 50 EU per Combat Round and can run for 20 rounds at peak output.

PROTECTION (ACTUATORS)

"Emergency backup Actuators may be added to Heavy or Mechanized Armor. These units allow the armor to continue to move if the built-in actuators fail for any reason. These temporary units are designed to function for 6 hours before breaking down."

Backup actuators costs 10% of the cost of the armor, after adjusting for Size Class and before adding Armor Options.

PROTECTION (ARMOR OPTION)

"Armor plating may be added to protect Armor Options from damage."

When this option is installed, the first Penetrating Hit that strikes an Armor Option in a section that has Protection (Armor Option) destroys the Protection (Armor Option) instead of the rolled Armor Option. If the roll indicates an empty slot with no Armor Option present, the Protection (Armor Option) is not used.

After the Protection (Armor Option) in a section is used, the player puts an X in the box at the top of the Armor Option list for that section, indicating that this option has been expended. This, unfortunately, renders the plating useless, and it provides no additional protection after that first Penetrating Hit. Protection (Plating) must be purchased for each section of armor the player wants to protect.

QUICK SEALANT UNIT (QSU)

"This system seals tears in the atmospheric liner that keeps the suit air-tight."

As long as the Structural Integrity in a section of armor doesn't drop to 0, the QSU will keep that section air-tight.

QUICK DRAW UNIT

"This unit rapidly attaches to a weapon and rapidly deploys the weapon into a firing position or other predetermined position. The user can seize it and begin firing it without the need to reach for and draw the weapon. Quick draw units can also be installed in armored storage compartments that function as holsters."

This unit allows the user to draw any pistol, SMG, or rifle-sized weapon in a single Action and eliminates the need to make an AGL Check to quick draw a weapon.

REBREATHER

"Fits onto the Air Supply and allows the user to breath for days rather than hours."

Rebreathers convert the duration shown in the Air Supply table from hours to days. Requires the Air Supply Armor Option.

SANITIZER

"This unit is used to remove hazardous biological and chemical materials from the surface of the armor. It can be used 10 times before needing a refill. Refills cost ▽100 each. It is 100% effective (GM Discretion). "

SEARCH LIGHT

"Search lights generate a powerful cone of light to 300 m. The light can be adjusted to emit white light or any other color in the visible spectrum. In addition, the light can also emit in IR or UV if the user wishes. The light can easily be seen by anyone who is paying attention."

An active search light eliminates any penalties for darkness or inadequate light when making an attack or Observation check against a target in the beam. If the light is switched to IR or UV, a character with a sensor system can obtain the same benefits described above without the light being seen by creatures who lack Infravision or Ultravision respectively.

SHIELD

"An old school defensive system. Sometimes low tech works the best."

The Shield has a Threshold Rating of 3 and 10 points of Structural Integrity. In all other respects, it functions the same as the Combat Shield.

SHOOS

"At a voice command, this option will spring mesh frames out from either side of the feet. This distributes the wearer's weight and allows the wearer to walk easier on loose ground, such as snow or sand, effectively acting as snow-shoes."

This option negates any movement penalties for loose surfaces, including sand or snow.

SUICIDE BOMB

"If you're going to go, they should be polite enough to join you! This device is a favorite of Phentari, who consider it to be the ultimate and final show of disrespect to their enemies. The device can also be rigged to a dead-man switch, which triggers the detonation when the user dies. For those who are counting on medical resurrection, the dead-man switch can also be set to trigger only if the user's head is destroyed."

The suicide bomb inflicts 30 points of damage to each Body Section of any target within 5 m (Damage Type T) that's not behind Hard Cover. That damage drops to 15 points at 6-10 m, but does no damage to targets beyond 10 m.

TALONS

"Voice-activated flexsteel talons spring from the back of each hand or foot."

Talons inflict 2d6 points of damage per hit and reduce Structural Integrity by 1 point. Damage is not reduced against heavy armor. Cost is for two limbs. ACC: 0. Uses Hand-to-Hand Combatives Skill

MISSILE RACKS (RAC)

Missile Racks are required to house and launch rockets and missiles, unless a missile launcher is used.

Missiles are considered inert until armed. One missile rack capable of holding Reflex Missiles per character.

STRIKER

"A very popular two-chamber arm rocket rack capable of firing one or both rockets simultaneously."

TRIPLE THREAT

"A three shot arm rocket rack produced by Ramcor."

ARMBAND

"Usually attached to the non-firing arm, this arm rocket rack is manufactured by Ramcor."

MYCROLINE

"The Mycroline is unique in that it was the first arm rocket rack that could be mounted to the leg section of an armored suit. Since its debut, manufactures have modified their racks to be mounted just about anywhere on an armored suit, but the Galactic Defense Contractors' Mycroline rack was the one that invented the concept. It's still a popular design nearly fifteen years later."

ENCASEMENT

"This Balshrom-made missile rack holds 8 Reflex missiles."

RIPPLE

"The rack holds 12 Reflex missiles."

DIGITON

"The Digiton rack is top of the line and holds up to 15 Reflex missiles."

MOBILITY SYSTEMS

Once the issue of weight had been addressed in modern battle armor, the next most pressing issue is mobility. Sure, the soldier could run faster if they were unencumbered, but they still couldn't keep up with the armored vehicles. That necessitated armored personnel vehicles and thin-skinned vehicles to convey the soldier to the battlefield. Not only did these vehicles cost money to build and maintain, but they had a certain element of putting all one's eggs in the same basket.

With modern batteries and fuel systems, it became possible to equip soldiers with assisted mobility devices that allowed them to not only keep up with the tanks but close the distance to the enemy at a rapid pace. Armor mobility systems allow the mobile infantry to utilize the "fire on the run" tactics currently in vogue with the Alliance military.

The cost, weight, and slot requirements of all Armor Mobility Systems are modified by Size Class in the same manner as armored suits. The "Always Round Down rule" still applies.

Mobility systems list their capabilities as RUN, JUMP, or FLY. All of these are listed in meters per second. These scores replace the character's scores while in armor.

CLIMBING SYSTEM

"Mounted to the arms and legs of the suit, this system allows the user to stick to almost any surface that will hold their weight."

Provides +50 to Climbing Skill Checks.

FLIGHT SYSTEM (MARS)

"The ultimate mobility system is called the Military Armament Reaction System or MARS. The MARS is a full-featured flight system for armored suits. Small, but very heavy, the MARS system is every soldier's dream. Its practical applications in combat are probably more limited than most grunts would like to believe."

FLY score becomes 55 in armor, and the character can move in any direction. Requires a Personal Flight Device skill to use. The system includes the Environmental Containment Armor Option.

JUMP PADS

"This simple system allows infantry to jump chasms or to jump from building to building in war-torn urban areas. The system recharges during normal movement and has an effectively unlimited number of uses when supplemented by the armor's onboard power supply. Users can make 10 m jumps like a Cizerack on steroids."

JUMP scores become 10 when making jumps in armor. Requires Personal Flight Device skill to use.

KEEN GLIDE MODIFICATIONS

"This kit modifies the torso and arm sections of the suit so that the Keen can extend its glide membrane while wearing armor. The armor does not protect the flight membrane while extended. If the armored suit needs to be environmentally contained, increase the cost by ▽500. A thin film gives the glide membrane the benefits of the environmental containment."

If this modification is installed in an armored suit with FLY or JUMP score, the difficulty of all Personal Flight Device Skill Checks are reduced by one level. In addition, the Keen can use their Flight skill in place of the Personal Flight Device skill when using an armor mobility system

LIMITED FLIGHT PACK

"The limited flight pack allows an armored suit to literally fly. It has a range of about 250 km. It's as close you're going to get to a MARS without having to sell your first born. The vernier thrusters used for maneuvering take up a lot of space on the suit."

FLY score becomes 40 in armor, and the character can move in any direction. It takes a full Combat Round to reach maximum speed. Requires Personal Flight Device skill to use.

MECHANIZED SPEED

"Ole' Charles Guisarme may have mass marketed the mechanized speed system in 2255, but its descendants have since become standard operating equipment for dozens of militaries. The force exerted by the foot when walking or running is transferred by EAT (Energy Absorption Transfer) pads to a pressure plate and into the drive system. The drives work the action of the unit and propel the wearer along. The Guisarme mechanism has a maximum speed of around 100kph."

"The drawback is that weapon hits to the drive systems can render the unit completely useless, leaving the wearer stranded in a very precarious position."

RUN score becomes 18 in armor. JUMP score becomes 9. If this Armor Option is partially or totally destroyed, the user of the suit can not walk or run.

SKIMMER SYSTEM (R.A.M. PACKAGE)

"Designed to give armored infantry the ability to travel long distances without having to run in their armor. The Rapid Armor Maneuver Package or RAM Package, as it's better known, turns a suit of armor into a one-person skimmer. Not fast by any means, a RAM-equipped suit still allows a soldier to travel just above ground level at 15 meters per second for up to 50 km before needing a recharge. It's slow, but it still beats running."

FLY score becomes 15 in armor. Requires Personal Flight Device skill to use.

THRUST ASSISTED JUMP UNIT

"Designed to allow soldiers to quickly cross open areas in urban combat. The Thrust Assisted Jump Unit is capable of propelling an armored suit across 75 m gaps using rocket motors. The system requires a lot of practice, and every soldier who has used one knows the pain of slamming into a wall at high speed or misjudging a jump, only to plummet to the ground. The upside is once you've mastered the system, you spend very little time exposed and in the open when moving from cover to cover."

JUMP score becomes 75 when making jumps in armor. Characters will need to make Personal Flight Device Skill checks to aim their jump. Failure indicates the user may have missed their jump or slammed into a wall at high speed.

WING PORTS

"These ports are installed in the back of an armored suit and pop open, allowing a Raazet to use its wings while in armor. The armor does not protect the wings while the port is open. If the armored suit needs to be environmentally contained, increase the cost by 500 cr. A thin film gives the wings the benefits of the environmental protection. A suit with this option may not mount a Missile Rack to the Torso section of the armor."

Installation of the wing ports allows the Raazet to fly using their wings, assuming their encumbrance load still permits it. In addition, the Raazet can use their Flight skill in place of the Personal Flight Device skill when using an armor mobility systems.

PHYSICAL COUNTER MEASURES

Physical counter measures are electronic or mechanical devices that make it more difficult for your enemy to detect or attack you. These range from simple smoke generators to full spectrum cloaking.

The Stealth Ratings of multiple counter-measures can be added together, unless the description specifically states otherwise.

ANTI-SENSOR COATING

"This special coating is designed to absorb certain sensor emissions and reflect other emissions away from the sensor system, rather than reflecting them at the sensor. Though expensive, the coating provides a noticeable improvement in reducing the sensor signature of an armored suit."

This is a passive countermeasure. Stealth Rating: 40.

CAMOUFLAGE UNIT

"Camouflage units (aka camo unit) are ubiquitous on military and paramilitary gear. You're unlikely to find a suit of armor or vehicle anywhere in Alliance space that doesn't have a Camo Unit installed unless you're truly in the back end of the galaxy."

"The omnipresent nature of these devices is one reason soldiers have taken to painting their armor outrageous and garish colors. They know that with the flick of a switch, the onboard camouflage unit will convert every square centimeter of surface area into a terrain-matching camouflage pattern."

"The units are incredibly reliable and battle-proven. In the unlikely event of a failure, the units are designed to fail-on. This means that the armor will be stuck in the last camouflage pattern that was being used – even if the armor's original paint scheme is some ostentatious Orion favorite, like dayglow orange. The camo unit is still likely to allow the soldier to blend into his surroundings."

Camo units automatically changes color, reflectivity, light absorption, and pattern on the surface of the armor to match the terrain features. It does not make you invisible. Disabling or destroying an armor option slot occupied by a camo unit does not debilitate the entire camo unit. It only renders the camo unit on that section inoperative, which usually leaves you well camouflaged except for a leg or an arm. This is a passive countermeasure. Stealth Rating: 15. Penalty to Observation Checks: 30%

CAMOUFLAGE UNIT, IMPROVED

"An improved version of the standard Camouflage Unit. This unit is also capable of changing the texture of the suit's surface to match terrain and has improved pattern matching software."

This unit functions identically to the standard camo unit but can not be installed on the same suit as the standard Camouflage Unit. Stealth Rating: 25. Penalty to Observation Checks: 50%

FALSE SENSOR IMAGE GENERATOR

"This device can create false sensor images of vehicles and personnel. The images are invisible to eye but show up on sensor systems as real threats. If the sensor system has line-of-sight to the location of the sensor image, the optical sensors will show that nothing is actually there."

"The False Sensor Image Generator has a library of common military vehicles and armored suits, which it can replicate as false sensor images. The images can be made to move, and the system has an effective range of 30 m."

This is an Active countermeasure. Power Consumption: 1 EU per day.

FULL SPECTRUM CLOAK

"This camo unit on steroids renders the user almost completely invisible to the naked eye. It is nearly effective against sensor systems."

This is a passive countermeasure. The Full Spectrum Cloak can not be used simultaneously with a standard or improved Camouflage Unit. Stealth Rating: 75. Penalty to Observation Checks: 100%

SMOKE GENERATOR

"Automatically dispenses smoke when the wearer's armor is struck by high-intensity light, such as lasers. The smoke spreads at a rate of 4 m per second in all directions. Can also be turned on manually to provide visual concealment."

The penalty to Observation Checks made to locate or identify persons or objects within the smoke: 30%. Though this is not technically an active counter-measure, it is easy to detect when in use.

SOUND CANCELLATION

"This device monitors sounds created by the movement of the armor and discharge of the weapons used by the occupant. When this system detects a noise, it immediately analyzes the sound wave and generates a counter-wave at the same amplitude as the original sound. The result is the two sounds cancel each other. The system is not perfect, and sound travels relatively slowly. Often there is a slight delay before the anti-wave cancels out the original sound wave."

This is a passive countermeasure. Stealth Rating: 15. Penalty to Observation Checks made using Hearing Modifier: 30%

PROJECTILE DEFENSE SYSTEMS (PDS)

Projectile Defense Systems are capable of shooting down grenades, mortar shells, artillery shells, RPGs, missiles, rockets, and any projectile baseball sized or larger. There are a wide variety of PDS types available, and each type has its advantages and disadvantages. Longer range systems can engage incoming threats from farther away and give you more opportunity for follow-up shots against a target if the first few miss. Systems with higher rates-of-fire can engage more targets simultaneously.

By default, a PDS will always engage incoming targets from closest to farthest, targeting the nearest threat first. Once the closest threat is dispatched, the system will then focus its attention (and fire) on the next closest threat. The assumption being that the system will have less time to engage closer targets before they hit, and therefore closer targets should be prioritized over more distant ones. The weapons themselves aren't that expensive. You're paying for the tracking system and the high-precision, automated mount.

PDS use a Rate-of-Fire (ROF) value rather than a FULL value. The listed ROF value for the PDS can be divided among multiple targets without penalty for changing targets and without regard for the distance between the targets. For *each* point of ROF allocated to a specific target allows you to make one attack roll against that target (see below).

When a projectile gets in range of the system, make an attack roll using the ACC of the system. If your roll is equal to or less than the ACC, the target is destroyed. Failure indicates the target is missed. PDS units are considered automated systems, and their effectiveness is reduced by enemy ECM. The user need only turn them on or off. When active, they aim themselves.

The sensors on PDS units are optimized for spotting and tracking missiles, and the accuracy is reduced by 30 in all Range Brackets when used as a weapon. Using a PDS as a weapon requires reconfiguring it the targeting system, which takes 15 Combat Rounds and requires a Operate Computer check at -30. The system can not be used as a PDS once reconfigured. Putting the system back into PDS-mode requires the same Operate Computer check with the same penalty. The -30 accuracy penalty remains until the long range target acquisition sensors can be recalibrated at a firing range.

ANTI-BALLISTIC THREAT MISSILES (ABM)

"This system uses small, highly agile mini-missiles to target and destroy large incoming ballistic threats and enemy missiles. It is probably the least accurate of the ballistic and missile counter-measures currently available. However, the system consists of low-cost, single-shot, anti-ballistic missiles in self-contained launchers. This makes the system popular, as the additional missiles can be added as resources permit."

DISINTEGRATION ANTI-THREAT SYSTEM (DATS)

"The ultimate in the range-kill percentage ratio, the Disintegration Anti-Threat System (DATS) is capable of killing even the most hardened projectiles. The risk with this system is that it can only engage targets that are danger close. If the system is engaging a fast-mover, like a missile, you're only going to get one shot at it before it hits. Better hope it doesn't miss."

If used as a weapon treat the DATS as a Majestic-UB disintegrator.

OMEGA ANTI-THREAT SYSTEM (OATS)

"The Omega Anti-Threat System trades range for a guaranteed kill against hard-to-kill projectiles like artillery shells. You may not get many shots at an incoming threat when you use an OATS, but you can be sure that if you hit it, it's no longer a threat."

If used as a weapon treat the OATS as a Valley Green Ox Omega Weapon.

BALLISTIC ANTI-THREAT SYSTEM (BATS)

"The Ballistic Anti-Threat System is a miniaturization of an anti-missile system that dates back to the late 20th century on Earth. The BATS is a rotary cannon that fires a hail of bullets to create a cloud of metal in the path of an incoming threat. The downside to this system is the weight and the rapidity with which it chews though its limited ammunition supply."

If used as a weapon treat the BATS as a Hose Archaic Powder LMG.

LASER ANTI-THREAT SYSTEM (LATS)

"Perhaps the most common anti-ballistic system in use today. The Laser Anti-Threat System has the advantage of long range and a high rate-of-fire. The long range allows the system a chance to re-engage the target before impact, if the first attempts are unsuccessful. The high rate-of-fire allows the system to engage multiple threats simultaneously."

If used as a weapon treat the LATS as a Calsham-4 laser.

SENSOR SYSTEMS

Sensor Systems include a wide variety of sensors, depending on the Tech Level of the system purchased. They feature both active and passive sensors, and many include RADAR, LIDAR, SONAR, optical sensors with pattern and silhouette recognition routines, acoustic sensors, millimeter wave scanners, thermal imaging, UV optics, and a host of other detection gear. State-of-the-art systems utilize quantum fluctuation detectors, gravimetric monitors, and dimensional flux analysis. Sensors are capable of detecting enemy combatants, friendly combatants, non-combatants, weapon's fire, incoming projectiles, and booby traps. Sensors that are actively scanning a target not wearing armor or using a Flux Shield, can reveal the location of the target's internal organs to the operator.

Active % is the percentage chance of the sensor system detecting what the operator is searching for when in Active mode. Recall that Actively scanning will increase your chance of success, but it will also advertise your presence to the enemy. Your Active percentage is reduced on a point-for-point basis by enemy ECM. You can not stack Active %. If you have multiple sensor suites, you must pick a single one to use.

Passive % is the percentage chance of the sensor system detecting what the operator is searching for when in Passive mode. Passive mode does not advertise your presence to the enemy. Your Passive percentage is reduced on a point-for-point basis by enemy ECM. You can not stack Passive %. If you have multiple sensor suites, you must pick a single one to use.

Degrees of Detection is the arc of the sensor's function when operating. Typically, this is 180 degrees in an arc directly in front of the operator, or 360 degrees in all directions, including above the operator.

Range is how far away from the operator the sensor is capable of detecting objects, persons, or threats.

Penetration value is the number of meters of solid material through which the sensor will detect objects.

BASIC SENSOR PACKAGE

"The basic sensor package is a local area information gathering system that tells the operator basic information about their immediate environment. The basic package can determine ambient temperature, compass directions, altitude above sea level, radiation levels, environment gas composition immediately outside the suit, and show the user their path while moving that day (or any day for the past 3 months) ."

This system is entirely passive. It has a 90% chance to detect sensor emissions, communication signals, and natural phenomena that come into direct contact with the suit (light, heat, gas composition, magnetic fields, radiation, air pressure, etc.).

THREAT DETECTOR

"The Threat Detector is a rudimentary system that lets the user know when someone is examining them with a sensor system. This passive system alerts the user when the armor has been struck or targeted by a sensor system scan, laser, RADAR, electronic warfare system, or communications transmission. The system can determine the general direction from which the emission or transmission originated and whether the signal is getting stronger or weaker as the user moves in a particular direction."

This system is entirely passive, and it has a 75% chance to detect emissions and phenomena that come into direct contact with the suit (RADAR, lasers, radio waves, electronic jamming, etc.)

SENSOR PACKAGE 1

"The standard class 1 sensor package provides limited, forward-facing detection capabilities at a TL3 level to about half a kilometer. The system is incapable of seeing through solid materials."

SENSOR PACKAGE 2

"This forward-facing (180 degree) Tech Level 4 sensor package has a 2 km range and improved active sensor strength over its predecessor. It does not have any material penetration capabilities."

SENSOR PACKAGE 3

"An improved TL4 sensor package, this system has an improved range (5 km) and some impressive material-pass through capacities. The system is capable of seeing through most solid materials less than 3 m in thickness."

SENSOR PACKAGE 4

"This sensor package is capable of scanning 20 kilometers in a hemispherical dome centered on the character. In addition, the system is capable of scanning through up to 2 meters of solid material, including 2 meters into the ground and detecting objects on the other side."

SENSOR PACKAGE 5

"The class-5 sensor system focuses on passive detection capabilities. Though its active suite is nothing to sneer at, where it really shines is in its ability to detect the enemy without revealing the user's location. This system is also capable of ignoring up to 10 meters of intervening solid material when scanning objects in a 60 km radius."

Mark I Eyeball

Sensors systems are incredible pieces of technology, but they don't replace the ole' Mark I eyeball. Characters can still make Observation checks using their Vision, Hearing, or Smell modifiers to detect the presence of an enemy or trap, regardless of whether they have sensor systems or not.

Redundant Sensors

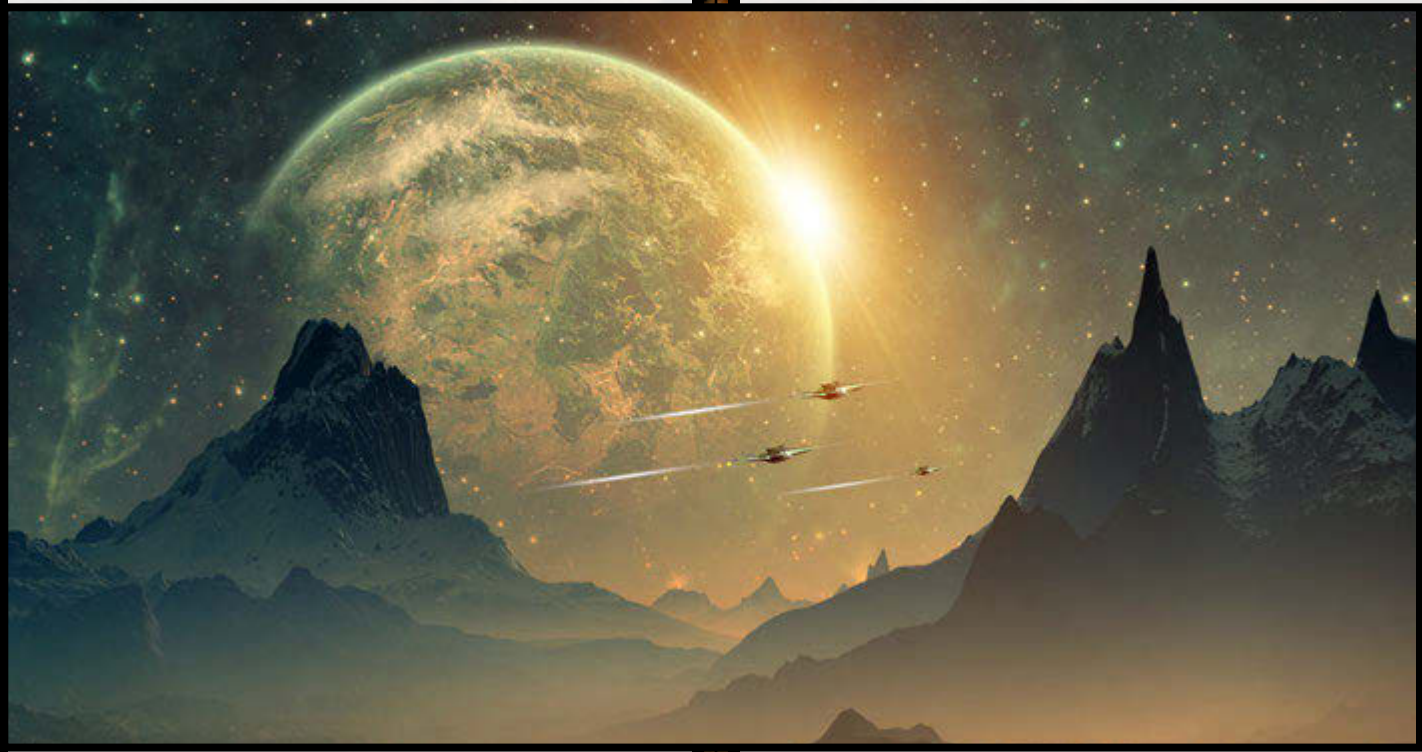
If the Size is marked with an asterisk this indicates the size listed is the minimum for that sensor system. If a player wants redundancy, they can place identically sized sensors in other armor locations. The cost for these redundant sensors is half the listed cost for the system.

EXAMPLE: The Sensor Package 3, which costs ▽35,000, indicates it requires 3 Slots in the armor. If one of the three slots the sensor occupies is hit, the entire system goes down. Not wanting to risk running without sensors, the player installs a redundant sensor in another location of the suit. Just like the original sensor, it occupies 3 slots but only costs ▽17,500. As long as one of the two sensors is intact, the character will be able to use their sensor system.

STRENGTH ENHANCEMENTS (STR)

Let's face it. There's nothing more invigorating than jumping onto the roof of a light skinned vehicle, reaching down and ripping the doors off, and then tossing the occupants out like so many bags of potato-equivalents. Not only do strength enhancements on armored suits increase your combat effectiveness by allowing you to dish out more damage in hand-to-hand and carry obscenely large weapons, but they also reduce the felt weight of all that gear and armor on the suit's occupant. Also, let's not forget about the utility of being able to push through obstructions, rip doors off hinges, and punch and kick your way through walls... or anything else that gets in your way. Enhanced strength is such an important aspect of combat effectiveness, particularly in urbanized environments, that it is the one characteristic that defines Mechanized Battle Armor. Not speed or durability but increased physical strength.

The STR listed for the Strength Enhancement System *replaces the character's Strength when using the armor. LIFT Systems and Strength Enhancement Systems can be used together. If your armor is equipped with a Strength Enhancement System, the STR LIFT value is the amount of weight in kilograms that your character can ignore* when calculating their encumbrance. Unlike LIFT systems, which just support and distribute the weight of gear and equipment carried by an armored individual, a Strength Enhancement System actually helps support the weight of the armor itself as well as the weight of any gear carried.



AGILITY ENHANCEMENT

AGL ENHANCE	ACTIONS	IM	DODGE	DIFFICULTY LEVEL SHIFT	SIZE	WGT	LOC	TL	COST
100	4	10	25	0	1 per Section	5	ALL	4	▽150,000
150	4	15	38	0	1 per Section	7	ALL	4	▽500,000
X2	2	IM X2	Dodge X2	1	1 per Section	10	ALL	5	▽1,000,000
X3	4	IM X3	Dodge X3	2	1 per Section	15	ALL	6	▽20,000,000

ARMOR COATINGS

DESCRIPTION	BONUS	SIZE	WGT	LOC	TL	COST
Laser Reflective Coating	+3 THR vs. Lasers	-	1	N/A	4	▽7,500
Radiation Shielding	+50 RAD ECR	-	1.5	N/A	3	▽10,000
Non-Reactive Anti-Chemical Coating	+50 CHEM ECR	-	0.5	N/A	4	▽10,000
Tactile Response	Negates MD Penalties	-	0	N/A	4	▽2,500
NBC Shielding	+50 to CHEM & RAD ECRs	-	2	N/A	4	▽17,500

COMMO PACKAGES

DESCRIPTION	SIG STR	RNG	SIZE	WGT	LOC	TL	COST
Signal Booster	+20%	+10%	1	0	ANY	Same as Commo	▽100
Commo 1 - Local	35%	0.5 km	1	0	ANY	3	▽30
Commo 2 - City	45%	50 km	1	0	ANY	4	▽500
Commo 3 - Territory	55%	500 km	2	1	ANY	5	▽5,000
Commo 4 - Planetary	65%	5000 km	4	1	ANY	6	▽25,000
Commo 5 - Orbital	75%	50000 km	5	3	ANY	6	▽250,000
Emergency Transmitter	75%	200 km	1	0.1	ANY	4	▽5,000

ARMOR COMPUTERS

DESCRIPTION	IQ	INT	ACTIONS	SIZE	WGT	LOC	COST
Patrol (Computer)	40	0	2	1	0	ANY	▽800
CC-10 (Computer)	55	0	2	1	0	ANY	▽1,500
Integron (Computer)	80	0	2	1	0	ANY	▽2,500
SAL (P-AI)	100	25	4	1	0	ANY	▽1,000,000
Marvin (P-AI)	120	30	4	1	0	ANY	▽1,500,000
Phoenix (P-AI)	125	35	4	1	0	ANY	▽1,750,000

COMPUTER PACKAGES

DESCRIPTION	ABILITIES	ADDTL. REQUIREMENTS	SIZE	WGT	LOC	TL	COST
CNC	Coordinates PDS and automated weapons across squad. -3 to Initiative. +30 to Observation checks.	Requires Commo	-	0	-	3	▽25,000
Damage Control	50% chance to repair a disabled or destroyed Armor Option		1	3	-	4	▽30,000
Drone Control	Allows Comp or pAI to pilot drones. Half of Comp/pAI's IQ + 25%	Requires Commo	-	0	-	4	▽8,000
HIC (w/ prioritizer)	Identifies and prioritizes targets based on level of threat	Requires Sensor Package	-	0	-	3	▽50,000
Jump & Flight Control	Allows Comp or pAI to run armor's Mobility Systems. Half of Comp/ pAI's IQ + 25%	Requires Sensor Package	-	0	-	3	▽12,000
Tac-Net	-3 to Initiative. +30 to Observation checks.	Requires Sensor Package	-	0	-	4	▽25,000
Target Acquisition	+10 to hit with ranged weapons	Requires Sensor Package	-	0	-	4	▽10,000

ELECTRONIC WARFARE SUITES (EWS)

DESCRIPTION	ECM/JAMMING	ECCM	RNG	SIZE	WGT	LOC	TL	COST
EWS Package 1	25	10	0.5 km	4	15	Any	3	▽60,000
EWS Package 2	40	15	1 km	2	5	Any	4	▽95,000
EWS Package 3	50	35	25 km	1	3	Any	5	▽175,000
EWS Package 4	60	25	150 km	1	2	Any	6	▽250,000
EWS Package 5	75	40	500 km	1	1	Any	6	▽500,000

FIELD GENERATORS

DESCRIPTION	FUNCTION	RATE PER RD	FIELD STR	RUN TIME	BATTERY SIZE	SIZE	WGT	LOC	TL	COST
EM Converter 1	3 pts of laser damage per hit goes to ABS	3	-	5	10	1	1	Any	5	▽13,500
EM Converter 2	7 pts of laser damage per hit goes to ABS	7	-	5	10	2	2	Any	5	▽31,500
EM Converter 3	12 pts of laser damage per hit goes to ABS	12	-	10	20	3	3	Any	5	▽108,000
EM Converter 4	17 pts of laser damage per hit goes to ABS	17	-	15	20	4	4	Any	5	▽229,500
EM Converter 5	22 pts of laser damage per hit goes to ABS	22	-	20	30	5	5	Any	6	▽396,000
Flux Shield 1	100 Flux. Ignores low power Kinetic attacks	-	100	*	20	2 (1)	2	Any	5	▽150,000
Flux Shield 3	300 Flux. Ignores low power Kinetic attacks	-	300	*	60	3 (1)	2	Any	5	▽500,000
Flux Shield 5	500 Flux. Ignores low power Kinetic attacks	-	500	*	100	4 (2)	4	Any	6	▽800,000
Flux Shield 7	700 Flux. Ignores low power Kinetic attacks	-	700	*	140	5 (3)	5	Any	7	▽1,000,000
Flux Shield 10	1000 Flux. Ignores low power Kinetic attacks	-	1000	*	200	5 (3)	6	Any	7	▽1,500,000
Flux Shield 13	1300 Flux. Ignores low power Kinetic attacks	-	1300	*	260	8 (3)	9	Any	7	▽2,000,000
Flux Shield 17	1700 Flux. Ignores low power Kinetic attacks	-	1700	*	340	10 (5)	11	Any	7	▽2,500,000
Flux Shield 20	2000 Flux. Ignores low power Kinetic attacks	-	2000	*	400	12 (6)	14	Any	7	▽3,000,000

* See Description

LIFT SYSTEMS

DESCRIPTION	LIFT	SIZE	LOC	TL	COST
Assistive Lift System	-20	1 per section (5 total)	All but Helm	3	▽2,000
Standard Lift System	-40	1 per section (5 total)	All but Helm	4	▽5,000
Combat Lift System	-60	2 per section (10 total)	All but Helm	4	▽9,000
Deployment Lift System	-80	2 per section (10 total)	All but Helm	4	▽14,000

MISSLE RACKS

DESCRIPTION	ARM ROCKETS HELD	REFLEX MISSILES HELD	BURST	FULL	SIZE	WGT	LOC	TL	COST
Striker	2	-	2	N/A	1	0.5	Arm or Leg	3	▽200
Triple Threat	3	-	3	N/A	1	0.5	Arm or Leg	3	▽1,000
Armband	4	-	2	4	1	0.5	Arm or Leg	3	▽200
Mycroline	12	-	N/A	12	1	1	Arm or Leg	3	▽1,000
Encasement	-	6	3	6	2	5	Torso	4	▽5,000
Partisan	-	10	2	4	2	6	Torso	4	▽8,000
Ripple	-	12	8	12	2	7	Torso	4	▽9,000
Digiton	-	15	5	10	3	10	Torso	5	▽20,000

MOBILITY SYSTEM

DESCRIPTION	MAX SPEED (M/S)	ACCEL/ DECEL	RANGE	SIZE	WGT	LOC	TL	COST
Climbing System	-	-	-	1	3	Arms/Legs	4	▽2,000
Flight System (MARS)	55 FLY	55	2000 km	12	80	ALL (not Helm)	5	▽2,000,000
Jump Pads	10 JUMP	10	-	1	5	Legs	4	▽10,000
Keen Glide Modifications	*	*	*	3	0	1 Torso + 1 each Arm	4	▽1,500
Limited Flight Pack	40 FLY	20	250 km	8	13	Torso	4	▽150,000
Mechanized Speed	18 RUN, 9 JUMP	18	-	1	2	Legs	4	▽15,000
Skimmer System (Rapid Armored Maneuver Package)	15 FLY	15	50 km	1	2	ALL (not Helm)	4	▽35,000
Thrust Assisted Jump Unit	75 JUMP	50	15 km	1	12	Legs	4	▽20,000
Wing Ports	0	0	-	1	1	Torso	-	▽500

* Allows a Keen to glide while wearing armor (Encumbrence permitting).

PHYSICAL COUNTER MEASURES

DESCRIPTION	STEALTH RATING	OBS. PENALTY	EU/USE	ACTIVE/ PASSIVE	SIZE	WGT	LOC	TL	COST
Anti-Sensor Coating	40	N/A	0	Passive	-	0	ALL	3	▽8,000
Camouflage Unit	15	30	0	Passive	1*	0	B	4	▽3,500
Camouflage Unit, Improved	25	50	1/day	Active	2*	0	Torso	5	▽25,000
False Sensor Image Generator	120	N/A	1/day	Active	1	1	Any	5	▽30,000
Full Spectrum Cloak	75	100	1	Passive	1*	7	B	6	▽650,000
Smoke Generator	30	30	0	Active	2	1	Torso	3	▽3,250
Sound Cancellation	15	30	0	Passive	1 per Leg	0.5	Legs	4	▽5,000

* Per section.

PROJECTILE DEFENSE SYSTEMS (PDS)

DESCRIPTION	ACC	RNG	ROF	Q	SIZE	WGT	LOC	TL	COST
Anti-Ballistic Threat Missiles (ABM)	30	200 m	1	1	1	3	Torso	3	▽2,500 ea.
Disintegration Anti-Threat System (DATS)	70	50 m	1	14	2	4	Torso	5	▽100,000
Omega Anti-Threat System (OATS)	90	100 m	2	24	4	12	Torso	5	▽200,000
Ballistic Anti-Threat System (BATS)	60	1200 m	4	10	4	50	Torso	3	▽380,000
Laser Anti-Threat System (LATS)	80	1500 m	6	25	1	5	Torso	3	▽700,000

SENSOR PACKAGES

DESCRIPTION	ACT %	PAS %	AREA	RANGE	PENETRATION	SIZE	WGT	LOC*	TL	COST
Basic	-	90	-	-	-	0	0	Head	3	▽200
Threat Detector	-	75	360	-	-	1*	1	Head	3	▽1,000
Sensor Package 1	35	25	180	0.5 km	-	1*	1	Head	3	▽5,000
Sensor Package 2	40	15	180	2 km	-	2*	1	Head	4	▽15,000
Sensor Package 3	50	40	180	5 km	3 m	3*	2	Head	4	▽35,000
Sensor Package 4	60	35	360	20 km	2 m	4*	3	Head	5	▽70,000
Sensor Package 5	75	55	360	60 km	10 m	4*	2	Head	6	▽1,000,000

* Miminum number of spaces required. Redundant sensors may be installed.

STRENGTH ENHANCEMENT

STR ENHANCE	STR LIFT	MAX PRESS	DA	ALT DA	SIZE	WGT	LOC	TL	COST
100	100	500 kg	5	1d8	1 per Section	2	ALL (not Helm)	4	▽20,000
150	150	750 kg	10	3d8	2 per Section	4	ALL (not Helm)	4	▽50,000
150 × 2	300	1,500 kg	20	6d8	3 per Section	8	ALL (not Helm)	4	▽150,000
150 × 3	450	2,250 kg	30	9d8	4 per Section	16	ALL (not Helm)	4	▽300,000
150 × 4	600	3,000 kg	40	12d8	5 per Section	32	ALL (not Helm)	5	▽600,000
150 × 5	750	3,750 kg	50	15d8	6 per Section	64	ALL (not Helm)	5	▽1,200,000

CHAPTER 7.0

WEAPONS

You can't be a Battlelord without a weapon, and whether it's a sharp pointy stick or a thundering Omega Weapon, you'll find them all in this chapter. Every weapon has its limitations and learning to pick the right one will help you to exploit weaknesses in your opponent's defenses. Lock 'n load!

WEAPON TABLES

DMG Type: The weapon's Damage Type (DMG Type) indicates how the weapon affects armored targets. See Damage Types

ROF-D: This is the weapon's Rate-of-Fire Die aka the "bump die" and it is used to determine hit locations for Burst or Fully automatic fire. See Bumping Shots in the Combat Chapter.

Model: The name of the weapon.

RB #: The weapon's accuracy at the specified Range Bracket. See ranged attacks in the combat chapter. If a '-' is listed, the weapon is incapable of attacking targets at that distance.

VB #: The V in VB indicates this weapon uses Vehicle Range Brackets. They function identically to standard Range Brackets, except the distances are larger. Note that weapons that use Vehicle Range Brackets, other than Reflex Missiles, typically have a penalty to hit applied when used against personnel. Typically listed as VB.

MN: This is the weapon's Malfunction Number. See Malfunctions.

DMG: The amount of damage the weapon does for each shot that strikes the target.

THR-R: The weapon's Threshold Reduction (THR-R) if applicable. See Threshold Reduction.

AVG DMG: This is the average damage the weapon does for each shot that strikes the target. Use this instead of rolling dice to speed game play.

AUTO ACC: The weapon's accuracy when fired in Automatic Mode.

MAX: This is the maximum range of a missile when fired in Automatic Mode.

SI DMG: The weapon's damage to Structural Integrity per shot.

Burst: The weapon's Burst rate of fire. i.e., the number of shots per Burst. See Burst.

Full: The weapon's fully automatic rate of fire. i.e., the number of shots fired in a fully automatic barrage. See Fully Automatic Barrage.

ECM/ECCM: The weapon's ECM/ECCM if applicable. See ECM and ECCM.

Q: The Quantity (Q) of shots the weapon is capable of firing with its standard ammo supply and/or a fully charged battery.

AMMO: The type of ammunition the weapon uses. Weapons that require power packs will list En. for energy.

WGT: The weapon's weight (WGT) in kilograms.

CR: This is the cost of the weapon in Alliance credits.

Note: Weapons with the ♦ next to their name use a backpack-sized power pack.

WEAPON DESCRIPTIONS

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Weapons are a necessity to the 23rd Century warrior. They are his bread and butter, allowing him to react appropriately to the combat situation at hand. In the 20th Century, the rifle was the primary tool of the infantry solider. As armor technology improved, weapons were developed to bypass the protections that armored suits offered. In a continuing arms race, Flux Shields have swung the balance back over to defense, though we are beginning to see weapon systems developed that can bypass Flux Shields.

The current school of thought about what weapon combination to use in a team is mixed. The Alliance military clearly favors interoperability of ammunition and tried-and-true weapon systems. Corporate paramilitary organizations are pushing for a more diverse mix of weapons. Their reasoning is that there is probably a defense for every offensive, but no one individual has the space in their armor or the expense account to install them all. In theory, a team with a diverse mix of weapons should have one that can make short work of an armored target by exploiting a weak spot in their defensive systems. Of course, the fact that the Alliance is primarily concerned with fleshy alien horrors and corporate paramilitary forces are more concerned with armored mercenaries likely has some effect on their preferred weapons loadout.

"Incoming fire has the right-of-way."

MELEE WEAPONRY DESCRIPTIONS

Melee Weapons are weapons used in close combat to cut, stab, and bludgeon a target. Though modern melee weapons burn targets with plasma or crush them with Omega fields. Examples of melee weapons include clubs, plasma swords, knives, spears, and the like. The larger and heavier the Melee Weapon the more Actions required to swing it or stab with it.

Archaic melee weapons aren't effective against Heavy Armor. They're not great against Body Armor that's edging close to the Heavy Armor class either. The biggest advantage with melee weapons is

MELEE WEAPONS

PRIMITIVE MELEE WEAPONS: *DMG Type: '-', ROF-D: -, SI DMG: By Weapon*

MODEL	RB 1	RB 2	MN	DMG	AVG DMG	SI DMG	Q	WGT	COST
Axe (Hand)	20	-	100	1d6	3	1	-	0.5	▽10
Club	40	-	100	1d6 + 1	4	1	-	3	▽5
Doka	30	-	100	2d4	5	2	-	4	▽10
Dossien	25	-5	100	1d6	3	1	-	1	▽10
Flail	30	-	100	2d4 + 1	6	2	-	3	▽20
Knife (Combat) or Bayonet	10	-	100	1d4	3	1	-	1	▽15
Knife (Small)	15	-	100	1d4/2	1	1	-	0.5	▽5
Muardig	See Desc.	-	100	2d6	7	2	-	2	▽700
Ptfang	50	-	100	1d8	4	3	-	5	▽70
Spear	45	-	100	1d8 + 1	5	1	-	3	▽5
Sword (Long)	40	-	100	1d8	4	2	-	3	▽55
Sword (Short)	25	-	100	1d6	3	2	-	2	▽40
Sword (Two-handed)	50	-	100	2d6	7	4	-	7	▽80
Toma	60	-	100	3d4	7	3	-	3	▽500

MODERN MELEE WEAPONS: *DMG Type: '-' unless desc. states otherwise, ROF-D: -, SI DMG: By Weapon*

MODEL	RB 1	RB 2	MN	DMG	AVG DMG	SI DMG	Q	WGT	COST
Chainsaw	40	-	100	3d4	7	2	-	1	▽450
Energy Mace	30	-	100	3d4	7	0	-	2	▽25,000
Phase Knife	40	-	100	1d6	3	1	-	0.5	▽50,000
Plasma Sword	40	-	100	2d6 + 2	9	8	-	3	▽12,500
Thwack'em Stick	40	-	100	2d6 + 2	9	0	-	11	▽500

RANGE BRACKETS (IN METERS)

WEAPON TYPE	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8
Personnel Weapons	00-05 m	06-15 m	16-25 m	26-50 m	51-150 m	151-300 m	301-750 m	751-4000 m
WEAPON TYPE	**VB 1**	**VB 2**	**VB 3**	**VB 4**	**VB 5**	**VB 6**	**VB 7**	**VB 8**
Vehicle Weapons	01-50 m	51-150 m	151-250 m	251-500 m	501-1000 m	1001-2000 m	2001-3500 m	3501-15000 m

PRIMITIVE RANGED WEAPONS: *DMG Type: '-', ROF-D: -, SI DMG: By Weapon*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	SI DMG	Q	WGT	COST
Axe (Throwing)	25	15	-35	-	-	-	-	-	100	1d6	3	1	-	1	▽25
Bow (Long)	35	25	15	-15	-15	-45	-	-	100	1d4*	2	1*	1	4	▽70
Bow (Short)	35	25	0	-30	-65	-	-	-	100	1d4*	2	1*	1	2	▽25
Bow (Compound)	35	25	15	5	-15	-35	-45	-	100	1d4*	2	1*	1	3	▽150
Crossbow (Heavy)	40	30	20	-5	-20	-40	-65	-	100	1d6 + 1*	4	1*	1	5	▽110
Crossbow (Kight)	40	30	20	-10	-30	-55	-	-	100	1d6*	3	1*	1	3	▽55
Ioken	35	20	-10	-40	-60	-	-	-	100	2d6*	7	2*	2	9	▽85
Knife (Throwing)	30	10	-45	-	-	-	-	-	100	1d4	3	1	1	0.5	▽15
Skil	45	25	-10	-35	-	-	-	-	100	1d3	2	1	1	0.5	▽200

* DMG and SI DMG varies with ammunition chosen.

ARCHAIC POWDER WEAPONS

PISTOLS, RIFLES, SMGS: *DMG Type: '-' , ROF-D: d8, SI DMG: 1*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
T .380	30	20	5	-25	-55	-	-	-	98	1d6	3	-	-	6	1	▽60
T .45	40	35	30	-15	-50	-85	-	-	99	2d4	5	-	-	8	1	▽120
Torvald .44	30	20	-10	-70	-	-	-	-	94	2d4 + 1	6	4	8	50	4	▽375
MARS 9 mm	45	35	25	0	-10	-50	-	-	98	1d6 + 1	4	2	4	16	1	▽400
Wolf Hellhound	30	20	0	-15	-25	-55	-	-	100	2d4 + 2	7	-	-	14	2	▽425
Wolf L-16A5	45	35	25	5	-5	-30	-55	-	97	2d4	5	3	6	31	3	▽500
Heartbreaker	40	30	20	5	-15	-30	-55	-	96	1d6 + 1	4	4	8	30	3	▽600
Zk Cudda	40	30	25	0	-25	-65	-	-	99	2d4 + 1	6	2	4	10	2	▽650
Musket	45	25	10	-15	-35	-	-	-	92	3d4	7	-	-	1	2	▽1,000
Torvald/MARS-7A	45	35	25	10	0	-10	-20	-30	98	3d4	7	3	6	21	3	▽10,000
Zk .50 Courier	70	60	55	40	0	-10	-20	-40	97	4d6	14	3	6	12	8	▽15,000

SHOTGUNS: *DMG Type: '-' , ROF-D: d8, SI DMG: 1*

MODEL		RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
Torvald Hammerless	(Buckshot)	60	25	-45	-	-	-	-	-	98	4d4	10	2	-	2	5	▽150
	(Slug)	45	20	-5	-55	-	-	-	-	98	2d4 + 1	6	2	-	2	5	
Wolf L-880 12 ga.	(Buckshot)	65	35	-30	-70	-	-	-	-	97	3d4	7	-	-	6	5	▽200
	(Slug)	50	25	0	-20	-	-	-	-	97	2d4	5	-	-	6	5	
MARS 12 ga.	(Buckshot)	60	30	-45	-80	-	-	-	-	95	3d4	7	2	4	6	5	▽550
	(Slug)	50	15	-5	-45	-65	-	-	-	95	2d4	5	2	4	6	5	

LIGHT MACHINE GUNS: *DMG Type: '-' , ROF-D: d8, SI DMG: 1*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
L-76	45	25	15	5	-10	-25	-40	-60	97	3d4	7	6	12	50	8	▽10,000
LTX-311	45	30	20	0	-25	-40	-55	-75	100	2d4	5	12	24	500	11	▽18,000
Hose	95	75	55	15	-15	-65	-	-	100	3d4	7	30	60	250	45	▽60,000

HEAVY MACHINE GUNS: *DMG Type: '-' , ROF-D: d8, SI DMG: 1*

MODEL	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
BC-Testament	55	50	35	20	10	0	-25	-45	98	4d6	14	8	16	50	19	▽50,000
Chainsaw Lightning	65	60	55	40	20	-15	-35	-65	100	6d6	21	24	48	50	35	▽260,000

DISINTEGRATORS: *DMG Type: TA, ROF-D: d8, SI DMG: Per DMG*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
Neutralizer	55	-15	-75	-	-	-	-	-	95	1d8	4	-	-	15	1	▽8,000
Majestic-UB	60	15	-20	-55	-	-	-	-	99	3d6	10	-	-	7	1	▽35,000
BC-Duster	55	45	-5	-40	-	-	-	-	93	10d4	25	-	-	10	2	▽100,000
Gashil	70	5	-30	-85	-	-	-	-	98	10d4	25	-	-	10	2	▽120,000
Matter Obliteration Cannon ♦	55	25	5	-35	-85	-	-	-	100	20d4	50	-	-	20	3	▽700,000
Rommel ♦	55	15	-35	-85	-	-	-	-	100	40d4	100	-	-	10	6	▽7,500,000

FLUX INTERFERENCE GENERATOR WEAPONS

FIG GUNS: *DMG Type: SP, ROF-D: d8, SI DMG: 0*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
Accelerator	45	20	-15	-65	-	-	-	-	97	4d12	26	-	-	7	1	▽20,000
Emissions	45	30	10	-30	-70	-	-	-	98	5d10	27	-	-	5	1	▽25,000
AFR-1	50	35	20	-10	-40	-75	-	-	99	8d10	44	-	-	12	3	▽95,000
Quasar	45	35	20	0	-25	-35	-45	-65	100	8d12	52	-	-	12	25	▽275,000
Pulsar	55	45	25	-5	-25	-50	-70	-	100	20d6	70	-	-	10	6	▽325,000

FIG CANNONS: *DMG Type: SP, ROF-D: d8, SI DMG: 0*

MODEL	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
Victimizer ♦	65	25	0	-25	-	-	-	-	97	1d4HP	2	-	-	4	23	▽1,000,000
Victimizer-G ♦	60	20	-5	-30	-	-	-	-	98	1d4HP	2	3	6	4	90	▽4,200,000
Interfon ♦	70	20	15	-5	-30	-	-	-	99	5d4HP	12	-	2	1	115	▽6,000,000

FLUID WEAPONS

FLUID GUNS: *DMG Type: '-', ROF-D: d8, SI DMG: By Ammunition*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
Lil Goop	40	15	-15	-	-	-	-	-	100	Var*	Var*	2	4	5	1	▽500
Dialomatic ♦	70	45	20	-20	-70	-	-	-	96	Var*	Var*	3	6	50	4	▽2,500
Pool Filler	65	55	25	5	-30	-	-	-	100	Var*	Var*	4	8	25	4	▽7,000
F Cannon ♦	65	45	5	-15	-	-	-	-	100	Var*	Var*	5	10	50	10	▽12,000

FLUID CANNONS: *DMG Type: '-', ROF-D: d8, SI DMG: By Ammunition*

MODEL	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
Goo Gun ♦	75	70	20	-	-	-	-	-	98	Var*	Var*	3	6	40	30	▽15,000
Fly Swatter ♦	60	50	0	-	-	-	-	-	98	Var*	Var*	3	6	200	20	▽20,000
Goo Gun 2 ♦	80	75	30	-	-	-	-	-	99	Var*	Var*	4	8	40	30	▽40,000
Pool Filler Extreme ♦	90	85	50	-50	-	-	-	-	99	Var*	Var*	4	8	40	40	▽50,000

* Damage varies depending upon the specific ammo fired at the target.

GAUSS CANNONS: *DMG Type: '-' , ROF-D: d10, SI DMG: 50 or 100*

MODEL	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	THR-R	AVG DMG	BUR	FULL	Q**	WGT	COST
MARS 180	50	50	45	40	30	15	-5	-35	100	2d4HP	4	5HP	-	-	50	1400	▽2,000,000
BC-Bell Ringer	55	55	55	50	45	35	15	-15	100	4d6HP	4	14HP	-	-	50	1300	▽4,000,000
Foe Hammer	60	55	50	45	40	30	20	0	100	6d6HP*	10	21HP*	-	-	50	1900	▽6,500,000
Big Bertha	65	65	60	60	55	50	45	35	100	6d8HP*	10	27HP*	-	-	50	2200	▽8,000,000

* Plus 100 SI Damage

** This weapon requires both energy and ammunition. Reducing either can affect Q.

GRAV SHEARS: *DMG Type: TF, ROF-D: d8, SI DMG: 6*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
Conflict	55	45	30	-5	-	-	-	-	95	1	1	-	-	25	1	▽30,000
Conflagration	55	50	35	5	-25	-45	-	-	98	4	4	-	-	25	3	▽150,000
BC-Sparkler	60	60	45	20	10	0	-15	-	92	8	8	-	-	16	4	▽200,000

GRENADE LAUNCHERS: *DMG Type: '-', ROF-D: d8, SI DMG: By Grenade*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
Long Ranger	50	50	25	-5	-10	-40	-	-	100	Var*	Var*	-	-	1	1	▽1,000
Turbo Plus	45	45	30	-10	-40	-85	-	-	96	Var*	Var*	2	4	12	4	▽5,000
Joker's Choice	50	40	25	20	0	-20	-35	-55	99	Var*	Var*	3	6	10	3	▽35,000

* Grenade Launcher damage varies depending upon the specific grenade fired at the target.

LASER WEAPONS

LASER PISTOLS, CARBINES, AND RIFLES: *DMG Type: A, ROF-D: d8, SI DMG: 1*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
Mirchaum SSLU	40	30	20	-5	-35	-	-	-	98	1d6+1	4	-	-	1	0.2	▽200
BS-2	45	35	25	10	-15	-	-	-	98	1d6+1	4	2	4	15	1	▽800
Wolf L16-R	40	40	35	30	25	-25	-45	-	98	1d8	4	-	-	50	2	▽4,000
Savage B	40	40	35	25	20	-10	-55	-	99	2d4	5	3	6	15	1	▽12,225
Alpha-2	50	50	45	40	35	15	-15	-25	98	1d8	4	-	-	50	3	▽24,000
Alpha-2 Setting 2	-	-	-	-	-	-	-	-	-	2d6	7	-	-	25	-	
Arrow LOSN	65	60	55	50	45	40	15	-5	100	3d4	7	-	-	25	3	▽25,000
Tagert-6	35	35	25	20	15	-5	-25	-40	96	2d6	7	2	4	25	3	▽25,000
Diffraction	35	35	25	-10	-	-	-	-	94	4d6	14	-	-	5	2	▽45,000
Falcon XR-7	55	55	50	45	40	5	-10	-25	97	2d6	7	5	10	25	5	▽150,000
Calsham-4	55	55	55	50	45	40	15	0	100	4d4	10	4	8	25	3	▽250,000

LASER MACHINE GUNS: *DMG Type: A, ROF-D: d8, SI DMG: 4*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
BC-Flayer ♦	55	55	55	55	55	50	5	-25	98	3d6	10	7	14	15	16	▽350,000
Valley Green ♦	55	55	50	45	40	35	30	0	100	5d4	12	12	24	15	15	▽600,000
Valley Green Exp ♦	60	60	60	60	55	55	35	5	100	4d6	14	20	40	5	32	▽1,200,000

METAL GUNS: *DMG Type: TAP, ROF-D: d8, SI DMG: 5xDMG*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
BC-Render	55	55	45	5	-65	-	-	-	99	1	1	-	-	50	1	▽20,000
BC-Shredder	50	45	35	-20	-75	-	-	-	99	2	2	-	-	50	2	▽40,000
TR-9B	55	55	35	-5	-45	-75	-	-	100	4	4	-	-	50	3	▽100,000
Parabellum	55	53	42	-10	-40	-65	-	-	100	8	8	-	-	50	3	▽220,000

OMEGA WEAPONS

OMEGA WEAPONS: *DMG Type: T, ROF-D: d12, SI DMG: 2*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
OC-1	35	-5	-35	-90	-	-	-	-	93	4d6	14	-	-	16	4	▽35,000
Balshrom FC	40	5	-25	-75	-	-	-	-	97	4d6	14	-	-	16	4	▽42,000
Valley Green Ox	35	10	-20	-65	-85	-	-	-	97	5d6	17	-	-	12	5	▽55,000
Able 3	50	20	-5	-45	-75	-	-	-	97	6d6	21	-	-	12	4	▽100,000
Viper XM1	55	20	-5	-30	-65	-85	-	-	98	3d8	13	2	4	16	5	▽275,000
Cobra XM2	60	35	-10	-40	-65	-80	-	-	99	4d6	14	3	6	16	5	▽325,000
Python XM3	45	5	-15	-55	-85	-	-	-	97	10d6	35	-	-	8	6	▽1,000,000
Devastator	55	5	-5	-35	-80	-	-	-	99	8d10	44	2	4	5	5	▽2,000,000
Abomination* ♦	80	65	55	40	5	-55	-	-	100	10d10*	55*	3	6	40	12	▽8,500,000

OMEGA COMBAT SYSTEMS (OCS): *DMG Type: T, ROF-D: d12, SI DMG: 20*

MODEL	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	AVG DMG	BUR	FULL	Q**	WGT	COST
Big Hammer	80	50	10	-30	-	-	-	-	100	2d4HP	5HP	-	-	Var	110	▽4,000,000
BC-Masher	90	60	30	0	-30	-	-	-	100	4d4HP	10HP	-	-	Var	135	▽8,000,000
Hurt Locker 2K	100	80	40	0	-30	-	-	-	100	6d6HP	21HP	-	2	Var	275	▽20,000,000
BC-Chomper Masher	120	110	80	40	0	-35	-	-	100	10d6HP	35HP	-	-	Var	455	▽27,000,000

* Does 10 SI damage

** This weapon requires both energy and ammunition. Reducing either can affect Q.

PULSE WEAPONS

PULSE "RECOILLESS RIFLES": *DMG Type: '-', ROF-D: d10, SI DMG: 8 or 20*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
1 Shot Wonder	45	25	-5	-55	-	-	-	-	96	4d6	14	-	-	1	6	▽2,000
Little Dickens*	60	50	25	-25	-	-	-	-	98	10d10	55	-	-	1	9	▽20,000

PULSE RIFLES: *DMG Type: '-', ROF-D: d10, SI DMG: 8 or 20*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q†	WGT	COST
PC-3 Pulse Rifle	50	-20	-65	-	-	-	-	-	98	3d6	10	-	-	25	4	▽14,000
M20 Blaster	40	20	-15	-35	-65	-	-	-	97	4d6	14	-	-	16	5	▽20,000
Mentar	40	10	-10	-45	-75	-	-	-	95	5d6	17	2	4	12	9	▽25,000
RP4 Cannon	45	35	-25	-55	-90	-	-	-	97	5d6	17	-	-	12	5	▽100,000
RP4 Cannon Setting 2	-	-	-	-	-	-	-	-	-	6d10	33	-	-	6	-	-
Vector 4 "Power Vector"	55	35	15	-10	-30	-50	-65	-85	99	4d6	14	2	4	25	4	▽200,000
BC-Terminator	55	35	10	-10	-30	-55	-	-	100	4d6	14	4	8	25	5	▽600,000
BC-Terminator Setting 2	-	-	-	-	-	-	-	-	-	5d8	22	4	8	12	-	-
OSW-42 Crimson Destruction** ♦	90	85	75	55	35	5	-25	-55	100	10d10*	55*	4	8	25	12	▽4,000,000

PULSE MACHINE GUNS (PMG): *DMG Type: '-', ROF-D: d10, SI DMG: 20 or 40*

MODEL	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	AVG DMG	BUR	FULL	Q†	WGT	COST
Valley Green PMG	50	40	20	0	-25	-45	-65	-80	99	5d8	22	3	6	250	17	▽200,000
Wicked Crimson	65	55	45	30	10	-25	-	-	100	8d6	28	20	40	1000	40	▽600,000
Cataclysm War Gun	65	45	35	15	-10	-	-	-	100	10d6	35	10	20	1000	50	▽800,000
BC- Apocalypse	65	55	30	0	-10	-25	-	-	99	6d20	63	4	8	250	80	▽2,200,000

PULSE COMBAT SYSTEMS (PCS): *DMG Type: '-', ROF-D: d10, SI DMG: 50*

MODEL	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	AVG DMG	BUR	FULL	Q†	WGT	COST
BC-Incinerator	70	60	55	25	-15	-	-	-	100	4d4HP	10HP	5	10	50	135	▽4,500,000
Grave Digger	75	70	55	40	20	-5	-25	-45	100	8d6HP	28HP	10	20	50	410	▽18,000,000
Mortician	70	65	60	45	35	15	-5	-25	100	10d6HP	35HP	4	8	50	455	▽22,000,000

* Does 20 SI Damage

** Does 40 SI DMG

† This weapon requires both energy and ammunition. Reducing either can affect Q.

SCRAMBLERS: *DMG Type: F.P., ROF-D: d6, SI DMG: 0*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
Hole card	45	20	-15	-65	-	-	-	-	97	2d8	10	-	1	7	1	▽30,000
Back-up plan	45	25	-5	-35	-55	-	-	-	100	3d8	13	-	1	5	1	▽50,000
CP-Assurance	55	30	10	-10	-35	-	-	-	98	4d10	22	-	1	6	1	▽60,000
Confuser Carbine	65	55	35	15	-5	-35	-	-	97	3d10	16	-	1	16	3	▽100,000
Messy Muddler	75	65	25	-15	-	-	-	-	100	4d8	18	-	1	10	4	▽150,000
Chaos Cannon	70	60	50	30	10	-20	-70	-	99	5d8	22	-	2	10	3	▽325,000

THUNDERBOLT GENERATORS: *DMG Type: T, ROF-D: d8, SI DMG: 1*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
BC-Zap Gun	75	40	-20	-45	-	-	-	-	96	1d8	4	-	-	50	2	▽10,000
Marrson Lil Storm	90	50	0	-25	-	-	-	-	99	4d6	14	-	-	17	1	▽35,000
BC-Lightning	85	45	20	-5	-25	-	-	-	95	5d6	17	-	-	17	2	▽55,000
Slagger	75	55	25	5	-30	-	-	-	98	6d6	21	-	-	13	3	▽120,000
Maximus ♦	80	40	15	-10	-45	-	-	-	99	8d10	44	-	-	25	4	▽1,200,000

ULTRA ARMOR FIST SYSTEMS: *DMG Type: T, ROF-D: d12, SI DMG: 20*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
Big Smash	80	-	-	-	-	-	-	-	100	100	100	-	-	50	60	▽1,500,000
Kid Gloves	80	-	-	-	-	-	-	-	100	150	150	-	-	50	60	▽2,000,000
Death's Toy	80	-	-	-	-	-	-	-	100	200	200	-	-	50	80	▽2,750,000
Manglemeister 3K	80	-	-	-	-	-	-	-	100	300	300	-	-	50	70	▽4,000,000
Death Knoogie's Big Brother	80	-	-	-	-	-	-	-	100	600	600	-	-	50	70	▽9,000,000

ARM ROCKETS: *DMG Type: '-', ROF-D: -, SI DMG: 10*

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	AUTO ACC	MAX	ECM/ ECCM	WGT	COST
Interfon	45	35	15	-25	-	-	-	-	100	3d6	10	-	-	0/0	0.5	▽1,000
Slipstream	65	40	15	-5	-25	-	-	-	100	3d6	10	55	150	0/0	0.5	▽3,000
Yo Momma	40	25	-5	-15	-	-	-	-	100	6d6	21	-	-	0/0	0.5	▽3,500
Dragonfire-7	65	40	15	-5	-25	-	-	-	100	7d6	24	-	-	0/0	0.5	▽6,000
Dragonfire-8	65	45	25	5	-15	-	-	-	100	7d6	24	-	-	0/0	0.5	▽6,500
Balistex	65	50	40	10	-5	-	-	-	100	5d6	17	90	150	0/0	0.5	▽7,000

MISSILE LAUNCHERS & MISSILE RACKS: *DMG Type: '-', ROF-D: -, SI DMG: by Missile*

MODEL	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	AVG DMG	BUR	FULL	Q	WGT	COST
Single Tube	*Uses ACC for Reflex or Reflex XL missile loaded into launcher								100	*	*	-	-	0/0	5	▽4,000
Quad tube	*Uses ACC for Reflex or Reflex XL missile loaded into launcher								100	*	*	2	4	0/0	5	▽6,000

MISSILES

REFLEX MISSILES: *DMG Type: '-', ROF-D: -, SI DMG: 25*

MODEL	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	AVG DMG	AUTO ACC	MAX	ECM/ ECCM	WGT	COST
Narc	45	25	5	-25	-35	-	-	-	100	6d6	21	50	2 km	0/0	3	▽10,000
Ordinance-10	70	50	30	0	-10	-	-	-	100	Grenade	Grenade	60	3.5 km	0/0	3	▽15,000
Digiton	50	30	10	-20	-30	-	-	-	100	10d8	45	60	3.5 km	15/15	3	▽20,000
Whistler	55	35	15	-15	-25	-	-	-	100	10d4	25	75	750 m	20/20	3	▽25,000
Jackrabbit	70	50	30	0	-10	-	-	-	100	20d6	70	65	5 km	20/10	3	▽30,000
Horizon	60	40	20	-10	-20	-	-	-	100	30d8	135	85	10 km	30/10	3	▽35,000
Sabot **	65	45	25	-5	-15	-	-	-	100	1d4HP*	250*	85	5 km	0/25	3	▽40,000
Mirv-System	65	45	25	-5	-15	-	-	-	100	20d6	70	65	10 km	20/30	3	▽60,000
Saylon	70	50	30	0	-10	-	-	-	100	4d6HP*	14HP*	95	8 km	0/0	3	▽75,000

REFLEX XL MISSILES: *DMG Type: '-', ROF-D: -, SI DMG: 50*

MODEL	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	AVG DMG	AUTO ACC	MAX	ECM/ ECCM	WGT	COST
Death Strike (AT)	50	30	10	-20	-30	-	-	-	100	1d8HP	450	55	10 km	15/15	5	▽20,000
Bonoir-2 (AT)	60	40	20	-10	-20	-	-	-	100	6d6HP	21HP	65	10 km	20/20	5	▽50,000
HAW 4 (AT)	65	45	25	-5	-15	-	-	-	100	8d6HP	28HP	105	10 km	0/25	5	▽55,000
Gyrfalcon (SAM)	50	30	10	-20	-30	-	-	-	100	6d6HP	21HP	90	10 km	20/30	5	▽60,000

HEAVY MISSILES: *DMG Type: '-', ROF-D: -, SI DMG: 100*

MODEL	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	AVG DMG	AUTO ACC	MAX	ECM/ ECCM	WGT	COST
Strike Eagle	50	30	10	-20	-30	-	-	-	100	2d6HP	700	95	100 km	25/25	50	▽55,000
Load-1	55	35	15	-15	-25	-	-	-	100	8d6HP	2800	95	50 km	30/15	50	▽60,000
Cobalt Tensor (SAM)	50	30	10	-20	-30	-	-	-	100	3d6HP	1050	85	30 km	15/0	50	▽65,000
Load-4	55	35	15	-15	-25	-	-	-	100	10d6HP	3500	95	50 km	50/30	50	▽65,000
Strike Eagle-3	60	40	20	-10	-20	-	-	-	100	3d6HP	1050	95	100 km	25/30	50	▽65,000
Overload	50	30	10	-20	-30	-	-	-	100	10d8HP	4500	70	5 km	0/0	50	▽75,000

HEAVY XL MISSILES: *DMG Type: '-', ROF-D: -, SI DMG: 100*

MODEL	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	AVG DMG	AUTO ACC	MAX	ECM/ ECCM	WGT	COST
Warmonger's Revenge FAE-1	60	40	20	-10	-20	-	-	-	100	10d12HP	6500	80	20 km	0/0	75	▽60,000
Cobalt Vector (SAM)	55	35	15	-15	-25	-	-	-	100	5d4HP	1250	90	100 km	15/0	75	▽75,000
Eagle's Sting (SAM)	55	35	15	-15	-25	-	-	-	100	4d6HP	1400	95	100 km	25/20	75	▽85,000

* +50 SI DMG ** THR-R: 4HP

that they are quiet, don't set off sensors when used, and many are lightweight and easy to conceal. They also carry light fines if you're caught carrying one in the wrong place.

Unless otherwise noted, these weapons don't affect Flux Shields, Heavy Armor, or anything with a Threshold Rating above 6.

MODERN HAND WEAPONS

These weapons require manufacturing techniques of at least Tech Level 3. Some modern melee weapons are quite sophisticated, and many are capable of affecting Heavy armor normally.

These weapons generally use Weapon: Melee Skill unless otherwise noted.

MODERN HAND WEAPONS:
DMG Type-: '-', ROF-D-: -, SI DMG: By Weapon

MODEL	SIZE*	TL	COST
Chainsaw	Std	3	▽450
Energy Mace	Large	5	▽25,000
Phase Knife	Small	7	▽50,000
Plasma Sword	Std	5	▽12,500
Thwack'em stick	SC8 Large	2	▽500

CHAINSAW

The favorite weapon of Phentari 1,000 years ago is making a big comeback today. Most Phentari signal their intent to attack by starting up the chainsaw, hoisting the weapon into the air, and lowering it slowly. Kinda melodramatic, but you know how the squids are. Most modern versions use electric or magneto-drive motors.

This weapon is unwieldy and reduces (penalizes) your Initiative Modifier by 5. The weapon carries enough power for 2 hours and can be used to cut down tree-equivalents. This weapon uses a Standard Pistol sized E-Mag. Strength bonuses apply.

ENERGY MACE

Designed by the Buddon Priests. The e-mace generates a spherical Flux Shield at the end of its 30 cm shaft. This weapon does tremendous amounts of crushing damage.

The Flux Shield used by this weapon means that all damage ignores Threshold Rating (DMG Type: T). This weapon also damages Flux Shields normally. This weapon uses a Standard Pistol sized E-Mag. 30 minute power supply, 20 min recharge time. Strength bonuses apply.

PHASE KNIFE

Designed as a weapon of last resort for those in heavy and mechanized armor and with large bank account balances. When Activated, the blade of the Phase Knife will pass through solid matter. The user activates the blade and thrusts it at their opponent. If they're lucky and their opponent doesn't have a phase nullification system or a Flux Shield, the knife will pass through the target up to the hilt. Once the hilt makes contact with a material object, the phase system deactivates and the blade solidifies inside the target. Needless to say, this does bad things to the armor and body tissue that is suddenly forced to share the same space with the matter in the blade. These weapons are only good for one use, as once they de-phase inside a target, they're permanently stuck and have to be cut free.

The weapon ignores armor once it is Phased (DMG Type: S). If re-phased inside a solid object, the listed damage is applied to Absorption, Structural Integrity, and Body Points. The weapon will not penetrate Flux Shields. Manually activating the de-phase button requires 1 Action. This weapon uses the Micro Pistol E-Mag.

PLASMA SWORD

A plasma sword is the preferred weapon of the Eridani Buddon Priests. The blade generates a magnetic field to contain the super-heated plasma it uses to cut. When the sword is turned off, it is essentially a really expensive club. When activated, it is fully capable of affecting heavy armor and gives off quite a bit of light.

The weapon is powered by a special energy cell that lasts one hour and refreshes the plasma supply continually. Affects Heavy Armor and Flux Shields normally. This weapon uses a Standard Pistol sized Pulse magazine. 1 hour power supply, 20 min recharge time. Strength bonuses apply.

THWACK'EM STICK

This is a favorite of Ram Pythons. It is a club which is sized for a Ram Python although most Humans call it a tree in disguise. Most are highly decorated, and many also double as a musical instrument.

PRIMITIVE HAND WEAPONS

These weapons include spears, swords, clubs, and other primitive melee weapons. They can be manufactured from basic raw materials and/or some refined metal ores. They are all Tech Level 2 or less.

These weapons generally use Weapon: Melee Skill unless otherwise noted.

AXE (HAND)

Archaic weapon used to cut wood. It is less than 40 cm long.

PRIMITIVE HAND WEAPONS:
DMG Type: '-', ROF-D: -, SI DMG: By Weapon

MODEL	SIZE*	TL	COST
Axe (Hand)	Small	1	▽10
Club	Small	1	▽5
Doka	Large	1	▽10
Dossien	Small	2	▽10
Flail	Large	1	▽20
Knife (Combat) or Bayonet	Small	1	▽15
Knife (Small)	Small	1	▽5
Muardig	Std	2	▽700
Ptfang	Std	3	▽70
Spear	Std	1	▽5
Sword (Long)	Std	1	▽55
Sword (Short)	Std	1	▽40
Sword (Two-handed)	Large	1	▽80
Toma	SC 8 Large	1	▽500

CLUB

The weapon is merely a stout piece of wood. Also called a cudgel.

A spike can be added to increase damage by 2 points.

DOKA

An ancient Phentari weapon which is composed of a 1m stick with six chains. Each chain ends in a metal ball. The weapon is whirled in a circular motion before striking.

This weapon is unwieldy and reduces (penalizes) your Initiative Modifier by 3. Parrying is more difficult as the chains wrap around weapons or cover. Reduce the number of Defensive Bumps the opponent uses against this weapon by 1.

DOSSIEN

This Mutzachan boomerang-like weapon is made of wood. The triangular wood projectile is thrown with a flicking motion much like any flying disc. The metal blades inset into the wood inflict significant wounds.

The weapon returns to the wielder if the attack misses the target. Uses Throwing skill.

FLAIL

This is similar to the Doka but originated on Earth. There is only one ball attached to the stick by a chain. Parrying this weapon is difficult as the chain wrap around weapons or cover.

This weapon is unwieldy and reduces (penalizes) your

Initiative Modifier by 2. Reduce the number of Defensive Bumps the opponent uses against this weapon by 1

KNIFE (COMBAT) OR BAYONET

The trusty and reliable combat knife. The weapon of last resort for every combat soldier. Many can be affixed to the end of a weapon and used as a bayonet.

A damage is increased by 1 point when used as a bayonet.

KNIFE (SMALL)

A small bladed weapon designed to be easily carried or concealed. Typically used as a utility knife rather than a weapon.

MUARDIG

This was an ancient Eridani hunting weapon. It is comparable to the bolas of earth but has 4 spiked balls attached to each other. The weapon is used to entangle an opponent's limbs.

Uses Throwing skill and can be thrown 1/4 of Strength in meters. Treat as a hand grenade for determining whether the weapon hits. If the weapon hits the target's legs, you must make the following Statistic check: TOPPLE (AGL@-20, Reduce AGL by 2d20 & MOV = 0; Until free; Once per Combat Round). If the weapon hits any other limb the character must following Statistic check: IMMOBILIZE (AGL@-20; Reduce AGL by 2d20 ; Until free; Once per Combat Round).

PTFANG

Another interesting Phentari weapon. It is essentially a spear in shape and about 2 m in length. The head of the weapon is a blade made of four separate pieces of metal which fit closely together. When a button is pushed, the blades open into a fan shaped configuration, exposing barbs hidden inside the spearhead. Typically, a Phentari would aim for the midsection. Once the weapon was embedded in their opponent, they'd push the button slicing open the body and exposing the barbs to rip out internal organs. Phentari love this weapon.

If the weapon has reduced the target's Body Points with the initial hit, pressing the button (1 Action) on the weapon opens the blades and causes an additional 1d4 points of damage, which ignores the target's Threshold Rating. It takes ALL Actions to reset the blades.

SPEAR

This is a long pole with a steel point on the end. They've been around since the dawn of time and can be manufactured from any relatively straight wood, which is sharpened.

SWORD (LONG)

This is a longer version of the short sword with a thinner blade than the two-handed sword.

SWORD (SHORT)

This is a short light bladed weapon and is frequently used for thrusting. The Roman legions perfected fighting with the short sword.

SWORD (TWO-HANDED)

This is a very long bladed sword.

TOMA

This is a Python trident. The Toma typically has 5 barbed prongs on the fork and is carved from coral found in the seas of Pythos.

RANGED WEAPONRY DESCRIPTIONS

PRIMITIVE RANGED WEAPONS

These weapons include bows, crossbows, thrown weapons, and other primitive ranged weaponry. They are all Tech Level 2 or less.

These weapons use Weapon: Primitive Ranged Skill unless otherwise noted.

PRIMITIVE RANGED WEAPONS:
DMG Type: '-', ROF-D: -, SI DMG: By Weapon

MODEL	AMMO	SIZE	TL	COST
Axe (Throwing)	-	Small	1	▽25
Bow (Long)	Archaic	Large	1	▽70
Bow (Short)	Archaic	Large	1	▽25
Bow (Compound)	Archaic	Large	2	▽150
Crossbow (Heavy)	Archaic	Large	1	▽110
Crossbow (Light)	Archaic	Large	1	▽55
Ioken	Archaic	SC 8 Large	2	▽85
Knife (Throwing)	-	Small	1	▽15
Skil	-	Small	3	▽200

AXE (THROWING)

It is an axe balanced for throwing.

This weapon uses Throwing skill.

BOW (LONG)

This variant of a bow is typically near 1.8 m in length to get high draw strength and thereby increase the range of the weapon.

The ammunition used determines the damage.

BOW (SHORT)

This variant of a bow is shorter and as a consequence has a reduced range.

The ammunition used determines the damage.

BOW (COMPOUND)

A modern version of the bow, which uses a pulley system to mechanically increase the force applied to the string by the archer.

The ammunition used affects the damage. This weapon uses Weapon: Archaic Ranged Skill.

CROSSBOW (HEAVY)

The crossbow features a bow that is mounted to a stock. A simple lever is used to release the string and fire the bolt. The heavier draw weight requires a crank or lever system in order to reload the weapon.

The ammunition used determines the damage. Requires two Combat Rounds to reload.

CROSSBOW (LIGHT)

The crossbow features a bow that is mounted to a stock. A simple lever is used to release the string and fire the bolt.

The ammunition used determines the damage. Requires an ALL Actions to draw and 1 Action to load.

IOKEN

This is the Ram Python version of a crossbow. It features a string made from a flexible steel alloy made on Pythos called coronate.

The ammunition used determines the damage. The weapon fires three bolts at one time which is treated as a burst with ROF-D: d8. Requires two Combat Rounds to reload. Requires at least 100 X2 Strength to draw.

KNIFE (THROWN)

A knife that has be balanced for throwing.

May be thrown using Throwing skill.

SKIL

This is the Phentari version of a ballistic knife. When a button on the handle is pressed the blade launches away from the hilt. The weapon can also be used as a normal knife.

KINETIC WEAPONS

Archaic powder weapons are what humans referred to as firearms on 20th and 21st Century planet Earth. Since the other races advanced past gunpowder weapons long ago, no weapons other than those designed by Humans are listed. Powder weapons do normal damage against light body armor. They are still quite useful, though long outdated. Due to the strict regulations barring the indiscriminate sale of high-tech arms to non-evolved societies, archaic powder weapons are quite prolific. They are short to medium range weapons with a fair damage yield. The revival of these weapons happened during a time when the 20th century was in vogue. The old cartridge names were revived, though the modern versions feature improved terminal effectiveness and ballistics over their older counterparts. Unfortunately, those names stuck when it came to the ones using imperial measurements (e.g. .22 caliber). Why don't those jerks at Balshrom just call it a 5.6 mm × 15.6 mm? (Editor's note: the next two pages from Madd Mike's were removed for brevity and language).

Spare ammunition magazines for all Kinetic Weapons that use a magazine can be purchased for ▽5. All archaic powder weapons are assumed to use armor piercing rounds and have silencers integrated into the weapon. Most Kinetic weapons can't affect anyone in Heavy Armor. Exceptions will either be noted in this section or the weapon description. Weapon: Kinetic skill or Weapon: Gunnery (Kinetic) skill is required to fire these weapons. Gunnery is used for Heavy Machine Guns (HMG) and Heavy Cannon class weapons.

WEAPON CONFIGURATIONS

WEAPON CONFIGS	MAG/E-MAG SIZE
Pistol	Standard Pistol
Carbine & Under Barrel	Standard Rifle
Rifle	Standard Rifle
Light Machine Gun	Standard Rifle
Heavy Machine Gun	Small Backpack
Heavy Cannon	Fusion Reactor and/or Non-portable Battery System

All Machine Guns (LMG and HMG) must be fired in burst (Burst) or fully automatic (Full) modes. Belts of ammunition can be linked

together to increase Q. Semi-automatic fire is *not* possible. Heavy Machine Guns (HMGs) must be fired from a tripod or mounted to a vehicle. They are crew served weapons with one operator and one loader, though only one person is required to fire the weapon once it is loaded. All Heavy Machine Guns can affect Heavy Armor normally. They use vehicular weapon rules, except for Laser HMGs.

RANGED WEAPON CONFIGURATIONS

Ranged Weapons configurations (Config) denote a rough size for the weapon. A weapon's Config does *not define how the weapon functions, or whether a weapon can use burst or fully automatic fire. A configuration only indicates the approximate size of the weapon.* Existing weapon examples are used as standard configuration because they are familiar to players. Most people can visualize roughly what size a rifle is, but they have may difficulty visualizing how big a standard Pulse rifle is. Carbines and Under Barrel weapons are essentially the same size, unless the description states otherwise.

Under barrel weapons can be converted into carbines for 200cr unless the description specifies otherwise. Weapons in the Pistol configuration may be used one-handed. All other ranged weapons require two hands to use.

Field setup and teardown time for a Heavy Machine Gun is 2d4 minutes. Subtract one minute from the setup time for every 5 levels of Gunnery (Kinetic) skill possessed by the most skilled gunner assembling/disassembling the weapon. Assembly time cannot be reduced below 2 minutes.

Shotguns can use buckshot. If buckshot is used, increase the damage by +2, but for the purposes of resolving the attack, double the Threshold Rating of the target's armor before reducing the damage by the Threshold Rating. Doubling of Threshold Rating doesn't apply to slugs.

EXAMPLE: Henry the Mutzachan fires a shotgun loaded with buckshot at a Floyd the Fott. Henry rolls 8 points of damage. Floyd is wearing AKM armor, with a Threshold Rating of 3, which we would normally subtract from Henry's damage. However, since Henry used buckshot, we double Floyd's Threshold Rating for this attack. This reduces Henry's damage by six points, which means Floyd's Absorption is reduced by 2 points.

Archaic Powder Heavy Machine Guns

ARCHAIC POWDER HEAVY MACHINE GUNS:
DMG Type: '-' , ROF-D: d8, SI DMG: 3 or 6

MODEL	AMMO	CFG	TL	COST
BC-Testament	APW	HMG	3	▽50,000
Chainsaw Lightning	APW	HMG	3	▽260,000

BC-TESTAMENT

Balshrom likes to corner the high end. This weapon isn't just about rate of fire. This is a testament to the value of big cartridges. It puts big holes in almost anything it hits.

This weapon does 3 damage to Structural Integrity because of the .50 BMG ammunition it fires.

CHAINSAW LIGHTNING

A gatling configuration heavy machine gun firing 20 mm. One time we convinced a Ram Python he could fire it, wow was that a bad idea!

This weapon does 6 damage to Structural Integrity because of the 20 mm ammunition it fires.

Archaic Powder Light Machine Guns

ARCHAIC POWDER LIGHT MACHINE GUNS:
DMG Type: '-' , ROF-D: d8, SI DMG: 1

MODEL	AMMO	CFG	TL	COST
L-76	APW	LMG	3	▽10,000
LTX-311	APW	LMG	3	▽18,000
Hose	APW	LMG	3	▽60,000

HOSE

Useful for cutting down trees when you don't have a chainsaw handy. This unit is exclusively mounted to vehicles or Ram Pythons because of its weight. This weapon is extremely unlikely to jam and fires 30 rounds in a single second. Uses 7.62 mm ammunition.

L-76 MACHINE GUN

There is nothing particularly special about this 7.62 mm LMG from Wolf Industries. It is widely available across the Alliance and is often mounted on vehicles. The unit comes with a bipod.

LTX-311 MINI GUN

This mini gun is available for situations where shouting "Get Down!" isn't going to work. This weapon is extremely unlikely to jam and fires 25 rounds in a single second. Uses 5.56 mm ammunition.

Archaic Powder Pistols, Rifles, SMGs

ARCHAIC POWDER PISTOLS, RIFLES, SMGS:
DMG Type: '-' , ROF-D: d8, SI DMG: 1

MODEL	AMMO	CFG	TL	COST
Heartbreaker	APW	Carbine	3	▽600
MARS 9 mm	APW	Pistol	2	▽400
Musket	APW	Rifle	2	▽1,000
T .380	APW	Pistol	2	▽60
T .44	APW	Pistol	2	▽120
Torvald .44	APW	Carbine	3	▽375
Torvald/MARS-7A	APW	Rifle	3	▽10,000
Wolf Hellhound	APW	Pistol	3	▽425
Wolf L-16A5	APW	Rifle	3	▽500
Zk .50 Courier	APW	LMG	3	▽15,000
Zk Cudda	APW	Pistol	3	▽650

HEARTBREAKER

A handy and well-made submachine gun from Dickens Corp. This weapon is a favorite of mercenaries and paramilitary groups. The Heartbreaker is very accurate in semi-automatic mode. This weapon uses 9 mm ammunition.

MARS 9 MM

This striker-fired semi-automatic pistol has low recoil with good damage yield.

MUSKET

A serious weapon in the eyes of the Fott, who refer to it as a "Fu Fu Gun." This weapon is not a cartridge fed weapon. Instead, it fires a .55 caliber ball and uses black powder. The powder and the ball must be inserted from the dangerous end of the barrel.

T .380

Torvald industries makes this ultra-concealable pocket semi-auto. It is better than nothing but is best suited for situations where concealment is paramount.

T .45

A .45 semi-automatic produced by Torvald Industries and mostly used by actors playing soldiers in remakes of ancient Earth war movies.

TORVALD .44

The Torvald is generally used for intimidation and cover fire as it is only accurate at short range. It is favored by anyone wanting to get attention. The Torvald ships with a 20 round magazine, though it is capable of using a box or drum magazine.

Drum attachments cost an additional ▽50. The box magazines come in 20 and 30 round sizes while the drums hold 50 or 100 rounds. The Torvald uses .44 caliber ammo.

TORVALD/MARS-7A

Created by a joint venture of Torvald Industries and MARS, Inc. The TM7A has almost no kick despite the 7.62 ammunition. The Marrson Optics-4 zero-magnification, holographic sight is incredibly accurate up to 100 m.

WOLF HELLHOUND

This is one of the most powerful semi-automatic handguns ever mass-produced. It sounds like a cannon going off. It is often called The Terminator because of the very high probability it will kill a sentient being in one shot.

WOLF L-16A5

The original design was developed by Hans Wolf after reviewing ancient Terran weapons. This weapon uses a 5.56 mm cartridge and can fire on fully-automatic, burst, or single shot. It can reach out a fair distance but is better in closer engagements.

ZK .50 CALIBER COURIER

An excellent long-range weapon for sentient and small vehicle targets. An innovative muzzle brake reduces the weapon's heavy recoil but generates quite a bit of back blast. Don't lay the weapon on a blanket in sandy conditions unless you like sand in your face! The Courier comes with a built-in bipod and it uses .50 BMG ammunition for you types who are interested in overkill.

This weapon is LMG sized and affects Heavy Armor, but doesn't have Burst or Fully automatic fire.

ZK CUDDA

Zk GMBH designed this gas operated .44 caliber handgun. The weapon is bulky compared to others in its class due to a counter weight under barrel to control muzzle rise when firing. It is popular for hunting big game and angry Pythonians.

Archaic Powder Shotguns

ARCHAIC POWDER SHOTGUNS:
DMG Type: '-' , ROF-D: d8, SI DMG: 1

MODEL	AMMO	Q	CFG	TL	COST
MARS 12 ga.	APW	-	Rifle	3	▽550
Torvald Hammerless	APW	-	Rifle	3	▽150
Wolf L-880 12 ga.	APW	-	Rifle	3	▽200

MARS 12 GA.

A fine semiautomatic shotgun with a flex steel recoil suppressor. It is expensive but worth every penny. The MARS 12 ga. normally comes with a standard 5 round removable magazine. 10 round magazines are available at the standard ▽25 cost.

TORVALD HAMMERLESS 10 GA.

Nostalgia for ancient Terran waterfowl hunting inspired this double-barreled, over-under, breach load design. When opened, it ejects both shells for ease of reloading. Don't forget to put a thumb over an unused round if you want to conserve ammunition. This weapon is long; just over 85 cm from stock to barrel. It uses a wide selection of shot.

This shotgun requires ALL Actions to reload. It can be fired as a burst, which fires both shells.

WOLF L-880 12G

The finest weapon of its kind, with the possible exception of the MARS 12 ga. This semiautomatic, bullpup shotgun features a removable magazine that holds 5 rounds, with an extra in the chamber. Seven round magazines can be purchased for ▽15.

DISINTEGRATORS

Professor Christopher Rutledge first discovered the Nuclear Effect in 2190. He was a renowned physicist from Poly Technot School. By 2212, weapons scientists had found a way to leverage it on a battlefield. Nuclear Effect Weapons create powerful fields that strip away electrons leaving bare nuclei with a massive positive charge. The resultant ions repel each other leaving gaping holes in the target. Head shots are a good choice since helmets tend to have less material holding them together than armored suits. Disintegrators are short-range weapons.

Disintegrators require the Weapon: Energy skill. Disintegrators do damage directly to the Structural Integrity of anything they hit, including equipment, weapons, armor, or anything else they target. If used on unarmored living targets, the damage is subtracted from the target's Body Points.

DISINTEGRATORS:
DMG Type: T.A., ROF-D: d8, SI DMG: DMG

MODEL	AMMO	CHG	CFG	TL	COST
BC-Duster	En.	5	Rifle	5	▽100,000
Gashil	En.	5	Rifle	5	▽120,000
Majestic-UB	En.	2	U.B.	5	▽35,000
Matter Obliteration Cannon ♦	En.	10	Rifle	6	▽700,000
Neutralizer	En.	1	Pistol	5	▽8,000
Rommel ♦	En.	20	LMG	6	▽7,500,000

BC-DUSTER

The Balshrom Science Corporation had a string of hits in the Disintegrator market and the BC-Duster was their biggest success. It can vaporize a Python in a hurry.

GASHIL

This entry by Vector is a good start in their competition against Balshrom. It leaves the Duster in the dustbin.

MAJESTIC-UB

This upgrade of the Majestic is available in carbine form as well. Under barrel disintegrators are excellent for breaching doors.

MATTER OBLITERATION CANNON

The upstart Hansen Electronics firm of Buffalo, New York, rolled this rifle-configuration weapon out to compete with the big boys. The weapon requires so much power it comes with a small pack E-Mag, rather than the standard rifle-sized E-Mag.

NEUTRALIZER

A most inaccurately named gun from a technical standpoint. It is cheap, so it's got that going for it...

ROMMEL

Max Reinhart designed this weapon by scaling down a vehicle weapon and adding A-Grav. Whatever it hits is in deep yogurt. The system mounts a 45 kg A-Grav unit to deal with the weight, so it's not a good choice for covert ops unless you like lifting weights.

This weapon is LMG-sized and uses a small E-Mag pack. The A-Grav system glows brightly in the UV spectrum. If you turn it off, it adds 45 kg to the weight of the weapon.

FLUX INTERFERENCE GENERATOR CANNONS ("FIG-Cs")

FIG Cannons or FIG-Cs are just a scaled-up version of your basic infantry FIG. These weapons are designed to reduce the strength of Flux Shields on vehicles, Ultra Armor, and fortifications. They do no damage to armor or personnel and are useful only against Flux Shields.

FIG Cannons use vehicular weapon rules. Field setup and teardown time for a FIG-C is 2d4 in minutes. Subtract one minute from the setup time for every 5 levels of Weapon: Gunnery (Energy) skill possessed by the most skilled gunner assembling/disassembling the weapon. Assembly time cannot be reduced below 2 minutes. These weapons require Weapon: Gunnery (Energy) skill. The weapon only damages Flux Shields.

FLUX INTERFERENCE GENERATOR CANNONS:
DMG Type: SP, ROF-D: d8, SI DMG: 0

MODEL	AMMO	CHG	CFG	TL	COST
Interfon ♦	En.	200	HMG	6	▽6,000,000
Victimizer ♦	En.	50	HMG	6	▽1,000,000
Victimizer-G ♦	En.	50	HMG	6	▽4,200,000

INTERFON

This behemoth is effective at keeping enemies at a distance. Anything that gets too close won't have a Flux Shield. This weapon ships with a medium pack sized E-Mag. Like most FIG-Cs, the weapon breaks down into pieces for transport. Vehicles or permanent emplacements with a strong power source are the only good ways to deploy this system in our opinion.

Set up time is 4 minutes minimum and requires two people.

VICTIMIZER

This is a weapon designed to take out a Flux Shield in one shot. It ships with a small pack sized E-Mag. The weapon is designed for field emplacement and includes the tripod.

VICTIMIZER-G

The Balshrom engineering team took a lot of condemnation for the Victimizer. "Too heavy and too slow," was the constant criticism. So, what did they do? They increased the rate of fire on the original by essentially welding six of them together. The Victimizer-G is a six barrel Gatling configuration FIG cannon. It is incredibly heavy, but it can chew up an enemy's Flux Shield in a hurry. This weapon ships with a small pack sized E-Mag, but given the power requirements, mounting it on a vehicle is the only practical approach. The weapon can also be field emplaced and includes the tripod.

Set up time is 4 minutes minimum and requires two people.

FLUX INTERFERENCE GENERATOR GUNS ("FIGs")

These weapons generate a Flux Shield pulse tuned to generate a destructive interference pattern with another Flux Shield. Simplistically, it is highly effective at damaging a Flux Shield but doesn't really harm anything else.

These weapons require Weapon: Energy skill. The weapon only damages Flux Shields. Some can be purchased in an under barrel configuration. Any Flux Shield reduced to 0 output will require double the time to recharge.

FLUX INTERFERENCE GENERATOR GUNS:
DMG Type: SP, ROF-D: d8, SI DMG: 0

MODEL	AMMO	CHG	CFG	TL	COST
Accelerator	En.	2	Pistol	5	▽20,000
AFR-1	En.	4	Rifle	5	▽95,000
Emissions	En.	3	Pistol	5	▽25,000
Pulsar	En.	5	Rifle	5	▽325,000
Quasar	En.	4	LMG	5	▽275,000

ACCELERATOR

A product of Hansen electronics.

This weapon can be purchased in an under barrel config.

AFR-1

Balshrom's Anti Flux Rifle (AFR) is produced in large quantities for Alliance forces as a squad specialist weapon. It works well and is fairly portable.

EMISSIONS

This weapon by AKM is top of the line for damage in a pistol-sized package.

Available in pistol form factor or as an under barrel weapon.

PULSAR

This is the weapon to pick if you really want to knock down an enemy Flux Shield and not have to commit to field emplacement.

QUASAR

This is a crew served or vehicle mounted weapon with amazing range. It is effective at managing medium to heavy infantry or light armor. The weapon breaks down into 4 pieces for transport, and the field manual says you should be able to reassemble it in 3 minutes.

FLUID WEAPONS

Sometimes called "Goo Guns," these weapons developed from firefighting equipment that was used to spray water or fire retardant, into military weapons with a number of interesting applications. The payloads are highly variable depending upon the goal. Some payload options include glue to immobilize a target, 'lava' which is used to immobilize and cook a target, and rapidly expanding foam to deny access to an area. Regardless of payload, the general approach is to 'hose down' the target or target area. This approach results in the target getting coated in the goo, and they tend to be combat ineffective at that point.

A Fluid Gun/Cannon can only be fired in Burst or Full mode. This represents spraying down the target with the fluid payload, which hits multiple sections. Fluid Guns/Cannons cannot be fired in (1 Action) semi-automatic mode. When rolling for hit locations, treat a roll of 7 as the nearest convenient surface rather than a miss. i.e., the target is glued to the ceiling/wall/floor. A roll of an 8 is a miss. Empty fluid reservoirs can be purchased for ▽20.

EXAMPLE: For payloads that do damage to the target, multiply the base damage by the number of charges the weapon uses per shot. For example, the Dialomatic uses 4 charges per shot. If Freezy Pop Goo is used, which does 1d6 damage, the damage would be 4d6 when fired out of Dialomatic (1d6 × 4 = 4d6).

All Fluid Cannons use vehicular weapon rules. All Fluid Cannons generate enough force to knock characters who are smaller than Size Class 9 off their feet and blast held items out of their hands. When personnel (SC 9 or smaller) are hit by a Fluid Cannon, they must make an Agility Check to avoid being knocked over and an MD check to avoid losing held items. TOPPLE (AGL@-50), DROP (MD@-20).

Weapon: Chemical skill or **Weapon: Gunnery (Chemical)** skill is required to fire these weapons.

Fluid Cannons

FLUID CANNONS:
DMG Type: '-', ROF-D: d8, SI DMG: By Ammunition

MODEL	AMMO	CHG	CFG	TL	COST
Fly Swatter ♦	Goo	1	HMG	4	▽20,000
Goo Gun ♦	Goo	5	HMG	4	▽15,000
Goo Gun 2 ♦	Goo	5	HMG	4	▽40,000
Pool Filler Extreme ♦	Goo	5	HMG	4	▽50,000

FLY SWATTER

This small cannon is designed to throw multiple "slugs" of goo and can be "sprayed" across a crowd to create a really sticky situation!

GOO GUN

This weapon is designed to target movable parts on a vehicle, including weapon mounts, sensors, hatches, etc.

GOO GUN 2

A new and improved version of the Goo Gun.

POOL FILLER EXTREME

Designed for maximum goo throwing to the extreme!

Fluid Guns

FLUID GUNS:
DMG Type: '-', ROF-D: d8, SI DMG: By Ammunition

MODEL	AMMO	CHG	CFG	TL	COST
Dialomatic ♦	Goo	4	Pistol	4	▽2,500
F Cannon ♦	Goo	4	LMG	4	▽12,000
Lil Goop	Goo	1	U.B.	4	▽500
Pool Filler	Goo	2	Rifle	4	▽7,000

DIALOMATIC

This pistol-sized system includes a small flexible pack on a harness that can be worn under a coat or jacket.

This weapon is designed to be concealed and smuggled. When broken into component parts, it has a Stealth Rating: 90.

F CANNON

A fluid cannon in a "man portable" design. You really want a python to carry this one.

Because of the increased amount of payload delivered to the target, this weapon does +1 damage per section hit (if the goo does damage), and any ECR's and Stat Checks have their penalties increased by 10.

LIL GOOP

An under barrel mounted goo thrower. The range is terrible, but a pistol-sized weapon is easy to hide, and a fluid gun isn't going to generate a large fine.

Under Barrel weapon system. Requires ALL Actions to reload. Uses a Pistol micro magazine and can be mounted in a pistol frame for ▽50.

POOL FILLER

Designed for maximum goo throwing.

"What do you mean, 'napalm is heat sensitive?'"

GAUSS CANNONS

These must be mounted to a vehicle or cannon mount. A cannon mount may either be a large tripod that can be towed or a more permanent installation in a fortification. These cannons are all variants of super conducting gauss guns. They produce very high velocity projectiles, typically a depleted uranium penetrator rod encased in a petal leaf sabot. It is also possible to fire a Reflex missile from the barrel.

Cannons require the use of Weapon: Gunnery (Kinetic) skill in order to operate them. Gauss Cannons use vehicular weapon rules. Because of the projectile high velocities, Gauss Cannons have a Threshold Rating Reduction (THR-R). The 180 mm gets a standard THR-R of 4HP and 220 mm gets THR-R of 10HP. Reflex missiles fired out of Gauss Cannon don't get the benefit of Threshold Rating Reduction (THR-R), but they do get an extra 10 km of range.

EXAMPLE: A MARS 180 is fired at a tank with 6HP Threshold Rating. The tank's effective Threshold Rating is reduced to 2HP (e.g., 6HP becomes 2HP) for purposes of calculating damage from this attack. The MARS 180 gunner rolls 5, doing 5HP of damage with this attack. The tank takes 3HP of damage. Note that without Threshold Rating Reduction, the round would have failed to do damage.

GAUSS CANNONS:
DMG Type: '-', ROF-D: d10, SI DMG: 50 or 100

MODEL	AMMO	Q	CFG	TL	COST
BC-Bell Ringer	180 mm	-	Hvy Can.	4	▽4,000,000
Big Bertha *	220 mm	-	Hvy Can.	4	▽8,000,000
Foe Hammer *	220 mm	-	Hvy Can.	4	▽6,500,000
MARS 180	180 mm	-	Hvy Can.	4	▽2,000,000

* 100 SI Damage

BC-BELL RINGER

Balshrom's lone entry in the high-end ballistic market. Fires a 180 mm round through a novel coil system. It achieves a slightly higher velocity and kill ratio compared to the MARS products.

BIG BERTHA

A 220 mm round. Developed by Dickens Corp. after they started seeing reports from the front about difficulties Alliance personnel were having difficulties in dealing with upgraded TL5 tanks during peace-keeping actions on independent 'dictator' planets.

FOE HAMMER

This is a step up in round delivery! 220 mm rounds achieve hypersonic speeds by the end of the barrel and make a noise your enemy will come to associate with imminent death. Too bad they won't hear it until it is too late!

MARS 180

The entry level gauss cannon from MARS. Fires the standard 180 mm ammunition. This cannon uses a shorter barrel configuration. The velocity is not quite as high and the damage done is somewhat less than desired.

GRAV SHEARS

Someone asked the question 'What would happen if an posi-grav beam were produced side by side with A-Grav beam?' Spoiler, it isn't good for living creatures. The short answer is the weapon produces a violent sparkling beam of light extending out from the barrel. Everything below the beam gets pushed down and everything above it gets pulled up. In other words, the beam will rip things apart like a mower blade removing the top half of a blade of grass. The beam will damage anything it touches along its entire length, which can be hundreds of meters. Moreover, the beam's strength does not weaken with distance.

As a result, Grav Shears are outlawed on many planets because of this unique ability to damage everything in their line of fire regardless of intervening material objects. Not even a Flux Shield will stop a Grav Shear! A single active Grav Shear, swung wildly around in a crowded urban area, could kill thousands in under a minute. These are weapons best used on the battlefield, against the charging hordes of Arachnid light infantry.

These weapons require Weapon: Beam skill. Grav Shears ignore the target's Threshold Rating. The damage from a Grav Shear is applied to Absorption, Structural Integrity, and Body points. The damage is *not divided up. Absorption, Structural Integrity, and Body Points are all* reduced by the same amount, which is the rolled damage. The weapon reaches out until it dissipates at the end of its last Range Bracket.

GRAV SHEARS:
DMG Type: T.F., ROF-D: d8, SI DMG: 6

MODEL	AMMO	CHG	CFG	TL	COST
BC-Sparkler	En.	1	Rifle	6	▽200,000
Conflagration	En.	1	Carbine	5	▽150,000
Conflict	En.	1	U.B.	5	▽30,000

CONFLAGRATION

A mid-range system from Combat Science Collective being sold despite government protests.

CONFLICT

An entry-level system from Combat Science Collective.

BC-SPARKLER

An entry in the Grav Shear market from Balshrom. It was pulled from the market at a loss due to all of the protests. Pretty much guaranteed to critically wound a Pythonian.

MORE CRUNCH RULE

A-Grav cancels Grav Shear

For extra crunch, consider Grav belts as providing a Threshold Rating against Grav Shears equal to their weight reduction (in kg) divided by 20 (round down). For example, a standard A-Grav belt reduces felt weight by 50 kg. It would provide a Threshold Rating of 2 against Grav Shear attacks. (50 ÷ 20 = 2.5, rounded down to 2). If multiple A-Grav devices are operating, use the weight reduction of the strongest unit.

GRENADE LAUNCHERS

Grenade launchers are designed to propel grenades down range, farther and faster than you could throw them. Grenade launchers generally come in two types: under barrel and carbine configuration. Typically, the under barrel weapons are single shot and can be converted to stand alone weapons by purchasing a ▽200 frame.

Because of the wide variety of grenade types available (explosive, acid, strobe, etc.), these weapons provide a lot of flexibility. This flexibility is further augmented by the fact that modern magazine fed grenade launchers allow the user to select the specific grenade they want, regardless of its position in the magazine.

Grenades come in two main types, standard and "magnetic." The so-called magnetic grenades or mag grenades are a variety of grenade designed to stick to the target. The mechanism for adherence was originally an electromagnet. As the technology improved, alternatives were developed allowing the grenades to stick to nearly anything. Modern mag grenades use a combination of molecular bonding glues and other exotic methods to permanently adhere to the target, whether it's made of metal or not.

The player should note the order of grenades in the magazine. It takes 1 Action to select the grenade in the magazine you wish to fire. If no grenade is specified, the launcher will fire the grenades in the order they sit in the magazine. Damage is always done per grenade Damage Type. It requires HALF of your Actions to load a single-shot grenade launcher. All modern grenade launchers allow the user to program the grenade before firing, so that it will travel a specified distance and then automatically detonate. Grenade launchers require the Weapon: Direct Fire skill.

GRENADE LAUNCHERS:
DMG Type: '-', ROF-D: d8, SI DMG: By Grenade

MODEL	AMMO	CFG	TL	COST
Joker's Choice	Grenade	Carbine	4	▽35,000
Long Ranger	Grenade	U.B.	4	▽1,000
Turbo Plus	Grenade	Carbine	4	▽5,000

Grenade Launcher damage varies depending upon the specific grenade fired at the target.

JOKER'S CHOICE

Designed to reach out and touch someone (with a grenade). This carbine-configuration grenade launcher is instantly recognizable by its unique dual drum magazine system.

LONG RANGER

Another Wolf under barrel product. This one is modified to improve accuracy and range.

TURBO PLUS

This rifle-configuration weapon leverages a drum cylinder holding 12 rounds. It isn't the best for range, but it is great for speed. Paint your mag grenades purple, and you can make your target look like a bunch of grapes before the kaboom!

LASER WEAPONS

Lasers are long-range weapons that are effective against body armor, because the absorption polymers in armor do not affect the beam. Laser rifles run the gamut from infantry weapons to sniper weapons. In addition, there are a number of laser rifles with a high rate of fire that fill the LMG niche effectively. That said, lasers have difficulty penetrating heavy and mechanized armor and shooting through smoke.

Shooting through or into concentrated smoke reduces laser damage by half. Weapon: Beam skill is required to fire these weapons. IR and UV lasers are not visible to the naked eye, but are easily detected by sensor systems.

All laser Machine Guns (HMG) must be fired in burst (Burst) or fully automatic (Full) modes. Semi-automatic fire is *not* possible. **Laser Heavy Machine Guns do NOT suffer a -40 penalty when targeting personnel.** They are large scale anti-infantry weapons. Field setup and teardown time for a Laser Machine Gun is 2d4 minutes. Subtract one minute from the setup time for every 5 levels of Weapon: Gunnery (Beam) skill possessed by the most skilled gunner assembling/disassembling the weapon. Assembly time cannot be reduced below 2 minutes. Weapon: Gunnery (Beam) skill is used for HMG class weapons.

Laser Carbines, Pistols, Rifles

LASER PISTOLS, CARBINES, AND RIFLES:
DMG Type: A, ROF-D: d8, SI DMG: 1

MODEL	AMMO	CHG	CFG	TL	COST
Alpha-2	En.	1	Carbine	4	▽24,000
Alpha-2 Setting 2	En.	2	-	-	-
Arrow LOSN	En.	2	Rifle	4	▽25,000
BS-2	En.	1	Pistol	3	▽800
Calsham-4	En.	2	Rifle	5	▽250,000
Diffraction	En.	3	Pistol	5	▽45,000
Falcon XR-7	En.	2	Rifle	4	▽150,000
Mirchaum SSLU	En.	1	Pistol	5	▽200
Savage B	En.	1	Pistol	4	▽12,225
Tagert-6	En.	2	Carbine	4	▽25,000
Wolf L16-R	En.	1	Rifle	3	▽4,000

ALPHA 2

The first in a series of output adjustable lasers. The Alpha 2 was designed by the Balshrom Science Corporation. The weapon has 2 power modes, a low power mode and a high-power mode available in a switch on both sides near the thumb rests. UV Laser.

The variable settings do 1d8 and 2d6 points of damage respectively. The high output setting uses up 2 charges.

ARROW LOSN

This sniper rifle is used by the majority of would-be assassins. It's light and portable yet retains formidable firepower.

The Arrow LOSN comes with a bipod.

BS-2 LASER PISTOL

Developed by the Balshrom Science Corporation and still widely used on the New Colonies and Tech Level 4 planets or lower. The BS-2 is the standard weapon in most Rebel arsenals. The fast recycle time allows this weapon to fire on full-auto mode.

CALSHAM 4

The Calsham 4 uses a phase altering integrated enhancement system, which eliminates the beam attenuation problem. It is capable of engaging targets at long range and does some serious damage! UV laser.

DIFFRACTION

This weapon is the product of Electronics Amalgamation. It does more damage than just about any other laser pistol, but it is a bit inaccurate and heavy.

FALCON XR-7

This is a high-speed, multi-beam laser in a rifle-sized configuration. The experimental multiphase coupler alternate five different beam emitters during firing to maximize the rate of fire. The

system has been marketed by Marrson Optics Corporation. UV laser.

MIRCHAUM SSLU

This unit is a 1 shot laser, consisting of a custom energy cell and the laser itself. It fits in the palm of an average Human. The powerful refractive system refines the beam, allowing it to do more damage than one would suspect from its size. The Mirchaum SSLU is easily concealed and is sometimes used by assassins.

SAVAGE B

The state of the art in optics technology. It is extremely accurate and has a good damage yield. It is the preferred pistol of the Galactic Marines.

TAGERT-6 SHOCK GUN

The first high-powered laser carbine. It has a fast recycle time. There are three major drawbacks: weight, size, and the reliability.

WOLF L16-R

Wolf wanted to field something in the very competitive laser market so they dusted off a familiar design and voilà! The weapon fires a low frequency laser that fires a beam in the red spectrum of light.

Laser Machine Guns

LASER MACHINE GUNS:
DMG Type: A, ROF-D: d8, SI DMG: 4

MODEL	AMMO	CHG	CFG	TL	COST
BC-Flayer ♦	En.	20	HMG	5	▽350,000
Valley Green ♦	En.	30	HMG	5	▽600,000
Valley Green Exp ♦	En.	30	HMG	6	▽1,200,000

BC-FLAYER

The Flayer is Balshrom's entry into the laser HMG marketspace. It has a slightly lower rate of fire than its competitors, but a higher sustained rate of fire and more power make up for that. The Flayer can tackle most infantry who are not in mechanized battle armor. The highly optimized laser optics drive the price up.

VALLEY GREEN

The Valley Green is the "bread and butter" of ground assault squads leading "beachhead" assaults. They feature prominently

on many assault transports and can also be set up in the field to project force and control an area. Produced by High Tech Corp.

Field setup time is 4+ minutes.

VALLEY GREEN EXPRESS

The Valley Green Express is High Tech's upgraded version of the Valley Green. It has better optics, improved damage yield, and nearly twice the rate of fire. The only laser machine gun on this list capable of affecting any kind of mechanized battle armor. It also mounts a Flux Shield to improve crew survivability. The main downside is the price and weight. Due to the weight & number of components, it takes two or more crew members to transport it.

This weapon mounts a 3HP Flux Shield.

METAL GUNS

These weapon systems fire a magnetic disruption pulse that wreaks havoc on metallic objects. Metallic objects hit by the beam are thinned, bent, and twisted into funky shapes leaving gaps and weak spots. These weapons are a great way to make an opponent's armor useless. They can reduce the salvage value though. By the way, these weapons pair well with Lasers, since the metal guns thin out the armored plating that give beam weapons so much trouble.

These weapons are unique in that their damage is permanently subtracted from the Threshold Rating of the armor section hit. Metal Guns do an amount of Structural Integrity damage equal to five times their listed damage. The weapon is not capable of reducing THR below 0, but additional hits by a Metal Gun on a section with 0 THR will still cause Structural Integrity damage. These weapons use Weapon: Energy skill.

EXAMPLE: Fredd shoots his Parabellum at Hank the Human, who is wearing Heavy Armor with a Threshold Rating of 9 and 108 points of Structural Integrity in the Torso section. Fredd hits the Human in the torso, doing 8 points of damage. Hank's Threshold Rating of 9 is permanently reduced to 1 point in the Torso! The Structural Integrity of Hank's torso armor is reduced by 40 points (5 × 8 damage = 40). Remember that if Structural Integrity reaches zero for a section of armor, that body section is no longer protected by the armor. Two more hits to the torso from Fredd's Metal Gun and Hank won't be wearing armor anymore!

METAL GUNS:
DMG Type: TAP, ROF-D: d8, SI DMG: 5× DMG

MODEL	AMMO	CHG	CFG	TL	COST
BC-Render	En.	1	U.B.	4	▽20,000
BC-Shredder	En.	1	Carbine	4	▽40,000
Parabellum	En.	1	Rifle	5	▽220,000
TR-9B	En.	1	Rifle	5	▽100,000

BC-RENDER

Balshrom loves to field new weapons. This under barrel configuration metal gun is not very useful by itself but is handy when used in groups or paired with lasers.

BC-SHREDDER

Another Balshrom product. This carbine configuration metal gun is somewhat effective against the low-level armors.

PARABELLUM

Designed for taking out Heavy Armors. The Parabellum is big enough that there is some debate as to whether it can still be called a rifle-configuration weapon.

TR-9B

Now we're talking! Midline armors melt pretty quickly with this weapon. Rifle configuration.

OMEGA WEAPONS

The Omega weapons represent the ultimate in anti-armor technology. Professor Alexandratos of the Tashinir Research institute first theorized the Omega Principle in 2189. With the help of the Mutzachan scientist Trashim, Alexandratos discovered how to manipulate the internuclear forces between atoms. He called it the Omega Principle. The present-day Flux Shield and all Omega weapons are a result of this breakthrough.

The Omega Principle allows the instantaneous creation of a physical barrier. The initial goal was protective (the Flux Shield). However, through experimentation, it was realized that a properly formed field could be fired a significant distance and remain intact. In other words, a force field could be sent down range at a high velocity to deal a tremendous concussive blow to the target. Armored personnel struck by Omega weapons are frequently knocked off their feet.

Omega weapons are generally very heavy, necessitating an A-Grav system to reduce their felt weight. In addition, they make a tremendous thunderclap like boom every time they're fired. Hence, the nickname of the 'thud gun.'

Using these weapons requires Weapon: Omega skill or Weapon: Gunnery (Omega) skill. Gunnery is used for HMG and Heavy Cannon classes of Omega weapons. Omega Weapons ignore the target's Threshold Rating and work normally on Heavy armor. Due to the loud thunderclap with each shot, Observation checks made with the Hearing Modifier get a +40 to hear them when firing. Note that sound travels much slower than the Flux Shield. Chances are that by the time you can hear it, the target is already pounded flat.

Powerful Omega Weapons can do limited Structural Integrity damage as the impact severely warps metal. However, when fired against a fixed or immobile rigid target, the Structural Integrity damage of an Omega weapon is tripled. Characters in armor tend to get thrown back when struck by Omega weapons, but walls and windows can't "give" with the impact and suffer more structural damage.

MORE CRUNCH RULE

Knock Back

When personnel (SC 9 or smaller) are hit by an Omega weapon, they must make an Agility Check to avoid being knocked over and an MD check to avoid losing held items. TOPPLE (AGL@-50), DROP (MD@-20).

All Omega weapons use an A-Grav system to manage the recoil from the counter pulse, and all Omega Weapons larger than pistols use A-Grav to manage weight. Assume a 15 kg A-Grav field to reduce weight unless otherwise noted.

Omega Combat Systems (OCS) use *vehicular weapons* rules. Attempts to locate a firing OCS using an Hearing based Observation Check receive a +80 bonus.

OMEGA WEAPONS:
DMG Type: T, ROF-D: d12, SI DMG: 2

MODEL	AMMO	CHG	CFG	TL	COST
Able 3	En.	4	Rifle	4	▽100,000
Abomination* ♦	En.	10	LMG	7	▽8,500,000
Balshrom FC	En.	3	Rifle	5	▽42,000
Cobra XM2	En.	3	Rifle	6	▽325,000
Devastator	En.	10	LMG	7	▽2,000,000
OC-1	En.	3	Rifle	4	▽35,000
Python XM3	En.	6	Rifle	6	▽1,000,000
Valley Green Ox	En.	4	Rifle	5	▽55,000
Viper XM1	En.	3	Rifle	5	▽275,000

* Does 10 SI damage

ABLE 3

Another product of the Able Corporation. The A-Grav on this weapon system is tuned to facilitate movement and reduce time to bring the barrel into firing position. The weapon is also highly effective at short ranges for those of you who like close encounters of the Flux Cannon kind. The Able 3 uses a 25 kg A-Grav field to reduce its weight, and like all A-Grav systems, it will show up like a signal flare to sensor systems and UV optics. The system can be integrated into the operator's nervous system with a neural port.

When used with a neural port, the operator receives an additional -2 to their Initiative Modifier.

ABOMINATION

Frequently listed as one of the deadliest weapons ever put in the hands of infantry. The design team struggled to improve cycle time due to the underlying physics of the Omega Principle. In an epiphany, the team realized that if they could cycle through a set of magnetic field inducers, the limitations preventing creation of a new magnetic bottle in the Omega chamber would be irrelevant. The result created 14 new patents, an internal Gatling approach for creating Omega pulses, and a new weapon system. The only real negative is the cost. As they say, you get what you pay for, and the Abomination brings a lot to the firefight. The system can be integrated into the operator's nervous system with a neural port.

Uses a 50 kg A-Grav system that requires a separate Pistol E-Mag for power. This weapon comes standard with a neural port that provides the operator with an additional -4 to their Initiative Modifier. The Abomination uses a medium-sized backpack.

"If you have the means, I highly recommend getting one."

Warmonger

BALSHROM FLUX CANNON

The Balshrom Flux Cannon is an affordable system overall. It features an improved targeting system and most of the kinks that caused malfunctions were worked out.

COBRA XM2

This improved product by Ramcor has a significantly improved rate of fire and neural integration for improved reaction time. It can pound a Python flat in no time. The system can be integrated into the operator's nervous system with a neural port.

When used with a neural port, it provides an additional -2 to the user's Initiative Modifier.

DEVASTATOR

This is a high-end machine designed to reduce the time between thinking about pulling the trigger and a large Flux Shield flying down range at Mach 6. It is also designed to pound flat someone in Heavy armor. The Devastator can be integrated into the operator's nervous system with a neural port.

When used with a neural port, it provides an additional -2 to the user's Initiative Modifier.

OC-1

The Omega Cannon-1 is the first Omega Weapon which was mass produced. It was designed by collaboration between Able Corporation and the Tashinir Institute. The weapon is inaccurate and somewhat unreliable, but it can take out a Pythonian in a single shot.

PYTHON XM3

This high-end Ramcor product has increased output at a cost of decreased cycle time. Rumor has it that the Ramcor engineering team couldn't come up with an effective A-Grav integration, so they stole the tech from Able Corp. The thought activated option provides improved operator survival through decreased reaction time.

When used with a neural port, the operator receives an additional 2-point bonus to their Initiative Modifier.

VALLEY GREEN OX

The High-Tech Weapons Manufacturing subsidiary of Able Corporation came up with this gem decades ago, and it is still in use. Key factors in its longevity are the range and damage output.

VIPER XM1

This Ramcor product is a no-frills weapon, which fills its role well. It doesn't hurt that it has an improved rate of fire and an extended engagement range. All you need is a pair of extra E-Mags, and you're ready to rock and roll.

OMEGA COMBAT SYSTEMS (OCS)

These massive Omega weapons are designed to be mounted on tanks and Ultra Armor.

OMEGA COMBAT SYSTEMS (OCS):
DMG Type: T, ROF-D: d12, SI DMG: 20

MODEL	AMMO	CHG	CFG	TL	COST
BC-Chomper Masher	En.	100	Hvy. Can.	7	▽27,000,000
BC-Masher	En.	100	Hvy. Can.	7	▽8,000,000
Big Hammer	En.	100	Hvy. Can.	7	▽4,000,000
Hurt Locker 2K	En.	100	Hvy. Can.	7	▽20,000,000

BC-CHOMPER MASHER

This weapon is designed to drop a Flux Shield in a hurry. Get one and grind your enemies to dust.

BC-MASHER

More damage, more range, what's not to like? The BC-Masher requires a special cannon carriage to field emplace, which Balshrom Corporation charges you ▽400 to obtain. They are typically hooked up to a large battery array, supplemented by a backup generator when expecting prolonged combat situations. This entry level combat system is designed to reach out a little further than the (not so) Able competition.

BIG HAMMER

This entry level Omega Combat system by Able Corp. suffers from energy efficiency issues and has a limited engagement range. The Able Hammer requires a special cannon carriage in order to field emplace (provided for free by Able Corporation). They are typically hooked up to a massive battery system backed up by a large generator to support their energy requirements during a combat situation.

HURT LOCKER 2K

This innovative design from Ramcor provides one of the highest cycle rates available for tank-mountable weapon. The recoil suppression system doesn't fully address the kick, so the weapon gets inaccurate under fully automatic fire. Buy one today and put your enemies in a hurt locker!

PULSE WEAPONS

Pulse weapons are short range, high shock value instruments used primarily by Assault Groups of the Galactic Armed Forces. They fire accelerated plasma pulses surrounded by a magnetic bottle to keep the energy from dissipating. Pulse weapons are heavier than lasers and are much more expensive. They do, however, reduce things to rubble at close range. Pulse weapons are also the preferred weapon of Pythonians.

Pulse weapons use a combined magazine system. One magazine is for the plasma "slugs," and the other magazine is the energy pack used to accelerate the "slug" down range. It is, in effect, a double thickness magazine. Pulse Weapons affect Heavy Armor normally. The Weapon: Pulse skill is required to fire most of these weapons. However, all Pulse Combat Systems (and PMGs) require Gunnery (Pulse) skill to operate. Assume all Pulse rifles have a 10 kg A-Grav generator to manage weight and help with recoil unless otherwise noted.

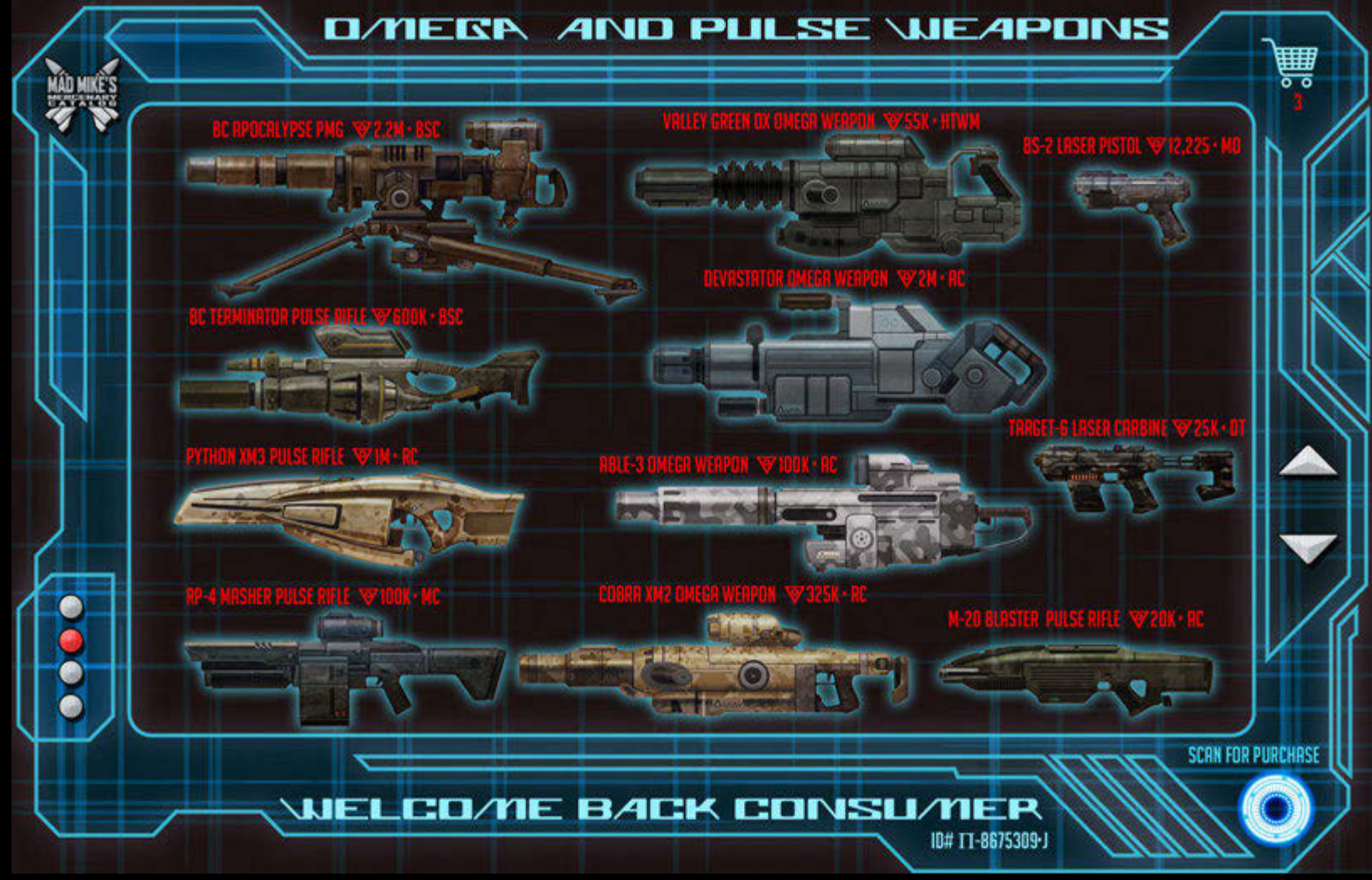
All Pulse Machine Guns must be fired in burst (Burst) or fully automatic (Full) modes. Semi-automatic fire is *not* possible. PCS and PMG class weapons use vehicular weapon rules.

Field setup and teardown time for a Pulse Machine Gun is 2d4 minutes. Subtract one minute from the setup time for every 5 levels of Weapon: Gunnery (Pulse) skill possessed by the most skilled gunner assembling/disassembling the weapon. Assembly time cannot be reduced below 2 minutes.

Pulse Combat Systems

PULSE COMBAT SYSTEMS (PCS):
DMG Type: '-', ROF-D: d10, SI DMG: 50

MODEL	AMMO	CHG	CFG	TL	COST
BC-Incinerator	PCS	50	Hvy. Can.	5	▽4,500,000
Grave Digger	PCS	80	Hvy. Can.	6	▽18,000,000
Mortician	PCS	120	Hvy. Can.	6	▽22,000,000



BC INCINERATOR

Unleashes a devastating blast of plasma but suffers from a serious lack of range. It has the firepower to tackle most armored vehicles.

GRAVE DIGGER

It is hard to match this damage yield! Not only does this system kill your enemy, it leaves a crater big enough to bury them!

MORTICIAN

Guaranteed to deliver your enemy to the grim reaper with style! Balshrom's engineers really did a proper job on this one. Buy two before they sell out!

Pulse Machine guns (PMG):

PULSE MACHINE GUNS (PMG):

DMG Type: '-', ROF-D: d10, SI DMG: 20 or 40

MODEL	AMMO	CHG	CFG	TL	COST
BC- Apocalypse *	PMG	120	HMG	6	▽2,200,000
Cataclysm War Gun	PMG	80	HMG	6	▽800,000
Valley Green PMG	PMG	50	HMG	5	▽200,000
Wicked Crimson	PMG	50	HMG	6	▽600,000

* Does 40 SI Damage

BC-APOCALYPSE

This fine weapon from Balshrom has an innovative system that doubles the amount of plasma going downrange. This means it also blows through ammo and power twice as fast as most Pulse Machine Guns. Includes an NVG Flux Shield.

Field setup time is +8 minutes. The unit includes a 7HP Flux Shield for the gunner. The BC-Apocalypse uses twice the amount of ammunition per shot as a normal Pulse Machine Gun. The additional energy usage is already factored in to the stats. Due to the extra plasma and energy, this weapon does 40 points to Structural Integrity per "slug".

CATACLYSM WAR GUN

A Gatling configuration Pulse Machine Gun produced by Able Corporation. This weapon trades rate of fire for more powerful plasma pulses. Includes an NVG Flux Shield.

The unit includes a 7HP Flux Shield for the gunner.

VALLEY GREEN PMG

A nice entry level Pulse Machine Gun. On the plus side, it only costs a couple hundred thousand. Pfft. It's a lot of fun to fire too. On the minus side, in a combat arena, the enemy tries to put it out of commission fast, which makes the life expectancy of the gunner quite short.

WICKED CRIMSON

This Gatling configuration, close-support weapon fires so much plasma in a second that an observer once said, 'It looks like wicked crimson!' and the rest is history. The Wicked Crimson is best used against infantry and lightly armored vehicles. In sustained fire situations, a second loader is typically deployed as the unit goes through one can of plasma ammunition every two seconds. The second loader is typically carrying away empties and bringing back several fresh cans of plasma ammunition.

The weapon integrates a camouflage generator and thermal dampener to reduce the chances it is detected before firing. Both are useless once the weapon starts firing, as the source of all that plasma is obvious from sound and flashes. That's why the weapon is also equipped with an AKM Type 2 Flux generator to prolong the lifespan of the gunner.

Field setup time is +2 minutes. The unit includes a 5HP Flux Shield that covers the gunner. The improved camouflage generator and a thermal dampener yields a Stealth Rating: 40 and 70% Penalty to Observation Checks.

Pulse "Recoilless Rifles"

These are effectively a one-shot, large Pulse weapons and are fired from the shoulder like a recoilless rifle. They can be reloaded, and they don't require or use an A-Grav system.

PULSE "RECOILLESS RIFLES":
DMG Type: '-', ROF-D: d10, SI DMG: 8 or 20

MODEL	AMMO	CHG	CFG	TL	COST
1 Shot Wonder	Pulse	5	HMG	4	▽2,000
Little Dickens*	Pulse	15	HMG	5	▽20,000

* Does 20 SI Damage

1-SHOT WONDER

This tube launcher throws a lot of plasma down range. It is a poor man's Pulse rifle. It's cheap, so it's still used. The E-Mag for this weapon is a proprietary design, made specifically for the one-shot to keep costs down. It only holds enough power for one shot and costs ▽50. Make it count.

Uses a Pistol Micro Pulse Mag for power and ammunition.

LITTLE DICKENS

A top-notch launcher. The downsides are its cost and plasma consumption. It completely consumes a pistol-sized Pulse magazine in a single shot. The good news is that it does keep that jerk in Heavy Armor behind cover, or he risks a gaping hole in his chest. Developed by Dickens Corp after they received complaints from Alliance light infantry about not having a portable weapon to deal with MBA, other than expensive Reflex missiles.

This weapon does 20 damage to Structural Integrity and uses a Standard Pulse Pistol Mag for power and ammunition.

Pulse Rifles

Pulse rifles are typically employed as heavy infantry weapons or squad support weapons, given their size and weight. Much like laser rifles, there are Pulse rifles with a high enough rate of fire to effectively function in the light Machine Gun roll.

PULSE RIFLES:
DMG Type: '-', ROF-D: d10, SI DMG: 8 or 20

MODEL	AMMO	CHG	CFG	TL	COST
BC-Terminator	Pulse	2	Rifle	6	▽600,000
BC-Terminator Setting 2	Pulse	4	Rifle	-	-
M20 Blaster	Pulse	3	Rifle	4	▽20,000
Mentar	Pulse	4	Rifle	4	▽25,000
OSW-42 Crimson Destruction * ♦	Pulse	8	LMG	7	▽4,000,000
PC-3	Pulse	2	Rifle	4	▽14,000
RP4 Cannon	Pulse	4	Rifle	5	▽100,000
RP4 Cannon Setting 2	Pulse	8	Rifle	-	-
Vector 4	Pulse	2	Rifle	6	▽200,000

* Does 20 SI Damage

BC-TERMINATOR

Incredibly expensive yet worth it! The Terminator has two discharge settings: light and heavy (squish).

The two settings allow the user to choose between 4d6 or 6d6 points of damage. These settings use up 1 and 2 shots of Q respectively. Uses a 25 kg A-Grav system to manage weight. This weapon comes standard with a neural port that provides an additional -2 to the user's Initiative Modifier.

M20 BLASTER

An excellent cannon! It trades a little range for a lot more damage. The M20 has a good inertial grav system and has a longer range than the PC-X series. The M20 includes a tripod, which is stored in the stock of the weapon when not in use.

The tripod takes 2 Combat Rounds to set up.

MENTAR

The first multiple shot Pulse rifle. The advanced recoil suppression system uses St-3 Flex foam. The Mentar packs sufficient firepower to tackle Heavy Armor.

OWS-40 CRIMSON DESTRUCTION

This Pulse rifle uses a novel Shuestron approach to feed PMG-sized rounds through a light Cannon-sized weapon. It is light enough for mere mortal humans to use. The Abomination Omega Weapon gets a lot of attention, but this baby is half the price. A body mount harness is essential to carrying the weight and managing the combo power coupling/Pulse round feed system. The Pulse Machine Gun ammo cans fit nicely on a back. The standard small pack sized E-Mag can be swapped out for a larger cell. Our recommendation: Buy it!! Don't go cheap after spending ▿4,000,000. We recommend springing for the optional second can of PMG rounds and hooking it in on the back in a side by side config. The harness is built to feed from two ammo cans, and at a voice command, it can switch to the reserve.

Uses a 40 kg A-Grav system to manage weight and recoil. A separate pistol sized E-Mag is required to manage the A-Grav. The ammunition is a combination of a PMG can and a small E Pack (200 Energy). This weapon comes standard with a neural port that provides an additional -2 to the user's Initiative Modifier. No Torso mounted Reflex Missile Rack can be worn when using this weapon.

PC-3 PULSE RIFLE

With the advent of Pulse technology, scientists experimented with the use of plasma energy as a weapon. The first problem was to isolate the plasma in a magnetic Flux force field. This was eventually accomplished with the invention of the T-chamber. Another problem was that the weapon systems were too heavy to be operated by one individual. After Robert Thisalis developed the first inertial anti-gravity system for practical use, the second problem was resolved, and the PC-3 was born.

RP-4 CANNON

A devastating weapon at point blank range. You can fry a Python Lizard in a second and a half! The operator can increase the output power by flipping a lever on the side of the trigger guard assembly.

Increasing the power output doubles damage yield to 10d6 but reduces Q by 2 with each shot.

VECTOR 4 "POWER VECTOR"

What difference does it make if the enemy has a Terminator, when you can pick them off long before they get into range? The Vector 4 engages targets at 800 m and does a reasonable amount of damage.

SCRAMBLERS

Scramblers are midrange devices designed to debilitate enemy weapon systems. (Editor's note: the Zen Council of Assizza and the Non-Violent Consortium object to the use of the word 'weapon' when describing the following systems). Lower end models are designed as an under barrel attachment on a primary weapon to add tactical options for a squad. Scramblers fire an exotic mix of electromagnetic radiation and unstable neutrinos. I think? I'm pretty sure that's what the melon head said. Safety tip: Don't ask a Mutzachan how something works; you don't really want to know that badly. Anyway, when the beam hits the target, the electronics go haywire, causing whatever they hit to malfunction. Well, usually...

Bottom line, scramblers fill a unique niche. Their ability to disable weapons, armor, and equipment provides a non-lethal option for law enforcement and a force multiplier for militaries. They are popular with Zen, who don't consider them to be a weapon. They are designed to disable or debilitate weapons or armor and not directly injure a living being. Some very zealous Zen consider the possibility of causing an overload to be an unacceptable risk to life. They are pushing the Zen religious leaders to ban these devices.

These systems ignore Flux Shields, Threshold Rating, and Absorption and Structural Integrity. Scramblers are used to disable weapons and armor systems. Scramblers do not affect weapons that are Heavy Cannon sized or larger. Consult the Combat Modifiers table to determine the Called Shot penalty for targeting specific armor sections or weapons.

Scramblers do not harm personnel, affect archaic powder weapons (APWs), or affect devices that do not need electrical power to function. These weapons require Weapon: Energy or Weapon: Gunnery (Energy) skill to use.

Scramblers require ALL Actions to fire. Scramblers *cannot* be fired in semi-automatic mode (1 Action attacks). Always use the Full rate-of-fire when firing a Scrambler. If they hit, a number of shots equal to the FULL value will land on the target.

Scramblers are the only exception to the rule that you can't make Called Shots when firing a weapon using the Burst and Full ROFs. You can aim Scramblers, but you *cannot* Bump your Hit Location rolls, unless the description says otherwise.

Using a Scrambler against Armor: After an attack has been successfully made against an armored target, determine the Armor Section you hit. Next roll the appropriate die noted on the target's Armor Option Diagram to determine if an Armor Option in that section has been hit. If no option is present in the slot number you rolled, the Scrambler had no effect.

If you roll a slot number that contains an Armor Option, the Armor Option is disabled for 2d6 Combat Rounds. A disabled Armor Option can be re-enabled in half the rolled downtime, if an ALL Action Skill Check is successfully made using the Repair: Armorer skill at Average difficulty.

Stated as an ECR effect, Scramblers would use the following notation: MALFUNCTION (Armor's ELE@DMG; Option Disabled; 2d6 Combat Rounds; Instantaneous)

Using a Scrambler against a Weapon: Once a called shot against a weapon has been successfully made, the target must roll on the appropriate Malfunction Table and add the damage done by the Scrambler to the roll. A disabled weapon can be re-enabled in half the rolled downtime, if an ALL Action Skill Check is successfully made using the Repair: Weaponsmith skill at a -40 penalty.

EXAMPLE: A Zen with a Scrambler targets a pirate's rifle. His attack is successful, even with the -50 for making a Called Shot against the rifle. He rolls the damage dice for the scrambler and gets a result of 25. To see how bad the malfunction is, the GM rolls on the Malfunction Table and gets a 35. She adds the scrambler damage to the roll for a final result of 60. The weapon will be inoperable for 4 Combat Rounds.

Now the Zen target's another pirate's armor. The attack is successful and a 2 is rolled for the Hit Location. This pirate is struck in the chest. The damage is again 25. The GM rolls on the Armor Diagram for the pirate and sees that the Flux Generator is struck. The Flux Generator ceases functioning for 2d6 Combat Rounds.

Using Scramblers against other devices.

The GM can determine the effect of a Scrambler attack on more devices beyond armor and weapons. The GM will make an ELE roll for the device (or MN roll if no ELE is listed), adding the damage done by the Scrambler to the roll. If the roll plus damage exceeds the ELE (or MN) listed for the device, then consult the malfunction below. The GM will, as always, be the final arbitrator of what happens if you disable a particular device with a Scrambler.

SCRAMBLERS:
DMG Type: FP, ROF-D: d6, SI DMG: 0

MODEL	AMMO	CHG	CFG	TL	COST
Back-up plan	En.	3	U.B.	7	▽50,000
Chaos Cannon	En.	5	Rifle	7	▽325,000
Confuser Carbine	En.	3	Rifle	7	▽100,000
CP-Assurance	En.	4	U.B.	7	▽60,000
Hole card	En.	2	U.B.	7	▽30,000
Messy Muddler	En.	5	Rifle	7	▽150,000

MORE CRUNCH RULE

Scrambled and Fluxed Up

Flux Shields can reduce the effectiveness of Scramblers. The more powerful the Flux Shield, the less likely a Scrambler will be able to penetrate the shield.

- For every 2HP of field strength (round down) a target's Flux Shield possesses, remove a damage die when rolling damage for a Scrambler.
- If the Flux reduces the number of damage dice to 0 or less, the Scrambler has no effect on the target.
- The damage done by the Scrambler is *not* subtracted from the Flux Shield's field strength.

EXAMPLE: Zebula's scrambler hits a pirate using a 5HP Flux Shield. The damage listed for the Scrambler is 6d10. Zebula loses one die from her roll for every 2HP of Flux the pirate has. So, we divided 5 by 2 and get 2.5 Rounding down, and we get 2. Zebula loses 2 dice from her damage roll, reducing the Scrambler's damage to 4d10.

The next pirate that Zebula shoots with her Scrambler has a 20HP Flux Shield. Using the More Crunch rule, we divide 20 by 2 and get 10. Zebula loses 10 damage dice from her roll. Since this reduces her number of dice to zero (or less) her Scrambler is ineffective against the second pirate.

BACK-UP PLAN

The improved range and damage yield are the selling points for this under barrel Scrambler. This device is a great backup system from the Non-Violence Consortium. Make your enemies back up while their weapons still work.

CHAOS CANNON

This system is an early attempt at repeating a Scrambler system from Vector. The high damage output makes it really tempting. The only downside is the beam splitter used affects the accuracy of the weapons.

When firing this Scrambler, you can only make a Called Shot if you fire a single shot, which still requires ALL Actions. If you use the FULL ROF of 2, you can't make a Called Shot, but you can Bump the shots per the normal rules.

CONFUSER CARBINE

This carbine-form Scrambler from the Non-Violence Consortium is basically a repackaged version of their "Back up Plan" under barrel system. They slapped a frame on it and jacked up the price. The government fielded it despite the poor integration as seen by the questionable failure rates. Sometimes the lowest bidder isn't the best option. Contact your Governmental representative!

CP-ASSURANCE

This Dickens Corp entry has the range and damage needed to give a soldier an insurance policy. Designed to engage MBA armor options, this is a higher end system with good ratings in Madd

Mike's opinion! It is an under barrel mount. Also good at fighting off pirates and the VBCA!

This Scrambler uses an Extended Pistol E-Mag.

HOLE CARD

The Hole Card is a nice entry-level, under barrel system from Maceras. The marginal damage makes it somewhat questionable but given the non-combat applications, but it's worth the weight and power.

MESSY MUDDLER

Dickens Corp decided to explore a philosophy. 'What if we could neutralize a heavily armored enemy by denying their ability to leverage armor systems?' After an all-night design session, someone joked about adding insult to injury, and the result was a combined scrambler and paralyzing neuro stunner.

The neuro pacifier can be switched off to save one Energy per shot. When the target is struck, the target is also impacted by the neuro stunner beam. *PARALYSIS (MEN@-20; -100 AGL; 1d4 min) (Damage Type S.F.)* The target must make a MEN ECR to avoid the paralyzing effects of the neuro pacifier.

THUNDERBOLT GENERATORS

Thunderbolt Generators are where science turns into magic. As the name suggest, you aim these weapons at someone naughty and fry them with a lightning bolt. How cool is that? Side note: Don't try to cook breakfast with them! It does not end well.

These bad boys are short ranged and generally have a slow rate of fire. They chew through absorption polymers quickly and can short out your enemy's armor options. They also work great on a reactor's control systems (or so I've been told).

Using these weapons requires Weapon: Energy skill or Weapon: Gunnery (Energy) skill. Gunnery is used for HMG and Heavy Cannon classes of Thunderbolt Generators. These weapons ignore the target's Threshold Rating. Due to the loud noise with each shot, Observation checks made with the Hearing Modifier get a +20 to hear them when firing. The target won't hear the noise until after they are shot.

Every time these weapons are fired, the target makes an ELE ECR check to avoid damage. THUNDERBOLT (ELE@-40; DMG; permanent) [Damage Type T]. If the ECR is failed and the target has armor options, roll for an option that is knocked offline. Note that some options can't be disabled electrically (e.g., Environmental Containment) and require Structural Integrity damage to be disabled.

THUNDERBOLT GENERATORS:
DMG Type: T, ROF-D: d8, SI DMG: 1

MODEL	AMMO	CHG	CFG	TL	COST
BC-Lightning	En.	3	Rifle	5	▽55,000
BC-Zap Gun	En.	1	Carbine	5	▽10,000
Marrson Lil Storm	En.	3	U.B.	6	▽35,000
Maximus ♦	En.	8	LMG	5	▽1,200,000
Slagger	En.	4	Rifle	5	▽120,000

BC-LIGHTNING

One of the longest range 'bolt guns on the market. This Balshrom Science Corporation product is excellent except for the marginal malfunction number. It also has a fair damage yield. Replacement parts cost 50% less than other products. (They sell you a piece of junk by convincing you the replacement parts are cheap.)

BC-ZAP GUN

This weapon is short at 45 cm. Great for concealing under a long coat and is favored by urban guerrillas.

MARRSON LIL STORM

A great under barrel configuration 'bolt gun. It comes in handy when fighting opponents in heavy armor.

MAXIMUS

Makes you feel like a king! Ram Pythons will respect you when you're carrying one of these. They'll still respect you after they rip your head off. Ships with a small backpack E-Mag.

SLAGGER

What walks down stairs and slags 'em in pairs? You if you buy this right now! Fries armor, armor options, weapons and most living creatures.

ULTRA ARMOR F.I.S.T. SYSTEM

Force Interface Strength Transfer or F.I.S.T. systems are Omega based tech similar to force field covered gloves. When an Ultra Armor jockey with hand-to-hand training punches a target, the F.I.S.T system emits a very short-range Omega Pulse. This dramatically increases the force of the impact over what it would have been without the F.I.S.T. system. The F.I.S.T. system pulse extends beyond the end of the striking limb, giving the attacker a slight increase in reach when making hand-to-hand attacks. These systems were originally produced by Eridi-Corp. Is anyone surprised?

Humpty F.I.S.T. systems use the Hand-to-Hand Combatives skill and must be mounted to Ultra Armor that has arms. Because of their reach, Humpties can hit anything in RB 1 (*not* VB 1) with these systems. The FIST system stores enough energy for 5 Combat Rounds before requiring 1 minute to recharge.

ULTRA ARMOR F.I.S.T. SYSTEM:
DMG Type: T, ROF-D: d12, SI DMG: 20

MODEL	AMMO	CHG	CFG	TL	COST
Big Smash	En.	100	HD Hand	7	▽1,500,000
Death Knoogie's Big Brother	En.	100	HD Hand	7	▽9,000,000
Death's Toy	En.	100	HD Hand	7	▽2,750,000
Kid Gloves	En.	100	HD Hand	7	▽2,000,000
Manglemeister 3K	En.	100	HD Hand	7	▽4,000,000

BIG SMASH

This system was the initial F.I.S.T. developed for Ultra Armor. Originally a proof of concept, it worked well enough to stay in the field.

DEATH KNOOGIE'S BIG BROTHER

For those who want to break out the Bruce Lee moves in Ultra Armor. Don't buy this system unless you know what you're doing. You could pull something.

DEATH'S TOY

Trades faster cycle time for smaller Omega pulses. The Balshrom design team found good success with cycling the smaller magnetic bottles and touched off an arms race with their competitors. We're guessing they were channeling the marketing department at Galactic Defense Contractors when they named it.

KID GLOVES

This weapon is a step up in damage from the Big Smash. Hold out for a better system if you can afford to wait.

MANGLEMEISTER 3K

When you absolutely positively must trash the hotel room in a hurry! Really good cycle time for those Buddon masters out there.

MISSILES AND ROCKETS OVERVIEW (SAPS)

Since the dawn of time, the ability to reach farther than your enemy has always been an advantage. On the modern battlefield, rockets and missiles can provide this edge. The current missile systems in use were created in a cross-branch effort by the Alliance military to standardize a wide variety of incompatible delivery systems into a handful of launch vehicles (aka missiles

and rockets). These could be used to deliver whatever payload (warhead) the service needed. The program was called SAPLaDS, which was an acronym for Standard Alliance Payload Launch and Delivery Systems. As a result, rockets and missiles in the Alliance, regardless of type or size, have come to be known as "Saps" or "Sappies." The standardized missile platforms reduced the number of missiles types down from 26 to 5. One of the new requirements was that each delivery vehicle (i.e. missile or rocket) could carry a variety of warheads. These warheads range from anti-infantry all the way up to anti-spacecraft roles. Though the military still maintains a stockpile of some older, dedicated anti-tank (AT) and surface-to-air missile (SAMS) systems.

In addition, the military specified that smaller missiles have the capability to be stacked into larger launcher systems if the need arises. For example, Reflex Missiles can be stacked in a Heavy Missile tube, and Heavy Missiles can be stacked into Heavy Missile XL tubes. However, Arm Rockets cannot be stacked into Anti-ship Missile launcher tubes, though that didn't stop the development team from seeing if it could be done. One gunnery sergeant on the team described the experience as, 'trying to stack matchsticks in a 50-gallon drum.'

All rockets and missiles, regardless of size, require a Launchers/Racks. The racks kick the missile out of the tube and clear of the launching system before the engine ignites. This prevents the shooter from being hit by rocket exhaust.

Missiles and rockets come in multiple sizes and are listed in the table below, from smallest to largest:

MISSILES AND ROCKETS

TYPE	DIMENSIONS	RB	SI DMG	vs PER
Arm Rocket	20 mm x 140 mm	Personnel	10	0
Reflex Missile	50 mm x 0.5 m	Vehicular	25	0
Reflex Missile XL	50 mm x 1 m	Vehicular	50	0
Heavy Missile	200 mm x 2 m	Vehicular	100	-40
Heavy Missile XL	200 mm x 3 m	Vehicular	100	-40

ARM ROCKETS

Arm Rockets are the smallest, simplest, and generally least expensive of the Alliance standardized missile and rocket platforms (SAPS). The approach is simple. Take a small chemical rocket engine and put a shaped explosive payload on the pointy end. Arm Rockets are beloved by infantry who have always wanted an easy-to-use, small, and portable weapon for dealing with moderately armored infantry.

ARM ROCKETS:
DMG Type: '-', ROF-D: -, SI DMG: 10

MODEL	TL	COST
Balistex	5	▽7,000
Dragonfire-7	5	▽6,000
Dragonfire-8	5	▽6,500
Interfon	4	▽1,000
Slipstream	4	▽3,000
Yo Momma	5	▽3,500

BALISTEX

The Balistex features one of the most advanced target acquisition and tracking systems put into an Arm Rocket.

DRAGONFIRE-7

The Dragonfire series is first of the 'double-size' arm rockets. Good accuracy and range.

DRAGONFIRE 8

Improved accuracy for only a few extra credits.

INTERFON

This is just the most common name for a rocket manufactured by a number of corporations. The design is simple enough that rebel and terrorist organizations can manufacture them.

SLIPSTREAM

A standard issue rocket for Alliance units. Courtesy of Balshrom.

YO MOMMA

An 'in your face' kind of weapon. Yo Momma doesn't mess around.

MISSILE LAUNCHERS

These launchers allow personnel to fire missiles and rockets without the aid of an armor-mounted rack. Missile launchers are either on-the-shoulder tube affairs or freestanding launchers.

Missile Launchers and Missile Racks may have a Burst ROF and Full ROF listed just like automatic weapons. The Burst ROF is for firing a small volley, and the Full ROF is for firing a full volley of rockets. What constitutes a small and full volley varies from launcher to launcher. If the size of the volley exceeds the number of missiles available, the launcher will simply fire however many missiles remain.

Unlike automatic weapons, firing a Burst ROF or Full ROF with a missile launcher (and ONLY a missile launcher) requires 1 Action from the shooter. The shooter only has to hit the 'FIRE' button, and then he can walk away from the launcher as it spews missile after missile. This leaves the shooter free to use the rest of their Actions on other activities. However, the launcher requires half a Combat Round (1 second) to fire the Burst ROF volley and an entire Combat Round (2 seconds) to fire a Full ROF volley. The launcher cannot be used again until it completes the Burst Volley or Full Volley.

It takes two people 2 Combat Rounds to load each missile into a launcher. If a single person is firing and loading the launcher, it takes 4 Combat Rounds per missile. Freestanding launchers may be mounted to vehicles. On-the-shoulder launchers cannot be used if the shooter is moving.

MISSILE LAUNCHERS & MISSILE RACKS:
DMG Type: '-', ROF-D: -, SI DMG: by Missile

MODEL	MN	BUR	FULL	WGT	COST
Quad Tube	100	2	4	5	▽6,000
Single Tube	100	-	-	5	▽4,000

QUAD TUBE

This four-missile launcher is mounted on a tripod. It works with both Reflex and Reflex XL missiles, which can be mixed in the launcher.

SINGLE TUBE

This is the standard shoulder fired, single missile, tube launcher for Reflex XL and Reflex missiles. It is manufactured under contract for the Alliance military by a number of contractors.

REFLEX MISSILES

Reflex Missiles can be loaded on Reflex Missile Racks individually or stacked in Heavy Missile launchers. These missiles are quite effective at taking out armored infantry, lightly armored vehicles, low flying craft, bunkers and anything else that is in the way. The sensor systems are tuned to infantry but don't have a penalty for larger targets.

Missiles that have the HP notation in their damage listing do 50 Structural Integrity damage to the target. These missiles always use Vehicle Range Brackets, though they take no penalties for targeting personnel. Due to their relatively slow speed, Reflex missiles can only engage aircraft that are at or near Nap of Earth (NoE) altitude: no more than 200 m above the ground. The aircraft must either be approaching the target head on or in very slow flight (less than 100 m/s)

REFLEX MISSILES:
DMG Type: '-', ROF-D: -, SI DMG: 25

MODEL	TL	COST
Digiton	5	▽20,000
Horizon	6	▽35,000
Jackrabbit	6	▽30,000
Mirv-System	6	▽60,000
Narc	4	▽10,000
Ordinance-10	6	▽15,000
Sabot	6	▽40,000
Saylon	7	▽75,000
Whistler	6	▽25,000

DIGITON

Three times the damage of a Narc at only twice the cost. Talk to your Hansen rep today!

HORIZON

The longest-range missile produced by Haberdine Electronics.

This system can reach to 10 km.

JACK RABBIT

A longer range missile produced by Haberdine Electronics.

This system can reach to 5 km

MIRV-SYSTEM

A long range multi-warhead product from Marrson Optics. This system can reach to 5 km at a speed of 1 km/sec and is capable of delivering 4 warheads simultaneously. This missile is perfect when you want to say goodbye.

This weapon carries multiple warheads within the nose cone of the missile. Each of the four (4) warheads does 20d6 damage (10 SI). When the weapon nears the designated target, the nose cone breaks open and warheads separate from the missile. The warheads then proceed independently, on a ballistic trajectory, toward the originally designated target. Once deployed, any PDS will have to engage and destroy each warhead to eliminate the threat posed by the attack.

The missile can detect sensor lock from a Projectile Defense System (PDS) and will preemptively launch the warheads if it is within 1 km of the target. In this situation, roll a d12 to determine the hit location on the target for each warhead. Treat 7-8 as a near miss for 50% damage, 9 as 25% damage, and 10 +as a miss.

NARC

A cheap way to show your enemies how much you like them. Manufactured by Hansen.

ORDINANCE-10

An oddity in the Reflex standards, the usual warhead is replaced with a separate 10 round grenade launcher. The unit may be loaded with any ten launchable grenades that are standard 40 mm size. When the weapon nears the designated target, all grenades are fired. Load this puppy up with Glue Grenades, and you've got a sticky situation. Given the flexibility of payload, the possibilities are what make this missile fun.

Divide grenades evenly across all targets within the 5 m radius. If the payload consists of different types of grenades, the GM will randomly determine which target is hit by which grenade. Use a d8 to determine the hit locations for the 10 grenades, with a result of 7-8 indicating a miss by 2 m. The grenade hit locations may not be bumped.

The unit can detect sensor lock from Projectile Defense System (PDS) and automatically fire the grenades if it is within 100 m of the target. In a situation where the missile prematurely fires the grenades due to an imminent PDS attack, each grenade uses a d12 to determine hit locations. Treat rolls of 7-8 as missed by 2 m, rolls of 9-10 as missed by 4 m, and 11 +as a miss by 10 m.

> **EXAMPLE:** An Ordinance-10 is fired at a pair of scouts observing something they shouldn't. The scouts have a LAMS, which takes out the rocket motor, but not before the missile fires the grenades. The attacker rolls 10d12 to determine the hit locations of the 10 grenades. If the LAMS hadn't fired, then the attacker would have rolled 10d8 to determine the hit locations of the 10 grenades.

SABOT

A combination penetrator and explosive. It is highly effective against armored targets. The missile moves about a kilometer per second!

This missile has Threshold Rating Reduction 4HP (THR-R: 400 points) to a minimum of 0.

SAYLON

This missile is produced by Marrson Optics and rates the highest marks from Madd Mike's Mercenary Brochure. The high explosive, Flux-focused charge is the secret to its damage yield. If you're not excessive, you're never really sure. Why have nagging doubts?

WHISTLER

An innovative product from Balshrom Science. Its tracking and EWS capabilities are unmatched for the price.

REFLEX XL MISSILES

Reflex XL Missiles are designed to have longer ranges than standard Reflex missiles. Reflex XL missiles fit in standard Reflex launchers, but due to their length, they are typically launched from a man portable launcher system rather than a standard armor mounted launcher. They can also be loaded into Heavy Missile launchers.

When Reflex XL missiles are loaded into an armor option missile rack, the wearer of the armor has to take care not to bang the missile around. No explosion will result, but the missile, which protrudes from the rack, can get hung up causing the operator to lose their balance. Game Masters should require AGL checks when operating in tight spaces where having a missile project in front of you (shoulder mount) or above your head (back mount) would be awkward.

These missiles always use Vehicle Range Brackets, though they take no penalties for targeting personnel. Due to their relatively slow speed, Reflex missiles can only engage aircraft that are at or near Nap of Earth (NoE) altitude: no more than 200 m above the ground. The aircraft must either be approaching the target head on OR in very slow flight (less than 100 m/s). Reflex XL SAM missiles are designed to exceed these limits see their description.

REFLEX XL MISSILES:
DMG Type: '-', ROF-D: -, SI DMG: 50

MODEL	TL	COST
Bonoir-2 (AT)	6	▽50,000
Death Strike (AT)	6	▽20,000
Gyrfalcon (SAM)	6	▽60,000
HAW 4 (AT)	6	▽55,000

BONOIR-2

This anti-tank Reflex XL missile is designed by Mining Consortium Unlimited. It trades warhead for thrust. The weapon has a 5 km range for ground targets and 2 km for aerial targets. This one is a nice dual-purpose missile that can put a hole in most targets. You'll need a lot of buddies if you're taking on a Bob Humpty though!

If this missile hits a Flux Shielded target, roll d100. On a 15 or lower, the Flux Shield of the target is ignored. Treat as a SAM for speed.

DEATH STRIKE

This Reflex XL missile is equipped with an anti-tank warhead. A nice entry level choice for busting armored personnel carriers. It's a bit on the light side for tanks, so I'd suggest something with more kick if you want to take on a light tank.

GYRFALCON (SAM)

This surface-to-air Reflex XL missile can knock out most aerial targets smaller than a starship in one shot. We highly recommend this missile for taking on gunships and other air cav units. Flying units tend to have more Flux Shield and less armor due to weight constraints. Once the Flux Shield is gone, aircraft come apart quickly.

This missile can engage targets to 5 km altitude and traveling 3,000 m/s. The missile has a 5 km range.

HAW 4

The warhead in this anti-tank Reflex XL can knock out most tanks in one shot. Also great at putting holes in a starship sitting on the tarmac.

HEAVY MISSILES

Heavy Missiles are vehicle-based weapons. For externally mounted launcher systems, the regular and XL variants are interchangeable, but the XL missiles will stick out of their launch tubes. For internally mounted systems (most Humpties), the regular Heavy Missiles can be loaded in a Heavy Missile XL tube but not the other way around.

These missiles are effective at taking out armored vehicles, tanks, aircraft flying low & slow, bunkers, buildings, and anything else that is in the way. Typically, a Heavy Missile XLs is equipped with more fuel to extend their range. Sometimes the extra space goes to payload (Kaboom!).

Heavy missiles (and larger) are launched from missile bays on vehicles. See Vehicles chapter for options. Heavy missiles do 100 damage to Structural Integrity. These missiles use Vehicle Range Brackets. Heavy missiles suffer the standard -40 penalty when used against personnel.

HEAVY MISSILES:
DMG Type: '-', ROF-D: -, SI DMG: 100

MODEL	TL	COST
Cobalt Tensor (SAM)	6	▽65,000
Load-1	4	▽60,000
Load-4	6	▽65,000
Overload	6	▽75,000
Strike Eagle	4	▽55,000
Strike Eagle-3	6	▽65,000

COBALT TENSOR (SAM)

This Heavy Missile is designed to take out trans-atmospheric craft. Balshrom Science Corp designed this fine weapon, and it is fast! In the time it takes to say the name, it is already 5 km away! There are few craft that can outrun it. It also mounts a chaff pod to defeat anti-missile systems. This missile is built on the long-range missile body but uses the extra space for additional rocket power, rather than range. The additional thrust gives the Cobalt Tensor its amazing speed.

This missile can engage aircraft under 30 km in altitude as long as they're traveling slower than 5,000 m/s.

LOAD-1

The limited electronic warfare suite is a cause for concern, but it can do a lot of damage if it hits.

LOAD-4

The improved electronic warfare suite is a big advancement.

OVERLOAD

Most Heavy Missiles are all rocket with a small payload. This one cuts against the grain. The weapon is limited in range but unleashes destruction when it arrives. Much like the Cobalt Tensor, this missile is built on the long-range missile body but uses the extra space for payload, rather than range. It is rather range-limited with a maximum range of only 5 km, but it does a ton of damage when it gets there. It is a great way to remind people to take a step back and ponder their existence. Don't forget the potential for denying infantry access to an area.

This missile does 1HP in Structural Integrity damage to each section of an armored suit or 6HP to a vehicle sized target. Anything within 10 m of the impact location takes 30d6 in concussion damage (Damage Type T) and 4 fragments that each do 10d4 damage (Damage Type '-'). The fragments do 4 Structural Integrity each.

STRIKE EAGLE

This long-range missile has a fold out wing to attack targets up to 100 km away. Great for taking out staging areas from a safe distance.

STRIKE EAGLE-3

This new and improved version of the original Strike Eagle now has 50% more explosive power! Get yours today!

HEAVY XL MISSILES

Just like Reflex XL missiles are larger versions of standard Reflex missiles, Heavy XL missiles are larger versions of a standard Heavy Missile.

All Standard rules for Heavy Missiles also apply to Heavy XL Missiles, unless the description states otherwise. Heavy missiles suffer a -40 penalty when used against personnel.

HEAVY XL MISSILES:
DMG Type: '-', ROF-D: -, SI DMG: 100

MODEL	TL	COST
FAE-1	6	▽60,000
Cobalt Vector (SAM)	6	▽75,000
Eagle's Sting (SAM)	6	▽85,000

COBALT VECTOR (SAM)

An improved version of the Cobalt Tensor, this missile can engage aircraft under 50 km in altitude that are traveling slower than 6,000 m/s. This missile is built on the long-range missile body but uses the extra space for additional rocket power, rather than range.

EAGLE'S STING (SAM)

This missile is designed to take out any craft in atmosphere. This missile features a Flux phase field, which gives it a slight chance of sliding through a Flux Shield as if it weren't there.

Effective up to 50 km altitude and against targets moving at 6,000 m/s. There is a 10% chance that the missile will ignore the target's Flux Shield.

WARMONGER'S REVENGE FAE-1

Warmonger commissioned this missile. It is a descendant of the MOAB mentality. This missile has just enough fuel to lob this into the air and go ballistic. Gravity and fins get it close to the target, and then when it is close enough above the target, it detonates a massive thermobaric blast. While is it is not technically a nuclear weapon, it unleashes almost as much destruction as a true "nuke." Essentially this missile is a modernized version of the ancient fuel air explosive and generates a large enough thermobaric "pulse" that its detonation is frequently visible from orbit.

Does full damage to everything within 50 m of its target and half damage to everything in a 100 m radius around the target. Damage is translational (Damage Type T). Assume sensors within 20 km pick up the blast.

AMMUNITION TABLES

AMMUNITION AND E-MAGS

Type: The type or name of the ammunition

Q: The amount of ammunition that comes in a box.

EU: The number of Energy Units the battery contains. Divide this number by the weapon's Charges (round down) to determine the Q this battery provides.

WGT: The weight of the listed ammunition in the box in kilograms.

DMG: The amount of damage this ammunition does per shot.

SI DMG: This is the amount of damage each shot does to the target's Structural Integrity

CR: This is the cost of the ammunition in Alliance credits (▽).

When purchasing modified ammunition, apply the multiplier to the base price. E.g., hollow point is ×2 and pistol ammunition is ▽10 for a box. To get hollow point pistol ammunition, the cost is ▽20.

AMMUNITION TABLE

WEAPON TYPE	AMMUNITION & POWER REQS
Archaic Ranged Weapons	Arrows, bolts, etc.
Archaic Powder Weapons – Shotguns (Kinetic)	Shells
Archaic Powder Weapons (Kinetic)	Archaic powder cartridges in a magazine or belt
Beam Weapons, Energy Weapons, Omega Weapons	Energy. Typically an energy magazine (E-Mag), energy pack, and/or fusion reactor
Fluid Guns	Fluid reservoir or tank to carry liquid payload.
Gauss Cannons	Individual 180 mm or 220 mm shells and a fusion reactor
Grenade Launchers	Launchable grenades in a magazine or belt
Missile or Rocket Launchers/Racks	Missiles or rockets
Pulse Rifles	Pulse magazine or Pulse pack, which combines Pulse rounds and E-Mag into a single package
Pulse Combat Systems (PCS)	Pulse rounds come in a can. Weapon will still require a power source.
Pulse Machine Guns (PMG)	Pulse rounds come in a can. Weapon will still require a power source.

ARCHAIC POWDER AND GAUSS CANNON AMMUNITION: *Type: APW, 180 mm or 220 mm*

AMMO TYPE	Q	WGT	COST
Pistol Rounds	50	0.5	▽10
Carbine, Rifle, and LMG Rounds	50	1	▽20
Shotgun Shells*	50	2.5	▽10
Heavy Machine Gun (HMG) .50 BMG or 20 mm	50	5	▽60
Gauss Rounds (180 mm)	1	9	▽10,000
Gauss Rounds (220 mm)	1	14	▽15,000
Heavy Machine Gun (HMG) 30 mm	50	25	▽200
Hollow Point Rounds**	-	-	×2
Incendiary Rounds**	-	-	×7
Mercuric Rounds**	-	-	×20

* For shotguns, the type (00 buckshot or solid slug must be specified when purchased).

** These types of ammunition can not be used with Gauss rounds.

ENERGY CELLS (AKA E-MAGS): *Type: Energy*

E-MAG SIZE	EU	WGT	COST
Pistol Micro	5	0.2	▽10
Pistol	15	0.5	▽30
Pistol Extended	25	0.8	▽50
Rifle	50	1.8	▽100
Rifle Extended	75	2.6	▽150
Small Backpack	200	7	▽400
Medium Backpack	400	14	▽800
Large Backpack	800	28	▽1,600

PRIMITIVE AMMUNITION: *Type: Archaic*

DESCRIPTION	Q	WGT	DMG	SI DMG	COST
Arrow (Normal)	20	2	1d4	1	▽5
Arrow (Armor Piercing)	20	2	1d4 + 1	1	▽10
Arrow (Explosive)	20	3	3d4	3	▽100
Bolt (Normal)	20	2	1d4	1	▽5
Bolt (Armor Piercing)	20	2	1d4 + 1	1	▽10
Bolt (Explosive)	20	3	3d4	3	▽100

PULSE AMMUNITION: *Type: Pulse, PMG or PCS*

PULSE MAG SIZE	Q*	EU	WGT	COST
Pistol Micro	5	5	0.4	▽15
Pistol	15	15	1	▽45
Pistol Extended	25	25	1.6	▽75
Rifle	50	50	3.5	▽150
Rifle Extended	75	75	5.2	▽225
Small Backpack	200	200	14	▽600
Medium Backpack	400	400	28	▽1,200
Large Backpack	800	800	56	▽1,400
PMG	50/Can	0**	10	▽500
PCS	1	0**	20	▽10,000

* Q indicates number of charges contained.

** PMG and PCS magazines do not include a power supply.

FLUID RESERVOIRS AND GOO

FLUID GUN SPARE RESERVOIRS

DESCRIPTION	Q	WGT	COST
Pistol Micro	5	0.2	▽10
Pistol	15	0.5	▽30
Pistol Extended	25	0.8	▽50
Rifle	50	1.75	▽100
Rifle Extended	75	2.6	▽150
Small Backpack	200	7	▽400
Medium Backpack	400	14	▽800
Large Backpack	800	28	▽1,600

FLUID GUN AMMUNITION ("GOO")

GOO TYPE	DAMAGE
Acid Goo	CORROSIVE (CHEM@-100; 1d6 to SI; Instantaneous) Damage Type T.A. to each Body Section struck.
Defilade Goo	Each charge provides a wall with SI:100 and THR: 10
Explosive Goo	1d8 damage (Damage Type T) per charge. Becomes active 2d4 Combat Rounds after being sprayed.
Fire Suppression Goo	Reduce damage from fire by 1d4 per section hit per charge.
Freezy Pop Goo	FREEZE (COLD@-20; 1d6 to each Body Section struck, -10 AGL for each Body Section struck; instantaneous) Damage Type T
Glue Goo	IMMOBILIZE (STR@-30; -100 AGL & MOV = 0 if leg is struck) Damage Type S. Increase the STR penalty by -10 for each additional charge.
Hellava Goo	BURN (FIRE@-20; 1d6 to each Body Section struck; 1d6 Combat Rounds or until extinguished) Damage Type T
Immobilizer Goo	IMMOBILIZE (STR@-50; -60 AGL & MOV = 0 if leg is struck) Damage Type S. Expands to fill 5 cubic meters per charge.
Neuro Tox Goo	IMMOBILIZE (STR@-20; -100 AGL, MOV = 0 if leg is struck) PARALYZE (CHEM@-40; No Actions; 4 min)[No effect if armor is environmentally contained].
Scrim Goo	Target obtains Stealth Rating: 50 and -50 Penalty to Observation checks made with the Visual Modifier as long as it doesn't move. Covers SC4. Increase SC by 1 per Charge.
Slick Shoes Goo	TOPPLE (AGL@-80, recheck required each time a character moves or attempts to stand) (FLY is unaffected; Damage Type S). 10 square meters of coverage per Charge.

Fluid Guns and Fluid Cannons hold their liquid ammunition (aka Goo) in bottle-like reservoirs. Spare reservoirs are purchased, pre-loaded, with Goo of your choice. **The cost of Goo is included in the cost of the reservoir.** Q indicates number of Charges contained in the reservoir. Fluid Guns and Fluid Cannons may fire more than one Charge with each shot. Divide the reservoir's Q by the weapon's Charges to determine the weapon's Q.

GRENADES AND MINES TABLES

DMG per Frag: The damage per fragment for grenades and mines (where applicable). Damage Type '-' unless description states otherwise.

Concussion DMG: This is the damage applied to each Body Section of any target in range. Damage Type T.

MINES TABLE

DESCRIPTION	DMG PER FRAG	CONC. DMG	# FRAGS	WGT	COST
Blinder Mine	Special	-	-	0.6	▽450
Jumping Jack	2d4	1	8	1	▽220
Plasmore	4d6	2	8	1	▽5,000
Sonic	Special	2	-	0.6	▽3,000
Tangler	Special	-	-	1	▽500
Tank Killer	5d10	4d6HP	8	7	▽17,000
Zweihaender	2d6	3	8	0.6	▽150
Zweihaender-2	3d6	3	8	0.6	▽500

GRENADES

GRENADES	DMG PER FRAG	SI DMG PER FRAG	CONCUSSION DMG	# FRAGS	THROW DIST	WGT	COST (THROWN)	COST (LAUNCH)
Bang	1d4	-	3	8	1/2 STR	0.3 kg	▽150	▽600
Blinder	BLIND (SEN@-10; Visual Mod -100; 2d4 Combat Rounds). Victims beyond 5m get +10 to ECR for every additional meter.	-	-	-	1/2 STR	0.3 kg	▽100	▽400
Cyan Sphere	1d4	1	5d6 + 5	8	1/10 STR	0.03 kg	▽100,000	-
Omegaton	3d4	-	10d6 + 10	8	1/4 STR	1 kg	▽50,000	▽200,000
Phosphorous	2d4	2	1	8	1/2 STR	0.3 kg	▽150	▽600
Plasma	4d4	4	3	8	1/2 STR	0.6 kg	▽1,000	▽4,000
Plasma Seduction	6d6	8	1d8 + 1	10	1/4 STR	1.3 kg	▽20,000	▽80,000
Quabal	2d6	-	-	1	1/3 STR	0.2 kg	▽350	-
Riot Gas	TOXIN (BIO@-20; -30 to stat and skill checks; 4d4 Combat Rounds). Environmental Containment armor option negates. 10m radius.	-	-	-	1/2 STR	0.3 kg	▽75	▽300
Smoke	-30 to Visual and Smell Observation checks. 30m radius.	-	-	-	1/2 STR	0.3 kg	▽50	▽200
Super Plasma	4d6	4	1d4	8	1/4 STR	1 kg	▽5,000	▽20,000
TK-1	1d4	1	2	8	1/2 STR	0.3 kg	▽50	▽200
TK-2	1d6	1	2	8	1/2 STR	0.3 kg	▽75	▽300
TK-3	2d4	1	2	8	1/2 STR	0.3 kg	▽100	▽400

MAG GRENADES

MAG GRENADES	DAMAGE	SI DMG	WGT	THROW DIST	COST (THROWN)	COST (LAUNCH)
Absorption Destroyer	4d6 damage to ABS if THR < 16	2	0.3	1/2 STR	▽*200*	▽800
Acid	CORROSIVE (CHEM@-20; 4d4 to SI) Damage Type T.A.	DMG	0.3	1/2 STR	▽75	▽300
Bad Bug	DISEASE (BIO@-20; lose 1d8 per day from STR, AGL, CON; 1 day delay; 4d6 day duration) Damage Type S if THR < 16	2	0.3	1/2 STR	▽500	▽2,000
BZ	TOXIN (CHEM@-20; 8d6 MD, AGL, INT; 30 min) Damage Type S if THR < 16	2	0.3	1/2 STR	▽500	▽2,000
Freezy Pop	FREEZE (COLD@-20; 6d6 damage, 1d10 AGL) Damage Type T	0	0.3	1/2 STR	▽425	▽1,700
Glue	IMMOBILIZE (STR@-30; -50 AGL & MOV = 0 if leg is struck) Damage Type S. Roll for 4 hit locations.	0	0.3	1/2 STR	▽125	▽500
Hellfire	BURN (FIRE@-20; 1d4 damage per combat round to each location hit; 1d6 Combat Rounds) Damage Type T. Roll for 1d6 ÷ 2 hit locations.	0	0.3	1/2 STR	▽425	▽1,700
Med Mag	Heal 3d6 BP if THR<16	0	0.3	1/2 STR	▽500	▽2,000
Neuro Tox	POISON (BIO@-20; -100 MD, AGL; 1 day; 30 min) Damage Type S if THR < 16	2	0.3	1/2 STR	▽500	▽2,000
Parasite	If Beam, Pulse, Omega, or Energy weapon is hit, it loses 2d6 Q every Combat Round for 5 rounds. If armor is hit, roll on the Armor Option table for the section hit. Armor option hit, if any, is disabled for 5 Combat Rounds.	0	0.3	1/2 STR	▽1,125	▽4,500
Super Sonic	STUN (SEN@00*; No Actions; 10 min; 1 min) Damage Type S. * A positive Hearing Modifier is applied as a penalty to your ECR roll.	0	0.3	1/2 STR	▽1,375	▽5,500

 # Frags: The maximum number of fragments expected to hit each target. See Grenade rules.

Throw: The maximum distance, as a fraction of the user's Strength, a grenade can be thrown.

DMG: The amount of damage done by the grenade, mine, or explosive if it deviates from the standard Fragment/Concussion scheme.

SI DMG: The amount of SI reduction caused to each section struck. If the grenade does no damage, the target's SI is not reduced.

CR (Thrown): This is the cost of the thrown version of the listed grenade in Alliance credits (▽).

CR (Launch): This is the cost of the grenade launcher version of the listed grenade in Alliance credits (▽).

EXPLOSIVES AND DETONATORS TABLES

DET: The types of detonators that can be used to trigger this explosive.

UNIT: The form that this explosive comes in.

DMG: The damage, per unit of explosive, applied to each Body Section of any being in range. Damage Type T.

SI DMG: The Structural Integrity damage per unit of explosive, done to a target of demolition.

R: The blast radius of the explosive.

 # Units: The number of different locations a detonator can simultaneously detonate.

MN: This is the detonator's Malfunction Number (MN).

EXPLOSIVES

TYPE	DET	UNIT	DMG	SI DMG	R	WGT	COST
Dynamite	E,F	Stick	2	2d12	10 m	1	▽400
C-4	E,P,R,T	Block	4	4d12	20 m	1	▽2,000
Jellnite	E,R,S	Tube	9	10d10	50 m	1	▽8,000
Nitro-7	E,R	Vial	16	40d4	20 m	0.5	▽10,000
Villanite	E,R,S	Block	29	50d6	25 m	0.5	▽8,000

DETONATORS

DESCRIPTION	# UNITS	MN	WGT	COST
Electronic Timer (E)	1	95	1	▽100
Fuse (F)	1	90	1	▽1
Multistep	10	95	3	▽100
Pressure (P)	1	99	2	▽75
Radio (R)	10	90	2	▽200
Sonic (S)	1	92	2	▽500
Tripwire (T)	1	100	1	▽20

AMMUNITION DESCRIPTIONS

Determining which ammunition a weapon uses should be pretty clear from the description. Archaic Powder weapons typically us magazines or belts, which hold multiple cartridges. A cartridge holds a bullet, propellant (usually a modern gun powder), and a primer. Each Archaic Powder Weapon (APW) requires a specific caliber of ammunition and cannot fire other ammunition of other calibers. Cannons use individual shells of a specific size. Missile Launchers use missiles as ammunition but, sometimes, smaller missiles can be loaded into launchers meant for larger missiles. See Missiles for rules about sizes allowed.

Some weapons, such as Beam weapons, Energy weapons, and Omega weapons do not require ammunition but do require a power supply. This power is usually in the form of a battery called an energy magazine (E-Mag). E-Mags are standardized throughout the weapons industry and can be used with any weapon that needs power to function.

Some weapons, like Pulse Weapons, require both ammunition and a power supply. It takes HALF of your Actions to separate the plasma rounds from the E-Mag, if you want to use the E-Mag to power a non-Pulse weapon.

> **EXAMPLE:** Fredd the Ram Python has an Omega Weapon that uses a rifle sized E-Mag. He just killed a pirate with a Pulse weapon using a rifle sized Pulse magazine. He's low on energy so he pulls the Pulse magazine, removes the half with the E-Mag, and puts it in his pocket for later.

SWAPPING BATTERIES AND MAGAZINES

Pistol-sized weapons are assumed to come with a pistol sized magazine of the appropriate type (e.g., E-Mag or APW). However, there's nothing keeping you from hooking a smaller or larger E-Mag to the weapon. Similarly, Carbine-sized, rifle-sized, and LMG-sized weapons are assumed to come with one Standard Rifle sized magazine (E-Mag, Pulse, Fluid gun). Weapons that use a backpack-sized power pack will be denoted with a diamond ♦ symbol. These weapons are assumed to use the small backpack-sized power pack, unless the description states otherwise.

If using a smaller or larger battery, simply divide the Energy Units (EU) (or charges for fluid guns) in the E-Mag by the Charges listed for the weapon to determine how many shots (Q) the new E-Mag will provide (round down). If the result is less than one, the battery does not have enough juice to power that weapon. Keep in mind that hooking up a Rifle-sized E-Mag to a pistol will dramatically increase its weight and bulk. Also, hooking up a pistol E-Mag to a large weapon may not provide enough power to fire it even once. It is not uncommon for soldiers on prolonged deployment to use pack-sized (backpack) E-Mags for their rifles to minimize the risk of running out of power.

> **EXAMPLE:** The Savage B laser pistol would come with a standard pistol-sized E-mag, because it's a pistol and the description doesn't indicate it uses a non-standard E-mag. The Savage B uses 1 charge per shot, which means it uses up 1 Energy Unit (EU) in the battery every time it fires. It can fire fifteen times

before the battery is out of juice. Not coincidentally, we see that the pistol-sized E-Mag holds fifteen Energy Units.

If we plug that Savage B into a small backpack E-mag that holds 200 EU, the laser pistol could fire 200 times before running dry. This would keep you from being able to conceal the weapon and add nearly 7kg of extra weight to your load, but you won't have to swap out E-Mags that often.

Some weapons use more than one EU per shot.

EXAMPLE: The Majestic-UB disintegrator uses 2 charges per shot. If we hooked it up to a small backpack E-Mag it would only provide 100 shots before the battery ran out of juice.

AMMUNITION WEIGHT

Belts of ammo can be linked together. The weight listed is for the quantity (QTY) shown.

AMMUNITION WEIGHT

AMMUNITION TYPE	WGT	QTY	PACK
Arrow (Armor Piercing)	1	20	Box
Arrow (Explosive)	3	20	Box
Arrow (Normal)	1	20	Box
Bolt (Armor Piercing)	1	20	Box
Bolt (Explosive)	3	20	Box
Bolt (Normal)	1	20	Box
Carbine, Rifle, & Light Machine Gun (LMG) rounds	1	50	Case/Belt
Gauss Round (180 mm)	9	1	-
Gauss Round (220 mm)	14	1	-
Heavy Machine Gun (HMG) .50 BMG or 20 mm	5	50	Belt
Heavy Machine Gun (HMG) 30 mm	25	50	Belt
Pistol, Submachine Gun	0.5	50	Case
Pulse Cannon (Carbine or Rifle)	1.5	50	Case
Pulse Cannon (LMG)	21	1	Backpack
Pulse Cannon (Pistol or SMG)	0.75	50	Case
Pulse Combat System (PCS) Round	20	1	15 L
Pulse Machine Gun Round (PMG)	10	50	Can
Shotgun Shells (Buckshot)	2.5	50	Case
Shotgun Shells (Slug)	2.5	50	Case

ARROW (ARMOR PIERCING)

Used in a bow.

Does DMG: 1d4, 1 SI Damage, THR-R:1. DMG Type: '-'

ARROW (EXPLOSIVE TIPPED)

Used in a bow.

Does DMG: 3d4, 3 SI Damage. DMG Type: T

ARROW (NORMAL)

Used in a bow.

Does DMG: 1d4, 1 SI Damage. DMG Type: '-'

BOLT (ARMOR PIERCING)

Used in a crossbow.

Does DMG: 1d6, 1 SI Damage. DMG Type: '-'. For Ioken: DMG: 2d6, SI DMG: 3, THR-R: 1. DMG Type: '-'

BOLT (EXPLOSIVE TIPPED)

Used in a crossbow.

Does DMG: 3d4, 3 SI Damage. DMG Type: T. For Ioken: DMG: 4d6, SI DMG: 5. DMG Type: T

BOLT (NORMAL)

Used in a crossbow.

Does DMG: 1d6, 1 SI Damage. DMG Type: '-'. For Ioken: DMG: 2d6, SI DMG: 3. DMG Type: '-'

HOLLOW POINT

Designed to expand when hitting soft targets to increase damage.

Increase the targets Threshold Rating by 1 and adds +1 damage. This enhancement doubles the base cost of the ammunition.

INCENDIARY ROUND

When you want to have a hot time in the town or start a fire.

BURN (FIR@-20; +2 DMG). This enhancement increases the base cost of the ammunition by a factor of seven.

MERCURIC ROUND

Typically illegal and make Phentari and Eridani unhappy with the owner.

Phentari and Eridani must make a Chemical ECR or succumb to mercuric poisoning, which is far deadlier to methane breathers. (CHEM@-10; Coma for 1d6 days then death if not treated). APW only. This enhancement increases the base cost of the ammunition by a factor of twenty.

PULSE RIFLE AMMUNITION

Pulse rifle ammunition consists of a binary magazine, with one half containing plasma rounds and the other half containing the E-Mag, which provides power for the weapon.

PULSE MACHINE GUN (PMG) AMMO CAN

These ammo cans are for Pulse Machine Guns and only contain plasma rounds. A separate power source is needed for the PMG to function. Typically Pulse Machine Guns are emplaced with a combination of fusion power and batteries. PMG rounds do not fit in smaller class weapons unless otherwise noted.

PULSE COMBAT SYSTEM (PCS) AMMO

This ammunition is for Pulse Combat Systems. The cost and size listed are for a single plasma round, sized for a PCS. A separate energy source is required. Pulse Combat Systems are typically powered by a fusion generator.

SHOTGUN SHELL (BUCKSHOT)

Standard ammunition for shotguns. Shotgun shells filled with Buckshot hold anywhere from six to nine pellets of shot, which are roughly 9 mm diameter spheres.

SHOTGUN SHELL (SLUG)

Slugs are used in shotguns and were designed for use against large game or for self-defense/combat applications.

Slugs don't suffer from the "Doubled Threshold Rating" penalty like buckshot.

FLUID GUN AMMUNITION ("GOO")

Fluid guns and cannons are incredibly versatile weapons, and that versatility is directly related to the different payloads available. The weight and cost of the goo depends on how much of it you're carrying. The larger the reservoir on the weapon and the more goo that's is in that reservoir, the heavier and more expensive it is.

Each Fluid Gun or Fluid Cannon has a Charge value. This indicates how much goo the weapon fires with each shot. The more Charges listed for the weapon, the more Goo it fires in a single shot. If a goo does damage, you multiply the number of damage dice by the number of Charges fired to determine total damage the goo does with each shot.

EXAMPLE: A shot of acid goo normally does 1d6 damage, but if the Fluid gun fires 4 charges per shot then the final damage would be 4× 1d6 or 4d6.

The cost and weight for all fluid gun ammunition is the same. The amount of Goo in the reservoir selected is the sole factor in determining the total cost and weight of fluid gun ammunition.

FLUID GUN AMMUNITION

DESCRIPTION	UNITS	WGT	COST
Acid Goo	4	*	*
Defilade Goo	5	*	*
Explosive Goo	3	*	*
Fire Suppression Goo	2	*	*
Freezy Pop Goo	4	*	*
Glue Goo	3	*	*
Hellava Goo	4	*	*
Immobilizer Goo	4	*	*
Neuro Tox Goo	4	*	*
Scrim Goo	5	*	*
Slick Shoes Goo	4	*	*

* **Varies with reservoir size. See Fluid Gun Spare Reserves Table.**

MORE CRUNCH RULE

Here's mud in yer eye!

The target is blind if hit in the eyes. If the faceplate on a helmet is hit, then the target suffers a -100 penalty to Observation checks made with the Visual Modifier, while the face mask is closed. Chances are it is glued shut, too. Strength check at the listed penalty to pull open the faceplate.

ACID GOO

This goo contains a powerful corrosive agent. Corrosives are useful in defeating armor.

Damage is applied directly to the target's Structural Integrity. Targets struck must make the following ECR check: CORROSIVE (CHEM@-100; 1d6 to SI; Instantaneous) Damage Type T.A.

"'The goggles! They do nothing to protect your eyes!'
Ori the Orion

DEFILADE GOO

This goo expands and then solidifies to a rock-like hardness. Each charge creates a 1m tall x 1m wide wall, that's about 10cm thick. Additional shots can increase the height, width, or thickness of the wall. Great for instant fortifications, blocking doors and windows, or impromptu sculpting.

Do not roll for random hit locations. Instead this goo sprays out as a wall. Each section has 100 SI and provides THR of 10. The goo takes 1d4 minutes to harden. During this time, it may be sculpted to create openings for doors and gun ports

or shaped to provide steps or ledges. Can only be used at Range Bracket 1.

EXPLOSIVE GOO

This goo is laced with a chemical explosive. Once it's applied, any hard contact with the goo causes it to explode. A lot of fun to spray on floors and streets. It dries clear.

The goo remains inactive until it dries which takes 2d4 Combat Rounds after it is sprayed. When the goo dries it is transparent. The goo does 1d8 damage (Damage Type T) per charge if it gets struck, shot, or concussed after it dries. The penalty to spot the goo with a Visual Observation check is at -40. The penalty to detect the goo with a Smell Observation check is at +20.

FIRE SUPPRESSION GOO

This Goo is laced with fire suppressants and is used to extinguish fires.

Reduce damage from fire by 1d4 (per charge) per section hit. Damage reduction is increased with the number of charges per normal fluid gun ammo rules. If this reduces the damage to zero or less, then the fire goes out. GM Note: Although the suppression goo will put out a fire, there may be situations where the fire will restart once the goo is cleaned off.

FREEZY POP GOO

Contains Kayson which freezes the target after the goo makes contact.

Target's struck must make the following ECR check: FREEZE (COLD@-20; 1d6, -10 AGL; Instantaneous) Damage Type T

GLUE GOO

Plain old expanding glue goo. A favorite of Zen everywhere.

Each section struck is covered in glue and automatically glued to adjacent sections (and/or nearby surfaces) that were also struck in the same attack. Targets struck have their AGL reduced by 60. If a leg is struck MOV scores are reduced to 0. To escape, the target must make the following Attribute check: IMMOBILIZE (STR@-30; -100 AGL & MOV = 0 if leg is struck) Damage Type S. Increase the STR penalty by -10 for each additional charge that strikes the same location. E.g., 2 charges of glue goo would be STR@-40.

It takes one Combat Round per section hit to cut or pull yourself free. Cutting requires access to a knife and a successful AGL check. If the arm you're using to do the cutting was struck, the AGL check is at -100. Pulling yourself free requires a STR check at -30.

If you wish to pull multiple hit locations free simultaneously, an additional -30 is added to the penalty for each section you attempt to free. For example, if you were hit in three locations and you wished to pull all three locations free with the same STR check in a single Combat Round, the penalty for the Strength Check would be -90 (3 sections × -30 = -90).

HELLAVA GOO

Releases a napalm like goo that adheres to the target and ignites on contact.

Target's struck must make the following ECR check: BURN (FIRE@-20; 1d4; 1d6 Combat Rounds or until extinguished) Damage Type T. Flammable materials nearby the target are also ignited.

IMMOBILIZER GOO

Releases a taffy-like foam that expands rapidly to fill roughly 5 cubic meters of volume. The foam is tough but flexible, allowing it to hold targets in place without totally immobilizing them. The foam is also porous, allowing targets that are completely covered to breathe normally. It also allows unscrupulous individuals to deliver gas attacks against targets immobilized in the foam.

Expands to fill 5 cubic meters per charge. Everything within 2.5 m of the target is covered in rapidly expanding immobilizing foam. Targets struck have their AGL reduced by 60. If a leg is struck, MOV scores are reduced to 0. Escaping from Immobilizer Goo is handled in exactly the same was as detailed above for the Glue Goo, only the Agility Check penalty is -60, and the Strength Check penalty is -50 per section. Immobilizer Goo is only usable in Range Bracket 1 and 2.

NEURO TOX

The goo is laced with a contact neurotoxin. The effect is to paralyze the target and glue it in place. It has been used on occasion by the more liberal members of the Zen community.

Targets struck have their AGL reduced by 60. If a leg is struck, MOV scores are reduced to 0. Target's struck must make the following ECR checks:

IMMOBILIZE (STR@-20; -100 AGL, MOV = 0 if leg is struck).

PARALYZE (CHEM@-40; No Actions; 4 minutes). No effect if armor is environmentally contained.

Escaping from Neuro Tox Goo is handled in exactly the same was as detailed above for the Glue Goo, only the Agility Check penalty is -100 and the Strength Check penalty is -20 per section.

SCRIM GOO

This is a lightweight goo that envelops the target and expands in random patterns to disguise the silhouette of the object covered. It is designed to camouflage targets and reduce their sensor signature. The goo is filled with smart-dyes that create random, terrain matching camouflage patterns. If the object is moved (or moves itself), the lightweight goo breaks up and falls away from the concealed object.

Anything covered in this goo receives the following bonuses: Stealth Rating: 50, -50 Penalty to Observation checks made with the Visual Modifier. When sprayed, this goo does not hit random sections. Instead the first charge of this goo can cover a Size Class 4 object, with each additional charge increasing the coverage by +1 Size Class. E.g., Orin uses 4 charges to cover Fredd the Size Class 8 Ram Python so he can hide more effectively. This goo is only usable at RB 1.

SLICK SHOES GOO

This sprayable goo is thin and has an incredibly low viscosity. The goo runs like melted wax, quickly covering the ground before solidifying and turning completely transparent. Once solidified, the goo is nearly frictionless and very slippery. Grapples are typically used to pull vehicles and personnel out of the slip-zone.

Ground vehicles that encounter the goo while moving instantly spin out of control, requiring a Challenging (-80) Piloting check to avoid the spin. Humpties & characters suffer the following effects: TOPPLE (AGL@-80; recheck required each time a character moves or attempts to stand, but FLY is unaffected) Damage Type S. This goo does not hit 3 random sections, instead it covers 10 square meters of surface area per Charge. This goo can only be used in RB 1.

GRENADES AND MINES

GRENADES

Grenades are typically a thin metal shell covering an explosive or occasionally a different payload (e.g., smoke). Grenades come in two main designs: thrown by hand or launched by a weapon. Thrown versions are typically on a timer and launched versions usually are designed to detonate on impact.

There are two types of grenades. The first type are explosive grenades. They cause damage via concussion and fragments (aka frags) thrown at lethal speeds by the exploding grenade. The second type are special purpose grenades, which include gas grenades, freezy pop grenades, and acid grenades, just to name a few. Grenades can either be thrown by hand or launched by a weapon. Launched grenades are more expensive and cannot be thrown.

Weapon: Direct Fire skill is used for firing launched grenades and Throwing skill is used for throwing a grenade at a target. Most Grenades can be thrown a maximum distance equal to *half* the thrower's Strength in meters, though some heavier grenades have shorter throw distances. Check the grenade's description for any distance limitations. Rules in grenade descriptions trump the general rules presented here.

Most thrown grenades are targeted for the center of a 2 m circle for maximum effectiveness. A standard fragmentation grenade has 8 fragments. Fragmentation grenades usually do SI DMG:1 per fragment, if the damage done by the fragment exceeds the Threshold Rating of the target, unless the description states otherwise. Fragments, other than those from plasma grenades, are considered low power kinetic attacks and do no damage to Flux Shields. The concussion damage always ignores Threshold Rating (Damage Type T) and affects Flux Shields normally.

GRENADES

GRENADES	TL	WGT	COST (THROWN)	COST (LAUNCH)
Bang	3	0.3	▽150	▽600
Blinder	4	0.3	▽100	▽400
Cyan Sphere	6	0.03	▽100,000	-
Omegaton	6	1	▽50,000	▽200,000
Phosphorous	3	0.3	▽150	▽600
Plasma	4	0.6	▽1,000	▽4,000
Plasma Seduction	5	1.3	▽20,000	▽80,000
Quabal	3	0.2	▽350	-
Riot Gas	3	0.3	▽75	▽300
Smoke	2	0.3	▽50	▽200
Super Plasma	4	1	▽5,000	▽20,000
TK-1	3	0.3	▽50	▽200
TK-2	3	0.3	▽75	▽300
TK-3	3	0.3	▽100	▽400

"Nothing says 'I Love You' like a grenade in their shorts."

BANG

This is a concussive grenade designed to knock people silly!

BLINDER

A good grenade for incapacitating your opponent. It is hard to fight when you can't see.

All creatures within 5 m of the grenade when it goes off must make the following ECR Check: BLIND (SEN@-10; Visual Modifier Reduction -100; 2d4 Combat Rounds)

Victims beyond 5 m receive a +10 to ECR for every meter of

distance between them and the grenade. Victims beyond 30 m are unaffected. Note that Cizerack will be susceptible to a greater distance due to their excellent vision.

CYAN SPHERE

Micro form factor with nitro-7 inside. 1/10 the size of a normal grenade. This grenade is highly concealable. Due to shock sensitivity, they are frequently placed where they can be hit with something that will set them off. These grenades cannot be launched.

OMEGATON

The modern equivalent of a thermobaric explosive in a (barely) throwable sized package.

Concussion ranges listed in the standard grenade rules are doubled when calculating concussion damage from this grenade.

PHOSPHOROUS

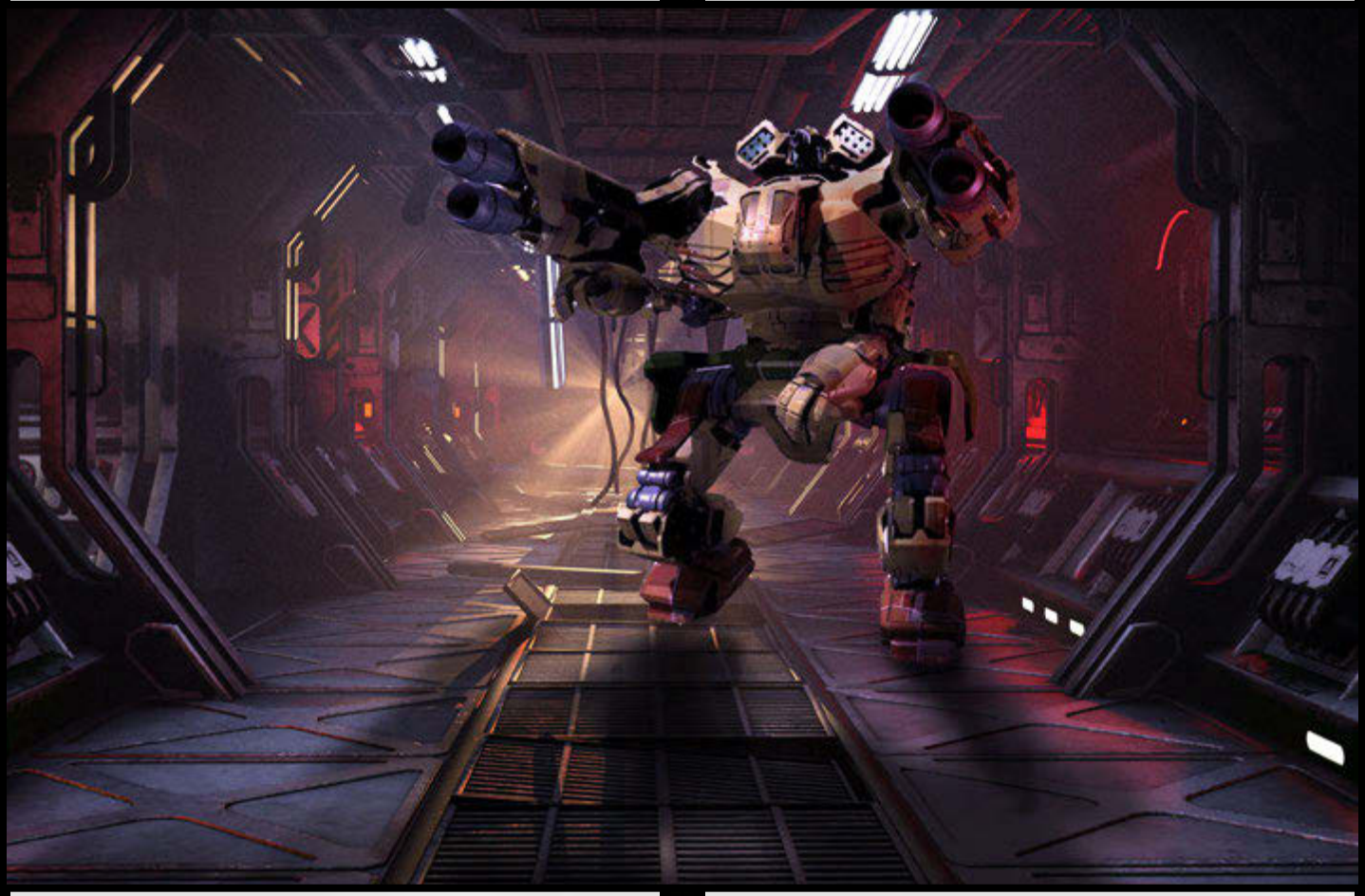
This grenade spreads chunks of white phosphorous around. They ignite when exposed to oxygen and burn very hot. They can melt through metal and cause 3rd degree burns to flesh.

Fragments from this grenade have a Threshold Reduction Rating of 2 (THR-R: 2). Each fragment does 2 SI Damage. Fragments ignite flammable materials.

PLASMA

Costly but very effective at ripping up armor! Buy a six pack!

Plasma fragments do 4 SI Damage per fragment. Plasma fragments affect Flux Shields normally. Fragments will ignite flammable materials.



PLASMA SEDUCTION

Renowned Physicist Brett Miller designed this for overkill. If you're not excessive, you're never really sure.

Plasma fragments do 8 SI Damage. Plasma fragments affect Flux Shields normally. Fragments ignite flammable materials.

QUABAL

Quabals are shuriken-like devices that explode on impact. Quabals can only be purchased on an Eridani planet or on the Black Market. One is tempted to ask the question: If Eridani are so honorable, why are they carrying these lovely items?

Uses Throwing skill. Quabals can be thrown 1/3 of the wielder's Strength in meters and detonate on impact, causing damage to the section struck. They are frequently illegal due to their explosive nature.

RIOT (GAS)

The grenade emits a noxious gas, which causes immediate fits of coughing.

TOXIN (BIO@-20; -30 to stat and Skill Checks; 4d4 Combat Rounds). Environmentally contained armor negates any effects. Gas extends out 10 m from the grenade depending on wind conditions (GM discretion).

SMOKE

Creates a thick cloud of billowing smoke in one of many colors.

Observation checks made with the Visual or Smell modifiers to locate or identify anything in or through the smoke are made at -30 penalty. Also affects lasers. Gas extends out 30 m from the grenade depending on wind conditions (GM discretion).

SUPER PLASMA

New and improved. Good for taking out infantry in Heavy Armor.

Plasma fragments do 5 SI Damage. Plasma fragments affect Flux Shields normally. Fragments ignite flammable materials.

TK-1

This is your standard, no-frills, TL3, basic frag grenade.

TK-2

This is an improved version of your standard, no-frills, basic frag grenade.

TK-3

This is a top-end, Tech Level 4, explosive fragmentation grenade, with all the TL4 improvements you'd expect to see: such as, ambidextrous activation and a programmable timer (2-30 seconds).

MAG GRENADES

MAG GRENADES

MAG GRENADES	TL	WGT	COST (THROWN)	COST (LAUNCH)
Absorption Destroyer	4	0.3	▽200	▽800
Acid	4	0.3	▽75	▽300
Bad Bug	4	0.3	▽500	▽2,000
BZ	4	0.3	▽500	▽2,000
Freezy Pop	4	0.3	▽425	▽1,700
Glue	4	0.3	▽125	▽500
Hellfire	4	0.3	▽425	▽1,700
Med Mag	5	0.3	▽500	▽2,000
Neuro Tox	4	0.3	▽500	▽2,000
Parasite	5	0.3	▽1,125	▽4,500
Super Sonic	4	0.3	▽1,375	▽5,500
Taser	4	0.3	▽500	▽2,000

Mag Grenades (AKA Magnetic Grenades) work like magic! They stick to your target. They function as standard launched grenades except they stick to the target on impact. Despite the name 'magnetic grenades' the devices use a combination of electromagnets, molecular glues, and conventional adhesives to adhere to a victim. Most are armed right after they are thrown or leave the barrel and trigger on impact, though some have timed detonations. Mag grenades have a wide variety of payloads.

Mag Grenades can be set so that if they do not strike a target, they will permanently deactivate. They can also be set to lay dormant if they do not strike a target; they automatically attach to the next metal object that passes within range of the electromagnet (3 meters) in the grenade. If the grenade does not find a new target within 1 galactic day, it will permanently deactivate as a safety precaution.

Mag Grenades are treated as normal grenades, except they permanently bond to the target they strike, making them very difficult to remove. Strength Check at -220 (-110 for Pythonians). Unless you're a Pythonian or in strength-augmented armor, you're not getting the grenade off before it activates. Magnetic Grenades can be shot off, but this requires a Called Shot at -60 under combat conditions, where other situational modifiers are likely to apply. A miss means the shooter has hit the target where the Mag Grenade

was stuck instead of the grenade. Mag Grenades with a timer will be specifically noted in their descriptions.

Changing the safety settings on a Magnetic Grenade Launcher to force one or all grenades in the launcher to deactivate or go dormant, if no target is struck after launch, requires HALF of your Actions. Unspent Mag Grenades laying on the battlefield are readily apparent to anyone who is paying attention.

ABSORPTION DESTROYER

This mag grenade uses a small one-shot shaped charge to drill a tiny hole through the armor and release a chemical designed to destroy absorption polymers. It can be used by the more liberal among Zen without fear of violating their pacifist code.

If the target has a Threshold Rating of 15 or less, the grenade does 2 SI Damage and 4d6 damage to Absorption.

ACID

Corrosives are useful in eating away at armor and the people inside.

CORROSIVE (CHEM@-20; 4d4 to SI) Damage Type T.A. This grenade does 4d4 SI Damage to the armor section struck if the armor fails its ACID ECR. If the SI in a section is reduced to zero, the remaining damage is applied to the occupant's Body Points.

BAD BUG

Not a bed bug. This grenade uses a small charge to put a hole in the armor, and then inserts a genetically engineered, cross-species bacteria into whatever body tissue was damaged by the charge. Those who are infected become contagious. This weapon is illegal on all Alliance worlds.

DISEASE (BIO@-20; lose 1d8 per day from STR, AGL, CON; 1 day delay; 4d6 day duration) Damage Type S. If the target has a Threshold Rating of 15 or less, the grenade does 2 damage to SI and requires the armor's occupant to make a BIO ECR to avoid being infected. Targets who fail their ECR can infect others within 3 m, requiring them to make an ECR once per day to avoid catching the disease.

BZ

A small charge puts a hole in the armor, and then BZ agent is released into whatever body tissue was damaged by the charge. The effect is to make the target instantly intoxicated.

TOXIN (CHEM@-20; 8d6 MD, AGL, INT; 30 min) Damage Type S. If the target has a Threshold Rating of 15 or less, the grenade does 2 SI Damage and requires the armor's wearer to make a CHEM ECR.

FREEZY POP

This grenade functions like a frost gun round that explodes on impact.

Targets struck by this grenade must make the following ECR check: FREEZE (COLD@-20; 6d6 damage, 1d10 AGL) Damage Type T.

GLUE

This round pops open and exudes an expanding mass of sticky glue. A popular munition for Zen who find themselves in a combat zone.

Roll 4 Hit Locations using a d8. Hit Locations may not be bumped. Treat a roll of 7 as attaching the target to the nearest convenient surface rather than a miss. i.e., the target is glued to the ceiling/wall/floor. Treat a roll of 8 as not affecting the target. Each section struck is covered in glue and automatically glued to adjacent sections (and/or nearby surfaces) that were also struck in the same attack. Targets struck have their AGL reduced by 50. If a leg is struck MOV scores are reduced to 0. Damage Type S.

To break free targets must make the following Attribute check: IMMOBILIZE (STR@-30; -50 AGL & MOV = 0 if leg is struck) Damage Type S. It takes one Combat Round per section hit to cut or pull yourself free. Cutting requires access to a knife and a successful AGL Check. If the arm you're using to do the cutting was struck, the AGL check is at -50.

Pulling yourself free requires a STR check at -30. If you wish to pull multiple hit locations free simultaneously, an additional -30 is added to the penalty for each section you attempt to free. For example, if you were hit in three locations and you wished to pull all three locations free with the same STR check in a single Combat Round, the penalty for the Strength Check would be -90 (-30 + -30 + -30 = -90).

HELLFIRE

Releases a napalm-equivalent which sets the target on fire.

Targets struck by this grenade must make the following ECR check: BURN (FIRE@-20; 1d4 damage per Combat Round to each location hit; 1d6 Combat Rounds) Damage is Type T. Roll for 1d3 hit locations. Flames ignite nearby flammable materials.

MED MAG

Healing bliss from a distance. Uses a small one-shot laser to drill a small hole and release a BRI. The hole is then refilled with a QSU charge, and the munition detaches automatically. This is another popular round for Zen.

If the target has a Threshold Rating of 15 or less, the grenade injects a MBRI into the target, healing 3d6 Body Points including Critical Hits. The target suffers no Structural Integrity loss.

NEURO TOX

A small charge puts a hole in the armor and then a neuro agent is released into whatever body tissue was damaged by the charge, which eventually paralyzes the target.

If the target has a Threshold Rating of 15 or less, the grenade does 2 SI Damage and requires the armor's wearer to make the following ECR check: POISON (BIO@-20; -100 MD, AGL; 1 day; 30 minutes) Damage Type S.

PARASITE

This round drains the power from items it contacts, including armored suits. Hits to weapons drain batteries and hits to armored suits disable options and actuators in the section hit. The effects last for up to 10 seconds, unless the round is destroyed or removed. Note that shooting a parasite round after it has drained power tends to make them explode.

If a beam, Pulse, Omega, or energy weapon is hit, it loses 2d6 from its Q every Combat Round for the next 5 Combat Rounds. If an armored suit is hit, roll on the Armor Option table for the section hit. If there is an armor option in the slot you rolled, it is disabled for 5 Combat Rounds. If there is an Actuator (Slot 1 for Heavy Armor, Slot 1 and 2 for MBA) in the slot, then that hit location is immobilized for 5 Combat Rounds. The parasite's effects can be cut short if it is destroyed or removed. If you shoot the parasite, it does 1d8 damage (Damage Type T) for every Combat Round it has spent draining power. Damage is applied to the location where the parasite was attached.

SUPER SONIC

This Mag Grenade emits a sonic pulse to knock the target unconscious. It is particularly effective against Mazians, Chatilians, and Cizerack.

Targets struck by this grenade must make the following ECR check: STUN (SEN@00*; No Actions; 10 minutes; 1 minutes) Damage Type S.

TASER

This Mag grenade delivers a powerful electric jolt to whatever it hits and is ideal for disabling weapons and armor options.

Targets struck by this grenade must make the following ECR check: SHORT (ELE@-20; 2d4 ABS) Damage Type S. If the armor fails its ELE ECR, the user must immediately roll on the Armor Options Table for the section hit to see which Armor Option is disabled. If a weapon or device is hit, it must make an MN roll, adding 20 to the die roll result.

MINES

Mines are an explosive trap which are placed to damage vehicles or personnel. They are typically used to ambush the enemy. They can also be used to funnel attackers into a clearing where other weapons can be brought to bear, to protect a temporary base or equipment (booby traps), to delay or evade a pursuing force, or even to booby trap other mines to prevent tampering.

When the mines are deployed, they communicate with each other and move through the soil until they are evenly distributed, using one of several dozen patterns. When a mine detonates, the remaining mines estimate where the explosion occurred and very slowly migrate through the soil to fill in the gap created in the minefield.

Mines, other than those in permanent installations, deactivate automatically after one month. This safety timer can be deactivated but doing so, without strict compliance with the rules of war, risks the user being tried for war crimes. Tech Level 4 and higher mines are self-burying. The user simply activates and throws the mine down, and they automatically dig into the soil. Tech Level 4 or higher mines can also form self-healing mine fields.

Mines are like grenades in that they have concussion and fragments. Demolition skill helps with ensuring successful placement. Stealth & Concealment skill is used to hide them so that they are not discovered until they explode. It takes 1d4 + 1 minutes to set up a mine. Mines have a Stealth Rating, which indicates how difficult it is for sensors to detect them.

A typical explosive mine will deliver 8 fragments to its target. 2 Fragments are assumed to each leg unless the description states otherwise. (GM's discretion). Roll 1d8 to determine the remaining 4 Hit Locations, with a roll of 7 and 8 indicating a miss. Hit locations can't be bumped. Each fragment typically does 1 SI Damage. Concussion affects Flux Shields normally. Non-plasma fragments do not affect Flux Shields.

Self-burying mines are treated as having 10 levels of Stealth & Concealment skill with a Link Stat providing a base chance of 20%, for a total Percentage Chance of Success of 70%. Characters can always choose to bury the mines themselves by making their own Stealth & Concealment Skill Check.

MINES

DESCRIPTION	TL	WGT	COST
Blinder Mine	4	-	▽450
Jumping Jack	3	1	▽220
Plasmore	4	2	▽5,000
Sonic	4	2	▽3,000
Tangler	Special	-	▽500
Tank Killer	4	20	▽17,000
Zweihaender	3	3	▽150
Zweihaender-2	3	3	▽500

BLINDER

Dazzle your enemy by the dozen!

Anything with eyes or visual sensors within 10 m looking in the direction of the mine when it goes off are blinded. Beyond 10 m, there is a +10 to ECR per 1m of distance from the mine. Note that Cizerack will be susceptible to a greater distance due to their good vision. ECR Check BLIND (SEN@-10; Visual Mod Reduction -200; 2d4 minutes). Stealth Rating: 40

JUMPING JACK

The mine throws a grenade into the air approximately 1m above ground before the grenade explodes.

Treat this mine as if it were a grenade 1 meter above the mine. This mine ignores the "2 frags to the leg rule." See grenade rules. Stealth Rating: 20

PLASMORE

Scares the guys in Heavy armor. Keep a hose around to clean out the armor when you salvage it.

Each fragment does 4 SI Damage. Stealth Rating: 70

SONIC

Louder than the loudest metal band. This mine is capable of stunning and deafening those in range. Targets in close proximity to the mine are highly likely to be injured by the concussive blast.

Targets within 5 m of this mine take 2 damage. Damage Type T to each section. In addition, targets within 10 m must also make the following ECR check: STUN (SEN@-30; No Actions, -100 to Hearing Mod; 10 minutes) Stealth Rating: 40

TANGLER

Anyone within 10 m of this mine is likely to be covered in a spray of sticky, immobilizing glue strands called tangler-vines.

Targets within 10 m are automatically struck by 3 tangler-vines. Roll a d8 to determine hit locations. The legs are not guaranteed to be hit. Treat a roll of 7 as attaching the target to the nearest convenient surface rather than a miss, i.e., the target is glued to the ceiling/wall/floor. Treat a roll of 8 as not affecting the target. Each section struck is restrained by a tangler-vine and automatically entangled with adjacent sections (and/or nearby surfaces) that were also struck in the same attack. Targets struck have their AGL reduced by 60. If a leg is struck MOV scores are reduced to 0.

To break free targets must make the following Attribute check: IMMOBILIZE (STR@-50; -60 AGL, MOV = 0 if leg is struck) Damage Type S. It takes one Combat Round per section hit to cut or pull yourself free. The tangle vines have a Threshold Rating of 5 and are immune to cutting attempts, if the weapon can not do enough damage to exceed the Threshold Rating of the tangler-vines. Cutting requires access to a knife and a successful AGL Check. If the arm you're using to do the cutting was struck, the AGL check is at -70. Pulling yourself free requires a STR check at -50. If you wish to pull multiple hit locations free simultaneously, an additional -50 is added to the penalty for each section you attempt to free.

> **EXAMPLE:** if you were hit in three locations and you wished to pull all three locations free with the same STR check in a single Combat Round, the penalty for the Strength Check would be -150 (-50 + -50 + -50 = -150).

Stealth Rating: 20

TANK KILLER

Designed to take out vehicles (and Pythonians). It takes 450 kg of weight or more on the step-on detonator to set off the mine.

Each fragment does 20 SI Damage. Stealth Rating: 60

ZWEIHAENDER

A popular mine with an extended blast radius. The Zweihaender can be set up to detonate using a pressure switch or remote manual trigger.

Targets within Range Bracket 3 are struck by four fragments. For targets in Range Bracket 1, one fragment automatically strikes each leg. Roll 1d6 to determine Hit Locations for the remaining 2 fragments. For targets in Range Bracket 2, roll a d8 for the hit location of all 4

fragments. For targets in Range Bracket 3, roll a 1d10 for the hit location of all fragments.

Each fragment does 2 SI Damage. All targets in Range Bracket 1 through 2 suffer the listed concussion damage to each exposed Body Section. Stealth Rating: 30

ZWEIHAENDER 2

New and improved version of the classic Zweihaender.

Functions identically to the standard Zweihaender but with increased damage. Stealth Rating: 40

EXPLOSIVES AND DETONATORS

EXPLOSIVES

Explosives are typically used to destroy or create a hole in an object, vehicle, or building. They're also used to create traps. The more you buy the more damage they do when the detonate. Also, some are shock or heat sensitive, so avoid being shot or burned while carrying them, as appropriate.

Explosives require a detonator of some type. In the Explosives table, the types of detonators available for that explosive type are listed, using their 1-letter abbreviation. Consult the Detonator section for more information on detonator types. A double zodd (00) when setting explosive(s) means that they go off immediately while being set. See Demolitions skill for rules regarding setting the explosives.

When used for demolition work the damage is applied to Structural Integrity (Damage Type T.A.). If the explosive is a trap for personnel, then the damage is applied as concussion (Damage Type T) to *each* Body Section. Sections behind hard cover are unaffected (GMs discretion) if the cover holds. Explosive damage is always diminishing. When used against personnel, explosives do full damage out to 50% of its blast radius. Beyond this point it does half damage, out to the last quarter of the blast radius. In the last quarter of its blast radius, it does 25% of the listed damage.

Explosives are measured in units. Each additional unit of explosives increases the damage and range by the value listed. For example, Dynamite has a DMG per unit of 2d12 (2 for personnel) and Blast Radius RNG per Unit of 10 m. So, two sticks of dynamite would cause 4d12 damage (4 for personnel) and have a blast radius of 20 m. Three sticks would cause 6d12 damage (6 to personnel) and have a blast radius of 30 m, and so on.

EXAMPLE: 3 sticks of dynamite, when used as an anti-personnel weapon, would do 6 points of concussion damage to each Body Section to any target closer than 15 m. A target between 15 and 22.5 m would suffer 3 point of damage to each Body Section. Targets beyond 22.5 m in distance would suffer 1 point of damage. (6 ÷ 4 = 1.5, rounded down to 1).

EXPLOSIVES

TYPE	TL	WGT	COST
Dynamite	3	1	▽400
C-4	3	1	▽2,000
Jellnite	5	1	▽8,000
Nitro-7	4	0.5	▽10,000
Villanite	6	0.5	▽8,000

C-4

A highly portable and stable explosive.

DYNAMITE

Easily manufactured even in the most remote locations.

Dynamite starts to leak nitroglycerin after a year. For each year of storage, reduce the MN of the dynamite by 5.

JELLNITE

Usable in the vacuum of space!

NITRO-7

A shock sensitive liquid explosive. The minute the container is unsealed the Nitro-7 begins to solidify. Pour it in place and let it harden. The Nitro-7 takes about 1 minute to become firm. Once it is in solid form, the Nitro-7 becomes sensitive to shock and any hard knock will detonate it. Safety tip: Don't stand too close when you shoot at it with that Omega Weapon.

Once in solid form, if the Nitro-7 is exposed to a shock (e.g., being shot), there's a 10% chance of detonation. If exposed to an explosion (translational damage) that does 8 damage, the nitro-7 will go off automatically.

VILLANITE

The most powerful explosive regularly available within the Alliance. It is heat sensitive. Don't get hit by a flamethrower or Pulse rifle while carrying this.

This explosive has a FIRE ECR of 20. If exposed to temperatures above 37° Celsius (100° F), make a FIRE ECR. If the ECR check is unsuccessful, the Villanite explodes.

DETONATORS

Detonators are used with explosives to activate (aka detonate) the explosive, usually from a safe distance. Some detonators are capable of setting off multiple explosive charges.

DETONATORS

DESCRIPTION	TL	WGT	COST
Electronic Timer (E)	3	1	▽100
Fuse (F)	3	1	▽1
Multistep	3	3	▽100
Pressure (P)	3	2	▽75
Radio (R)	3	2	▽200
Sonic (S)	3	2	▽500
Tripwire (T)	3	1	▽20

ELECTRONIC TIMER

This explosive is basically a digital timer. You set the timer, and when the clock runs down to zero, the detonator is triggered.

The timer can be set from 1 second to 300 hours.

FUSE

The old school way to set off dynamite. Light a match, touch the fuse, and let it burn to the charge. There's a 5% chance that the fuse will blow out.

MULTISTEP

Allows for the simultaneous detonation of up to 10 different charges.

PRESSURE

A cheap and efficient way to trigger the explosives. Variable pressure settings choose either '5 kg to 100 kg' or '101 kg+' Weights below the selected setting will not trigger the explosives.

RADIO

Range: 6 km. The explosive receives the command from the detonator. Even with modern safety standards, including encryption and detonation code verification, radio detonators are not recommended in highly urbanized areas.

SONIC

Once set you have 30 seconds to evacuate the location.

Set the trigger for between 10dB (breathing) and 100dB+ (jackhammer or jet takeoff at 30 m away). Noises above the specified levels will trigger the detonator. The recommended setting is 50dB or louder, which would be triggered by normal conversation in the area.

TRIPWIRE

Imagine 5 m of fishing line and your target trips to the sound of fireworks right before they learn to fly.

Anything disturbing the wire activates a switch to trigger the explosive charge. Stealth Rating: 25

CHAPTER 8.0

EQUIPMENT & CYBERNETICS

Toys, toys, toys… Guns aren't the only thing every merc troop or pirate band needs. Sometimes a flashlight, compass, or bit of rope just might save your life. Not to mention that BRI or MBRI for when you're bleeding out. So what kind of gear do you need? As always, that depends upon the job. Though it's usually recommended that communication, survival, and medical supplies always be carried. These choices are further complicated by seven Tech Levels, therefore, not all equipment you want to carry may be available when you're on frontier worlds.

This chapter covers communications gear, computers, surveillance and detection equipment, emergency medical gear, environmental hazard equipment, espionage devices, personal items, and other miscellaneous equipment. The Tech Level (TL) listed for equipment is the minimum level needed to create that piece of gear. Each piece of equipment lists its size in terms of spaces. Spaces come in three sizes: A-Spaces, B-Spaces, and C-Spaces.

Malfunction Number

The *Malfunction Number (MN) and ELE ECR* of any device is based on the Tech Level of the device, unless the description specifically lists a MN or ELE ECR value, which overrides the following table.

MALFUNCTION #

TL	MN	ELE
3	96	50
4	97	60
5	98	70
6	99	80
7	100	90

BATTERIES & POWER

Industry standard batteries are used in most weapons and equipment, though not all equipment requires a replaceable battery. The following table lists the standard battery sizes. If you want to know how much power a particular piece of equipment uses per unit of time, simply divide the EU in the battery by the duration. For example, the Base Station Radio uses an E-Pack 400 battery and will run for 200 days. (400 EU per 200 days = 2 EU per day).

Devices marked Powered require a power source to operate and will have Duration listed and a battery size in parenthesis. Devices that are marked Rechargeable can be recharged by connecting them to a power source. A recharge time will be listed using Alliance standard household wireless charging, which provides only a tiny fraction of an EU every minute, in parenthesis. Devices with Refuel must be refueled, and the cost will be listed in parenthesis. Devices without a power listing operate using so little power that charging them is a moot point, or they are recharged by movement, solar, or ambient energy.

BATTERIES

TYPE	EU	EQUIVALENT	SIZE	WGT	TL	COST
E-Pack 5	5	Concealed pistol E-Mag	0.2	0.2	5	▽10
E-Pack 15	15	Standard pistol E-Mag	0.5	0.5	5	▽30
E-Pack 25	25	Extended pistol E-Mag	1	0.8	5	▽50
E-Pack 50	50	Standard rifle E-Mag	2	1.8	5	▽100
E-Pack 75	75	Extended rifle E-Mag	3	2.6	5	▽150

COMMUNICATIONS EQUIPMENT

Communication is the key to team work among Battlelords. From spotting targets for artillery to coordinating an entry, communication equipment gets the job done. Modern communication devices are specialized computers capable of relaying verbal, visual, and data transmissions and can interact seamlessly with computers. "Friendly" communication systems and devices are those that the character is authorized to access or has hacked to allow access.

If any item in this book does not list Signal Strength assume it is 50%. However, certain events, such as atmospheric ionization, enclosed areas, and jamming affect the reception and transmission. The Game Master will assign any relevant penalties to the Communications Skill Check. Reception drops 1% for every 1% beyond the maximum range.

Communication units with built in computers will have an IQ listed. The computer is used to route and sort communications that the unit receives. Some communication units that support planetary infrastructure have built-in P-AIs that assist in scanning and sorting any communications received, either intentionally or accidentally. Computers built into a comm system are assumed to have 1 level of Communication skill. If P-AIs are built into a comm system they are assumed to have 5 levels of Communication skill.

Communication systems are encrypted. If someone intercepts a communication, they can make an attempt to decode the

SPACE CONVERSION

UNIT OF SPACE	ALTERNATE NAMES	VOLUME	APPROXIMATES	# OF A-SPACES	# OF B-SPACES	# OF C-SPACES
A*	A-Space, Armor Space	350 cm^3 (0.350 L) [5 cm × 5 cm × 14 cm]	Pant Pocket	1*	0.001 B	0.000002 C
B	B-Space, Backpack Space	0.35 m^3 (350 L) [1 m × 1 m × 0.35 m]	Large (Pythonian-Sized) Backpack	1,000*	1 B	0.002 C
C	C-Space, Cargo Space	180 m^3 (180,000 L) [20 m × 3 m × 3 m]	Cargo Container	500,000*	500 B	1 C

* The default unit for Space is A. Only B and C Spaces are denoted with B and C.

COMMUNICATION EQUIPMENT

DESCRIPTION	ECCM	IQ	INT	SIG STR	RNG	SIZE	WGT	DIMENSIONS	TL	COST
Base Com	80	100	35	65	2,000 km	0.2 C	250 kg	4 m x 3 m x 3 m	5	▽1,500,000
Combat Com	40	40	0	45	10 km	-	-	Headset	5	▽2,500
Advanced	80	40	0	45	10 km	-	-	Headset	5	▽3,500
Optimum	120	40	0	45	10 km	-	-	Headset	5	▽4,000
Communication Encryption Module	0	0	0	0	0	-	-	5 cm x 5 cm x 2 cm	4	▽10,000 x TL
Ear Transceiver	0	0	0	20	1 km	-	-	Earpiece	4	▽150
Police Version	25	0	0	20	2 km	-	-	Earpiece	4	▽450
Military Version	75	0	0	20	3 km	-	-	Earpiece	4	▽1,500
Field Com	60	40	0	40	100 km	9.1	15 kg	1 m x 8 cm x 4 cm	4	▽25,000
Landing Beacon (Portable)	100	0	0	80	50,000 km	0.2 C	120 kg	10 m x 2 m x 2 m	5	▽90,000
Signal Booster	0	0	0	20	+10%	+10%	+10%	Increase Volume by 20%	*	+20%
Spy Transmitter	20	0	0	120	1 km	-	-	5 mm x 5 mm x 2 mm	6	▽30,000
Traveler	15	40	0	15	2000 km	0.5	.1 kg	Length of forearm	5	▽15,000
Police Version	40	40	0	40	2000 km	0.5	.1 kg	Length of forearm	5	▽40,000
Military Version	70	40	0	65	2000 km	0.5	.1 kg	Length of forearm	5	▽75,000
Watch Phone	0	0	0	20	2 km	0.1	-	Wraps around wrist	4	▽600
Police Version	40	0	0	40	2 km	0.1	-	Wraps around wrist	4	▽1,800
Military Version	70	0	0	65	2 km	0.1	-	Wraps around wrist	4	▽2,500

* Must be paired with Commo of equal TL.

PERSONAL COMPUTING DEVICES (PCD)

DESCRIPTION	IQ	INT	ACTIONS	RANGE	SIZE	WGT	DIMENSIONS	TL	COST
Mercury III	40	0	2	20 m	0.1	-	12 cm x 3 cm x 1 cm	4	▽1,200
Pad	40	0	2	15 m	1	-	Forearm length	4	▽800
Sport2 PCD	40	0	2	10 m	-	-	1 cm x 1 cm x 5 cm	4	▽300
Clip PCD	45	0	2	20 m	0.1	-	1 cm x 1 cm x 5 cm	3	▽600
Tac 1	50	0	2	50 m	3	-	15 cm x 15 x 4.5 cm	4	▽18,000
Genie	60	0	2	40 m	0.2	-	1 cm x 2 cm x 5 cm	6	▽65,000
Outback PCD	60	0	2	20 km	0.5	-	10 cm x 3 cm x 6 cm	5	▽12,000
Cracker	70	0	2	50 m	0.1	-	1 cm x 1 cm x 5 cm	5	▽40,000
Gamma 30	80	0	2	60 m	0.6 B	1 kg	1 m x 1 m x 35 cm	6	▽75,000
Executive	90	0	2	200 m	0.2	-	6 cm x 10 cm x 1 cm	6	▽6,000
Sci Com GF (P-AI)	120	30	4	30 m	3	1 kg	15 cm x 15 x 4.5 cm	6	▽1,250,000
Strike Force (P-AI)	120	35	4	60 m	5	-	22 cm x 13 cm x 6 cm	6	▽1,600,000
Veliton (P-AI)	150	45	4	100 m	0.1	-	12 cm x 3 cm x 1 cm	7	▽2,000,000

transmission. This difficulty for the check is equal to the Tech Level of the transmitter multiplied by 20. The decoding party must have a PCD with at least 5 levels of either the Communications skill, Academic Studies (Math or cryptography) skill, or Science: Criminal (cryptography) skill to even attempt decryption.

ECCM: The equipment's Electronic Counter-Counter Measures value (ECCM) if equipped. See ECCM for rules.

IQ: The equipment's effective IQ stat. Typically used for skill checks the equipment automates.

INT: This is the INT stat for PCDs or computers with a built-in para-artificial intelligence (P-AI). Only P-AIs will have an INT stat.

Actions: This is the number of Actions the computer or P-AI receives each Combat Round.

Signal Strength: This is the signal strength of the communication equipment measured as a percentage.

RNG: This the range of the communication equipment or communication equipment installed in other devices, like a PCD.

SIZE: The number of Spaces the item takes up. If no unit is listed, then assume A-Spaces. If the SIZE indicates "By SC" then item of clothing (suit, glove, mask, etc.) is the size normally worn for a Size Class 4 character. A "By SC" item may still list a SIZE in Spaces in parenthesis. Weight and Cost are adjusted for Size Class as with armor.

WGT: This indicates the weight of the item, which is typically in kilograms.

Dimensions: The physical dimensions of the item.

TL: This indicates the Tech Level of the item.

COST: This indicates the cost of the item in Alliance Credits (▽).

Higher Tech Level Gear

There are more sophisticated versions of the item that can usually be found and have a higher Tech Level. If you want a higher Tech Level version of a piece of comms gear, the cost is multiplied by 10 for each increase in Tech Level while the listed range doubles. Example: The Ear transceiver is TL4. A TL7 version would cost thirty times (7 – 4 = 3, 3 × 10 = 30) what a TL 4 cost. The range of the TL7 version would be 8 km.

BASE COM

This unit is large and must be mounted stationary or on a larger vehicle. It can handle several thousand transmissions and sorts them as needed automatically. Voice, visual, and data transmissions can be sent. The unit is also capable of voice activation and recognition. It can connect to any other radio device.

Duration: 200 days, Powered (E-Pack 400)

COMBAT COM

A small, voice activated, multi-channel unit worn as a headset. It broadcasts and receives vocal and subvocal transmissions. This device can also connect to friendly Alliance communication grids such as phone systems, base systems, emergency systems, and other personal communications devices. Additionally, the built-in intelligence system will monitor all com contact and relay information deemed relevant to the user. There are three versions: the base model, the advanced model, and the optimum model.

COMMUNICATION ENCRYPTION MODULE

This device attaches to communication modules and encrypts all outgoing transmissions.

This gives a -40 penalty to anyone trying to decrypt communications on the device. The cost of the unit is equal to ▽10,000, multiplied by the Tech Level of the device to which it is attached. For Example: Attaching this unit to a TL5 Advanced Combat Com would cost ▽50,000.

DECRYPTION

TL	PENALTY
3	-60
4	-80
5	-100
6	-120
7	-140

EAR TRANSCEIVER

A small, voice activated, multi-channel unit that attaches near or to an ear. It broadcasts and receives vocal and subvocal transmissions. This device can also connect to friendly Alliance communication grids such as phone systems, base systems, emergency systems, and other personal communications devices. There are 3 versions: the base model, the police model, and the military model. The latter two have improved anti-jamming tech (ECCM) and additional range.

FIELD COM

A robust communication unit used by combat troops and emergency responders. It can handle around 100 transmissions and automatically sorts them as needed. It can handle voice, video, and data.

LANDING BEACON (PORTABLE)

Continually broadcasts pertinent information for space and atmospheric vehicles trying to land. Ships can lock on to the beam and use auto-pilot when landing under normal conditions. This is typically installed at spaceports, airports and VTOL airbases. The unit comes with a built in ECCM. If compromised or partially jammed, the unit automatically goes into emergency warning mode.

Duration: 6 months, Powered (E-Pack 200)

SIGNAL BOOSTER

This system includes a larger power source for your transmitter as well as a larger antenna, making it more difficult for your opponents to jam your comms.

The Signal Strength Booster can be added to any communications to give a +20 bonus to the Signal Strength. It also increases the range by 10%. You cannot use more than one Signal Booster. Cost for this unit is 20% of the cost of the communication equipment to which it is attached. Dimensions: Increase size by 20%. Battery life is decreased by 20%.

SPY TRANSMITTER

This device looks like a 5-millimeter diameter dot. Its coloration blends to match its environment and requires an active search to spot.

Observation Skill Check modifier to spot the Spy Transmitter: -120

TRAVELER

This is a forearm worn unit with projection screen and interactive holographic displays. It can send and receive data transmissions such as voice, Tri-V, video chatting, and data searches. There are three versions: base, police, and military. The latter two have improved anti-jamming (ECCM), encryption tech, and range.

WATCH PHONE

A small, voice-activated unit. This device connects to any Alliance communication grids such as voice communications, base systems, emergency systems, and other personal communications devices. It can also transmit and receive audio, video and electronic data. There are three versions: base, police, and military. The latter two have improved anti-jamming (ECCM), encryption tech, and range.

PERSONAL COMPUTING DEVICES (PCD)

Everyone on a TL4 world and above carries a PCD. These devices are used to access information, communicate, and to transmit data. PCDs that are worn are sometimes referred to as Body Comps. PCDs and Body Comps are capable of running various applications to assist the individual in any given task. These computing devices have been integrated into clothing, fashion accessories, and even food.

An off-the-shelf PCD can project visual information into the user's field of view and/or transmit audio information to their ears without causal observers nearby being able to see or hear the information. These devices also come with built in microphones, interactive holoprojection equipment, and wireless and wired connection points. Computers can access the Hypernet, the galaxy-spanning version of the Internet that exists in the 23rd century, on any Tier 1 or Tier 2 planet. Tier 3 planets with a publicly accessible inter-planetary communication array may have Hypernet access.

No computer or P-AI is allowed to use a weapon or controlled device in a manner that could lead to death or serious bodily injury due to restrictions built into the device by Alliance law.

Computers may act like they have personalities, but that's exactly what it is. An act. A computer's responses are simply pre-programmed. Most computers act pretty chipper or at least neutral. However, P-AIs have true personalities and like people, they're not always happy. You can change the default personality of a P-AI, but they usually retain some aspects of their factory default temperament.

The actions a computer can perform are based on the programs it possesses and the equipment connected to it. Even in the 23rd century, you can't print from your computer without a printer. Civilian computers and P-AIs can control any "friendly" device in range, excluding weapons. Military computers can access friendly devices in range including weapons. A friendly device is any device available to the public or one in which the owner has granted access to the computer.

Sending and receiving between devices in Range is a Free Action. Analyzing data is always a free Action for a computer or P-AI. Furthermore, computers act during the character's Initiative have 2 Actions, whereas P-AIs always act first during a Combat Round and have 4 Actions.

Each computer and P-AI has an IQ stat, but only P-AIs possess the Intuition stat. Programs on computers are represented as skills. Computers can use skills just like characters. Regardless of the Link Stat of the skill being used by the computer or P-AI, these devices always use their IQ score rather than the listed Link Stat, unless otherwise stated.

For example, a computer with an IQ of 40 is remotely piloting a skimmer. The computer has the Pilot: Aircraft skill at 6 levels. In this case, the computer would substitute its IQ for MD, which it does not possess. This results in a Percentage Chance of Success of 50% when operating the skimmer [(40 ÷ 2 +(6 levels × 5% per level) = 50]. Obviously, computers cannot use skills with a physical component, unless they have linked equipment that would allow them to perform the task.

Note that some lower end computers are restricted to skills that have IQ as their Link Stat.

PURCHASING "PROGRAMS" FOR COMPUTERS

Computer programs for just about every conceivable function or occupation are available, but computers without the proper hardware to perform a physical skill may be limited to spouting general facts about the subject matter. Given access to the Alliance-wide Hypernet (the Internet of the 23rd century), the ability to recall only factual information about a topic is of limited use, unless you're

on a backwater world without Hypernet access or your comms are being jammed. Only P-AI are capable of making guesses or intuitive leaps based on insufficient information, and GMs will strictly enforce this distinction between computers and P-AIs. Given insufficient data, computers will not provide any useful information. The cost to purchase software programs is listed below.

Any skill from the skill list can be purchased (GM Discretion) for a computer, though some are limited to skills with IQ as the Link Stat. A computer can be used to make a Skill Check directly or it can assist a character in making a Skill Check. Computers cannot make Skill Checks for skills they do not possess. A P-AI can attempt a Skill Check without the proper skill just like a character.

A computer can use skills with a level no higher than 10% of its IQ (rounded down). Thus, a computer with an IQ of 40 cannot have a skill higher than level 4. If you have access to a skill at a higher level, you can still run it on that computer, but it will only be able to make Skill Checks at level 4. There is no maximum number of skills a computer can run. In the 23rd century, storage is effectively limitless.

COMPUTER PROGRAM COST

SKILL LEVEL	TL	COST
1	3	▽2,000
2	3	▽8,000
3	3	▽18,000
4	3	▽32,000
5	3	▽50,000
6	4	▽360,000
7	4	▽490,000
8	4	▽640,000
9	5	▽810,000
10	5	▽1,000,000
11	6	▽3,000,000
12	6	▽3,600,000
13	6	▽4,250,000
14	7	▽5,000,000
15	7	▽5,500,000

CLIP TECH PCD

Small, voice-command-only PCD. This PCD integrates into clothing, glasses, and ear transceivers. The unit connects wirelessly to any device which transmits and receives data. Data viewing glasses with a microphone and a speaker for sound are included with the system. This unit is preloaded with an academic skills knowledge base. In other words, it functions like an ancient device known as an encyclopedia. Useful when you're on truly backwater worlds. While cheap and lightweight, Clip Tech's main drawbacks are the voice only interface and the short connection range.

The Clip Tech PCD is assumed to have most common Science and Academic Skills at level 4, when making a Skill Check solely to determine information. These skills cannot be used in combat or to make Skill Checks. You must purchase programs in order to do that. This computer can only use skills with IQ as their Link Stat.

CRACKER

Orion's love this one. Sensors placed with the user's clothing project a user interface device (keyboard equivalent) onto the user's eyeballs. This allows the user to enter and manipulate data anywhere and at any time with hand gestures and/or eye movement with no one else viewing the information. This device integrates into most clothing and can interface with armor systems with communication and data displays.

Reduce the difficulty level of any Physical Security, Intelligence Gathering, or Computer Security & Forensics Skill Checks by one level.

EXECUTIVE

Most common device for business users. This device is pocket sized and connects with sensors placed within the user's clothing. The device monitors the client's health, location, and communications. This PCD is typically used by academic or business types and is usually preloaded with programs for business, finance, and statistical analysis.

Comes with 4 levels of Academic Studies: Law, Academic Studies: Academic Studies: Finance, and Academic Studies: Math & Statistics. This computer can only use skills with IQ as their Link Stat.

GAMMA 30

Adapted from the military's CR240 Field System, the Gamma 30 features the same rugged construction. This powerful P-AI comes in its own armored case. It can interface with any local devices (wired or wireless) within range including antimissile systems, ECM systems, vehicles, and displacement devices.

This computer can use piloting skills, weapon skills, and skills with IQ as their Link Stat. Threshold Rating: 5

GENIE

This computer is integrated into clothing and interacts like the Cracker. It is shielded and undetectable by scanners of TL 6 or below. Espionage types love its small size and ease of use along with the laser projection to the eyes and virtual keyboard.

This device comes with 3 levels of Intelligence Gathering and Language built in. Additional knowledge-based programs can be downloaded.

MERCURY III

It connects wirelessly to any device that transmits and receives data within range. Data viewing glasses with microphones and speakers for sound are included with the system although it can connect to implanted transceivers or contacts. This is the simplest, voice activated computer on the market and primarily used for keeping contact and making dinner reservations.

OUTBACK PCD

This device is impact resistant, water proof, and weather resistant. It is rugged and durable, perfect for the frontier world, extreme camping, and mercenary work. Data viewing glasses with microphones for sound are included with the system although it can connect to implanted transceivers or viewing contacts. Furthermore, these devices will monitor vitals embedded within your clothes. These devices are voice activated.

These devices automatically download Navigation: Land, First Aid, and Survival: (environment) level 2 for the planet where you are headed or where you are landing, if it has access to the Hypernet. Additional knowledge-based programs can be downloaded. Threshold Rating: 2

PAD

Basically, a large PCD that integrates into your clothing. Its coolest feature is that it's made of flexible polymers, making it nearly impossible to break, though a Ram sitting on it is still bad. The screen is a piece of clear material that is pulled out of one end of the device.

SCI COM GF

This P-AI body computer is built for scientific operations, programming, and heavy design/construction work. The default P-AI personality is cold and analytical.

Comes with 2 Science skills of your choice at level 7 and enough empathy to make you wonder whether it's a psychopath.

SPORT2 PCD

A simple PCD designed for everyone. It looks like a thin cylinder 1 cm diameter, 3 cm length with a few buttons on it. This device is weather resistant. Data viewing glasses with microphones for sound are included with the system although it can connect to implanted transceivers or viewing contacts. Furthermore, these devices will monitor vitals embedded within your clothes. These devices are voice activated.

This device comes standard with the skills Navigation: Land and First Aid at level 1, though it can only guide the person performing first aid and is incapable of applying first aid to an injured person itself as it lacks hands.

STRIKE FORCE

A very popular brand of combat P-AI manufactured by SSDC. This little beauty is shielded from EMP and armored attacks. It is loved by mercenaries from Orions to Pythons for its ease of use and compatibility with armor systems. It is optimized to interface with antimissile systems, HICs, ECM systems, vehicles, and displacement devices. The Strike Force's personality is that of a concerned commanding officer, who is concerned with providing the best advice to their trooper.

Comes with level 5 Communication, Tactical Evaluation, and Navigation (Land) skill. Threshold Rating: 8

TAC 1

This device is designed for tactical evaluations. Sensors placed within the user's clothing project an interface device (keyboard equivalent) onto the user's eyeballs. This allows the user to enter and manipulate data anywhere and anytime with hand gestures or eye movements with no one else able to view the information. It connects to external sensor systems within 1 m. It then evaluates the dangers within sensor range and provides that information to the user. The system was originally designed to connect to a PDS and to prioritize defense against incoming targets.

This computer comes with 4 levels of Tactical Evaluation.

VELITON

The latest Mutzachan-designed Body Computer. This device looks like a small slab of polished onyx that molds itself to the user's skin. The computer connects directly to the Mutzachan nervous systems. To non-energy controllers, the device is completely useless. The P-AI is capable of accessing all lower Tech Level devices. Images are projected onto a space of ionized particles just above the device or to specialized contacts and ear transceivers included with the unit. The Velition's default personality is that of an arrogant melon head.

Forty (40) skill points worth of skills are included with this unit.

COMPUTER LINKED EQUIPMENT

These devices allow computers to complete task by physically interacting with the environment. These devices require a computer with the listed skills to run. All external devices are considered wireless unless otherwise noted.

COMPUTER LINKED EQUIPMENT

DESCRIPTION	SIZE	WGT	DIMENSIONS	TL	COST
Armor Repair Module	69	25 kg	100 cm x 20 cm x 12 cm	5	▽45,000
Auto Mapper	1	-	8 cm x 8 cm x 4cm	4	▽800
Cyber Repair Module	4	1 kg	20 cm x 14 cm x 5 cm	5	▽65,000
Med-Link	6	1 kg	40 cm x 20 cm x 2.5 cm	4	▽8,000
Printer, 3-D	6	200 kg	28 cm x 15 cm x 5 cm	5	▽2,000
Remote Piloting Link	6	1 kg	26 cm x 10 cm x 8 cm	4	▽25,000
V-Bridge	9	2 kg	18 cm x 18 cm x 10 cm	6	▽3,500
Vehicle Repair Module	8	150 kg	20 cm x 20 cm x 7 cm	5	▽250,000
Weapon Repair Module	3	20 kg	20 cm x 18 x 3 cm	4	▽40,000

ARMOR REPAIR MODULE

This device attaches to the outside of your armor and requires a separate, linked computer with the Repair: Armor skill to operate it. It analyzes the status of all built in and attached armor systems, determines their need for repair, and transfers this information to a body computer or PCD which operates the unit. The user can then specify what sections of armor to repair and in what order. This device essentially pumps in additional absorption polymers and repairs damaged armor.

The device can refill up to 100 points of Absorption. It can also repair up to 20 points of Structural Integrity (SI) and 10 points of Threshold Rating. The repaired value for SI and THR can never exceed the original value. Structural Integrity must be fully repaired before Threshold Rating can be repaired. Absorption can be filled at a rate of 10 points per Combat Round. SI and THR are repaired at a rate of 1 point per Combat Round. A section of armor with no Structural Integrity remaining cannot be repaired. Refills cost half the listed price.

AUTO MAPPER

This arm or helmet mounted unit uses tiny built-in sensors to automatically record the topography and physical objects within a 500 m radius. It then generates a map from the information. This unit will link to PCD or sensor drone for additional data generation. Map can be viewed via a built-in holographic display or through the user's PCD.

CYBER REPAIR MODULE

This device provides the status of all cybernetic systems when attached to personnel. It transfers this information in real time to the body computer or PCD that is required to operate the unit. It is capable of repairing most cybernetics, though it cannot repair cybernetics that have been completely destroyed.

This device requires the computer to have at least 5 levels of Repair: Cybernetics and Robotics and Physician skill to operate. This device repairs 1 point of Structural Integrity damage per Combat Round to cybernetic limbs up to a maximum of 30 SI. The repaired Structural Integrity value can never exceed the original Structural Integrity value. This device can only repair a single cybernetic limb or two cybernetic implants (smaller than a limb) before it must be resupplied with raw materials. Implants or limbs that have been destroyed or reduced to 0 Structural Integrity cannot be repaired. Refills cost half the listed price.

MED-LINK

This device provides a computer program with physical treatment options for injured or sick personnel. It includes a Bio-Scanner, Viral Inoculation Computer, and an autoinjector that the computer can operate. Other medical or science gear can connect as well. It allows the computer to create a treatment plan for pathogens, injuries, or exposure to environmental extremes.

This device requires a computer loaded with at least 5 levels of Science: Biological and Physician. While it does not counter Matrix attacks, it does allow for another ECR check against ongoing Matrix effects once attached and activated.

PRINTER, 3-D

A materials printer, commonly called a 3-D printer, allows the user to create detailed three-dimensional objects on a computer. Nearly anything can be created on these units. Anyone can print normal items such as a drinking cup, ear transceiver, PCD, or a bio scanner. However, certain items require a license. An Alliance license is required to print weapons, armor, ammo, and biologics (living tissue). By licensing their patented technologies for printing, Alliance manufacturers gain increased protections for their intellectual property under Alliance law.

The cost in raw materials and licensing fees is always the same, if not more, than purchasing the item off the shelf. Most things in the Alliance are already printed or composed of printed parts, which further reduces the chance of cost-savings by printing one yourself. What you gain by owning a materials printer is immediate access to equipment and spare parts as long as your raw materials and money last.

REMOTE PILOTING LINK

This device allows computers that are normally not capable of piloting a vehicle or suit of armor to operate the vehicle or suit. The computer must be able to remotely access the vehicle or suit by either having it designated a friendly device or by hacking into the system. If the link between the vehicle and the computer is remote (wireless), it is subject to jamming. This device will not function with spacecraft.

EQUIPMENT LICENSING

WEAPONS & ARMOR LICENSING

Weapons, ammo, and armor are all covered under one license, but it has several tiers: Police (▽20K per year), Merc (▽40k per year), and Military (▽100k per year). A police license allows you to print body and concealed armor, PCDs, non-lethal weapons and ammo, archaic powder weaponry for personnel, fluid guns, fluid cannons, and laser pistols. A Merc license allows you to print everything but Humpties, fusion reactors, nukes, gates, and starships. The Military can print anything, including biologics, but nukes are excluded. These restrictions are enforced by Mutzachan black box programing and draconian Alliance laws, which can result in the offender receiving the death penalty for printing certain prohibited items.

BIOLOGIC LICENSES

Like the weapons license, the biologic license also has three classes, which include Physician (▽20k per year), Scientist & Engineering (▽30k per year), and Military (▽100k per year) classes. Physicians can print out exact biological replacement parts for individuals. Hands, eyes, kidneys, and even portions of the brain can be replaced. Scientist & Engineering license holders can replicate animals for study, modify organisms that have a limited lifespan, and create new organic material as long as it's deemed non-hazardous by the system. The Military has no restrictions on biological licenses. Except for those with the Military license, production of sentient, invasive, or destructive lifeforms is prohibited by Mutzachan black box programing.

BILLING FOR PRINTED ITEMS

In addition to the annual licensing fee, the printer automatically bills your account via the hypernet for the cost of the item. This way when you print out that sweet new suit of Kodiak armor, it's as if you walked into your local office of Bear Armor Systems and handed them a credit chit. If you're going to be off the grid and without hypernet access, you can pre-load the printer with as much money as you have in your account. The printer knows the price of everything your license allows you to print and will deduct the amount from your funds stored on the device.

SOME ASSEMBLY REQUIRED (MUTZACHAN BLACK BOXES)

Anything that utilizes Mutzachan black box tech to function can be printed but will not work until the black box is installed. Black boxes can only be created by the Mutzachans and are issued in limited numbers to the government and corporate entities. In fact, these printers require a Mutzachan black box to function. Creation and use of printers without a black box or the restrictions they hold are illegal and punishable by death in all Alliance space. Tampering with the printer in any way results in the printer filing a report via the hypernet and then immediate self-destruction.

Printing speed depends upon the size of the object. See the table below The GM is encouraged to choose the slower time if the object's size is defined in multiple units of measure. Organic parts take four times as long to print.

PRINT SPEED

UNIT OF SIZE	PRINT SPEED (×4 FOR ORGANIC)
Cubic Centimeters	1 second per Cubic Centimeter
Spaces	5 seconds per Space
Cubic Meters	4 hours per Cubic Meter
Size Class (1-7)	Size Class # x 5 minutes
Size Class (8+)	Size Class # x 15 minutes
C-Space	30 days per C-Space

The computer operating the device must have the appropriate Engineering skill. For Example, to print a new bio scanner would require that the computer running the printer have Engineer: Device skill. Printing a new kidney for a human requires Engineering: Biological. The level of skill required is equal to the Tech Level of the device being printed multiplied by two. Thus, printing a Tech Level 4 computer would require the PCD running the printer to have 8 levels of Engineer: Computer & P-AI. Printing a body part (limb) requires 5 levels of Engineering: Biological. Organs and whole bodies require 10 levels. Brains require 12 levels.

Cost to reproduce every single device is 100% of the listed price due to licensing arrangements. If printing spare parts for a damaged device, the cost is based upon the percentage of equipment that's damaged (GM Discretion). For example, printing parts for a device that is 40% destroyed would cost 40% of the device's original cost. Devices that require a Mutzachan black box to operate after being printed include, but are not limited to, Omega Weapons, Flux Shield generators, A-Grav devices, EM Converters, Full Spectrum Cloaking devices, and some large disintegrators. (All are GMs Discretion).

Allows computers restricted to IQ only skills to use piloting skills or Powered Armor Use skill. The computer will still require the correct piloting skill to be installed. Hacking a vehicle requires a Computer Security & Forensics program with the difficulty based upon the vehicle's security rating. Most civilian models have a Skill Check of Difficult with security vehicles being Challenging and military vehicles being Near Impossible. Note that the computer is limited to its communication range. Piloting vehicles at extreme ranges can result in increased piloting Skill Check difficulty due to the communication lag (GM's discretion). ECCM: 80%, Remote Piloting Skill Check modifier: -20, Range 50 km

V-BRIDGE

This device creates a virtual "starship bridge" on the user's computer, allowing them to remotely pilot a spacecraft. This encrypted link provides the user with access to the ship's information and the ability to operate ship systems including flight controls and power systems. The individual must have the access codes or crack the ship's security (see Remote Piloting Link).

The device requires a computer with at least 5 levels of Pilot: Spacecraft and Engineering: Power systems. 10,000 m range unless hooked to a longer range communication system.

VEHICLE REPAIR MODULE

This unit connects to a TL 3 or higher vehicle and gives a full readout of all systems, including their damage levels. The device crawls around the vehicle (or Ultra Armor) repairing damage.

The device can refill up to 200 points of vehicle Absorption. It can also repair up to 50 points of Structural Integrity (SI) and 25 points of Threshold Rating on vehicles. The repaired value for SI and THR can never exceed the original value. Structural Integrity must be fully repaired before Threshold Rating can be repaired. Absorption can be filled at a rate of 10 points per Combat Round. SI and THR are repaired at a rate of 1 point per Combat Round. A vehicle section with no Structural Integrity remaining cannot be repaired.

The military vehicle version of the vehicle repair link carries 2000 units of Absorption and can inject at a rate 20 points per Combat Round. It can also repair up to 500 points of Structural Integrity (SI) and 250 points of Threshold Rating on vehicles. The military version costs 100 times more than the base cost. Repair rate: 5 SI or Threshold per Combat Round.

Regardless of which vehicle is used, the operator, computer, or P-AI must have Repair: Vehicle of the appropriate type. Once the device exhausts it repairs capacity it can be refilled at a cost equal to half the original price of the unit.

A vehicle may have multiple Repair Links operating on it simultaneously. The maximum number of vehicle repair links that can operate simultaneously on a vehicle is equal to the vehicle's Size Class. See Vehicle Maintenance and Repair for more information.

WEAPON REPAIR MODULE

This device provides a readout of the status of any weapon and whether it is damaged or malfunctioning, when attached to a Tech Level 5 weapon or above. It crawls around the weapon to make repairs as needed once the operator initiates the repair on their body computer or PCD. Weapons that are completely destroyed cannot be repaired.

This device requires the computer to have Repair: Weaponsmith to operate. This device repairs 1 point of damage per Combat Round to weapons. Each point of damage repaired increases the MN of the weapon, which can never exceed the original value. The device carries 20 points worth of weapon repair

material. A weapon which has been destroyed or had its Structural Integrity reduced to zero cannot be repaired. Refills cost half the listed price for the unit.

DETECTION EQUIPMENT

Remaining hidden or unobserved can be key to survival, though it is more difficult than ever in the 23rd century with the myriad of detection and sensor equipment available to average Alliance citizen. Most of the devices listed here can be connected to body computers, PCDs, or HICs allowing them to display results and record data. (GM Discretion).

Some detection equipment functions identically to sensors and is assigned either an Active % and/or a Passive %. The number following the % indicates the percentage chance for the detection equipment to locate the item for which it's searching. Unlike standard sensors, detection equipment is highly specialized and is usually only good for spotting a particular object (Mazians, eavesdropping devices, etc.) or condition (poison gas in the air, radiation, etc.).

DETECTION EQUIPMENT

DESCRIPTION	SIZE	WGT	DIMENSIONS	TL	COST
Binoculars	1	0.1 kg	12 cm x 8 cm x 3.5 cm	2	▽100
Binoculars (Advanced)	1	0.2 kg	12 cm x 8 cm x 3.5 cm	2	▽1500
Binoculars (Multispectral)	1	0.3 kg	12 cm x 8 cm x 3.5 cm	3	▽3000
Bio Scanner	0.2	0.3 kg	10 cm x 6 cm x 1 cm	4	▽7000
Camouflage Detector	0.1	0.1 kg	10 cm x 3 cm x 1 cm	5	▽15,000
Chem Lab	28.5 B	23 kg	5 m x 2 m x 1 m	4	▽7,500
D3-A Scanner	17	2.3 kg	20 cm x 30 cm x 10 cm	6	▽50,000
DD-48 Vaporizer	1	-	10 cm x 10 cm x 3 cm	4	▽6000
Explosive Detector	3	1 kg	20 cm x 10 cm x 5 cm	5	▽8,000
Geo-Tracker	1	0.6 kg	14 cm x 5 cm x 5 cm	4	▽4,500
Goggles (Night Vision)	By SC (1)	0.1 kg	12 cm x 4 cm x 4 cm	2	▽1,300
Goggles (Sensor)	By SC (1)	0.1 kg	12 cm x 4 cm x 4 cm	4	▽2,800
Jammer Detector	0.1	0.2 kg	5 cm x 5 cm x 2 cm	4	▽2,000
Mood Discriminator	0.2	-	5 cm x 4 cm x 3 cm	5	▽15,000
Motion Detector	0.2	-	5 cm x 4 cm x 3 cm	4	▽5,000
Sonic Amplifier	0.5	-	10 cm x 8 cm x 2 cm	4	▽2,000
Transmission Detector	0.2	-	10 cm x 8 cm x 2 cm	4	▽800
Urban Layout Computer	1	0.3 kg	12 cm x 10 cm x 3 cm	5	▽2,500
UV Flare	1	-	22 cm x 4 cm x 4 cm	3	▽500
Vibro Rod	1	0.8 kg	20 cm x 4 cm x 3 cm	5	▽7,000
Vizex Solo	3	0.3 kg	22 cm x 8 cm x 6 cm	6	▽75,000

Recall that when using an Active % to scan for something, the device you're using to scan can be detected by other sensors. Using a Passive % does not reveal your scanner. Some passive sensors may lack a Range listing. They only notify the user if they come into physical contact with the phenomenon or condition they're designed to detect. Detection equipment that is treated like a sensor can be jammed (using ECM), just like a normal sensor. Detection equipment that merely aids the character in locating something will provide a bonus to an Observation Skill Check, rather than functioning as sensor. It's up to the user to interpret the information.

BINOCULARS

Standard Binoculars.

Standard binoculars add a +20 to Visual Observation checks under normal lighting conditions for Range Brackets 3-7. Using binoculars is considered a prolonged search. In other words, the character must expend ALL their Actions to make the Observation check and if they fail, they can attempt the check Combat Round after Combat Round until they are successful (assuming there is something to see) or give up.

BINOCULARS (ADVANCED)

These Tech Level 4 glasses are more sophisticated than standard binoculars.

These binoculars add a +30 to Visual Observation checks for Range Brackets 3-,8 and the user is treated as having Night Vision (See GM Chapter). See Binoculars for more info on Observation Checks.

BINOCULARS (MULTISPECTRAL)

These binoculars contain passive sensors that allow the user to see invisible portions of the EM Spectrum, including heat sources (IR), UV, X-rays, broadcast signals, and other invisible radiation.

This unit only allows the user to passively see the invisible portions of the spectrum. The unit adds +40 Visual checks for Range Brackets 3-8. The user is treated as having Night Vision, Infravision, and Ultravision when using this device. Otherwise they act as advanced binoculars.

BIO-SCANNER

This device detects the presence of electrical impulses produced by lifeforms. This active scanner can determine basic physiological makeup and medical condition of the lifeform. This unit can be mounted to armor or can be carried.

This device is assumed to function as a sensor with an Active %: 100 and a range of 50 m, but only when detecting plants and animals. Keen and Mazians may not be detected. Armored targets can subtract their Stealth, ECM, or armor ELE from the Bio-Scanner's Active %.

CAMOUFLAGE DETECTOR

These eye covering goggles help spot camouflaged individuals by filtering out the exact frequency of light reflected by local vegetation, making all the local flora look brown or gray. Fabrics and paint schemes that are approximately the same color as the local plant life will quickly stand out. Targets using TL3 and TL 4 materials are completely visible to the wearer when see through these binoculars. This unit is ineffective against camouflage units, which mimic the local surroundings exactly, right down the frequencies of light they reflect and absorb.

These goggles negate any penalty to the viewers Observation Check imparted by the target's camouflage, unless the camouflage is provided by an armor Camo Unit.

CHEM LAB

This small device uses a laser for chemical analysis of the target. The portable lab carries testing equipment necessary to complete fieldwork and sample storage.

Science (biological, criminal, physical) Skill Check modifier: +40

D3-A SCANNER

Designed to combat the infiltration of Mazians into top-secret government complexes. This scanner is semi-effective at detecting the emanations of the Mazian's brainwaves at short distances.

The user receives a +40 to their Observation Skill Check when attempting to detect a Mazian within 5 m.

DD-48 VAPORIZER

Detects the presence of poisonous and noxious vapors that affect Alliance species. An alarm is sounded upon detection if the wearer is susceptible.

100% effective at detecting common toxins (GM Discretion) within 50 m.

EXPLOSIVE DETECTOR

Detects the organic vapor emissions from common explosives using several sensor systems.

This unit is 100% effective at detecting common explosives (GM Discretion) within 15 m, unless the explosive device is hermetically sealed.

GEO-TRACKER

This device is used to detect and map tunnels and caves. It uses ground penetrating radar and other sensors to produce a detailed, graphic display of subterranean caverns.

Active %: 100 for mapping caves and tunnels only, Penetration: 20 m, Range: 50 m, Area: 360^0

GOGGLES (NIGHT VISION)

Allows an individual to see in near darkness by amplifying ambient light. This device does not provide magnification.

The user is treated as if they have Night Vision.

GOGGLES (SENSOR)

This device detects various emissions such as heat sources, UV, lasers, broadcast signals, and other such signals. This device does not provide magnification.

The user is treated as if they have Infravision and Ultravision.

JAMMER DETECTOR

Detects the transmission, distance, and general direction of an electronic jammer. This includes electronic warfare suites that are actively jamming transmissions.

The user receives a +80 to their Communication Skill Check to locate the distance and direction of the jamming source.

MOOD DISCRIMINATOR

This device is an ultra-sensitive electroencephalogram that measures the activity in the brain and can pick out those with hostile intent at close ranges (15 m). Often used at political rallies, this device is also popular at mental institutions and with police officers on higher Tech Level worlds. Narrowing down a positive result in a crowd can still be time consuming.

Active %: 70 when detecting hostility only (regardless of intent), Range: 15 m, Area: 90˚

MOTION DETECTOR

This unit picks up any motion within range using atmospheric vibration and visual distortion. It provides range, speed, and direction of travel. Most walls or similar obstructions have no effect on this device. This unit is not usable in a vacuum. Smoke and sonic distortion will reduce its effectiveness (GM's discretion).

Active %: 80 when detecting motion only, Range: 50 m, Area: 180˚, Penetration: 50 m

SONIC AMPLIFIER

A portable unit used to amplify sound. The system consists of a parabolic microphone and a headset receiver. The microphone is pointed in a given direction and picks up sound waves within a 45^0 arc. Multiple variables set the difficulty for success.

Observation (hearing) Skill Check modifier: +40

TRANSMISSION DETECTOR

Detects transmissions including radar and non-line of site communication. If successful, they provide the range, speed, and direction of the source.

Passive %: 80 when detecting active sensors or communication broadcasts only, Area: 360˚, Penetration: 50 m

URBAN LAYOUT COMPUTER (ULC)

This hand-held unit uses tiny built-in sensors to automatically record the topography and physical objects within a 500 m radius. It then generates a map from the information. The computer registers coordinates of existing structures with dimensions, their functions, and local infrastructure. The urban layout computer can also be used to provide a party's present location. This unit will link to a PCD or a body computer, but it is not required. Sensor drones can be used to augment the range by feeding sensor data to the unit. Maps can be viewed via monochrome hologram Tri-V displays with dimensions of 1 m cubed.

UV FLARE

This device is set in the ground with a trip wire fixed to some other point. When tripped, the flare gives off an ultraviolet light, which is visible to sensor systems and those with Ultra Vision to 75 m.

VIBRO ROD

A ground sensory device that amplifies sonic waves that propagate through a dense medium, such as dirt or rock. The rod is stuck into the ground, and its vibration sensors detect movement within 1 km or less (half distance for water or sand).

Passive %: 80 when detecting motion or vibration through the ground, Range 1 km, Area: 360˚, Penetration: 20 m

VIZEX SOLO

The Vizex Solo combines Sensor, Motion, and Night vision goggles with built in electronic binoculars. This device detects various emissions such as heat sources, UV, lasers, broadcast signals, and other such signals.

The user is treated as if they have Night Vision, Infravision, and Ultravision (See GM Chapter). Observation (Sight) Skill Check: +80. Passive %: 80 to detect motion, active sensors, or broadcast communications, Area: 180˚

EMERGENCY MEDICAL GEAR

This is Battlelords. If you are not getting shot, stabbed, or bludgeoned, then you are not doing your job! So, what happens when the Zen goes down, and you have to get him back up? Pull out that medical gear you spent so little on and hope it helps. Most medical treatments and injections, other than BRIs and mBRIs, are species specific and require you to purchase a version for each species you intend to treat. Fortunately, the Alliance medical industry has adopted the color scheme used by the Galactic Armed Forces for identifying species-specific foodstuffs.

"Sucking chest wounds are nature's way of telling you to slow down."

ALLIANCE SPECIES COLOR CODES

SPECIES	LABEL	SPECIES	LABEL
Chatilian	Yellow	Mutzachan	Black
Cizerack	Brown	Orion	Orange
Eridani	Blue	Phentari	Light Blue
Fott	Pink	Python Lizard	Purple
Gen-Human	Gold	Ram Pythonian	Gray
Human	Gold	Raazet	Red
Keen	Silver	Zen Rigeln	White
Mazian	Green		

If the individual is under an ongoing effect that was triggered by the failure of an ECR roll, the administration of injections or treatments that boost the same ECR allows the target to make another immediate ECR check to provide temporary or permanent relief from the ongoing effect (GM Discretion). Additional injections or treatments cannot be given until the duration of the first injection or treatment elapses. The ECR boost from these items do not stack.

BIOLOGICAL REDOX AGENT (BRA)

The redox agent works to protect the body from foreign agents by enhancing the immune system. A full dose must be given to receive the effect.

Provides a +20 to Biological ECRs. Duration: 6 hours. Species Specific.

BLANKET, CLIMATE CONTROLLING

Temperature adjustable blanket that can be used to keep personnel warm or cold, depending on the needs of the individual.

Provides a +20 to COLD and FIRE ECRs when making checks due to environmental conditions.

BODY BAG

Used to transport the dead, this device vacuum seals and cools the body to prevent further decomposition. You'll stay as fresh inside as you were on the battlefield!

BODY CART

An inertial-grav system used to transport the wounded. This gurney monitors vitals and can be programed to follow a route or travel to a preprogrammed specific location. Additionally, the cart can be pushed or pulled. The cart travels 1 m above the ground.

Max Move: 3kph.

BODY HAND SCANNER

This automated machine scans the body for damage, disease, and other injuries. Allows automated diagnosis but does nothing to treat the patient. Only works on Alliance species.

Reduces the difficulty of diagnosing an injury or illness by one level.

BODY REHABILITATION INJECTION (BRI STANDARD)

BRI stands for Body Rehabilitation Injection. It is synthesized from the Ganoir plant by the Zen. While a BRI will stop blood loss and restore damage by stimulating growth and repair, it does not set bones or repair critical wounds.

BRI's heal at a rate of 1 body point per Combat Round. A total of 2d4 body points can be healed per injection.

BODY REHABILITATION INJECTION (MASSIVE)

Commonly called mBRIs, this is a more potent form of the Body Rehabilitation Injection.

A massive BRI restores 3d6 body points at a rate of three Body Points per Combat Round. Massive BRIs can heal critical wounds, but broken bones must be set before injection or the tissue around them will heal with the bones in their broken configuration.

BRAIN SURGERY UNIT

A portable, computerized surgical device, specifically designed to allow for emergency brain surgery on the battlefield. The device is shaped like a beret and is placed on the injured person's head. Once attached, it automatically expands and creates a sterile environment. The computer then scans the brain for damage and

EMERGENCY MEDICAL GEAR

DESCRIPTION	SIZE	WGT	DIMENSIONS	TL	COST
Biological Redox Agent	0.1	-	10 cm x 2 cm x 2 cm	4	▽200
Blanket, Climate Controlling	9	-	3 m x 1 m x 1 mm	4	▽300
Body Bag	9	0.1 kg	3 m x 1 m x 1 mm	4	▽25
Body Cart	0.04 C	25 kg	3.5 m x 2 m x 1 m	6	▽30,000
Body Hand Scanner	1.5	-	15 cm x 8 cm x 4 cm	4	▽12,000
Body Rehabilitation Injection (Standard)	0.1	-	10 cm x 2 cm x 2 cm	4	▽250
Body Rehabilitation Injection (Massive)	0.1	-	10 cm x 2 cm x 2 cm	5	▽800
Brain Surgery Unit	10	50 kg	30 cm x 30 cm x 4 cm	6	▽125,000
Chemical Redox Agent	0.1	-	10 cm x 2 cm x 2 cm	4	▽350
Coolant Injection	0.1	-	10 cm x 2 cm x 2 cm	4	▽1,200
Cryo Injection	0.1	-	10 cm x 2 cm x 2 cm	5	▽10,000
DFMS-401	0.1	-	10 cm x 2 cm x 2 cm	4	▽500
DNA-6BMR	0.1	-	10 cm x 2 cm x 2 cm	5	▽2,500
Doc in a Box	0.2 C	1,800 kg	3.5 m x 3 m x 3 m	4	▽30,000
Drug Analysis Lab	0.01 C	340 kg	1 m x 1 m x 1 m	4	▽25,000
First Aid Kit	3	1 kg	12 cm x 10 cm x 8 cm	3	▽30
Forensic Kit	0.04 C	425 kg	400 cm x 400 cm x 40 cm	4	▽2,500
Hat Box	3	3 kg	16 cm x 8 cm x 8 cm	4	▽11,500
Immune Boost injection	0.1	-	10 cm x 2 cm x 2 cm	5	▽1,000
Inoculation Band	1	-	18 cm x 18 cm x 1 cm	5	▽15,000
Isolation Suit	By SC	2 kg	By SC	6	▽6,000
Medijector	0.5	-	20 cm x 3 cm x 3 cm	4	▽200
Medisensor (Personal)	4	0.1 kg	26 cm x 26 cm x 2 cm	5	▽15,000
Methane Injection	0.1	-	10 cm x 2 cm x 2 cm	4	▽800
Necromal	0.1	-	10 cm x 2 cm x 2 cm	6	▽18,000
Oxygen Injection	0.1	-	10 cm x 2 cm x 2 cm	4	▽800
Pain Inhibition Serum	0.1	-	10 cm x 2 cm x 2 cm	5	▽4,500
Paramedic Kit	0.2 B	2 kg	60 cm x 40 cm x 30 cm	5	▽18,000
Perceptual Enhancement Injection	0.1	-	10 cm x 2 cm x 2 cm	4	▽1,500
Portable Surgery Unit	43 B	40 kg	1 m x 5 m x 3 m	5	▽45,000
Radiation Treatment Serum	0.1	-	10 cm x 2 cm x 2 cm	5	▽600
Rage Enhancement Injection	0.1	-	10 cm x 2 cm x 2 cm	5	▽250
Reflex Tablet	-	-	4 mm x 4 mm x 4 mm	4	▽400
Regeneration Serum	0.1	-	10 cm x 2 cm x 2 cm	6	▽65,000
Regeneration Chamber	0.3 C	3,000 kg	5 m x 3 m x 4 m	6	▽220,000
Restraint	2	0.5 kg	35 cm x 20 cm 1 cm	5	▽900
Slap Bandage	-	-	3 cm x 3 cm	4	▽200
Storage (Controlled)	1 B	1 kg	1 m x 1 m x 35 cm	4	▽350
Stretcher, Collapsible:	0.7 B	0.5 kg	1 m x 50 cm x 50 cm	3	▽50
Surgery Unit (Automated):	0.7 C	65 kg	10 m x 3 m x 3 m	5	▽1,650,000
Surgical Kit (manual)	1	0.3 kg	12 cm x 6 cm x 5 cm	4	▽4,500
Synapse-1	0.1	-	10 cm x 2 cm x 2 cm	6	▽32,000
Tranquilizer Unit	21	3 kg	60 cm x 15 cm x 8 cm	4	▽4,500
Truth Serum	0.1	-	10 cm x 2 cm x 2 cm	4	▽3,000
Viral Infection Spectrum	0.1	-	10 cm x 2 cm x 2 cm	5	▽28,000

acts to reverse the effects through surgery. Also useful for making an updated copy of brain architecture for future clone construction.

Comes standard with a programmed Physician (Surgeon) (All Alliance species) at level 7, which can be increased.

CHEMICAL REDOX AGENT (CRA)

The injection is administered to combat the effects of chemical attacks against the body. A full dose must be given to receive the effect.

This injection adds a +20 to user's CHEM ECR. Duration: 6 hours. Species Specific.

COOLANT INJECTION

Used to lower the body temperature of Eridani and Phentari who have lost the means to cool themselves.

This injection allows Eridani to function in environments that humans would find warm, but not hot, without the need to make a FIRE ECR. Duration: 6 hours.

CRYO INJECTION

Places a terminally injured patient in metabolic stasis. All metabolic functions are lowered to a minimal level. Not recommended for stasis lasting longer than 6 months.

The chance to revive the victim is 100% during the 1st month. This chance drops by 5% a month after the first unless the individual is placed within a body bag. The Body bag will keep them indefinitely and prevent further penalties to the revival chance.

DFMS-401

DFMS is an acronym for defibrillation massive stimulant. It is injected into the body of the recently dead in an attempt to jump start their heart. Works for all Alliance species except Mazian.

Provides a +20 bonus to First Aid, Paramedic, or Physician Skill Check when attempting to revive a deceased character.

DNA-6BMR

This is a DNA repair serum. Radiation, biological, and chemical attacks can damage the genetic structure of the individual. DNA-6BMR is designed to repair the damage.

Provides a +40 bonus to Paramedic or Physician Skill Check when repairing genetic damage.

DOC IN A BOX

This large booth of Zen manufacture acts as a physician. Users step inside the booth, and it will scan the individual and determine if they have a medical need. Slap bandages, BRI's, and mBRI's can be administered to stabilize an individual. Furthermore, medication can be dispensed for infections, parasites, or other medical needs. On tier one planets, these devices are located on practically every street corner. If the individual's treatment needs are beyond the Doc in a Box's capabilities, it will call an ambulance. The individual's account is billed for all services.

Doc in a Box has an IQ of 60 built in Physician skill at level 6 and access to most pharmaceuticals listed in this book. A Physician accessing the box from the outside can use it as a Body Hand Scanner to diagnose medical conditions of those on the inside.

DRUG ANALYSIS LAB

The drug analysis lab is a computerized system that looks for known chemical agents within liquids.

This device provides a +40 bonus to Science: Biological and Science: Chemical Skill Checks when analyzing or identifying chemicals and compounds.

FIRST AID KIT

Used to treat minor battlefield injuries. This kit includes everything you need in a first aid situation.

Provides a +10 to First Aid Skill Checks.

FORENSICS KIT

Comes complete with all the equipment necessary to determine the cause of death, including a medical scanner, analysis computer, microscope, and other forensic gear.

Provides a +40 to Science: Criminal Skill Checks.

HAT BOX

This device is placed upon the top of the dead individuals head. A cryo injection is administered as the device expands to encompass the head. Once placed, the hat box will cut through light armor but not heavy or mechanized armor and decapitate the grunt. The device will still work on soldiers in heavy armor or MBA if the helm is removed. The device then seals itself and can be carried back to base with a convenient handle.

IMMUNE BOOST INJECTION

Disease, whether viral or bacterial, can only attack the body's cells in so many ways. This injection blocks those paths and spurs the body's natural response.

This injection adds a +40 to user's BIO ECR but only against checks triggered by viruses or bacteria. Duration: 6 hours. Species Specific.

INOCULATION BAND

This device is worn around the thigh and continuously monitors blood chemistry. If a viral or bacterial infection is detected, the device will attempt to synthesize an antidote. This device can be worn inside armor but does not work on Mazians.

Assume this device has the Science: Biological skill at level 6 for purposes of coming up with a cure for an infection.

ISOLATION SUIT

This light-weight product is used to isolate victims who have been infected with a dangerous organism. Slapped on their back, the unit encapsulates the target in a touch membrane and shrinks down around the target. It keeps a sterile environment inside and filters oxygen (or methane) for ten days. The unit allows the target to move, albeit clumsily. The unit has a quick sealant unit if it becomes breached.

Personnel inside this unit have their MOV, AGL, and MD scores halved. SI: 7. Threshold Rating: 2. If Structural Integrity is reduced to 0, the unit cannot reseal itself.

MEDIJECTOR

This hand-held unit is used for medication injection. It will self-sterilize the injection area and deliver one dose per injection. The unit is voice and touch controlled and will hold up to 10 different medications. A total of 20 doses are contained in the unit in a stabilization field. This device injects directly into the skin (or joint for Raazet). Medications are purchased separately.

MEDISENSOR (PERSONAL)

Connects to sensor systems within the wearers clothing and monitors health including vitals and body chemistry. Treatment is conducted via auto injectors worn as bracelets, arm bands, or necklaces. This unit comes with 5, single dose medications. The standard medications are 2 BRI, 1 BRA, 1 CRA, and 1 Cryo injection. Individuals may change out medications as desired for a cost. Additionally, defibrillator patches are incorporated into the clothing in case of cardiac arrest.

This device can connect to body computers or PCDs that have the Paramedic or Physician skill. Communication Range 1 m.

METHANE INJECTION

This injection provides the Phentari or Eridani with a 6-hour supply of methane, when operating in an oxygen atmosphere, and it eliminates the need to use a breather mask. Must be used in an atmosphere. Can be injected anywhere on the body.

NECROMAL

An experimental distillate of the BRI compound. This drug is injected into the dead within 5 days of death and is used to reanimate the individual's bodily functions. The body must be preserved to prevent breakdown of the body's cells. Necromal is illegal within Alliance space and is solely produced by Tza Zen.

A Paramedic or Physician Skill Check must be made at +40 to restart the individual's bodily functions. Necromal side effects include the permanent loss of 2d6 points of Constitution and IQ.

OXYGEN INJECTION

This injection provides non-Phentari and non-Eridani with a 6-hour supply of oxygen, when operating in methane atmospheres and eliminates the need to use a breather mask. Must be used in an atmosphere. Can be injected anywhere on the body.

PAIN INHIBITION SERUM

This Phentari drug was originally developed to assist the male's escape during the mating ritual. It was adapted by the Alliance to make Eridani immune to pain. Since then, the Zen copied the effects for pain free surgery. The injection blocks pain signals from moving through the body.

Individuals feel no pain and will fight into the negative Body Points until they reach their Death's Door. Targets are still affected by AGL reducing critical hits and blood loss. Side effects include a 5% chance to go into a suicidal rage for the duration. Duration: 15 minutes.

PARAMEDIC KIT

This kit contains a computerized unit that will analyze and perform medical interventions as needed. The kit is capable of setting bones, sealing wounds, cardiac defibrillation, inserting trach's, re-inflating collapsed lungs, and most other trauma related injury treatments. Additionally, medications can be provided as needed. It contains 3 mBRIs and 3 BRIs. While not the same as a full surgical kit, this kit is perfect for the battlefield.

The unit provides a +40 bonus to Paramedic and Physician Skill Checks, though it cannot be used to perform surgery. The bonus does not apply if the check requires the character to have the Physician skill. Communication Range 100 m.

PERCEPTUAL ENHANCEMENT INJECTION

This injection heightens the user's awareness and perception. Additional injections simply reset the expiration time.

Provides +20 to Observation checks for 2d4 minutes.

PORTABLE SURGERY UNIT

Is there a Doctor in the house? This computerized unit will analyze and perform interventions as needed. Like those with the skill, this can act as the doc on your team. The device can treat all trauma related injuries, perform elective surgeries, install cybernetics, diagnose and treat conditions, and infections. Additionally, this device can synthesize limited amounts of common medications (pain killers, antiseptics, antivirals, etc.), which can be provided as needed. It is not capable of creating exotic medications such as Regen serums, BRIs, or mBRIs.

Physician Skill Check bonus: +40

RADIATION TREATMENT SERUM

This stops radiation poisoning from damaging the body any further. It does not heal damage already done. Not suitable for use by Mutzachans.

One dose confers a +50 bonus to the user's Radiation ECR for the duration. This serum starves Mutzachans, causing 1d4 body points of damage. Duration: 6 hours.

RAGE ENHANCEMENT INJECTION

This injection dramatically increases the user's chance of flying into a berserker rage.

This increases the individual's AGG score by +50 for the duration and automatically triggers an AGG check. Duration: 10% of the user's Constitution score in minutes.

REFLEX TABLET

A neuro stimulant to increase reaction time.

The individual gains a +2 to their Initiative Modifier for the duration. Duration: 2d4 minutes.

REGENERATION SERUM

Only produced by Zen Rigeln, this solution can grow back a lost limb in a matter of weeks under field conditions and without the need for a medical facility. Using the serum when cybernetics are present results in the cybernetics being expelled from the body.

The serum requires 2d4 weeks to regrow a new limb. If cybernetics are present in the limb, the target's Agility is reduced by 2d12 points.

REGENERATION CHAMBER

Lose most of your limbs and internal organs? All you have left is your brain? Then into the chamber you go! This chamber is filled with regeneration serum and growth stimulators. Implanted cybernetics are expelled from the body during the regeneration.

Average regrowth time is 1d4 weeks for the entire body.

RESTRAINT

This device is designed to deal with individuals that have freaked out. It is thrown or slapped onto an individual and explodes into a flurry of straps that wrap around the target creating a form fitting, breathable restraint. It is capable of holding even the strongest Ram Pythons.

Strength check modifier to escape is at -120. Structural Integrity: 10. Threshold Rating: 2

SLAP BANDAGE

This palm-sized bandage is "slapped" over a wound. The bandage then melds into the flesh and removes non-organic matter. Finally, it numbs the area, sterilizes the wound, and stops the bleeding. It will not stop internal hemorrhages.

Slap Bandages heals 1-2 points of damage.

STORAGE (CONTROLLED)

This item maintains a steady, set temperature for items stored inside. Items can be kept frozen, cool, or hot by adjusting the setting. Temperature ranges from -30^0 to 65^0 Celsius. Ideal for storing medications or brains.

This storage container will hold 200 spaces worth of material. Items contained within receive a +40 bonus to any COLD or FIRE ECRs they make due to environmental conditions.

STRETCHER, COLLAPSIBLE

For when you need to carry the Ram off the field of battle. This light weight unit folds out in 1 m increments to a maximum of 3 m in length. Width starts at 1 m and expands to 1.5 m.

SURGERY UNIT (AUTOMATED)

This device can stand alone or be mounted onto a vehicle. The sensor system locates individuals needing medical attention within 5 m. If the individual is unconscious or agrees to treatment, the unit places magnets upon the individuals and uses magnetic levitation to float the individual into the unit. The individual is stripped, treated,

and charged for the service. On Orion worlds, these devices are on practically every corner and used for cosmetic surgery.

Additionally, this device can synthesize limited amounts of common medications (pain killers, antiseptics, antivirals, etc.), which can be provided as needed. It is not capable of creating exotic medications such as Regen serums, BRIs, or mBRIs. However, the unit does contain five (5) mBRIs, five (5) normal BRIs, and two (2) regeneration serums.

This unit has a computer with an IQ of 100 and a Physician skill level 10. Physician Skill Check modifier: +60. Can create most of the legal pharmaceuticals listed in this book, except those specifically excluded in the description (GM Discretion). When mounted in or on a vehicle, it is considered Size Class 10 for purposes of calculating reduced passenger space.

SURGICAL KIT (MANUAL)

Paramedics and physicians often carry these. Surgical kits are used for manual, unassisted surgery anytime, anywhere. This kit includes everything needed for basic surgery including anesthetic, scalpels, sponges, and slap bandages.

This unit provides a +40 Skill Check to the Physician skill. Physicians cannot perform surgery without this kit or a similar device.

SYNAPSE-1

This injectable drug provides heightened awareness, improved mental processing, and increased motor control. This injection does have potentially dangerous side effects, including seizure and brain damage.

This injection provides a +20 to all skill rolls, up to a maximum of 150%. The Power Point cost of any Matrix is reduced by 1 point (minimum of 1) when generated by a Matrix Controller using this drug. After injection, the individual must make a successful Constitution Check or suffer convulsions for 1d6 minutes and permanently lose 1d4 points from each Statistic due to the seizure. Duration: 2d6 minutes. Each time, after the first time the drug is used, the Constitution Check penalty increases by -10 (cumulative). For example, the third time in their life someone uses this drug, they would have to make a CON Check at -30 to avoid the side effects.

TRANQUILIZER UNIT

This unit is designed to render the target unconscious. The targeting laser is a focused bio-scanner that reads the targets DNA. Once the target's DNA is analyzed, the gun mixes an effective tranquilizer based on species.

Tranquilizers will not penetrate anything with a Threshold Rating above 0. ACC: 80/75/60. Targets struck must make the following ECR check. UNCONSCIOUS (CHEM@-40; No Actions; 1d6 hrs.; 1 minute rechecks)

TRUTH SERUM

This mind-altering medication is used to extract information from captured personnel. It makes the target compliant and talkative. This medication is completely effective for every species but Mazians. Failure means the individual provides the information requested.

Targets are entitled to an INT check at -80 to realize they shouldn't answer a question. A check is allowed for each question asked (GM's discretion). Duration: 2hrs, TL:4

VIRAL INFECTION SPECTRUM

This injection has a record of all known viral diseases but not bacterial ones. When the body detects a viral infection, the VIS provides the body with an antiviral response both shortening and limiting the damage from the viral infection.

VIS provides +40 to BIO ECR for viral infections and reduces the duration of their effects by half if the ECR is unsuccessful. Duration: 5 yrs.

ENVIRONMENTAL HAZARD GEAR

In Battlelords the environment is often just as hostile as their enemies. Atmospheric conditions on some planets include biological or chemical threats, radiation, and extremes of temperature or pressure. Individuals expecting to operate in such environments may find the following useful.

ENVIRONMENTAL HAZARD GEAR

DESCRIPTION	SIZE	WGT	DIMENSIONS	TL	COST
BIO Mask	By SC (1)	-	8cm x 8 cm x 6 cm	3	▽400
Chemical Goggles	By SC (1)	30 g	12 cm x 4 cm x 4 cm	4	▽3,500
CS-4 Chemical Suit	By SC (12)	25 kg	40 cm x 40 cm x 20 cm (folded)	3	▽5,000
CS-7 Chemical Suit	By SC (12)	30 kg	40 cm x 40 cm x 20 cm (folded)	4	▽12,000
Decon Kit	0.5 C	120 kg	5 m × 4 m × 4 m	4	▽4,500
E-Tent	0.5 C	575 kg	10 m × 3 m × 3 m	5	▽25,000
Gloves (Chem)	By SC	-	By SC	3	▽50
GM-4 BioSuit	By SC (12)	25 kg	40 cm x 40 cm x 20 cm (folded)	4	▽6,000
GM-7 BioSuit	By SC (12)	30 kg	40 cm x 40 cm x 20 cm (folded)	5	▽13,000
Goggles (Protective)	By SC (1)	30 g	12 cm x 4 cm x 4 cm	3	▽50
RAD-4 RadSuit	By SC (12)	25 kg	40 cm x 40 cm x 20 cm (folded)	4	▽7,000
RAD-7 RadSuit	By SC (12)	30 kg	40 cm x 40 cm x 20 cm (folded)	5	▽15,000
Radiation Detector	1	0.2 kg	10 cm × 5 cm × 7 cm	4	▽2,500

BIO MASK

A filtered breathing device that filters out airborne biologics. It is only worn with open face helmets or no helmet at all.

The mask provides +20 to BIO ECR's against biological ECRs triggered by gaseous or airborne agents.

CHEMICAL GOGGLES

Detects the presence of chemical, biological, and radioactive agents. Each agent appears in a different color.

The goggles provide a +40 to Visual Observation checks to spot the agents detailed above. Range: 50 m.

CS-4 CHEMICAL SUIT

The Chemical Suit protects an individual from chemical agents. The surface of the chem suit is inert and non-reactive to chemicals and has 2 hours' worth of air. This suit has a built-in quick sealant unit. It cannot be worn under armor, although if you purchase it one size too large, you can wear it under your armor.

The suit has a CHEM ECR of 80 and may be substituted for the character's CHEM ECR, just like an armored suit. Structural Integrity (SI): 4 per Body Section. The suit cannot be resealed if its SI, in one or more sections, is reduced to 0. Cost is adjusted for size.

CS-7 CHEMICAL SUIT

An improved version of the CS-4 suit.

The suit has a CHEM ECR of 120 and may be substituted for the character's CHEM ECR, just like an armored suit. Structural Integrity (SI): 8 per Body Section. The suit cannot be resealed if its SI in one or more sections is reduced to 0. Cost is adjusted for size.

DECON KIT

This pressure-washing suite is a large, water-tight, tent with flap doors on both ends. It is used to remove chemical contamination from individuals or equipment. Vehicles can be driven through it for cleaning.

E-TENT

This tent is designed for hazardous environments. It has a self-contained breathing supply for 72 hours of continuous operations. This unit has a decontamination station at its entrance.

Tent sleeps a total of 25 Size Class worth of beings.

GLOVES (CHEM)

These special gloves are non-reactive and protect the user's hands.

The gloves have a CHEM ECR of 80 and may be substituted for the character's CHEM ECR, as long as only the gloves make contact with the agent that triggers the CHEM ECR.

GM-4 BIOSUIT

The BioSuit protects an individual from biological agents. The suit prevents contact with the skin, filters the air, and comes with a built-in quick sealant unit. It cannot be worn under armor, though if you purchase it one size too large, you can wear it over armor.

The suit has a BIO ECR of 80 and may be substituted for the character's BIO ECR, just like an armored suit. Structural Integrity (SI): 4 per Body Section. The suit cannot be resealed if its SI in one or more sections is reduced to 0. Cost is adjusted for size.

GM-7 BIOSUIT

An improved version of the GM-4 suit.

The suit has a BIO ECR of 120 and may be substituted for the character's BIO ECR, just like an armored suit. Structural Integrity (SI): 8 per Body Section. The suit cannot be resealed if its SI in one or more section is reduced to 0. Cost is adjusted for size.

GOGGLES (PROTECTIVE)

Keeps unwanted stuff out of your eyes like sand, snow, glare, steel chips, etc.

1-point Threshold Rating for the eyes.

RAD-4 RADSUIT

The RadSuit protects an individual from radiation. The suit blocks radiation, filters the air, and comes with a built-in quick sealant unit. It cannot be worn under armor, though if you purchase it one size too large, you can wear it over armor.

The suit has a RAD ECR of 80 and may be substituted for the character's RAD ECR, just like an armored suit. Structural Integrity (SI): 4 per Body Section. The suit cannot be resealed if its SI in one or more sections is reduced to 0. Cost is adjusted for size.

RAD-7 RADSUIT

An improved version of the RAD-4 suit.

The suit has a RAD ECR of 120 and may be substituted for the character's RAD ECR, just like an armored suit. Structural Integrity (SI): 8 per Body Section. The suit cannot be resealed if its SI in one or more sections is reduced to 0. Cost is adjusted for size.

RADIATION DETECTOR

This hand-held device detects the presence and strength of radiation.

ESPIONAGE EQUIPMENT

Some jamming devices have an ECM score. Devices that jam communications subtract their ECM score from the Signal Strength of any communication gear in range. Devices that jam sensor systems subtract their ECM score from the Active % and Passive % of any sensor systems in range. ECM is always active.

ACIDIZER

This device injects a small amount of hydrofluoric acid into a locking mechanism. It will burn through small locks and hinges in short order. Each cartridge has 10 applications. Refills: ▽75

When used as a weapon: ACC: 60, Range: 5 m, DMG: ACID (CHEM@0; 1d4) Damage Type T.A. The Acidizer user the Weapon: Chemical skill.

AUTO KEY

Foam is injected into a TL 3 or TL 4 mechanical lock. Once the pick is inserted, the foam hardens into the key. The mold is an exact fit for opening the lock.

BOUNCE PAD

This unusual device is fired from a grenade launcher. Upon impact, it makes a large (5 m diameter), foam, impact-absorbing pad. An individual can fall from up to 10 m onto the pad without risk of injury and roll off. The foam pad dissolves after 20 minutes.

BUG BOTS

A variety of drones that roll, crawl up walls, walk, or hop to reach their destination. Used for building reconnaissance, these low powered devices are mounted with a camera and microphone and must link to a PCD within range. Seeing the device isn't easy due to their size.

The penalty for Visual Observation Skill Check to spot a bug is -80, MOV: RUN: 3, JUMP: 3. Range: 15 m

BUG FINDER

Detects electrical signature and transmissions from surveillance equipment.

Passive %: 40 for locating bugging devices. Range: 25 m

BUG KILLER

Detects electrical signature and transmissions from surveillance equipment. Determines the location and fires a small electromagnetic disruption pulse at the bug. This device is ineffective against armor or vehicular sensors.

Passive %: 60 for locating eavesdropping sensors that have an Active % or are transmitting data. ACC: 80, Range: 25 m, ROF: 1, Q: 10, DMG: surveillance equipment is automatically destroyed. Rechargeable (1 minute).

BREACHER

This device is used for making an entrance where there was none. This mat is unrolled and stuck to a wall or door. There are several types of breachers. Normal breachers use a shaped explosive charge or thermite. More modern versions use single use Disintegrators (×5 listed cost) or a hyperacid (×10 listed cost). A breacher leaves a hole large enough to accommodate the entrance of an Armored Ram Python.

A breacher will penetrate up to 0.5 m of concrete, doing up to 200 points of SI damage (Damage Type T.A.). The standard models have a THR-R of 4. The acid and disintegrator models ignore THR entirely, but the acid model does allow the target to make a CHEM ECR to negate the effects of the breacher.

The Observation (Hearing) Skill Check modifier to detect a functioning breacher is +40 for a normal model and 0 for disintegrator and acid-using models. The acid model is slower and requires a number of Combat Rounds equal to the SI of the wall or door. All other models work nearly instantly.

CAM FLYBOT

This grape-sized, flying, surveillance robot is silent and coated with reactive camouflage. The system incorporates a sensitive camera system that uses an 80x auto zoom and autofocus, gyrostabilized lens. A microphone is included. This device follows a preprogrammed course of action such as "Follow the target and return when he stops moving" or "Scan every room on the floor". It does not transmit data and must return to the owner to be downloaded.

Max Altitude: 3,000 m, Max Mov: 22 (80kph), Accel/Brake:

ESPIONAGE EQUIPMENT

DESCRIPTION	SIZE	WGT	DIMENSIONS	TL	COST
Acidizer	0.1	-	4 cm × 4 cm × 2 cm	4	▽3,500
Autokey	0.2	-	5 cm × 4 cm × 3 cm	4	▽200
Bounce Pad	1	0.1 kg	10 cm × 5 cm × 5 cm	5	▽15,000
Bug Bots	-	-	2 cm × 1 cm × 5 mm	4	▽8,000
Bug Finder	0.2	-	3 cm × 4 cm × 4 cm	4	▽1200
Bug Killer	0.2	-	4 cm × 4 cm × 4 cm	5	▽2300
Breacher	6	1 kg	1 m × 40 cm × 0.5 cm	3	▽4,500
Cam Flybot	-	0.1 kg	1 cm × 1 cm × 1 cm	5	▽32,000
Camera, Digital	0.5	0.2 kg	10cm × 6cm × 3cm	4	▽1,200
Camo Chameleon Spay	1	0.1 kg	12 cm × 6 cm × 6 cm	5	▽2,000
Climbing Gloves and Shoes	By SC (1)	0.2 kg	22 cm x 16 cm x 0.5 cm	4	▽12,500
Code Breaker	2	0.3 kg	20 cm × 16 cm × 2 cm	5	▽8,000
Contact Recorder	-	-	5 mm diameter × 1 mm	5	▽4,500
Cosmetic / Disguise Kit	6	0.8 kg	18 cm × 16 cm × 7 cm	3	▽35
Cutting Torch	8.5	14 kg	30 cm × 10 cm ×10 cm	3	▽700
DNA in a CAN	1	0.1 kg	12 cm × 6 cm × 6 cm	5	▽23,000
Displacer (Personal, Disguised)	1	1 kg	10cm × 10cm × 3cm	6	▽120,000
Duplicator	0.3 B	380 kg	1 m × 40 cm × 25 cm	5	▽55,000
Electronic Safecracker	1	-	10 cm × 10 cm × 3 cm	5	▽45,000
Eye Wear, Detection	By SC (1)	-	12 cm x 4 cm x 4 cm	5	▽7,000
Field Detector	0.25	0.1 kg	10cm × 3cm × 3cm	4	▽3,300
Fingernail Cam	-	-	0	5	▽5,000
Forcecuffs	1	0.5 kg	38 cm × 3 cm × 3 cm	4	▽800
Forgery Kit	0.5 B	8 kg	1 m × 75 cm × 25 cm	5	▽2,300
Gloves (Drug Delivery)	By SC (1)	-	22 cm x 16 cm x 0.5 cm	4	▽4,200
Gut Jar	1	-	10 cm × 7 cm × 5 cm	3	▽40
Handcuffs	1	0.2 kg	38 cm × 3 cm × 3 cm	4	▽100
Holo Projector (Disguise)	1	0.1 kg	8 cm × 8 cm × 5 cm	4	▽35,000
Holographic Decoy	0.4	0.1 kg	5 cm × 5 cm × 5 cm	4	▽26,000
Holographic Generator (Personal)	0.01	-	5 cm × 3 cm × 3 mm	4	▽33,000
Holographic Generator (Vehicle)	0.5	-	15 cm × 10 cm × 1 cm	4	▽660,000
HUD	Varies	-	Varies	4	▽2,600
Image Projector	0.1	-	5 cm × 5 cm × 1 cm	5	▽23,000
Imagizer	0.1	-	2 cm × 2 cm × 2 mm	4	▽19,000
Insanity Limpet Mine	0.1	-	1 cm × 5 cm × 5 cm	5	▽16,000
JP-1 Combonizer	0.1	-	20 cm × 1 cm × 1 cm	5	▽28,000
Jump Boost	By SC (1)	0.25 kg	15 cm × 8 cm × 3 cm	5	▽15,000
Jump Pads	3	1 kg	20 cm × 16 cm × 3 cm	4	▽7,000
Light Bridge	0.1 B	60 kg	4 m × 10 cm × 10 cm	6	▽80,000
Listening Device	-	-	2.5 cm diameter × 4 mm	3	▽1,000
Listening Device (Electronic)	-	-	2 mm × 2 mm × 2 mm	4	▽11,000
Local Com Jammer	0.1	-	10 cm × 3 cm × 1 cm	4	▽21,000
Lock Pick Set (Basic)	1	-	10 cm × 7 cm × 5 cm	3	▽50
Lock Pick Set (Electronic)	2	0.1 kg	15 cm × 8 cm × 5 cm	4	▽450
Lock Pick Set (Professional)	1	0.2 kg	10 cm × 7 cm × 5 cm	3	▽500
MDD-24	1	0.5 kg	14 cm × 7 cm × 4 cm	6	▽45,000
Mind Probe	13	15 kg	15 cm × 15 cm 20 cm	6	▽90,000
Motion Scrambler	-	-	3 cm × 3 cm × 3 cm	4	▽16,000
Null Suit	0.2	0.1 kg	8 cm × 8 cm × 1 cm	5	▽85,000
Pocket Jammer	0.1	-	3 cm × 3 cm × 3 cm	4	▽4,200
Pocket Signal Detector	1.5	-	8 cm × 8 cm × 8 cm	4	▽600
Pop-a-Lock	0.2	-	8 cm × 6 cm × 1 cm	3	▽1,600
Power Shunt	3	0.1 kg	30 cm × 10 cm × 3.5 cm	3	▽60
Privacy Hat	-	-	5 cm × 5 cm × 5 mm (Folded)	6	▽34,000
Pry Bar	2	0.6 kg	27 cm × 5 cm × 5 cm	3	▽15
Sensoid Killer	1	0.1 kg	7 cm × 7 cm × 7 cm	5	▽180,000
Sensoid Master	2	0.1 kg	9 cm × 9 cm × 8.5 cm	6	▽75,000
Sensor Cam	0.5	-	10 cm × 4 cm × 4 cm	4	▽24,500
Sensor Dampener	1	-	7 cm × 7 cm × 7 cm	5	▽5,000
Sensor Diffracting Spray Paint	1	0.1 kg	10 cm × 6 cm × 6 cm	4	▽800
Sound Nullifier	5	0.8 kg	12 cm × 12 cm × 12 cm	5	▽1,800
Spanner Bridge	17 B	68 kg	3 m × 2 m × 1 m	6	▽175,000
Spy Dot	-	-	1 cm × 1 cm × 2 mm	6	▽200,000
Stun Nullifier	1	0.1 kg	13 cm × 13 cm × 2 cm	5	▽48,000
Stunner	2	0.4 kg	26 cm × 5 cm × 5 cm	4	▽5,800
Suitcase (Shielded)	0.3 B	2 kg	60 cm × 40 cm × 40 cm	5	▽1,200
Super Imagizer	0.1	-	2 cm × 2 cm × 2 mm	5	▽42,000
Terrain Imagizer	25	4 kg	30 cm × 20 cm × 15 cm	5	▽110,000
Tracker	-	-	1 cm × 1 cm × 3 mm	4	▽275
Walking Dead Man	0.6	0.5 kg	6 cm × 6 cm × 6 cm	6	▽44,000
Wearable ECM	+1	+0.5kg	None	5	▽18,000
Wire Cutters	3	1.5 kg	15 cm x 20 cm x 3 cm	3	▽20
Wireless Remote Cam	0.3	-	6 cm × 4 cm × 4 cm	3	▽800
Wrist Thermite Sprayer	1	.25 kg	14 cm × 8 cm × 3 cm	3	▽1,500

7. Penalty to Visual Observation check to detect flybot is -80, Stealth: 40, Range: 50 km

CAMERA (DIGITAL)

This system uses electronic imagery to take high-resolution photographs and video. The images can be stored on the camera or remotely transmitted. 100x zoom available.

CAMO CHAMELEON SPRAY

This odorless spray reflects the coloration of the object's surroundings. Need to hide that weapons cache? Spray it with Camo Chameleon. The troops call it chamomile that they pronounce like chamomile, as in chamomile tea, as a joke.

Camo Chameleon can cover up to 6 square meters of area. Covered objects have a Stealth Rating: 30, and viewers have a penalty to Visual Observation check of -40. Duration 12 hours.

CLIMBING GLOVES AND SHOES

These powered devices use electrical current to activate and deactivate "setae," which are nanoscopic hairs embedded in the device's surface. The setae allow the user to stick to the wall as long as the gloves and shoes have power. Sized to fit the user's hands and feet, these devices will hold 50 times the weight of the user. These cannot be worn over armor.

Cost is increased for Size Class just like armor. Climbing Skill Check bonus: +60

CODE BREAKER

This device analyses and decodes various encryptions. This device can be used for everything from biometric password generation to numerical digits input on a keypad.

Physical Security Skill Check bonus: +40 (when code breaking), Computer Security & Forensics Skill Check bonus: +40 (when code breaking).

CONTACT RECORDER

A dime size surveillance device that can be attached to any smooth surface. The device records video in the visual spectrum and also records audio. Transmission of the recorded data is conducted in bursts, which makes it difficult to locate.

Stealth Rating: -60. The penalty for any Visual Observation check to locate the device is -120. Communication Range: 1,000 m

COSMETIC / DISGUISE KIT

Used to Disguise one's appearance or impersonate another.

Impersonation & Disguise skill bonus: +40. Can only be used for same species.

CUTTING TORCH

The gas-powered blowtorch is used for cutting, welding, and breaching.

ACC: 45, Range: Touch, ROF: 1, Q: 600, DMG: 1d4 SI, THR-R: 4 (Damage Type T). The torch can be used for about 20 minutes before needing to be refueled. Spare tanks cost ▽250 and weigh 10 kg. If used as a weapon, it requires HALF of all Actions to attack.

DNA IN A CAN

This illegal device requires a sample of the target. It then replicates the target's DNA. It can then be sprayed on the user to get past non-invasive DNA testing.

Impersonation & Disguise Skill Check bonus: +40 (against DNA readers). Duration: 2d4 minutes

DISPLACER (PERSONAL, DISGUISED)

This displacement device is shielded and small and does not appear as a displacement device. It can be disguised as a PCD or any number of innocuous and mundane-looking devices. It contains enough power for 3 displacements.

Uses Trans-Location Device Skill. ACC: 80. Range: 20 m, Powered (E-pack 15)

DUPLICATOR

Illegal on Alliance worlds, this device creates a skin overlay with the appropriate hair, scars and imperfections of the targeted individual. One area can be targeted (Head, Hands, etc.) or the entire body can be chosen. The targeted area must be completely scanned with the detachable laser and DNA scanner. The user of the suit must also be scanned. The information is then downloaded into the unit, and a printed skin overlay (aka a skinsuit) is generated for the user. The user slips the skinsuit on or the portion they printed, if not a whole suit. A complete suit can pass all biometric scanners but will not pass an invasive, high security scan. The user must be the same species and build or Mazian.

The printed suit takes 4 hrs. × Size Class to print and last for 12 hrs. Impersonation & Disguise Skill Check bonus: +120% (vs. observers and biometric scanners). Range: 25 m, Powered

ELECTRONIC SAFECRACKER

This device is placed on the outside of a TL3 or TL4 mechanical or electronic safe. It will provide opening codes or combinations.

Physical Security Skill Check bonus: +80 (to break into a safe).

EYE WEAR, DETECTION

This fashionable set of eye wear mimics the appearance of a PCD interface, but it is actually a sensor system designed to spot security sensors and other electronic detection devices. These devices are highlighted and identified in the user's field of view when they look at them.

Passive %: 75 (to detect security systems and sensors only). To spot the true nature of the glasses requires a Visual Observation check at -100%. Range: 20 m

FIELD DETECTOR

This handheld sensor detects the emissions from security equipment.

This device provides a +20 bonus to Physical Security Skill Checks to detect security sensors within 15 m.

FINGERNAIL CAM

A false fingernail with a camera and microphone embedded in it.

FORCECUFFS

These malleable cuffs are flexible and leave no marks. They are used by Alliance police and have stun capability built in to render disorderly prisoners into a semiconscious state. The owner of the cuffs can activate the stun feature with a remote or via a command sent from their linked PCD.

The cuffs require a Strength check at -135 to break free. When the stun feature is activated, the cuffed individual must make an ELE ECR. STUN (ELE@00; No Actions; 1d4 min; 1 min).

FORGERY KIT

Contains tools used to forge documents, signatures, etc.

This kit provides a +20 to Forgery Skill Checks.

GLOVES (DRUG DELIVERY)

These gloves are used to deliver a solution to a target that can then be absorbed through the skin. The gloves are virtually invisible and secrete the solution at the user's command. There are 3 solution types; a biological toxin, hallucinogenic drug, or radioactive particles.

The target must make one of the following ECR checks depending on the payload of the gloves: TOXIN (BIO@-40; Constitution loss 2d6 per Combat Round; 1d4 days; Every Combat Round), POISON (CHEM@-40; Hallucinations; 2d4 hours; Every Combat Round), RADIATION SICKNESS (RAD@-40; lose 2 CON & 1 STR per day; until dead or treated; Every Combat Round).

GUT JAR

A small cylinder used to protect objects that are swallowed, so that a spy or mule can smuggle items through customs on Tech Level 4 and lower planets. The jar is collected once it has been passed.

HANDCUFFS

Called love bracelets by Orions. These items are used on TL: 4 or lower worlds.

The cuffs require a Strength check at -90 to break free.

HOLO PROJECTOR (DISGUISE)

This device is integrated into and individual's clothing and hair. It projects a holographic image of a specific individual or a random person onto the wearer. If the user wants to impersonate a specific individual, they must be scanned prior to the holo projector reproducing their image. This device does not fool sensor systems but will fool cameras and observers. This device can be used to make you appear larger or smaller then you really are. Touch will always reveal the illusion.

This device provides a +60 bonus to the user's Impersonation & Disguise skill.

HOLOGRAPHIC DECOY

This device projects a holographic copy of the user. The image remains in place but can react realistically, such as crouching when shot at or reacting to a hit. A mobile version is available for twice the listed price and size and allows the decoy to move as if it were walking.

The mobile version has a RUN of 3. Someone viewing the decoy must make an Observation check at -80 to determine that the decoy is not real.

HOLOGRAPHIC GENERATOR

An improved version of the Holographic Decoy. This device projects six (6) holographic decoys of the individual in random locations within the area of effect. It also cloaks the user to blend into the background. There is a vehicle version that costs twenty (20x) times the normal price.

Someone viewing a decoy must make an Observation check at -80 to determine that the decoy is not real.

HUD

This heads up display (HUD) comes in three forms: contacts, glasses, or a device from which a laser projects data directly upon the individual's eyes. This device links to friendly communication equipment, sensor drones, and computers in range to provide information to the user.

Range: 15 m

IMAGE PROJECTOR

This device records a loop of a room's normal state, and then projects that loop onto the camera or other visual recording devices. Intruders can operate in the room without the cameras observing their actions.

This device gives anyone in the room equipped with recording sensors a Stealth Rating of 80 as long as they remain in range of the device. Area of Effect: 10 m radius.

IMAGIZER

This device creates a holographic image inside a container, creating a false image of the container's contents. It can be programmed for displaying specific items or random, innocuous items. It will not fool sensors, only visual inspections. Maximum container size is 3 m x 3 m.

There is -80 penalty for any Visual Observation check made to determine if the contents of the container are false.

INSANITY LIMPET MINE

These devices affect only robots and cybernetics. Once the device, which has an adhesive on one side, is stuck to a robot or cybernetic limb, the target will randomly malfunction until the device is removed. Cybernetic limbs will lash out at the closest targets or fail to work. Robots will run amok creating carnage and destruction. Sensor systems will shut down or provide ghost images. Communications will randomly broadcast information or change frequencies.

Targets must make an ELE ECR (or MN check if the target doesn't have an ELE ECR). Failure indicates the device begins to malfunction as the GM determines. A STR Check at -30 is required to remove the limpet.

JP-1 COMBONIZER

This pen shaped sonic device is used to short out electronic security devices and cause mechanical tumblers in TL3 and TL4 locks to open.

Physical Security Skill Check bonus: +80 (when attempting to open mechanical locks or disable security devices in range). Range 3 m

JUMP BOOST

These devices slap on the outside of armor or clothing and use A-Grav technology. They encircle the thighs and enable the wearer to leap up to 10 m in any vector. With a running jump forward, the individual may add their movement in meters to the jump. These devices show up on all sensor systems.

An Acrobatics or Personal Flight Device Skill Check may be required to stick the landing (GM Discretion).

JUMP PADS

Mechanical devices worn over shoes that can launch an individual 5 m into the air in any direction. It also cushions their landing (if they land on their feet). With a running jump forward, the individual may add their movement in meters to the jump.

An Acrobatics or Personal Flight Device Skill Check may be required to use this device (GM Discretion).

LIGHT BRIDGE

Device generates a powerful magnetic field which individuals can walk upon, acting as bridge over a gap or other drop off. The maximum weight this device can hold is 500 kg. The light bridge extends to 25 m and is 3 m wide. The device is invisible to the eye but shows up brightly to sensor systems.

Duration: 1 hour, Powered (E-Pack 200)

LISTENING DEVICE

This small, low-tech, listening device can be installed on or near communication equipment to pick up conversations and broadcast them to the any friendly PCD or drone relay.

Range 300 m

LISTENING DEVICE (ELECTRONIC)

Illegal except for law enforcement and military. This device will record any vocal communication, video of the immediate area (360˚), and data transmissions received or sent nearby. Special receivers pick up and decode Alliance communication protocols. Units can link to PCD or drone relays.

Surveillance Range: 10 m radius, Communication Range 3 km

LOCAL COM JAMMER

Short-range communication jamming device. Comes in 3 styles; standard, police (cost ×2), and military (cost ×3). The latter two have improved jamming capabilities over the standard model.

ECM (vs Communication systems Only): -40 (standard), -80 (police model), -120 (military model), Area of Effect: 100 m radius, Duration: 5 minutes, Powered (E-Pack: 25)

LOCK PICK SET (BASIC)

Set of mechanical tools used to open manual locks.

This device provides no bonus for Physical Security checks, but it is required to bypass mechanical locks, unless makeshift tools are used.

LOCK PICK SET (ELECTRONIC)

Set of mechanical and electronic tools used to open electronic locks.

This device provides no bonus for Physical Security checks, but it is required to bypass electronic locks, unless makeshift tools are used.

LOCK PICK SET (PROFESSIONAL)

Set of mechanical tools used to open electronic and manual locks.

This device provides a +40 bonus for Physical Security checks to bypass mechanical and electronic locks.

MDD-24

This phase shifting device allows the user to walk through walls (4 m radius). Phase Lock devices prevent this device from working, and the MDD-24 will not allow the user to pass through a Flux Shield. If the device malfunctions, the individual passing through a material object is instantly killed.

Can penetrate walls with a Threshold Rating of 16 or less. MN: 98. Duration: 10 minutes.

MIND PROBE

Need to know what someone is thinking and don't have a Chatilian handy, use the mind probe. This highly illegal device is usually only available to Alliance Military and the Government. It reads and digitizes the individual's memories via the cap-like device that is placed upon the targets head. The device plays back the individual's memories on a view screen attached to the unit. The memories are played back exactly as the person remembered them. The experience is quite painful, and often subjects are rendered unconscious before the process completes. If the subject is rendered unconscious, the interrogator must wait until they regain consciousness before continuing.

Victims must make a CON Check every Combat Round the device is used. STUN(CON@-80; No Actions; 2d4 Combat Rounds). Each Combat Round, if the subject is conscious, then the interrogator can record 1 minute's worth of their memory for later play back. The recording will include audio and video from the subject's perspective.

MOTION SCRAMBLER

This device floods the area with an EM frequency and sonic distortions that disrupts motion detectors.

ECCM: 80 for motion sensors, Area of Effect: 100 m, Duration: 60 min, Powered (E-Pack: 25)

NULL SUIT

This suit is the top of the line stealth cover. The built-in damping field makes the user virtually undetectable by sensors and visual systems. The suit even contains the volatile organic chemicals released by the wearer's normal body chemistry. This prevents scent tracking or detection. The suit comes in a small disk placed upon the user's head. The suit then explodes outward to encompass the individual completely, including all worn weapons and equipment on the user. Breathing and sight is not impaired as the covering is clear to the user. The suit is a single use and lasts for about half a day.

Cost is for a Size Class 4 version, and cost is increased or decreased by Size Class just as with armor. Stealth: 100. Penalty to detect the suit with an Observation Skill Check using any sense modifier is 120. This suit cannot be used in conjunction with other devices that have a Stealth rating. Duration: 12 hrs.

POCKET JAMMER

Short-range communication jamming device. Comes in 3 styles: standard, police (cost ×3), and military (cost ×6).

ECM (vs Communication systems Only): -40 (standard), -80 (police model), -120 (military model), Area of Effect: 25 m radius, Duration: 5 min, Powered (E-Pack 15)

POCKET SIGNAL DETECTOR

Passive device that receives and records transmissions that come within range. Unencrypted transmissions can be reviewed. Encrypted communications must be run through a connected computer for a signal decryption attempt.

Range: 500 m

POP-A-LOCK

This putty is molded over a lock. There is a backing that must be peeled off after application. The device triggers 6 seconds after peeling and destroys the lock with a small "pop" sound.

POWER SHUNT

The power shunt consists of a series of alligator clamps and a box that is pushed into the ground via a spike on the bottom. The portion of the fence between the alligator clamps will no longer be electrified.

PRIVACY HAT

This device is worn on the head and blocks Chatilian mind reading. This cannot be worn under armor.

Target receives a Mental ECR with a +25 to resist Chatilian mind reading. A successful ECR check means the Chatilian cannot read your thoughts.

PRY BAR

Sometimes called a crowbar or halligan tool, this heavy (non-conductive) pry bar is used to force open doors or windows.

When making a STR check to pry something open with the halligan tool, lower the difficulty by one level. When used as a club, the tool does 1d6 damage (Damage Type '-'), requires HALF of all Actions to attack, and has a 60% accuracy in RB 1.

SENSOID KILLER

An improved version of the bug killer designed to be used against commercial sensor systems. This device uses electronic counter measures to scramble sensors in the area, so they cannot record the identity of the user. Then the device actively scans for the locations. Once found, the device rapidly fires a small laser destroying up to 10 sensors or surveillance devices in the area nearly simultaneously. This device is ineffective against armor sensors or vehicular sensors.

ECM: 60, Range: 20 m, Area: 360˚, Duration: 1 Minute, Active %: 80 for locating sensors and surveillance equipment. Sensor-Killing Laser, ACC: 80, Range: 25 m, ROF: 10, Q: 10, DMG: 1pt (Damage Type A), Powered (E-Pack 15)

SENSOID MASTER

Emits a powerful electromagnetic burst that scrambles sensors in the area.

ECM: 80, Range: 40 m, Area: 360˚, Duration: 5 Minutes, Powered (E-Pack 25)

SENSOR CAM

These small, self-contained cameras can be mounted to walls, overhangs, vehicles, the ground, or any other stable surface. The camera has advanced sensor systems and a bio-scanner. It is motion sensitive with full time recording. The camera sees everything in a 300-degree radius with the blind spot at the mounting point behind the camera. The camera has a 1x-400x zoom. The cameras can transmit to any device (PCD or body computer) with the access key.

Active %: 50, Passive %: 25, Sensor Range: 2 km, Area: 300˚.

SENSOR DAMPENER

This small device generates an active field that cancels or reduces sensors in a 10 m radius.

ECM: 20, Area of Effect: 10 m radius, Duration: 10 Minutes, Rechargeable (15 minutes)

SENSOR DIFFRACTING SPRAY PAINT

Prevents sensor systems from registering the painted object. Contains enough paint to cover a Size Class 1 object.

Stealth Rating: 20

SOUND NULLIFIER

This grenade size object, once deployed, generates an anti-wave for any sound detected, canceling out any noise in the area of effect. Anyone moving through the area will be nearly silent, no matter how much noise they make. The device also cancels out all sonic based attacks in or traveling through the area of affect.

Penalty to Observation (Hearing) Check to detect noises emanating from within area of effect: -100. Area of Effect: 15 m radius, Duration: 5 minutes, Powered (E-Pack 25)

SPANNER BRIDGE

A heavy duty version of the light bridge, this device generates a powerful magnetic field on which individuals can walk. The maximum weight this device can hold is 1,500 kg. The light bridge extends to 60 meters and is 8 m wide. The device is invisible to the eye but shows up brightly on sensor systems.

Duration: 1 hr., Powered (E-Pack 400)

SPY DOT

These small devices come in packs of 5 and will connect to any display with sound. The dots transmit data via quantum entanglement, meaning no detectable transmissions are sent. The devices have a 120-degree field of view in the visual spectrum. Furthermore, they have a sensitive sound system. Once activated, the devices will work for 3 days, after which they lose power.

Range: infinite, Rechargeable (1 minute)

STUN NULLIFIER

This device integrates into the wearer's clothing providing the individual protection against commercially available stun devices. These stun devices are common throughout the Alliance. When a stun device is deployed upon the individual, the nullifier automatically generates a counter pulse negating the effects. The device will function ten times before needing recharged.

Completely negates the effects of one type (ELE, MEN, or SEN) of a Stunner. This device will offer no protection from stunners that affect a different ECR than the one chosen. A Stun Nullifier can be purchased for each type. Q: 10, Rechargeable

STUNNERS (SONIC, CONCUSSIVE, ELECTRICAL, MENTAL)

These commercially available stun devices are the preferred non-lethal weaponry used throughout the Alliance. They are used to protect government buildings, hospitals, and schools and to maintain order in public areas (and high-end bars). The stunner can be handheld or ceiling mounted. When activated the device stuns the targeted individual, preventing them from taking any further action. Each device can fire one type of stun, which is chosen at purchase.

Stunners can use ELE or SEN ECRs (pick one). ACC: 70, Range: 15 m, ROF: 1, Q: 10. Targets struck must make the following ECR check: STUN (Selected ECR@00; No Actions; 1d4 minutes; Every Combat Round). Stunners use the Weapon: Energy skill.

SUITCASE (SHIELDED)

This device has a small section covered in a special material which hides items from sensors and places false images of ordinary items. The secret compartment in the suitcase is large enough to hold roughly 1,000 cubic centimeters of material.

Items in the hidden compartment, which is capable of holding 3 Spaces worth of items, are treated as having a Stealth Rating: 80 against sensor scans.

SUPER IMAGIZER

An improved version of the standard Imagizer, this device creates a false holographic image of a container's contents. Maximum container size is 6 m x 6 m.

There is -120 penalty for any Visual Observation check made to determine if the contents of the container are false.

TERRAIN IMAGIZER

The modern version of a hunting blind or camouflage net. This shoe-box sized machine projects a holographic image to match the surrounding terrain and is even capable of fooling sensors. Any type of terrain image (urban, forest, plains) can be generated. The device is capable of covering an area 100 m in radius with its camouflaging effects.

Items inside the area of effect are treated as having a Stealth Rating of 80. There is a -120 penalty for Visual Observation checks to see anything inside the area of effect. Duration: 24 days, Powered (E-Pack 400), Area of Effect: 100 m radius

TRACKER

Consists of two components: the tracking device and the locator. The locator tracks the position of the tracking device. The tracking device camouflages itself when attached to a target and transmits its location, direction, and speed to the receiver. Any sensor system or signal detector will alert the user to the presence of the tracking device. However, there is a Tech Level 7 version of the device that is undetectable and has an infinite range. It only costs 1000x the listed price of the standard version.

Range: 7 km

WALKING DEAD MAN

This device attaches to live, dead, stunned, or unconscious individuals and forces them to walk, stand, run, or crawl as directed by the owner. Its transparent bands deploy from a sphere, wrapping around and supporting the target's body. They also integrate with the subject's nervous systems. The subject's zombie-like movements are slow and deliberate. The subject is unsuited for combat but is convincing enough that an observer will think the

guard on sentry duty is still walking his route. Commands can be issued to multiple units verbally or from a PCD. It cannot be used on a Mazian.

Conscious subjects are entitled to a CON check at -30 to resist the motivations of the unit. Duration: 3 hrs., Powered (E-Pack 15)

WEARABLE ECM

This device is integrated into clothing and interferes with communication in the area and sensor detection of the individual.

ECM: 60, Range: 2 m, Area: 360˚, Duration: 5 Minutes, Powered (E-Pack 15)

WIRE CUTTERS

Manual device designed to cut through heavy steel links. A power assisted version is available at 10x the base cost, while a plasma version is available at 100x the base cost.

The standard version can cut through cables with a Threshold Rating: 3. The powered version will cut cables with a Threshold Rating: 6. The Plasma version will cut cables and bars with a Threshold Rating: 10.

WIRELESS REMOTE CAM

These small, self-contained cameras can be mounted to walls, overhangs, vehicles, the ground, or any other stable surface. The camera is motion sensitive but has the option to record full time. The camera sees everything in a 300-degree radius with the blind spot at the mounting point, behind the camera. The camera can digitally zoom 200x and whatever it sees can be viewed on a PCD with the access key and/or related through a drone.

Range: 1 km

WRIST THERMITE SPRAYER

This device is worn on the forearm and sprays from the underside of the wrist. One button on the device sprays a sticky foam onto a surface. A second sprays an igniting agent on the foam. Five seconds after the igniting spray makes contact with the foam, it ignites and begins to burn. The flames reach roughly 10,000 degrees Celsius within 3 seconds. The foam is consumed within 5 seconds. There is enough foam to cover a 1 m x 1 m area.

ACC: 50. Range: 5 m, Burst: 3, Q: 6, Damage: BURN (FIRE@-20; 1d6 SI or BP per section; Every Combat Round per Q used) (Damage Type T). Rechargeable (1/2 cost). Uses the Weapon: Chemical skill

BASE EQUIPMENT

BASE EQUIPMENT

DESCRIPTION	SIZE	WGT	DIMENSIONS	TL	COST
Camouflage Net	1 B	8 kg	20 m x 20 m x 1 mm	3	▽2,250
Camouflage Net (Sensor)	1 B	8 kg	20 m x 20 m x 1 mm	4	▽18,200
Field Friend or Foe Detector	0.5 C	430 kg	10 m x 3 m x 3 m	5	▽212,000
Force Shield	0.5 C	2,000 kg	10 m x 3 m x 3 m	6	▽1,800,000
Heater / Cooler	0.4	40 g	5 cm x 5 cm x 5 cm	4	▽200
Portable Generator	0.1 C	350 kg	3 m x 3 m x 2 m	4	▽400,000
Power Shield	1 C	6,000 kg	20 m x 3 m x 3 m	6	▽30,000,000
PTB-110	13 B	80 kg	2 m x 1.5 m x 1.5 m	4	▽5,700
PTB-210	0.2 C	115 kg	4 m x 3 m x 3 m	4	▽11,400
Pulse Reloader	0.1 C	95 kg	3 m x 3 m x 2 m	4	▽400,000
Spraycrete	0.3 C	40 kg	2 m x 1.5 m x 1.5 m	4	▽550
Tri-Vid Player	138	2 kg	1.5 m x 1.5 m x 2 cm	3	▽200
Waste Incinerator	0.3 C	50 kg	2 m x 1.5 m x 1.5 m	4	▽15,000

CAMOUFLAGE NET

A low tech cloth designed to blend in with its surrounds and used to cover objects to prevent them from being observed. Multiple patterns and colors are available. Does not affect sensor systems.

Observation Skill Check modifier: -40 to spot items under the net,

CAMOUFLAGE NET (SENSOR)

A high-tech version of the old camouflage net, this version changes colors to match its surroundings and is sensor detection resistant.

Covered objects have a Stealth Rating -40 and a -60 Penalty to be seen with a Visual Observation.

FRIEND OR FOE (FOF) DETECTOR

This obelisk shaped sensor tower is placed in the center of an encampment and is used to track the location of personnel and vehicles in the camp and monitor for trespassers. The sensor system detects DNA, biosignatures, motion (including gait analysis), and power signatures. It uses that information to match anyone within the area to known profiles that have been loaded into the system. It also scans for weapon discharges. This system can link to sensor drones and HICs and alert specified PCDs or P-AIs in the area if anything is amiss.

Active %: 100, Passive %: 70, Sensor Range: 600 m, Area: 360˚, Penetration: 1 m. Communication Range: 3 km, IQ: 70. Intelligence Gathering level 5. Bypassing this system requires physical access to it, and a successful Computer Security & Forensics Skill Check modifier at -120, Duration: 6 months, Powered (E-Pack 25)

FORCE SHIELD

Produces a 20HP Flux Shield, 500 m in radius with a protective height of 50 m. This unit is designed for 100 days of use, unless additional power is available.

Area of Effect: 500 m radius x 50 m, Rechargeable

HEATER / COOLER

Perfect for improving life when camping in Arctic or Tropical environments. The box can manage a +/- 25^0 Celsius difference in a 5 m radius for one day. In a well-insulated, indoor environment, the device can increase or decrease the temperature by +/- 50^0 Celsius.

Duration: 1 day, Powered (E-Cell: 75)

PORTABLE GENERATOR

This unit generates energy for a small base. It may be chained with additional units to meet power requirements.

Assume 100 EU per minute are available for recharging weapons and devices. GM's are at their discretion to decrease or increase this amount when accounting for all the power being drawn from the system.

POWER SHIELD

Produces a 250HP Flux Shield, 1500 m in radius with a protective height of 100 m. This unit is designed for 100 days of use unless additional power is available.

Area of Effect: 1500 m radius x 100 m, Duration: 100 days, Powered (Fusion Reactor)

PTB-110 / PTB-210

PTB stands for personal-transport-bot. This small robot comes with basic sensors, basic communications, and a rudimentary guidance computer. It is programed to avoid all collision with individuals and objects, if possible. The device will connect to Alliance networks for geolocation and can be loaded with navigation software for use on uncharted planets. PTB's are considered luggage, and Alliance customs treats them accordingly, holding the owner liable and responsible for what they carry or do. These devices are locked and hermetically sealed. They can only be opened by their owner or customs. The device has 6 run flat wheels and 1 retractable, tentacle-like, prehensile appendage for loading itself with cargo. The 210 version is simply the larger version and costs twice as much. The 110 model can carry up to 100 kg. The 210 model can carry 250 kg.

IQ: 30. The 110 model has stats: RUN: 4, THR: 3, SI: 20, Rechargeable (1 hour). The 210 model has stats: RUN: 3, THR: 5, SI: 35, Rechargeable (2 hours). Bypassing its built-in protections requires a Defeat Physical Security Skill Checks at -80, Duration: 2 weeks, Rechargeable (1 hour/2 hours)

PULSE RELOADER

This is a portable unit that can reload Pulse rounds of any size. It requires a special connection to a fusion reactor to supply the raw plasma.

Assume 1 PCS round or 10 HMG or 100 smaller rounds are reloaded per Combat Round. If the "brass" is unavailable, the unit will 3-D print a new capsule to contain the plasma. Powered (E-Pack: 200), Weight: 4,000 kg

SPRAYCRETE

Spraycrete is a concrete-like foam that hardens within 1 minute after spraying. One cylinder of Spraycrete will expand to produce up to 100 cubic meters of hardened surface, though it is nowhere near as dense as actual concrete.

Threshold Rating: 4, SI: 20 per cubic meter

TRI-VID PLAYER (AKA TRI-V)

Three-dimensional projection used for video or computer presentation. Various sizes available.

WASTE INCINERATOR

When you don't have a Raazet to properly dispose of organic matter. The hole in the top allows items to be dropped in, while the incinerated particulate matter falls out the bottom. The unit uses super-heated plasma to destroy organic matter.

Duration: 10 minutes, Powered (E-Pack: 25)

PERSONAL EQUIPMENT

AMPERON

This focusing device doubles the range of a Matrix. This device is small and must be touching the user. Not useable by Chatilians.

ASCENDER

Allows individuals to quickly ascend a rope. They are worn on the hands and feet. For heavy armor, the units cost twice as much.

Climbing Skill Check modifier: +40

ATMOSPHERIC PROCESSOR

The processor converts exhaled gases back into a breathable atmosphere for the user. The units are so efficient that they can operate for a week without entering the native atmosphere. The processor covers the mouth and nose. This device works when submerged in liquids such as water.

BACKPACK

A framed carry all for items.

Space (for storage): If fully stuffed this unit can carry 0.5 B spaces worth of gear. The weight of any items carried in the backpack affects the character's Encumbrance. Threshold Rating: 2

BAGPIPES

A Musical instrument from ancient Earth, which has been adopted by the Orions.

BASIC SURVIVAL PACK

This backpack contains these listed items: Body Rehabilitation Injection (BRI), heat or coolant survival suit, five (5) days of food cubes and nutrient pills, slap bandage, binoculars, compass, rope (50 m), web gear, short range emergency transmitter (2 km range, ▽100), combat knife.

BRAIN SCRATCHER

This head massage unit is worn by Chatilians. It massages away headaches and helps an agitated empath to relax. This unit has 3 settings: scratch, rake, and maul.

CARGO TAPE

This adhesive tape binds to almost anything using setae (tiny hair-like fibers) to generate Van der Waals force of attraction. Additionally, the tape shrinks by 1% when an electrical current is applied.

Ripping requires a Strength Skill Check modifier: -80

CIZERACK WORK GLOVES

This glove-like device is meant to overcome the Cizerack's lack of Manual Dexterity. Current models use electronics and micro-drives to power the delicate manipulators which improve the cat's dexterity. Custom-made versions are available for 100x the listed cost.

MD bonus: +20. Custom designed versions provide +40 to Manual Dexterity bonus. Cizerack only.

CLIMBING KIT

Various items used for repelling or free climbing.

Climbing Skill Check modifier: +40

CLOTHING

Any fashion, style, or type can be purchased. Cost varies by the level of fashion (GM discretion). Orions can expect to pay ten times the listed price.

COMPASS

Uses the planet's magnetic field to determine the direction of magnetic north. A digital version is available at 100 times the base cost. The digital version connects with satellites and functions as a global positioning device. It will provide location, speed, and direction when connected. Without the satellite connection, the device will map the direction and speed.

Navigation Skill Check modifier: +40 (+80 for digital)

DESERT TARP

Survival tarp for a desert environment. The solar weave absorbs the day's energy and cools those below while saving energy for heat at night. The device acts as a moisture collector at night trapping 3 L of fluid per day.

Survival (Desert) Skill Check modifier: +40

DUMMY (PRACTICE)

These mechanical dummies contain sensors and kill switches for practice. The dummies are easily repaired and designed to simulate realistic dismemberment from sword hits. Replacement limbs only cost ▽250 each. They follow simple verbal commands. They are designed for training and allow the Swordsaints to hone their skills.

IQ: 05, AGL: 75, MD: 75, MOV: 10, SI: 4 per section. Hand-to-Hand Combatives at 3 levels, Weapon: Melee at 3 levels. Higher skill levels of these skills can be purchased as with computers. Cost decreases or increases exactly like armor for changes in size. Duration: 1 day, Powered (E-Pack 15)

FIRE EXTINGUISHER (PORTABLE)

This device sprays an expandable foam which is effective against all kinds of fires.

PERSONAL EQUIPMENT

DESCRIPTION	SIZE	WGT	DIMENSIONS	TL	COST
Amperon	3	0.5 kg	5cm x 5cm x 15cm	6	▽75,000
Ascender	By SC (1)	1 kg	30cm x 30cm x 0.5cm	3	▽200
Atmospheric Processor	By SC (1)	4 kg	14cm x 6cm x 6cm	4	▽800
Backpack	By SC (0.5 B)	-	70cm x 50cm x 45cm	3	▽60
Bagpipes	0.1 B	-	74cm x 27cm x 21cm	3	▽2,300
Basic Survival Pack	1	-	20cm x 12cm x 10mm	3	▽500
Brain Scratcher	17	5 kg	1.5m x 8cm x 2cm	6	▽100
Cargo Tape	1	20 kg	50m x 7cm x 1mm (Roll)	3	▽35
Cizerack Work Gloves	SC 7 (4)	0.2 kg	10cm x 20cm x 7cm	4	▽500
Climbing Kit	12	0.3 kg	20cm x 10cm x 10cm	3	▽400
Clothing	By SC (6)	0.5 kg	20cm x 20cm x 5cm (Folded)	3	▽Varies
Compass	0.1	0.9 kg	5cm x 5cm x 2cm	4	▽20
Desert Tarp	57	1.5 kg	2m x 2m x 5mm	4	▽50
Dummy (Practice)	By SC (0.7 B)	75 kg	2m x 60cm x 20cm	4	▽15,000
Fire Extinguisher	3	3 kg	15cm × 8cm × 8cm	3	▽40
Fire Starter	0.4	0.1 kg	5cm × 5cm 5 cm	2	▽5
Flare Tube	1	8 kg	3cm × 3cm 14 cm	3	▽20
Flashlight	2	1 kg	16cm × 4cm × 4cm	3	▽25
Food Cubes	1.5	-	10cm × 10cm × 5cm	4	▽50
Food Storage	0.6 B	-	1m × 50cm × 40cm	4	▽1,200
Food Synthesizer (Personal)	0.2 B	2.5 kg	50cm x 40cm x 30cm	4	▽5,500
Generation Defense system	0.4	0.3 kg	5cm × 5cm × 5cm	5	▽65,000
Ghillie Suit	By SC (12)	1.5 kg	20cm x 20cm x 10cm (folded)	2	▽100
Grapple Gun	4.5	10 kg	20cm × 15cm × 5cm	3	▽800
Grappling Hook	4	4 kg	20cm × 20cm × 3cm	2	▽250
Grenade Scoop	29	2 kg	1m × 10cm × 10cm	5	▽1,000
Helmet Cam	0.1	-	5cm × 3cm × 2cm	3	▽50
Job Visor	SC 4 (1)	1 kg	12cm x 8cm x 4cm	5	▽3,000
Mace	0.4	-	8cm × 4cm × 4cm	3	▽15
Mega Glue	0.1	-	10cm × 2cm × 2cm	4	▽30
Mutzachan Blood Filter	0.2	-	10cm × 6cm × 1cm	5	▽2,000
Oxygen Tank	10	1 kg	30cm × 20cm × 6cm	3	▽200
Parachute	By SC (0.1 B)	7 kg	50cm × 25cm ×25cm	3	▽500
P-Sleeper 10	0.1 C	60 kg	2m × 2m ×3 m	4	▽9,000
P-Sleeper 20	0.4 C	200 kg	4m × 4m × 4m	4	▽18,000
P-Sleeper 40	2 C	423 kg	8m × 8m × 5m	4	▽45,000
Personal Flight Device	By SC (0.5 B)	25 kg	1m × 50cm × 30cm	4	▽140,000
Personal Flight Suit	By SC (6)	1 kg	20cm x 20cm x 5cm (folded)	3	▽500
Pneumatic Saw	3	4 kg	30cm × 6cm × 6cm	4	▽2,600
Psychic Nullifier	1	-	15cm × 8cm × 3cm	6	▽2,500,000
Psychic Revenge	0.5	-	12cm × 7cm × 2cm	6	▽1,750,000
Psychic Shield Generator	0.01	-	3cm × 2cm × 5mm	4	▽125,000
Rope	1.5	5 kg	50m × 3cm × 3cm	4	▽25
SCUBA Equipment	0.5 B	20 kg	1m × 50cm × 35cm	3	▽500
Shrink Net Launcher	6	0.5 kg	20cm × 10cm ×10cm	4	▽3,500
Skull Polisher	1	0.3 kg	20cm × 4cm × 4cm	4	▽450
Sleeping Bag	9	0.5 kg	30cm × 10cm × 10cm (Folded)	3	▽120
Space'm	1	0.9 kg	10cm × 10cm × 3cm	5	▽210,000
Spear Gun	22	3 kg	1.5m × 5cm × 10cm	3	▽175
Tactical Vest	By SC (1)	0.4 kg	10cm x 7cm x 5cm (Folded)	3	▽50
Terrible Tail	3	3 kg	15cm × 15cm × 9cm	3	▽600
Tool Kit (Engineer)	0.5 B	25 kg	1m × 70 cm × 25 cm	3	▽1,750
Tool Kit (Repair)	0.5 B	25 kg	1m × 70 cm × 25 cm	3	▽1,200
Vibro-Hammer	5	1 kg	35cm × 8cm × 6cm	4	▽16,000
Voice Amplifier	0.2	-	3cm × 4cm ×4cm	4	▽55
Web Gear	1	-	1m × 10cm × 3mm	4	▽60
Wet Weather Gear	By SC (6)	0.2 kg	20cm x 20cm x 5cm (folded)	4	▽120

The extinguisher has a range of 3 meters and enough fire retardant to put out a fire covering a Size Class 4 creature or structure, or smaller targets with a combined Size Class of 4. The fire retardant will have limited effect on burning plasma or phosphorus, but it will handle normal fires just fine. Refill canisters (WGT 0.5) cost ▽5 each.

FIRE STARTER

These highly combustible cubes can be used to start fires and will stay lit in the worst of conditions. They burn for 10 minutes once ignited.

FLARE TUBE

Used to launch flares to 100 m. The flare lasts 30 seconds and is visible for 10 km in clear weather. The cost is for a single flare.

FLASHLIGHT

A device that provides illumination at a range of 25 m in a 180-degree arc. The beam can be narrowed and lengthened to 100 m. IR and UV versions are available for the same price.

FOOD CUBE

Provides emergency nourishment. Each cube provides 1 unit of nourishment but doesn't supply the user's water needs. A box holds 50 cubes plus species specific vitamin & mineral supplements.

FOOD STORAGE

Tired of food cubes? This device keeps fresh food in a suspended state, ensuring it is fresh (or alive) for consumption. Comes with wheels and a handle.

Duration: 2 weeks, Rechargeable (1 hr.)

FOOD SYNTHESIZER (PERSONAL)

This unit provides 2 weeks of meals for a single individual (1 week for Pythonians). It provides all the necessary nutrients with enough filler to make even a Ram full! This device can create virtually any food requested by synthesizing flavor mixes and combining them with re-sculpted food cubes. Holds 168 food cubes which must be replenished every 2 weeks.

Rechargeable (5 minutes)

GENERATION DEFENSE SYSTEM

This device interferes with Matrix generation. It affects all Matrix Controllers within the area of effect. It does not impact Matrices generated outside the area of affect.

If generating any Matrix inside the area of effect, the Matrix Controller must make a Generation Skill Check at -50 to successfully generate a Matrix. If the Matrix already calls for a Generation Skill Check, the -50 penalty is in addition to any other penalties. Range: 30 m radius, Duration: 15 minutes, Powered (E-Pack 25)

GHILLIE SUIT

A low-tech solution when a camo unit isn't available. A camouflage parka or smock, made of cloth with imitation local foliage attached. Ghillie Suits can be purchased for a variety of environs. Costs increase or decrease with Size Class as with armor.

Stealth and Concealment Skill Check modifier: +40

GRAPPLE GUN

Used to fire a grappling hook up to a distance of 50 m with attached rope. Cost is ×10 for automatic winch attachment. The hook is included with the unit.

Climbing Skill Check modifier: +80, ACC: 80/70/60/50. Uses Weapon: Indirect Fire skill, STR: 100 (winch version).

GRAPPLING HOOK

A barbed metal device attached to a rope to aid in climbing. Rope sold separately.

Climbing Skill Check modifier: +40

GRENADE SCOOP

This device looks like a 1 m long ice scoop. It is a voice-activated magnet that is used to scoop up grenades near the individual. Once the grenade is caught, the device can be reversed to launch the grenade as far as 10 m away.

A Hand-to-Hand Combatives or Weapon: Hand Skill Check must be made to "grab" the grenade. Both checks have a +30 modifier when using the scoop. A single Action is required to activate the scoop. HALF of all Actions are required to catch the grenade, and HALF of all Actions are required to throw the grenade.

HELMET CAM

Mounts to the top or side of the head and records in a 180-degree arc. Complete with visual and audio components. Most Tech Level 4 or higher helms already include this feature.

JOB VISOR

This device is a visor with a built-in sensor system that analyses the device and helps to identify the cause of a malfunction. The device acts as safety glasses, welding goggles, and magnifier (up to 200x digitally). This device can connect to PCDs and cannot be worn under armor as it covers the face and head.

Repair Skill Check modifier: +40, Threshold Rating: 1 (Face and eyes)

MACE

A chemical defensive spray that incapacitates the target for 2d6 Combat Rounds. This spray temporarily blinds and hinders the breathing of the individual. This device does not work on individuals with environmentally sealed equipment and is only marginally effective against targets with full-face helms.

ACC: 80, Range: 5 m, Targets struck in the face must make the following ECR check. INCAPACITATE (CHEM@-20; -70 visual Mod. Reduce number of Actions by two (minimum 1); 1d4 minutes; Recheck each Combat Round) (Damage Type S). Uses Weapon: Chemical skill.

MEGA GLUE

This glue permanently binds almost anything together. Steel, ceramics, and organic matter can be bound together.

Strength Skill Check modifier to break the glue: -120. Note the items glued together may break before the glue does.

MUTZACHAN BLOOD FILTER KIT

This device wraps around the Mutzachan's waist and can be worn under armor. The included computer will determine the level of toxicity in the melon head's blood and filter it accordingly while collecting and storing the larva. The filtration takes 1d4 hours to complete.

OXYGEN TANK

This is a compressed oxygen tank with enough air for 6 hours of operations.

Threshold Rating: 4

P-SLEEPER

A pressurized cabin with built-in sleeping quarters. The P-Sleeper represents the state of the art in outdoor sleeping equipment. The units are octagonal in shape and can be connected together to form larger structures. They are designed to remain anchored in winds up to 120 kph. Air tanks and heating/cooling units are not included.

P-Sleepers come in three sizes. The 10 model has enough room to comfortably hold two SC 4 occupants and their gear, or one SC 8 occupant. The 20 model will comfortably hold four SC 4 occupants (two SC 8), and the 30 model will hold eight SC 4 occupants (four SC 8).

Each of the 8 panels that makes up a model 10 P-Sleeper has 20 SI. Model 20 panels have 40 SI, and model 30 panels have 60 SI. All P-Sleeper panels have a THR of 2. A P-Sleeper takes about 30 minutes to set up.

PARACHUTE

A large umbrella-like device or parasail wing that opens in midair, offering a slow, controlled rate of descent. Not very accurate. An altimeter is included in the price. The operator can glide and control their direction and speed but is still subject to wind currents. This device is sized for SC 4 individuals. The cost is adjusted as per armor for different Size Classes.

Personal Flight Device or Flying Skill Check modifier: +10. Negates damage from falls from over 100 m in height if successfully deployed. Modern parachutes are even smaller, approaching 0.1 B Spaces in size.

PERSONAL FLIGHT DEVICE

This device allows an individual to fly. The device is worn as a backpack with propulsion systems at the bottom. Wings are folded into the unit that is roughly two-thirds of the individual's body length. Comes with flight goggles and glove controls.

The price of this device is adjusted for SC as per armor rules starting at SC 4. Uses Personal Flight Device or Flying skill, Max FLY: 20 (72 kph), Accel/Brake: 4/8, Duration: 30 minutes, Powered (E-Pack 75)

PERSONAL FLIGHT SUIT

This winged gliding suit is usually used in conjunction with a parachute for a safe landing. The suit allows individuals to glide 1 m for every 5 m drop on planets with 1 g of gravity.

Uses Personal Flight Device or Flying skill. The cost is for Size Class 4 and modified for Size Class.

PNEUMATIC SAW

This device is used to cut through thick metal objects using air pressure. The pneumatic saw is capable of cutting through a 10 cm thick steel wall in two minutes. Lightweight and portable.

ACC: 40 in RB 1, Q: 120, DMG: 1d8, THR-R of 1 (Damage Type '-'). If used as a weapon, it requires HALF of all Actions, Duration: 2 minutes, Powered (E-Pack 15)

PSYCHIC NULLIFIER

An improved version of the Generation Defense System. This device stops Matrix generation within the area of effect. It even stops Chatilian telepathy. It does not impact matrices generated outside the area of affect.

If generating any Matrix inside the area of effect, the Matrix Controller must make a Generation Skill Check at -80 to successfully generate a Matrix. If the Matrix already calls for a Generation Skill Check, the -80 penalty is in addition to any other penalties. Range: 60 m radius, Duration: 15 minutes, Powered (E-Pack 75)

PSYCHIC REVENGE

This illegal device stuns any matrix controller that attempts to generate within the area of effect. It does not impact matrices generated outside the area of affect.

If attempting to generate a Matrix inside the area of effect, the Matrix Controller must make the following ECR check. STUN (MEN@-50; No Actions; 2d4 Combat Rounds; 2 Combat Round), Area of Effect: 25 m radius

PSYCHIC SHIELD GENERATOR

The psychic shield generator protects the owner from mental attacks but cannot be worn under armor.

Mental ECR bonus: +60.

ROPE

The modern materials used in standard military issue rope makes it lightweight and incredibly strong. It will hold 1,000 kg and comes in 50 m lengths. It is break resistant but can still be cut with a knife.

SCUBA EQUIPMENT

Comes complete with snorkel, fins, a wet suit, and a 2-hour atmosphere supply.

Cost is for a SC 4 and increases as with armor.

SHRINK NET LAUNCHER

This device can be mounted where a grenade launcher normally would or aimed as a tube. The net stays compressed until approximately 3 m from the target. At 3 m, a proximity sensor causes it to rapidly expand outward to wrap around and ensnare the target. Multiple types of nets can be used. Options include electrified, acid, and stasis. All of which cost ten times the price of the standard version. Replacement nets have the same cost.

ACC: 70/40/25. The device uses the Direct Fire skill. Targets struck must make the following Stat check. IMMOBILIZE (STR@-120, MOV = 0, AGL = 0, MD -50; Until Freed, Every Combat Round). If using a non-standard net, the target must also make one of the following ECR checks as determined by net type.

Electrified net: SHORT (ELE@-40; No Actions; 1d6 Combat Rounds; Every Combat Round) Damage Type T

Acid Net: CORROSIVE (CHEM@-40; 1d6; 2d4 Combat Rounds; Every Combat Round) Damage Type T.A.

Stasis Net: UNCONSCIOUS (MEN@-40; No Actions; 2d4 Combat Rounds; Every Combat Round) Damage Type S.

SKULL POLISHER

This device allows Phentari to clean the skulls of their victims by melting the flesh off the bones. It will also secrete a lacquer to seal the head once it has been prepared.

SLEEPING BAG

The bag maintains a steady temperature for the individual in the bag, keeping them warm or cool as needed. This item can keep the temperature even from +/-50^0 C.

Provides a +20 COLD or FIRE ECR due to environmental conditions.

SPACE'EM

Emergency vacuum survival suit. Worn on the belt or chest, the Space'Em activates automatically when it detects a vacuum or dangerously low pressure. The device automatically generates a Flux bubble around the user. The device then exudes a soft, pliable material inside the Flux forming a transparent cocoon around the individual. The Flux lasts for 2 hours after activation, though it can be disabled once the cocoon is in place. The cocoon holds enough air and heat for 2 hours (longer if an atmospheric processor is used). The cocoon is self-sealing, if it is breached, and flexible enough that the wearer can manipulate objects through it.

Flux strength: 10 pts., Cocoon SI: 10, Cocoon THR: 3, MD penalty of -25 for manipulating tools and controls through the cocoon.

SPEAR GUN

This device is used underwater and fires barbed spears at short range. The spear is usually attached to a thin cable capable of holding up to 1,500 kg. The cabling device is hand cranked to retract the spear. This device is used for hunting and comes with a variety of spears, including electrified, poisoned, stunning, and a model with a tracking device. Normal spears cost ▽50. Specialized spears cost ten times that amount.

ACC: 35/30/25. DMG:2d4 (Damage Type '-'). If using a non-standard spear, the target must also make one of the following ECR checks as determined by net type.

Electrified Spear: SHORT (ELE@-40; No Actions; 2d6 Combat Rounds; Every Combat Round) Damage Type T.

Explosive Spear: DMG is 6d4 instead of 2d4.

Poisoned Spear: VENOM (BIO@0; DMG: 1d4; 2d4 Combat Rounds; Every Combat Round) Damage Type S.

Tracking Spear (Signal Strength: 100%, Communication Range: 1 km)

TACTICAL VEST

The vest can carry up to 25 kg of items (each item of less than 1 kg) and can adjust to be worn with or without armor.

TERRIBLE TAIL

This is a short ring of metallic material covered with eight spikes pointing outward. It fits over the end of a Ram's or Python Lizard's tail.

The Terrible Tail allows a tail strike to deal out 2d4 points of real damage. (Damage Type '-').

TOOL KIT (ENGINEER'S)

This tool kit is used by engineering. A specific kit must be purchased for each engineering specialty.

The kit purchased is specific to one engineering skill (biological, computer, device, power, or structural). They are not interchangeable and a kit must be purchased for each skill in order to get the bonus for that skill. Engineering Skill Check modifier: +20.

TOOL KIT (REPAIR SKILL)

This tool kit is used to make repairs. A specific kit must be purchased for each type of device being repaired.

The kit purchased is specific to one repair skill (armorer, computer, cybernetics, device, vehicle, and weaponsmith). They are not interchangeable, and a kit must be purchased for each skill in order to get the bonus for that skill. Repair Skill Check modifier: +20

VIBRO-HAMMER

This wand like device is designed to destroy rigid objects using ultrasonic waves. This device is often used for breaking up concrete or other stone like material. Impact area is an adjustable beam, 2 to 6 cm diameter.

Range: 0.5 m, ROF: 1, Q: 5, DMG: 1d4 (Damage Type T). Powered (E-Pack: 25)

VOICE AMPLIFIER

Lets you yell *really* loudly. Fits on the throat equivalent and protects your ears. Allows you to be heard over a crowd and out to 1 km.

WEB GEAR

A literal homage to the classic military harness. Modern web gear is a stretchy, length of transparent "selective adhesive" placed as the individual sees fit on their armor or clothing. Any items stuck to the strip will stay stuck until the user deliberately peels them off. The strip will not stick to anything to which the user doesn't deliberately attach it. Each strip will hold 3 kg of weight and six strips are included in each package. Strips can be placed side by side to share the load. The strips are nearly invisible once applied.

WET WEATHER GEAR

This suit creates a low power ionization field around the wearer that repels water from the individual. This field extends 3 cm out from the individual. The field is not strong enough to work under water, but it will keep you from getting drenched in the rain. Cost is adjusted for SC per armor rules.

CYBERNETICS AND AUGMENTATION

CYBERNETICS (CYBER)

The term cybernetics refers to mechanical and electronic devices specifically designed to be implanted and integrated into an organic being. Each device or replacement body part is made of medical grade materials as required by Alliance law. Cybernetics devices and body parts are designed to stand up to the harshest environments. Pirates and thieves, however, make do with whatever they can obtain.

AUGMENTED ORGANICS PARTS (AO)

Many of the capabilities obtained by replacing a body part with a mechanical prosthesis or by implanting an electronic device can be replicated with organic technologies in the 23rd century. For example, if you want to be stronger you can have your muscle fibers genetically modified, or have bio-engineered muscle fibers added, or have the entire body part or limb replaced with a custom grown model. These bio-engineered organs and limbs are commonly referred to as "AO," which is short for augmented organics.

Almost every improvement that can be obtained through synthetic cybernetics can also be achieved using organic

"Its weapon discharges and I feel the impact. I look down at the hole in my chest. I don't feel any pain yet and thanks to my inhibition chip, I won't. My armor locked up during the last hit otherwise I'd be lying on the ground. The creature looks away thinking I'm no longer a threat as it can see completely through my chest. Time slows to a crawl as I lift my arm and fire my Violator into the back of its helmet. Its helmet and head just disappear. My HUD tells me that its three companions seem to have taken notice. I don't feel the hits from their weapons either. That's probably a bad thing. I know my time is up, but I have one shot left. My neuro link lets me fire all thirty-six of my suit rockets into one of the creatures. Its Flux Shields take the brunt of the impact, but some damage seems to get through. I take a few more shots and start falling backward. The ground is so cold. I hear the sounds of battle raging around me, and my HUD lights up continually. My vision is dimming now. I can see such a cold clear sky above me. The dark closes in. Why am I so cold?...

I awaken slowly. Warmth is flowing around me. I'm in a regen tank. That's going to be expensive. A mid-level merc like me can't afford this type of treatment. Even if my entire team pooled their money, it wouldn't be enough to cover this. That means our employer is paying for it. They'll own me after this. Guess I'll find out why when the regen cycle is completed. Until then, it's time to rest.

My mind drifts back to how this started. My Merc team signed on for this large-scale op that the vids were advertising. It seems someone had taken over our employer's latest "acquired" planet, and our employer wanted them out of there. So, they hired a merc army to clear off the interlopers. The intel said they were low tech, and we should have minimal casualties. I should have known better. Nobody hires that many mercs for an easy target. Satellite recon showed their base had one main entrance. The main force was going to hit it hard and head on. Most of the merc teams queued up for this brute force attack on the primary doors. They figured the return would be higher the quicker they got into the base. I set my sites on one of the two smaller entrances. Both looked like easy targets, but the south approach fit my team's style. I queued us for that door with the P-AI that was coordinating the attack and handling logistics. That probably saved my life at least.

The buzz of the robotic surgeon distracts me from my musing. I see it move toward my chest. The neuro block prevents me from moving or feeling whatever it's doing. I see it pull out some wires, long ones. I'd bet that used to connect to my personal displacement device. Funny how those wires are supposed to be "indestructible". Whatever hit me clipped through them like they were nothing. Have to look into getting that weapon later if I can afford it. I'd seen those wires stand up to mini guns, disintegrators, Omega cannons, and the concentrated hydrofluoric acid we use to remove the meat during our salvage ops. The robot's metal arm comes back into view with a bunch of wires and a few devices. A couple of clicks and feeling is restored, yet I still can't move. I see a box labeled "Biocyberdyne Improved Organs" on the counter behind the robodoc. The tissue printers come back in, and I drift off, but I know when I wake up, I'll be as good as new. Maybe better.

Damn. That's going to be expensive."

augmentation. In addition, organic augmentation is more difficult to detect than cybernetics and do not make you more prone to infection like cybernetics. So why doesn't everyone use organics rather than cybernetics? Cost and durability. Organic augmentation is on average 10x as expensive as cybernetic augmentation, and organic tissue is not as durable as the flex-steel composites used cybernetic body parts.

Augmented organic (AO) versions of body parts and devices increase the cost by a factor of 10. Concealed augmented organic body parts or devices cost 100× the listed price, but have a Stealth Rating of 75 vs. medical scans to detect them. Augmented organic devices function exactly the same as cybernetic version but are made out of organic tissue and do not reduce Constitution.

INSTALLATION

Cybernetics are common in the 23rd century. Their installation is a simple and proven process in the right setting. Devices can be implanted or installed inside the body, or implanted into a cybernetic or augmented organic replacement part, to add features and functionality. The larger the being, the more gear they can have implanted in their limbs, torso, and head.

ATTACHMENT OF LIMBS

Safe installation and removal of replacement cybernetic or AO Body Sections or devices require a Physician Skill Check at -40. Your Game Master may adjust the cost to reflect availability, quality of surgeons, or other factors at your current location.

Con Loss From Limbs

With each cybernetic limb replacement your Constitution drops (see below). Be sure to adjust your Body Points as well. Augmented organic limbs do not reduce Constitution.

DEVICE IMPLANTS

Anything that's not a limb or portion of a limb is considered an implanted device. Devices may be implanted in the cybernetic limbs, AO limbs, or the character's original "born with it" limbs.

Installation of device into a cybernetic Body Section requires a Repair: Cybernetics Skill Check with a modifier of -40. Furthermore, a cybernetic device repair kit or surgery kit is required for installation and repair. Any other tool kit automatically makes the Skill Check with a Modifier: -120.

Con Loss from Implants

Each installation of a cybernetic device reduces the individual's Constitution by the listed amount. If a cybernetic device is implanted into a cybernetic Body Section, the Constitution loss for the device can be ignored since there is no loss of tissue. If the device is an AO version, the Constitution loss can be ignored. In theory an AO device could be implanted into a cybernetic limb, but this defeats the purpose of having an Augmented Organic implant.

SPACE FOR IMPLANTED DEVICES

The table below shows the number of spaces available in a Body Section for a given Size Class. For example, a Size Class 1 being has 4 spaces per Body Section, in which they can install additional cybernetic devices or other gear. In contrast, a Size Class 8 creature has 10 spaces per Body Section.

Any implanted device must fit within the space available in the Body Section in order to be implanted. Some species have additional locations (tails, wings, etc.) that can also contain implanted devices. Unless the description states otherwise a device's space cannot be spread across multiple Body Section.

A Note about Nomenclature: When a description refers to limbs, that means arms, tentacles, and legs. When a description refers to sections or body parts, it's referring to the standard Body Sections, which include head, torso, both arms, and both legs.

IMPLANTING ARMOR OPTIONS, EQUIPMENT, AND WEAPONS

BioCyberdyne and competing mega-corps offer implantable devices that are the equivalent of Armor Options and equipment. If there is no equivalent item listed in this chapter, many Armor Options and equipment can be installed into a cybernetic body part if it will fit (GM Discretion). The cost is multiplied by 3 if the device is being modified for implantation into a cybernetic body part. The cost is multiplied by 5 if the device is being modified for implantation into an AO body part or the original born-with-it body part. Conversion work can only be done in TL5+ areas. If CON is lost, it is typically three times the number of spaces the converted option requires.

Armor Options: Armor options occupy the same number of spaces in cybernetics as they do in armor. An implantable version costs twice the normal armor option cost.

Equipment: Space is based upon the volume the equipment occupies. In Battlelords, 1 space is considered roughly 350 ml.

Weapons: Any weapon can be implanted if it can fit into the unoccupied space in the body. Conversion cost ▽500 for the pop out version and twice the weapon cost for concealed versions.

MORE CRUNCH RULE

You've put on some weight, Fred.

Armored body parts add weight to the character as do Strength enhancements. If an armor option or piece of equipment normally adds weight when installed in armor or carried, it is permanently added to the character's ENC score if implanted. If you're going to 'borg out some enhanced muscle might be advisable.

SPECIES LIMITATIONS & BONUSES

Chatilians: A Chatilian's head is always considered Size Class 3.

Cizerack: Limbs must be replaced in pairs and be symmetrical (both rear legs or both front arms).

Fott: Ear replacements cost twice as much but have twice the listed range.

Keen: Must always use light weight replacement body parts, which cost 50% more and half the listed Structural Integrity.

Mazian: A Mazian can use any general cybernetics simply by absorbing them, but there are only four (4) spaces for absorbed devices.

Mutzachan: Mutzachans do not replace body parts with cybernetics since it prevents them from absorbing radiation, causing them to starve. A Mutzachan can drain the power out of any implanted device, even those that are shielded.

Orions: All Orions suffer half the normal Constitution loss when implanting cybernetics.

Pythonians: Replacement eyes cost twice the listed price.

Raazet: Must always use light weight replacement body parts, which cost 50% more and half the listed Structural Integrity.

Zen Rigeln: Cybernetics are considered a failure of healing and Zen are suspicious of other Rigelns that have them.

TRACKING DAMAGE

If you shoot at someone with cybernetic Body Sections determining the hit location is very important. If you hit an area that hasn't been replaced with a cyber or augmented limb the character suffers Body Point loss per the normal rules. However, if you hit a cybernetic or AO limb, the character will not lose Body Points.

- When a cyber limb is hit, the cyber limb loses Structural Integrity.
- Each AO limb possesses its own pool of Augmented Organic Body Points (AOBP). When an AO limb is hit, it loses AOBP.
- Augmented Organic Body Points are treated identically to regular Body Points, in terms of how they are damaged and what can damage them.

This means a character must track each cyber or AO body part's SI/AOBP in addition to the character's BP. You still have to reduce a character's BP to their Death's Door value to kill them. Damaging a replacement body part does not reduce the character's Body Points, though ripping one off might (GM Discretion). Reducing the AOBP or SI of a replacement limb to zero just renders the limb useless or removes it. This does not harm the character.

Because replacement limbs do not have Body Points, they are an exception to the rule that if you lose half your Body Points from a hit to a limb then the limb is severed or destroyed.

SPACES FOR IMPLANTED DEVICES

LIMB	SC 1 (1d4)*	SC 2 (1d4)*	SC 3 (1d6)*	SC 4 (1d6)*	SC 5 (1d8)*	SC 6 (1d8)*	SC 7 (1d10)*	SC 8 (1d10)*
Head	4	4	6	6	8	8	10	10
Torso	4	4	6	6	8	8	10	10
Arm	4	4	6	6	8	8	10	10
Leg	4	4	6	6	8	8	10	10
Tail	4	4	6	6	8	8	10	10
SMALLER THAN LIMB	(AUTO)	(AUTO)	(1d4÷2)*	(1d4÷2)*	(1d4÷3)*	(1d4÷3)*	(1d4)*	(1d4)*
Hand	1	1	2	2	3	3	4	4
Foot	1	1	2	2	3	3	4	4
Wing	1	1	2	2	3	3	4	4

* Device Location Die

ARM OR HAND IMPLANTS

DESCRIPTION	RNG	ACC	DMG	NOTES	SIZE	TL (C/AO)	COST
Climbing Claws	RB1	Per Hand to Hand	1pt., Damage Type '-'	Observation spotting check modifier: -20	1	3/4	▽2,000
Gyro Stabilizer	N/A	N/A	N/A	Carries non-vehicle weapons only.	2	4/5	▽2,000
Independent Hand Actuation	30 m	N/A	N/A	Has a built-in camera.	1	4/5	▽20,000
Manual Dexterity Enhancement	N/A	N/A	N/A	5 point Increase	1	4/5	▽15,000
Talons	RB1	N/A	1d6 DMG, Damage Type '-'	None	1	3/4	▽3,000

LEG OR FOOT IMPLANTS

DESCRIPTION	MOV	NOTES	CON LOSS	SIZE	TL (C/AO)	COST
Electromagnetic Soles	0	Allows feet to adhere to magnetizable metals	0	2 per Leg	3/5	▽750
Feet Climbing Claws	Spec.	Observation spotting check modifier: -20,	-3	1	3/4	▽3,000
Hover Jets	FLY 10	This option is available only as a Cybernetic implant	0	4 per Leg	4	▽60,000
Increased Speed	MOV x4 (MOV x5 for Cizerack)	Move x4, (Cizerack Move x5)		1 per Leg, 2 in Torso	4/5	▽18,000
Jump Pads	JUMP 10	JUMP of 20 for running jumps.	-12	4 per Leg	3/4	▽10,000
Stump	-2	-35 to Agility.	0	0	3/4	▽500

TORSO IMPLANTS

DESCRIPTION	RNG	NOTES	CON LOSS	SIZE	TL (C/AO)	COST
Air Supply	0	2 hour supply	-6	3	4/5	▽10,000
Flight Systems	8 hrs	Provides a FLY of 8, 2000 kg capacity, 8 hr. runtime.	-16	10	4/5	▽1,000,000
Gas Filtration System	0	+60 ECR BIO or CHEM gas attacks	-6	3	4/5	▽70,000
Gills	0	Oxygen only	-1	1	3/4	▽2,500
Life Support Generator	N/A	Cost modified based on Size Class.	-20	N/A	3/4	▽2,000,000
Medulla Oblongata Secondary	0	Keeps your body alive when your brain is dead.	-1	0.5	3/4	▽30,000

HEAD IMPLANTS

DESCRIPTION	NOTES	CON LOSS	SIZE	TL (C/AO)	COST
Comm Unit	Identical stats to the Armor Options	-3	See Armor Options	4/6	See Armor Options
Electronic Warfare Module	Identical stats to the Armor Options	-3	See Armor Options	4/6	See Armor Options
Espionage Unit	150 m range. Allows the user to hack into smart devices. Cybernetic only	-3	0.5	4/6	▽63,000
Increased Reflexes	The maximum adjustment through cybernetics is a -4 bonus to IM	0	1	4/5	▽25,000 per Point
Intuition Module	The cost is per 5 point of permanent increase	-3	0.2	4/5	▽45,000
IQ Enhancement	The cost is for 5 point increase	-3	0.2	4/5	▽45,000
Matrix Power Coil 1	Matrix Power x2. Failure to Generate. MEN@ECR -40; STUN; 1d4 rounds; 1	-6	0.3	6/6	▽500,000
Matrix Power Coil 2	Matrix Power x3. Failure to Generate. MEN@ECR -40; STUN; 2d4 rounds; 2	-8	0.4	6/6	▽2,000,000
Matrix Power Coil 3	Matrix Power x4. Failure to Generate. MEN@ECR -40; STUN; 4d4 rounds; 3, 5% chance of death per use	-12	0.5	6/6	▽6,500,000
Mental Shielding (Improved)	+50 to Mental ECR's, blocks Chatilian telepathy	-8	1	4/5	▽100,000
Mood Discriminator	5 m Range. (i.e. hostile, upset, worried, calm, irritated, etc.)	-3	0.4	4/4	▽7,000
Neuron Synapse Transducer	Allows the user to utilize Rent-A-Skill chips.	-1	0.1	4/5	▽20,000
Pain Inhibition Generator	Fights to their death's door. Ignore instant death -40 Constitution check modifier	-2	0.2	4/4	▽6,000
Power Dump Coil	Matrix range, power, and duration x4. Generate failure requires MEN@ECR -40; STUN; 4d4 rounds; 3). 5% chance of death per use	-3	0.1	6/6	▽18,000,000
Power Storage Coil	Store double the Power Points per day. Maximum of 100	-3	0.2	6/6	▽500,000
Range Coil 1	Range of all powers x2	-3	0.1	6/6	▽100,000
Range Coil 2	Range of all powers x3. Generation Failure requires MEN@ECR -40; STUN; 1d4 rounds; 1	-3	0.1	6/6	▽250,000
Range Coil 3	Range of all powers x4. Generation Failure requires MEN@ECR -40; STUN; 2d4 rounds; 2, 1% chance of death when device is used	-3	0.2	6/6	▽350,000
Sonic Suppressor	+40 modifier to Sensory ECR (Sonic)	-10	3	4/4	▽25,000
Sound Amplifier	Functions as loud speaker for public address	-1	1	4/4	▽8,000
Suicide Bomb	12 m Radius. Explodes 20d00 points of damage within 3 m. Half damage 4-6 m, quarter damage 7-12 m. Damage Type: Concussive	-6	0.5	4/5	▽50,000
Thought Processor	+80 IQ Skill Check modifier. -40 Observation Skill check modifier if not observing	-6	0.8	4/5	▽1,000,000

DERMAL ENHANCEMENTS

DESCRIPTION	NOTES	CON LOSS	SIZE	TL (C/AO)	COST
Chameleon Skin	-40 modifier to Visual Observation check to spot the individual. Stealth Rating: 25	-6	0	4/5	▽4,500
Chem Skin	Provides a +40 bonus to BIO ECR and CHEM ECR for attacks that are absorbed through the skin or attack the skin.	-6	0	4/5	▽5,000
Dermal Armor	No cosmetic surgery for THR above 3.	-6	Varies	4/5	See Description
Extreme Environment Skin	+40 modifier to Cold ECR and FIRE ECR	-6	0	4/5	▽14,000
Ultimate Skin	+40 modifier to CHEM ECR, ELE ECR, COLD ECR, FIRE ECR, and RAD ECR	-6	0	4/5	▽100,000
EM Skin	+40 modifier to ELE ECR and RAD ECR	-6	0	4/5	▽14,000
Sensor Dampening Skin	Stealth Rating: 80	-6	1	4/6	▽26,000

EAR IMPLANTS

DESCRIPTION	RNG	NOTES	CON LOSS	SIZE	TL (C/AO)	COST
Echolocation	50 m	+40 Vision Observation checks	-2	1	4/5	▽250,000
Hearing Amplifier	x2	+20 to Hearing Observation checks	-1	0.5	4/4	▽15,000
Hearing Damper	N/A	+40 to SEN ECR vs. sonic attacks.	-1	0.5	4/4	▽8,000
Language Analyzer and Modulator	N/A	95% effective for Alliance Languages, 30% effective for non-Alliance languages	-3	0.5	4/5	▽12,000

EYE IMPLANTS

DESCRIPTION	RNG	NOTES	CON LOSS	SIZE	TL (C/AO)	COST
Eyeball of Death	N/A	Must be a Chatilian, SC 6 or larger	-1	1	4/5	▽21,500
Flash Suppressor	N/A	+40 to SEN ECR vs. blinding attacks.	0	0.2	4/4	▽300
HAZMAT Scanner	75 m	Observation Skill Check (Vision) modifier +80 for chemical, biological, and radioactive substances.	-1	1	4/4	▽75,000
HUD	50 m	Displays visual information	-1	0	4/5	▽3,000
Multi-Spectral Optic	N/A	+40 modifier to Visual Observation Skill Checks	-1	0.5	4/5	▽10,000
Retinal Duplication	3 m	98% effective. Illegal outside Alliance Military	-1	0.5	4/5	▽120,000
Sensor Systems	As package	Pick one system for installation	-1	As Package	4/6	+10% to package cost
Target Acquisition Computer	N/A	+15 ACC. Does not stack with other TDA's.	-1	0	4/5	▽11,000
Telescopic Vision	N/A	+40 modifier to Visual Observation Skill Check	-1	0.3	4/5	▽6,000

MISCELLANEOUS IMPLANTS

DESCRIPTION	RUNTIME	RNG	ACC	DMG	NOTES	CON LOSS	SIZE	TL CY/AO	COST
Adrenal Implant	N/A	N/A	N/A	N/A	Improve Initiative Modifier by -4, AGG stat +20. Duration: 1d4 Combat Rounds. 3 Min. recharge.	-3	0.2	4/5	▽10,000
Bio-Implant	N/A	N/A	N/A	N/A	+60 modifier to BIO ECRs.	-1	0.1	4/4	▽12,000
Chemical Mister	3	10 m	95	by gas	Rng: 10 m, ACC: 95%, Q: 3	-12	4	4/4	▽12,000
Computer, Implanted	N/A	25 m	N/A	N/A	Does not include the cost of the PCD or Body Comp	-3	1	4/5	▽60,000
Death Beacon	1 month	32 km	N/A	N/A		-1	0.5	4/5	▽14,000
Emergency Survival System	N/A	N/A	N/A	N/A	Resuscitation attempts are at 60%.	-1	0.5	4/5	▽420,000
Jam Strobe	N/A	25 km	ECM 80	N/A	ECM 20, Duration: 5 rds.	-1	0.5	4/6	▽50,000
Life Shield Generator	60 days	N/A	N/A	N/A		-6	2	4/5	▽2,000,000
Med Port	N/A	N/A	N/A	N/A		-1	0.1	4/5	▽1,000
Needler Implant	3	3 m	60	4d4	VENOM (CHEM@-40, 4d4, 2d4 rounds, 1 round). Direct Fire	-3	1	4/5	▽8,000
Borescope	N/A	10 m	N/A	N/A	Snake-like camera	-6	2	4/5	▽3,000
Regeneration System	N/A	N/A	N/A	N/A	1 Body Point per Minute. Max of 100 BP	-1	0.5	4/5	▽1,000,000
Smoke Generator	5	10 m Radius	N/A	N/A	Duration: 10 rounds, ECM 100%, Attacker Skill Check Modifier: -30	-6	2	4/5	▽5,000
Sustenance Computer	10 days of food	N/A	N/A	N/A	Provides 10 days of food. Cost modified based on Size Class.	-6	2	4/5	▽7,500

REPLACEMENT BODY PART DAMAGE

Alliance Cybernetic Body Section replacements have a Threshold Rating of 3.

If a cybernetic limb or AO limb takes damage, it must make a Malfunction Check the next time it is used. The Malfunction Number (MN) of all cyber and AO limbs is 100. However, the MN is reduced by the total amount of damage the device has taken. When the limb loses half of its Structural Integrity, its Vital Statistics (excluding Threshold Rating) are all reduced by half. Speed, Initiative bonus, and any other value provided by the limb may also be reduced as GM determines. When the Structural Integrity reaches 0, the limb is destroyed.

REPLACEMENT LIMB ECRS

CYBORG ECRS

ECR	VALUE
BIO	100
CHEM	75
COLD	40
ELE	75
FIRE	60
MEN	0
RAD	45
SEN	75

When a cybernetic limb or device is hit by an attack that calls for an ECR Check (scrambler, electrical surge, cold) it must roll the appropriate ECR or suffer the listed affect. Cybernetic devices have the following ECRs.

AO limbs and devices have the identical ECR values as the character using them unless otherwise stated in their description.

IMPLANT DAMAGE

When a limb that contains an implanted device is damaged, either by losing Body Points (AO limb) or Structural Integrity (cybernetic limb) roll the Device Location Die to determine which installed device, if any, was destroyed. The Device Location Die is determined by the Size Class of the character. The larger the character, the more devices they can implant, and the correspondingly larger the Device Location Die. For appendages smaller than an entire limb that only hold one implant, any damage to that limb automatically strikes the implant. Not coincidentally, the Device Location Die is same die you would use to determine which Armor Option was hit for a character of the same Size Class.

EXAMPLE: Hank the Human has a cybernetic left arm with a Strength of 50, Manual Dexterity of 50, and an Agility of 70. The cyber limb has 6 spaces because Hank is Size Class 4. The cybernetic limb has a Structural Integrity of 16. Hank has installed has a gyro stabilizer that takes up the first two spaces in the arm, and climbing claws which take up the third space. The fourth, fifth, and sixth space in the arm are empty.

Hank takes a disintegrator strike to Hit Location 3, which is the left arm. The disintegrator does 10 points of damage to the cyber arm, reducing the Structural Integrity from 16 to 6. Because the limb was damaged Hank's player must roll the appropriate damage Location Die to determine which space was hit. In this case, we roll a d6 because Cybernetic Body Section Space Allocation Table tells us that a Size Class 4 character uses a d6. The attacker rolls a 2, and hank loses his gyro stabilizer. In addition, because Hank's cyber arm has lost more than half its Structural Integrity its Vital Statistics drop to half, reducing the limb's Strength and Manual dexterity to 25, and its Agility to 35. Lastly, each time Hank uses the limb from now on his player will have to make a Malfunction roll, subtracting the 10 points of damage the limb sustained from the limb's Malfunction Number of 100 before making the roll.

REPAIR COSTS

To determine cost to repair a cybernetic limb take the damage done to the Structural Integrity and divide it by the original Structural Integrity. Then multiply that number by the original cost of the limb when it was new.

EXAMPLE: Your cyber leg cost ▽40,000. It just took 5 points of Structural Integrity damage. The original Structural Integrity of the leg was 20. Cost to repair it equals (5 ÷ 20) × ▽40,000 = ▽10,000 to repair the leg. The Repair: Cybernetics & Robotics skill is required to repair cybernetic limbs or devices. The penalty for limb repair is based on the severity of the damage. See the table below.

At 100% Structural Integrity loss, the device must be replaced.

CYBORG REPAIRS

SI REDUCTION	SKILL MOD
0-24%	0
25-49%	-40
50-74%	-80
75-99%	-120

REPLACEMENT BODY PARTS

Though organic limbs can quickly be regrown, sometimes it's faster to simply replace a lost limb with a cyber or augmented organic model. Whether a cyber limb or an AO limb, receptors for pain, pressure, and temperature sensors are built into the surface. In many cases these can be manually disabled.

Augmented Organic Body Points (AOBP): The number of Body Points an Augmented Organic Limb (AO) has and is abbreviated (AOBP). AOBP is equal to the SI value on the Body Parts table.

Structural Integrity: This is how many points of Structural Integrity (SI) a cybernetic limb or body part possesses.

Spaces Available: The number of Spaces in a Cyber or AO limb or body part. The more spaces, the more upgrades that can installed in a limb or body part.

CON Loss: The is how much Constitution the character loses when implanting a cybernetic limb or non-AO device directly into their body.

Location: The Body Section where the upgrade must be installed.

Notes: Additional information about the item not provided elsewhere in the table is listed here.

SIZE: The number of Spaces the item takes up in a cyber or AO limb or body part

TL: This indicates the Tech Level of the item. The first TL listed will be for they cybernetic version of the item. The second TL listed is for the AO version.

The table below shows the cost to replace a limb with a cybernetic version. Recall that AO versions cost ×10 more than the cybernetic

version (×100 for concealed AO parts). The cost listed includes the surgery required to install them with a basic, metallic finish. The cost is increased by 10% if you want a realistic looking skin.

Replacement limbs have the same Strength as the character that purchased them, up to a maximum of 100 (100 X2 for Pythonians). Replacement limbs have an Agility and Manual Dexterity equal to the character's Agility and Manual Dexterity plus 10, up to a maximum of 150.

All body parts have their cost and SI (or AOBP) modified based on the character's Size Class, just like armor.

BODY PARTS

DESCRIPTION	SI/ AOBP	WGT	CON LOSS	TL (C/AO)	COST
Full Body (Arms, Legs, Torso, Head)	16 per Body Section	36	-53	4/5	▽228,000
Arm (Includes Hand)	16	6	-7 each	4/5	▽20,000
Hand (Only)	4	2	-3 each	4/5	▽12,000
Foot (Only)	4	2	-3 each	4/5	▽8,000
Leg (Includes Foot)	16	6	-7 each	4/5	▽40,000
Head	16	6	-10	4/5	▽48,000
Torso	16	6	-15	4/5	▽60,000
Tail	16	2	-7 each	4/5	▽52,000
Wing	4	2	-3 per Wing	4/5	▽64,000

FULL BODY

This swaps out your arms, hands, legs, feet, torso, and head with cybernetic or AO replacements. Your brain, internal organs, eyes, and ears are not replaced.

ARM OR HAND

The cost is for 1 arm, Phentari tentacle, or hand replacement.

FOOT OR LEG

The cost is for 1 leg or foot replacement.

HEAD

The device's bite strength is limited to the individual's current Strength stat to prevent injury to the individual. It is specifically designed to protect the brain inside.

TORSO

The Torso replacement is one of the few external cybernetic devices. It mounts to the rib cage and hips while allowing for full movement. It encapsulates and protects the rib cage, shoulder blades, hips, clavicle, and all soft tissue below.

TAIL

The cost is for one tail replacement. Devices that can be implanted in the hand or arm can be implanted in the tail.

MORE CRUNCH RULE

I just ripped my own arm off

The Strength limit can be bypassed on an arm or leg with a Computer Security & Forensics Skill Check at -80. Once bypassed, the arm or hand Strength is 100. Whenever the character uses the limb in a manner that might cause self-injury due to the increased strength, subtract the original Strength of the limb from 100. Make a percentiles (d100) die roll. If you roll under this value (100 – original STR), self-harm has occurred and the character takes 1d4 Body Points of damage.

> Floyd the Fott has a Strength of 60. Floyd bypasses the Strength limiter on his right arm to reach 100. Floyd now grabs onto a speeding truck as it goes by and gets yanked off his feet. To see if he is injured take his 100 (new Strength) – 60 (natural Strength) = 40. Floyds makes a percentiles (d100) roll and gets 88. Floyd takes 1d4 points of damage. He rolls a 4, suffering 4 Body Points. Since this is sufficient to sever the limb, his cyber arm is ripped off completely. The damage is assumed to be his shoulder/torso.

I Want to Replace It All!

So, you want to replace everything, huh? You can do that. You can replace your entire body, except for your internal organs and brain. Not everyone can handle that amount of Constitution loss. If you want to get rid of those annoying internal organs you can pony up for the life support generator, which will cost you another ▽2,000,000 and another 20 points of CON. Assuming you survive the loss of that much Constitution you are now considered a *Destroig*.

A Destroig is the term for a person who was entirely replaced their body with a new synthetic or augmented one. The only time a Destroig can take Body Point damage that could lead to death is if they take a hit to the noggin (aka your head). That's because the head is the only place left where there is still original organic tissue. Most Destroigs purchase armored Body Sections and ramp up their Strength and Agility to obscene levels to become the ultimate combat soldier. When you're done being a synthetic killing machine you can have a new body grown (▽1,000,000), and have your brain transplanted back into a new flesh and blood you. In the meantime, don't skimp on your helmet.

WINGS

The only cybernetic body part that comes in pairs. These items are available as either replacements for Keen and Raazet wings.

BODY SECTION ENHANCEMENTS

These body part enhancements can be applied to the character's original or replacement Body Sections. The enhancement purchased only applies to a single limb unless otherwise stated. ECRs cannot be increased beyond 150.

BODY SECTION ENHANCEMENTS

DESCRIPTION	SIZE	TL CY/AO	COST
Cosmetic Surgery (by Section)	0	4/5	10% of Section Cost
Detachable Limb	1	4/5	▽5,000
Increased AGL	Varies	4/5	See Description
Increased Durability (+25% SI)	1	4/5	25% of Section Cost
Increased Limb STR	Varies	4/5	See Description
Multi-Jointed	1	4/5	50% of Section Cost
Shielding (CHEM, COLD, ELE, or FIRE)*	1	4/5	▽250 per point

COSMETIC SURGERY

Basic limb replacements will not pass for the original organic part. Cosmetic surgery makes the replacement look normal and blend seamlessly with the remaining organic tissue, if any.

Provides a -80 Visual Observation Check modifier to anyone trying to determine if the replacement is original equipment or an upgrade. This modifier does not affect sensors.

DETACHABLE

It allows quick replacement of a replacement limb. It literally pops off and a new device is snapped into place. This is often used with Alliance Military cyborg personnel so they are not carrying weapons during down time. The disconnected device will not operate independently. The augmented organic version of the system can really take someone by surprise as you pull your arm off. Organic arms that are removed must be placed in cryo if they are detached for more than 1 day or they will degrade and the tissue will die.

INCREASED AGILITY

Hardwire your nervous system equivalent to take full advantage of the potential of your replacement limbs.

The character must apply this upgrade to all limbs in order to be able use their increased Agility for any Agility check. Otherwise, the increased Agility can only be used when the activity involves only the enhanced limb or limbs (GM discretion). Increased Agility beyond 150 cannot be achieved without a full body replacement.

INCREASED AGILITY TABLE

AGL INCREASE	ACTIONS	IM	DODGE	SIZE	TL	COST
100	4	10	25	Per Limb	4	▽12,500 Per Limb
150	4	15	38	Per Limb	4	▽37,500 Per Limb
X2	+2	×2	×2	Whole Body	5	▽1,000,000
X3	+4	×3	×3	Whole Body	6	▽20,000,000

INCREASED DURABILITY

Upgraded materials and structural reinforcement can be selected if you want your replacement limbs to take a beating.

Each time this option is purchased the Structural Integrity or AOBP of a replacement Body Section is increased by 25%. Each 25% increase in Structural Integrity or AOBP increases the cost of the Body Section by 25% and requires one space.

INCREASED STRENGTH

Are you really happy having an artificial limb and not being any stronger than you were with the original? Time for an upgrade!

To use this option the character must have one of the following upgrades: A replacement torso, a bone replacement in their torso, or a full body replacement. The character must apply this upgrade to all limbs (4 minimum) in order to be able use their increased Strength for any Strength check. Otherwise, the increased Strength can only be used when the activity involves only the enhanced limb or limbs (GM discretion). Increased Strength beyond 150 X2 cannot be achieved without a full body replacement.

INCREASED STRENGTH TABLE

STR INCREASE	DA	ALT DA	SIZE	WGT	LOC	TL (C/AO)	COST
150	10	3d8	1	1	Per Limb	4/5	▽12,500 Per Limb
150 X2	20	6d8	2	2	Per Limb	4/5	▽37,500 Per Limb
150 X3	30	9d8	3	16	Whole Body	4/5	▽300,000
150 X4	40	12d8	4	32	Whole Body	4/5	▽600,000
150 X5	50	15d8	5	64	Whole Body	4/5	▽1,200,000

MULTI-JOINTED

Limbs can be installed with multiple joints, which dramatically increases their range of movement.

Increase cost of the Body Section by 50%. This modification

increases AGL by 25 points and MD by 10 points. The character gets a +30 bonus applied to their STR or AGL when resisting grapple attempts.

SHIELDING

Insulate your limbs from raging infernos, the gale of arctic tundras, or protect them from electrical discharges and unfortunate accidents involving chemical spills. When stock just won't do, opt for some extra protection.

Character can increase the ECR of their replacement Body Section. Only the CHEM, COLD, ELE, and FIRE ECRs can be improved. It costs ▽250 to increase a single ECR one point. Multiple ECRs types can be increased within the choices listed above, however no ECR can be increased beyond 100. Reduce the space by 1 for each ECR that is improved.

IMPLANTS (LIMB)

Constitution is lost only if an implant is cybernetic. Organic implants cause no CON loss, but cost ten times the listed price. If a cybernetic implant is installed in a cybernetic Body Section, there is no CON loss from the implant. ECRs cannot be increased beyond 150.

ARM OR HAND IMPLANTS

CLIMBING CLAWS

Extendable claws implanted in your hands allow you to scale walls and tree-equivalents more easily.

Hand climbing claws give +10 to Climbing, cumulative with foot claws. If used in hand-to-hand attacks they cause 1 point of REAL damage.

GYRO STABILIZER

Reduces the felt recoil generated when weapon are fired.

Increase the ACC of all weapon attacks by 10 in each Range Bracket, and provides one (1) additional Offensive Bump (See Combat chapter). Can be used with any non-vehicle weapon if the individual has the Strength to carry and shoot it.

INDEPENDENT HAND ACTUATION (IHA)

This cybernetic hand is designed to detach and travel independently at the direction of the owner. The device has one camera mounted between the fingers and transmits this view to the user's glasses, contact, HUD, or cyber/AO eye.

The hand functions at the character's Strength for moving or crushing items, however it is the GM's discretion if the hand has the leverage or mass to pick up or move larger items.

MANUAL DEXTERITY ENHANCEMENT

When you need a little extra help to become a concert pianist... or a professional assassin.

This device increases the person's Manual Dexterity permanently. The cost is per 5 point increase, up a maximum of 150.

TALONS

These 20 cm long, razor sharp claws are designed specifically for combat and extend or retract with a muscle flick.

Uses Hand-to-Hand Combatives skill.

LEG OR FOOT IMPLANTS

Implants with 0 space cost require a cybernetic limb.

ELECTROMAGNETIC SOLES

These come in pairs and generate a powerful electromagnetic attraction. The boots adhere to magnetizable metal surfaces and can support a heavily encumbered individual (GM's discretion).

This device cost is for SC 4 and is adjusted accordingly as per armor rules. They work identically to the Magnetic Boots Armor Option.

FEET CLIMBING CLAWS

Just like climbing claws, only for your feet.

Feet climbing claws give +30 to Climbing Skill Checks, cumulative with hand claws. These can be used to make kick damage REAL damage, rather than TEMP damage.

HOVER JETS

Provides the person with limited flight capability. Vector thrusters allow for steering. Not available as an AO system.

The individual must have cybernetic legs. The system must be adjusted for SC as per armor. FLY: 10, Duration: 6 hrs. Recharge time: 1 hr.

INCREASED SPEED

Seriously, what the point of getting artificial legs if you can't

run like a Cizerack? If you are already a Cizerack, what's the point of getting artificial legs if you can't run faster than all the other Cizerack.

"That which does not kill me better be able to run!"

If the legs are not replaced bone replacements will be required for the legs and torso. The legs (all 4 for Cizerack) must be replaced with cybernetic or augmented organic limbs.

JUMP PADS

Designed in the latter part of the 22nd Century, they enable the wearer to leap distances of 10 m from a standstill and up to 20 m with a running start. The cybernetic version uses a short duration anti-grav propulsion system. The AO version uses a hydrostatic system or a specialized muscle and bone structure.

STUMP

Slightly better than the peg leg, this cheap prosthetic attachment allows a person some mobility. -35 to Agility Stat.

TORSO IMPLANTS

Implants with a 0 listed for CON loss require a Cybernetic torso.

BREATHING SUPPLY

Provides the breathing gas directly to the blood stream of the individual. It has a 2 hour supply.

FLIGHT SYSTEMS

This device provides powered flight allowing for rapid deployment. Make sure your PDS is ready. It is designed to move even the Destroig battle systems.

FLY: 8, Max lift capacity: 2,000 kg. 8 hr runtime. Rechargeable.

GAS FILTRATION SYSTEM

Filters out toxic airborne agents of biological or chemical origin.

Provides a +60 ECR modifier for gaseous BIO and CHEM attacks.

GILLS

This device extracts oxygen from water, allowing an individual to breathe while submerged in water. There is no equivalent implant for methane breathers.

LIFE SUPPORT GENERATOR

This device has the ability to sustain the living tissue connected to it. It replicates the function of all internal organs in this one, nifty, box.

Replacing all your internal organs with this one box doubles the amount of space available in the torso for other implants. The unit comes with a cryo injection, which is triggered if the unit is damaged or destroyed. Since you're keeping all your eggs in one basket, we suggest buying two of these so you have a backup in case one fails. THR: 3. Cost is adjusted for Size Class.

MEDULLA OBLONGATA (SECONDARY)

The Medulla Oblongata controls autonomic functions of the body. This secondary artificial unit attaches to the brain stem while residing in the torso.

This backup will keep the body alive even if the brain has been destroyed. This assumes that other trauma that could lead to death has been repaired or mitigated.

HEAD IMPLANTS

Implants with a CON loss of 0 require a cybernetic head.

COMM UNIT

Allows the user to install any Commo Armor option, assuming there is space for installation.

ELECTRONIC WARFARE MODULE

Allows the user to install any Electronic Warfare Suite Armor option, assuming there is space for installation.

ESPIONAGE UNIT

This cybernetic device allows the individual to hack into nearly any device that is within 150 m and is capable of receiving remote commands. Examples include vehicles, PCD, and body comps within a 150 m radius.

If a device lists a range for receiving external communications then the user of the espionage unit can attempt to access it. Access requires a Computer Security & Forensics Skill Check. Attempts to access household items are at a +40. Attempts to access Civilian equipment are at 0 modifier. Attempts to access military equipment is at -80 modifier or at a -120 for military computer and P-AIs. The target can defeat the Espionage unit by disabling outside communication on the device if they become aware of the hacking attempt.

INCREASED REFLEXES

Your response and processing speed is improved.

The cost is per -1 to Initiative Modifier. The maximum cumulative adjustment through implants (of any type) is -8.

INTUITION MODULE

Increases the individuals' intuitive powers with more artificial connections.

The cost is per 5 point of permanent Intuition increase.

IQ ENHANCEMENT

Increases the individual's intelligence by increasing brain communication with artificial connections.

The cost is per 5 point of permanent IQ increase.

MATRIX POWER COIL 1

Doubles the power of any Matrix generated by the user.

With damaging Matrices, the number of dice are doubled. With non-damaging Matrices, the GM is the final arbitrator of how doubling the "power" affects the Matrix, but usually duration or ECR penalties are increased. Only 1 coil can be used per individual. Failure to generate when using this device requires the following ECR check: STUN (MEN@-40; 1d4 Combat Rounds; Recheck once per Combat Round)

MATRIX POWER COIL 2

Identical to the Power Coil 1, only it triples the power output.

Only 1 coil can be used per individual. Failure to generate when using this device requires the following ECR check: STUN (MEN@-40; 2d4 Combat Rounds; Recheck every 2 Combat Rounds)

MATRIX POWER COIL 3

Identical to the Power Coil 1, only it quadruples the power output.

Only 1 coil can be used per individual. Failure to generate when using this device requires the following ECR check: STUN (MEN@-40; 4d4 Combat Rounds; Recheck every 3 Combat Rounds) There is a 5% chance of death from massive cerebral hemorrhaging when this unit is employed.

MENTAL SHIELD (IMPROVED)

Interwoven fibers are wrapped around the brain, to block mental attacks and unwanted Chatilian telepathy.

The effects are identical to the Armor Option of the same name.

MOOD DISCRIMINATOR

Allows the host to determine the mood (i.e. hostile, upset, calm, irritated, etc.) of all personnel within a 5 m radius.

Targets are entitled to a MEN ECR.

RENT A SKILL

Many mega-corps provide digitized skills that you can rent on a small data chip. The chip is inserted into your Neuron Synapse Transducer (aka an NST) and you instantly know the skill on the chip as if you had spent years learning it. Rent-A-Skill chips are essentially knowledge in bottle, or in this case a small wafer of digital memory. Though Rent-A-Skill can never replicate the skill level obtained through decades of diligent study, most manufacturers have chips that provide relatively high levels of skill for just about any conceivable task or area of study.

The cost for the skill chip is the same as with the computer skills (see below) and any skill can be obtained on a chip, but at no more than level 10. A maximum of 10 total Skill levels can be in use at any one time. It's up to the operator if they want one skill at level 10, two skills running at level 5, ten skills at level one or any other combination they desire. If physically able, the individual can complete all related Skill Checks at the purchased level. Skill chips can be rented for 10% of the listed price per week. Failure to pay the weekly rent renders the chip useless. Only skills up to level 10 can be purchased or rented.

RENT-A-SKILL

LEVEL	TL	WEEKLY	PURCHASE
1	4	▽200	▽2,000
2	4	▽800	▽8,000
3	4	▽1,800	▽18,000
4	5	▽3,200	▽32,000
5	5	▽5,000	▽50,000
6	5	▽36,000	▽360,000
7	5	▽49,000	▽490,000
8	6	▽64,000	▽640,000
9	6	▽81,000	▽810,000
10	6	▽100,000	▽1,000,000

NEURON SYNAPSE TRANSDUCER (NST)

This device provides the interface for the Rent-A-Skill chip. The standard version holds 5 chips. A 10 chip version is available for twice the price. Mutzachans can use an NST, but the cost is double the normal price.

PAIN INHIBITION GENERATOR

This device sits at the base of the head and blocks out all but minor pain sensations. The individual registers the damage, just not the pain.

All pain related effects are ignored (Matrix included) and the individual fights to their Death's Door rating. Critical Hits that debilitate the individual such as a bone crits will slow the individual (AGL reduced) but not stop them (GM discretion). Furthermore, even an instantaneous death Critical Hit can be ignored with a Constitution check with a modifier of -40. This assumes shock and pain causes immediate death.

POWER DUMP COIL

Quadruples the range, power, and duration of any Matrix generated by the user.

Only 1 coil can be used per individual. Failure to generate when using this device requires the following ECR check: STUN (MEN@-40; 4d4 Combat Rounds; Recheck every 3 Combat Rounds) There is a 5% chance of death from massive cerebral hemorrhaging when this unit is employed.

POWER STORAGE COIL

This device allows the Matrix controller to store double the normal power per day.

This unit doubles the character's PPC, up to a maximum of 100 PP. Only 1 coil can be used per individual.

RANGE COIL 1

Doubles the range of any Matrix generated by the user. Only 1 coil can be used per individual.

RANGE COIL 2

Triples the range of any Matrix generated by the user. Only 1 coil can be used per individual.

Failure to generate requires the following ECR check: STUN (MEN@-40; 1d4 Combat Rounds; Recheck every Combat Round)

RANGE COIL 3

Quadruples the range of any Matrix generated by the user. Only 1 coil can be used per individual.

Failure to generate requires the following ECR check: STUN (MEN@-40; 2d4 Combat Rounds; Recheck every 2 Combat Rounds). There is a 1% chance of death each time the device is used.

SONIC SUPPRESSOR

Insulates the brain from the harmful effects of sonic disruption.

It adds a +40 modifier to Sensory ECR against sonic attacks.

SOUND AMPLIFIER

Raises the output of the Cyborg's voice to bull horn levels.

SUICIDE BOMB

Planted at the top of the brain stem, this device is trigger on 3 occasions: At the individuals command, if tampered with, or removed.

The bomb to explodes doing 20d10 points of damage to all persons within 3 m. Half damage at 4-6 m and one quarter damage at 7-12 m. Damage Type T.

THOUGHT PROCESSOR

This device filters out distractions allowing the individual to intently focus.

The user may use their full IQ score when determining the Percentage Chance of Success for skills that have IQ as their Link Stat. Those with this device will not benefit from the Chatilian Concentration Matrix. The user may only work on one task at a time in order to gain this benefit. The individual suffers a -40 modifier to the Observation Skill check when focused on a task other than observing.

IMPLANTS (OTHER)

DERMAL ENHANCEMENTS

All skin replacement costs are based on a Size Class 4 individual. The cost is adjusted based on Size Class just like armor. Dermal enhancements cover the entire body and only one dermal enhancement can be used at a time. Constitution is lost only if the dermal enhancement is cybernetic. Organic dermal enhancements cost ten times as much. There is no CON loss for applying a dermal

enhancement on a character who has had all their Body Sections replaced with cybernetics.

CHAMELEON SKIN

Modeled after Keen skin, this passive device changes the skin color to match the environment.

It provides a -40 modifier to Visual Observation to spot the individual. Stealth Rating: 25

CHEM SKIN

Provides protection against biological and chemical attacks.

Provides a +40 modifier to BIO ECR and CHEM ECR against attacks that are absorbed through the skin or attack the skin.

DERMAL ARMOR

This armored panels or bio organic plating is incorporated into the skin or surface of the limb to provide protection against armed and unarmed attacks.

DERMAL ARMOR TABLE

THR	SIZE*	WGT*	TL	COST*
1	0	0	4	▽150
2	0	0	4	▽250
3	0	1	4	▽650
4	1	1	4	▽900
5	1	1	4	▽2,200
6	1	1	4	▽2,500
HEAVY ARMOR				
7	2	3	4	▽3,450
8	2	5	4	▽4,450
9	2	5	4	▽6,100
10	2	6	4	▽7,500
11	2	7	5	▽29,000
12	2	8	5	▽39,000
13	2	9	5	▽56,000
14	2	10	5	▽93,000
15	3	11	5	▽57,000
16	4	12	5	▽63,000
17	5	13	5	▽68,000
18	6	14	5	▽73,000
19	7	15	5	▽79,000
20	8	16	6	▽244,000

* Per Section

If the Threshold Rating exceeds 3 the character's armored appearance cannot be disguised by cosmetic surgery. Lastly, recall that cybernetic body parts (not implants) have a Threshold Rating of 3, so purchasing a Threshold Rating of lower than 3 would only be needed if you're applying the dermal armor to your original body part or AO replacement. If the character is wearing armor, the armored suit's protection is applied first, and then any damage that would be applied to the wearer is reduced by the Dermal Armor, unless the attack ignores Threshold Rating.

EXTREME ENVIRONMENT SKIN

This skin improves temperature regulation in extreme environments.

Provides a +40 modifier to FIRE ECR and COLD ECRs.

ULTIMATE SKIN

State-of-the-art in dermal replacement, BioCyberdyne Ultimate Skin™ provides dermal protection from every threat a borg or bio-augmented individual with discerning taste could want.

+40 modifier to CHEM ECR, ELE ECR, COLD ECR, FIRE ECR, and RAD ECR

RAD SKIN

Provides protection against electrical discharge and radiation exposure.

Provides a +40 modifier to ELE ECR and RAD ECR if the attack originates outside the body. For example, the skin would provide no protection against inhaled radioactive dust.

SENSOR DAMPENING SKIN

Reduces the emissions given off from the body and absorbs or diffracts active sensor systems.

Stealth Rating: 80

EAR IMPLANTS

Cost is per ear enhancement. Ear Implants must be installed in an ear or ear replacement. See Organ Upgrades for the cost of a replacement ear.

ECHOLOCATION

The individual's ears use high frequency sound waves to "see" an area like a bat. This overrides the individual's Vision, replacing it with the sound-generated image. The user can see in the dark, but cannot perceive color. Cizerack, Keen, and Fott can hear the sound

emitted by this device.

+40 Visual Observation checks within 50 m.

HEARING AMPLIFIER

When you get tired of the Cizerack and the Fott getting to do all the eavesdropping, get yourself a set of these.

The user's Hearing Modifier is increased by +20. Stacks with the basic ear model.

HEARING DAMPENER

Protects against loud noises and their stunning effects.

+40 SEN ECR against sonic attacks

LANGUAGE ANALYZER OR MODULATOR

Like the fictional babble fish, this device translates the sounds spoken in any language into the character's native tongue. Furthermore, the modulator will allow the character respond in the correct language.

It is 95% effective for Alliance Languages, 30% effective for non-Alliance languages.

EYE IMPLANTS

Cost for these implants is per eye. Eye Implants must be installed in an eye or eye replacement. See Organ Upgrades for the cost of a replacement eye.

EYEBALL OF DEATH

Must be a Chatilian or SC 6 or larger. The Eyeball of Death replaces the cybernetic eye with a Plasma Seduction grenade which can removed to throw at your enemy. The eye continues to transmit until exploding.

The individual has a -20 Vision modifier after removing the eye, but the pre-explosion camera feed can be classic.

FLASH SUPPRESSOR

These cybernetic places an opaque covering over the eyes that responds to light intensity.

+40 SEN ECR against blinding attacks

HAZMAT SCANNER

Registers the presence of chemical, biological, and radioactive substances. The onboard computer analyzes the information and superimposes it over the vision in a color-coded visual map.

Make a Visual Observation Skill Check with a +80 modifier to identify the presence of chemical, biological, and radioactive substances. Range: 75 m

HUD

This device links to friendly communication equipment, sensor drones, and computers in range to provide information, which is displayed in the visual field of the user.

MULTI-SPECTRAL OPTIC (PASSIVE)

This modification allows the user to passively detect various electromagnetic emissions such as heat sources, UV, lasers, microwave, and other high energy signals. This device does not provide magnification. T

The user is treated as if they have Infravision and Ultravision (See GM Chapter). This modification provides a +40 modifier to Visual Observation Skill Checks.

RETINAL DUPLICATION

The retinal computer duplicates the retinal pattern of scanned individuals. You must be within 3 m of the target to attempt replication of their retinal patterns. Used for getting past security systems that require retinal identification or copying the latest Orion super star's look. These devices are illegal outside Alliance military.

98% effective.

SENSOR SYSTEMS

Want to have a sensor suite in your head? Now you can.

Allows the user to install any Sensor System Armor option, assuming there is space for installation.

TARGET ACQUISITION COMPUTER

This device has a built-in targeting system, also known as a TDA. The unit shows the cross hairs with the parabolic arc necessary to hit the target. Magnifies up to 200x.

Increase the accuracy of any ranged weapon used by the character by 15 points in all Range Brackets. Does not stack with other TDAs.

TELESCOPIC VISION

Long range sighting system with automatic focus and image stabilization. Magnifies up to x200.

This provides a +40 modifier to Visual Observation Skill Checks

ORGAN UPGRADES

These devices replace the equivalent organ or organ system. System upgrades can be combined with the Life Support Generator to improve its effectiveness.

BONE REPLACEMENT

So those Strength enhancements breaking your connecting bones? Replace them with something lighter and stronger.

This cost is for the bones in one location (arm, leg, torso, head). All critical hits to bones are ignored. The body part will be destroyed or severed before the bone gives way in most cases.

ORGAN UPGRADES

DESCRIPTION	CON LOSS	SIZE	LOC	TL (C/AO)	COST
Bone Replacement	-10	2	Any	4/5	▽20,000
Circulatory System Upgrade	-15	1	Torso	4/5	▽65,000
Digestive System Upgrade	-10	3	Torso	4/5	▽65,000
Ear Replacement	-1	1	Any	4/5	▽10,000
Endocrine System Upgrade	-10	0.5	Head	4/5	▽34,000
Eye Replacement	-1	1	Any	4/5	▽5,000
Respiratory System Upgrade	-20	3	Torso	4/5	▽16,000

CIRCULATORY SYSTEM UPGRADE

Pump for the circulation system which is smaller and more efficient, and has filters for blood-born toxins. In humans this replaces the heart, kidneys, and various other circulatory organs.

+40 to Endurance Checks. +40 to BIO ECR against infections and +40 to CHEM ECR from injected toxins.

DIGESTIVE SYSTEM UPGRADE

This replaces the organic stomach and intestines with a smaller, more efficient cybernetic model. The individual can eat any organic material similar to a Raazet.

+40 BIO and CHEM ECRs against ingested poisons, toxins, and biological agents (bacteria, viruses, etc.)

EAR REPLACEMENT

Replaces the organic hearing apparatus with a cybernetic one which is more efficient.

+50 to Hearing Modifier. Technically there is no requirement to locate ear replacements on the head.

ENDOCRINE SYSTEM UPGRADE

This replaces the organs of the endocrine system with a smaller, more efficient cybernetic model. Controls the individual's metabolism and hormones.

-4 Initiative Modifier.

EYE REPLACEMENT

Replaces the organic visual apparatus with a cybernetic one, which is has space for additional sensor systems.

+50 to Vision Modifier. Technically there is no requirement to locate eye replacements on the head.

RESPIRATORY SYSTEM UPGRADE

This replaces the organic lungs with a smaller, more efficient cybernetic model for gas exchange. Cybernetic lungs can process any non-corrosive atmosphere for the host if their breathing gas (methane or oxygen) is present eliminating the need for atmospheric processors or breathing injections.

+40 BIO and CHEM ECRs against inhaled toxins and biological agents (bacteria, viruses, etc.)

MISCELLANEOUS IMPLANTS

The implants can be installed in any part of the user's body, assuming there is space available.

ADRENAL BOOST

Supercharge your adrenal gland equivalent!

This device is thought activated and increases the Initiative Modifier by -4. It also increases Aggression by +20 for 1d4 Combat Rounds. The device must recharge for 3 minutes once its effects cease. There is a version for all species but Mazian. The maximum cumulative adjustment through implants of any type is -4.

BIO-IMPLANT

This device can be placed on any large blood vessel. It detects biologically based attacks on the host and generates a counter agent.

Provides a +60 modifier to BIO ECRs.

BORESCOPE

This 10 m long flexible, self-motivating, cable has a camera on one end. The other end connects to the user and allows them to see whatever the camera on the far end of the cable views. The device moves in a snake-like manner and can go around corners, over obstacles, and thread itself through objects. The owner can see with reduced depth perception similar to covering one eye.

Coil dimensions: 10 m x 1 cm diameter. MOV: 5

CHEMICAL MISTER

This implant discharges a chemical mist in a cone away from the individual. The damage or effect is dependent upon payload. The mist is capable of filling an area of 4 cubic meters depending on wind conditions.

Range: 10 m, Q: 3, Loads: SMOKE: -30 to Visual Observation Checks for 2d4 Combat Rounds, INCAPACITATE (CHEM@-40; Incapacitate; 2d4 Combat Rounds; Recheck once per Combat Round), SLEEP (BIO@-40; No Actions & MOV: 0; 2d4 Combat Rounds; Recheck once per Combat Rounds). Any attempts to spot the unit visually are at -90.

COMPUTER, IMPLANTED

This option allows a PCD or body comp to be hardwired into the user, allowing for direct mental commands to be given to the computer, as well as allowing the user to view the output of the computer mentally. The user still needs the Computer Operation skill to operate the computer. Having a computer implanted requires a special license, as they are illegal throughout the Alliance. Unlicensed owners are usually terminated as spies or thieves. These devices can be purchased on the Black Market at twice the listed cost.

The time required to give an implanted computer an order or instruction is a single Action, regardless of how complicated the instructions to the computer might be.

DEATH BEACON

This cybernetic activates when brain wave activity is no longer detected.

It works exactly like the Emergency Transmitter (Planetary).

EMERGENCY SURVIVAL SYSTEM

The Emergency Survival Computer monitors the user's vital signs. The device is capable of restarting a failing heart-equivalent under most conditions. If resuscitation is unsuccessful the device triggers a cryo injection.

If the character dies the device has a chance to resuscitate the user equal to 60% minus the total BP lost.

JAM STROBE

This device fires off random, high intensity transmissions across all the entire communication frequency spectrum to jam comms.

ECM 80% vs. communication systems. Range: 25 km. It can be used for 5 Combat Rounds before it requires a recharge.

LIFE SHIELD GENERATOR

Like the Space'm, this device automatically activates automatically when it detects extreme cold or a dangerously low pressure.

This device generates a 10HP Flux bubble (1 inch away) around the user and maintains atmospheric norms in pressure and temperature for the individual. The power and food on the unit can last up to 60 days.

MED PORT

Allows medications to be injected into your AO armored hide or armor plated cyber limbs. Handy if you've covered every square centimeter of your body with dermal armor. The cybernetic version diverts injected medications to the remaining organic parts of your body, even if the port is located in a cybernetic limb.

Same as Armor Option only implanted.

NEEDLER IMPLANT

The device installs into the end of a digit or tentacle. It fires a small poisoned needle into the target. The device is small and shielded and a sophisticated sensor system will be needed to find it. The device holds 3 needles. Refills cost ▽2,500 per dart.

ACC: 60, Range: 3 m, Q: 3, VENOM (CHEM@-40; 4d4; 2d4 Combat Round; Every Combat Round) Damage Type S. The Needler uses the Weapon: Direct Fire skill. Stealth Rating: 90 against sensor scans to locate it.

REGENERATION SYSTEM

This implanted computer monitors and repairs the body automatically. Damaged or removed limbs, organs, and bone are repaired or replaced in the correct configuration. The device repairs critical wounds first.

The device repairs the user's original and AO limbs at a rate of 1 BP or 1 AOBP per minute, and can repair a total of 100 Body Points before it needs recharged. Recharges cost ▽100,000. Only one Regeneration System can be installed at a time.

SMOKE GENERATOR

This device generates an ion containing smoke cloud. It is designed to break sensor locks and provide cover during retreat. Refill cost: ▽500.

Range: 10 m radius (depending on weather conditions), Q: 5, Duration: 30 Combat Rounds per use. Provides an ECM of 30% and anyone attempting to locate or identify anything in or through the smoke is at -30 for their Visual Observation check.

SUSTENANCE COMPUTER

This device provides sustenance to organic parts. The device carries enough nutrients for 10 days. The nutrients are sent directly into the blood stream bypassing the need for a stomach. Refills cost ▽200.

The price listed is for SC 4 and must be adjusted as per armor. Each Body Section replaced with a cybernetic version increases how long the device will function before needing a refill by 20%.

DNA MASKING

There are a number of ways that criminals mask their DNA, all of which are illegal. No standard autodoc can complete the procedure which can temporarily hide one's true identity. DNA identification is often used to track criminal elements as it is unique in each Alliance species. Skin samples are most often used for the testing. Surgeons willing to risk prison will graft living tissue onto the popular testing sites to mask the individual's true identity for up to 6 weeks. This method costs ▽150,000. Temporary genetic modification, which also allows the user to elude DNA sniffers, costs ▽500,000 and lasts 4 weeks.

ESCAPE

CHAPTER 9.0

VEHICLES

"That's an old Mark I Chieftain Ultra Armor private… and now you know why we call them Humptys."

You can't be a Battlelord without some wheels (or treads). This chapter details some of the conveyances that members of the 23rd Century use to get themselves from place to place on a planet's surface, as well as information about autonomous vehicles (aka drones).

VEHICLE, DRONE AND ULTRA ARMOR (HUMPTY) DESCRIPTIONS

Each Vehicle, Vehicle Archetype, Drone, and Ultra Armor has a table of key characteristics.

Cost: This is the vehicles cost in Alliance Credits (▽). Missiles and ammunition are NOT included.

Refuel: Where present, this calls out the cost to refuel the vehicle once the vehicle has reached its maximum range or duration.

EU: When present, the number is the amount of Energy available per Combat Round for weapons.

Size: This is the vehicle's SC. If you can't find the SC modifier, subtract four from the vehicle's SC and multiply by 5.

Length × Width × Height (L × W × H): This gives the vehicle's largest dimensions. Note that the passenger area is always smaller and may be much smaller. For example, Hoppers typically have wings and a tail fin. Tanks usually only have a small space for Crew and the rest is armor, weapons, power plant, and fuel.

Weight (WGT): Approximate weight for the vehicle in Metric tons (T). The weight is with the vehicle empty.

Handling (HAND): This is a piloting bonus or penalty when driving this vehicle. Note that this includes any agility bonus that Humpties provide.

ECM: This is the vehicle's ECM rating. See ECM rules.

ECCM: This is the vehicle's ECCM rating. See ECCM rules.

Sensor (SEN): This is the vehicle's sensor package. See sensors for additional details.

Endurance (END): This is the range the vehicle will go or how long it can operate. At Tech Level 3, the range is the typical measure. At TL4+ the fuel's duration is typically in hours or days.

Accel/Brake/Max/Damaged MAX (A/B/Max/DMGD MAX): Values for acceleration (Accel) and braking (Brake), and top speed (Max), which is listed both in meters per second and in kilometers per hour. The vehicle's top speed when damaged (Damaged Max) is also listed. Speeds, other than those in kph, are all given per Combat Round (2 seconds).

Crew (CRW): Minimum number of beings needed to operate the vehicle. See the vehicle description for any special requirements.

Passengers (PAS): Amount of SC4 beings that can accompany the crew. Add Crew and passengers for the maximum number of beings inside the vehicle during normal operation.

Cargo: Typical cargo in B Spaces and kg.

TL: Tech Level is a broad measure of technical sophistication

Threshold Rating (THR): The vehicle's Threshold Rating. See Threshold rules.

Flux: The vehicle's flux strength. Remember that personal flux shields cannot be activated inside any other flux shield.

SI: Usually a row containing the vehicle's Structural Integrity by location. For drones, this is the Structural Integrity of the drone.

ABS: A row containing the vehicle's Absorption by location.

Defense Mod: The defensive modifier for the vehicle. This doesn't include any agility modifiers.

PDS: Projectile Defense System. PDS descriptions can be found in the armor chapter.

DRONES

Drones are semi-autonomous flying devices capable of VTOL available starting at Tech Level 3. In general, drones are moderately expensive and fragile. Take a deep breath before investing as you may watch a substantial sum of money go up in smoke. All drones contain a computer with a purpose built set of mission parameters and commands. Assume the computer's stats are comparable to Integron (IQ: 80). Assume drones have a communications link with a 10 km range between themselves and any friendlies. They can also relay information from drone to drone in order to communicate beyond the 10 km range.

All drones listed here are TL 6 and A-Grav driven. Note that ducted fan based drones also exist (i.e., propeller based). Ducted fan drones swap a UV signature for propeller noise. The difference won't matter where sensors are involved (i.e., no bonus or penalty to being detected by sensors) but may matter where life forms are attempting to spot the drone.

Recharging drones is something that is typically assumed to occur during downtime and covered by the player's company. Drone bays in vehicles and Humpties are assumed to be able to fully recharge a drone in 3 Combat Rounds (catch, recharge, launch).

DRONES IN COMBAT

Assume that the drone's computer will prioritize the most dangerous threat that it can effectively counter. In other words, the drone won't waste shots on targets it knows it can't damage unless ordered to do so. The computer is capable of limited learning. For example, if it attacks a life form it has never seen and the drone sees that it does zero damage then it will mark that life form off its priorities. For practical purposes, assume that a drone's computer can assess whether it is likely to damage the target (average damage) or even capable of damaging the target (maximum damage) based on observations and then query its operator for instructions.

If a drone does a "fly by" attack, it must take the penalty for the speed at which it is moving. The operator can preprogram a default speed for this attack. The drone's computer gives the drone 2 Actions that occur during the operator's Initiative. Note that if a P-AI is the operator, then the P-AI gives commands at the beginning of Initiative. Drones that have their Structural Integrity reduced to zero are blown to bits.

K-Sats & Zen

The term Drones includes both non-lethal drones (e.g., sensor drones) and K-Sats. K-Sats, short for "Killer Satellites", are used to refer specifically to drones with lethal weaponry. If a drone can cause injury, it is officially a K-Sat and Zen can't use it. General guidelines are that Zen can use a sensor drone, a decoy drone, or only drones that mount weapons that can't normally cause injury to living creatures (e.g., fluid gun with glue goo).

PILOTING DRONES

Left to pilot themselves a drone will take very basic flight patterns unless controlled by a P-AI. However, a living operator can use all of their Actions to direct specific more complicated and evasive patterns. Operators often preprogram specific, but lengthy, instructions which can be activated by a quick verbal command, though this can be dangerous as drone computers and many P-AIs are very literal-minded.

The general guideline is that if it takes more than three seconds to explain what you want a drone to do, then the maneuver is complicated and takes at least All Actions for the operator to map it out. It may take multiple Combat Rounds so assume each 3 seconds is another All Actions. GMs are highly encouraged to enforce the simplicity of commands rule to avoid bogging down combat. Short verbal command require fewer actions (see below).

TYPICAL COMMANDS FOR A DRONE

The first verbal command is free but subsequent commands take at least 1 Action each, unless otherwise noted in the command description.

"Missile Defense": Commands a drone with PDS to eliminate incoming rockets, missiles, etc.

"Attack [target]": Commands a drone to attack a specified target.

"Sweep [area]": Commands a drone to use its sensors to view a specified area and report what it finds. This may take some time if the area is large. Sweeping a valley will likely take several minutes. GMs are advised to make a judgment call here.

"Return": Commands a drone to return to the operator

"Abort": Aborts the last command

"Power down": Commands a drone to go to the quickest safe landing spot and turn off. The drone will have to be found and turned on manually.

"Dodge [on/off]": "Dodge On" commands the drone to use its Actions to actively dart around. Assume a -50 penalty to attacks and 2 bumps are lost.

"Return to base and recharge": Directs the drone to return to a preprogrammed location for recharging. (E.g., a drone bay.) The drone must spend any Actions needed to get within 10 m, an ALL Actions to dock, ALL Actions to recharge, and ALL Actions to launch.

DECOY DRONES

Military vehicles are almost always equipped with Decoy drones. They are intended to be the ten-cent fuse equivalent that protects a major capital investment. Their sole reason for being is to distract missiles from the real target. If they can't distract the missile, the drone will impact it, causing premature detonation. Bottom line, they never survive the encounter with a missile.

Under basic rules, simply mark off a drone from the vehicle's sheet and a missile is destroyed. The player can choose to use PDS before engaging a decoy drone. In the event of multiple missiles, roll one at random.

MORE CRUNCH RULE

Roll for each Missile Hit

Roll dice for the decoy to assume each incoming missile. Assume a 90% chance of success minus the ECCM of the missile.

VARIANTS

GMs can always modify any of the drones provided below by swapping an existing weapon for an alternative weapon. When swapping weapons, there are two limits. The first is the configuration (Config) of the weapon swapped out must be identical or smaller. The second limit is that the weight of the new weapon must be equal to or less than the weapon being replaced.

Each drone has the amount of Energy (or magazine capacity) spelled out. Take note of the charges per shot for the new weapon,

and you can calculate the Q for the new weapon. Final comment, if the GM thinks a change is going to create imbalance in the game then they don't have to allow the swap.

BASIC DRONE FRAMES

CHASSIS	D	VOL	FLY	THR	SI	SC	SC MOD
Battle	0.6	113.1	118 (212 kph)	6	16	1	-20
Combat	0.5	65.45	130 (234 kph)	6	8	0	-30
Mini	0.31	15.6	164 (295 kph)	6	2	0	-30
Sensor	0.07	0.18	48 (172kph)	1	1	-1	-40

PREBUILT DRONES

MODEL	TYPE	FLY	THR	SI	SC	SC MOD	COST
Decoy	Mini	96	6	2	0	-30	▽10,000
Sensor	Sensor	96	1	1	-1	-40	▽20,000
Orbital Sensor Drone	Combat	130	6	8	0	-30	▽40,000
Straight Jacket	Combat	130	6	8	0	-30	▽45,000
Eye Beam	Combat	130	6	8	0	-30	▽60,000
Mini Thud	Combat	130	6	8	0	-30	▽77,000
Fly Catcher (PDS)	Combat	130	6	8	0	-30	▽90,000
Fly Catcher MK2 (PDS)	Combat	130	6	8	0	-30	▽150,000
Dark Umbrella (PDS)	Combat	130	6	8	0	-30	▽310,000
Lazer Razer	Battle	118	6	16	1	-20	▽1,000,000
Arrow Breaker (PDS)	Combat	130	6	8	0	-30	▽1,290,000
Cleaner	Combat	130	6	8	0	-30	▽5,365,000
Flux Finisher	Battle	118	6	16	1	-20	▽3,400,000
Overkill	Battle	118	6	16	1	-20	▽5,400,000
Thud Express	Battle	118	6	16	1	-20	▽8,900,000

DECOY

A nice drone equipped to create a spoofed duplicate of the vehicle from which it is launched. If it is successful, then incoming missiles will lock on and kill the decoy rather than their intended target.

SENSOR DRONE

A battery powered micro drone packed with sensors and a communications link.

Treat the sensors as Sensor Package 4 with 100 km range.

ORBITAL SENSOR DRONE

This drone is designed to operate as part of a group of drones providing communications links, GPS, and sensor data.

A minimum of 3 drones is required for GPS functions. The drone also has solar panels to recharge.

STRAIGHT JACKET

This is a well-equipped entry from the Non Violence Consortium.

It has a Pool Filler Fluid Gun and 200 rounds of goo for Q: 100.

EYE BEAM

Believe it or not, Marrson's got an entry in the low end K-Sat market.

It includes an Arrow LOSN Laser and 400 Energy for Q: 200.

MINI THUD

Balshrom loves money, so they fielded this low end K-Sat.

It has a Balshrom FC Omega weapon and an E Mag with 400 Energy for Q: 133.

FLY CATCHER

The Fly Catcher is a nice entry level PDS equipped drone.

It is equipped with ballistic, anti-missile defense and a Pair of rifle magazines with APW ammunition (Q: 100).

FLY CATCHER MK 2

This unit is an upgrade of the base entry.

It has a 25 point Flux Shield and a ballistic PDS with 100 rounds for Q: 100.

DARK UMBRELLA

Balshrom fielded this to cover the mid-range market.

It has a 1 HP Flux Shield, a BC-Duster Disintegrator, and 400 Energy for Q: 80.

ARROW BREAKER

This puppy is designed to reduce the chances that your expensive Humpty will suffer from a sudden case of missile rash.

It is has a 2HP Flux Shield, 800 Energy, and (2) LATS PDS with Q: 200 each.

CLEANER

This drone "cleans out" the missile launching infantry on your flank.

It has a 3HP Flux Shield, 1200 Energy, and (2) Rommel disintegrators with Q: 30 each.

LAZER RAZER

When you need to finish off a lot of infantry quickly. Its only downside is the speed with which the Valley Green sucks the battery pack dry.

It has a 3HP Flux Shield, 2400 Energy, and a Valley Green laser MG with Q: 80

FLUX FINISHER

This "little" toy can make your life a lot easier when you're dealing with a heavily armed jerk in MBA sporting a 20HP Flux Shield.

It has a 3HP Flux Shield, 1500 Energy, and Achilles Flux Interference Generator with Q: 15. Due to constraints, this is the only K-Sat that can mount an HMG SC FIG.

THUD EXPRESS

If you have the means, I highly recommend picking one up.

It has a 3HP Flux Shield, 1700 Energy, and Abomination Omega Weapon Q: 170. Due to size constraints, no other K-Sat can mount an HMG Size Class Omega Weapon.

OVERKILL

Cheaper than the Thud Express, it is definitely worth considering.

It has a 3HP Flux Shield, 3200 Energy, and (2) Rommel disintegrators with Q: 80 each.

EQUIPMENT FOR VEHICLES AND HUMPTIES

Vehicles are laid out to allow you the flexibility of modification. Take care to review the modifications for impacts to playability. As with drones, if a modification seems unbalancing (over powered), then change it or don't allow it. The following are available as aftermarket add-ons where space and money allow. Cloaking, Displacement, Sprint Unit and Redundant Drive for vehicles are not available as aftermarket enhancements. Remember Ammunition and Missiles are always an additional cost.

EQUIPMENT

DESCRIPTION	VOL (m^3)	B SPACES	WGT (TON)	COST
Bug Zapper	0.1	**0.3**	0.1	▽50,000
Flechette Unit	0.1	**0.3**	0.1	▽5,000
Harpoon system (Large)	0.2	**0.6**	0.25	▽200,000
Harpoon system (Small)	0.1	**0.3**	0.125	▽50,000
Camo Unit	-	**0.1**	0	▽7,000
Minelayer	0.25	**0.7**	0.1	▽5,000
Smoke Generator	0.05	**0.1**	0.1	▽15,000
Cloaking Device	*Must be factory installed.*			
Displacement Device	*Must be factory installed.*			
Sprint Unit	*Must be factory installed.*			
Redundant Drive system	*Must be factory installed.*			
Reloader - LMG	0.25	**0.7**	0.5	▽25,000
Reloader - HMG	0.5	**1.5**	2	▽50,000
Reloader - Cannon	1	**3**	4	▽100,000
Recharger	0.25	**0.7**	0.5	▽25,000
Pintel Mount	0.05	**0.1**	0.05	▽1,000
Weapon Bay - LMG or smaller	0.1	**0.3**	*	▽1,000
Weapon Bay - HMG	0.2	**0.6**	*	▽2,000
Weapon Bay - Cannon	0.4	**1.1**	*	▽4,000
Reflex Missile Bay (10)	0.17	**0.5**	0.21	▽10,000
Heavy Missile Bay (10)	0.7	**2**	1.65	▽20,000
Heavy Missile XL Bay (10)	1	**3**	1.9	▽30,000
Combat Drone Bay (5)	0.75	**2**	1.85	▽5,000
Battle Drone Bay (5)	1.5	**4.5**	3.25	▽10,000

* Weapon Weight ÷ 1,000

EQUIPMENT DESCRIPTIONS

BUG ZAPPER

The bug zapper electrifies the exterior of the vehicle to deliver a shock.

The bug zapper does 6d6 damage if the target fails its ELE ECR@-20.

CAMOUFLAGE UNIT

Same as the Armor option.

Improved version cost ten times as much.

FLECHETTE UNIT

The Flechette Unit is akin to a mine and fires shrapnel to kill infantry near the vehicle.

Each flechette does 6d6 type '-' damage. Flechette Units deal 2d6 fragments out to 5 m, 1d4 to 20 m and 1 to 30 m. Reloads ▽10,000 per use.

HARPOON SYSTEM (SMALL OR LARGE)

The harpoon is attached to a winch system by a strong cable.

Small is for small & medium Humpties. Large is for large and assault sized Humpties. If the Harpoon hits, assume it has a Strength Multiplier equivalent to the Humpties +2 when using opposed checks. Can be released by command or manually.

MINELAYER

The minelayer holds mines and given enough time will plant and activate a mine. Rinse and repeat for more explosive fun.

Mines must be purchased separately. Each mine requires 1 Combat Round to be replaced. Mines will be activated once in place. Holds 4 anti-tank mines. Each anti-tank mine can be replaced with 8 standard mines.

SMOKE GENERATOR

The smoke generator is used to create a cloud of smoke that obscures vision and sensors.

Identical to smoke grenades and uses them as refills. The smoke is generated for 20+2d10 rounds.

PINTEL MOUNT

This is a simple retrofit for a vehicle to allow someone inside the vehicle to stand up (presumably through the roof) and fire a weapon. The weapon is fixed to the vehicle. Can optionally include a ring so that the pintel mount can traverse left to right, similar to a turret.

Because this is open to the air, this can't be used above 100 kph. Can't be used on Humpties.

CLOAKING DEVICE

This device removes the vehicle or Humpty from sight and from sensors.

Provides a penalty of -75 to sighting and to sensors. Mark off a use when activated which lasts until the vehicle moves or fires. Displacement does not count as movement. Typically has 5 uses and recharges at a rate of 1 per minute. Must be factory installed and may not be moved to a different vehicle.

DISPLACEMENT DEVICE

This device can teleport a vehicle for 1000 meters.

Move the vehicle 1000 meters. Mark off a use when activated. Typically has 5 uses and recharges at a rate of 1 per minute. Must be factory installed and may not be moved to a different vehicle.

SPRINT UNIT

It's like triple shot of caffeine for your Humpty

This unit doubles acceleration for ten Combat Rounds. Can be used one Combat Round at a time. Takes one minute to recharge 1 Combat Round of acceleration. Must be factory installed and may not be moved to a different vehicle

REDUNDANT DRIVE SYSTEM

A complete backup drive system.

If a Redundant Drive system is listed on the critical hit table, the first two critical hits to the vehicle's drive system are ignored. Must be factory installed and may not be moved to a different vehicle.

BAYS

The bays allow weapons or drones to be stored until launched.

A number in parenthesis indicates the quantity. Size of weapons is included in the bay name E.g., Weapon Bay – HMG or Heavy Missile XL (10). Remember that drone bays can recharge drones. Weapons, drones and missiles are purchased separately.

RELOADER

Reloaders rejuvenate magazines and cartridges for Fluid guns, Pulse, APW, and Gauss Guns. Nobody knows how the Melon heads made these! It makes 3D printing technology look like building with mud and sticks.

Assume a Reloader can rejuvenate any standard magazine or cartridge up to the indicated size. Assume up to 1 Shell, 50 HMG cartridges or 200 standard "rounds" are reloaded per combat round.

RECHARGER

Rechargers rejuvenate E-mags and E-packs.

Assume a Recharger can rejuvenate 50 EU per Round. Consumes 50 EU per round while running.

VEHICLES

COMMON VEHICLE TYPES

Wheeled Vehicles

Wheeled vehicles are most common at Tech Levels 3 & 4. They can be found on worlds at Tech Levels above 4. The examples here are assumed to be Tech Level 3. At Tech Level 4 and above, the power source shifts to a Fusion powered electric Drive approach. Range is replaced with Duration (assume 5 days) and it can be significantly higher. Assume that these vehicles can't travel off-road unless the ground is very smooth; for example, a smooth lawn. Max (top speed) reflects travel on the ground and typically on an ideal surface (smooth, flat and straight).

Skimmers

These are all TL 4 and up. They are typically energy cell based or fusion powered. Skimmers can fly up to 50 m above the surface and can traverse rough terrain as long as the underlying surface doesn't have large ravines. On frontier worlds, the "highways" of the world which head into the wilderness are just wide strips of relatively flat ground kept cleared of trees taller than about 2 m. Rivers also become ad hoc roads assuming they don't have a waterfall.

Hoppers

Hoppers are available at TL 4 and are fusion powered. They leverage anti-gravity-based thrusters and are capable of VTOL. While they don't require wings, they typically are designed to leverage them to achieve their maximum speed. Hoppers include a pressurized passenger compartment that works up to 15 km of altitude. They aren't designed for space travel.

GENERAL ADVICE

When looking at vehicles from a purely transportation perspective, it is OK to assume that an SC 8 being can take two SC 6 spots in a vehicle. This may force a team into multiple vehicles. If this is distracting from game play, make the vehicle longer and add enough additional spots to fit the desired number of players. When it comes to equipment, the cost covers most of the equipment. Drones, ammunition and missiles are NOT included.

VEHICLE MAINTENANCE AND REPAIR

Vehicles and Humpties require maintenance in the best of times and lots of repairs after combat. Keeping things simple; maintenance is a regular occurrence. Maintenance for vehicles and Humpties must be performed at least monthly. If maintenance is missed, mark the missed maintenance. Once the third month is missed, the vehicle or Humpty gains a Malfunction Number that starts at 100. Each additional missed month drops the MN by 1. At the GM's discretion, the players can be asked for a Malfunction roll to see if the vehicle suffers a break down. The GM assigns the effect. A miss by less than 10 might be a warning and "add some oil." A miss by 80 might be the engine leaping through the hood.

Repairs are necessitated when maintenance has been let lapse too long and when the vehicle takes damage. In general, the simple part is repairing the Structural Integrity and the Absorption. Structural Integrity costs ▽5,000 per point to repair, and Absorption costs ▽1,000 per point to repair. When critical hits are incurred, the repairs are expensive. Each critical requires a "major" repair. Weapons may be replaced at list cost. Some items don't have a list cost, for these items repairs consume spare parts or printing material. Each critical takes one unit of spare parts. Each unit costs between 5-10% of the vehicle's cost. GMs can choose to modify the cost up or down for systems that are more or less important. Reactors are very expensive; the Turret Motor by contrast isn't so expensive. GMs are advised to keep it simple when there are multiple crits. If there are lots of minor crits, modify the total repair cost down.

In general, a civilian vehicle will carry one unit of spare parts as part of the vehicle. Additional spare parts can be stored in the cargo space. Assume 4 units make up 1 cubic meter of space. When scavenging spare parts, assume parts from the same vehicle type work (i.e., from luxury skimmer sedan to luxury skimmer sedan). GM's discretion to allow other parts based upon propulsion. In other words, from skimmer to skimmer might work and regular skimmer sedan to luxury skimmer sedan would likely work.

If the parts needed aren't available, then parts that are close can be sifted through to assemble something workable. A key factor for the GM to consider is cost. If the value of the spare parts isn't close, then the GM may require that additional units to close the value gap are needed in order to find enough of the right parts to repair the vehicle. For example, parts for an economy car won't always work in a luxury car or a sports car. When allowed, use Repair Skill Checks to sift through spare parts in order to aggregate up enough useful parts.

> **EXAMPLE:** Hank the Human wants to fix the team's luxury skimmer for a quick getaway. He's stuck in a bad part of town, and all he can find are economy skimmers. The GM rules he needs 4 sets of spare parts to pull together enough to patch up his skimmer. He takes the spare parts from four skimmers and makes a Repair Skimmer Skill Check to sift out what he needs. His roll was successful, and he has his spare parts. He can now fix the skimmer's broken A-Grav emitter so the team can "get out of Dodge."

For repairs and spare parts, look at the vehicle's type including thrust type and any variant. E.g., Wheeled Van vs. Police Skimmer Van. It is assumed that the spare parts can repair anything on the vehicle including any installed weapons. Note that missiles generally can't be repaired, but the launcher bays can.

VEHICLES IN COMBAT

Vehicles in combat operate much like armor, and the important parts are treated like armor options. When they are used as hard

cover, remember to add Threshold Rating of a vehicle to Threshold Rating for personnel Armor.

EXAMPLE: Henry the Mutzachan is behind a Sedan with Threshold Rating of 3 while wearing Cub armor (THR: 3). His effective Threshold Rating is 6. Note that damage to the vehicle could occur as well as to Henry. Also feel free to adjudicate which parts of a vehicle are simply not attackable from the PC's line of sight. Additionally, when attacking from the front, the rear of the vehicle usually can't be hit without going through the front. That said, some weapons can make that happen and the driver may have to take one for the team. When vehicles run into or bounce off of something, GMs must use discretion on the amount of damage. For extra crunch, consider damaging the vehicle as well.

Another key point to remember is that large vehicles are easier to hit. Remember to apply the vehicle's SC modifier as a bonus to your attack roll. If using a Heavy Machine gun or other anti-vehicular weapon the Vehicle's SC modifier is reduced by 40.

DETERMINING HIT LOCATIONS

HIT LOCATION WITHOUT TURRET

	ATTACKING FROM				
1d6	FRONT	REAR	LEFT	RIGHT	OTHER*
1	Front	Rear	Left Front	Right Front	Front
2	Front	Rear	Left Front	Right Front	Left Front
3	Left Front	Left Rear	Left Front	Right Front	Right Front
4	Left Front	Left Rear	Left Rear	Right Rear	Left Rear
5	Right Front	Right Rear	Left Rear	Right Rear	Right Rear
6	Right Front	Right Rear	Left Rear	Right Rear	Rear

* Use when a hit location needs to be random.

HIT LOCATION WITH TURRET

	ATTACKING FROM				
1d6	ABOVE*/ BELOW	FRONT	REAR	LEFT	RIGHT
1	Front	Front	Rear	Turret	Turret
2	Left Front	Front	Rear	Turret	Turret
3	Right Front	Turret	Turret	Left Front	Right Front
4	Left Rear	Turret	Turret	Left Front	Right Front
5	Right Rear	Left Front	Left Rear	Left Rear	Right Rear
6	Rear	Right Front	Right Rear	Left Rear	Right Rear

* See sidebar.

Much like armor or a character, vehicles and Humpties have six sections, though some may have a turret as well. The direction the attack originates from determines the hit location table used to determine where the attack strikes the vehicle. There are different Hit Location Tables for vehicles with turrets and vehicles without turrets. As always, the GM has the final discretion in determining hit locations.

Vehicle Locations: The standard vehicle hit locations are as follows:

- **Turret (T)**
- **Front (F)**
- **Rear (R)**
- **Front Left (FL)**
- **Front Right (FR)**
- **Rear Left (RL)**
- **Rear Right (RR)**

When *Bumping* shots against a vehicle or Humpty you can add or subtract one from your hit location roll for each Offensive Bump you possess. You can not Bump shots to adjacent sections when attacking vehicle or Humpties. You can only add or subtract to the Hit Location roll. Specific sections and occupants, if visible, can be targeted with called shots. Just remember if you can see them, they can see you, so watch out for return fire.

Attacking Turreted Vehicles from Above

The turret covers much of the top of the vehicle. There is a 50% chance that any hit will strike the turret. You can spend a one Bump to move a single hit from the turret to a roll on the Hit Location table.

COMBAT ACTIONS

When in combat, Vehicles and Ultra Armor (Humpties) have additional Actions where they are relevant.

Reload: This command is given to reload missile racks and cannons (e.g., PCS and Gauss). One Missile can be reloaded per launcher and 5 PCS or Gauss rounds per cannon. Note that anything being reloaded can't be fired this Combat Round.

Displace: Activates the Displacement Device. When Activated, the Armor teleports to the preprogrammed destination.

Cloak: Activates the Cloaking Device. Note that use of weapons will automatically disengage the Cloaking Device.

Sprint: Activates the Sprint Units

Target X and Ripple Fire: Fires one missile from each launcher at target X

Accelerate: Adds the Accel value to the current speed. Piloting Skill Check may be needed

Brake/Decelerate: Subtracts the Brake value from the current speed. Piloting Skill Check may be needed.

MOVEMENT IN WILDERNESS

A vehicle can achieve its top speed (Max) under ideal circumstances. When operating on less ideal surfaces, GM's should use discretion about how much to reduce the top speed. Note that there is an archetype designed for off-road travel, and it has a baked in penalty. They are designed to handle more varied terrain, are less likely to get stuck, and will generally move more quickly compared to a regular wheeled vehicle.

Skimmers, with their ability to fly up to 5 m above the ground, can generally manage most "off road" terrain but must avoid areas with tall trees, gorges, and canyons. In rural areas of settled worlds, Skimmer highways are frequently nothing more than a relatively flat strip of land with the trees knocked down. Hoppers, Transicruisers (and Starships) generally ignore terrain; however, mountains tend to have cross winds, updrafts, and downdrafts. Ultra Armors (AKA Humpties) are assumed to be able to handle off-road movement better than wheeled vehicles and almost as well as Skimmers.

TYPICAL SPEEDS

TYPICAL SPEEDS

SCENARIO	SPEED
Surface Highway	60-130 kph
Skimmer Highway	200-400 kph
Surface/Skimmer Urban Road "Downtown"	45-90 kph
Surface Off-road Open (light brush - flat plains)	16-72 kph
Hopper/Transicruiser/Starship near airport	400 kph
Hopper/Transicruiser/Starship "airport to airport"	1200 kph
Transicruiser/Starship vertical launch to Orbit	Max

Game Masters, feel free to increase or decrease the speeds and/or adjust due to time of day, traffic, or weather. E.g., a highway on a rainy day during the morning commuter rush hour will be slower. Players can always try to go faster but the piloting check is more difficult.

TYPICAL CHECK MODIFIERS

TYPICAL MANEUVER CHECKS	MODIFIER
Sharp Turn	0
Rapid Reverse (e.g., bootlegger or "split s" maneuver)	-40
VTOL flight in a constricted space (tight alley)	-40
Safe crash-landing after a critical hit	-80
Parking Hopper on an orbital station	-80
Landing w/70+ kph crosswind	-120
Executing a rapid reverse with one hand out the window	-120

CRITICAL HIT CHARTS

In general, approach damage to vehicles much like you would approach damage to armor. Damage that would do damage to someone with armor (using the vehicle's Threshold Rating, Structural Integrity and Absorption) warrants a roll on a critical hit chart to see what is damaged. Damaged items are unusable until repaired, unless a rule specifically states otherwise (e.g. Drive Systems).

> **EXAMPLE:** Fredd fires a HAW 4 missile at a tank with a Threshold Rating of 12HP and gets 20HP damage. Because the damage exceeded the Threshold Rating of the tank, the Missile's SI Damage is applied. The HAW 4 missile does 50 points of damage and gets a roll on the critical hit chart. Fredd got lucky and took out the reactor! Optionally, the GM can use line of sight to adjudicate what can be hit.

The critical hit chart below is a generic one and the GM can use it as a reference while they "wing it." Alternatively, the GM can take some time to make a custom critical hit chart as a reference for a specific vehicle, e.g., a Kartak Cudda tank. Humpties have model-specific critical hit charts.

When using the generic critical hit chart, apply common sense to results. For example, if a turret doesn't have missiles, then treat the result as Structural Integrity damage. Also, if a weapon doing 300+ damage strikes a vehicle and receives a critical hit result indicating that the driver is hit, then the driver is most likely dead. When dealing with occupants in a vehicle, remember that Threshold Rating is additive. If a driver in a van (THR: 3) is wearing Cub armor (THR: 3) then the driver's effective Threshold Rating is 6. Lastly, any missiles or drones in a bay are destroyed when the bay is destroyed.

In general, once a specific critical hit result has been rolled, subsequent rolls of that same critical hit result just do Structural Integrity damage. Though they still count as a critical hit for repairs and repair costs. Also note that just because a section is out of Structural Integrity, it doesn't mean that section can't take more damage. If there's no SI left in the section, a shot to that section automatically causes a crit. If no options remain in that section, the shot passes through with no damage.

Drive Systems refer to the thrusters, wheels, wings, legs, or tracks. Anything that propels the vehicle is considered part of its Drive System. Once the first Drive System is destroyed, the vehicle or Humpty's top speed is limited to the Damaged Max speed. I.e., the vehicle is dragging a wheel or the Humpty is dragging a leg. If a Drive system in a different section is destroyed by a Critical Hit the vehicle or Humpty is immobile. All flying vehicles fall from the sky when the second drive system is hit. If Backup Drive Systems are present, the first two critical hits to a Drive System can be ignored.

VEHICLE ARCHETYPES

The intent of the archetypes section is to provide base templates that can be tweaked. GMs are encouraged to make minor tweaks to

GENERIC CRITICAL HIT CHART

1d100	RESULT
TURRET (T)	
01-05	Sensor Array Offline
05-15	Main Weapon (Cannon or HMG)
16-20	Missile Bay
21-25	Missile Bay
26-30	Missile Bay
31-36	Missile Bay
36-40	PDS
41-50	Weapon
51-60	Weapon
61-70	Weapon
71-85	Turret Motor (Turret Frozen, -40 to Attacks w/Turret Weapons)
86-100	Structural Damage (No Component Hit)
FRONT OR REAR (F OR R)	
01-05	Pilot Hit/Killed
05-10	Gunner Hit/Killed
10-15	Engine/Fusion Reactor Offline
16-20	Flux Generator Offline
21-25	Cloaking System Offline
26-30	Displacement Device Offline
31-35	Back Up Sensors Offline
36-40	Missile Bay
41-45	Missile Bay
46-50	Weapon
51-55	Weapon
56-60	Ammo
61-70	LATS
71-80	Reloader
81-90	Drone Bay
91-100	Structural Damage
FRONT LEFT (FL)	
01-30	Drive System
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage
FRONT RIGHT (FR)	
01-30	Drive System
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage
REAR LEFT (RL)	
01-30	Drive system
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage
REAR RIGHT (RR)	
01-30	Drive system
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage

range, cargo, etc. For example, let's suppose you want the team to get caught in a running gunfight in a taxi and the team has a Ram Python. Take the Van Archetype, make it the passenger variant, and give it an updated description to match the context of the game. If you want it to be a little run down, put a limit on the Max speed and the Acceleration. Reduce the Structural Integrity in a section by 10 points.

Any vehicle description with the word Archetype indicates that it can be modified significantly to fit the needs of the GM and players. To modify, first decide whether to convert from Wheeled to Hopper or Skimmer. The second step is to select a Variant (e.g., Police). Additional modifications can be done such as small changes to the top speed (Max); slight changes to the Accel/Brake, etc. SI can reflect previous damage. For extra crunch, feel free to add windows that have less Structural Integrity and Threshold Rating. E.g., when a passenger is a target, the shooter may aim at what they see. If it's a random shot, you can decide whether to use the higher or lower Threshold Rating.

The archetypes listed below don't include weapons by default. Assume ▽20-50 to refuel them and that there is no surplus energy available to power onboard weapons unless otherwise specified.

ARCHETYPES

DESCRIPTION	E*	OP**	MNT†	COST
Van Archetype	0	▽5	▽40	▽4,000
Regular Sedan Archetype	0	▽5	▽40	▽4,000
Utility Vehicle Archetype	0	▽10	▽50	▽6,000
Infantry Transport Archetype	500	▽200	▽500	▽400,000
Cudda Light Tank	1,500	▽200	▽2,500	▽15,000,000
Kartak Cudda Main Tank	1,000	▽1,000	▽10,000	▽73,000,000
Midge Recon	100	▽200	▽3,000	▽40,000,000
Mobile HQ	1,000	▽1,000	▽10,000	▽63,000,000

* Total Energy available for Weapons

** Daily cost to Operate.

† Monthly Maintenance cost.

DRIVE SYSTEM CONVERSION

Most archetype vehicles are wheeled unless the description states otherwise. Rules for converting the wheeled archetype to a skimmer or hopper are provided for each vehicle where applicable. Keep in mind that most vehicles are built at the factory with a specific drive system and stay that way. Aftermarket conversion kits exist, but are uncommon.

VARIANTS

Variants can be applied to the standard wheeled archetypes to get vehicles designed for a specific purpose. For example, the standard Van Archetype can be converted into a police SWAT van, by making the changes to its statistics listed under the SWAT variant. Unless otherwise stated, a variant can be applied to the standard wheel version or to any conversion vehicle (skimmer or hopper).

VAN ARCHETYPE

TL	SC	WGT	L × W × H	CRW	PAS	CARGO
3	11	2 T	4.8 m × 2 m × 2.8 m	1	7	3 B, 200 kg (SC 3)

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP1	-	-	-20	400 km	6/12/78 (140 kph)/20

			T	F	FL	FR	R	RL	RR
THR	3	**SI**	-	120	60	60	120	60	60
FLUX	0	**ABS**	-	80	40	40	80	40	40

Vans are used for slow but steady vehicles that transport large objects or beings in a fully contained space (or optionally on a flatbed). Examples: large cargo van, 6-passenger van, 8-passenger van (just add some length), flatbed pickup truck, SWAT van, paddy wagon etc.

Conversion from Wheeled to Skimmer:

Endurance: 5 days, **Accel/Brake/Max/Dmgd Max:** 8/20/150 (270 kph)/10, TL: 4, **THR:** 2, **SI Front/Rear:** 80, **SI Left/Right:** 40, **ABS Front/Rear:** 20, **ABS Left/Right:** 10, **Cost:** ▽8,000.

Conversion from Wheeled to Hopper:

Sensor: SP2 with 200 km range, **Endurance:** 5 days, **Accel/Brake/Max/Dmgd Max:** 16/30/220 (396 kph)/40, **TL:** 5 THR: 2, **SI: Front/Rear:** 80, **Left-Right:** 40, **ABS Front/Rear:** 20, **ABS Left/Right:** 10, **Cost:** ▽40,000.

Variants:

Cargo: Passengers: 1 (SC 8), **Capacity:** 36 B or 1.5 ton (SC 9)

Flatbed Truck: Passengers: 1 SC 8, anything on the flatbed (approx. SC 9) can be shot if it is in the attacker's line of sight.

Police: Weight: +0.1 Ton, **Accel/Brake/Max/Dmgd Max:** +4/+8/+10 (+18 kph)/20, **THR:** +2, **SI Front/Rear:** +40, **SI Left/Right:** +20 **ABS Front/Rear:** +40, **Left/Right:** +20, **Cost:** +▽1,000.

SWAT: As Police but add **ECM/ECCM:** 25/25 (RNG: 200 m) **Cost:** +▽2,000.

S.W.A.T. Hopper

REGULAR SEDAN ARCHETYPE

TL	SC	WGT	L × W × H	CRW	PAS	CARGO
3	11	2.8 T	5 m × 2 m × 2.6 m	1	3	3 B, 200 kg (SC 3)

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP1	-	-	0	400 km	6/10/120 (216 kph)/20

			T	F	FL	FR	R	RL	RR
THR	3	**SI**	-	100	50	50	100	50	50
FLUX	0	**ABS**	-	80	40	40	80	40	40

Use this vehicle to represent mid-grade and cheaper sedans. This archetype is a vehicle with room for 4, SC 6 individuals. The cargo variant represents a station wagon. Examples: a standard or run down rental car or taxi, a standard police patrol unit, etc.

Conversion from Wheeled to Skimmer:

Endurance: 5 days, **Accel/Brake/Max/Dmgd Max:** 12/20/240 (432 kph)/20, **TL:** 4, **THR:** 2, **SI Front/Rear:** 40, **SI Left/Right:** 20 **ABS Front/Rear:** 30, **ABS Left/Right:** 15, **Cost:** ▽8,000.

Conversion from Wheeled to Hopper:

Sensor: SP2 with 200 km range, **Endurance:** 5 days, **Accel/Brake/Max/Damaged Max:** 16/30/300 (576 kph)/40, **TL:** 4, THR: 2, **SI Front/Rear:** 40, **Left/Right:** 20 **ABS:** Front/Rear 30, **Left/Right:** 15, **Cost:** ▽40,000.

Variants:

Cargo: Passengers: 1, **Capacity:** 18 B or 500 kg (SC 10)

Compact Car: Length: 4.5 m, **Accel/Brake/Max/Dmgd Max:** 4/8/+0/+0, **Weight:** 1.6 T, **SI: Front/Rear:** 40, **SI Left/Right:** 20 **Cost:** -25%

Police: Weight: +0.1 Ton, **Accel/Brake/Max/Dmgd Max:** +0/+0/+10 (+18 kph)/+0, **THR:** +2, **SI: Front/Rear:** +40, **Left/Right:** +20 **ABS: Front/Rear:** +40, **Left/Right:** +20, **Cost:** +▽1,000

UTILITY VEHICLE ARCHETYPE

TL	SC	WGT	L × W × H	CRW	PAS	CARGO
3	11	2.9 T	5 m × 2.2 m × 2.8 m	1	3	3 B, 200 kg (SC 3)

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP1	-	-	0	320 km	6/10/40 (72 kph)/20*

			T	F	FL	FR	R	RL	RR
THR	5	**SI**	-	160	80	80	160	80	80
FLUX	0	**ABS**	-	80	40	40	80	40	40

This is a vehicle archetype used for wheeled vehicles that are intended to travel where there are no roads. It is also used for skimmers that are designed as a paramilitary transport similar to a van. Off-road Utility vehicles include army utility vehicles, rally vehicles, desert rally vehicles.

Notes: When on a paved surface Max increases to 60 (108 kph)

Conversion from Wheeled to Skimmer:

Endurance: 5 days, **Accel/Brake/Max/Dmgd Max:** 8/20/150 (270 kph)/20, **TL:** 4, **SI Front/Rear:** 120, **SI Left/Right:** 60 **ABS Front/Rear:** 60, **ABS Left/Right:** 30, **Cost:** ▽12,000.
No Hopper Chassis

Variants:

Cargo: Passengers: 1, **Capacity:** 18 B or 500 kg (SC 10)
Desert Rally: THR: 0, Halve the SI in each area, **Weight:** 2 T, When the vehicle is hit, SI takes damage only on a crit. Note that the vehicle has a thin fiberglass covering which conceals the contents of the vehicle. Tires and suspension are designed for racing in desert environments. Can also be used for an open framed skimmer. I.e., a skimmer that has been stripped down to the frame.
Merc Standard: +0.2 ton to weight. **Accel/Brake/Max/Dmgd Max:** +0/+0/+10 (+18 kph)/+0. **THR:** +3, **SI Front/Rear:** +60, **SI Left/Right:** +30 **ABS Front/Rear:** +60, **ABS Left/Right:** +30, Includes pintel mount on roof hatch and 50 EU per Combat Round available for a weapon. **Cost:** +▽2,000.

ARMORED INFANTRY TRANSPORT ARCHETYPE

TL	SC	WGT	L × W × H	CRW	PAS	CARGO
4	14	12 T	8 m × 2.4 m × 2.8 m	1	11	3 B, 200 kg (SC 3)

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP4	20	20	-10	800 km	6/10/40 (72 kph)/20*

			T	F	FL	FR	R	RL	RR
THR	24	**SI**	2HP	8HP	4HP	4HP	8HP	4HP	4HP
FLUX	5HP	**ABS**	1HP	6HP	3HP	3HP	6HP	3HP	3HP

This vehicle archetype is an armored truck for carrying people or goods. It typically is used as an armored troop carrier (police or military) and can also be adapted to an armored bank truck. It can carry 11 Troops in Heavy armor or 6 in MBA. The vehicle mounts a remotely operated turret, which includes space for 50 rounds of ammunition (Pulse or APW) and is capable of providing 200 EU per Combat Round to weapons mounted there. Note that the Flux Shield is the only TL 4 component.

Crew: 1 pilot and 11 passengers.
Weapons: Reflex Missile Bay (Turret), 6 Reflex XL Missiles, HMG-sized weapon (Turret)
Typical Missiles: Varies
Ammunition: Varies
Typical Drones: Sensor (10), Decoy (3)
Notes: When on a paved surface Max increases to 30 (108 kph).

Conversion from Wheeled to Skimmer:
Turret has 1000 EU per Combat Round, **Weight:** 8 T, **Endurance:** 5 days, **Accel/Brake/Max/Damaged Max:** 8/16/200 (360 kph)/40, **TL:** 4, **THR:** 20 **SI Turret:** 180, **SI Front/Rear:** 400, **SI Left/Right:** 100 **ABS Turret:** 20, **ABS Front/Rear:** 60, **ABS Left/Right:** 30, **Cost:** ▽800,000. No Hopper chassis.

Variants:
Armored Bank Truck: For the vehicle type, replace Infantry transport with Armored Bank Truck. Remove all weapons, **Passengers:** 0, **Capacity:** 36 B, **Cost:** ▽200,000.
Police: Remove the Missile Bay

VEHICLE EXAMPLES

CUDDA CLASS SKIMMER LIGHT TANK

TL	SC	WGT	L × W × H	CRW	PAS	CARGO
4	15	26 T	6 m × 1.8 m × 2.8 m	2	0	3 B, 500 kg (SC 3)

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP5	30	30	+10	5 days	8/14/240 (432 kph)/40

			T	F	FL	FR	R	RL	RR
THR	3HP	**SI**	2HP	4HP	2HP	2HP	2HP	2HP	2HP
FLUX	25HP	**ABS**	3HP	6HP	3HP	3HP	6HP	3HP	3HP

The Cudda class is designed for recon missions and support in pacified areas. It doesn't last long when on the front line due to the relatively low armor and Flux. It is, however, incredibly fast.

Crew: 1 pilot and 1 gunner.
Weapons: Turret houses an S&M PCS, a coaxial Valley Green PMG, and a Heavy Missile Bay (10).
Ammunition: Turret stores PCS rounds (30), PMG rounds (100). Integral Heavy Cannon Reloader stores PCS rounds (30), PMG rounds (100).
Typical Drones: Sensor (10), Decoy (10)
Equipment: Cloaking Device, Camouflage Unit, +6 B available for options.

KARTAK CUDDA SKIMMER TANK

TL	SC	WGT	L × W × H	CRW	PAS	CARGO
6	18	90 T	9 m × 2 m × 2.8 m	3	0	3 B, 200 kg (SC 3)

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP5	40	40	0	10 days	8/16/200 (360 kph)/40

			T	F	FL	FR	R	RL	RR
THR	12HP	**SI**	4HP	8HP	4HP	4HP	8HP	4HP	4HP
FLUX	100HP	**ABS**	4HP	8HP	4HP	4HP	8HP	4HP	4HP

This is a Main Battle Tank designed for Pythonians.

Crew: 1 commander, 1 driver, and 1 gunner

Weapons: Mortician PCS (Turret), Heavy Missile Bay with 8 missiles (3 in Turret), LATS PDS (2 in Turret), BC Sparkler (2 in Turret), Heavy Missile XL Bay (Torso) with 10 missiles, Abomination Omega gun in mini turret (2 on Torso), Victimizer FIG (Torso), Flechette Units (one each Front Left/ Right and Rear Left/Right)"

Typical Missiles: Heavy – Strike Eagle-3, Load-4, Cobalt Tensor (SAM); Heavy XL – Eagle's Sting (SAM), FAE-1

Ammunition: PCS Rounds(60), Heavy Missile (80), Heavy Missile XL (30), Cloaking (5 uses), Displacement (5 uses), Flechette (10 charges each Front Left/Right and Rear Left/Right)

Typical Drones: Thud Express (2), Laser Razer, Flux Finisher (2), Arrow Breaker (5), Sensor (5), Decoy (5)

Equipment: Displacement Device, Cloaking Device, and Heavy Cannon Reloader

MIDGE CLASS HOPPER

TL	SC	WGT	L × W × H	CRW	PAS	CARGO
6	13	8 T	7 m × 2 m × 1.4 m	2 (SC 4)	0	1.5 B, 100 kg (SC 3)

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP6	20	20	30	10 days	48/80/1500 (2700 kph)/200

			T	F	FL	FR	R	RL	RR
THR	10	**SI**	1HP	4HP	2HP	2HP	4HP	2HP	2HP
FLUX	5HP	**ABS**	1HP	4HP	2HP	2HP	4HP	2HP	2HP

The Midge class is designed for long-range rapid reconnaissance. SAM missiles must be fired at close range and/or nearly head on because the Midge can outrun missiles fired from too far away.

Crew: 1 Pilot and 1 Sensor Operator, while a P-AI covers defenses and drones

Weapons: N/A

Typical Missiles: N/A

Ammunition: N/A

Typical Drones: Sensor (10), Decoy (4)

Equipment: Mounts a cloaking device and a camouflage unit in addition to the sensor suite. The Turret has room for Sub HMG bays (2) for weapons or PDS.

MOBILE HQ

TL	SC	WGT	L × W × H	CRW	PAS	CARGO
6	13	8 T	7 m × 2 m × 1.4 m	2 (SC 4)	0	1.5 B, 100 kg (SC 3)

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP6	20	20	-30	10 days	48/80/1500 (2700 kph)/200

			T	F	FL	FR	R	RL	RR
THR	10HP	**SI**	1HP	4HP	2HP	2HP	4HP	2HP	2HP
FLUX	100HP	**ABS**	1HP	4HP	2HP	2HP	4HP	2HP	2HP

Mobile Headquarters

This is a mobile headquarters designed to function as a mobile fort. The module is configurable for carrying personnel, a surgery unit and/or a small transport craft.

Crew: Pilot, Gunner

Weapons: Mortician PCS (Turret), Heavy Missile XL Bays with 6 missiles (3 in Turret), LATS PDS (2 in Turret), Abomination Omega (2 in Torso), Victimizer FIG (Torso), Flechette Units (one each Front Left & Right and Rear Left & Right)

Typical Missiles: Heavy – Strike Eagle-3, Load-4, Cobalt Tensor (SAM); Heavy XL – Eagle's Sting (SAM), FAE-1

Ammunition: PCS Rounds (60), Heavy Missile (80), Heavy Missile XL (30), Cloaking (5 uses), Flechette (10 charges each Front Left/Right and Rear Left/Right)

Typical Drones: Thud Express (2), Laser Razer, Flux Finisher (2), Arrow Breaker (5), Sensor (5), Decoy (5)

Equipment: Med Bay for 2 patients to be treated at a time, a small briefing room, pods with room for 8 armored personnel (SC10 with armor) (total of 4 pods, 32 Personnel)

Notes: **Maximum off road speed is 80 kph.**\

ULTRA ARMOR (HUMPTIES)

"Honk if you love excessive firepower."

-Bumper sticker on the side of Ultra Armor in an Arachnid combat zone.

WHY ULTRA ARMOR?

Ultra Armor dates back to Eridani mechanized battle armor from Pre-Alliance times. The first examples Humans saw, which were ancient museum pieces by modern standards, reminded them of Humpty Dumpty from the nursery rhyme. The name Humpty stuck. During the first Arachnid invasion, Human engineers felt no reason to adhere to Eridani codes of battle and developed systems that rivaled tanks in firepower and infantry in mobility. Eridani created the first walker style Ultra Armor. Cizerack developed the first crawlers. Walkers are humanoid shaped and crawlers are four legged, vaguely feline shaped armor.

SUICIDE JOCKEYS

The operator of Ultra Armor is called a "suicide jockey." The jockey is the brain and spinal cord of the armor. When the armor is hit, it usually fails catastrophically. If by some miracle it is merely disabled, a jockey only has seconds to escape before the next round of incoming fire vaporizes the armor. While modern armor does a better job at ejecting jockeys, the nickname has stuck. Each jockey has surgically implanted neural interfaces that are used to transmit commands to the armor.

STANDARD EQUIPMENT FOR ALL HUMPTIES

All Humpties are assumed to come equipped with a Marvin P-AI, Hostile Identification Computer, Command and Control Module, Tac Net, Drone Control, Displacement Calculation, and Damage Control. Typically, a jockey driving a Humpty will preprogram displacement coordinates while awaiting incoming enemies. They may ask the P-AI to select suitable locations while the jockey is closing on the target so that there's always a destination for the Humpty to use to displace.

CUSTOMIZING HUMPTIES

Assume that there is sufficient power and space to swap anything of the same weapon size. For example, a Pulse Combat System (PCS) is a Heavy Cannon. Any PCS can be swapped for any Heavy Cannon Gauss Gun or Omega Combat System. Some Humpties have predefined upgrades that can be added for the purchase price. The only other modification is swapping around drones and ordinance.

VARIANTS

Some Humpties will list Variants, which differ from the standard model and are usually purpose-built to fill a specific combat role.

HUMPTY HIT LOCATIONS

Humpty Locations (Walkers): The standard Ultra Armor hit locations are as follows:

- **Turret or Head (T)**
- **Torso (TS)**
- **Left Arm (LA)**
- **Right Arm (RA)**
- **Left Leg (LL)**
- **Right Leg (RL)**

If the Humpty has four arms, they will be listed as follows:

- **Upper Left Arm (ULA)**
- **Upper Right Arm (URA)**
- **Lower Left Arm (LLA)**
- **Lower Right Arm (LRA)**

The same rules in the Combat chapter for determining which arm is hit on a Phentari or Keen applies to four-armed Humpties.

Humpty Locations (Crawlers): The standard Ultra Armor hit locations are as follows:

- **Turret or Head (T)**
- **Torso (TS)**
- **Front Left Leg (FLL)**
- **Right Right Leg (FRL)**
- **Rear Left Leg (RLL)**
- **Rear Right Leg (RRL)**

HUMPTY COST TABLE

MODEL	MANUFACTURER	OP*	MNT**	COST
Bob	Kowalski Transport Industries	▽1000	▽10,000	▽63,000,000
Centaur	SSDC	▽250	▽2,.500	▽45,000,000
Death Reaver	Orionus Konglomerates & Bonson/Sayers/Vion	▽500	▽5,000	▽62,000,000
Firedrake	SSDC & Balshrom Science Corporation	▽1000	▽10,000	▽82,000,000
Lance	SSDC & Bonson/Sayers/Vion	▽250	▽2,500	▽48,000,000
Macab	Orionus Konglomerates	▽500	▽5,000	▽48,000,000
Scorpion Leopard	Ashland Custom Logistics	▽100	▽1,000	▽9,000,000
Stormfront	Dicken's Incorporated & Raelhavlen Heavy Industries	▽250	▽2,500	▽37,000,000
Striker	Ashland Custom Logistics	▽1000	▽10,000	▽77,000,000
Stump	Eridi-Corp	▽1000	▽10,000	▽72,000,000
Tarantula	Kowalski Transport Industries	▽1000	▽10,000	▽70,000,000

* Daily cost to Operate. ** Monthly Maintenence cost.

MAAPUC 17 "Bob" Ultra Armor

BOB

TL	SC	WGT	L × W × H	CRW	PAS	STR	AGL	DEF
6	17	63 T	7 m × 3 m × 2.4 m	1	0	150 X 12	100	70

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP6	30	30	0	10 days	4/8/110 (396 kph)/30

			T	TS	FLL	FRL	RLL	RRL
THR	16HP	**SI**	8HP	16HP	8HP	8HP	8HP	8HP
FLUX	200HP	**ABS**	3HP	6HP	3HP	3HP	3HP	3HP

The Bob is one of the first human built Humpties, and the human design philosophies are clearly evident. Heavily armored and built around the massive Pulse Combat System, the Bob is essentially a walking tank. It features both a forward-facing missile rack and a rear mounted rack in a vertical-launch orientation. The Bob has a small K-Sat bay and the standard K-Sats serve the dual-purpose as both anti-infantry K-Sats and spotter drones. The Bob is a slow but powerful unit, capable of plodding its way across any terrain – or through any building – unscathed. What it lacks in subtlety, it more than makes up for in armor, Flux, and plasma. The Bob's military designation is the MAAAPUC 17, but everyone just calls it Bob.

Weapons: Mortician PCS (Turret), Heavy Missile Bay with 10 missiles (3 in Turret), Heavy Missile XL Bay with 5 missiles (Turret), LATS PDS (Turret), Valley Green Express (Torso)

Typical Missiles: Heavy – Strike Eagle-3, Load-4, Cobalt Tensor (SAM); Heavy XL – Eagle's Sting (SAM), FAE-1

Ammunition: Heavy Missile (30), Heavy Missile XL (5), PCS rounds (60)

Typical Drones: Cleaner (3), Arrow Breaker (2), Sensor (5), Decoy (5)

Equipment: Heavy Cannon Reloader, Bug Zapper

BOB CRITICAL HIT CHART

1d100	RESULT
TURRET (T)	
01-05	Sensor Array Offline
06-15	Mortician PCS
16-20	Heavy Missile XL Bay
21-30	Heavy Missile Bay
31-40	Heavy Missile Bay
41-50	Heavy Missile Bay
51-60	LATS PDS
61-75	Turret Motor (Turret Frozen, -40 to Attacks w/Turret Weapons)
76-100	Structural Damage
TORSO (TS)	
01-05	Pilot Killed
05-10	Fusion Reactor Offline
11-15	Flux Generator Offline
16-30	Back Up Sensors Offline
31-50	Valley Green Express
51-60	PCS Ammo
61-70	Hvy Cannon Reloader
71-90	Combat K-Sat Bay
91-100	Structural Damage
FRONT LEFT LEG (FLL)	
01-15	Drive System
16-30	Redundant Drive System
31-60	Reserved for Smoke Generators
61-100	Structural Damage
FRONT RIGHT LEG (FRL)	
01-15	Drive System
16-30	Redundant Drive System
31-60	Reserved for Smoke Generators
61-100	Structural Damage
REAR LEFT LEG (RLL)	
01-15	Drive System
16-30	Redundant Drive System
31-60	Reserved for Smoke Generators
61-100	Structural Damage
REAR RIGHT LEG (RRL)	
01-15	Drive System
16-30	Redundant Drive System
31-60	Reserved for Smoke Generators
61-100	Structural Damage

CENTAUR

TL	SC	WGT	L × W × H	CRW	PAS	STR	AGL	DEF
6	16	40 T	7 m × 2.6 m × 2 m	1	0	150 X10	140	60

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP5	40	20	+30	10 days	8/16/135 (486 kph)/40

			T	TS	FLL	FRL	RLL	RRL
THR	9HP	**SI**	4HP	8HP	4HP	4HP	4HP	4HP
FLUX	50HP	**ABS**	3HP	6HP	3HP	3HP	3HP	3HP

The Centaur Humpty is loved by its pilots and by the troops alike. The spacious cockpit for such a small Humpty makes piloting the Ultra Armor a more enjoyable experience than the standard claustrophobic cockpits of other smaller Humpties. The troops love the Centaur for its ability to extend its Flux Shield as a hemispherical dome to cover nearby personnel. Despite its universal appeal to pilots and troops alike, the Ultra Armor's armament is mediocre, though it boasts some respectable armor. It is unique in mounting non-pulse Energy weaponry under the nose: a pair of mini turrets with a combination of a scrambler, a disintegrator, and a FIG on each side of the cockpit. Though originally meant to engage close range infantry, the disintegrators are more often used to clear the way through debris for friendly infantry. The disintegrators are also used to create a trench allowing it to fire from an in defilade position rather than to engage infantry.

Weapons: Hurt Locker 2K (Turret), Heavy Missile Bay with 8 Heavy missiles (Turret), Wicked Crimson (4 in Turret), LATS PDS (Turret), mini turrets with: Pulsar FIG, Chaos Cannon, Rommel (2 in Torso), Flechette Units (1 each Front Leg), Smoke Generators (1 each Front Leg)

Typical Missiles: Strike Eagle-3, Load-4 and Cobalt Tensor (SAM)

Ammunition: Heavy Missile (8), PMG rounds (1000 per Wicked Crimson), Flechette (10 per front leg), Smoke (5 per front leg), Displacement (5 uses)

Typical Drones: Cleaner (2), Sensor (5), Decoy (5)

Equipment: Displacement Device, HMG Reloader

Variants:

Centaur-M: add heavy missile bays with 10 missiles (2 in Torso), a combat drone bay (2 in Torso), and minelayers (1 each rear leg). Increase cost by ▽50,000.

CENTAUR CRITICAL HIT CHART

1d100	RESULT
TURRET (T)	
01-05	Sensor Array Offline
06-15	Hurt Locker 2K
16-20	LATS PDS
21-25	Wicked Crimson
26-30	Wicked Crimson
31-35	Wicked Crimson
36-40	Wicked Crimson
41-60	Turret Motor (Turret Frozen, -40 to Attacks w/Turret Weapons)
61-100	Structural Damage
TORSO (TS)	
01-05	Pilot Killed
06-10	Fusion Reactor Offline
11-15	Displacement Device Offline
16-20	Flux Generator Offline
21-25	Back Up Sensors Offline
26-30	ECM/ECCM Offline
31-35	Combat K-Sat Bay
36-40	Mini Drone Sensor Bay
41-45	Combat K-Sat Bay
46-50	Triple Mount Turret
51-55	Triple Mount Turret
56-60	Pulse MG Ammo
61-65	HMG Reloader
66-70	Reserved for Heavy Missile Bay (10)
71-75	Reserved for Heavy Missile Bay (10)
76-80	Reserved for Combat K-Sat Bay (2)
81-100	Structural Damage
FRONT LEFT LEG (FLL)	
01-20	Drive System
21-30	Flechette System
31-40	Smoke Generator
41-100	Structural Damage
FRONT RIGHT LEG (FRL)	
01-20	Drive System
21-30	Flechette System
31-40	Smoke Generator
41-100	Structural Damage
REAR LEFT LEG (RLL)	
01-20	Drive System
21-40	Reserve for Mine Layer
41-100	Structural Damage
REAR RIGHT LEG (RRL)	
01-20	Drive System
21-40	Reserve for Mine Layer
41-100	Structural Damage

Death Reaver Ultra Armor

DEATH REAVER

TL	SC	WGT	L × W × H	CRW	PAS	STR	AGL	DEF
6	17	67 T	2.4 m × 3 m × 7 m	1	0	150 X11	120	70

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP6	60	40	+20	10 days	3/6/65 (234 kph)/5

			T	TS	ULA	LLA	URA	LRA	LL	RL
THR	7HP	**SI**	3HP	6HP	1HP	1HP	1HP	1HP	3HP	3HP
FLUX	30HP	**ABS**	3HP	6HP	1HP	1HP	1HP	1HP	3HP	3HP

The Death Reaver is a Phentari manufactured Humpty designed to take advantage of the Phentari's four-armed body. The Death Reaver has four arms. The lower two arms end in traditional hands, whereas the upper two have fixed weaponry. In the default configuration, the Death Reaver's fixed weapons are an Omega weapon and armor piercing chain saw. Given the Phentari's penchant for combat that's up close and personal, the Death Reaver is fitted with a wide variety of stealth and cloaking tech, in addition to a long-range displacement device. The default weaponry configurations for the lower arms are a gigantic e-mace and a fluid gun. Optionally, the lower hands can also be equipped with a FIST system to pummel an opponent. There is a small 3-tube Missile Bay located in each side of the torso, and a FIG built into the left side of the torso next to the missile ports.

Weapons: Grave Digger PCS (Turret), Interfon FIG (Torso), Heavy Missile Bays with 3 missiles (2 in Torso), Heavy Missile Bay with 6 missiles (2 in Torso), LATS PDS (Torso), Large Humpty Saw (Upper Left Arm), Pool Filler (Lower Left Arm), Hurt Locker 2K (Upper Right Arm), Large Humpty Energy Mace (Lower Right Arm)

Melee Attacks: Large Humpty Saw ACC: 45; DMG:10d4+60 (-); SI DMG 80; Actions: 1, Large Humpty Energy Mace ACC: 35; DMG: 10d6+80 (-); SI DMG: 5; Actions: 1

Typical Missiles: Strike Eagle-3, Load-4, Cobalt Tensor (SAM)

Ammunition: Heavy Missile (18), PCS rounds (50), Displacement (5 uses), Cloaking (5 uses)

Equipment: Heavy Cannon Reloader

Typical Drones: Cleaner (2), Sensor (5), Decoy (5)

DEATH REAVER CRITICAL HIT CHART

1d100	RESULT
TURRET (T)	
01-05	Sensor Array Offline
06-15	Grave Digger PCS
16-40	Reserved for Heavy Missile XL Bay
41-65	Reserved for Heavy Missile XL Bay
66-80	Turret Motor (Turret Frozen, -40 to Attacks w/Turret Weapons)
80-100	Structural Damage
TORSO (TS)	
01-05	Pilot Killed
06-10	Fusion Reactor Offline
11-15	Flux Generator Offline
16-20	Displacement Device
21-25	Cloaking Device Offline
26-30	Back Up Sensors Offline
31-35	Interfon FIG
36-40	PCS Ammo
41-45	LATS PDS
46-50	Hvy Cannon Reloader
51-55	Heavy Missile Bay (3)
56-60	Heavy Missile Bay (3)
61-70	Heavy Missile Bay (6)
71-80	Heavy Missile Bay (6)
81-90	Reserved for Heavy Missile XL
91-100	Structural Damage
UPPER LEFT ARM (ULA)	
01-15	Arm Hangs Useless
16-30	Large Humpty Saw
30-60	Shoulder Joint (-40 to Attacks w/ This Arm)
61-100	Structural Damage
UPPER RIGHT ARM (URA)	
01-15	Arm Hangs Useless
16-30	Hurt Locker 2K
30-60	Shoulder Joint (-40 to Attacks w/ This Arm)
61-100	Structural Damage
LOWER LEFT ARM (LLA)	
01-15	Arm Hangs Useless
16-30	Pool Filler Fluid Cannon
30-60	Shoulder Joint (-40 to Attacks w/ This Arm)
61-100	Structural Damage
LOWER RIGHT ARM (LRA)	
01-15	Arm Hangs Useless
16-30	Hurt Locker 2K
30-60	Shoulder Joint (-40 to Attacks w/ This Arm)
61-100	Structural Damage
LEFT LEG (LL)	
01-20	Drive System
21-100	Structural Damage
RIGHT LEG (RL)	
01-20	Drive System
21-100	Structural Damage

Fire Drake Ultra Armor

FIRE DRAKE

TL	SC	WGT	L × W × H	CRW	PAS	STR	AGL	DEF
6	18	120 T	8.5 m × 4 m × 3 m	2	0	150 X12	130	80

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP6	75	50	0	10 days	4/8/90 (324 kph)/30 *

			T	TS	FLL	FRL	RRL	RLL
THR	16HP	**SI**	8HP	16HP	8HP	8HP	8HP	8HP
FLUX	100HP	**ABS**	4HP	8HP	4HP	4HP	4HP	4HP

The Cizerack built Fire Drake is unique among Ultra Armor for its twin seat cockpit, which allows the pilots to share driving and gunnery duties. Typically, the rear seat occupant controls the long-range weaponry, sensors, and displacement system. This frees up the pilot to deal with closer threats using the Fire Drake's shorter-range weaponry. The combination of low profile, displacement device, and cloaking device make the "Drake" an excellent tank and Humpty killer. It is capable of maneuvering stealthily into an ideal position to bring its firepower to bear on unsuspecting targets. The dual cockpits are independently armored, and if one pilot is killed or disabled, the other pilot can continue to operate the Drake. The Fire Drake has a decent electronic warfare suite.

Weapons: Gravedigger PCS (Turret), Heavy Missile XL Bay with 10 missiles (4 in Turret), LATS PDS (1 Torso, 1 Turret), Valley Green (Torso), Heavy Missile XL Bay with 20 missiles (2 in Torso), Abomination Omega (2 in Torso), Victimizer FIG (Torso), Flechette Units (1 each Leg)

Typical Missiles: Heavy XL – Eagle's Sting (SAM), FAE-1

Ammunition: PCS Rounds (140), Heavy Missile XL (80), Cloaking (5 uses), Displacement (5 uses), Flechette (10 charges each leg)

Typical Drones: Thud Express (2), Laser Razer, Flux Finisher (2), Arrow Breaker (5), Sensor (5), Decoy (5)

Equipment: Displacement Device, Cloaking Device, Sprint System and Heavy Cannon Reloader

FIRE DRAKE CRITICAL HIT CHART

1d100	RESULT
TURRET (T)	
01-05	Sensor Array Offline
06-15	Grave Digger PCS
16-20	Heavy Missile XL Bay
21-25	Heavy Missile XL Bay
26-30	Heavy Missile XL Bay
31-36	Heavy Missile XL Bay
36-40	LATS PDS
51-60	Valley Green Laser MG
61-75	Turret Motor (Turret Frozen, -40 to Attacks w/Turret Weapons)
76-100	Structural Damage (No Component Hit)
TORSO (TS)	
01-05	Pilot Killed
06-10	Gunner Killed
11-15	Fusion Reactor Offline
16-20	Flux Generator Offline
21-25	Cloaking System Offline
26-30	Displacement Device Offline
31-35	Back Up Sensors Offline
36-40	Heavy Missile Bay
41-45	Heavy Missile XL Bay
46-50	Victimizer FIG
51-55	1 Abomination
56-60	PCS Ammo
61-70	LATS PDS
71-80	Hvy Cannon Reloader
81-90	Battle K-Sat Bay
91-100	Structural Damage
FRONT LEFT LEG (FLL)	
01-30	Drive System
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage
FRONT RIGHT LEG (FRL)	
01-30	Drive System
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage
REAR LEFT LEG LEG (RLL)	
01-30	Drive System
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage
REAR RIGHT LEG (RRL)	
01-30	Drive System
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage

LANCE

TL	SC	WGT	L × W × H	CRW	PAS	STR	AGL	DEF
6	16	43 T	2 m × 2.5 m × 6.5 m	1	0	150 X10	130	60

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP6*	50	50	+20	10 days	5/10/74 (266 kph)/10

			T	TS	LA	RA	LL	RL
THR	5HP	**SI**	3HP	6HP	3HP	3HP	3HP	3HP
FLUX	30HP	**ABS**	3HP	6HP	3HP	3HP	3HP	3HP

The Lance is a fire-support Humpty. Small enough to find cover in urban or hilly terrain, the Lance is capable of hurling direct and indirect fire at an enemy. The large, flat head of the Lance, in addition to housing the pilot, also serves as a forward facing sensor emitter. There are additional sensors on each shoulder to provide 360-degree sensor coverage. The Lance is equipped with an excellent electronic warfare suite and sensor package. Its Command-and-Control and drone handling capabilities are also excellent.

Weapons: Grave Digger PCS (Turret), Heavy Missile Bay with 10 Heavy missiles (Turret), LATS PDS (Turret), BC Bell Ringer (Right Arm)

Typical Missiles: Strike Eagle-3, Load-4 and Cobalt Tensor (SAM)

Ammunition: Heavy Missiles (10), 180 mm rounds (60), PCS rounds (20), Displacement (5 uses)

Typical Drones: Cleaner (2), Sensor (5), Decoy (5)

Equipment: Displacement Device (Torso), Heavy Cannon Reloader

LANCE CRITICAL HIT CHART

1d100	RESULT
TURRET (T)	
01-05	Sensor Array Offline
06-10	Grave Digger PCS
11-30	Heavy Missile Bay
31-50	LATS PDS
51-70	Turret Motor (Turret Frozen, -40 to Attacks w/Turret Weapons)
71-100	Structural Damage
TORSO (TS)	
01-05	Pilot Killed
06-10	Fusion Reactor Offline
11-15	Displacement Device Offline
16-20	Flux Generator Offline
31-40	Backup Sensors Offline
41-60	PCS Ammo
61-70	Hvy Cannon Reloader
71-80	Mini K-Sat Bay
81-100	Structural Damage
LEFT ARM (LA)	
01-05	Arm Hangs Useless
06-25	Reserved for BC-Bell Ringer
26-45	Reserved for Gauss Cannon Ammo
46-60	Shoulder Joint (-40 to Attacks w/ This Arm)
61-100	Structural Damage
RIGHT ARM (RA)	
01-05	Arm Hangs Useless
06-25	BC-Bell Ringer
26-45	Gauss Cannon Ammo
46-60	Shoulder Joint (-40 to Attacks w/ This Arm)
61-100	Structural Damage
LEFT LEG (LL)	
01-30	Drive System
31-100	Structural Damage
RIGHT LEG (RL)	
01-30	Drive System
31-100	Structural Damage

Macab Ultra Armor

MACAB

TL	SC	WGT	L × W × H	CRW	PAS	STR	AGL	DEF
6	17	41 T	2.4 m × 3 m × 7 m	1	0	150 X11	120	70

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP6	40	40	+30	10 days	5/10/65 (234 kph)/5

			T	TS	LA	RA	LL	RL
THR	5HP	**SI**	3HP	6HP	3HP	3HP	3HP	3HP
FLUX	100HP	**ABS**	3HP	6HP	3HP	3HP	3HP	3HP

The Macab was designed to be an inexpensive Humpty, while still being capable of dishing out a lot of firepower. It also retains the ability to rapidly cross a battlefield and move to where it is needed. The trade-off is the Macab is lightly armored and has precious little ammunition for ballistic, Pulse, and missile weaponry. The designers were true to their word though, and the Macab is capable of dishing out enough firepower to take out Humpties that significantly out mass it, but only once. The Macab is equipped with a Turret mounted PCS, two rail guns, and two 4-tube missile pods slung under each shoulder. There has been discussion of replacing the rail guns with lasers in newer variants.

Weapons: Grave Digger PCS (Turret), LATS PDS (Torso), Abomination Omega Weapon (Torso), Victimizer FIG (Torso), MARS 180 (1 each arm) and Heavy Missile XL Bay with 4 missiles (1 each arm)

Typical Missiles: Strike Eagle-3, Load-4, Cobalt Tensor (SAM)

Ammunition: Heavy Missile XL (8), Gauss 180 mm rounds (20), PCS rounds (60)

Typical Drones: None in factory standard but with optional upgrades: Cleaner (2), Sensor (5), Decoy (5)

Equipment: Heavy Cannon Reloader

CRITICAL HIT CHART

1d100	RESULT
TURRET (T)	
01-05	Sensor Array Offline
06-15	Grave Digger PCS
16-50	Hvy Cannon Reloader
51-75	Turret Motor (Turret Frozen, -40 to Attacks w/Turret Weapons)
75-100	Structural Damage
TORSO (TS)	
01-05	Pilot Killed
06-10	Fusion Reactor Offline
11-15	Flux Generator Offline
16-20	Back Up Sensors Offline
21-30	Reserved for Cloaking Device
31-40	Victimizer FIG
41-50	Abomination
61-60	PCS Ammo
61-70	LATS PDS
81-100	Structural Damage
LEFT ARM (LA)	
01-05	Arm Hangs Useless
06-15	Heavy Missiles XL Bay
16-35	BC-Bell Ringer
36-45	Gauss Cannon Ammo
46-60	Shoulder Joint (-40 to Attacks w/ This Arm)
61-100	Structural Damage
RIGHT ARM (RA)	
01-05	Arm Hangs Useless
06-15	Heavy Missiles XL Bay
16-35	BC-Bell Ringer
36-45	Gauss Cannon Ammo
46-60	Shoulder Joint (-40 to Attacks w/ This Arm)
61-100	Structural Damage
LEFT LEG (LL)	
01-20	Drive System
21-40	Reserve for Mine Layer
41-100	Structural Damage
RIGHT LEG (RL)	
01-20	Drive System
21-40	Reserve for Mine Layer
41-100	Structural Damage

SCORPION LEOPARD

TL	SC	WGT	L × W × H	CRW	PAS	STR	AGL	DEF
6	14	18 T	5 m × 2 m × 1.8 m	1 (SC 6)	0	150 X8	150	50

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP6	30	40	+50	10 days	12/24/230 (828 kph)/80

			TU	TS	FLL	FRL	RLL	RRL
THR	3HP	**SI**	2HP	4HP	2HP	2HP	2HP	2HP
FLUX	20HP	**ABS**	2HP	4HP	2HP	2HP	2HP	2HP

Designed for urban combat the Scorpion Leopard is one of the fastest and most agile Humpties on the market today. Its unique foot design allows it to adhere to smooth surfaces, which gives it the ability to rapidly accelerate whether on tarmac or rubble. In addition, the Humpty is capable of folding its missile racks and antenna down, which allows it to enter buildings through loading docks and wide hallways. Equipped with a sound-dampening system, the Scorpion Leopard can stalk its enemies or lie in wait. The most notable feature of the Scorpion Leopard is its tail, which is where it gets its name. The tail is equipped with a retractable plasma spike that can be used for skewering armored personnel or lightly armored vehicles. In addition, the tail also functions as a sensor boom allowing the Humpty to get line of sight views of enemies without exposing its body. The nose of the Humpty and the tail are equipped with micro-manipulators, which allow it to open doors and operate controls meant for personnel without the pilot having to exit the Ultra Armor. The unit is equipped with an optional cloaking device and electrical-discharge anti-personnel surface coating.

Weapons: Valley Green (Turret), Reflex Missile Bays with 20 missiles each (2 in Turret), LATS PDS (Turret), Chainsaw Lightning (Torso), Plasma Spear (Torso/Tail), Claw (Torso/Tail)

Melee Attacks: Plasma Spear ACC: 50; DMG: 10d4+40 (-); SI DMG: 10; Actions: 1, Claw ACC: 35; DMG 10d4+40; SI DMG: 60; Actions: 1

Typical Missiles: Sabot, Mirv-System and Saylon

Typical Drones: Cleaner (1) that can also function as a disintegrator PDS (Full: 2)

CRITICAL HIT CHART

1d100	RESULT
TURRET (T)	
01-10	Sensor Array Offline
11-20	LATS PDS
21-30	Reflex Missile Bay
31-40	Reflex Missile Bay
41-50	Combat K-Sat Bay
51-60	Valley Green Laser MG
61-70	Turret Motor (Turret Frozen, -40 to Attacks w/Turret Weapons)
71-100	Structural Damage
TORSO (TS)	
01-10	Pilot Killed
11-20	Fusion Reactor Offline
21-30	Back Up Sensors Offline
31-40	Chainsaw Lightning
41-50	Chainsaw Lightning Ammo
51-60	Tail Plasma Spear
61-70	Tail Claw
71-100	Structural Damage
FRONT LEFT LEG (FLL)	
01-30	Drive System
31-60	Sprint System
61-100	Structural Damage
FRONT RIGHT LEG (FRL)	
01-30	Drive System
31-60	Sprint System
61-100	Structural Damage
REAR LEFT LEG (RLL)	
01-30	Drive System
31-60	Sprint System
61-100	Structural Damage
REAR RIGHT LEG (RRL)	
01-30	Drive System
31-60	Sprint System
61-100	Structural Damage

STORMFRONT

TL	SC	WGT	L × W × H	CRW	PAS	STR	AGL	DEF
6	16	45 T	2 m × 2.5 m × 6.5 m	1	0	150 X12	130	60

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP5*	100	50	+20	10 days	5/10/74 (266 kph)/10

			T	TS	FLL	FRL	RLL	RRL
THR	9HP	**SI**	4HP	8HP	4HP	4HP	4HP	4HP
FLUX	100HP	**ABS**	3HP	6HP	3HP	3HP	3HP	3HP

The Stormfront Ultra Armor was designed to engage enemy armored personnel and vehicles at short to medium ranges. Its claw-like manipulators are capable of ripping apart light armored vehicles, and its short-range cannons and medium range missiles are designed to pummel more heavily armored vehicles into scrap. The Stormfront is feared by enemy combatants because of how difficult it is to destroy or debilitate. The thing is designed to just keep coming. It is, however, loathed by its pilots because of its form-fitting and cramped cockpit. The Stormfront is equipped with a variety of hidden and automated anti-personnel weaponry. This allows the pilot to focus of taking out the big threats, while the onboard computer dispatches any infantry foolish enough to close the distance with the Humpty. Unfortunately for enemy infantry, the Stormfront's short-range sensors are remarkably good at sniffing out grunts – even in urban war zones. The Stormfront got its nickname because of pilots' tendency to use the smoke generator for cover while using its sensors to maneuver through the man-made fog.

Weapons: Hurt Locker (Turret), Heavy Missile Bay with 12 missiles (Turret), Heavy Missile reserve of 12 Missiles (Turret), LATS PDS (Turret), Claw (Left Arm), Claw (Right Arm), Flechette Unit (Left Leg) and a Flechette Unit (Right Leg)

Melee Attacks: Claw ACC: 35; DMG 10d4+40; SI DMG: 60; Actions: 1.

Typical Missiles: Strike Eagle-3, Load-4 and Cobalt Tensor (SAM)

Ammunition: Heavy Missiles (24), Displacement (5 uses), smoke (5 uses each leg), flechette unit (5 uses each leg)

Typical Drones: Cleaner (2), Sensor (5), Decoy (5)

Equipment: Displacement Device (Torso), Smoke Generator (Left Leg), Smoke Generator (Right Leg)

* The sensors are calibrated to the smoke this unit emits and can see through it for 50 m.

CRITICAL HIT CHART

1d100	RESULT
TURRET (T)	
01-10	Sensor Array Offline
11-20	Hurtlocker 2K
21-30	Heavy Missile Bay
31-40	Internal Missile Storage
41-50	LATS PDS
51-60	Turret Motor (Turret Frozen, -40 to Attacks w/Turret Weapons)
61-70	Turret Motor (Turret Frozen, -40 to Attacks w/Turret Weapons)
71-100	Structural Damage
TORSO (TS)	
01-05	Pilot Killed
06-10	Fusion Reactor Offline
11-15	Displacement Device Offline
16-20	Flux Generator Offline
31-40	Back Up Sensors Offline
41-50	ECM/ECCM Systems (1st time 50/25, 2nd time destroyed)
61-60	Combat K-Sat Bay
61-70	Mini K-Sat Bay
71-100	Structural Damage
FRONT LEFT LEG (FLL)	
01-05	Arm Hangs Useless
06-20	Extra Muscles (STR 150 X10)
21-40	Shoulder Joint (-40 to Attacks w/ This Arm)
41-60	Ripper Claw
61-100	Structural Damage
FRONT RIGHT LEG (FRL)	
01-05	Arm Hangs Useless
06-20	Extra Muscles (STR 150 X10)
21-40	Shoulder Joint (-40 to Attacks w/ This Arm)
41-60	Ripper Claw
61-100	Structural Damage
REAR LEFT LEG (RLL)	
01-30	Drive System
31-40	Flechette Unit
41-50	Smoke Generator
31-100	Structural Damage
REAR RIGHT LEG (RRL)	
01-30	Drive System
31-40	Flechette Unit
41-50	Smoke Generator
31-100	Structural Damage

STRIKER

TL	SC	WGT	L × W × H	CRW	PAS	STR	AGL	DEF
6	18	125 T	8.5 m × 4 m × 3 m	1	0	150 X12	130	80

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP6	65	40	0	10 days	4/8/90 (324 kph)/30 *

			T	TS	FLL	FRL	RLL	RRL
THR	12HP	**SI**	6HP	12HP	6HP	6HP	6HP	6HP
FLUX	100HP	**ABS**	4HP	8HP	4HP	4HP	4HP	4HP

The wheeled Striker is a fast assault Ultra Armor equipped with a Turret-mounted long-range "Sniper" Pulse weapon and twin rail guns. The Turret on the Striker is capable of rising on an extendable boom, allowing it to shoot from behind cover without exposing the Ultra Armor. Two shoulder-mounted missile racks supplement the Striker's long-range firepower, though these can be replaced with two arms providing a truly bizarre looking profile. The wheels allow the Striker the move rapidly on flat surfaces. Armored pads protect the wheels from enemy fire but can be rolled down to serve as traction pads when walking on rough or uneven surfaces. The Striker is equipped with a massive communications and electronic warfare suite, as evidenced by the huge antennas that dot the surface of the armor. The Striker is capable of functioning as a forward observer for orbital attacks. The Striker is equipped with an internal bay capable of carrying troops or anti-vehicle mines. A deployment hatch on the underside of the Striker allows it to disgorge the trooper or mines as needed.

Weapons: Mortician PCS (Turret), Heavy Missile XL Bay with 5 missiles (Turret), BC Sparkler (Turret), LATS PDS (1 Torso, 1 Turret), BC Bell Ringer (2 in Torso), Abomination Omega (Torso), Victimizer FIG (Torso)

Typical Missiles: Heavy XL – Eagle's Sting (SAM), FAE-1

Ammunition: Heavy Missile XL (5), Gauss 220 mm (20 each cannon), PCS rounds (50), Displacement (5 uses), Cloaking (5 uses).

Typical Drones: Thud Express (2), Laser Razer, Flux Finisher (2), Arrow Breaker (5), Sensor (5), Decoy (5)

Equipment: Displacement Device, Cloaking Device, transport for 8 (SC 10) armored personnel, Heavy Cannon Reloader

Notes: On roads the wheels can be deployed. When deployed movement becomes 5/10/120(432 kph)/30, the movement is considered to be wheeled movement.

Striker Ultra Armor

STRIKER CRITICAL HIT CHART

1d100	RESULT
TURRET (T)	
01-05	Sensor Array Offline
06-15	Grave Digger PCS
16-45	Heavy Missile XL Bay
46-55	BC Sparkler
56-65	LATS PDS
66-75	Valley Green Laser MG
76-100	Structural Damage
TORSO (TS)	
01-05	Pilot Killed
06-10	Gunner Killed
11-15	Fusion Reactor Offline
16-20	Flux Generator Offline
21-25	Cloaking System Offline
26-30	Displacement Device Offline
31-35	Back Up Sensors Offline
36-40	Heavy Missile Bay
41-45	Heavy Missile XL Bay
46-50	Victimizer FIG
51-55	1 Abomination
56-60	PCS Ammo
61-70	LATS PDS
71-80	Hvy Cannon Reloader
81-90	Battle K-Sat Bay
91-100	Structural Damage
FRONT LEFT LEG (FLL)	
01-30	Drive System
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage
FRONT RIGHT LEG (FRL)	
01-30	Drive System
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage
REAR LEFT LEG (RLL)	
01-30	Drive System
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage
REAR RIGHT LEG (RRL)	
01-30	Drive System
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage

Stump Ultra Armor

STUMP

TL	SC	WGT	L × W × H	CRW	PAS	STR	AGL	DEF
6	18	92 T	3 m × 4 m × 8.5 m	1	0	150 X12	130	80

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP6	60	50	+10	10 days	4/8/50 (180 kph)/4

			T	TS	LA	RA	LL	RL
THR	12HP	**SI**	6HP	12HP	6HP	6HP	6HP	6HP
FLUX	100HP	**ABS**	4HP	8HP	4HP	4HP	4HP	4HP

This Eridani-made Humpty is built around the massive plasma sword integrated into the right arm. It lacks a left arm, which is why the troops gave it the nickname Stump. The Eridani name for the vehicle is actually the Ishin Bann, which translates roughly to "All that I need." The unit is fast and incredibly agile for its size. The unit features two shoulder mounted Pulse weapons. The spot where the left arm would be is occupied by two massive FIGs and two 12-tube missile racks. The FIGs and missiles are designed to keep an opponent occupied and to weaken their Flux shield as the Stump moves into sword range. Mounted immediately under the cockpit is a hidden harpoon, which can be used to impale and reel in opponents who try to flee once the Stump starts hacking them to pieces. A two-armed variant is available, which replaces the missile racks and two FIGs with another sword arm – identical to the right.

Weapons: Hurt Locker 2K (Turret), Heavy Missile Bay with 8 missiles (Turret), LATS PDS (Turret), Harpoon System (Torso), Heavy Missile XL Bay with 12 missiles each (2 in Left Arm), Interfon FIG (2 in Left Arm), Large Humpty Plasma Sword (Right Arm), Flechette Unit (each Leg)

Melee Attacks: Plasma Sword ACC: 35; DMG 10d6+80; SI DMG: 40; Actions: 1

Typical Missiles: Heavy – Strike Eagle-3, Load-4, Cobalt Tensor (SAM); Heavy XL – Eagle's Sting (SAM), FAE-1

Ammunition: Heavy Missile XL (16), Flechette rounds (10 each leg), Smoke (5 each leg), Displacement (5 uses), Sprint (10 Combat Rounds of use)

Typical Drones: Cleaner (3), Arrow Breaker (2), Sensor (5), Decoy (5)

Equipment: Displacement Device, Sprint System and Smoke Generators (1 each leg)

CRITICAL HIT CHART

1d100	RESULT
TURRET (T)	
01-05	Sensor Array Offline
06-15	Hurt Locker 2K
16-45	Heavy Missile Bay
46-70	LATS PDS
71-85	Turret Motor (Turret Frozen, -40 to Attacks w/Turret Weapons)
86-100	Structural Damage
TORSO (TS)	
01-05	Pilot Killed
06-10	Fusion Reactor Offline
11-15	Flux Generator Offline
16-20	Displacement Device
21-30	Back Up Sensors Offline
31-50	Valley Green Express
51-60	Harpoon System
61-70	Mini Drone Sensor Bay
71-90	Combat K-Sat Bay (2) Bay
91-100	Structural Damage
LEFT ARM (LA)	
01-05	Arm Hangs Useless
06-15	LR Heavy Missiles
16-25	LR Heavy Missiles
26-35	Interfon FIG
36-45	Interfon FIG
46-60	Shoulder Joint (-40 to Attacks w/ This Arm)
61-100	Structural Damage
RIGHT ARM (RA)	
01-15	Arm Hangs Useless
16-30	Huge Plasma Sword
31-60	Shoulder Joint (-40 to Attacks w/ This Arm)
61-100	Structural Damage
LEFT LEG (LL)	
01-15	Drive System
16-30	Redundant Drive System
31-40	Sprint System
41-50	Flechette System
51-60	Smoke Generator
61-100	Structural Damage
RIGHT LEG (RL)	
01-15	Drive System
16-30	Redundant Drive System
31-40	Sprint System
41-50	Flechette System
51-60	Smoke Generator
61-100	Structural Damage

TARANTULA

TL	SC	WGT	L × W × H	CRW	PAS	STR	AGL	DEF
6	18	131 T	8.5 m × 4 m × 3 m	1	0	150 X12	150/	80

SEN	ECM	ECCM	HAND	END	A/B/MAX/DMGD MAX
SP6	30	30	+40	10 days	6/10/90 (324 kph)/40

			T	TS	FLL	FRL	RLL	RRL
THR	12HP	**SI**	6HP	12HP	6HP	6HP	6HP	6HP
FLUX	100HP	**ABS**	4HP	8HP	4HP	4HP	4HP	4HP

The Tarantula is the Humpty equivalent of a gunship. It is lightly armored, fast, very maneuverable, and bristling with weaponry. The rear mounted missile pods provide the Tarantula with a seemingly endless supply of missiles, and its twin rotary barrel rail guns are capable of throwing a truly impressive amount of metal downrange in short order. Mounted underneath the missile pods are two giant A-Grav emitters, which double as gravitic thrusters. These give the Tarantula its amazing agility and jumping ability. The dorsal mounted grav-shear gun, nestled between the missile pods, usually proves to be a very unpleasant surprise for anything that wanders too close. The entire cockpit is capable of being used as a short-range shuttle in the event the Humpty has to be abandoned.

The CNC and HIC capacity on the Tarantula is impressive, and when working in groups, these Humpties can give a whole new meaning to pain for enemy armor. The Tarantula gets a lot of flak (no pun intended) in its default configuration for its limited AMS capabilities, primarily relying on its rabbit-like agility to bounce out of the way of enemy fire.

The missile pods can be detached and replaced with mission-specific pods. There are personnel transport pods, electronic warfare pods, theater defense (AMS) pods, long-range missile pods, and improved sensor pods. Word is the manufacturer is also working on an urban-combat, stealth variant. Perhaps more terrifying, the rumor mill has been passing word of a drone-swarm pod.

Weapons: Grave Digger PCS (Turret), Heavy Missile Bay with 8 missiles (4 in Turret), Heavy Missile XL Bay with 5 missiles (Turret), BC Sparkler (Turret), LATS PDS (Turret), Heavy missile reserve of 32 missiles (Torso), LATS PDS (Torso), Abomination Omega (Torso), Victimizer FIG (Torso), Heavy Missile XL Bay with 10 missiles each (2 in Torso), Chainsaw Lightning (2 in Torso), Flechette System (each Leg)

Typical Missiles: Heavy – Strike Eagle-3, Load-4, Cobalt Tensor (SAM); Heavy XL – Eagle's Sting (SAM), FAE-1

Ammunition: Heavy Missile (64), Heavy Missile XL (25), PCS rounds (60), Chainsaw Lightning rounds per gun (500 each gun), Flechette rounds (10 each leg), Displacement (5 uses), Cloaking (5 uses)

Typical Drones: Thud Express (2), Laser Razer, Flux Finisher (2), Arrow Breaker (95), Sensor (5), Decoy (5)

Equipment: Displacement Device, Cloaking Device, Heavy Cannon Reloader, Heavy missile reserve in Turret pods (32), Sprint System, Escape Shuttle Skimmer

Notes: The Tarantula also has a mini shuttle for a cockpit. Treat as a skimmer with movement of 10/20/120/10 and 300 km range.

CRITICAL HIT CHART

1d100	RESULT
TURRET (T)	
01-05	Sensor Array Offline
06-15	Grave Digger PCS
16-20	Heavy Missile Bay
21-25	Heavy Missile Bay
26-30	Heavy Missile Bay
31-35	Heavy Missile Bay
36-40	Heavy Missile XL Bay
41-45	Grav Shear
46-50	LATS PDS
51-70	Heavy Missile Reserve
71-100	Structural Damage (No Component Hit)
TORSO	
01-05	Pilot & Mini Shuttle
06-10	Fusion Reactor Offline
11-15	Flux Generator Offline
16-20	Cloaking System Offline
21-25	Displacement Device Offline
26-30	Back up Sensors Offline
31-35	A-Grav Emitters (AGL drops to 100 & Handling score becomes 0)
36-40	Heavy Missile XL Bay
41-45	Victimizer FIG
46-50	Abomination
51-55	PCS Ammo
56-60	LATS PDS
61-65	1 Chainsaw Lightning
66-70	Heavy Missile Reserve
71-80	Hvy Cannon Reloader
81-90	Battle K-Sat Bay
91-100	Structural Damage
FRONT LEFT LEG	
01-30	Drive System
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage
FRONT RIGHT LEG	
01-30	Drive System
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage
REAR LEFT LEG	
01-30	Drive System
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage
REAR RIGHT LEG	
01-30	Drive System
31-40	Sprint System
41-60	Flechette System
61-100	Structural Damage

Tarantula Ultra Armor

CHAPTER 10.0

SPACECRAFT

The spacecraft combat system included in this book is not meant to be a full-fledged, tabletop, space combat simulator. There simply wouldn't be enough room in this book for that. More importantly, that's not the focus of Battlelords. The space combat rules presented here are designed to keep the emphasis on the characters, their actions, and how those actions affect the outcome of the game. The space combat system closely mimics vehicle combat, which in turn mimics armored combat. Whether you're driving a skimmer or flying an Eridani War Cruiser, the focus of the game is always the characters. Don't let spaceships replace the team dynamic.

Gravitic Plating

All Alliance-made vessels feature gravitic plating that pulls everything towards the deck with 1g of gravity. In essence, the deck of a ship will always function as the floor as long as the ship has power.

SPACECRAFT IN COMBAT

Just as with terrestrial combat, in space combat, the opponents will start the battle at a certain distance apart, as determined by the Game Master. If a ship is accelerating, braking, has its Flux Shield up, or is actively scanning the area, its location will be immediately apparent. If the ship is using its ECM suite, you'll know it's in the area, but you won't necessarily know where. Ships that are stealthy may be able to get quite close before they're spotted. Sensor scans will be required to determine exactly what kind of ship you are dealing. The same also holds true for your ship. Sometimes "going dark" and shutting off your engines, Flux, EWS, and active sensors is the best way to survive an encounter. At other times, you may be able to make it to the safety of a nearby planet before the ship closes the distance. Assuming you can't hide or get to safety, your only other options are to close the distance and attack or run.

If you run and the other ship is faster, it will always catch you. All you're doing by running is buying your navigator time to get the Faster-than-Light (FTL) navigation programed into the computer. Unfortunately, programming the drive takes time, and the more complicated your course the more difficult you will be to follow. It's therefore in your best interest to make sure the FTL route is a complex one, which takes even more time to program.

At the point of first contact, the GM will provide description of the ship's class, speed, and direction. The GM will also tell you if the ship is using its Flux, active sensors, and/or ECM. The GM will also provide some sense of the "terrain." Is it in open space or near a planet, star base, or ship graveyard? Is there an asteroid field or ion storm nearby? Assuming the faster ship(s) decide to close the distance and attack, the GM may allow for some role playing before setting the ships at the edge of attack range. i.e., Space Range Bracket 8 (SB 8)

ORDER OF EVENTS

Because the characters are working cooperatively to operate a machine, the order of their Actions is much more important. You will find yourself holding your Initiative far more often than in personnel combat. When fighting on a battlefield, if you hit the Sau-Bau with your rifle before your teammate does, it won't matter much. However, shooting before the pilot shakes up a boarding party is vital, just as is waiting to shoot until your electronic warfare & sensors (EW&S) operator cuts through the enemy countermeasures. If your EW&S operator cancels out the opponent's ECM, but the opposing EW&S operator acts before your gunner, they may have their ECM back up and running before your gunner fires. In that case, it may make more sense for your EW&S operator to hold their Initiative until after the opposing EW&S acts.

ORDER OF EVENTS
1. Ship Movement (fastest to slowest)
2. Character Actions (In order of Initiative, from lowest to highest)
3. Missiles fired last Combat Round impact
4. End of Combat Round, Cycle Repeats

The order of events in space combat is as follows: First, ship movement occurs, starting with the fastest ship and ending with the slowest ship. Second, the characters (both players and their opponents) take their actions in order for their Initiative, from lowest to highest as normal. If the engineer boosts the ship's Flux Recharge rate, add the additional points to the ship's Flux Shield Strength now. Attacks made by the characters, whether inside or outside the ship, are resolved during their Initiative, unless the weapon description states otherwise (timed grenade, missile, etc.). Finally, missiles that were fired during the last Combat Round, but not shot down, reach their targets. At this point, the Combat Round ends, and the cycle repeats.

TIME TO INTERCEPT

The slowest ship is the center of the action, and the other ships are attempting to close the distance to it. Conceptually, imagine a movie sequence where the camera is on the slowest ship and the enemy ships are swooping in. The action is always relative to that slow ship. Movement is purely in terms of Closing Speed. Only ships faster than the slowest ship have a Closing Speed, and therefore, are the only ships to move.

When dealing with two ships there are two scenarios. Scenario one is that one ship is chasing the other. Scenario two is that the ships are approaching each other. In either case, the ships will start at a specified distance apart, which defines in what Space Range Bracket (SB #) they are. What we want to know is how long it takes the ships to close that distance and move into a lower (closer) range bracket.

SCENARIO ONE: PURSUIT

When one ship is chasing another, subtract the Space Accel of the slower ship from the Space Accel of the faster ship. This is the Closing Speed. For every point of Closing Speed, the faster ship will reduce the Space Range Bracket number by 1 each Combat Round.

Closing Speed = Current Space Accel of Faster Ship – Current Space Accel of Slower Ship.

EXAMPLE: A loaded down freighter with Current Space Accel of 1 is being chased by a pirate with Current Space Accel of 3. The distance between the two ships places them in Space Range Bracket 3. The Closing Speed is 2 (3 - 1 = 2) so the pirate ship reduces the Range Bracket number by the Closing Speed of 2. Since the ships were in Space Range Bracket 3, which is reduced by the Closing Speed of 2, at the end of the Ship Movement segment, the ships will be in Space Range Bracket 1.

SCENARIO TWO: SHIPS APPROACHING EACH OTHER

When the ships are approaching each other, it is handled in exactly the same manner as detailed above. However, this time you add the ship's Current Accel scores, rather than subtract them, to determine the Closing Speed. If the ships pass each other and you aren't using miniatures, assume that the approaching ship turns to become a pursing ship and for one Combat Round matches speeds with the slower ship.

EXAMPLE: Let's assume a freighter with Current Space Accel of 1 and a rescue ship with a Current Space Accel of 4 are headed toward each other. They start in Space Range Bracket 7. The Closing Speed is 5 (4 + 1 = 5) so the rescue ship reduces the Range Bracket number by the Closing Speed of 5. Since the ships were in Space Range Bracket 7, which is reduced by the Closing Speed of 5, at the end of the Combat Round the ships will be in Space Range Bracket 2.

More than Two Ships

In theory with three ships, one ship could be pursuing and the other attacking from the front. You'll need to keep track of the range brackets for each ship. The same rules will still apply. For each ship that is faster than the slow ship, ignore all other ships and calculate the Closing Speed just like there's only a pair of ships. Note that even if there are two ships at the same Range Bracket (e.g., SB 2), they can't collide. Space is really big.

Closing from an Angle

If a ship is approaching a fleeing vessel from an angle during a chase, rather than from directly behind the other ship, it won't take it as long to close the gap. In this case, the GM can apply a +1 or +2 to the Closing Speed to represent the fact that coming at the running ship from the side is faster than coming to the stern.

If the change in range brackets ever results in a 0, the ships are still considered to be at SB 1. They don't collide. They are also considered to be nearly on top of each other. Give the pilot at the Helm on the faster ship a +40 bonus to match speeds with the slower ship. It is possible to overshoot your target if you're going too fast. If you end up with a negative value for your Range Bracket, it becomes a positive, and just indicates your new Space Range Bracket.

EXAMPLE: Our space freighter with Current Space Accel of 1 and a salvage ship with a Current Space Accel of 3 are headed toward each other. They start in Space Range Bracket 3. The Closing Speed is 4 (3 + 1 = 4), so the freighter reduces the Range Bracket number by the Closing Speed of 4. Since the ships were in SB 3, they end the Combat Round in SB -1. The negative Range Bracket number means the ships have passed by each other. We change this -1 to a positive 1, and determine that they are now in Space Range Bracket 1 and accelerating away from each other. That freighter better turn quickly!

Using a Grid

If you want a better picture of where the ships are in relation to each other, you can use paper with a square grid or hex grid to track the location and movement of the vessels. Because of the distances and speeds involved and the resulting number of squares or hexes you'll need, we suggest using a grid with 1 cm sized squares or hexes, rather than the larger 25 mm squares or hexes. Note that given the amount of movement, you'll want to reposition ships (and any terrain) by the same amount in the same direction. E.g., move everything 2 squares/cm/business cards left and 2 down.

RUNNING THE SHIP: CREW STATIONS

To operate a ship, members of the crew must be at a Crew Station. Crew Stations are configured to control a particular function of the ship. There's a crew station for the pilot and a crew station for the engineer and so on. If you have the proper access code, you can configure a Crew Station to control whatever function you'd like. Usually the captain and the engineer have the codes to access the functions they want. Other characters, particularly in the military, may only have access to the controls and functions for which they are trained.

Characters manning a station will have a specific set of Actions they can perform based on how the station is configured. Players can also choose to move to a different station or use their Actions to perform tasks unrelated to operating their Crew Station, such as shooting boarders or performing first aid. Any Action taken at a crew station requires ALL Actions.

The main Crew Station configurations are: Helm, Engineering, Electronic Warfare & Sensors (EW&S), Weapons, and the Captain's Station. Players operating the Helm Crew Station have control of the ship's direction, speed, and FTL systems. The Engineering Crew Station manages power and the ship's Flux Shields. The Weapons Crew Station allows the operator to aim and fire a ship's weapon or weapons. The Captain's station allows the operator to perform Actions that are available to any other station.

Crew Station configurations can not be duplicated, except for the Weapon Crew Stations and the Captain's station, which has the ability to duplicate any Crew Station configuration. Moving to a different Crew Station *in the same compartment*, requires All Actions, unless the GM states otherwise. Some Crew Stations are farther apart than others.

CREW STATION ACTIONS (BASED ON CONFIGURATION)

Any action taken at a Crew Station requires ALL Actions unless stated otherwise.

HELM CONFIGURATION

HELM ACTIONS

PILOTING DIFFICULTY	CHANGE SPEED	CHANGE DIRECTION	EVASIVE ACTION / SHAKE UP BOARDERS
0	Max Accel or Brake	-	-
-30	Max Accel or Brake with +1 Boost	Banked Turn	-10
-60	Max Accel or Brake with +2 Boost	Hard turn	-20
-90	Max Accel or Brake with +3 Boost	-	-30
-120	Max Accel or Brake with +4 Boost	-	-40

* Attack Modifier applies to both attacking to and from the evader

Depending on the task your character is trying to accomplish, the skill used at the helm can be either **Piloting: Spacecraft**, **Navigation (Space), or Emergency Damage Control.** The needed for the listed task will be in parenthesis after the task name. The ship's Handling score is applied to all **Piloting: Spacecraft** and **Navigation (Space)** Skill Checks.

Helm Actions

01. **Go to FTL (Navigation Skill):** Sometimes your best chance of surviving a flight is to leave the area. Since it's very difficult to track FTL flight paths, using the FTL drive to vamoose is your best chance of avoiding a conflict. In order to initiate the FTL drive on a ship, the helmsperson must make a Navigation (Space) Skill Check. The difficulty for the check depends on the distance you want to travel, the speed, and the complexity of the route (see below). The Engines must be online to make this Skill Check. A total of six successful checks are needed to complete the calculation. The checks don't have to be made consecutively, and only one successful check per Combat Round can be made. I.e., it takes a minimum of six Combat Rounds before a ship can make the jump.

FTL CHECK

CONDITION	NAVIGATION (SPACE) MODIFIER
Activating FTL too close to a planet or star	-90 to Check, +1 Eng DMG
Destination too close to a planet or star	-90 to Check, +1 Eng DMG
Easiest Route	0
Fastest Route	-30
Deliberately complex route	-30
DISTANCES	
Avg. Distance between Tier 1 and Tier 2 Worlds	1-10 parsecs
Avg. Distance between Tier 2 and Tier 3 Worlds	7-20 parsecs

Tracking a ship

In order to track the path of ship that's used FTL to flee and determine its destination, a pursing ship must make a Sensor Systems Skill Check with the same penalty as the fleeing ship's "Go to FTL" Navigation (Space) Skill Check plus -40.

EXAMPLE: If the fleeing ship made Navigation (Space) Skill Check a -80 penalty to successfully engage their FTL drive the pursuer would have to make a Sensor Systems Skill Check at -120 to determine their destination! This is why it's always wise to figure out the destination of a ship before it leaves port or to put a FTL tracker on it.

02. **Change Speed (Piloting Skill):** A ship's Current Space Accel can be set to any number between 0 up to its Space Accel.

The pilot can set the Space Accel to a new value up to the maximum of the Space Accel value or reduce the Current Space Accel by the ship's Space Brake value. This is an Average Skill Check. If the ship's Accel or Brake score has been boosted by the Engineer the check becomes more difficult. The penalty increases by -30 for each point of Boost applied. If the Pilot fails their check, they ship's Current Space Accel does not change. If a ship accelerates or decelerates (brakes), the Stealth Rating, if any, cannot be used the following Combat Round.

03. **Change Direction (Piloting Skill):** If playing on a grid or surface, this can be used to change the direction of the ship. The pilot must make a Pilot: Spacecraft Skill Check. The penalty is based on how much the pilot wants to turn the ship. A Banked Turn is a -30 penalty. A Hard Turn is a -60 penalty. The GM will inform you when you will need to turn the ship in the next Combat Round. Typically, this is done to alter course or avoid an obstacle. The Size Modifier of the obstacle is added to the Skill Check.

04. **Evasive Action (Piloting Skill):** A successful Pilot: Spacecraft Skill Check allows you to make your ship more difficult to hit during the remainder of the Combat Round in which you made the Skill Check. If you make the check with a -30 penalty, your opponent suffers a -10 to hit your ship with their attacks. If you make the check with a -60 penalty, your opponent suffers a -20 to hit your ship with their attacks. With a -90 penalty, your opponent suffers a -30 to hit your ship, and at a -120 penalty your opponent suffers a -40. All attacks that originate from your ship suffer the same penalty as those attacking you. If you fail your Piloting check, you cannot make any other Piloting Skill Checks this Combat Round.

05. **Shake Up Boarders (Piloting Skill):** This Skill Check is made in an identical manner as the Evasive Action check, except the penalty is applied to all Skill Checks made by anyone onboard your vessel, including your crew. Those who are not secured or magnetically attached to the deck are thrown violently around the ship and must make the following Stat Check TOPPLE (AGL@ penalty, see above; MOV = 0, 1d4 (T) damage to 3 random Body Sections; remainder of Combat Round).

06. **Match Vector During Boarding (Piloting Skill):** Once you are traveling at the same speed and same direction as another vessel in Space Bracket 1, you can attempt to board it. The pilot must precisely match the course and speed of the other ship to stay close enough for the boarding party to board it. To match vectors during boarding, you must make an opposed Piloting: Spacecraft Skill Check with the pilot of the other vessel. If you succeed, you can stay side by side for one Combat Round. If the other vessel has a higher Space Accel than your ship, you cannot Match Vectors unless they allow you to dock, which does not require a Skill Check.

07. **Perform Emergency Damage Control (EDC) on Bridge:** Make an EDC check. If successful, immediately reduce the Damage Level of the Bridge one level.

Turning on a grid

If using hex grid paper to track ship movement, a Banked Turn is when a ship moves forward then changes its facing change to the left or right by 60 degrees. A Banked Turn gives the Pilot a Skill Check Penalty of -30. A Hard Turn is when the ship turns before moving. The ship changes its facing by 60 degrees right or left and then moves, which gives the pilot a Skill Check penalty of -60. If using a square grid paper to track ship movement, only Banked Turns should be allowed. However, the turn is now 90 degrees to the left or right before moving, and the penalty is -40. If you play on a table without a grid, approximate the hex grid based approach. For forward movement, use a consistent length (e.g., 1", a business card width, etc.). For the turns, approximate a 60 degree change in direction.

ENGINEERING CONFIGURATION

The skill Engineering: Power is used for all checks at a station in Engineering Configuration, except for Emergency Damage Control. All Engineering checks must apply any penalty due to reactor damage. The penalty is -30 per point of damage. I.e., 3 damage yields a penalty of -90.

ENGINEERING ACTIONS

			BOOST	
ENGINEERING: POWER DIFFICULTY	A/B	FLUX	SENSOR	WEAPONS
0	+1	+5	+5 Active %	+1 die, MN 90
-40	+2	+10	+10 Active %	+2 die, MN 80
-80	+3	+15	+15 Active %	+3 die, MN 70
-120	4	20	+20 Active %	+4 die, MN 60

Engineering Actions

01. **Push Engines:** A successful Engineering: Power Skill Check allows you to increase the Accel or Brake during the Combat Round in which you made the Skill Check. If you make the check with no penalty, you get a 1 point increase to Accel or Brake. If you make the check with a -40 penalty, you can increase the Accel or Brake by 2. With a -80 penalty, the increase is 3, and at -120 the increase is 4. If you fail your check, you cannot Accel or Brake for the remainder of this Combat Round or the next Combat Round.

02. **Push Reactor:** A successful Engineering: Power Skill Check allows you to increase the Flux Recharge Rate during the Combat Round in which you made the Skill Check. If you make the check with no penalty, increase the Flux Shield strength by the Recharge rate of the ship and subtract the current Damage level. If you make the check with a -40 penalty, you can increase the Flux field strength by an additional 10HP. With a -80 penalty, the increase is 20HP, and at -120 the increase is 30HP. You cannot exceed the listed Flux Strength for your

ship, so this ability is only useful if the Flux Shield strength has been reduced by enemy fire. If the check is failed, then not only does the recharge attempt fail, no additional attempts can be made until the next Combat Round.

03. **Boost Sensors or EWS:** A successful Engineering: Power Skill Check allows you to increase the Active % of your sensors or the ECM of your electronic warfare suite during the Combat Round in which you made the Skill Check. If you make the check with no penalty, you get a 5 point increase to Active % or ECM. If you make the check with a -40 penalty, you can increase the Active % or ECM by 10. With a -80 penalty, the increase is 15, and at -120 the increase is 20. If you fail your check, the Active % and ECM are assumed to be zero (0) for this Combat Round.
04. **Overcharge Weapon:** A successful Engineering: Power Skill Check allows you to increase the damage done by non-missile ship weapons during this Combat Round. If you make the check with no penalty, you get to add one additional die of damage. Use the damage die specified for the weapon. For example, if the weapon does 3d4HP of damage, you could add an additional 1d4HP of damage to the result. However, the weapon must make an immediate Malfunction check after it fires, with the Malfunction Number at 90. If you make the check with a -40 penalty, you can add 2 additional die to the damage roll, but the MN drops to 80 for the check. With a -80 penalty, the damage is increased by three additional die, but the MN drops to 70. With a -120 penalty, increase the damage by four additional die, but the MN drops to 60. If you fail your Skill Check, the weapon cannot be fired this Combat Round. Only energy based weapons with "Ship" in the title can be Overcharged. Vehicular weapons and personnel weapons cannot be overloaded this way.
05. **Perform Emergency Damage Control on Any Component:** Make an EDC check. If successful, immediately reduce the Damage Level of any ship's component by one level, or place a damaged weapon or compartment back into service. Weapons that are destroyed can't be repaired in this way during combat, as the repairs take too long and must be done outside of combat.

ELECTRONIC WARFARE & SENSORS CONFIGURATION

Recall that when making a Sensor System Skill Check that you must use either your Percentage Chance to Succeed (for the Sensor System skill) or the % (Active or Passive) of the sensor system, whichever is *lower. The same holds true for Electronic Warfare Checks. You must use either your Percentage Chance to Succeed (for the Electronic Warfare System skill) or the ECM (or ECCM) of the EWS system, whichever is lower.*

All Sensor Systems or Electronic Warfare Systems Skill Checks are at a penalty equal to the Damage Level multiplied by -30. If there is no damage, then 0 penalty. For example, if the Sensors are at Damage Level 5, then any Skill Check made at a Crew Station configured for EW&S are made with a -150 penalty.

There is a 5% cumulative penalty to any Sensor System Skill Check for each Space Range Bracket (SB) beyond SB 1.

SCAN PENALTY

SB 1	SB 2	SB 3	SB 4	SB 5	SB 6	SB 7	SB 8
0	-5	-10	-15	-20	-25	-30	-35

EW&S Actions

01. **Jam Sensors:** Make an Opposed Sensor System Skill Check against the sensor operator on the other ship. If you succeed, you can subtract your ECM from the target's Active % and Passive % for the remainder of this Combat Round.
02. **Defeat Counter-Measures:** Make an Opposed Sensor System Skill Check against the sensor operator on the other ship. If you succeed, you can subtract your ECCM from the target's ECM for all attacks your ship makes for the remainder of this Combat Round.
03. **Scan for Ship or Other Object:** Ships which are accelerating, decelerating, actively scanning the area with their sensors (using Active %), or operating with an active Flux Shield are automatically detected. For other ships and objects, you must make a Sensor Check to locate an enemy ship or other object. If the check is successful, you know the exact location of the ship or object. Note: The opponent's Stealth Rating and Size Modifier also affect the chance of detecting an enemy ship.
04. **Gather Information:** Once a ship or object has been located, the EW&S operator can scan it to learn additional information. A successful Sensor System Skill Check allows the character to do one of the following:
    01. Learn one value from the ship's stat table block (e.g. Name, Class, Accel, Brake, etc.)
    02. Identify one weapon on the target
    03. Obtain the current strength of the target's Flux
    04. Obtain the current stats for one section (THR, SI, ABS)
    05. Learn the Damage Level of a single component, weapon, or compartment
05. **Map the Target Ship:** By making an Opposed Sensor System Skill Check against the sensor operator on the other ship, you can create a map of the other ship, complete with the current location of all onboard. This is handy for boarding actions and picking your boarding location. You cannot map the ship if their Flux Shield is up.
06. **Perform EDC:** Make an EDC check. If successful, immediately reduce the Damage Level of the Sensors one level.

GUNNER CONFIGURATION

Note that each weapon on a ship may only be fired once per Combat Round. Normal Bumping rules apply if using a weapon with a Burst or Full value. A weapon can be controlled directly from inside its turret or bay. Characters who are inside a turret or bay when it is hit have a chance of being killed or ejected into space (see below). The appropriate Weapon: Gunnery skill is used for all checks at a station in Gunner Configuration, except for Emergency Damage Control. Weapon skill checks must apply the ECM penalty (if any) from the target.

Gunnery Actions

01. **Independent Volley:** Firing a weapon on a spacecraft is treated identically to firing any other weapon in Battlelords. Determine the Range Bracket your target and add the Accuracy of your weapon to your Percentage Chance to Succeed with the appropriate skill. You have to roll equal to or under this value, though the GM will likely apply modifiers (Size Mods, ECM, Stealth Rating, etc.), that reduce it before you roll. See below for rules on determining the hit location and damage.
02. **Fire a Broadside:** A character at a Gunnery configured Crew Station can fire all weapons and missile bays *at the same target*. Make one die roll for all the weapons using the lowest accuracy (ACC) score of all the weapons being fired. If multiple weapon types are being fired, use the skill with the lowest Percentage Chance to Succeed. If you miss, all the weapons miss. If you hit, all the weapons hit, though they may strike different sections. See below for rules on determining the hit location and damage.
03. **Make a Called Shot:** Making a called shot against a specific hit location is a -50 penalty, and requires the Gunner to spend a full Combat Round aiming (firing on the following Combat Round). Weapons making a Called Shot only fire once, regardless of Burst or Full score. Making a Called Shot with a Missile allows you to select a Section of the targeted ship that isn't in your line-of-sight and could not normally be hit.
04. **Activate Anti-missile System:** This action allows the gunner to attack one incoming missile using an anti-missile system, if the ship has one. Typically, these are laser anti-missile systems also called LATS. The accuracy of the anti-missile system is added to your Percentage Chance to Succeed. Note that if an anti-missile system has an ROF above 1, then the system may be used more than once per Combat Round.
05. **Perform EDC on Weapon:** Make an EDC check. If successful, a damaged weapon is immediately placed back into service

CAPTAIN CONFIGURATION

A Crew Station configured for use by the captain of the ship (or someone with the captain's authority) can use any of the above Crew Station configurations. Switching between configurations requires HALF of all Actions.

ATTACKING FROM YOUR SHIP

"Do you want me to tell him to go to hell or deliver him there?"

Firing spacecraft weapons occurs during each gunner's Initiative. Weapon fire from a spaceship is treated almost identically to shooting a handheld weapon. The gunner starts with their Percentage Chance to Succeed for the appropriate Weapon: Gunnery skill. The GM will tell them the Range Bracket of the target. The gunner adds the Accuracy value of the weapon for that Range Bracket and their Percentage Chance to Succeed.

However, if the target ship has their ECM running, the ECM value is always applied as a penalty to the attacking Gunner's Skill Check, regardless of the weapon type. If the target has a Stealth Rating, that is also applied as a penalty to the attacking Gunner's Skill Check, though it does not stack with ECM.

Space is big. You're not going to find or hit a ship without sensors, and so ECM and Stealth Rating even affects beam and projectile weapons in space combat.

EXAMPLE: Ronnie the Ram Python has a Manual Dexterity statistic of 50. He also possesses 7 levels of Weapon: Gunnery (Pulse) skill, whose Link Stat is Manual Dexterity. The GM tells him the target he is attempting to shoot is in Space Range Bracket 2, and Ronnie's player notes that the Accuracy of a weapon in Space Range Bracket 2 is 65%. Ronnie's chance to hit this target is calculated just like a standard Skill Check. Half his Statistic, in this case Manual Dexterity, plus 5% per every level of applicable skill. 50 ÷ 2 + (5% × 7) = 60% Now, Ronnie gets to add 65 to his Percentage Chance to Succeed because his weapon's accuracy is 65% in that Range Bracket. This brings his total up to 125% (60% + 65% = 125%). Unfortunately for Ronnie, the ECM value of the opponent's ship is applied to all attacks made against it (as long as their electronic warfare suite is operational). The enemy ship currently has an ECM of 40 points. This reduces Ronnie's chance of success to 85%. Ronnie rolls a 87 and misses. Ronnie then yells at his EW&S operator to get those damn counter-measures bypassed!

Attacking Smaller Targets

Only weapons with Space Range Brackets can actually hit another ship in Space Combat. Vehicular and personnel weapons lack the range to be useful in space combat. When attacking personnel with a weapon that measures range in Space Range Brackets, the gunner suffers a -80 penalty. When attacking personnel vehicles (jeeps, tanks, Ultra Armor, etc.) with a weapon that measures range in Space Range Brackets, the gunner suffers a -40 penalty. The Size Class Modifier of the personnel or vehicle is added to this penalty. Thus, attacking a Size Class 1 Mazian would result in a -100 penalty (-80 + -20 = -100). This penalty applies specifically to weapons designed for use in space and that have Space Range Brackets (SB 1 - SB 8). If a ship chooses to mount a vehicular weapon (e.g., Mortician PCS) with vehicular range brackets (VB 1 - VB 8), then the weapon cannot be used against a ship and uses the standard vehicular penalties for attacking Personnel (-40 + Size Class).

Attacking Summary

- The target's ECM value is applied as a penalty, regardless of the weapon type.
- The target's Stealth Rating is applied as a penalty, regardless of weapon type.
- When attacking personnel with a weapon that measures range in Space Range Brackets, the gunner suffers a -80 penalty.
- When attacking personnel vehicles (jeeps, tanks, Ultra Armor, etc.) with a weapon that measures range in Space Range Brackets, the gunner suffers a -40 penalty.
- The Size Class Modifier of the personnel or vehicle is added to this penalty.

MORE CRUNCH RULE

Ship Size Modifiers

Ships are very large, but compared to other ships the size discrepancy isn't that much. When dealing with Transicruisers or spacecraft doing combat with other Transicruisers or spacecraft, the following Size Modifiers, are applied to any attack made by a Transicruiser or spacecraft. Do not use the standard Size Class modifiers.

OPTIONAL SHIP SIZE MODIFIERS

LEN (M)	DESC. OR HULL CLASS	MOD*	EXAMPLE
>3	Character	-80 + SC Mods	Hank the Human
>9	Ultra Armor, Vehicle	-40 + SC Mods	Fire Drake UA
10-14	Light Shuttle	-25	Ripley Drop Shuttle
15-19	Light Fighter, Heavy Shuttle	-20	F-18 Golden Eagle
20-34	Heavy Fighter	-15	FA-17 Fire Bird
35-49	Patrol Boat	-10	Arachnid Seeker
50-74	Light Corvette	-5	Bohemian
75-149	Corvette	0	Nidar Salvage Vessel
150-249	Destroyer	5	Aberdeen-320
250-499	Frigate	10	
500-749	Cruiser	15	
750-1000	Battleship	20	
1000+	Super Dreadnought, Carrier, Super Freighter	25	Eridani Emperor Class Super Dreadnought Harm

* When attacking from a Spaceship or Transicruiser.

STEALTH & CLOAKING SYSTEMS

For vessels that have passive sensor countermeasures such as cloaking or stealth, the vessel will be given a Stealth Rating, which is applied as a penalty to any attack made against it. Unlike ECM, using the ship's Stealth Rating does not advertise its presence. If a ship accelerates or decelerates (brakes), the Stealth Rating cannot be used the following Combat Round. If the ship's Flux Shield is active, the Stealth Rating cannot be used. If the ship's ECM is active, the Stealth Rating cannot be used.

HIT LOCATION

Once the ship is struck, you must determine the hit location by rolling on the following chart. If the GM determines that you could have only hit one location, they will inform you where the hit landed.

Making a called shot against a specific hit location is a -50 penalty and requires the Gunner to spend a full Combat Round aiming (firing on the following Combat Round). Weapons making a Called Shot only fire once, regardless of Burst or the Full score.

When *Bumping* shots against a spacecraft you can add or subtract one from your hit location roll for each Offensive Bump you have. You can not Bump shots to adjacent sections when attacking spacecraft. You can only add or subtract to the Hit Location roll.

SHIP HIT LOCATION

	ATTACKING FROM				
ROLL	FRONT	REAR	LEFT	RIGHT	OTHER*
1	Front	Rear	Left Front	Right Front	Front
2	Front	Rear	Left Front	Right Front	Left Front
3	Left Front	Left Rear	Left Front	Right Front	Right Front
4	Left Front	Left Rear	Left Rear	Right Rear	Left Rear
5	Right Front	Right Rear	Left Rear	Right Rear	Right Rear
6	Right Front	Right Rear	Left Rear	Right Rear	Rear

DAMAGE RULES

All ships have a Flux Shield. If the Flux is up, then damage is applied to the Flux Shield, unless the weapon specifically states it ignores Flux. Damage in excess of the current Flux Shield strength is treated as a hit.

> A ship's Flux Shield is at 10HP. A Pulse cannon hits the ship for 18HP. The Flux shield absorbs the first 10HP of the attack and then collapses, and the remaining 8HP are applied to one of the ship's hit locations.

Any damage that gets through the Flux Shield may be reduced by the ship's Threshold Rating or affected by the ship's Absorption, depending on the Damage Type of the weapon.

Unlike personnel Flux Shields, the Flux Shield on Spacecraft regenerate some of their field strength every Combat Round. Each ship will have a Recharge Rate, which is added to the Flux

SPACECRAFT CRITICAL HIT TABLE

DAMAGE (IN HEAVY POINTS)	MOD	REACTOR	ENGINES	BRIDGE	SENSORS	WEAPON	COMPARTMENT
0-9	0	-	-	-	-	-	-
10-19	-30	Flux Recharge -5	Space Accel -1	Handling -10	Active % -30; Passive %, ECM, ECCM -10	Offline	Destroyed
20-29	-60	Flux Recharge -10	Space Accel -2	Handling -20	Active % -60; Passive %, ECM, ECCM -20	Destroyed	-
30-39	-90	Flux Recharge -15	Space Accel -3	Handling -30	Active % -90; Passive %, ECM, ECCM -30	-	-
40-49	-120	Flux Recharge -20	Space Accel -4	Handling -40	Active % -120; Passive %, ECM, ECCM -40	-	-
50-59	-150	Flux Recharge -25	Space Accel -5	Handling -50	Active % -150; Passive %, ECM, ECCM -50	-	-

Shield Strength *each Combat Round* as long as the ship has reactor power. No matter how the Recharge Rate adds to the Flux Shield's value, the Flux Shield can never exceed the listed Flux value for the ship, which is its maximum. However, a damaged reactor can reduce the recharge rate (see Reactor Critical Hit below).

CRITICAL HITS

Critical hits on spacecraft are triggered in the same way as armor option loss is triggered for armor. Anytime the spacecraft takes a Penetrating Hit, there is a chance something important inside the craft has been damaged or destroyed.

Penetrating Hit

Whenever an attack with a Damage Type of '–' does enough damage to exceed the Threshold Rating, there is a chance a vehicle component or occupant has been struck. This rule only applies to attacks that do Real damage and that are reduced by Threshold. Anytime a Penetrating Hit occurs, roll on the Critical Hit Chart for the section hit.

Rolls on the critical hit table can also be triggered by reducing the SI or ABS in a section to zero. When the Structural Integrity in a ship section is reduced to 0, that section depressurizes. Any crew in that section, assuming they survive the hit, are exposed to the vacuum of space. In addition, the Threshold Rating and Absorption in that section are automatically reduced to zero. Any hit to that section after the SI is reduced to zero, regardless of the weapon's Damage Type, automatically triggers a roll on the Critical Hit table.

If the Absorption in a section is reduced to zero by a weapon that is a Damage Type T weapon, then a roll on the Critical Hit table is required. Any hit to that section by a Damage Type T weapon after the ABS is reduced to zero automatically triggers a roll on the Critical Hit chart for that section.

Causing a Critical Hit Summary

- If a weapon with Damage Type of '–' does more damage than the THR of the section hit, roll on the Critical Hit table.
- If the Structural Integrity of a section is reduced to 0, that section has its Threshold Rating and Absorption reduced to 0, but the section's internals are not destroyed. Any hit to that section *after the SI is reduced to zero*, regardless of the weapon's Damage Type, automatically triggers a roll on the Critical Hit chart for that section. Note: This is a different rule than what is used for armored suits.
- If the Absorption in a section is reduced to zero by a weapon that is a Damage Type T weapon, then roll on the Critical Hit table for that section. Any hit to that section by a Damage Type T weapon a*fter the ABS is reduced to zero automatically* triggers a roll on the Critical Hit chart for that section.

SHIP CRITICAL HIT CHART

1D6	RESULT
1	Reactor
2	Engines
3	Bridge
4	Random Weapon (Destroyed on first Hit)
5	Sensors
6	Random Compartment (Destroyed on first Hit)

Each ship component (Reactor, Engines, Bridge, and Sensors) can take 60HP of damage before being destroyed, unless the ship description states otherwise. When a ship component is damaged, it becomes less efficient.

CRITICAL HIT DESCRIPTIONS

Reactor: The reactor supplies power to the ship. For every 10HP (round down) of damage the reactor suffers, reduce the Flux Recharge Rate by 5. When the reactor suffers 60HP or more of damage, it is destroyed. The ship's MOV score becomes 0, and the Flux Shields cease to function.

Engines: For every 10HP (round down) of damage, the engines suffers reduce the MOV score by 1. When the engines takes 60HP or more of damage, it is destroyed and the ship's MOV score becomes 0.

Bridge: For every 10HP (round down) of damage the bridge

suffers, decrease the ship's Handling score by 5. When the bridge suffers 60HP or more of damage, it is destroyed and no navigation or piloting Skill Checks can be made for the ship. If there is a character or characters on the bridge, they have a 5% chance of being obliterated or a 20% chance of being blown out into space.

Weapon: If a ship's weapon or missile bay takes between 10HP and 19HP, then the weapon offline. If a weapon or missile day takes 20HP or more of damage, it is destroyed. The GM will roll randomly to determine which weapon is hit. If a missile bay is hit, assume the Q is reduced by half (round down), even if the bay is brought back online. If a character is directly controlling a weapon from inside a turret or bay when it is hit, they have a 50% chance of being obliterated and a 50% chance blown out into space. Either way, it's not good.

Sensors: For every 10HP (round down) of damage the sensors suffer reduce the Active % by 30 and the ship's Passive % by 10. In addition, the ship's ECM and ECCM also drop by 10 for every 10HP of damage the sensors suffer. When the sensors suffer 60HP or more of damage, they are destroyed along with the ship's electronic warfare suite, and the ship is effectively blind and unable to attack or navigate.

Jam their communications!

Sorry, you can't. Unlike communication equipment used by personnel, the communication gear used on a spacecraft is capable of near-instantaneous transmission over galactic distances using quantum entanglement. Spacecraft commo gear is exorbitantly expensive but nearly impossible to jam. Many crews in older or inexpensive spacecraft rely on one-way emergency transmitters, similar to what colony worlds use. These broadcast a signal to a specific tier 1 or tier 2 world, that must then relay the transmission to the proper recipient. Unfortunately, regardless of what type of communication gear you're using, it doesn't change the fact that space is "vastly, hugely, mind-bogglingly big" and if there's not already a ship in your general vicinity, then help may be a long way off.

Compartment: A compartment in the ship is destroyed. Any hit that causes at least 1 Heavy Point of damage (1HP = 100 points) destroys the compartment and possibly its contents (GM Discretion). The GM will roll randomly to determine which room is obliterated. Any compartment hit is assumed to be open to vacuum and depressurized. If there is a character or characters in the room, they have a 50% chance of being obliterated and a 50% chance blown out into space. The same holds true for equipment stowed in a compartment. Losing your medical bay or your food stores can be just as big a problem as losing your engines if you're far from the nearest spaceport.

Personnel & Vehicle Flux Shields on a Ship

Much like vehicles, characters cannot use a Flux Shield inside a ship when the ship's Flux Shield is active. The instant a ship's Flux Shield goes up, any active Flux Shields inside the ship cease working.

HOW TO BOARD ANOTHER VESSEL

USE A PHASE GATE

The easiest way to board an enemy ship is to use a G-81C Special Boarding Unit, also known as a Phase Gate. Phase Gates are shaped like a door frame and are large enough for a Ram Python to pass through without having to duck. Phase Gates are heavy and semi-portable. A Phase Gate creates a trans-dimensional conduit between the ship it's on and another nearby ship when activated. Anyone passing through the Phase Gate while it is active emerges on the other vessel. You can't use a Phase Gate device on a ship that's traveling faster-than-light using its FTL drive. Your best bet to avoid a Phase Gate is for your pilot to keep some distance between you and the other ship.

The other thing to keep in mind is that a Phase Gate works in *both directions* for as long as it is turned on. Crew on the enemy ship can shoot into the gate or run through it to board your vessel. This is why most crews keep their Phase Gate in the cargo bay or sometimes in an empty brig. Characters using a phase gate may pick anywhere on the enemy ship to open the other end of the Phase Gate tunnel. Travel between the two ends of the Phase Gate tunnel is instantaneous.

The ships must be in Space Range Bracket 1 to use a Phase Gate. If the ships move out of Space Range Bracket 1, the tunnel collapses. It takes 1 Action to activate or deactivate a Phase Gate, but it requires a successful Trans-Location Device Skill Check to accurately pick your destination. The Flux Shield Strength (in Heavy Points) is applied as a penalty to the Skill Check.

If you don't have a sensor map of the enemy ship, the Trans-Location Device Skill Check is at a -40. If you fail your check, the GM will select a random spot in the enemy ship for you to appear. A failure by more than 80 will likely dump the boarding party outside the enemy ship (GM's discretion). Phase Gates weigh approximately 300 kilograms, and cannot function if the ship's reactor is down. Replacing a lost or destroyed Phase Gate requires 2 Spares (see Making Repairs below)and 1d4 weeks to build.

USE THE DOOR

The low-tech option for boarding a ship is to use externally accessible hatches, airlocks, and cargo bay doors. The hatches may either be reached from space or from a boarding tube, which is built into all airlocks. If from space, the boarding team must suit up in spacesuits or space worthy armor and crawl along the

exterior of an enemy ship, possibly while it is in motion. Not an ideal situation. Once they arrive at the hatch or door, they must cycle the airlock to prevent the ship's atmosphere from being vented out of the compartment on the opposite side. Automatic bulkhead doors should prevent decompression of the entire vessel but best not to take the chance. Conventional thinking is to allow boarding teams inside before causing trouble. This prevents them from knocking with big guns if they don't care whether the ship's crew survives.

If the hatch isn't locked, it can be manually cycled by making an easy EDC Skill Check. If the hatch is locked, a Computer Security & Forensics Skill Check is required to connect with the exterior control panel and bypass the electronic lock. There is a -50 penalty for civilian ships and a -80 for military vessels when attempting to bypass airlock security.

CUT THROUGH THE HULL

The last option for boarding a vessel is cut a hole through the hull, which is very time consuming. A portable airlock can be erected around the area before cutting begins to prevent decompression of the compartment on the other side.

Cutting a hole, assuming the proper equipment is available, requires an amount of time equal to 20 minutes multiplied by the hull's Threshold Rating in Heavy Points. In other words, it will take 80 minutes to cut through a hull with a Threshold Rating of 4HP.

Once a boarding party is on board an enemy ship, the crew will have to divide their attention between operating the ship and repelling the boarders.

PERFORMING EDC AND MAKING REPAIRS

EDC CHECKS

Perform Emergency Damage Control (EDC). Characters can attempt to make temporary, emergency repairs to get some component in the ship working again, or at least working better than it was after it has been damaged. To Perform emergency damage control procedures, the character must spend ALL their Actions for the Combat Round and make an EDC Skill Check. *Only one EDC check may be made for any ship component, weapon, or compartment.*

The penalty for the EDC Skill Check is determined by how badly damaged the system is that they're trying to repair. An EDC check for a ship component may only be made at a Crew Station that can control that component. You can't fix a broken weapon from a crew station configured to provide helm control. The exception to this is Engineering, which can attempt an EDC check for any of the ship's systems. For ship components (Reactor, Engines, Bridge, Sensors) there is a penalty of -30 per Damage Level (cumulative).

A successful EDC check for a ship's component lowers the damage level of the component by 1. In other words, an EDC check essentially repairs 10HP worth of damage to the component. EDC checks do not require spare parts (Spares).

> Snantzz the Raazet has a 90% chance to succeed with his EDC skill. He is trying to repair a sensor that has suffered 20HP of damage. This places the sensors at Damage Level 2, which has reduced the sensor's Active % by 60 and Passive % by 20. The penalty for the EDC Skill Check is -60 for a component at Damage Level 2. Snantzz has a 30% chance to succeed (90 - 60 = 30). Snantzz's player rolls a 23 and succeeds! This lowers the Damage Level on the sensor from 2 to 1, which means the damage penalty to its Active % is now only 30%, and the penalty to its Passive % is now only 10%. If the Sensors are hit again, they will need to be repaired, since one EDC check has already been made to fix them.

For weapons and compartments, which are destroyed by a single hit, the EDC check penalty to get the room or weapon working again is -50. If the same weapon or compartment is hit a second time, no EDC check may be made to get it back into service.

MAKING REPAIRS

Repairs are more permanent than EDC, which simply bypasses damaged systems or activates redundant backups. Repairs, unfortunately, take longer than EDC measures. Repairs using the proper parts are permanent. Makeshift repairs (see Repair Skill) are not permanent. The time required to repair a component is as follows:

Repairs also consume spare parts (Spares). For every Damage Level repaired on any component, 1 Spare is used. Repairing a weapon or compartment also consumes 1 Spare, and the penalty for the check is -50. It is easy to exhaust a ship's supply of Spares, and the engineer will have to put some thought into what really needs fixing. Characters who are skilled at makeshift repairs can be very handy on a badly damaged spacecraft.

MAKESHIFT REPAIR TABLE

DAMAGE LEVEL	REPAIR TIME	REPAIR DIFFICULTY
1	1d4 hours	-25
2	2d4 hours	-50
3	8d4 hours	-75
4	1d4 days	-100
5	2d4 days	-125
6	8d4 days	-150

It is assumed that the Spares can repair anything on the ship including any installed weapons. Note that missiles generally can't be repaired, but the launcher bays can. Spares are assumed to be 100% compatible with a spacecraft of the same class. Though some Spares, at the GM's discretion, may be used on a spacecraft of a different class. Parts can be scavenged from other Transicruisers and starships to create Spares. GMs are encouraged to use discretion on the quality of the scavenging and indicating how much must be scavenged to accumulate a Starship spare part.

Note: If using the deck plans, a character making a repair will need

to have access to a *Maintenance Access Panel*. This can be an issue if the closest panel is in a depressurized compartment or there is a depressurized compartment between the character and the panel.

MORE CRUNCH RULE

Expedited Repairs and Cannibalized Spares

Characters may have already used up their one EDC check to fix a ship's component but not have time to wait for proper repairs. A character with the repair skill can attempt an expedited repair, which takes less time to perform than a proper repair. Expedited repairs reduce the repair time to 1d4 Combat Rounds, but the repair is treated as a Makeshift repair when determining how long it will last. A successful Expedited Repair may get you back in the fight, but it might only last seconds before it fails again. Consult the Makeshift Repair Lifespan Table in the skills chapter for more information. Just like a Makeshift Repair, you can never perform an Expedited Repair on the same item twice unless it's repaired properly. Expedited Repairs consume the same number of Spares as a normal repair.

If characters are short on Spares, they can always cannibalize parts from other ship's systems using the Makeshift Repair rules. The GM, as always, has the final discretion on what penalty to apply based on where the part came from and the similarity to what they are trying to fix. Remember, that this will cause the repair to be temporary. It may last seconds, or it may last weeks, but it will eventually fail.

SHIPS

GENERAL

While ships are made with the utmost in reliability in mind and deliver on that promise even better than passenger planes of Earth's 20th century, there is no way to prepare for every contingency. Most civilians will never travel outside their own star system. The costs and risks are too high for most. There are, of course, the rich and the famous (e.g., Battlelords) that typically fly onboard the most luxurious of starships. There are also those who eke out a living legal (freighters) or not (pirates/smugglers). Most of those who do move are paid to move because it fulfills the need of a mega-corporation or of the Alliance military. In some ways travel in the 23rd century is much like travel in the Caribbean of the 1800's. If something goes wrong, help is a long way off.

PURCHASING ON CREDIT

Ships can be purchased on credit. Typically, it is a five year payback for a first time buyer. Assume 20% interest on those payments. Lenders typically have bounty hunters with Class 3 licenses available to track down ship "owners" that are behind on their payments. These bounty hunters have spent a lifetime building up a particular set of skills, and they will find you!

MAINTENANCE

As with vehicles, maintenance is necessary to keep a ship in good order. Each ship has a maintenance cost. Spare parts (aka Spares) can be used in lieu of paying the monthly maintenance. On occasion, there are additional annual fees to re-certify the ship as flight worthy. Military vessels are typically managed by the Alliance military so their maintenance costs need not be paid if the ship is taken to a military base. If the ship is away from an Alliance facility, the crew may convince the local shipyard to make the repairs on Galactic Armed Forces credit. This can be a hard sell on remote colony worlds where refitting a military ship may exhaust their supplies. Especially if the ship plans on moving on when the maintenance is done, leaving the colony defenseless.

Maintenance for spacecraft must be performed at least monthly. Missed maintenance takes a toll with starships. After the third month of maintenance is missed, the ship gains a Malfunction Number that starts at 100. Each additional missed month drops the MN by 1. At the GM's discretion, the players can be asked for a Malfunction roll to see if the vehicle suffers a break down. The GM assigns the effect. A miss by less than 10 might be a moody food synthesizer. A miss by 80 might be the main reactor shutting down.

STARSHIP OPERATIONAL COSTS

Ships require fuel, food, etc. Each ship has a daily operational cost. The ship's Endurance represents the maximum amount of fuel and food the ship typically stores. For every day the ship travels, mark off a day's Endurance. Once the ship is at zero Endurance, the ship has no fuel and no food. The other operational cost is the salaries for the required crew.

The listed Provisions assumes all crew positions are filled and the maximum number of passengers are on board. It also assumes all of them are Size Class 4. The GM may adjust provision consumption due to number and size of the passengers and crew as well as for other factors. Fuel use predominantly supports FTL and engines. Sitting quietly in space with minimal lighting and power (i.e., a drift) can significantly extend the fuel's duration.

Characters may have the skills to partially or fully replace the crew and therefore operate their own ship. In such a case, the ship may operate by sharing the profits from paying gigs (e.g., selling cargo, carrying passengers, smuggling, pirate activities, etc.). If the ship is provided by the military, the crew is paid by the military. The last scenario is where characters have to pay their crew. In this case, the GM will set a monthly pay rate per crewmember (typically ▽2,000-▽4,000/month each). Rates are higher for more skilled

SHIP FIG COMBAT SYSTEMS TABLE: *DMGType: S.P., ROF-D: d10, SI DMG: N/A*

MODEL	SB 1	SB 2	SB 3	SB 4	SB 5	SB 6	SB 7	SB 8	MN	DMG	AVG DMG	COST
Pacifier	50	45	40	40	30	20	0	-20	100	4d6HP	15HP	▽10,000,000
Ritz	50	50	45	40	40	30	10	-10	100	6d6HP	21HP	▽12,000,000

SHIP PULSE COMBAT SYSTEMS: *DMG Type: '-', ROF-D: d10, SI DMG: 1HP*

MODEL	SB 1	SB 2	SB 3	SB 4	SB 5	SB 6	SB 7	SB 8	MN	DMG	AVG DMG	COST
BC-Maxinerator	70	60	55	25	-15	-	-	-	100	4d4HP	10HP	▽4,500,000
Imperator	70	70	55	45	35	25	-5	-15	100	6d6HP	21HP	▽15,000,000
Vulcan Lightning	65	55	35	15	-5	-15	-	-	100	6d4HP	14HP	N/A

SHIP PULSE LIGHT CANNONS: *DMG Type: '-', ROF-D: d10, SI DMG: 2HP*

MODEL	SB 1	SB 2	SB 3	SB 4	SB 5	SB 6	SB 7	SB 8	MN	DMG	AVG DMG	COST
BC-Obliterator	70	65	60	45	35	15	-5	-25	100	10d8HP	45HP	▽6,000,000
Eliminator	50	50	50	45	40	30	25	0	100	10d8HP	45HP	▽8,000,000

ANTI-SHIP MISSILES: *DMG Type: '-', ROF-D: -, SI DMG: 2HP*

MODEL	MN	DMG	AVG DMG	AUTO	MAX	Q	WGT	COST
Cobalt Vector Space	100	5d4HP	1250	90	100k	1	75	▽750,000
Fire Sparrow	100	4d6HP	1400	95	100k	1	75	▽1,000,000

ARACHNID PLASMA BEAM LIGHT SHIP CANNONS: *DMG Type: '-', ROF-D: d10, SI DMG: 1HP*

MODEL	SB 1	SB 2	SB 3	SB 4	SB 5	SB 6	SB 7	SB 8	MN	DMG	AVG DMG	COST
Spitting Cobra	55	55	50	40	20	0	-	-	100	3d6HP	10.5HP	N/A
Orion's C Beam	65	60	55	50	45	35	25	5	100	6d6HP	21HP	N/A

crewmembers. Pay rates can go higher and may do so if you get a reputation for mistreating the crew. If crew dies while working for the characters, salaries for surviving crewmembers will go up.

SALVAGE OPPORTUNITIES

SALVAGE VALUE

MATERIAL	SALVAGE VALUE
Metals	▽100 - ▽400 per shipping container
Electronics	▽500 - ▽2000 per shipping container
Weapons	25% list price
Thrusters	▽500 - ▽2000 per cubic meter
Ore	▽500 - ▽2000 per shipping container

The following table gives some general idea about the value of material "found laying around" for salvagers and pirates. Materials can be found on wrecked ships, abandoned portions of space stations, spaceship graveyards, and in old starship battlefields. Alternatively, if you're not opposed to doing a little work, you can mine ore from asteroids like everyone else. The values below are always subject to GM discretion based on the quality of the materials and the ease of selling them.

SENSOR PACKAGES

SPACE SENSOR PACKAGE

PACKAGES	ACT	PAS	AREA	RANGE	PEN
Space Sensor Package 1 (SSP1)	100	50	360	100M km	50 m
Space Sensor Package 2 (SSP2)	125	65	360	100M km	50 m
Space Sensor Package 3 (SSP3)	150	60	360	100M km	50 m

Space Sensor Packages are generally only available for Transicruisers and spacecraft. Note that while sensors can reach to 100 million kilometers, they lose fidelity the farther out they reach. I.e., at 1 kilometer, they can count the fleas on a dog, but by 100,000,000 km, they can't reliably pick out details.

WEAPONS

Unless otherwise stated, assume all weapons are mounted in turrets that allow them to fire in any direction. See the combat rules for Space Range Brackets and how to determine the range. Not even the largest of vehicular weapons can be used in space because the distances are much greater. All of the ship's weapons are designed for combat in the vacuum of space and the much greater distances involved.

If weapons are used for ground attacks, then use the accuracy at SB 1 for the attack and apply the size penalties noted above in combat (i.e. -80 for personnel or -40 for vehicles and add Size Class penalty/bonus). For a ship to make accurate ground attacks, it'll have to be hovering above the target at a range no further than VB 8 (no more than 50 km). If the ship is *not* hovering above the target, then the speed at which it is flying will create an additional penalty to ship's gunner (See Combat Modifiers). Use standard movement penalties.

In short, shooting at a typical human while flying at the highest possible speed would start at a base -180 penalty to hit before ECM and any other modifiers are applied. On the other hand, shooting at a typical human while hovering above him would be a mere -80 before other modifiers are applied. Keep in mind that the human may have a SAM that can reach 50 km. In typical battlefield scenarios, it is usually safe to assume that there is a support group with an AA missile battery to deter ground support by aerial vehicles and ships.

SHIP ANTI-MISSILE SYSTEM

Starship anti-missile systems work just like the Projectile Defense System (PDS) armor option. The differences are in size and power. These systems are Heavy Cannon Sized and can be used in space combat. They can be used against smaller missiles at closer ranges, but they are less effective than the vehicular systems due to the lower rate-of-fire and slower traverse. The effectiveness of these systems is diminished by enemy ECM.

SHIP ANTI-MISSILE SYSTEM

MODEL	ACC	FULL	RANGE	COST
Ship Laser Anti-Missile System (SLAMS)	80	1	SB 8	▽1,000,000
Arachnid Anti-Missile System (AAMS)	70	2	SB 8	▽N/A
Close Support Anti-Missile System (CSAMS)	90	1/6	SB 8 / VB 8	▽4,000,000

SLAMS

A rock steady system for addressing incoming missile threats.

AAMS

The Arachnids typically mount a more advanced system than an Alliance SLAMS.

CSAMS

This is a dual mode system used by Close Support ships and can be purchased by Civilians. Typically, a special license or a Bounty Hunter Class two license is required.

Can be fired once per Combat Round in Space Combat. When used as a PDS in regular combat it has an ROF of 6.

SHIP FLUX INTERFERENCE GENERATORS (FIG)

Starship FIG Combat Systems work just like standard Flux Interference Generators and are only useful for dropping Flux Shields. Starship sized FIGs are quite large and have power requirements that can't be met by the power systems in Vehicles. FIG systems are standard equipment on most civilian spacecraft. These non-lethal weapons can leave a pirate vessel vulnerable to even the meager self-defense weaponry used by civilian ships. The weapons below are Heavy Cannon sized weapons. They can have their output boosted by crew station in Engineering Configuration during ship combat.

PACIFIER

A nice civilian system ready to be installed on your freighter.

RITZ

A heavy-duty system that can drop shields quickly.

SHIP PULSE COMBAT SYSTEMS

The following are weapons that are generally available to all ships. Two will fit in a turret. They are Heavy Cannon sized. Note that a turret can contain two Heavy Cannon sized weapons or one Light Ship Cannon sized weapon. They can have their output boosted by crew station in Engineering Configuration during ship combat.

BC-MAXINERATOR

Maximum incineration from Balshrom.

IMPERATOR

An imperial gem.

VULCAN LIGHTNING

This puppy is a dual mode weapon only available on Alliance Fighters. It is NOT available on the general market. Possession by anyone not in the Alliance Military is a felony, and you can expect Special Forces or Class 3 bounty hunters to be knocking on your door.

When used in Space Combat, use as is. When used in vehicular combat, treat as a PCS and use the listed accuracies as if they were vehicle range brackets. I.e., SB 1 becomes VB 1. Also, the weapon's damage is reduced to 2d4HP with a Burst of 3 and Full of 6. No Actions are needed to convert it back and forth. When it is in PCS mode, the weapon does not suffer the typical Space Combat penalties for shooting at targets smaller than ships.

SHIP PULSE LIGHT CANNONS

The following are weapons that are only installable on military ships. Civilian ships are not designed to fire them. If a ship has "War" in its name, then it is a military ship.

BC OBLITERATOR

If you're not excessive, you're never really sure…

ELIMINATOR

Designed to reach out and touch someone.

ANTI-SHIP MISSILES

Anti-ship missiles are the only missiles that have a motor with enough power and fuel to be useful in space combat. They cannot be fired in direct fire mode because of the distances involved. They must be fired from a launcher rated for Anti-ship Missiles. They weigh 1,000 kg each and are 5 m long.

COBALT VECTOR SPACE

Same warhead, bigger motor. They can't outrun Cobalt!

FIRE SPARROW

A heavier warhead that does more damage. It's not cheap, but when you're days away from help, you'll wish you had one.

ARACHNID PLASMA BEAM LIGHT SHIP CANNONS

The following are weapons are only available on Arachnid ships. Only one will fit in a turret. They are Light Ship Cannon sized.

SPITTING COBRA

This Arachnid System appears to be their entry level "go to" for damage.

ORION'S C BEAM

Used by the really tough Arachnids. Ship Pulse Combat Systems

SHIP OPTIONS

In general, standard equipment and vehicle options can be added into a ship. The Game Master may disallow things that either wouldn't fit and/or wouldn't make sense. A typical item to add is a Pulse Reloader next to the armory. For items not listed in the equipment section, the GM is encouraged to use their imagination.

SHIP OPTIONS

DESCRIPTION	C-SPACES	WGT	COST
Drop Pod Launcher	1	1	▽1,000,000
Phase Gate	-	-	-

DROP POD LAUNCHER

Launches Drop Pods to rapidly deploy infantry from orbit to the surface. It's like riding in a one-person elevator that goes 1,000+ kph!

Assume that a launcher can "fire" 72 soldiers with armor and gear (up to Heavy armor) to the planet. GMs discretion on whether any damage occurs on impact due to an equipment failure. Assume each pod has the following stats: MN: 100, ECM: 50, ECCM: 50. The MBA Version can only manage 60 soldiers, but the launcher is the same price. Replacement pods are ▽5,000 per soldier launched.

PHASE GATE

The easiest way to board an enemy ship.

TYPICAL ACCOMMODATIONS

ARMORY

All ships have an armory. Typically, all weapons are expected to be stored here at all times. Pirate ships frequently don't follow this rule. Obviously Eridani can carry their sword/melee weapon as long as it doesn't consume power. The Eridani will be honor bound not to use the weapon unless there's a clear and present danger to the ship and passengers.

BATHROOM

Contains a shower, toilet, sink, and a mirror. Water is typically rationed on a ship so long showers are discouraged.

BOARDING TUBE

These are airlocks that have an extendible hallway to reach a ship or space station. When equipped with an MDD-24, they are "Phase equipped" and use the MDD-24 to pop through a solid surface into an open space beyond.

BRIG

A small holding cell. They are designed to hold the strongest Ram Pythons.

CARGO BAY

The cargo bays typically carry tie downs to physically latch containers to the floor. Occasionally the bays include attractor/repressor beams to manipulate cargo. Cargo is regularly shipped in shipping containers.

CRYO TUBE

A sleeper tube with cryogenic stasis capabilities.

DINING ROOM

The dining space is typically used in shifts to minimize the space needed. It can also be configured for dancing as an impromptu discotheque.

DROP POD

This is similar to a Sleeper tube but designed to launch the occupant into space and then survive landing on the planet from orbit. Right before impact, rockets kick in to slow descent to a "gentle" landing.

EDC LOCKERS

Scattered throughout most ships are emergency damage control lockers. These are noted on any ship deck plans with a yellow triangle. These lockers contain disposable spacesuits, firefighting supplies, first aid supplies, spare air and methane, water & rations, and a tool kit. Lockers also have portable airlocks that are handy if you want to get into a depressurized compartment without having all the air in your compartment sucked out when you open the door.

ENTERTAINMENT CENTER

Typically, this is a room with a holographic display. Treat it like a theater.

FIRING RANGE

Not common on most ships. This feature allows soldiers and mercenaries to get live fire practice with their firearms. They typically include a 3HP Flux shield to prevent damage to the ship and frequently extend out into space for longer ranged practice.

GYM

This space contains typical workout equipment and free weights. Usually the effective gravity of the room can be controlled independently. Typically, these go up to 3g for local gravity, but military versions may go higher. Don't enter when a Ram is working out.

MAINTENANCE ACCESS PANELS

Most smaller Alliance vessels are built on the "floors of a house" model popularized by the Orions. The inner workings of the ship are in the "basement" under the grav plating of the crew deck. These hatches and panels allow access to the ship's inner workings.

MASSAGE ROOM

These rooms contain massage tables for the passenger's comfort. Additional traditional therapies may be available as well. This service is frequently pay per use. Beings that mistreat the staff can find themselves stuffed in an airlock.

MEDICAL BAY/CENTER

These are typically a small medical area on the ship with all of the items needed to assist with anything up to surgery. Medicines included cover the most common problems for the standard species. The larger the space, the more likely it will be suited to treat severe medical illnesses or injuries. Provides a bonus to medical checks (+20 to +40 is typical).

MEDICAL TRIAGE CENTER

An emergency room type space filled with diagnostic equipment and the essentials needed to restart hearts, stop bleeding, etc. Gives a bonus (+20 to +40 is typical) to Skill Checks when dealing with life threatening problems.

STATEROOM

A stateroom typically accommodates two SC 8 beings. There may be a private bath in the suite or a shared bath with another suite. Typically, the room includes a small display for information and entertainment.

SLEEPER TUBE

It is effectively a life support pod or very small room. It is essentially the size of a Size Class 8 twin bed. To use it, a being slides into the tube through a hatch where the headboard would be. A conveniently mounted display can be used for information and entertainment. When seen on a ship's plan, they are typically in a bunk configuration with one at floor level and the other about 1.5 m above the deck.

Most industry standard sleeper tubes also double as escape pods. Given that the sleeper tubes in most long-haul spacecraft are capable of placing the occupants in stasis, this seemed like a good way to extend the lifespan of anyone ejected from the ship. You don't have to worry about exhausting your food and water, or using the restroom while floating in your escape pod/sleeper tube. It can place you in a state of suspended animation until you are rescued. Crew typically refer to sleeper tubes as "coffins" or "freezers."

SHIPPING CONTAINER, LARGE

A 3 m x 3 m x 20 m container that can be filled with items. It is designed for intermodal shipping. Holds one C-Space worth of material.

SHIPPING CONTAINER, STANDARD

A 3 m x 3 m x 10 m container that can be filled with items. It is designed for intermodal shipping.

SHIPPING CONTAINER, SMALL

A 3 m x 3 m x 5 m container that can be filled with items.

TURRET

Note that a turret can take up to two heavy cannon sized weapons or one Light Ship Cannon sized weapon. During combat it is assumed a turreted weapon can fire in any direction.

WORKSHOP

A room with typical tools needed for repairs. Assume a mix of tools for working with metals and electronics. Using it provides a +20 to +40 bonus on a repair in the workshop.

SPACESHIP DESCRIPTIONS

Ships come in many hull classes, and the military names are applied to the sizes for simplicity. There are civilian names as well based upon function such as small freighter or small liner in place of the Light Corvette. Ship costs typically include a shuttle or land transport. They do not include Humpties or any missiles. For the most part spacecraft have identical stats to the vehicles. The few stats unique to spacecraft are listed below.

SHIP DESCRIPTION KEY

Size Class: The ship's Size Class.

Hull Class: How big the ship is (generally) based on its hull size. The penalty or bonus to hit the ship is listed in parentheses.

Weight: The ship's weight in metric tons.

Handling: This value is added to any Piloting Skill Check made to operate the ship. Positive values indicated a responsive vessel, whereas a negative value indicate one that maneuvers like a freighter in cold molasses.

Stealth Rating: The ship's Stealth Rating.

ECM: The ship's ECM value.

Sensor: Lists the sensor package used by the ship. The Active % and Passive % are listed in parenthesis. (Active/Passive)

Endurance: The maximum number of days a ship can function before running out of fuel and/or food.

Atmo Accel/Brake/Max: The ship's acceleration and breaking values when operating in an atmosphere.

Space Accel/Brake/Max: The ship's acceleration and breaking values when operating in space. Most ships do not have a Max MOV in space and top speed is only limited by fuel. .

Crew: Number of crew typically found on the ship and their positions.

Passengers: Number of passengers the ship is capable of comfortably transporting.

Cargo: The ship's cargo capacity in C-Spaces.

Spares: The number of units worth of spare parts (Spares) that the ship typically carries.

Orbit/Moon/FTL pt.: How long it takes the ship to reach orbit, reach a moon in orbit (roughly 350,000 km), or get far enough away from a planet where the FTL drive can be activated (FTL point). This has to be far enough from a planet or star to minimize gravity interference.

Tech Level: The general Tech Level of the ship.

Threshold: The Threshold Rating of each section of the ship

Flux: This is the Flux Shield's strength.

Recharge Rate: Each Combat Round, the ship can add the listed value to the Flux Shield strength (aka Flux). Damage to the reactor may reduce this value.

Crew Stations: Lists the location and number of crew stations on the vessel. Weapons can be manually controlled from turrets. The number of crew stations is show in parenthesis.

FTL Speed: How many parsecs the ship can travel in a day. Note that a parsec is roughly 3.25 light-years or 30 trillion km.

FTL Range: How far the ship can travel before it needs to refuel its FTL drive.

Compartments: An alphabetical listing of the ship's compartments. Useful for determining what just got vaporized when the ship takes a penetrating hit from an opponent's weapon. If the ship has more than one of a particular type of compartment the number will be indicated in parentheses.

Provisions: How much food and water the ship carries, and how long they'll last.

Primary Armaments & Defenses: The number and type of weapons the craft carries are listed here.

Vehicles/Humpties: The number and type of vehicles the craft is capable of carrying are listed here.

TRANSICRUISERS

Transicruisers do not have FTL capability so they are typically more like a shuttlecraft or fighter than a ship with staterooms. Transicruisers can get quite large and function like a ferry from a mining colony to the main world. The stat blocks for Transicruisers are typically like a vehicle's stat block.

TRANSICRUISERS

MODEL	MANUFACTURER	OP*	MNT**	PURCHASE
F-18 Golden Eagle	Raelhavlen Heavy Industries	▽500	▽10,000	▽24,000,000
FA-17 Firebird	Raelhavlen Heavy Industries	▽500	▽10,000	▽20,000,000
UH-22 Ripley	Raelhavlen Heavy Industries	▽100	▽5,000	▽10,000,000

* Daily cost to Operate. ** Monthly Maintenence cost.

SPACECRAFT

MODEL	MANUFACTURER	OP*	MNT**	PURCHASE
Bohemian Class Yacht	Orionus Konglomerates	▽1,000	▽10,000	▽40,000,000
Bane Class War Cruiser	Eridi-Corp	▽2,000	▽25,000	▽75,000,000
Freischärler Infiltrator War Scout	Raelhavlen Heavy Industries	▽2,000	▽35,000	▽165,000,000
Savior Class Rescue Cutter	Kowalski Transport Industries	▽2,000	▽40,000	▽112,000,000
Nidar "Crab" Salvage Ship	Raelhavlen Heavy Industries	▽500	▽5,000	▽33,000,000
Turtle Freighter	Space Systems Development Corp.	▽500	▽5,000	▽30,000,000
Medium Cargo Freighter	Various Manufacturers	▽2,000	▽20,000	▽50,000,000
Luxury Liner	Orionus Konglomerates	▽10,000	▽40,000	▽400,000,000

* Daily cost to Operate. ** Monthly Maintenence cost.

F-18 GOLDEN EAGLE

TL	SIZE	WGT	L × W × H	CRW	PAS	CARGO	SPARES
4	23	16 T	18 m x 11 m x 3.2 m	2 (SC 4)	0	0	0

SEN	ECM	ECCM	HAND	END
SSP3	40	40	40	15 days

ATMO A/B/MAX	SPACE A/B/MAX	ORBIT	MOON	FTL PT
24/40/2000	10/10/None	2.5 min	52 min	1.7 d

			F	R	FL	FR	RL	RR
THR	16HP	**SI**	4HP	4HP	4HP	4HP	4HP	4HP
FLUX	100HP/25	**ABS**	2HP	2HP	2HP	2HP	2HP	2HP

The F-18 *Golden Eagle* Aerospace Superiority Fighter is designed to control the skies and space. It frequently escorts shuttles and the *FireBird* attack craft. It is essentially a big engine with a cockpit and some weapons. The plus side is that it can close in from extreme range and launch missiles then exit combat before it takes too much damage. Military ships with decent protection from missiles may fare well against a single fighter but will struggle against a squadron as they overwhelm defenses.

Crew: Pilot (1), Weapons System Officer (1)

Primary Armaments & Defenses: CSAMS (2), Vulcan Lightning, Anti-ship missile tubes (8) on the wings

FA-17 FIREBIRD

TL	SIZE	WGT	L × W × H	CRW	PAS	CARGO	SPARES
4	25	190 T	20 m x 12 m x 3 m	2 (SC 4)	0	0	1

SEN	ECM	ECCM	HAND	END
SSP3	40	40	10	15 days

ATMO A/B/MAX	SPACE A/B/MAX	ORBIT	MOON	FTL PT
24/30/2000	5/5/None	2.5 min	52 min	1.7 d

			F	R	FL	FR	RL	RR
THR	16HP	**SI**	4HP	4HP	4HP	4HP	4HP	4HP
FLUX	100HP/20HP	**ABS**	5HP	5HP	5HP	5HP	5HP	5HP

The FA-17 *Firebird* is a close support combat sled designed to take out enemy armor at close range. It is also used to take out turrets on capital ships.

Crew: Pilot (1), Weapons System Officer (1)

Primary Armaments & Defenses: CSAMS, Vulcan Lightning (2), Anti-ship missile tubes (2) on the wings, Heavy Missile XL tubes (10) on the wings

UH-22 RIPLEY DROP SHUTTLE

TL	SIZE	WGT	L × W × H	CRW	PAS	CARGO	SPARES
4	21	60 T	14 m x 9 m x 3.2 m	2 (SC 4)	0	Special	1

SEN	ECM	ECCM	HAND	END
SSP2 (125/65)	20	20	0	30 days

ATMO A/B/MAX	SPACE A/B/MAX	ORBIT	MOON	FTL PT
60/60/1200	5/5/None	6.3 min	66 min	2.2 days

			F	R	FL	FR	RL	RR
THR	6HP	**SI**	1HP	1HP	1HP	1HP	1HP	1HP
FLUX	75HP/5HP	**ABS**	1HP	1HP	1HP	1HP	1HP	1HP

The UH-22 *Ripley* Drop Shuttle workhorse shuttle can fit in an Armored Infantry Skimmer inside the vehicle bay. In a pinch, it can deploy a typical light tank at the expense of missiles and close support weapons. It is a utilitarian flying wedge and any carried vehicle is loaded and deployed through the rear ramp. It can take an over watch role to support the vehicle, once deployed. There is no additional space for transporting troops, and any passengers must ride inside the APC or tank in the vehicle bay. On occasion, Ripleys are refitted for a modified HALO operation with soldiers jumping from the cargo bay in sealed heavy armor at extreme altitudes. The crew includes a pilot and weapons officer. This shuttle has wings that sweep into tail fins and spread to a full 9 m tip to tip. The cargo area is designed to carry an armored infantry vehicle.

Crew: Pilot (1), Co-pilot/loadmaster (1)

Primary Armaments & Defenses: CSAMS (2), Turret with mount for a PMG with storage for 1,000 rounds, Plasma BC-Obliterators (2), Heavy Missile XL bays with 10 missiles (2)

YFB-ARMORED TRANSICRUISER SHUTTLE

TL	SIZE	WGT	L × W × H	CRW	PAS	CARGO	SPARES
4	14	20 T	5.1 m x 3.6 m x 3.2 m	2	6	0	1

SEN	ECM	ECCM	HAND	END
SSP1 (100/50)	20	20	20	30 days

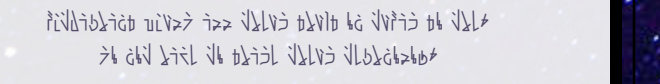
ATMO A/B/MAX	SPACE A/B/MAX	ORBIT	MOON	FTL PT
50/50/575	8/8/None	6.5 min	66 min	2.2 d

			F	R	FL	FR	RL	RR
THR	1HP	**SI**	1HP	2HP	1HP	1HP	1HP	1HP
FLUX	5HP	**ABS**	1HP	2HP	1HP	1HP	1HP	1HP

This example is typical of armored military shuttles. There are no frills with basic jump seats designed for people one Size Class smaller than advertised.

Crew: Pilot (1) minimum.

Primary Armaments & Defenses: CSAMS (2)



ARACHNID TRANSPORT, CODENAME: VIPER

TL	SIZE CLASS	HULL CLASS	WGT	L × W × H
6	170	Light Corvette (-5)	7200 T	70 m x 35 m x 6.5 m

CREW	PASSENGERS	CARGO	SPARES
1	128	0.5	-

SEN	ECM/STEALTH	ECCM	HAND	END
SSP1 (100/50)	10/20	10	10	80 days

ATMO A/B/MAX	SPACE A/B/MAX	ORBIT	MOON	FTL PT
30/50/2000	2/2/None	9 min	80 min	2.6 days

			F	R	FL	FR	RL	RR
THR	16HP	**SI**	16HP	16HP	16HP	16HP	16HP	16HP
FLUX	200HP/10HP	**ABS**	8HP	8HP	8HP	8HP	8HP	8HP

The Arachnid transport is an amalgamation of organic and technological components. They are grown and infused with technology. They will self-destruct if forcibly taken.

Crew: 1 for ship operations (the ship flies itself)

Complement: 128 beings of SC 8 (or 256 beings of SC4)

FTL Speed: 2 parsec per day

FTL Range: 156 parsecs with 4 parsecs emergency reserve

Provisions: Food for 40 days for 20 people (SC 8)

Spares: N/A

Special Abilities

Distortion Field: Apply a -40 penalty to all Navigation (Space) Skill Checks to program or activate an FTL drive on enemy ships within Space Range Bracket 2 (SB 2)

Displacement: This craft can move a distance equal to its MOV score each Combat Round, instantaneously and without crossing the intervening distance instead of using its normal movement.

Regeneration: This craft can heal 5HP of damage per section per Combat Round as long as it has power. If 10HP damage is healed, reduce the Damage Level of one component by 1, or bring a weapon back online.

Primary Armaments & Defenses: AAMS, Turret with Spitting Cobra (4), Phase Gates (3)

Vehicles and Humpties: Vehicle bay – Includes an armored transport craft

ARACHNID FTL SHUTTLE, CODENAME: SEEKER

TL	SIZE CLASS	HULL CLASS	WGT	L × W × H
6	41	Patrol Boat (-10)	1600 T	45 m x 12.5 m x 3.25 m

CREW	PASSENGERS	CARGO	SPARES
1	10	0.5	-

SEN	ECM/STEALTH	ECCM	HAND	END
SSP3 (100/50)	40/50	40	20	70 days

ATMO A/B/MAX	SPACE A/B/MAX	ORBIT	MOON	FTL PT
100/120/4000	6/6/None	4.5 min	63 min	2 days

			F	R	FL	FR	RL	RR
THR	16HP	**SI**	16HP	16HP	16HP	16HP	16HP	16HP
FLUX	200HP/10HP	**ABS**	16HP	16HP	16HP	16HP	16HP	16HP

This is a relatively small Arachnid ship designed to transport a team of Arachnids to recover something of interest. They will self-destruct if forcibly taken.

Crew: 1 co-pilot (the ship flies itself)

Complement: 10 arachnid warriors in cryogenic stasis

FTL: 2 parsec per day

FTL Range: 132 parsecs with 8 parsecs emergency reserve

Provisions: Food for 10 days for 10 people (SC 8)

Special Abilities

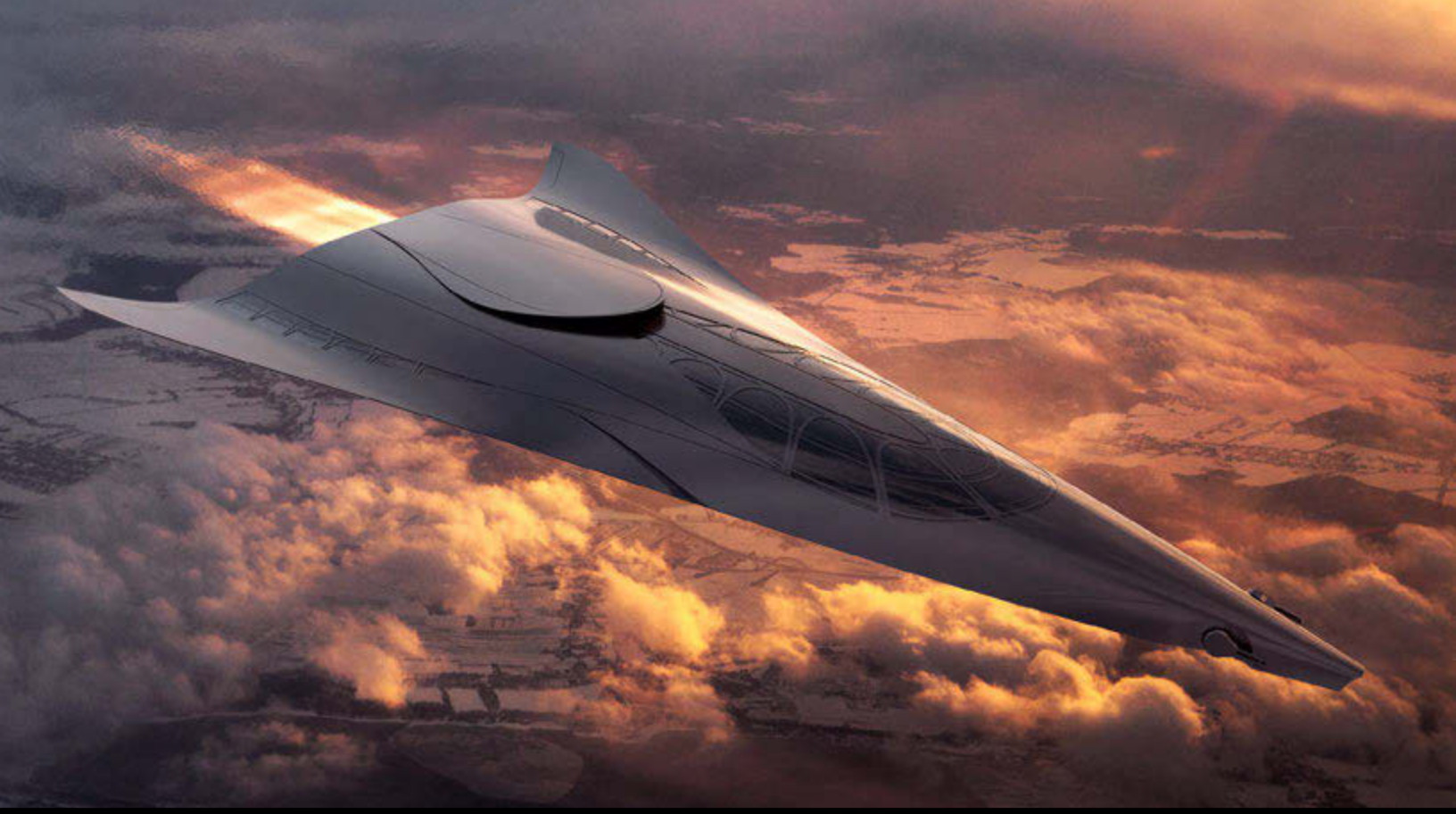
Distortion Field: Apply a -40 penalty to all Navigation (Space) Skill Checks to program or activate an FTL drive on enemy ships within Space Range Bracket 2 (SB 2)

Displacement: This craft can move a distance equal to its Space Accel score each Combat Round, instantaneously and without crossing the intervening distance instead of using its normal movement.

Regeneration: This craft can heal 5HP of damage per section per Combat Round as long as it has power. If 10HP damage is healed, reduce the Damage Level of one component by 1, or bring a weapon back online.

Primary Armaments & Defenses: AAMS, Turret with Orion's C Beam (4), Phase Gate

Vehicles and Humpties: Vehicle bay – Includes an armored transport craft



SPACECRAFT

BOHEMIAN CLASS YACHT

TL	SIZE CLASS	HULL CLASS	WGT	L × W × H
4	56	Light Corvette (-5)	2,600 T	74 m x 28 m x 7 m

CREW	PASSENGERS	CARGO	SPARES
7	20	1.1	3

SEN	ECM	ECCM	HAND	END
SSP1 (100/50)	10	10	0	40 days

ATMO A/B/MAX	SPACE A/B/MAX	ORBIT	MOON	FTL PT
60/100/4500	4/4/None	4 min	94 min	3 days

			F	R	FL	FR	RL	RR
THR	4HP	**SI**	4HP	4HP	4HP	4HP	4HP	4HP
FLUX	50HP/20HP	**ABS**	4HP	4HP	4HP	4HP	4HP	4HP

The Orionous Konglomerate's Bohemian Class Starcruiser is Battlelord's equivalent of the super yacht. The interior is opulent. The area at the bow is set up like a beach complete with "ocean," sand, hot tub, and a boardwalk that doubles as a dance floor. The formal dining room opens to the beach and allows guest to view the passing stars through the massive windows that ring the ship's dorsal side. The dining room can also be reconfigured, at the touch of a button, into a nightclub or lounge. Guests also have access to a fitness room, a massage room, entertainment salon, and a small medical bay. In short, the guests enjoy the Bohemian experience and luxurious setting all the way down to the food. The crew occupies the rear third of the ship when not attending to guests or flying the ship. The crew bunks in sleeper capsules when off duty and get food just above MRE grade.

Crew: Captain/pilot, Engineers (2), Stewards (4).

Crew Stations: Bridge (5), Owners Cabin (1 – Concealed), Turret – Gunnery Config Only (2)

Compartments: Airlock, armory, beach/pool, captain's quarters, cargo bay, crew mess hall, crew kitchen, dining hall, entertainment lounge, fitness room, kitchen, master bath, medical bay, pantry (2), showers (2), shuttle bay, staterooms (12)

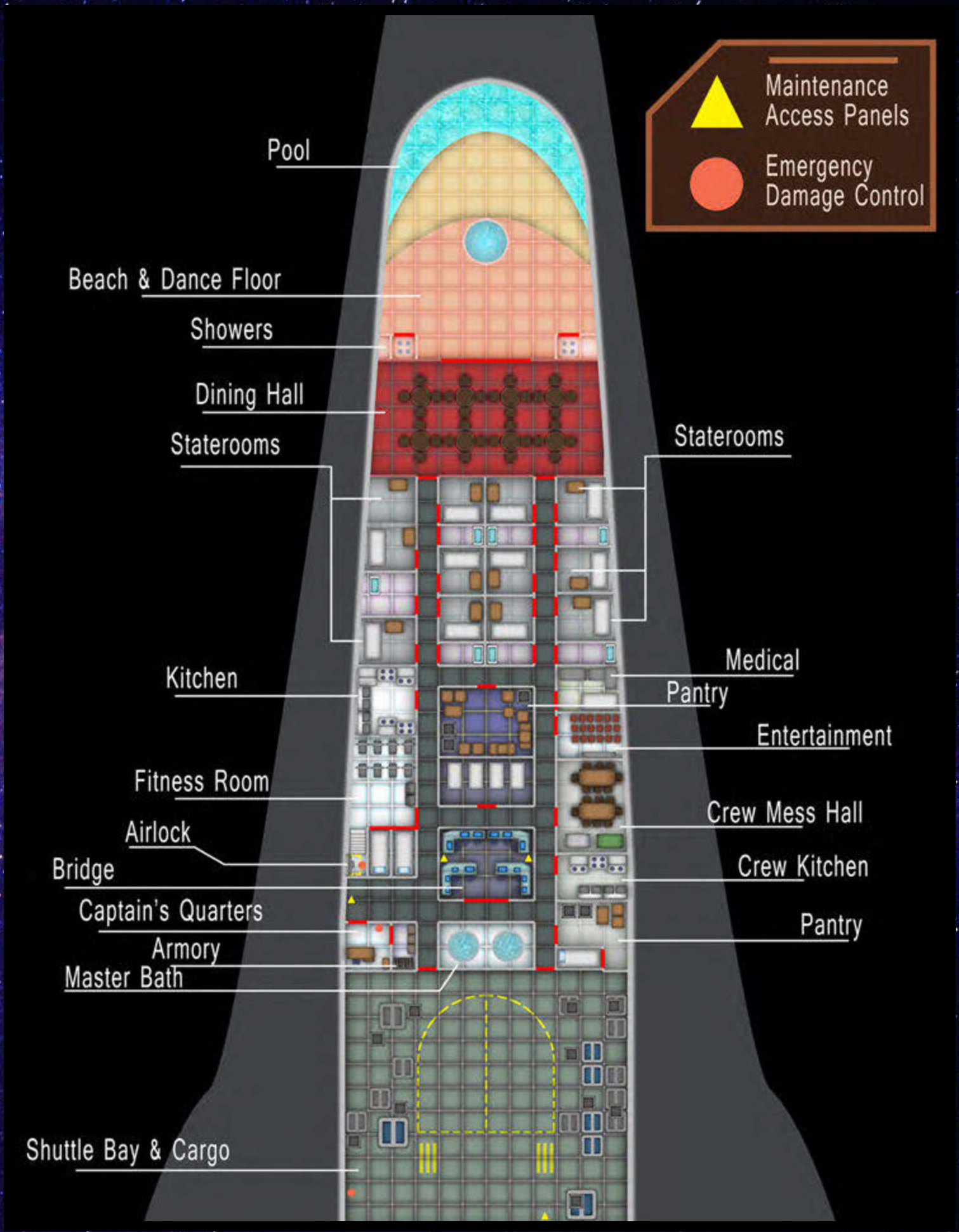
FTL Speed: 1 parsec per day FTL

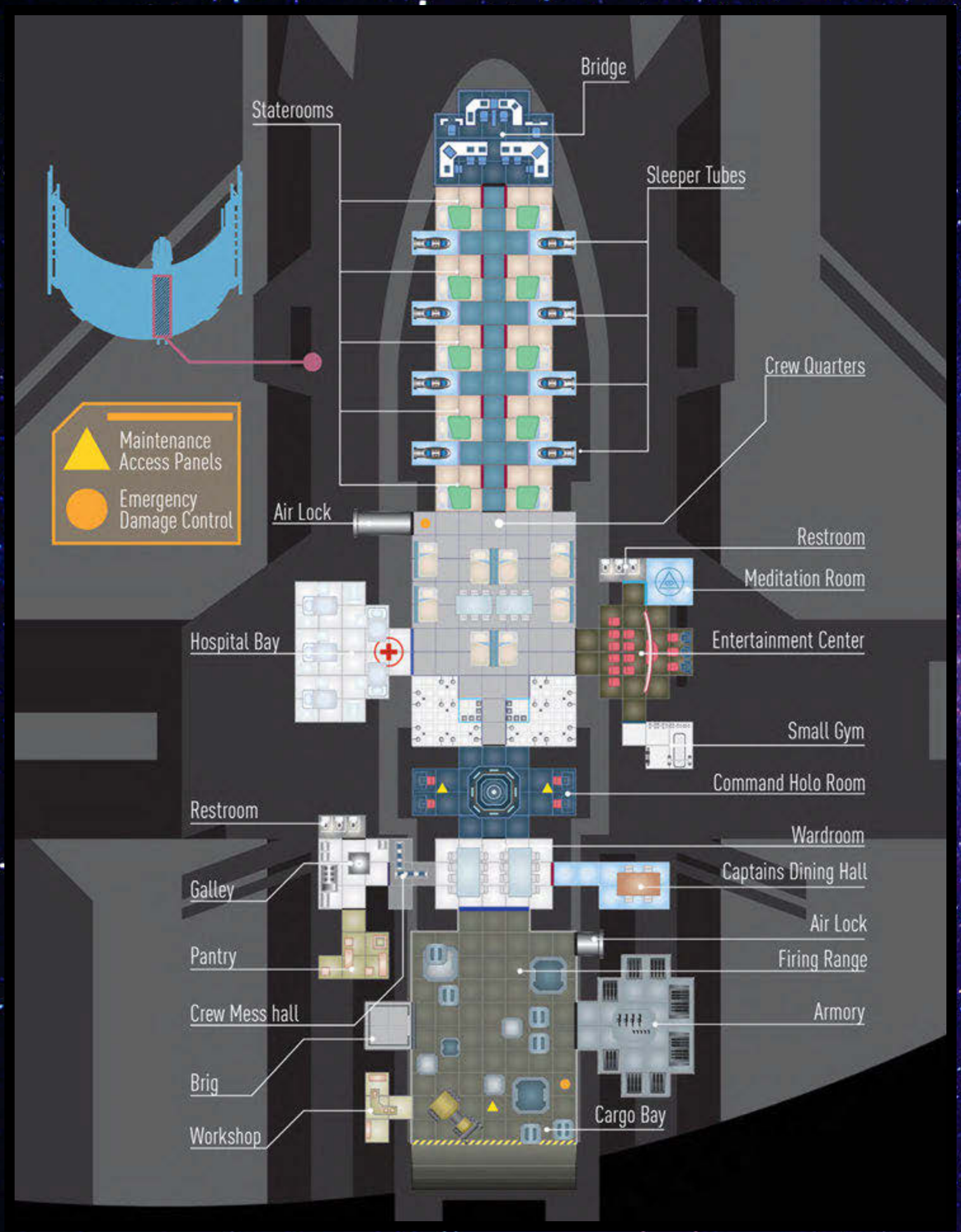
FTL Range: 36 parsecs with 4 parsecs emergency reserve

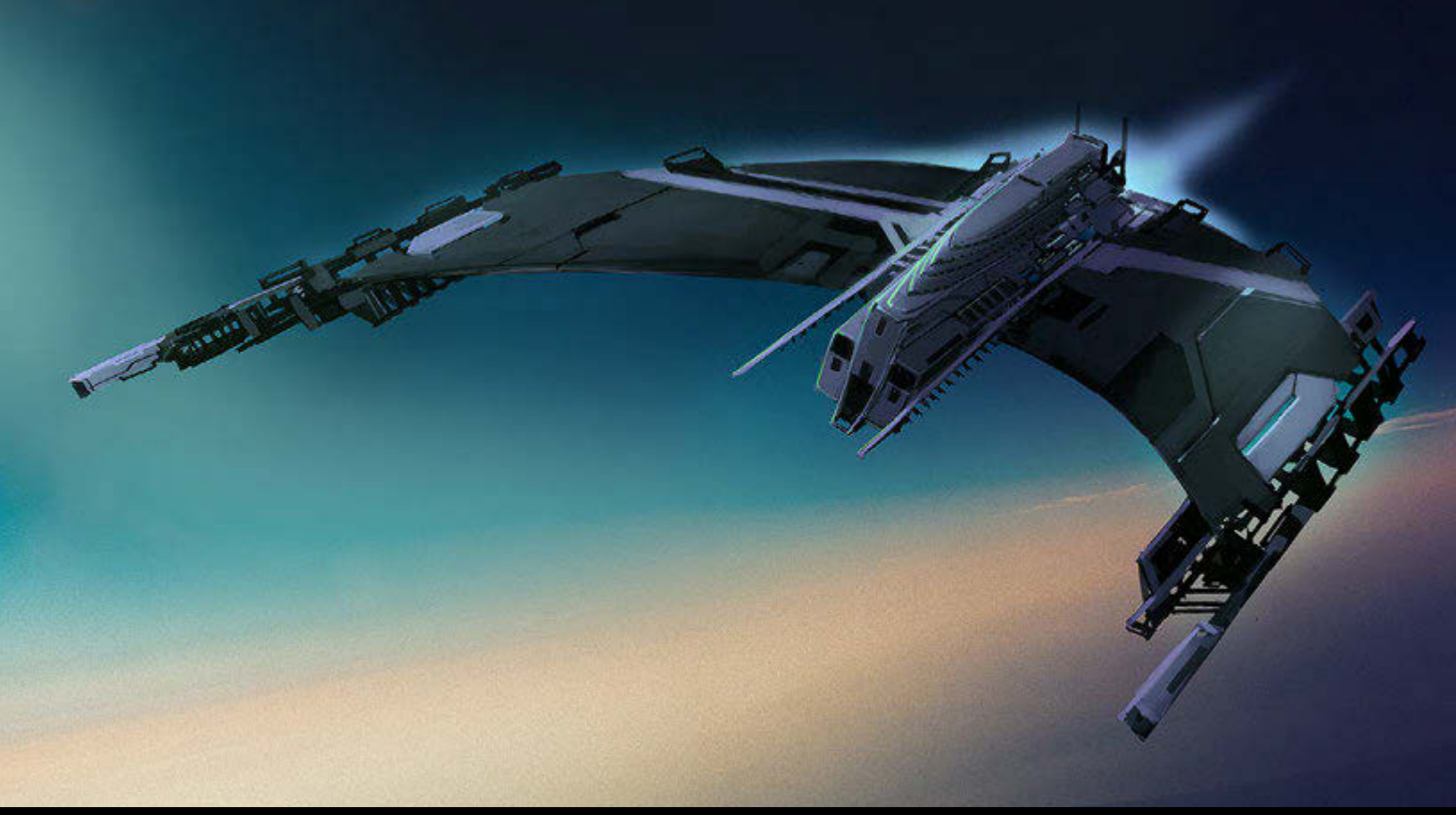
Provisions: Food for 40 days for 30 people (SC 6) Food items are luxury grade i.e., Fresh foods, delicacies, etc.

Primary Armaments & Defenses: SLAMS, Turret with BC-Obliterator, Turret with Pacifier, Phase Gate in cargo bay

Vehicles and Humpties: Vehicle bay – Includes a Luxury version of YFB-Armored shuttle


Maintenance Access Panels
Emergency Damage Control
Pool
Beach & Dance Floor
Showers
Dining Hall
Staterooms
Staterooms
Kitchen
Medical
Pantry
Entertainment
Fitness Room
Crew Mess Hall
Airlock
Bridge
Crew Kitchen
Captain's Quarters
Pantry
Armory
Master Bath
Shuttle Bay & Cargo


Bridge
Staterooms
Sleeper Tubes
Crew Quarters
Maintenance Access Panels
Emergency Damage Control
Air Lock
Restroom
Meditation Room
Hospital Bay
Entertainment Center
Small Gym
Command Holo Room
Restroom
Wardroom
Captains Dining Hall
Galley
Air Lock
Pantry
Firing Range
Crew Mess hall
Armory
Brig
Cargo Bay
Workshop



BANE–CLASS PERSONAL WAR CRUISER

TL	SIZE CLASS	HULL CLASS	WGT	L × W × H
6	52	Light Corvette (-5)	3500 T	60 m x 30 m x 9 m

CREW	PASSENGERS	CARGO	SPARES
10	20	2	4

SEN	ECM	ECCM	HAND	END
SSP3 (100/50)	40	40	10	40 days

ATMO A/B/MAX	SPACE A/B/MAX	ORBIT	MOON	FTL PT
100/120/4500	6/6/None	3.9 min	53 min	1.9 days

			F	R	FL	FR	RL	RR
THR	6HP	**SI**	6HP	6HP	6HP	6HP	6HP	6HP
FLUX	200HP/25HP	**ABS**	6HP	6HP	6HP	6HP	6HP	6HP

The Bane Class Personal War Cruiser, which is manufactured by Eridi-Corp, is an Eridani light corvette. They are frequently given on loan to renowned warriors. Reflecting Eridani customs, the interior is spartan with a minimum of furnishings. There are small staterooms with sleeper tubes for 16 warriors. The crew sleeps in a communal barracks. There are only eight beds for the ten crew, so the crew must "hot rack" when changing shifts. These ships are frequently operated by the warriors the ship carries, and the crew's barracks are converted into a combat practice area.

The ship is furnished with a command holo-projector for mission briefings, a medical bay, an entertainment center, a workshop, a gym, a meditation room, and a firing range. The firing range is built into the cargo bay and extends beyond the hull of the ship. It is used for live fire exercises using a complex array of Flux shields to keep the bay protected from weapon's fire and pressurized. This ship is designed to deploy a team of up to eight warriors and six (large class) Humpties on an enemy held world.

Crew: Captain/pilot, Co-pilot, Engineers (2), Medic, Gunners (3)

Compliment: There are 8 small staterooms for the combat team.

Crew Stations: Bridge (5), Command deck holo room (3), Turret – Gunnery Config Only (2)

Compartments: Airlock (2), armory, barracks (10 sleeper tubes), bridge, brig, captain's dining hall, cargo hold, command deck holo room, crew mess hall, entertainment center, escape pods, firing range, food pantry, galley, gym, hospital bay, meditation room, restroom (2), staterooms (8), turret access (2), workshop

FTL Speed: 2 parsec per day with FTL

FTL Range: 76 parsecs with 4 parsecs emergency reserve

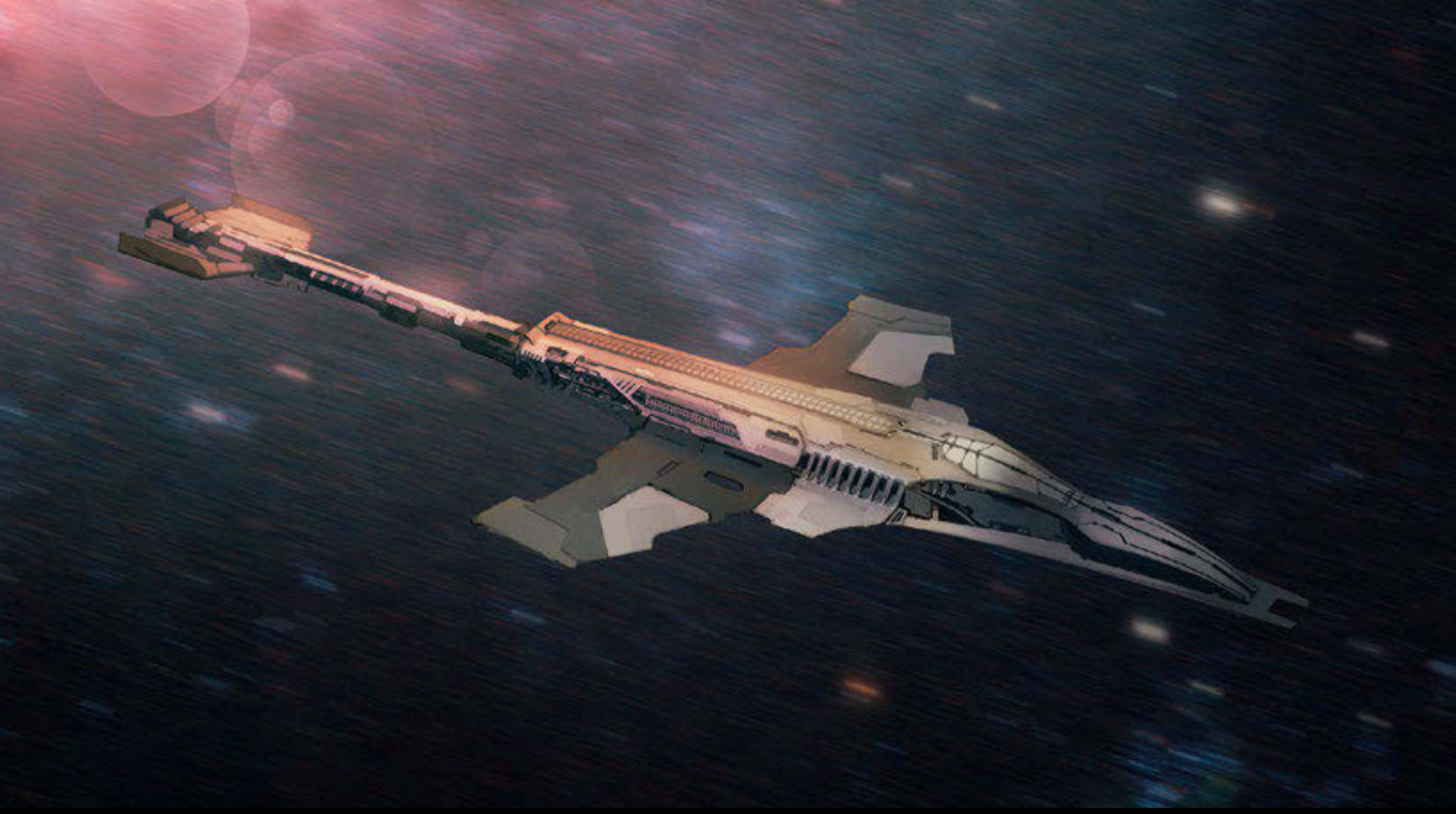
Provisions: Food for 60 days for 30 people (SC 8)

Primary Armaments & Defenses: CSAMS, Turret with Champion (2), Plasma BC-Obliterators (2), Anti-ship Missile Bays with 30 missiles each (2), Heavy Missile XL bays with 60 missiles each (2), Phase Gate in cargo bay

Vehicles and Humpties: Vehicle bay: YFB Shuttle (1), Humpty bay: room for 6 large or 3 huge Humpties (They have to pull themselves in and curl up to fit). Humpties not included.

Special Abilities:

Military-Grade Redundancy: Each of this ship's components ignores the first 10HP of damage it suffers, essentially requiring a component to suffer 20HP of damage before moving from Damage Level 0 to Damage Level 1.



FREISCHÄRLER INFILTRATOR WAR SCOUT

TL	SIZE CLASS	HULL CLASS	WGT	L × W × H
6	55	Light Corvette (-5)	2600 T	72 m x 17 m x 9 m

CREW	PASSENGERS	CARGO	SPARES
10	10	1	3

SEN	ECM/STEALTH	ECCM	HAND	END
SSP2 (125/65)	40/70	40	20	40 days

ATMO A/B/MAX	SPACE A/B/MAX	ORBIT	MOON	FTL PT
120/160/8000	7/7/None	2 min	53 min	1.7 days

			F	R	FL	FR	RL	RR
THR	12HP	**SI**	6HP	6HP	6HP	6HP	6HP	6HP
FLUX	200HP/15HP	**ABS**	6HP	6HP	6HP	6HP	6HP	6HP

This human designed light corvette is rated for hypersonic travel in atmosphere. Unfortunately, this affects the overall aesthetic and leaves it looking more like a barracuda than a spacecraft. Its original mission was a missile gunboat for close support of ground troops, though this model has been re-purposed for stealth. The refit gave it the more powerful engines, sleeker lines, and the state-of-the-art cloaking system. The ship has a higher than typical weight due to the substantial engines and armor.

Due to some exotic cloaking, passive camouflage techniques, and other highly classified modifications this ship has limited room for cargo and weapons. The War Scout's typical mission is infiltration and exfiltration of Galactic X or elite mercenary teams behind enemy lines. When cloaked, the ship is nearly impossible to spot even while moving at subsonic speeds in the atmosphere. Unfortunately to maintain this level of stealth, the Flux Shield must be off. If the ship is attacked while cloaked, damage is fairly likely.

The mission focus allows for only a few accommodations on the Freischärler, which is notorious for being cramped: A Medical bay, a briefing room that doubles as an entertainment center, a brig, and a reconfigurable cargo bay. The cargo bay is sometimes fitted with a drop pod launcher which can deposit personnel on the planet's surface without having to land the ship. The four small staterooms are reserved for the ship's captain, the co-pilot, the medical officer, and the chief engineer. Everyone else bunks down in a one of the six other sleeper tubes.

Crew: Captain/pilot, Co-pilot/Gunner, Engineers, Medic

Crew Stations: Bridge (3), Cargo Bay (1)

Compartments: Airlock (2), armory, brig, cargo bay, cargo lift, crew mess hall, food pantry, galley, medical bay, restroom (2), showers (2), sleeper tube (6), stateroom (4), turret, workshop

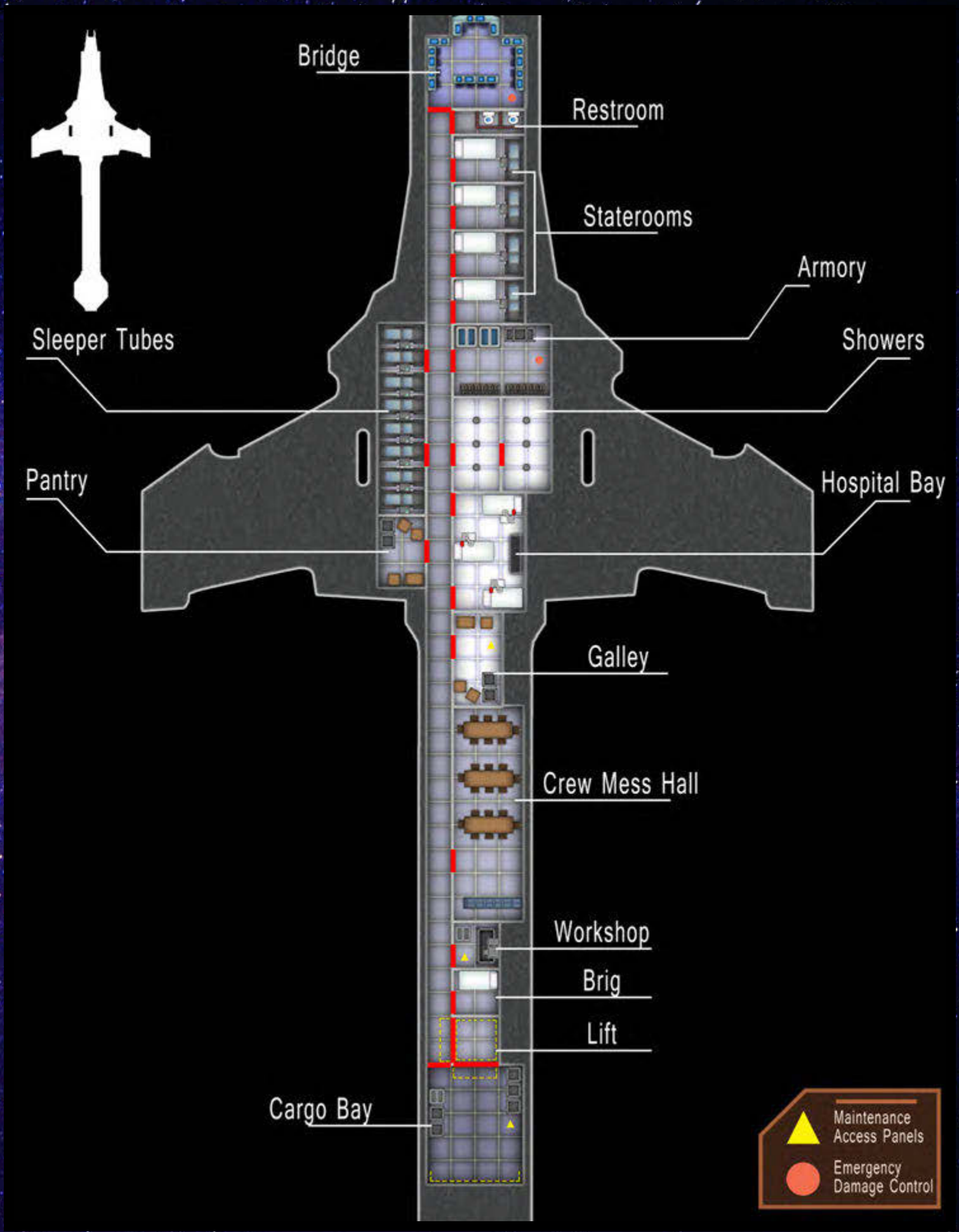
FTL Speed: 2 parsec per day

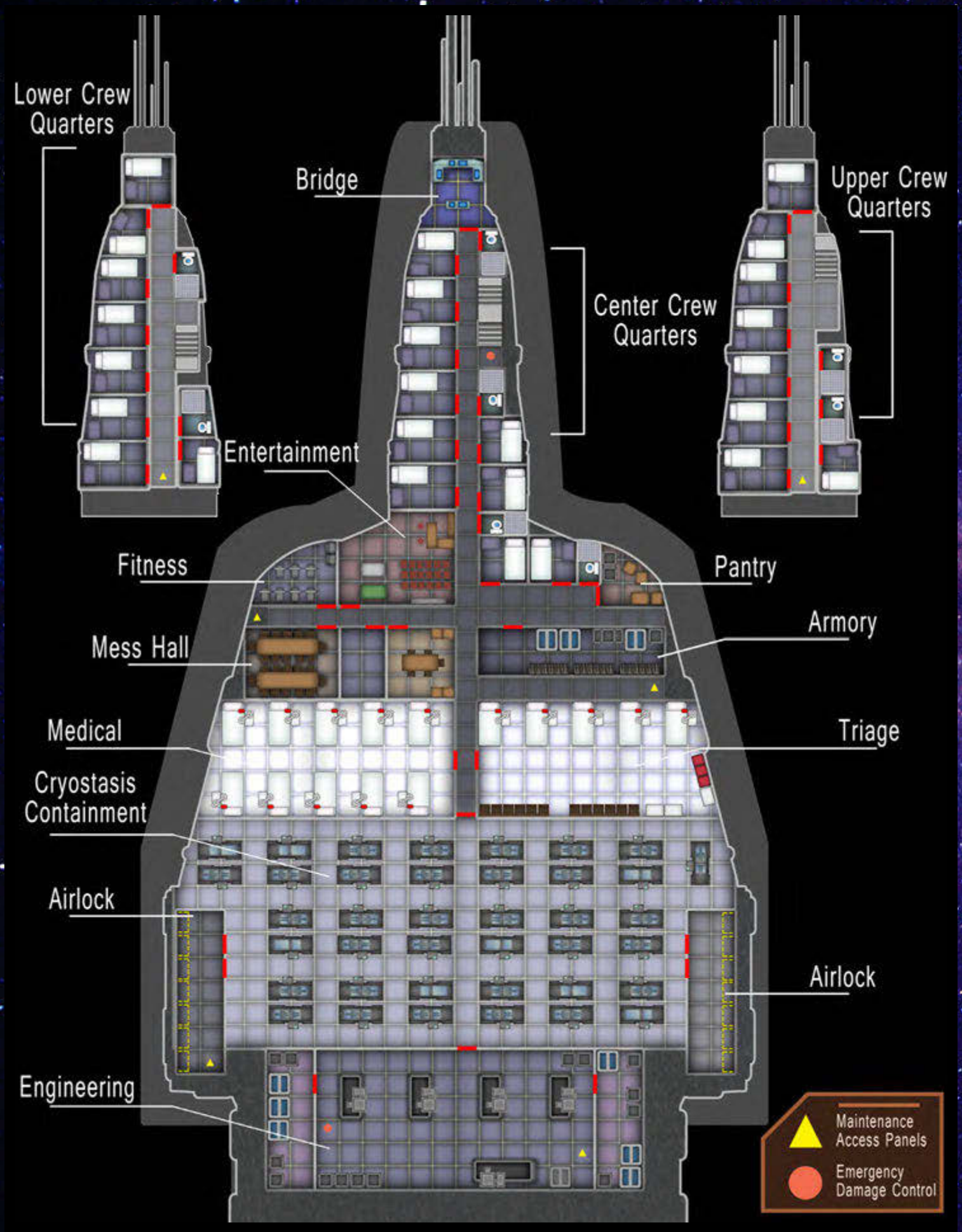
FTL Range: 76 parsecs with 4 parsecs emergency reserve

Provisions: Food for 40 days for 20 people (SC 8)

Primary Armaments & Defenses: CSAMS (2), Turret with Imperator (2), Plasma Obliterator, Anti-ship missile bay with 30 missiles, Heavy Missile XL bays with 60 missiles each(4), K-sat Bay with a 20 combat drone capacity for laying down a drone sensor net. Treat drones as sensor drones in a combat chassis with an SP5 sensor pack, Phase Gate in cargo bay

Vehicles and Humpties: Vehicle bay – Includes an armored transport craft


Bridge
Restroom
Staterooms
Armory
Sleeper Tubes
Showers
Pantry
Hospital Bay
Galley
Crew Mess Hall
Workshop
Brig
Lift
Cargo Bay
Maintenance Access Panels
Emergency Damage Control


Lower Crew Quarters
Bridge
Upper Crew Quarters
Center Crew Quarters
Entertainment
Fitness
Pantry
Armory
Mess Hall
Medical
Triage
Cryostasis Containment
Airlock
Airlock
Engineering
Maintenance Access Panels
Emergency Damage Control

SAVIOR CLASS RESCUE CUTTER

TL	SIZE CLASS	HULL CLASS	WGT	L × W × H
6	106	Corvette (0)	5600 T	68 m x 38 m x 9 m

CREW	PASSENGERS	CARGO	SPARES
10-40	10	2	5

SEN	ECM	ECCM	HAND	END
SSP2 (125/65)	10	10	-40	80 days

ATMO A/B/MAX	SPACE A/B/MAX	ORBIT	MOON	FTL PT
120/160/1000	7/7/None	18 min	58 min	1.9 days

			F	R	FL	FR	RL	RR
THR	6HP	**SI**	6HP	6HP	6HP	6HP	6HP	6HP
FLUX	200HP/25HP	**ABS**	6HP	6HP	6HP	6HP	6HP	6HP

This is a civilian ship that frequently gets dispatched to save ships in distress (e.g., a ship adrift in a shipping lane). The main mission of this ship is actually to patrol space faring lanes for pirates and smugglers and to lend aid to ships having issues. When not on long-term patrol, they are dispatched as a rapid response ship capable of several types of missions including stabilizing a crippled ship, evacuating its passengers, or potentially towing it back to civilization should the damage be minor.

The ship is well armed by civilian standards; it is not designed for serious military engagements. When pressed into military service, it is typically performing in a reconnaissance role and crewed by Galactic Marines. The cargo space is re-purposed depending on the mission. Though the bay is left empty on patrols, the bay can quickly be loaded with extra cryo pods and repair materials when prepping for the rescue role. When used in a civilian search and rescue roll, the ship is usually staffed with extra mechanics and medical personnel.

The ship's features include an entertainment center for the crew, an impressive emergency medical center and separate triage area, a small brig, a workshop, and a gym. There is room for 400 cryo pod/sleeper tubes in the cargo bay. If running at capacity, the pods are used in sleeper tube configuration for very short journeys (i.e. typically 1 day or less). For anything longer, the evacuees will be put into stasis to avoid any issues due to food constraints. As with a standard sleeper tube, in an emergency, they will act as escape pods.

Crew: Captain/pilot, Co-pilot, Engineers (3), Medic, Gunners (4)
Complement: 10 Ship Operations crew, 30 marines, emergency damage control (EDC), or medical staff
Crew Stations: Bridge (3), Cargo Bay (2)
Compartments: Airlock (2), armory, bridge, captain's dining hall, cargo bay – lower level, crew quarters – center, crew quarters – lower, crew quarters – upper, cryopods (400), engineering area, entertainment lounge, galley, fitness center, K-sat bay, medical bay, mess hall, pantry, restrooms (8), sleeper tubes (40) with cryostasis containment, staterooms (10), triage area, turret (4), vehicle bay, workshop
FTL Speed: 2 parsec per day
FTL Range: 152 parsecs with 8 parsecs emergency reserve
Provisions: Food for 40 days for 20 people (SC 8). The food is essentially one step above MRE level, with additional stored in the cargo hold for longer missions.
Primary Armaments & Defenses: SLAMS, Turret with Imperator (4), Phase Gates (2) on airlocks either side of the cargo bay
Vehicles and Humpties: YFB Shuttle (1)

Variants

Mythic class Infantry Transport: Reduce the size of the medical bay and triage area by half. The additional space is for storage of weapons and equipment. Infantry stay in Cryo until the destination is near. They are thawed, armor up, and then leave the ship.

Valkyrie class Infantry Dropper: Each of the cryo tubes is also a drop pod. The soldiers can be transported in stasis, then awakened when the ship makes orbit, just before the pod is ejected and takes a one-way trip to the planet's surface.

NIDAR-CLASS "CRAB" SALVAGE VESSEL

TL	SIZE CLASS	HULL CLASS	WGT	L × W × H
6	222	Corvette (0)	8400 T	80 m x 50 m x 9 m

CREW	PASSENGERS	CARGO	SPARES
10	10	40	3

SEN	ECM	ECCM	HAND	END
SSP1 (100/50)	10	10	-20	60 days

ATMO A/B/MAX	SPACE A/B/MAX	ORBIT	MOON	FTL PT
50/70/1000	2-4/2-4/None*	18 min	150 min	5 days

			F	R	FL	FR	RL	RR
THR	4HP	**SI**	4HP	4HP	4HP	4HP	4HP	4HP
FLUX	50HP/5HP	**ABS**	4HP	4HP	4HP	4HP	4HP	4HP

*Note: Accel drops to 2 when fully loaded with Cargo.

This is technically a trans-atmospheric capable ship. That said, the ship's specifications for grappling with large objects in space have destroyed the clean lines that would otherwise be expected from a ship that can enter and leave the atmosphere.

The ship is considered a small freighter class. The cargo hold has a clam shell roof and a drive-on ramp that can deploy from the "open mouth" front doors. There are two robotic arms operated from the transparent bubble command deck during space operations. The command deck is placed on the top of the ship, above the cargo bay, and has a transparent floor allowing the operator to view the claws when they are inside and outside the bay. It is normally covered by a blast shield to protect it from damage. The claws are used to wrangle parts from a salvage operation into the ship's cargo hold and are what gives the ship its crustacean-inspired nickname. The landing pylons are equipped to grab a hold of a surface, when anchoring to a large salvage vessel or when mining asteroids. The cargo hold can carry up to 46 standard shipping containers when packed correctly.

The Nidar is infamous for its haphazard layout. This ship was built around the cargo bay, mechanical systems, and the bridge. Everything else was an afterthought by the designers and it shows.

Crew: Captain/Pilot, Copilot, Engineers (2), Ship's doctor, Gunner

Complement: Up to a total of 40 for typical operations

Crew Stations: Bridge (4), Cargo Bay (3)

Compartments: Arm storage bay (2), bridge, cargo bay, galley, medical bay, mess hall, pantry, restrooms (3), showers, sleeper tubes (14) with cryostasis containment, stairs (2), staterooms (9), workshop (2)

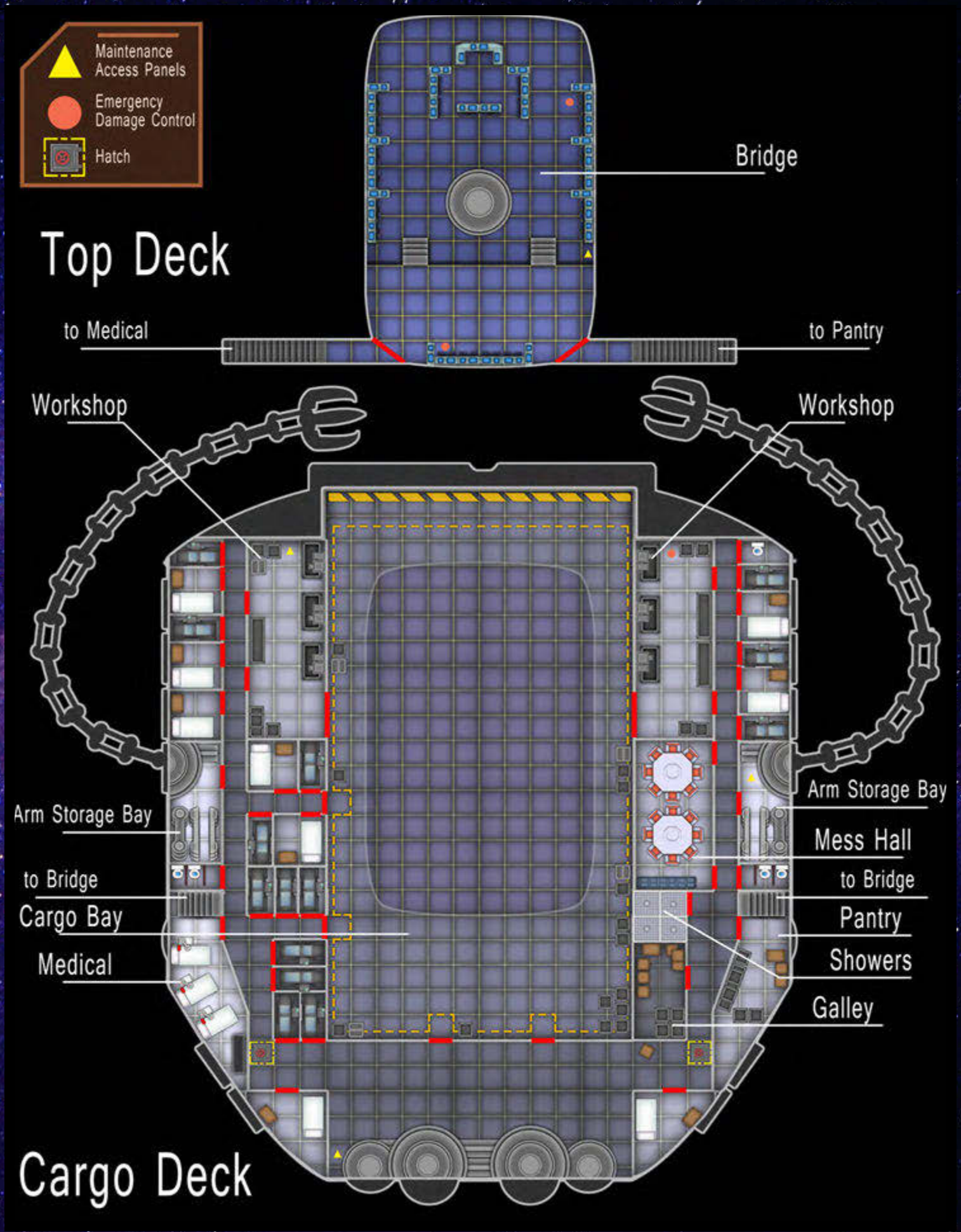
FTL Speed: 1 parsec per day

FTL Range: 50 parsecs with 10 parsecs emergency reserve

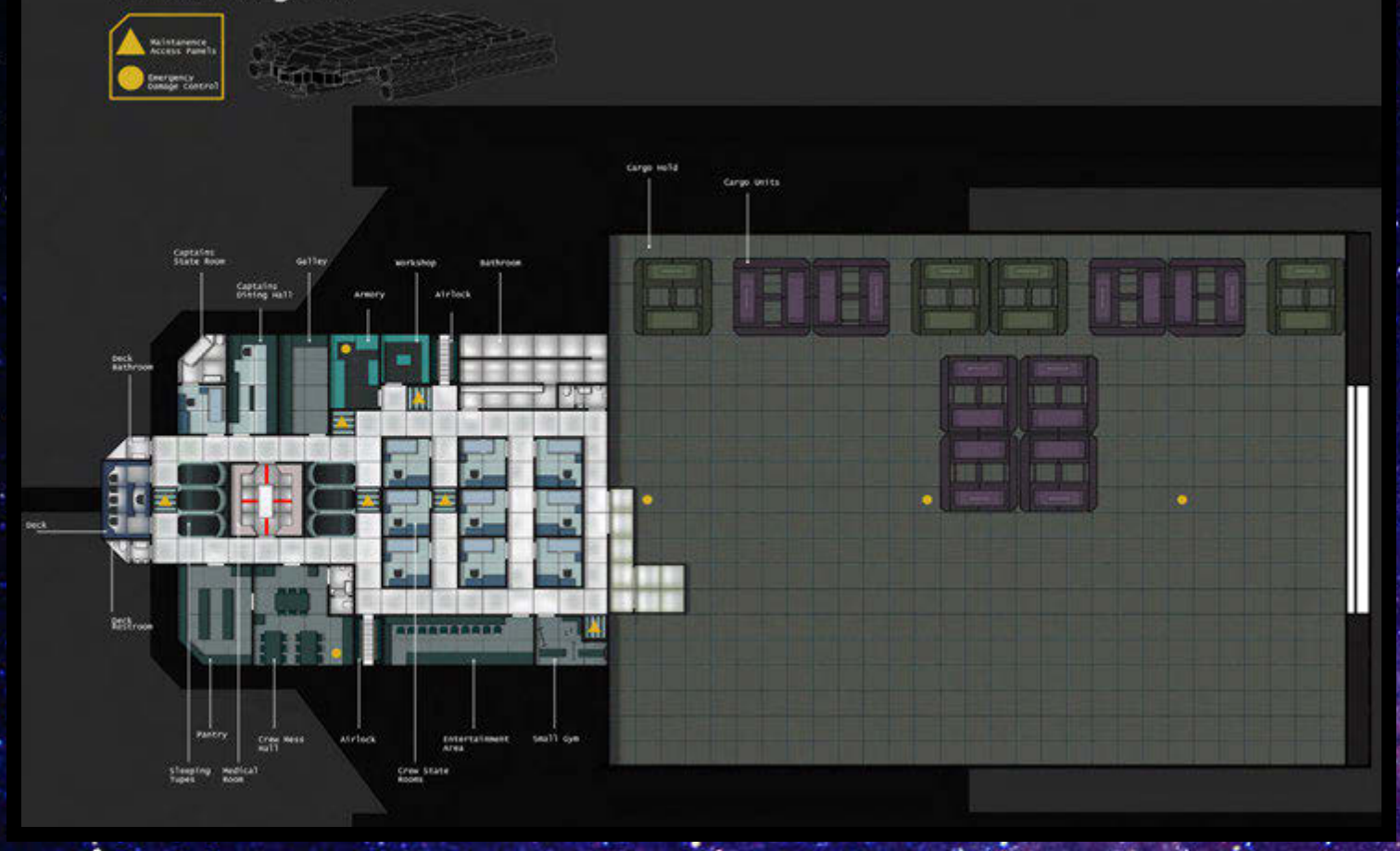
Provisions: Food for 60 days for 40 people (SC 8)

Primary Armaments & Defenses: SLAMS, Turret with BC-Maxinerator, Turret with Pacifier

Vehicles and Humpties: YFB Shuttle (1) or cargo hopper (1), cargo skimmer (1)


Maintenance Access Panels
Emergency Damage Control
Hatch
Bridge
Top Deck
to Medical
to Pantry
Workshop
Workshop
Arm Storage Bay
Arm Storage Bay
Mess Hall
to Bridge
to Bridge
Cargo Bay
Pantry
Medical
Showers
Galley
Cargo Deck

Turtle Freighter



TURTLE FREIGHTER

TL	SIZE CLASS	HULL CLASS	WGT	L × W × H
6	222	Corvette (0)	8400 T	80 m x 50 m x 9 m

CREW	PASSENGERS	CARGO	SPARES
10	10	40	3

SEN	ECM	ECCM	HAND	END
SSP1 (100/50)	10	10	-20	60 days

ATMO A/B/MAX	SPACE A/B/MAX	ORBIT	MOON	FTL PT
50/70/1000	2-4/2-4/None*	18 min	150 min	5 days

			F	R	FL	FR	RL	RR
THR	4HP	**SI**	4HP	4HP	4HP	4HP	4HP	4HP
FLUX	50HP/5HP	**ABS**	4HP	4HP	4HP	4HP	4HP	4HP

* Note: Accel increases from 2 to 4 if the ship is empty. Time to Moon reduces to 100 min, Time to FTL reduces to 3.5 days.

This trans-atmospheric capable ship looks like a stubby winged transport. The ship is considered a small freighter class. These ships are typically integrated into intermodal shipping from the core worlds out to the fringe where orbital stations and land-based spaceports are hard to find. The cargo hold will fit 80 standard shipping containers when packed carefully.

Crew: Captain/Pilot, Copilot, Engineers (2), Ship's doctor, Gunner, Chief Mate

Complement: Capable of carrying 35 passengers, though extra provisions will be required.

Crew Stations: Bridge (3)

Compartments: Airlock (2), armory, captains dining hall, captain's stateroom, cargo hold/vehicle bay, crew mess hall, entertainment center, escape pods (20), pantry, galley, gym (small), medical room, restrooms (3), sleeper tubes (6), staterooms (9), turret access, workshop

FTL Speed: 1 parsec per day

FTL Range: 36 parsecs with 4 parsecs emergency reserve

Provisions: Food for 40 days for 16 people (SC 8)

Primary Armaments & Defenses: SLAMS, Turret with BC-Maxinerator, Turret with Pacifier

Vehicles and Humpties: Cargo hoppers (2)

Variants

"WarTurtle" Q-Ship: The Q-ship is a re-purposed Turtle Freighter with an eye toward an anti-piracy role. These ships outwardly appear to be a freighter loaded down with valuable cargo. On the inside, they have boarding teams and missiles. Because armor and Flux output are dead giveaways, these ships have the standard Threshold and Flux. They do have a number of additional weapons and missiles as well as boarding tubes with phase gates to latch on to the enemy ship and "open" the hull for boarding. They typically minimize cargo so that they have a speed advantage, but on occasion, they'll take a partial load so that they can run a planet side sting.

Crew: Increase passengers from 9 to 20. Reduce Cargo by 2. Increase cost by ▽20,000,000

Primary Armaments & Defenses: CSAMS, Turret with BC-Maxinerator, Turret with Pacifier, Plasma BC-Obliterator, Anti-ship missile bay with 30 missiles, Heavy Missile XL bays with 30 missiles (2), Phase Gates (2) in cargo bay

CHAPTER 11.0

MATRICES

WHAT IS A MATRIX

Certain species possess the ability to harness power from the environment around them and from extra-dimensional sources. These species then take that power and manipulate it to achieve amazing results. Humans from the 20th century would have called these abilities psychic powers. Most civilized 23rd century individuals recognize these abilities as Matrices. Most notably the Mutzachans, Chatilians, and Zen Rigelns possess the ability to manipulate these energies into specific patterns to achieve almost miraculous results.

Each species appears to have an affinity for a specific set of results (e.g., healing). Mutzachans can manipulate raw energy. Chatilians focus on mental control, mental manipulation, and wave forms manifesting in sonic and space time fabric altering physics. Lastly, Zen Rigelns have the ability to manipulate energy into Matrices that are designed to rebuild cellular tissue on a molecular level. This allows them to literally heal wounds with a touch.

COMMON MATRIX ABBREVIATIONS

AoE: Area of Effect

Cont.: Continuous

EB: Energy Bracket

Gen. Skill: Generation skill

HTH: Hand-to-hand Skill Check

Lvl: Level

MC: Matrix Controller

MM: Matrix Manipulation Skill

Perm.: Permanent

PP: Power Point

PPC: Power Point Capacity

Time: Generation Time

ENERGY BRACKETS

Matrices are divided into numbered categories called Energy Brackets. There are nine Energy Brackets. The higher the Energy Bracket the more powerful the Matrices it contains. As characters add levels to their Generation skill, they gain access to higher Energy Brackets and can learn some of the Matrices they contain. See the Generation Skill Table for more information.

The number of the Energy Bracket corresponds to the number of Power Points a character must spend to generate a Matrix in that bracket. For instance, a 1st Energy Bracket Matrix requires one Power Point to generate. A 2nd Energy Bracket Matrix requires two Power Points to generate and so on.

All Matrix Controllers begin the game with at least one level of the Generation skill. With one level of Generation skill, the Matrix Controller can generate

Matrices from the 1st Energy Bracket which cost 1 Power Point each to generate.

ENERGY BRACKETS

GENERATION LVL	EB	PPC INCREASE	MATRICES REQ.
1	1	+1	20*
2	2	+1	30
3	3	+1	-
4	3	+1	40
5	4	+1	-
6	4	+1	50
7	5	+1	-
8	5	+1	60
9	6	+1	-
10	6	+1	70
11	7	+1	-
12	7	+1	80
13	8	+1	-
14	8	+1	90
15	9	+1	N/A

* May be reduced to 12 for all starting MCs (GM's Discretion).

DISCIPLINES

The organs of these alien beings that allow them to control and manipulate the forces of nature have evolved for specific functions. As a result, each species can only generate Matrices from their own discipline. Chatilians can only generate Empath Matrices. Mutzachans can only generate Energy Matrices, and Zen Rigeln can only generate Healer Matrices.

Anti-Healer Matrices, which can only be used by Tza Zen Rigeln Matrix Controllers, are marked with an asterisk.

COLORS AND TITLES

A being that can vaporize you with a thought is bound to be intimidating and feared by the populace as a whole. To identify these individuals, who most Alliance citizens consider walking weapons, there are strict laws in place. Under Alliance law all Matrix Controllers must wear identifying garb or ornamentation that identifies them as a Matrix Controller and indicates how skilled they are in generating Matrices.

As a concession to the customs of the Matrix controlling species, the garb or ornamentation is determined by the traditions of that species. Mutzachans and Zen Rigelns wear ornate robes, where the color indicates their prowess in generating Matrices. Chatilians wear large crystals on them at all times. The color of the crystal indicates the level of prowess the Chatilians possess in generating Matrices. The requirement to display the proper garb or crystal is Galactic Law. Matrix Controllers caught not wearing appropriate garb are subject to strict punishment. In addition, all Matrix Controllers must give their title when in the presence of any galactic official or other Alliance military personnel. There can be extreme consequences for those who fail to wear the proper attire and use the proper title.

STARTING MATRICES

Characters can spend Skill Points to learn Matrices. *Each Matrix purchased costs the character two (2) Skill Points.* Characters may purchase Matrices that are one level above their current Energy Bracket, but these cost twice as much (4 Skill Points). Characters can not purchase a Matrix outside of their discipline. The matrices that the character can access may be limited by the Matrix School's curriculum or to those known by their mentor/tutor.

GENERATION SKILL ADVANCEMENT

Characters can not purchase additional levels of Generation Skill until they possess a number of Matrices equal to their new Energy Bracket multiplied by 10. The exception to this rule is Zen Rigeln, who start the game with two levels of Generation skill. However, they still need to accumulate 30 Matrices before they can advance to the 3rd level. The total number of Matrices required to advance to the next Energy Bracket are shown in the Matrices Req. column of the Energy Bracket Table above. *GMs can reduce the number of Matrices required to purchase the 2nd level of Generation skill to 12, rather than 20, if they want the MC characters to advance faster and avoid the expense of purchasing Energy Bracket 2 matrices at Energy Bracket 1.

POWER POINTS

Power Points denote the amount of psychokinetic energy that a character can generate per standard day. A Matrix Controller's daily Power Point total, which is called their Power Point Capacity or PPC, is determined by their IQ (See Character Generation). A Character's starting Power Point Capacity (PPC) usually ranges from one to fifteen Power Points. In addition, for each level of Generation skill, the character's Power Point Capacity increases by one Power Point. See the PPC Increase column of the Energy Bracket Table above.

A character's Power Point Capacity is the maximum number of Power Points they can have at their disposal at any given moment. If a character spends all of their Power Points, they will wake up with their maximum Power Point Capacity after a good night's rest.

Having ten Power Points at your disposal may seem like a lot when you can only generate Matrices from the 1st Energy Bracket that cost a single Power Point. However, the first time you decide to customize the effects of your Matrix, you'll start eating through your Power Points pretty quickly. See Matrix Manipulation below.

REFILLING YOUR PPC WITHOUT REST

There are some Matrices and abilities, like the Mutzachans' innate ability to drain electrical energy, that allow Matrix Controllers to refill their PPC. A character can only refill their PPC once a day, above and beyond their initial recharge during the previous night.

GENERATING & NEGATING MATRICES

To generate a Matrix, a Matrix Controlling character, must do the following during their Initiative:

01. Select a Matrix they have purchased.
02. Spend the Power Points required to generate the Matrix (based on Energy Bracket).
03. Take no Actions, other than Free Actions, during the Generation Time.
04. Activate the Matrix by making the listed Skill check, if any. Failure to activate the Matrix indicates all Power Points spent on the Matrix are lost.

At the end of the Generation time, if the character has not been distracted or taken any Actions, the Matrix will activate.

EXAMPLE: Henry the Mutzachan is an Energy Controller. He has 5 levels of Generation Skill, which means he can generate Matrices in the 4th Energy Bracket. Henry has a Power Point Capacity of 20. He has already spent 5 Power Points, so his current Power Point total is 15. Finally, Henry has an IQ of 150. Henry is no dummy!

Henry is capable of generating Matrices for brackets 1-4. He wants to generate his Energy Sense Matrix. It is a Matrix in the

3rd Energy Bracket, therefore, it is one he can generate at a normal cost.

When Henry gets Initiative, he decides to generate the Energy Sense Matrix. It costs him 3 Power Points to generate. According to the Matrix's description he must make a Generation Skill Check to successfully generate it. Henry has a 100% chance to generate this Matrix (IQ/2 + 5% × levels of Generate Matrix skill). As long as he doesn't roll 00, he will succeed in generating the Matrix. Regardless of success or failure, Henry will be busy attempting to generate the Matrix. Since it has a Half Action generation time, he will be unable to take any other actions for the 1st second of the Combat Round.

GENERATING MATRICES ABOVE YOUR ENERGY BRACKET

A Matrix Controller can generate Matrices from the Energy Bracket one level above their current Energy Bracket, but it costs them double the number of Power Points normally required to generate the Matrix. Matrix Controllers can never generate Matrices from Energy Brackets that are more than one level above their current bracket.

EXAMPLE: A character with one level of Generation Skill could generate Matrices from the 1st Energy Bracket. If that character attempted to generate a Matrix from the 2nd Energy Bracket, assuming they knew it, would cost them 4 Power Points.

SIGNS OF GENERATION

Generating a Matrix requires extreme concentration. The Matrix Controller will be visibly focusing on their mental task and will be unable to speak, other than to utter a terse word or two through gritted teeth. For Matrices that require the Matrix Controller to aim at target they will also be forced to keep their eyes on that unfortunate target while they generate.

Some Matrix Controllers have physical signs of generation that are unique to them. Mutzachans and Zen have been known to glow or to have lightning-like energy dance across their bodies. Chatilians have been seen making strange repetitive noises or frothing at the mouth. Regardless of their visible signs of Generation, a Matrix Controller that is not moving and looking in your direction is a dangerous Matrix Controller

LOSS OF CONCENTRATION

Generating a Matrix requires intense concentration. *Matrix Controllers can not take any Actions other than Free Actions while generating a Matrix.* If the Matrix Controller is interrupted or distracted while generating, the character must make an immediate Generation Skill Check. In either case, there will be a penalty applied to the Generation Skill check. The penalty is determined by the Game Master and ranges from Difficult to Near Impossible. Minor distractions usually warrant a lower penalty (i.e. Difficult), whereas larger distraction like getting knocked down (Challenging) or shot (Near Impossible) will yield larger penalties. For multiple distractions during generation, the penalties are cumulative. If the check fails the Matrix does not activate and all Power Points spent on the Matrix are lost. If the check is successful, the Matrix Controller may continue generating the Matrix as if nothing had happened.

If the Matrix Controller is rendered unconscious or killed before activation, the Matrix automatically fails. A MC may voluntarily cease generating a Matrix at any time during the generation, if they wish. If the Matrix Controller voluntarily stops generating the Matrix after starting all Power Points spent on the Matrix are lost.

EXAMPLE: Five minutes into generating the Electron Flow Matrix, Henry is hit in the head with a thrown rock. The GM decides that this is pretty distracting and assigns a -50 penalty to Henry's Generation Check. The Electron Flow Matrix normally requires a Generation Check to activate and is a Non-Combat Matrix. It takes 15 minutes to generate. Henry can either wait the remaining 10 minutes and take his chances making a Generation Skill check with a -50 penalty, or he can give up on the Matrix and start over. If Henry gives up, he will lose the 3 Power Points he spent to generate the Electron Flow Matrix. Henry has a 100% in his Generation skill, and soldiers on, knowing that with the -50 penalty he only has a 50% to successfully generate the Matrix. After 15 minutes has elapsed, Henry's player rolls a 34, and the Matrix is successfully generated!

Chatter the Chatilian wants to generate the Enhance Reaction Time Matrix, which a Non-Combat Matrix in the 5th Energy Bracket. This Matrix takes an hour to generate. 15 minutes into the course of generation, Chatter is slapped. Twenty minutes later Chatter is knocked down by an explosion. The GM decides that the first distraction will cause a Difficult penalty (-25) and the second will cause a Challenging Penalty (-75). After either distraction, Chatter could have opted to cease generating the Matrix. He decided to continue and attempt to generate the Matrix. Chatter has a 130 IQ and 8 levels of Generation skill. This gives him a 105% chance of success without penalties (1/2 IQ + 5% per level = 105). For the Generation Skill check, the penalties for all the distractions are applied to the check. In Chatter's case, he will have a -100 penalty. Amazingly after both distractions, Chatter's player rolls an 03 and succeeds in making the Generation Skill check. Chatter must now make the Hand-to-Hand check required to touch his target and Activate the Matrix. Fortunately for Chatter, his target is willing, and the HTH check automatically succeeds.

NEGATION

Any Matrix Controller can attempt to cancel out the effects of another Matrix Controller's Matrix, if it has a listed Duration longer than "Instant." To Negate the effects of an ongoing Matrix, the Matrix Controller must touch the target of that Matrix. Intervening material such as armor and clothing will not affect the Negation attempt, but physical contact must be achieved. If physical contact can be made, then the Negating Matrix Controller must spend the same number of Power Points that were spent to generate the Matrix they are attempting to Negate.

Once the Power Points are spent, the Matrix Controller must make an Opposed Skill Check using their Generation skill against the Generation skill of Matrix Controller who generated the Matrix. Success indicates the Matrix is negated, and its effects cease immediately. Failure indicates that the Matrix is not Negated and continues to affect the target until its Duration elapses. Any Power Points spent to attempt the Negation are lost.

The Matrix Controller can not attempt multiple Negation attempts on the same Matrix on the same target. If the Matrix being Negated is of a different type (Empath, Energy Controller, Healer) than the Negating Matrix Controller normally generates, the Negating MC suffers a -50 penalty when rolling for the Opposed Check. Negating a Matrix with a Duration of "Permanent" also incurs a -50 penalty.

EXAMPLE: Rigel the Zen Rigeln has generated Biological Resistance on Klick the Keen. This really aggravates Zebula the Tza as she would like to turn Klick into a puddle of goo. Rigel's Matrix has a Duration of 2 hours, so it can be negated.

During the ongoing battle, Klick is rendered unconscious and Zebula takes this opportunity to get rid of the Biological Resistance Matrix that is still protecting Klick. Zebula walks up to Klick's unconscious form and places her hand on his armor's chest plate. Biological Resistance is in the 2nd Energy Bracket, so it cost 2 Power Points to generate. Zebula must spend 2 Power Points to negate. Once Zebula spends the 2 Power Points, she must make an Opposed Check against Rigel. Zebula makes her Generation Skill Check by 25, and Rigel fails his Generation Skill check. Zebula wins the opposed check, and the Biological Resistance Matrix's effects on Klick cease.

EXPLANATION OF A MATRIX'S ATTRIBUTES

SKILL CHECK

Most non-offensive Matrices require the Matrix Controller to make a Generation Skill check to generate the Matrix. There are a few offensive Matrices that require the character to aim the Matrix at the target or physically touch the target in order for the Matrix to take effect. These also require Skill Checks by the Matrix Controller. Many offensive Matrices require the target to make an ECR check, rather than have the Matrix Controller make a Skill Check.

AIMED

The character must aim the Matrix at the intended victim, usually by pointing at them. This requires the character to make a Generation Skill check by using their Manual Dexterity (MD) as the Link Stat rather than the normally used IQ. Success indicates that the target was struck by the Matrix. Failure indicates that the Matrix was generated but missed. Aimed Matrices are affected by combat conditions just like weapon attacks and the GM may apply Combat Modifiers to the Skill Check. In addition, the Matrix Controller must have line-of-sight to the target in order to make the attack.

GENERATION SKILL (GEN. SKILL)

For these Matrices, the character need only make a successful Generation Skill Check. Success indicates that the Matrix was successfully generated. Failure indicates that the Matrix was not generated, and the Power Points spent on the attempt are lost.

HTH (HAND-TO-HAND)

The attacking character must touch the intended target. If the target is unwilling, the Matrix Controller must make a successful Hand-to-Hand Skill Check to touch the target. If the Hand-to-Hand Skill Check fails or if the intended victim successfully defends against the attack, the Matrix fails and all Power Points spent to generate it are lost.

NONE

The Matrix Controller is not required to make a Skill Check to generate or attack with this Matrix. However, these Matrices usually entitle the target to make an ECR check to avoid the Matrices effects.

RANGE

The range indicates how far away the target of the Matrix can be from the Matrix Controller. For Matrices that have an Area Effect, the range indicates how far away the Matrix Controller can place the center of that Area Effect.

TOUCH

A Matrix with a range of "Touch" means the Matrix Controller must make a Hand-to-Hand attack to touch the target. Failure indicates the Matrix Controller missed the target. If the attack is blocked by the target, this means they have avoided being touched by the Matrix Controller, and the Matrix fails. In either case, all Power Points spent to generate and modify the Matrix are lost.

A Matrix Controller can use any Matrix that has a range of Touch on themselves if they wish (GM Discretion).

NONE

A range of "None" indicates that the Area of Effect is centered on the Matrix Controller who generated the Matrix.

AREA OF EFFECT (AOE)

The Area Effect listed is the radius of the area, if any, which falls under the Matrix's effect. Not all Matrices have an Area of Effect. Matrix Controllers are never affected by their own Matrix just because they're in the AoE, unless specifically stated.

MC

If a Matrix lists the Area of Effect as "MC", then this Matrix acts directly and exclusively on the Matrix Controller.

DIMINISHING

A Matrix's effects may get weaker the farther away from the center of the Area of Effect you travel. This is denoted by the "Diminishing" notation next to the listed Area of Effect.

When dealing with a Diminishing Matrix, any target farther away than half of the Matrix's maximum range only suffers half the listed damage. Any target in the last quarter of the Matrix's maximum range takes one-quarter the listed damage.

TIME (GENERATION TIME)

This represents the amount of time that the MC must concentrate to generate the power. Options for this entry are either HALF of all Actions, ALL Actions, or Non-Combat.

HALF

This Matrix requires HALF of the character's total number of actions. If the character does not have Half of their actions remaining, they can not generate this Matrix. A Matrix with HALF of all Actions listed for the Generation Time takes one second to generate.

ALL

This Matrix requires ALL of the character's actions. If the character has spent any of their actions already in the Combat Round, they cannot generate this Matrix. A Matrix with ALL Actions listed for the Generation Time takes two seconds (a full Combat Round) to generate.

NON-COMBAT

To generate a Non-Combat Matrix requires more than one Combat Round. The generation time is determined by the Energy Bracket of the Matrix. The larger the Energy Bracket, the longer a Non-Combat Matrix takes to generate. Consult the table below to determine the generation time of Non-Combat Matrices.

NON-COMBAT MATRICES

ENERGY BRACKET	GENERATION TIME
1	3 Minutes
2	7 Minutes
3	15 Minutes
4	30 Minutes
5	1 Hour
6	3 Hours
7	7 Hours
8	15 Hours

ECR

Most offensive Matrices allow the targeted individual to make an ECR check to avoid the effects of the Matrix. A successful ECR roll by the target indicates that they avoided the effects of the Matrix for that Combat Round. If the Matrix has a Duration of "Instant" and the ECR roll is successful, the target will not suffer any effects from the Matrix.

MORE CRUNCH RULE

ECR vs. Skilled Matrix Controllers

Before rolling an ECR due to a Matrix attack, the target of the Matrix reduces their ECR by 1 point for every level of Generation skill possessed by the MC who generated the Matrix. Using this rule will increase the chance of success when making Matrix-based attacks and reduce the target's chance of shaking off the effects of a Matrix during an ECR re-check.

DURATION

Denotes the length of time that the Matrix's effects last. The Matrix Controller need not concentrate on continuing the Matrices effect for its Duration, only during its generation. A Matrix Controller can terminate an ongoing Matrix they generated at any time. Duration is often listed as a unit of time, such as Minute or hours, but additional descriptors can be found below.

INSTANT

A Duration of "Instant" indicates that the Matrix's effect occurs the instant the Matrix Controller is done generating the Matrix.

PERMANENT (PERM.)

The effects of Matrices with a Duration of "Perm." last forever unless negated, however, the Matrix generation is completed at the end of the Generation time.

CONTINUOUS (CONT.)

If a "Cont." notation is listed after the Duration, the Matrix has a Continuous effect. A Continuous effect Matrix will affect anyone who enters the Area of Effect during the Duration of the Matrix, even if that person was not in the area of effect when the Matrix was generated.

Characters who enter the AoE of a Continuous effect or who were in the AoE when the Matrix was generated must make an ECR check every round they are in the AoE to avoid the effects of the Matrix. This continues until the character leaves the AOE or the Matrix's Duration elapses.

Though Continuous Effect Matrices are more commonly

encountered when dealing with hostile alien lifeforms (HALs), there are a few Continuous effect Matrices that are utilized by Alliance Matrix controllers.

PP (POWER POINTS)

The number of Power Points required to generate the Matrix.

The Relationship between Energy Bracket and Matrix Values.

After reading through the Matrix tables, you may begin to notice a pattern. Values for range, area of effect, and Duration seem to have similar multiples within an Energy Bracket. For example, a Matrix that is in the 5th Energy Bracket (i.e. requires 5 Power Points to generate) has a range of 500 m, an area of effect of 50 m, or a Duration of 5 minutes. This is an intentional pattern, put in place to minimize the need for players to check tables. Though units of distance and time vary from Matrix to Matrix, they will usually start with the same number as the Energy Bracket where the Matrix is.

For instance, a 3 PP Matrix (3rd Energy Bracket) with a Duration measured in minutes, will more than likely have a Duration of 3 Minute or 30 minutes. A Matrix in the 7th Energy Bracket with a range measured in kilometers will probably have a range of 7 km or 70 km. No one likes to look stuff up during game play, and we felt this shortcut would help.

DEFAULT DAMAGE TYPE FOR MATRICES

Most non-damaging Matrices have a Damage Type S.F., which means they go right through Flux shields and armor. Like most Damage Type S attacks, characters who are in armor can still substitute the Armor's ECR values for their own. That is, if the armor possess an identical ECR, unless the Matrix description specifically says otherwise. The clear exception is BIO ECR. Currently, no suit of armor possesses a BIO ECR that it could substitute for the character's BIO ECR. Note that environmental containment does not provide immunity to Matrices requiring a BIO ECR.

If a Matrix has a Damage Type listed, that always trumps the default Damage Type of S.F. Matrices that cause physical harm are rarely, if ever, Damage Type S.F. and will have their own Damage Type Listed.

GENERATING MATRICES WHILE WEARING ARMOR

Matrix controllers must pay twice the number of Power Points (PP) required to normally generate a Matrix while wearing armor, unless the armor is specifically designed for Matrix Controllers (See Generation Friendly armor option).

VISIBLE AND FELT MATRIX EFFECTS

Some Matrices do not have obvious effects, while others like Space Fold are pretty obvious to anyone in the area. Matrices that do damage are assumed to have obvious effects, such as beams or rays emanating from the Matrix Controller's hands to the target or some other similarly showy effect.

If you generate a Matrix that does not do damage and the target is entitled to an ECR, they will be aware that they have been attacked if they succeed in making their ECR. If they fail their ECR they may or not be aware that they have been assaulted, depending on the effects of the Matrix (GM's discretion).

MATRICES LISTING

The Matrix descriptions for each discipline are presented below.

EMPATH MATRICES

EMPATH MATRICES BRACKETS

#	1 POWER POINT	2 POWER POINTS	3 POWER POINTS
1	Animal Telepathy	Combat Clarity	Confusion
2	Awaken	Communique	Control Sound
3	Calm	Detachment	Dead Readiness
4	Clairaudience/Clairvoyance	Disguise	Detect Intelligence
5	Comprehend Languages	False Thoughts	Displacement Lock
6	Disguise Thoughts	Illusionary Decoys	Displacement Trap
7	Distract	Invisible to the Mind	Erase
8	Enchantment	Mass Fear	Final Moments
9	Enrage	Memory Storage	Focus
10	Hypnotic Trance	Mind Strangle	Improve Mental
11	Impart Knowledge	Mistrust	Mental Resistance
12	Lie	Read Surface Thoughts	Mind Over Body
13	Memory Trigger	Sense Hostile Intent	Pain
14	Message	Shatter	Pain Blockage
15	Mind Dive	Sleep/Alert	Phase Lock
16	Recall	Sonic Resistance	Psychic Targeting
17	Surviving Will	Sound Negation	Repulsion
18	Telekinesis	Spasm	Resist Torture
19	Telekinetic Fist	Subliminal Implant	Sonar
20		Telepathy	Sonic Concussion
21		Track Person	Stun
22		True Sight	Suicide Bomb
23			Transfer Skill
24			Vanquish
25			Wall of Sound

#	4 POWER POINTS	5 POWER POINTS	6 POWER POINTS
1	Chaos	Auditory Phantom	Death Vision
2	Dimensional Displacement	Brain Cramp	Dual Mind
3	Ego Whip	Ego Smash	Emotion Control
4	Explosive Lattice	Enhance Reaction Time	Enhance Mental
5	Heal Mind	Erase Memory	Enhance Mental Resistance
6	Mass Mental Hallucination	Insanity	Mental Reflection
7	Mental Immunity	Link	Reconstruct Memories
8	Pass Unnoticed	Mass Friendship	Resonant Structure
9	Phase Barrier	Mind Projection	Steal Mind
10	Postcognition	Permanent Delusion	Trade Minds
11	Preserve Memories	Sensory Block	
12	Restore Mental		
13	Sensory Overload Immunity		
14	Transfer Power		
15	Scan Planet		
16	Triok's Invulnerability		

#	7 POWER POINTS	8 POWER POINTS	9 POWER POINTS
1	Copy Memory Pattern	Mind Control	Supreme Resonance
2	Dimensional Shift	Psychic Force	
3	Disciple	Sensory Link	
4	Husk	Enslave	
5	Mind Shift		
6	Trust		

EMPATH MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
1	Animal Telepathy	Allows the MC to mentally communicate with up to 5 animals (IQ <30) simultaneously within the Area of Effect.	Gen. Skill	None	10 m Radius	Non-Combat	MEN	10 Minutes	1
2	Awaken	Target receives Free CON Check to revive from Unconscious. Once generated the Matrix can be used once any time before the Duration ends.	HTH	Touch	None	ALL	None	10 Minutes	1
3	Calm	Target receives Free AGG Check to escape berserk/suicidal state.	HTH	RB 1	None	HALF	MEN	Instant	1
4	Clairaudience/Clairvoyance	MC receives +50 to Visual or Hearing Sensory Mod.	Gen. Skill	None	MC	Non-Combat	None	10 Rounds	1
5	Comprehend Languages	MC treated as having 100% in one language skill of their choice.	Gen. Skill	None	MC	Non-Combat	None	10 Minutes	1
6	Disguise Thoughts	Mental probes and the Mind Dive Matrix yield false info when used on the target of this Matrix. Unwilling targets are entitled to MEN ECR.	HTH	Touch	None	HALF	MEN	10 Minutes	1
7	Distract	Target who fail ECR are distracted from whatever task they're supposed to be doing.	None	RB 1	Target	HALF	MEN	10 Rounds	1
8	Enchantment	Target receives +50 to their CHA for Duration of Matrix when dealing with the target of this Matrix.	None	RB 1	Target	HALF	MEN	10 Rounds	1
9	Enrage	Living targets who fail ECR go into Berserk state.	HTH	Touch	Target	ALL	MEN	10 Minutes	1
10	Hypnotic Trance	Living targets who fail their ECR are mesmerized by a hallucination of the MC's choosing until struck or yelled at.	None	None	10 m Radius	HALF	MEN	10 Rounds	1
11	Impart Knowledge	Target receives +25% a skill. MC must possess same skill as the Target's skill that receives the bonus.	HTH	Touch	Target	ALL	None	10 Hours	1
12	Lie	Target who fails ECR will believe anything MC says for the Duration of the Matrix. Target gets ECR for each statement.	None	Touch	Target	ALL	MEN	10 Rounds	1
13	Memory Trigger	Target will remember a single forgotten memory. Unwilling targets are entitled to a MEN ECR.	Gen. Skill	RB 1	Target	ALL	None	Instant	1
14	Message	The MC can transmit a private message (10 words max) to any familiar mind within range. Message cannot be detected by normal means. Unwilling recipients are entitled to MEN ECR to block out the transmission.	Gen. Skill	1,000 km	Target	Non-Combat	MEN	Instant	1
15	Mind Dive	MC can read the subconscious thoughts of the target.	Gen. Skill	RB 1	Target	ALL	None	10 Minutes	1
16	Recall	Target will have perfect recall of everything they observe.	HTH	Touch	Target	ALL	None	10 Minutes	1
17	Surviving Will	Target will fight to DD rating, but are still affected by Stat reducing Critical Hits.	Gen. Skill	RB 1	None	ALL	None	10 Minutes	1
18	Telekinesis	MC can move objects in range of the Matrix as if they had a STR of 25 and were touching the object.	Aimed	RB 1	None	HALF	None	10 Minutes	1
19	Telekinetic Fist	This attack does 1d4 damage, Damage Type T.	Aimed	RB 1	None	HALF	None	Instant	1
20	Combat Clarity	Target gets +25 to all combat Skill Checks, AGG checks, and ECRs. "150 Rule" applies.	HTH	Touch	None	HALF	None	20 Rounds	2
21	Communique	MC can mentally converse with a single friendly individual in AoE for Duration of MC or until individual refuses, which prevents contact.	Gen. Skill	200 m	Target	HALF	None	20 Hours	2
22	Detachment	Target gets Free AGG Check at +50 to break berserk/suicidal rage; Success yields -2 IM.	Gen. Skill	RB 2	None	HALF	None	Instant	2
23	Disguise	MC appears as someone else to viewers. Targets receive MEN ECR with success indicating they see through the disguise. Treat as 125% Disguise skill.	Gen. Skill	None	200 m	Non-Combat	MEN	20 Minutes	2
24	False Thoughts	MC gets opposed INT to conceal thoughts from probes with +50 bonus (may exceed 150%).	Gen. Skill	None	MC	Non-Combat	None	20 Hours	2
25	Illusionary Decoys	Targets that fail ECR are unable to discern MC from 4 illusionary copies.	None	None	20 m Radius	HALF	MEN	20 Rounds, Cont.	2
26	Invisible to the Mind	This Matrix does not turn MC invisible. The minds of the targets simply do not register MC's presence visually. The MC can still be heard.	None	None	20 m Radius	ALL	MEN	20 Minutes, Cont.	2
27	Mass Fear	All targets in AoE who fail ECR panic and flee.	None	None	20 m Radius	HALF	MEN	20 Rounds	2
28	Memory Storage	MC can copy memories (not skills or Matrices) of a recently deceased (7 hours) target.	Gen. Skill	Touch	None	Non-Combat	None	Perm.	2
29	Mind Strangle	Target who fails ECR is unable to think or act for Duration of Matrix. Target can take no Actions.	None	RB 2	None	ALL	MEN	20 Minutes	2
30	Mistrust	Target who fails ECR is suspicious of everyone for Duration of Matrix.	None	RB 2	None	HALF	MEN	20 Rounds	2
31	Read Surface Thoughts	MC's ability to read surface thoughts is extend to AoE. Targets entitled to ECR.	None	None	20 m Radius	HALF	MEN	20 Minutes	2
32	Sense Hostile Intent	MC senses any target in AoE with hostile intentions.	Gen. Skill	None	20 m Radius	HALF	None	20 Minutes	2

EMPATH MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
33	Shatter	3d6 SI (Damage Type T.A.) against inanimate objects. Damage increases +1 per level of Gen Level .	Aimed	RB 2	None	HALF	None	Instant	2
34	Sleep/Alert	MC gets free INT check to awaken when disturbed for Duration of Matrix. MC receives no Snap Shot penalty if INT check successful.	Gen. Skill	None	MC	Non-Combat	None	20 Hours	2
35	Sonic Resistance	Target receives +50 to their SEN ECR for Duration of Matrix.	None	RB 2	None	ALL	None	20 Minutes	2
36	Sound Negation	The Matrix eliminates all sound and vibration within the AoE.	Gen. Skill	None	20 m Radius	ALL	None	20 Rounds.	2
37	Spasm	Target who fails ECR suffers -50 to Combat skills and MD. Target cannot Bump or make Called shots.	None	RB 2	None	ALL	MEN	20 Rounds	2
38	Subliminal Implant	MC Implants message into mind of the target. Target is unaware. Can be read by mind probe, etc.	None	RB 2	Target	HALF	MEN	Perm.	2
39	Telepathy	MC can mentally converse with up to 5 friendly targets in the AoE for Duration of Matrix.	Gen. Skill	None	20 m Radius	Non-Combat	None	20 Minutes	2
40	Track Person	Once touched by MC, the MC knows exact location of target if they are in the AoE. Target gets ECR to avoid effects.	HTH	Touch	200 km Radius	Non-Combat	MEN	20 Days	2
41	True Sight	MC treated as having Sensor Strength of 50% +5% lvl of Gen. Skill, which can be reduced by ECM.	Gen. Skill	None	20 km Radius	HALF	None	20 Minutes	2
42	Confusion	Target who fails ECR becomes severely confused and unable to act.	None	None	30 m Radius	HALF	MEN	30 Rounds	3
43	Control Sound	MC can increase or reduce Target's Hearing Sense mod by 75 and can create or mimic specific noise.	None	RB 3	None	ALL	SEN	30 Rounds	3
44	Dead Readiness	Perform pre-set actions automatically the Combat Round after they are rendered unconscious. The MC has access to one Combat Round's worth of (their) Actions.	Gen. Skill	None	MC	Non-Combat	None	30 Days	3
45	Detect Intelligence	Targets in AoE who fail their ECR have their location and IQ score revealed to the MC	None	None	300 m Radius	ALL	MEN	Instant	3
46	Displacement Lock	Living targets that fail their ECR are unable to displace. Displacement devices suffer -50 penalty.	None	RB 3	Target	HALF	SEN	30 Rounds, Cont.	3
47	Displacement Trap	Anyone displacing into the AoE suffers 4d4 damage., Damage Type S.F.	None	None	30 m Radius	ALL	SEN	30 Hours, Cont.	3
48	Erase	MC permanently reduces a single skill by 10 levels.	None	RB 3	Target	ALL	MEN	Perm.	3
49	Final Moments	MC see the final memories of recently deceased (3 hours). Older memories are more difficult to retrieve. Each increment of time increases difficulty of check by one level (min, -25; hour, -50; etc.). The target is entitled to an MEN ECR using their pre-death MEN ECR value. Powerful minds are difficult to read, even in death.	Gen. Skill.	None	300 m Radius	Non-Combat	MEN	30 Minutes	3
50	Focus	Target ignores all penalties and negative situational modifiers for the Duration of Matrix.	HTH	Touch	None	Non-Combat	None	30 Hours	3
51	Improve Mental	MC can increase their own INT or IQ by 5 per level of Gen. Skill for Duration of Matrix.	Gen. Skill	None	MC	HALF	None	30 Minutes	3
52	Mental Resistance	Target's MEN ECR is increased by 50 for the Duration of the Matrix.	HTH	Touch	None	HALF	None	30 Hours	3
53	Mind Over Body	Target ignores effects of exhaustion, starvation, and sleep deprivation. No CON checks required.	Gen. Skill	None	MC	Non-Combat	None	30 Hours	3
54	Pain	Target who fails ECR is wracked with pain and suffers -75 penalty to all Skill and Stat checks.	None	300 m	None	HALF	MEN	30 Rounds	3
55	Pain Blockage	Target ignores CON checks for injury and Critical Hits. Stat reductions from Crits still affect target.	HTH	Touch	None	HALF	None	30 Rounds	3
56	Phase Lock	Living targets that fail their ECR are unable to phase. Phasing devices suffer -50 penalty.	None	RB 3	None	HALF	SEN	30 Rounds, Cont.	3
57	Psychic Targeting	MC receives 2 pt. bonus to IM and a +25% to all combat Skill Checks, but MEN ECR reduced by 25 for Duration.	Gen. Skill	None	MC	HALF	None	30 Rounds	3
58	Repulsion	All targets in AoE who fail ECR will not approach MC.	None	None	30 m Radius	ALL	MEN	30 Rounds	3
59	Resist Torture	Target receives a +50 bonus to resist torture or interrogation. Bonus increases by 5% per level of Generation skill above 3.	HTH	Touch	Target	Non-Combat	None	30 Weeks	3
60	Sonar	MC treated as having Hearing Modifier of +150% within AoE.	Gen. Skill	None	300 m Radius	HALF	None	30 Rounds	3
61	Sonic Concussion	Targets get no ECR and suffer 3d4 damage., Damage Type T. Targets must then make SEN ECR. Those who fail are also deafened for 1d4 min.	None	None	30 m Radius	HALF	None/ SEN	Instant	3

EMPATH MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
62	Stun	Targets in AoE who fail their ECR are stunned and unable to act for Duration of Matrix.	None	RB 3	30 m Radius	HALF	SEN	3 Rounds	3
63	Suicide Bomb	MC dies and targets in AoE suffer 1d6 HP damage. Damage Type '-'. Diminishing. Not Boostable.	None	None	30 m Radius, Diminishing	HALF	None	Instant	3
64	Transfer Skill	MC may transfer skills from a target that fails their MEN ECR to the MC. 30 total skill levels max.	None	RB 3	None	Non-Combat	MEN	30 Hours	3
65	Vanquish	Creatures not native to our dimension, like Sau-Baus, must immediately return to their home dimension if they fail MEN ECR.	None	RB 3	None	ALL	MEN	Perm.	3
66	Wall of Sound	MC generates a concussive shockwave in the air. Targets in AoE suffer 2d6 damage, Damage Type T. Not Boostable.	Gen. Skill	RB 3	30 m Radius	ALL	None	30 Rounds	3
67	Chaos	Targets in AoE who fail MEN ECR act in random and unpredictable ways but will not harm MC.	None	None	40 m Radius	ALL	MEN	40 Minutes	4
68	Dimensional Displacement	MC can displace to any location in range, if Generation Skill check at -50 is successful. Ignores Flux shields.	Gen. Skill	RB 4	MC	HALF	None	Instant	4
69	Ego Whip	Targets who fail their ECR become depressed and unable to act. Targets must make an AGG roll. A roll of 95-00 indicates target will attempt suicide.	None	RB 4	Target	HALF	MEN	40 Minutes	4
70	Explosive Lattice	MC targets an inanimate object which explodes. Treat as a frag grenade. Object loses 2d6 SI, which is also subtracted from objects MN if applicable.	Aimed	RB 4	Target	ALL	None	Instant	4
71	Heal Mind	This Matrix removes the effects of all mental attacks that have permanent Durations. It does not heal damage.	HTH	Touch	Target	ALL	BIO	Perm.	4
72	Mass Mental Hallucination	All targets in AoE who fail MEN ECR will see a hallucination of the MC's design.	None	RB 4	40 m Radius	ALL	MEN	40 Minutes	4
73	Mental Immunity	The MC's MEN ECR becomes "Invulnerable" for Duration of the Matrix.	Gen. Skill	None	MC	ALL	None	40 Rounds	4
74	Pass Unnoticed	A target who fails their MEN ECR will not notice MC no matter what they do or where they go.	None	None	Target	ALL	MEN	40 Rounds	4
75	Phase Barrier	Living targets that fail their ECR are unable to phase through objects in AoE. Phasing devices suffer -50 penalty in AoE.	None	RB 4	400 m Radius	ALL	SEN	40 Hours	4
76	Postcognition	MC can experience events that occurred near an object at any time in the object's past, up to 400 years. MC sees the events as if they were in the present.	HTH	Touch	None	ALL	None	Instant	4
77	Preserve Memories	This Matrix will keep the memories of a deceased individual from decaying for the Duration of the Matrix. It does not affect the target's body.	HTH	Touch	None	ALL	None	40 Weeks	4
78	Restore Mental	This Matrix will heal 3d6 pts. of IQ or INT. It does not increase IQ or INT beyond their original values.	HTH	Touch	None	Non-Combat	None	Perm.	4
79	Sensory Overload Immunity	The MC's SON ECR becomes "Invulnerable" for the Duration of the Matrix.	Gen. Skill	None	40 m Radius	ALL	None	40 Rounds	4
80	Transfer Power	The MC transfers their Matrices, PP, Gen. Skill level, and Matrix Manipulation Skill level to the target. The MC loses use of transferred abilities for the Duration of the Matrix. Skill % is based on the target's Statistics.	HTH	Touch	None	Non-Combat	MEN	40 Hours	4
81	Scan Planet	MC can scan a planet they're on for a specific individual's location. Target entitled to MEN ECR to avoid detection.	None	None	Special	Non-Combat	MEN	Instant	4
82	Triok's Invulnerability	The target fights until dead and ignores CON checks for injury and death. Stat reductions from Crits still affect target.	HTH	Touch	Target	HALF	None	40 Round	4
83	Auditory Phantom	Target who fails MEN ECR hears repeating noise of MC's design. Can prevent sleep or be deafening.	None	RB 5	Target	ALL	MEN	50 Days	5
84	Brain Cramp	Targets in AoE who fail MEN ECR are stunned and unable to act for the Duration of the Matrix.	None	RB 5	50 m Radius	HALF	MEN	50 Rounds	5
85	Ego Smash	Targets who fail their ECR become depressed and unable to act. Targets must make an AGG roll. A roll of 95-00 indicates the target will attempt suicide.	None	500 m	Target	HALF	MEN	50 Days	5
86	Enhance Reaction Time	The MC permanently increases IM by 1d6, if target rolls above their MEN ECR. Failure indicates perm loss of 2d6 INT & IQ and 1d4 IM, which can not be repaired using the Restore Mental Matrix.	HTH	Touch	None	Non-Combat	MEN	Perm.	5
87	Erase Memory	The MC can permanently remove or implant one memory.	None	RB 5	None	HALF	BIO	Perm.	5
88	Insanity	Targets who fail ECR become psychotic, schizophrenic, or develop some other mental disorder of the MC's choice	None	Touch	None	ALL	MEN	Perm.	5

EMPATH MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
89	Link	The MC have two-way mental conversations with up to 5 friendly targets in range. Participants can drop the connection at will.	Gen. Skill	None	50 m Radius	ALL	None	50 Minutes	5
90	Mass Friendship	All targets in AoE who fail ECR become friendly toward the MC.	None	None	50 m Radius	ALL	MEN	50 Minutes	5
91	Mind Projection	The MC can observe a scene through the senses of any non-sentient (IQ less than 15) living being in range.	None	500 km	Target	Non-Combat	SEN	50 Hours	5
92	Permanent Delusion	A target who fails MEN ECR believes that they are pursued and tormented by a hideous monster only they can see.	None	RB 5	Target	Non-Combat	MEN	Perm.	5
93	Sensory Block	A target who fails MEN ECR has all three of their Sensory bonuses reduced by 150.	None	5 km	Target	HALF	MEN	5 Rounds	5
94	Death Vision	A target who fails MEN ECR sees (and feels) a vision of their own death so horrific they die from shock and stress.	None	RB 6	Target	HALF	MEN	Instant	6
95	Dual Mind	For the Duration of the Matrix the MC's number of Actions are doubled. This Matrix is not Transferable.	Gen. Skill	None	MC	ALL	NONE	60 Minutes	6
96	Emotion Control	All Targets in AoE who fail MEN ECR are overcome with the same emotion (MC's choice).	None	None	60 m Radius	ALL	MEN	60 Hours	6
97	Enhance Mental	Permanently increase IQ or INT by 2d6. Ignores Species maximums. Usable once per individual.	HTH	Touch	None	Non-Combat	None	Perm.	6
98	Enhance Mental Resistance	Target's MEN ECR is permanently increased by 25. Usable once per individual.	HTH	Touch	None	ALL	None	Perm.	6
99	Mental Reflection	All attacks which require the MC to make MEN ECR are reflected at the attacker. MC's MEN ECR becomes "Invulnerable" for Duration of Matrix.	Gen. Skill	None	MC	ALL	None	60 Rounds	6
100	Reconstruct Memories	MC can attempt to reconstruct an individual's memories after death by making a Generation skill Check with penalty equal to total skill levels to be reconstructed.	HTH	Touch	None	Non-Combat	None	Perm.	6
101	Resonant Structure	Targets that fail SEN ECR are instantly killed. Targets wearing a helmet receive +50 to their ECR.	None	RB 6	60 m Radius	ALL	SEN	Instant	6
102	Steal Mind	MC pulls all memories from target into their own mind. They can access all memories at will. Target's body left in vegetative state. The target gets a MEN ECR to avoid this fate.	HTH	Touch	None	HALF	MEN	Perm.	6
103	Trade Minds	MC can switch the minds of two willing participants. IQ, INT, skills & Matrices are transferred. Physical stats are not.	HTH	Touch	None	Non-Combat	None	60 Hours	6
104	Copy Memory Pattern	MC can copy memories, including skills and Matrices, of a recently deceased individual (7 hours) into their own mind until a new body can be found.	HTH	Touch	None	Non-Combat	MEN	70 Days	7
105	Dimensional Shift	MC can displace to any location in range, if Generation Skill check at -50 is successful. Ignores Flux shields.	Gen. Skill	7 AU	MC	HALF	None	Instant	7
106	Disciple	In the event of his untimely death, a powerful MC may wish to empower a disciple to take his place. He can implant any or all of his known Matrices into the subconscious mind of the target. Furthermore, he can then set a biological clock or some other mechanism to trigger the knowledge. Once triggered, the disciple MC obtains all the Matrices possessed by the MC that generated this Matrix. In addition they have the ability to generate those Matrices once they obtain the proper level of Generation Skill. The disciple's skills and PP are unchanged by the transfer of Matrix knowledge.	Gen. Skill	Touch	None	Non-Combat	None	Perm.	7
107	Husk	If the Target fails a MEN ECR all memories and skills completely erased.	None	RB 7	None	HALF	MEN	Perm.	7
108	Mind Shift	MC can switch the minds of two targets in a single attack. If either target makes a successful MEN ECR the Matrix fails. IQ, INT, skills & Matrices are transferred. Physical stats are not.	HTH	Touch	None	ALL	MEN	70 Hours	7
109	Trust	Target who fail their MEN ECR will trust MC without question or doubt.	None	RB 7	None	HALF	MEN	70 Minutes	7
110	Mind Control	Target who fail MEN ECR can be mentally "remote controlled" by MC within range of Matrix. The MC can also observe through the target's senses.	None	RB 8	None	ALL	MEN	80 Days	8
111	Psychic Force	Target suffers 1d4HP x 1000 damage. Damage Type T. Not Boostable.	Aimed	8,000 km	None	Non-Combat	None	Instant	8
112	Sensory Link	The MC can observe a scene through the senses of another party in range. Target entitled to MEN ECR.	None	8 Parsecs	None	Non-Combat	SEN	80 Hours	8
113	Enslave	Target who fails MEN ECR becomes the MC's ever-obedient servant. This Matrix can not be negated.	HTH	Touch	None	HALF	MEN	Perm.	9
114	Supreme Resonance	MC can destroy a planet sized object in range.	Gen. Skill	9 Parsecs	Special	Non-Combat	None	Instant	9

ENERGY CONTROLLER MATRICES

ENERGY CONTROLLER MATRICES BRACKETS

#	1 POWER POINT	2 POWER POINTS	3 POWER POINTS
1	Asnobian's Vise	Asnobian's Hand	Activation Energy
2	Bluerazor's Vengeance	Blow Torch	Charge Repulsion
3	Chemistry 101	Bypass	Cold Resistance
4	Chilled Veins	Charge Repulsion	Continuous Light
5	Dimensional Awareness	Darkness	Control Flames
6	Fly	Dazzle	Dead Readiness
7	Glue	Defeat Security	Drain Electrical Synapses
8	Hologram	Drain Bio-Energy	ECCM
9	Jam	Electrical Discharge	ECM
10	Kinetic Energy Barrier	False Image	Energy Sense
11	Light	Finger Laser	Energy Sheath
12	Limited Invisibility	Frequency Scanner	Gravitational Shear
13	Metal Detection	Geiger Counter	Jigsaw
14	Optical Reduction	Limited Illusion	Kinetic Immunity
15	Plasma Pulse	Magnetize	Maser
16	Separation	Omega Blast	Molecular Dispersion
17	Shadow Boxer	Overload	Molecular Disruption
18	Temperature Manipulation	Taze	Particle Beam
19		Teleport	Radiation Resistance
20		Tree Fort	Scrambler
21		Ultravision	Short Circuit
22		Warp Metal	Space Walk
23			Tag Object
24			True Illusion
25			True Invisibility
#	4 POWER POINTS	5 POWER POINTS	6 POWER POINTS
1	Bluerazor's Pain	Dimensional Prison	Absolute Zero
2	Corruption of Bluerazor	Field Corruption	Absorption Field
3	Energy Resistance	Flux Shield	Close Gate
4	Fire Blast	Locate Gate	Emergency Beacon
5	Gravity Boost	Molten Sea	Energy Cloud
6	Ice Wall	Open Gate	Energy Sponge
7	Irradiate	Power Port	Enhance Radiation Resistance
8	Kinetic Nullification	Power Reservoir	Field Negation
9	Limited Mass Invisibility	Radiation Sink	Mass Teleport
10	Locate Energy Pattern	Shape	Radiation Shield
11	Radiation Immunity	True Mass Invisibility	Solar Sail
12	Remote Sensing		Time Slow
13	Stabilize Field		Siphon
14	Thunder Bolt		
15	Transmission Jammer		
16	Warp Light		
#	7 POWER POINTS	8 POWER POINTS	9 POWER POINTS
1	Antimatter	Cataclysm	Collapse Star
2	Gravitational Body	Gravity Wave	Create Planet
3	Warp Space	Scan	Life Shield
4		Worm Hole	Nova
5			Space Fold

ENERGY CONTROLLER MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
1	Asnobian's Vise	Creates a crushing vice around any object SC 1 or smaller. 1 damage. (1 SI), Damage Type T.	Aimed	RB 1	Target	HALF	None	10 Rounds	1
2	Bluerazor's Vengeance	The MC uses his own body as fuel for a plasma pulse. 5 damage. (2 SI) per 1 pt. of perm. CON loss to the MC. CON loss increases in proportion to damage if Boosted.	Gen. Skill	RB 1	None	HALF	None	Instant	1
3	Chemistry 101	MC knows the composition of any material touched.	HTH	Touch	None	HALF	None	Instant	1
4	Chilled Veins	MC lowers the body temperature of the target. Targets who fail their COLD ECR are racked with chills and unable to act.	HTH	Touch	None	HALF	CLD	10 Rounds	1
5	Dimensional Awareness	Allows the MC to make an Observation check using Visual Bonus to see into neighboring dimensions. The MC can locate sentients trapped in dimensional prisons, Tree Forts (see Tree Fort Matrix). Most notably, they can detect the presence of creatures in the 5th dimension getting ready to attack into the MC's dimension. Creatures with Dimensional Phasing will automatically know if the MC looks in their direction, even if there is intervening terrain that would normally block the MC's view. The MC can also see the path of travel and destination of those who are displacing nearby.	Gen. Skill	None	MC	Non-Combat	None	10 Hours	1
6	Fly	Allows the MC to fly (FLY 50). MC can not fly if they are carrying an amount of weight (ACT WGT) that would make them severely encumbered.	Gen. Skill	None	MC	HALF	None	10 Minutes	1
7	Glue	MC secures the target to another object. Target must make a STR check with a high Average (-25) difficulty. Each level of Gen. Skill beyond first increases difficulty by 5%.	Aimed	RB 1	None	HALF	None	10 Rounds	1
8	Hologram	MC can create three-dimensional images of up to 40 cubic meters, out of light. The images are translucent and cannot be mistaken for solid objects.	Gen. Skill	RB 1	Special	HALF	None	10 Minutes	1
9	Jam	Any weapon hit by this Matrix must make an immediate MN roll at +25. Weapons that fail will not explode, only cease to function.	Aimed	RB 1	Special	HALF	MN	Instant	1
10	Kinetic Energy Barrier	Target obtains a THR of 6 vs. physical attacks. THR increases by 1pt for every level of Gen. Skill beyond the first. For purposes of this Matrix, physical attacks are attacks made using solid matter. Examples include ballistic weapons, fragments from grenades (but not the concussion), melee attacks (e.g., Tail, pseudo pod) and most melee weapons. Plasma and Omega based weapons function normally.	HTH	Touch	Target (SC 10 or smaller)	HALF	None	10 Minutes	1
11	Light	MC can create light or increase or decrease the amount of light in the area. +/- 25 to Observation checks using the Visual Modifier.	Gen. Skill	None	10 m Radius	ALL	None	10 Minutes	1
12	Limited Invisibility	An object the MC touches is rendered invisible in the visible light portion of the spectrum for the Duration of the Matrix. Targets are still visible to sensor systems and creatures with infravision or ultravison.	HTH	Touch	Target (SC 10 or smaller)	HALF	None	10 Minutes	1
13	Metal Detection	A successful Generation Skill roll reveals all metal in the AOE to the MC.	Gen. Skill	None	10 m Radius	HALF	None	10 Minutes	1
14	Optical Reduction	MC is considered to have a THR 5 vs. beam weapons.	Gen. Skill	None	MC	HALF	None	10 Minutes	1
15	Plasma Pulse	MC can generate a plasma pulse doing 2d6 damage. (8 SI). Damage Type '-'.	Aimed	RB 1	None	ALL	None	Instant	1
16	Separation	MC can use this Matrix to quickly separate up to 1 cubic meter's worth of mixtures into separate pools/piles. Cannot be used on living beings.	Gen. Skill	RB 1	Special	HALF	None	Instant	1
17	Shadow Boxer	MC can generate a telekinetic strike doing 1d4 damage. Damage Type T.	Aimed	RB 1	None	HALF	None	Instant	1
18	Temperature Manipulation	MC can lower or increase the temperature. Targets that fail COLD or FIRE ECRs receive a -25 to Skill Checks. Additional attacks do not increase the penalty.	Gen. Skill	RB 1	10 m Radius	ALL	CLD or FIRE	Instant	1
19	Asnobian's Hand	MC can manipulate any object in range as if they were touching it. MC's STR applies normally when manipulating the remote object.	Gen. Skill	RB 2	None	HALF	None	20 Minutes	2
20	Blow Torch	MC emits a torch flame from his finger. It does 1d4 damage. THR-R: 4. Targets are entitled to a FIRE ECR.	HTH	Touch	None	HALF	FIRE	20 Seconds	2
21	Bypass	MC receives a +100 to any Computer Security & Forensics Skill Check, if they can touch the Computer while the Matrix is active. Max. skill percentage: 150%.	HTH	Touch	None	HALF	None	20 Rounds	2
22	Darkness	Anything in the AoE is cast into darkness. No visual sensors (light, IR, UV, etc.) or Visual Observation checks penetrate/function within the darkness. The Matrix is canceled out by the Light Matrix. This Matrix does not stop high intensity lasers or inhibit the sight of the MC generating the Matrix.	Gen. Skill	None	20 m Radius	HALF	None	20 Rounds	2
23	Dazzle	All targets in the AoE that fail their SEN ECR receive a -50 to their Visual Modifier for the Duration of the Matrix.	None	None	20 m Radius	ALL	SEN	20 Rounds	2
24	Defeat Security	Matrix increases MC's Computer Security skill by +50% and the MC can make checks on any computer in range, whether they can physically access it or not.	Gen. Skill	RB 2	None	HALF	None	20 Minutes	2

ENERGY CONTROLLER MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
25	Drain Bio-Energy	MC Drains electrical energy from a living target causing 2d4 damage. Damage Type S. MC gets 1 PP for every 5 points of damage. Target entitled to ELE ECR. Armor ECRs may be substituted as normal. Not Boostable.	HTH	Touch	None	HALF	ELE	Instant	2
26	Electrical Discharge	MC generates electrical discharge. It does 2d6 damage. (0 SI), Damage Type T.	None	RB 2	None	HALF	ELE	Instant	2
27	False Image	MC creates a stationary, invisible, object (3 m in longest dimension) that appears real to sensor systems.	Gen. Skill	RB 2	2 m Radius	ALL	None	20 Minutes	2
28	Finger Laser	MC emits a laser doing 3d4 damage (1 SI). Damage Type A. Not Boostable.	Aimed	RB 2	Target	HALF	None	Instant	2
29	Frequency Scanner	MC may make Observation check with a +50 instead of their Hearing mod to detect communication transmissions in their immediate area. These would normally be undetectable to the MC's ears without the aid of a commo or sensor system.	Gen. Skill	None	MC	HALF	None	20 Minutes	2
30	Geiger Counter	MC can detect the direction to any source of harmful radiation in the AoE and assess each source's intensity.	Gen. Skill	None	200 m Radius	Non-Combat	None	20 Minutes	2
31	Limited Illusion	The MC can create a visual illusion of their devising with its longest dimension no longer than 3 m. The ruse will be easily detected with sensors or physical inspection.	Gen. Skill	RB 2	2 m Radius	ALL	None	20 Minutes	2
32	Magnetize	The MC magnetizes all metal objects in the area of effect. Metal targets in the AOE are drawn toward each other and stick together. Targets must make a STR check at -100 free themselves from other metal objects or retain hold of metal objects, which may be pulled from their hands if not in armor.	Gen. Skill	RB 2	20 m Radius	HALF	None	20 Rounds	2
33	Omega Blast	MC creates an Omega blast that does 2d4 damage. (2 SI), Damage Type T. Once generated, the Omega Blast can be used once at any time within the listed Duration.	Aimed	RB 2	None	HALF	None	20 Minutes	2
34	Overload	Targeted weapon must make an immediate MN roll at +50. The penalty increases by 1% for every level of Gen. skill beyond the 2nd level.	Gen. Skill	RB 2	Special	HALF	MN	Instant	2
35	Taze	Any target who fails their ELE ECR is debilitated due to the electricity coursing through their body. They may take no Actions for the Duration of the Matrix.	None	RB 2	None	Half	ELE	20 Rounds	2
36	Teleport	MC can teleport 2 km away, regardless of intervening materials. The MC can not teleport through a Flux or areas protected by Displacement Scramblers.	Gen. Skill	2 km	MC	ALL	None	Instant	2
37	Tree Fort	Matrix creates an inter-dimensional room that can be accessed from anywhere in the normal universe. When generated, a 1.5 m tall x 1 m wide door appears next to the MC. It can be accessed at any time by the MC for the Duration of the Matrix. Afterwards MC must generate the Matrix again to reach the contents. The room is roughly 125 cubic meters in volume. Any modern device carried into the room has 10% to be destroyed due to energy flux. The "Key" to a Tree Fort may be copied by coming into physical contact with the MC who generated the Tree Fort while using the Dimensional Awareness Matrix, and by spending 5 PP. The MC is entitled to an opposed INT check to realize their key has been copied.	Gen. Skill	RB 2	Special	Non-Combat	None	20 Days	2
38	Ultravision	MC allowed to make Observation check with Visual Mod. to spot Ultra Violet emissions, including A-Grav systems.	Gen. Skill	None	MC	ALL	None	20 Minutes	2
39	Warp Metal	MC can warp metal reducing its SI by 1d4. Damage Type T.A. Damage is also subtracted from the device's MN, and a malfunction roll must be made.	HTH	Touch	None	HALF	MN	Perm.	2
40	Activation Energy	Matrix allows the MC to activate any electronic device, even if the MC does not have any idea how to use it. The Device will activate even if there are security measures to prevent access, though Matrix does not bypass that security. It only turns the device on. Note: Most explosives grenades have mechanical detonators.	HTH	Touch	None	ALL	None	Instant	3
41	Charge Repulsion	Damage from disintegrators, metal guns, particle weapons, Pulse weapons, and scramblers is reduced by half.	Gen. Skill	None	MC	HALF	None	30 Minutes	3
42	Cold Resistance	Target's COLD ECR is increased by 50 for the Duration of the Matrix.	HTH	Touch	None	HALF	None	30 Hours	3
43	Continuous Light	The target of this Matrix , which must be non-living and Size Class 1 or smaller, will emit light (20 m Radius) forever or until it is destroyed. +25 to Observation checks made with the Visual Mod in dark or dimly lit areas.	HTH	Touch	None	Non-Combat	None	Perm.	3
44	Control Flames	The MC can increase (double) or decrease (half) the intensity of flames or fire-based attacks in the AoE by a factor of two.	Gen. Skill	RB 3	30 m Radius	ALL	None	30 Rounds	3
45	Dead Readiness	Perform pre-set actions automatically the Combat Round after they are rendered unconscious. The MC has access to one Combat Round's worth of (their) Actions.	Gen. Skill	None	MC	Non-Combat	None	30 Days or until used	3
46	Drain Electrical Synapses	Targets in the AoE that fail their ELE ECR are debilitated in a semi-comatose state for the Duration of the Matrix.	None	None	3 m Radius	HALF	ELE	30 Rounds	3

ENERGY CONTROLLER MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
47	ECCM	Targets in the AoE are treated as having an ECCM rating of 50 for the Duration of the Matrix. This does not stack with other ECCM. ECCM increases by 1% for each level of Generation Skill above the 3rd.	Gen. Skill	RB 3	30 m Radius	ALL	None	30 Minutes	3
48	ECM	Targets in the AoE are treated as having an ECM rating of 50 for the Duration of the Matrix. This does not stack with other ECM. ECM increases by 1% for each level of Generation Skill above the 3rd.	Gen. Skill	RB 3	30 m Radius	HALF	None	30 Minutes	3
49	Energy Sense	The MC can detect energy sources within the AoE, even if they are beyond their line-of-sight by making an Observation check. Chance of success increases 5% per level of Gen. Skill.	Gen. Skill	None	30 m Radius	HALF	None	30 Rounds	3
50	Energy Sheath	The MC is surrounded in a field of intensely hot energy. Anyone touching the field or being touched by the MC suffers 3d6 damage, Damage Type T. Target is entitled to a FIRE ECR.	None	None	MC	ALL	FIR	30 Minutes	3
51	Gravitational Shear	The MC emits a deadly gravitational shear. The shear does 4d4 damage to anything along its path. Equal damage is applied to the targets BP, SI, ABS. Damage Type T.F. Not Boostable.	Aimed	RB 3	None	HALF	None	Instant	3
52	Jigsaw	Jigsaw allows the MC to understand the spatial relationship between scattered pieces of a puzzle or object. Matrix causes all available pieces of a broken object to re-align in their correct pattern. Missing pieces are still missing, but the MC can create a finished jigsaw puzzle from the remains. Useful for destroyed documents or deconstructed machinery.	Gen. Skill	RB 3	30 m Radius	Non-Combat	None	Perm.	3
53	Kinetic Immunity	MC is treated as having a THR of 100 vs. physical attacks. See Kinetic Energy Barrier for the definition of “Physical attacks.”	Gen. Skill	NONE	MC	ALL	None	30 Hours	3
54	Maser	MC emits a powerful laser, doing 3d4 damage. (1 SI). Damage Type A.	Aimed	RB 3	None	HALF	None	Instant	3
55	Molecular Dispersion	Matrix allows MC to create a portal through solid objects. The objects are unharmed and the hole disappears at the end of the Matrix. The hole can be made large enough for 5 individuals to pass through standing abreast.	HTH	Touch	None	ALL	None	30 Minutes	3
56	Molecular Disruption	MC generates a disintegration beam, which does 6d6 damage, Damage Type T.A.	Aimed	RB 3	None	ALL	None	Instant	3
57	Particle Beam	MC creates a charged particle stream that causes 2d4 damage. Damage Type A, THR-R: 2.	Aimed	RB 3	None	ALL	None	Instant	3
58	Radiation Resistance	Target's RAD ECR is increased by 50 for Duration of the Matrix.	HTH	Touch	None	HALF	None	30 Hours	3
59	Scrambler	The target is treated as if it were hit by a scrambler weapon. 50 points are added to the target’s MN or ELE roll.	None	RB 3	None	ALL	ELE or MN	Instant	3
60	Short Circuit	MC can disable a single electronic device they touch, even if they can't actually touch the inner-workings of the machine. The device automatically stops functioning. No MN roll is made. MC must make an ELE ECR or suffer 1d4 damage directly to their body. Damage Type S.F. When used on vehicles, the MC disables a single component, not the entire vehicle.	HTH	Touch	None	HALF	None	Instant	3
61	Space Walk	Matrix allows the MC to space-walk. He is encapsulated in a sealed energy sphere with the following statistics. FLY 8, THR 5, SI 10. The sphere gives the MC +100 to EVM Skill Checks. The sphere can move in any direction, and the MC requires no external air supply for the Duration of the Matrix. Objects may be manipulated from within the sphere as it is flexible like a thin balloon and transparent.	Gen. Skill	NONE	MC	Non-Combat	None	30 Hours	3
62	Tag Object	After generating this Matrix the MC can 'Tag' an object by touching it. The MC then knows the exact location of the object within the AoE for the Duration of the Matrix.	HTH	Touch	30 km Radius	ALL	None	30 Hours	3
63	True Illusion	MC creates an illusion that is visible across the EM spectrum, appears real to sensors and characters alike, but can still be shown as immaterial by sonar or physical contact.	Gen. Skill	RB 3	None	ALL	None	30 Minutes	3
64	True Invisibility	The target becomes invisible across the EM Spectrum and undetectable by Visual Observation checks. The target can still be detected via emitted sound, vibration, and sonar. Sensor Systems have a -100 to detect targets affected by this Matrix. Max target size is Size Class 10.	Gen. Skill	RB 3	None	ALL	None	30 Minutes	3
65	Bluerazor's Pain	MC can heal all injuries, including critical hits, they have suffered. Shrapnel, bullets, and other foreign objects are not expelled, nor are poisons/toxins neutralized. MC's CON is reduced by 1d6 pts. permanently.	Gen. Skill	None	MC	HALF	None	Perm.	4
66	Corruption of Bluerazor	MC converts the target's own tissue into superheated plasma. This does 5 damage (8 SI) to the target and the target permanently loses 1d6 CON. Damage Type S. Not Boostable.	None	RB 4	NONE	ALL	BIO	Instant	4
67	Energy Resistance	Target's FIRE and ELE ECR are increased by 50 for Duration of the Matrix.	HTH	Touch	None	HALF	None	40 Hours	4

ENERGY CONTROLLER MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
68	Fire Blast	MC causes an expanding blast of fire to emanate in all directions, doing 4d6 damage to everyone in the AoE. Damage Type T. Targets are entitled to FIRE ECR.	None	RB 4	4 m Radius	ALL	FIR	Instant	4
69	Gravity Boost	The target, up to Size Class 10, receives a -50 to STR & AGL checks, an IM penalty of 3, and has their RUN/JUMP/FLY reduced by half for the Duration of the Matrix.	Gen. Skill	RB 4	None	HALF	None	40 Rounds	4
70	Ice Wall	MC creates a wall of ice, up to 10 m long in length and height, with the following stats: THR 40, SI 3500.	Gen. Skill	RB 4	Special	ALL	None	Instant	4
71	Irradiate	Targets who fail their RAD ECR contract Radiation Sickness and lose 2 CON and 1 STR per day till dead or cured. See Environmental Condition Resistance section for more info on Radiation Poisoning.	None	RB 4	None	HALF	RAD	Instant	4
72	Kinetic Nullification	MC is immune to all kinetic attacks. See the Combat chapter for the definition of a kinetic attack.	Gen. Skill	One	MC	ALL	None	40 Hours	4
73	Limited Mass Invisibility	All objects in AoE are rendered invisible in the visible light portion of the spectrum. Targets are still visible to sensor systems and creatures with infravision or ultravison.	Gen. Skill	None	4 m Radius	HALF	None	40 Hours	4
74	Locate Energy Pattern	The MC detects the location and tracks the movements of a specific energy source within the AoE by making an Observation check. Chance of success increases 5% per level of Generation Skill.	Gen. Skill	None	4000 km Radius	Non-Combat	None	40 Hours	4
75	Radiation Immunity	MC's RAD ECR becomes "Invulnerable" for Duration of the Matrix.	Gen. Skill	None	MC	ALL	None	40 Rounds	4
76	Remote Sensing	MC can sense changes down to quantum level in an area beyond their line of sight. This gives the MC a vague impression of shapes, noises, and movement at the site. As the MC's Generation Skill level increases, so does the sharpness and detail of their remote viewing. MC makes an Observation check (no sense mods) with a 1% bonus per level of Gen. Skill to observe remote events.	Gen. Skill	400 km	40 m	Non-Combat	None	40 Minutes	4
77	Stabilize Field	A Flux Shield targeted by this Matrix ignores attacks from FIGs and field shunts for the Duration of the Matrix. This Matrix also makes Phase Nullification devices 100% effective for the Duration of the Matrix.	Gen. Skill	RB 4	None	ALL	None	40 Hours	4
78	Thunder Bolt	MC creates an atmospheric charge imbalance that results in a lightning bolt hitting the target for 6d6 damage. Damage Type T. Targets are entitled to an ELE ECR. Target must make a SEN ECR at -50 or be rendered deaf for 1d4 minutes. Target's Hearing bonus is applied to the SEN ECR as a penalty. Not Boostable.	None	RB 4	NONE	ALL	ELE & SEN	Instant	4
79	Warp Light	MC is treated as having a THR of 50HP vs. beam weapons. MC's Visual mod is reduced by 50, and Observation checks to spot MC receive a +50 bonus for the Duration of the Matrix.	Gen. Skill	None	MC	ALL	None	40 Rounds	4
80	Transmission Jammer	MC generates ECM 75% in the AoE that only affects Communication Systems, reducing Signal STR on a point-for-point basis.	Gen. Skill	RB 4	40 km Radius	HALF	None	40 Minutes	4
81	Dimensional Prison	MC creates a sphere (3 m in radius) in the 5th dimension with a THR: 100 & SI: 1000. MC may create a door (1.5 m radius) to that sphere in our dimension allowing them to place persons or objects in the sphere. MC may open and close the door as often as he wishes for the Duration. MC must generate Matrix again to access the prison after Duration. Position of the prison is anchored to a fixed point in the 5th dimension but may be accessed from anywhere in our dimension. Sentients placed inside this prison cannot escape unless rescued by someone operating in the 5th dimension itself. Beings trapped in the prison still need food, water, and a breathable atmosphere. The key to a dimensional prison may be stolen in the same manner as the key to a Tree Fort (see Tree Fort Matrix).	Gen. Skill	RB 5	5m Radius	ALL	None	50 Years	5
82	Field Corruption	Any field generator targeted by this Matrix ceases to function. For targets larger than SC 25, only a portion of the field (or side of the target) is affected or a single field generator if the target uses multiple generators to provide coverage. Also affects displacement devices, rift generators, FTL fields, power cores, thrusters, and gravity generators.	Gen. Skill	RB 5	None	ALL	None	50 Minutes	5
83	Flux Shield	MC creates a 2HP Flux shield that can cover the MC or any area up to a 50 m radius.	Gen. Skill	Nome	50 m Radius	ALL	None	50 Hours	5
84	Locate Gate	This Matrix allows the MC to know the location of any wormholes or dimensional tears/rifts in the direction he is looking.	Gen. Skill	5 parsecs	MC	Non-Combat	None	Instant	5
85	Molten Sea	The MC melts the ground around them into a molten fire pit. Anyone coming in contact with the ground in the AoE takes 2d4 x 10 damage (10 SI) to each section exposed per round. Damage Type T. Not Boostable.	None	None	50 m Radius	ALL	FIRE	50 Minute, Continuous	5

ENERGY CONTROLLER MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
86	Open Gate	MC opens a 100 m long x 5 m tall portal into the 5th dimension. 5th dimensional entities can be viewed and attacked normally through the tear (by anyone, not just the MC), losing the benefits of any Temporal Immunity or Dimensional Phasing. However, these creatures are also free to counter-attack through the tear and may enter our dimension simply by walking through the fissure. Once generated, the tear can not be moved.	Gen. Skill	RB 5	None	ALL	None	50 Rounds	5
87	Power Port	The MC acts as a boost mechanism. The output power of any weapon or device that uses energy is quadrupled for the next single shot/use. If the weapon or device is not used in the next Combat Round, the Matrix is wasted. The MC can handle any weapon using up to 500 Energy units per shot.	Gen. Skill	RB 5	None	ALL	None	Special	5
88	Power Reservoir	This Matrix allows a Mutzachan to drain more energy than normal. A MC can drain an amount of EU equal to their PPC x 10 by making a Gen. Skill check at -25. x15 PCC is at -50. x20 PPC is at -75, and so on. Failure indicates that the MC takes an amount of damage equal to the EU the MC attempts to drain divided by 5. Damage is applied directly to the MC's BP. This extra energy does not increase the MC's PPC.	Gen. Skill	RB 5	None	ALL	None	Instant	5
89	Radiation Sink	Everyone in AoE has RAD ECR of "Invulnerable", and all harmful Radiation in AoE is eliminated.	Gen. Skill	None	500 m Radius	ALL	None	50 Rounds	5
90	Shape	MC can change the shape of a small object (SC 1 or smaller) or a single section of an armored suit. Functionality may not be added other than that obtained solely through its shape. Reshaping an object usually destroys any functionality it originally had. i.e., turning an Omega Weapon into a shield, means the Omega weapon no longer works... other than as a shield. When used offensively, the MC can effectively destroy 24 SI. Damage Type T.A. Damage subtracted from MN as usual.	HTH	Touch	None	ALL	MN	Perm.	5
91	True Mass Invisibility	Anything in the AoE becomes invisible across the EM Spectrum and undetectable by Visual Observation checks. The target can still be detected via emitted sound, vibration, and sonar. Sensor Systems have a -100 to detect targets affected by this Matrix.	Gen. Skill	None	50 m Radius	ALL	None	50 Hours	5
92	Absolute Zero	The MC drops the temperature in the AoE to near absolute zero for a few seconds causing 50 damage to each section of armor (3HP to unarmored targets), Damage Type T. Not Boostable.	Gen. Skill	RB 6	6 m Radius	ALL	None	Instant	6
93	Absorption Field	MC can absorb 100 points of Non-Kinetic damage. The MC can discharge the absorbed energy as a disintegration attack which does an amount of damage equal to the energy stored. Damage Type T.A. Not Boostable.	Gen. Skill	None	6 m field	ALL	None	60 Rounds	6
94	Close Gate	MC can permanently close any single rift/gate in range. The Locate Gate Matrix may be required to find hidden or distant gates.	Gen. Skill	1 parsec	None	Non-Combat	None	Perm.	6
95	Emergency Beacon	MC can send a message up to 6 parsecs away. The message can be picked up by normal ship communications equipment or by a specific group of beings (i.e. Send this to Henry the Mutzachan or to all Anarchists).	Gen. Skill	None	6 parsecs	ALL	None	60 Minutes	6
96	Energy Cloud	MC generates a cloud of charged energy around the MC, which causes 4d6HP per Combat Round to anything in the AoE.	Gen. Skill	None	600 m Radius	ALL	None	60 Rounds, Cont.	6
97	Energy Sponge	Damage from any non-kinetic attack in converted to BP or PP, up to the MC's original, undamaged BP total or PPC. Once BP or PPC are fully healed/recharged, the MC can not absorb any additional damage with this Matrix.	Gen. Skill	None	MC	HALF	None	60 Rounds	6
98	Enhance Radiation Resistance	Target's RAD ECR is permanently increased by 25. Usable once per individual.	HTH	Touch	None	ALL	None	Perm.	6
99	Field Negation	MC can negate (turn off) a single flux shield in range. Flux Shields with a field strength of up to 3.5 million points may be deactivated in this manner.	Gen. Skill	RB 6	None	ALL	None	Instant	6
100	Mass Teleport	MC and up to 9 other individuals in the MC's line of sight or in physical contact with the MC can teleport 6,000 km away, regardless of intervening materials. The MC and passengers can not teleport through a Flux Shield.	Gen. Skill	6,000 km	None	Non-Combat	None	Instant	6
101	Radiation Shield	Target's in the AoE treat their RAD ECR as "Invulnerable" for Duration of the Matrix.	Gen. Skill	None	60 m Radius	ALL	None	60 Rounds	6
102	Solar Sail	This Matrix allows the MC to effectively become the sublight drive system for a starship. The ship will be propelled at speed 2. It'll take approx. 2.5 days on average to get anywhere within the inner orbits assuming their destination is on the same side of the star as the MC. Note that while the MC is using this Matrix, they are unable to engage in anything beyond eating light meals or meditating. The Matrix will prevent fatigue for the 6 day Duration. After 6 days, the MC must get a normal night's sleep.	Gen. Skill	None	Special	Non-Combat	None	6 Days	6

ENERGY CONTROLLER MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
103	Time Slow	All persons within the AoE are slowed and activities require twice the normal time or Actions to perform. Those in the AoE have their RUN/JUMP/FLY reduced by half. Only the MC's actions occur at normal speed.	Gen. Skill	None	60 m Radius	ALL	None	60 Rounds, Cont.	6
104	Siphon	Drains up to 70,000 EU in AoE, which is shunted to extra-dimensional destination. Capable draining the batteries of Humpties and shutting down their reactors.	Gen. Skill	None	60 m Radius	ALL	Special	60 Rounds	6
105	Antimatter	MC creates antimatter, which causes 100HP damage to everything in the AoE. Diminishing.	Gen. Skill	70 km	700 m Radius, Diminishing	ALL	None	Instant	7
106	Gravitational Body	MC projects a gravitational force, consummate with that of a celestial body such as a planet. Any ship operating in jump space that passes through this zone is automatically knocked out of jump space because the ship's computer detects a celestial body. Can not be used on/near a planet.	Gen. Skill	None	7 parsecs	Non-Combat	None	70 Days	7
107	Warp Space	MC warps space around the outside of a ship to propel the vessel into warp speed. The MC must make a CON check every hour (after the first 10 hours) at a cumulative -5, to maintain the field. Failure indicates that 2d4 points of CON are lost permanently, and the ship drops out of warp. The ship will travel 1 parsec per hour. A useful Matrix for keeping your crippled ship ahead of a hostile pursuer.	Gen. Skill	None	Special	Non-Combat	None	70 Hours	7
108	Cataclysm	Matrix randomly distributes large groups of molecules within the AoE. The effect is complete and utter but with random destruction. Personnel may wind up with metal sticking out of their bodies and have limbs transported as far as 1 km away. Flux shields offer no protection. There is a 75% for each body area to be destroyed. Roll for each section. We suggest starting with the head.	Gen. Skill	8 km	800 m Radius	ALL	None	Instant	8
109	Scan	MC is treating as having a Sensor Strength of 100 within the AoE.	Gen. Skill	800,000 km	8,000 km	Non-Combat	None	Instant	8
110	Worm Hole	This Matrix opens a hole in the fabric of space that connects two points, up to 8 parsecs from each other. The worm hole is stable for the Duration of the Matrix and large enough for a corvette-sized ship to pass though. Ships traverse the gap between the two points instantaneously.	Gen. Skill	8 parsecs	Personal Starship	Non-Combat	None	80 Minutes	8
111	Collapse Star	Matrix causes a star to collapse in on itself becoming a black hole. All life in the solar system and neighboring solar systems is extinguished (eventually). Note that creating black holes is frowned upon by the Galactic Alliance.	Gen. Skill	90 parsecs	Special	Non-Combat	None	Perm.	9
112	Create Planet	Matrix conglomerates cosmic matter to form a planetary body. The planet requires one year to form. Whether the planet is capable of supporting life depends on how the MC designs the composition of the planet and its distance from any nearby stars. Targeting this Matrix on a spot where a planetary body already exists results in the planet being bombarded by the coalescing matter, which plummets from the sky like millions of meteors. This often results in the extinction of all life on the planet.	Gen. Skill	9 parsecs	Special	Non-Combat	None	Perm.	9
113	Life Shield	Matrix creates a bubble that surrounds the MC. No external forces can act against the MC while inside. The MC can not affect the external environment as long as the shield is up. MC can breathe normally and is able to drop the shield at any time. The bubble is utterly immobile. Works in space as a life raft, though the MC can not be moved from the spot where the shield was erected. The rescuing ship must fly in a path that causes the MC to end up in the cargo bay or air lock.	Gen. Skill	None	MC	ALL	None	90 Hours	9
114	Nova	Matrix causes a star to go nova, exploding violently. All life in the solar system and neighboring solar systems is extinguished (eventually). Note that creating a supernova is frowned upon by the Galactic Alliance.	Gen. Skill	90 parsecs	Special	Non-Combat	None	Instant	9
115	Gravity Wave	The Matrix generates a gravity pulse that does 9,000HP in the AoE. Diminishing.	Gen. Skill	9 million km	9 million km	Non-Combat	None	Instant	9
116	Space Fold	This is the most destructive Matrix known. No MC outwardly admits to knowing this power. The Council of Timar forbids its teaching. It is not clear whether any MC knows the Matrix at all. It is a legendary power of frightening parameters. Anyone found to have invoked it will receive a punishment worse than death. Space Fold allows the MC to connect two distinct points by folding space. The Matrix automatically destroys anything between!	Gen. Skill	90 parsecs	90 cubic parsecs	Non-Combat	None	Perm.	9

HEALER MATRICES

HEALER MATRICES BRACKETS

#	1 POWER POINT	2 POWER POINTS	3 POWER POINTS
1	Autopsy	Benign	Alter Visage
2	Awaken	Biological Resistance	Analyze Lifeform
3	Blood Stoppage	Calcify *	Arthritis *
4	Clarity	Cellular Disruption *	Banish
5	Concentration	Chemical Resistance	Combat Clarity
6	Cure Radiation Poisoning	Commune with Nature	Cramps *
7	Death Recall	Compatibility	Cure Disease
8	Denature *	Cure Amnesia	Damage Transference
9	Heal Plants	Durability	Dead Readiness
10	Hemorrhage *	Feign Death	Encourage
11	Identify Agent	Heal	Enhance Reflexes
12	Improve Physical	Hold Breath	Essence Drain *
13	Need	Improve Senses	Expedited Recuperation
14	Probe	Improved Reflexes	Final Moments
15	Purge	Infravision	Heal, Improved
16	Resuscitate	Intoxication *	Implant
17	Staunch*	Mother's Milk	Mend Bones
18	Strangulation *	Poison Removal	Methalizer
19	Stutter *	Remove Paralysis	Negate BRI *
20		Sense Hostile Intent	Pain
21		Synapse Boost	Pain Blockage
22		Terminal *	Purification
23			Regenerate Limb
24			Reverse Peristalsis *
25			Sterilize Environment

#	4 POWER POINTS	5 POWER POINTS	6 POWER POINTS
1	Age	Cryogenic Freeze	Alter Form
2	Blind *	Deform *	Anti-Life *
3	Cryo	Degenerate *	Clone
4	Disembowel *	Enhance Sense	Deteriorate *
5	Ectoplasm *	Heartless *	Enhance Biological Resistance
6	Enhance Durability	Mass Healing	Enhance Physical
7	Entombment	Muscular Atrophy *	Extend Sense
8	Essence Transfer *	Plague *	Preserve
9	Famine *	Restore Physical	Reduce Biological Resistance
10	Insta-Medic	Transplant	Reduce Physical
11	Life Sense	Ward of Assizza	Sense Intelligent Life
12	Panic Attack		
13	Paralysis *		
14	Psychosis *		
15	Restore Sense		
16	Ritual of Peace		

#	7 POWER POINTS	8 POWER POINTS	9 POWER POINTS
1	Disciple	Cemetery Resurrection *	Depopulate
2	Mass Paralysis *	Gift Essence	Populate
3	Mass Freedom	Immortal *	
4	Twin *	Reconstruct Life	
5		Temple of Healing	
6		The Power of the Tza *	

HEALER MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
1	Autopsy	MC is assumed to have 150% Surgery Skill when determining the cause of death.	Gen. Skill	RB 1	None	ALL	None	10 Minutes	1
2	Awaken	Target receives Con Check as a Free Action. Success indicates that they are revived from unconsciousness. If they passed out due to injury, they may not be terribly happy with you.	None	Touch	None	HALF	None	10 Minutes	1
3	Blood Stoppage	This Matrix automatically stops further blood loss from a single wound. The MC may use this Matrix on themselves.	HTH	Touch	None	ALL	None	Instant	1
4	Clarity	The MC may make Observation check to "see" internal injuries.	HTH	Touch	None	HALF	None	Instant	1
5	Concentration	Matrix provides +25% to all skill checks. This percentage increases +1% per level of Gen. Skill beyond the first. A Tza Zen can reverse the Matrices effects to impart a -25% penalty to skill checks. The penalty increases by -1% per level of Gen. Skill beyond the first.	HTH	Touch	None	HALF	BIO	10 Minutes	1
6	Cure Radiation Poisoning	This Matrix can be used to cure radiation poisoning.	Gen. Skill	Touch	None	Non-Combat	None	Instant	1
7	Death Recall	View the last memories of recently dead. The farther back the MC wishes to view, the more difficult it becomes. The penalty increases by 25% for each increment in time beyond seconds. Viewing a memory minutes old would be at a -25. A memory hours old would be at -50. Days would be-75, weeks -100, months -125, and years -150, and so on.	Gen. Skill	Touch	None	HALF	None	Instant	1
8	Denature *	This Matrix causes 2d6 damage. Damage Type S. The Matrix causes target's tissues to breakdown.	None	RB 1	None	ALL	BIO	Instant	1
9	Heal Plants	Heal plants of 2d6 damage.	HTH	Touch	None	ALL	None	Perm.	1
10	Hemorrhage *	This Matrix causes 1d6 damage caused by instant blood loss from the target. , Damage Type S. This Matrix can only be used once on a Target unless the Target is healed. Damage can be tripled if the MC makes a Called Shot at -40. Not Boostable.	HTH	Touch	None	HALF	BIO	Instant	1
11	Identify Agent	This Matrix imparts a +50% Skill bonus to identify toxins or poisons. The percentage increases by +1% per level of Gen. Skill beyond the first.	Gen. Skill	None	10 m Radius	Non-Combat	None	10 Minutes	1
12	Improve Strength	This Matrix temporarily increases one physical stat (STR, AGL, MD, CON) by 25 points for the Duration of the Matrix.	HTH	Touch	None	HALF	None	10 Rounds	1
13	Need	The MC immediately knows the severity of any physical injuries for everyone in the AoE.	Gen. Skill	None	10 m Radius	ALL	None	Instant	1
14	Probe	This Matrix allows the MC to detect injurious mental states and conditions.	Gen. Skill	RB 1	None	HALF	None	10 Rounds	1
15	Purge	This Matrix causes a target to lose control of their non-vital, bodily functions. It's embarrassing and messy.	None	RB 1	None	HALF	BIO	10 Rounds	1
16	Resuscitate	This Matrix allows the recently deceased (7 hours) to make an additional Resurrection roll with a +50 Bonus.	None	Touch	None	HALF	None	Instant	1
17	Staunch *	This Matrix allows the MC to increase (double) or decrease (half) the rate of blood loss from a wound by a factor of two.	HTH	Touch	None	HALF	BIO	10 Rounds	1
18	Strangulation *	Allows the MC to strangle a victim without touching them, though the MC must see the target to affect them. Causes 2d10 CON per Combat Round. Damage Type S.	None	RB 1	None	ALL	BIO	Continuous	1
19	Stutter *	This Matrix causes the victim to stutter uncontrollably, making verbal communication impossible.	None	RB 1	None	ALL	BIO	10 Minutes	1
20	Benign	The unique Matrix allows the MC to control their own physical and unconscious cues to appear non-threatening. Unless the MC is somewhere they're clearly not supposed to be or brandishing a weapon, even a suspicious observer will immediately discount the MC as a potential threat.	Gen. Skill	None	MC	HALF	None	20 Minutes	2
21	Biological Resistance	Allows the MC to temporarily increase the target's BIO ECR by 50 points for the Duration of the Matrix.	HTH	Touch	None	ALL	None	20 Hours	2
22	Calcify *	This Matrix permanently reduces the target's AGL by 1d4 points. The Matrix does 3d4 points of damage to Phentari. Damage Type S. Not Boostable.	HTH	Touch	None	HALF	BIO	Perm.	2
23	Cellular Disruption *	The MC causes tissue damage on cellular level, doing 4d4 damage. Damage Type S.	None	RB 2	None	HALF	BIO	Instant	2
24	Chemical Resistance	Allows the MC to temporarily increase the target's CHEM ECR by 50 points for the Duration of the Matrix.	HTH	Touch	None	ALL	None	20 Hours	2

HEALER MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
25	Commune with Nature	The MC can sense disturbances in the environment that are currently occurring or that happened in the recent past. The MC knows the location of everything in the AoE that is in contact with the plant and non-sentient animal life in the AOE.	Gen. Skill	None	200 m Radius	ALL	NONE	Instant	2
26	Compatibility	The MC can alter organs or limbs to avoid transplant rejection. This is handy if you need to attach someone else's salvaged head from a Hat Box onto a new body (same species only).	None	Touch	None	Non-Combat	None	Perm.	2
27	Cure Amnesia	The MC can use this Matrix to cure amnesia caused by physical trauma. This Matrix does not work on amnesia caused by other sources.	HTH	Touch	None	ALL	BIO	Perm.	2
28	Durability	The MC can temporarily increase their Body Points by 4d4 for the Duration of the Matrix. At the end of the Duration, the MC's Body Points change to the current value, or the value prior to generating this Matrix, whichever is lower. The MC is exhausted after the Matrix lapses. All Skill and Statistic checks are made using one-quarter of the appropriate Statistic for the next 4d10 minutes.	Gen. Skill	None	MC	HALF	None	20 Rounds	2
29	Feign Death	The MC can slow their bodily functions to appear dead.	Gen. Skill	None	MC	HALF	None	20 Minutes	2
30	Heal	This Matrix allows the MC to heal 1d4 damage. This Matrix does not heal Critical Hits. Not Boostable.	HTH	Touch	None	ALL	None	Perm.	2
31	Hold Breath	The target of this Matrix does not need to breathe for the Duration of the Matrix.	Gen. Skill	RB 2	None	ALL	None	20 Minutes	2
32	Improve Senses	This Matrix allows the MC to temporarily improve a single Sensory Bonus of the target by 50 for the Duration of the Matrix.	HTH	Touch	None	ALL	None	20 Minutes	2
33	Improved Reflexes	This Matrix allows the MC to temporarily improve the target's Initiative Modifier by 2 for the Duration of the Matrix.	HTH	Touch	None	ALL	None	20 Rounds	2
34	Infravision	This allows MC to see heat sources during Observation Checks made with the Visual Modifier for the Duration of the Matrix.	HTH	Touch	None	HALF	None	20 Hours	2
35	Intoxication *	Allows MC to make a target act as if they're intoxicated for the Duration of the Matrix.	HTH	Touch	None	HALF	CHEM	20 Minutes	2
36	Mother's Milk	This Matrix can be stored in any physical object the MC touches. When touched by another living being, it permanently increases the target's CON by 2d6. This Matrix can only be used once per individual.	HTH	Touch	None	Non-Combat	None	Perm.	2
37	Poison Removal	This Matrix stops all further damage from poisons, toxins, and venoms in the target. It does not heal damage done prior to the Matrix being generated.	HTH	Touch	None	ALL	None	Perm.	2
38	Remove Paralysis	This Matrix cures paralysis.	HTH	Touch	None	ALL	None	Perm.	2
39	Sense Hostile Intent	This Matrix allows the MC to sense hostile intent in any individual in the AoE, unless the targets are affected by the Benign Matrix.	Gen. Skill	None	20 m Radius	ALL	None	20 Minutes	2
40	Synapse Boost	Increase the body's reaction time. The target receives 2 additional Actions for the Duration of the Matrix. If the target successfully makes their ECR, the Matrix has no effect.	HTH	Touch	None	HALF	BIO	20 Minutes	2
41	Terminal *	This Matrix gives the target a slowly progressing but terminal disease. The disease remains latent for 1d6 months.	HTH	Touch	None	HALF	BIO	Instant	2
42	Ultra-Vision	MC is allowed to make Observation check with Visual Mod to spot Ultra Violet emissions, including A-Grav systems.	None	None	MC	HALF	None	20 Hours	2
43	Alter Visage	The MC can permanently alter the target's appearance. Increasing or decreasing their CHA by up to 50 points.	HTH	Touch	None	Non-Combat	None	Perm.	3
44	Analyze Lifeform	This Matrix reveals low and high ECRs and biological vulnerabilities of target. Targets are entitled to a BIO ECR.	None	RB 3	None	HALF	BIO	Instant	3
45	Arthritis *	This Matrix permanently reduces the target's AGL & MD by 3d4 ea. Targets are entitled to a BIO ECR. Usable Once per Target.	None	RB 3	None	ALL	BIO	Perm.	3
46	Banish	This Matrix forces a single extra-dimensional entity back into the home dimension. Targets are entitled to a BIO ECR.	None	RB 3	None	ALL	BIO	Perm.	3
47	Combat Clarity	+25 to combat skill, AGG, and ECRs	HTH	Touch	None	ALL	None	30 Rounds	3
48	Cramps *	Gives target disabling cramps, completely incapacitating them (they may take no Actions) for the Duration of the Matrix. Targets are entitled to a BIO ECR.	None	RB 3	None	HALF	BIO	30 Rounds	3
49	Cure Disease	This Matrix cures diseases caused by viruses or bacteria.	HTH	Touch	None	HALF	None	Perm.	3

HEALER MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
50	Damage Transference	The MC can sacrifice their own Body Points to heal the target. For every 1 Body Point the MC loses, the target is healed by 4 Body Points.	HTH	Touch	None	ALL	None	Perm.	3
51	Dead Readiness	Perform pre-set actions automatically the Combat Round after they are rendered unconscious. The MC has access to one Combat Round's worth of (their) Actions.	Gen. Skill	None	MC	Non-Combat	None	30 Hours	3
52	Encourage	The MC can manipulate targets by stimulating pleasure centers in brain. The target will do whatever the MC wants as long as there is physical contact between the MC and the target.	HTH	Touch	None	HALF	BIO	30 Minutes	3
53	Enhance Reflexes	Permanently increase IM by 3. Targets are required to make a BIO ECR, with success indicating they are unaffected.	HTH	Touch	None	ALL	BIO	Perm.	3
54	Essence Drain *	Reduce STR & CON by 2d4. Targets are required to make a BIO ECR, with success indicating they are unaffected.	None	RB 3	None	ALL	BIO	Perm.	3
55	Expedited Recuperation	Triple the target's Heal Rate when sleeping	HTH	Touch	None	ALL	None	30 Hours	3
56	Final Moments	This Matrix functions identically to Death Recall only it affects all deceased targets in the AoE. Targets are entitled to a BIO ECR at their pre-death values.	None	None	300 m Radius	Non-Combat	BIO	30 Hours	3
57	Heal, Improved	This Matrix will heal 2d6 of Body Points lost due to injury, including critical hits that are not bone crits. Not Boostable.	HTH	Touch	None	ALL	None	Perm.	3
58	Implant	The MC's Surgery skill is assumed to be 150% for implantation of devices into a body for the Duration of this Matrix.	Gen. Skill	None	MC	Non-Combat	None	30 Hours	3
59	Mend Bones	This Matrix instantly heal broken bones, including those that result from critical hits.	HTH	Touch	None	HALF	None	Perm.	3
60	Methalizer	This Matrix allows Methane breathers to breath normally in oxygen environment.	HTH	Touch	None	ALL	None	30 Hours	3
61	Negate BRI *	Known as Vargeneit's Bane, the victims of this Matrix will be unable to use BRIs for the Duration of the Matrix.	None	RB 3	None	ALL	BIO	30 Hours	3
62	Pain *	This Matrix causes the target to be wracked with pain, which results in a -50 penalty to all Skill Checks.	None	RB 3	None	HALF	BIO	30 Rounds	3
63	Pain Blockage	For the Duration of this Matrix the target feels no pain and is not required to make CON checks when they receive a critical hit.	HTH	Touch	None	HALF	None	30 Hours	3
64	Panic Attack *	Targets in the AoE who fail their ECR panic and flee.	None	None	30 m Radius	HALF	BIO	30 Rounds	3
65	Purification	This Matrix creates up to 30 units of food from inedible organic matter.	HTH	Touch	None	HALF	None	Perm.	3
66	Regenerate Limb	Allows the MC to regenerate a single limb lost by the target.	HTH	Touch	None	Non-Combat	None	Perm.	3
67	Reverse Peristalsis *	Target who fail the ECR are totally debilitated and unable to take any Actions due to violent vomiting.	None	RB 3	None	HALF	BIO	30 Minutes	3
68	Sterilize Environment	This Matrix kill all viruses and bacteria that are outside of living beings in the AoE.	Gen. Skill	None	30 m Radius	Non-Combat	None	Instant	3
69	Age	Targets who fail their ECR lose 2d10 points from each stat due to rapid aging. Usable only once per target.	HTH	Touch		ALL	BIO	Perm.	4
70	Blind *	Targets who fail their ECR have their Visual Modifier permanently reduced by 100.	HTH	Touch	None	HALF	BIO	Perm.	4
71	Boobytrap	The MC touches a location on the ground, which becomes the center of the AoE. Any creature that enters the AoE while the Matrix is active suffers 4d6 damage. Damage Type T.A. Not Boostable.	HTH	Touch	4 m Radius	HALF	BIO	40 Week, Cont.	4
72	Corrupt*	The MC can modify an existing lifeform with an IQ less than 15. The MC has 100 points to distribute to the creature's Stats, BP, and MOV scores. After modification, the creature will follow the MC's orders without question.	None	RB 4	None	ALL	BIO	PERM	4
73	Disembowel *	This horrid Matrix allows the MC to literally pull the target's internal organs out of their body, if the target fails their ECR. Normally this results in the death of the target.	HTH	Touch	None	HALF	BIO	Instant	4
74	Ectoplasm *	Allows the MC to reduce a target that fails its ECR to a lifeless gelatinous mass. Normally this results in the death of target, except Mazians who are unaffected.	None	RB 4	None	ALL	BIO	Instant	4
75	Enhance Durability	Allows the MC to permanently increase a target's Body Points by 2d4. Targets are required to make a BIO ECR, with success indicating they are unaffected. Can only be used successfully once per target.	HTH	Touch	None	Non-Combat	BIO	Perm.	4

HEALER MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
76	Entombment	This Matrix imprisons a living creature within area of the AoE. If the creature leaves the AoE, the Matrix disassembles its genetic material killing it. Generating this Matrix a second time at the same location will free the entombed creature.	Gen. Skill	None	40 m Radius	Non-Combat	None	Perm.	4
77	Essence Transfer *	Targets that fail their ECR lose 2d10 STR, 2d10 CON, and 1d4 BP. The MC gains the same amount of STR, CON, and Body Points that the target loses. The MC can only use the Matrix once per individual. Once the MC obtains 20 points of CON via this Matrix, they can not use it again until the Duration of the last generation elapses. Not Boostable.	None	RB 4	None	ALL	BIO	40 days.	4
78	Famine *	All plant life in the AoE dies.	Gen. Skill	Special	40 m Radius	Non-Combat	None	Perm.	4
79	Insta-Medic	The MC can transfer any of the 1st Energy Bracket Matrices they know to the target recipient. The recipient can generate any of the 1st EB powers that the MC chooses to transfer over to him. The MC retains use of the Matrices, even after the transfer. The target functions as if he were a MC with 1 level of Generation skill and 1 level of Matrix Manipulation skill. Target's that already possess these skills, and the ability to generate, may substitute their own skill levels. The individual gains 4 PP worth of energy (regained as per a normal MC). These 4 PP may only be spent on Matrices the Healer has transferred using this Matrix.	HTH	Touch	40 m Radius	ALL	None	40 Hours	4
80	Life Sense	The MC can detect the presence and location of any living thing in the AoE. Potential targets are entitled to a BIO ECR, with success indicating they remain hidden from the Matrix.	Gen. Skill	None	40 m Radius	ALL	BIO	40 Minutes	4
81	Paralysis *	By touching an individual, the MC can permanently paralyze the target. The target is entitled to an ECR to avoid the effects of this Matrix. This Matrix's effects can be cured by the Remove Paralysis Matrix or treatment at a TL4+ medical facility.	HTH	Touch	None	HALF	BIO	Perm.	4
82	Psychosis *	The MC can cause a target to become psychotic by causing a chemical imbalance in the brain of the victim. The target is entitled to an ECR to avoid the effects of this Matrix.	None	RB 4	None	ALL	CHEM	40 Days	4
83	Restore Sense	The MC can restore any one Sensory Mod. to its original value. The MC can not raise a Sensory Mod. above its original level, only replace points lost from injury or damage.	HTH	Touch	None	Non-Combat	BIO	Perm.	4
84	Ritual of Peace	After generating this Matrix, creatures who are hostile to the MC are unable to enter AoE. Hostile creatures already inside the AoE must flee beyond the AoE. Targets are entitled to an ECR to avoid the effects of the Matrix.	None	None	40 m Radius	Non-Combat	BIO	40 Hours	4
85	Cryogenic Freeze	This Matrix places the target in Cryogenic Stasis. The effects are the same as with a Cryo Injection. Unwilling targets are entitled to a ECR, with success indicating they are unaffected by the Matrix.	HTH	Touch	None	Non-Combat	BIO	50 Weeks	5
86	Deform *	The MC can deform the body of a target that fails its ECR. Physical Attributes, including Charisma, can be reduced by a total of 75 points as the MC sees fit.	None	RB 5	None	ALL	BIO	Perm.	5
87	Degenerate *	Developed by the vile Tza Vargeneit, this Matrix causes the victim's skin to peel away, leaving the victim's musculature exposed. The degeneration of the victim's body continues from the outside in, eventually killing the target. The victim loses 3d4 BP per minute (Damage Type S.F.) until they die or the Matrix Duration lapses, whichever happens first. The damage from this Matrix can be healed using mBRIs or cured at a TL4+ medical facility. Not Boostable.	None	RB 5	None	HALF	BIO	5 Minutes	5
88	Enhance Sense	Allows the MC to permanently increase one of the target's Sensory Modifiers by 50 points. Targets are required to make a BIO ECR, which success indicating they are unaffected. This Matrix may only be successfully used once on the same individual.	HTH	Touch	None	HALF	BIO	Perm.	5
89	Heartless *	This Matrix causes the target's internal organs to burst from their body due to change in internal pressure caused by the MC's manipulation of the target's vascular system. Its name comes from the fact that particularly sadistic Tza's attempt to manipulate the Matrix to shoot their opponent's Heart into their hands to add to the terror felt by anyone observing.	None	RB 5	None	ALL	BIO	Instant	5
90	Mass Healing	This Matrix allows the MC to heal all injured creatures in the AoE. The MC is limited to no more than 50 BP per person and no more than a total of 500 BP can healed among everyone in the AoE.	Gen. Skill	None	50 m Radius	Non-Combat	None	Instant	5
91	Muscular Atrophy *	This Matrix causes the target's muscles to atrophy, reduces the target's STR & AGL by 1d4 x 10 each if they fail their ECR.	None	RB 5	50 m Radius	ALL	BIO	Perm.	5

HEALER MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
92	Plague *	This Matrix allows the MC to infect everyone in the AoE with a terminal disease. Targets are entitled to an ECR to avoid the effects. Targets who fail their Bio ECR die in 1d12 months. The diseases can be cured by any TL5+ medical facility. There are news stories about Tza pirates using this Matrix to wipe out entire frontier towns who refused to pay tribute.	None	None	50 km Radius	Non-Combat	BIO	Perm.	5
93	Restore Physical	The MC can heal 4d4 points lost from any one physical Statistic (STR, AGL, MD, CON). The MC can not raise these Stats beyond their original level, only replace points lost from the Statistic.	HTH	Touch	None	Non-Combat	None	Perm.	5
94	Transplant	The MC's Surgery skill is assumed to be 150% for the Duration of this Matrix when transplanting limbs, putting organs into a body, or when attaching a head onto a donor body or clone body.	Gen. Skill	None	MC	Non-Combat	None	Perm.	5
95	Ward of Assizza	One of Assizza's most famous Matrices. All living beings in the AoE who fail their ECR are incapable of becoming violent for the Duration of the Matrix as long as they remain in the AoE.	None	None	50 m Radius	ALL	BIO	50 Days	5
96	Alter Form	The Zen can change the target's sex, species, appearance, and Statistics. The Zen may reallocate the target's Statistics on a point-for-point basis, though the sum of all Statistics cannot change. Before applying new species PS modifiers, remove any the modifiers from the prior species. Stat maximums are determined by the target's new species. The target may gain any abilities that are a result of the new species' physical form but does not gain abilities that are a result of that training or upbringing. If interrupted, the character's Primary Statistics are randomly determined (re-roll d100 + racial modifiers and apply 2d10 penalty to each Stat). Species remains unchanged. Target must make a CON check, using their new CON value. Failure indicates the character has died and can not be revived due to their scrambled DNA.	HTH	Touch	None	Non-Combat	None	Perm.	6
97	Anti-life *	The MC "unmakes" all life in the AoE. All targets in AoE lose 10d8 BP if they fail their ECR. Damage Type S.F.	None	None	6km Radius	HALF	BIO	Instant	6
98	Clone	The MC creates an identical clone of target. Clones possesses no consciousness, memories, or skills. Essentially, they are in a coma-like state, as they possess no higher brain functions. They must be kept alive using medical means or placed in cryogenic stasis. The MC can also use this Matrix to grow a new body for someone whose head is preserved in a Hat Box device.	HTH	Touch	None	Non-Combat	None	Perm.	6
99	Deteriorate *	The MC causes the target's body to deteriorate and literally fall to pieces. The target will begin to lose small body parts (fingers, toes, ears, nose) initially, and by the end of the Matrix's Duration entire limbs will have sloughed off if the character has not already perished. Targets in the AoE that fail their ECR lose 1d4 x 10 CHA, 1d4 x 10 CON, and 1d4 x 10 MD per day over 2d4 days. The condition can be cured by a TL5+ medical facility.	HTH	None	600 m Radius	ALL	BIO	60 Days	6
100	Enhance Biological Resistance	Allows the MC to permanently increase the target's BIO ECR by 25 points. Targets are required to make a BIO ECR, with success indicating they are unaffected. This Matrix may only be successfully used once on the same individual.	HTH	Touch	None	ALL	BIO	Perm.	6
101	Enhance Physical	Allows the MC to permanently increase one of the target's Physical Stats, including Charisma, by 3d6 points. Targets are required to make a BIO ECR, with success indicating they are unaffected. This Matrix may only be successfully used once on the same individual.	HTH	Touch	None	Non-Combat	BIO	Perm.	6
102	Extend Sense	MC can permanently alter his or her body to use **one** of the following senses: Echolocation, Infravision, Ultra-Vision, Vibration Sense. This ability may be used only once and reduce the MC's Charisma by 10 due to the physical restructuring required.	None	None	MC	Non-Combat	None	Perm	6
103	Preserve	This Matrix places the target in Cryogenic Stasis, but is capable of keeping the target perfectly preserved for years in all but the most extreme conditions (i.e. immersed in lava, dropped into oceanic trench, etc.). Unwilling targets are entitled to a ECR, with success indicating they are unaffected by the Matrix.	HTH	Touch	None	Non-Combat	BIO	6 Years	6
104	Reduce Biological Resistance *	Allows the MC to permanently reduce the target's BIO ECR by 25 points. Targets are entitled to a BIO ECR to avoid the effects. This Matrix may only be successfully used once on the same individual.	HTH	Touch	None	ALL	BIO	Perm.	6
105	Reduce Physical *	Allows the MC to permanently decrease one of the target's Physical Stats, including Charisma, by 3d6 points. Targets are entitled to a BIO ECR to avoid the effects. This Matrix may only be successfully used once on the same individual.	HTH	Touch	None	Non-Combat	BIO	Perm.	6

HEALER MATRIX DESCRIPTIONS

#	NAME	DESCRIPTION	SKILL	RNG	AOE	TIME	ECR	DURATION	PP
106	Sense Intelligent Life	The MC can detect the presence, location, and level of intelligence of any intelligent life in the AoE. Potential targets are entitled to an ECR, with success indicating they remain hidden from the Matrix.	Gen. Skill	None	6 Parsec Radius	ALL	BIO	Instant	6
107	Disciple	See the Empath Matrix of the same name.	HTH	Touch	None	Non-Combat	None	Perm.	7
108	Mass Freedom	This Matrix permanently heals any disease, disfigurement, or crippling injury on all targets in the AoE who successfully make a BIO ECR check.	Gen. Skill	7km	700 m Radius	ALL	BIO	Perm.	7
109	Mass Paralysis *	This Matrix permanently paralyzes all targets in AoE who fail their ECR. This Matrix's effects can be reversed by Remove Paralysis Matrix or treatment at TL6+ medical facility.	None	70km	700 m Radius	Non-Combat	BIO	Perm.	7
110	Twin *	The MC can create an identical copy of the target, called a Twin, which possess all of the target's abilities (statistics & skills) but none of its memories. The Twin's IQ and INT are 40 points lower than the target's Statistics. The Twin follows every order the MC gives it, but dissolves into goo when the Matrix ends.	HTH	Touch	None	Non-Combat	BIO	7 Hours	7
111	Cemetery Resurrection *	The MC can automatically resurrect a single individual in range who has been dead less than 8 months, even if the target has received catastrophic damage. Targets who are resurrected in this way undergo dramatic personality changes, becoming mentally unstable, and often act irrationally acting either homicidal, self-destructive, psychopathic. Individuals resurrected in this manner also fixate on one illogical and likely unobtainable goal.	Gen. Skill	800 m	None	ALL	None	Instant	8
112	Gift Essence	By sacrificing his or her own life the MC can automatically resurrect a single individual who has been dead less than 8 days, even if the target has received catastrophic damage.	Gen. Skill	8 km	None	ALL	None	Instant	8
113	Immortal *	The MC can make a single target ageless and immortal. The target can still be killed by trauma, but they will not ever die from old age or "natural causes."	HTH	Touch	None	Non-Combat	BIO	Perm.	8
114	Reconstruct Life	The MC can automatically resuscitate anyone in the AoE who has been dead less than 8 minutes, even if the target has received catastrophic damage.	Gen. Skill	None	80 m Radius	ALL	None	Instant	8
115	Temple of Healing	The MC can heal all injured creatures within the AoE. The MC is limited to no more than 100 BP per person and no more than total 10,000 BP healed among everyone in the AoE.	Gen. Skill	None	80 m Radius	Non-Combat	None	80 Hours, Cont.	8
116	The Power of the Tza *	All living creatures within AoE that fail their ECR perish instantly.	None	N/A	7 km Radius	ALL	BIO	Instant	8
117	Depopulate	The MC can create or destroy all life on the planet.	Gen. Skill	9 million km	1 Planet	Non-Combat	None	Perm.	9
118	Populate	The MC can create entirely new species of life to successfully populate a dead or barren planet.	Gen. Skill	9 million km	1 Planet	Non-Combat	None	Perm.	9

MATRIX MANIPULATION

Most Matrix Controllers also possess the Matrix Manipulation skill in addition to the Generation skill. Characters who are skilled at Matrix Manipulation are proficient at altering Matrices beyond their standard specified effects and limits. Need that Matrix to have a longer range or a larger area of effect? You can do that by making a Matrix Manipulation check. Want more damage or the ability to select targets instead of obliterating an entire area? You can do that with Matrix Manipulation.

USING THE MATRIX MANIPULATION SKILL

To modify a Matrix, you must declare that you are going to attempt to change the Matrix *before* your character generates the Matrix. Select the effects you want to modify from the Matrix Manipulation Tables below and add up the Power Point cost to achieve those effects. Then add those Power Points to the Power Point cost of generating the Matrix.

EXAMPLE: Rigel the Zen Rigeln wants to increase the Range of his Remove Paralysis Matrix from Touch to meters and add an Area of Effect. Remove Paralysis is a 2nd Energy Bracket Matrix, and therefore costs 2 Power Points to generate. Increasing the range costs 1 Power Point and adding an Area of Effect measured in meters costs 2 Power Point. Rigel has to spend 2 Power Points for the Matrix, and another 3 Power Points to attempt the changes, for a total of 5 Power Points.

However, just having the Power Points to spend does not guarantee success. The character must also make a successful Matrix Manipulation Skill Check. Matrix Controllers must manipulate the Matrix on-the-fly while they are generating it. *Matrix Manipulation Skill Checks are Free Actions.*

For every additional Power Point spent to manipulate the Matrix, the MC suffers a -20 penalty on their Matrix Manipulation Skill Check.

If the Matrix Manipulation Skill Check is successful, the character can generate the Matrix with the modified effects. If they fail the Matrix Manipulation Skill Check, the character fails to generate the Matrix and all Power Points spent to generate and modify the Matrix are lost for the day. In addition, the character also suffers Backlash from the failed attempt (see below).

EXAMPLE: In the above example Rigel the Zen Rigeln wants to increase the Range of his Matrix and add an Area of Effect. This costs him 3 Power Points. However, Rigel must make a successful Matrix Manipulation Skill Check in order to make the changes to the Matrix. The penalty of this Skill Check is -20 for each Power Point spent to modify the Matrix. In this case, Rigel is spending 2 Power Points to generate the Matrix and another 3 Power Points to modify the Matrix using Matrix Manipulation. Therefore, his Matrix Manipulation Skill Check penalty would be -60. That is -20 for each of the Power Points spent to modify the Matrix.

BACKLASH [DAMAGE TYPE S.F.]

Whenever a character attempts to modify a Matrix there is a chance they may fail their Matrix Manipulation Skill Check. If this occurs, the character suffers a backlash of energy, and the Matrix fails. The Matrix Controller suffers an amount of TEMP damage equal to the amount of Power Points they spent to modify the Matrix. This damage is not reduced by armor or Flux and is applied directly to the character's Temporary Body points. Backlash damage can not cause Critical Hits.

When working with the extra-dimensional energies to exploit loopholes in physics, a catastrophic failure can be especially dangerous. Game Masters are encouraged to come up with suitably disastrous effects whenever a Matrix Controller rolls a critical failure (00) during a Matrix Manipulation check.

The options for changing your Matrix are limited by your character's available Power Points and your Matrix Manipulation Skill – though as always, the Game Master has the final say on what you can or can't do. With any Matrix you can modify the following elements:

01. Range
02. Area of Effect
03. Generation Time
04. Duration

MATRIX MANIPULATION SKILL CHECKS

- Matrix Manipulation Skill Checks are Free Actions.
- Add up the total Power Points required to make the changes to the Matrix. (See Tables below).
- Add this total to the cost to Generate the Matrix.
- Make a Matrix Manipulation Skill check.
- The penalty for the check is equal to 20% for every PP spent to modify (not generate) the Matrix.
- If the MM Check is successful, the Matrix is modified and the MC can attempt to generate the Matrix per the normal rules.
- If the MM check fails, the MC loses all the PP spent to manipulate and generate the Matrix and suffers Backlash.
- Backlash causes the MC to lose an amount of TEMP BP equal to the PP spent to manipulate (not generate) the Matrix.
  - Armor is ignored.
  - Backlash damage can not cause Critical Hits.

MATRIX MANIPULATION TABLE

RANGE	NEW RANGE	PP+
Meters	EB x meters	+1
Range Bracket	EB = Range Bracket #	+1
Kilometers	EB x kilometers	+1
10s of Kilometers	EB x 10 kilometers	+1
100s of Kilometers	EB x 100 kilometers	+1
Megameter (1,000 km)	EB x Megameter (1000 km)	+1
10s of Megameters (10,000 km)	EB x 10 megameters	+1
100s of Megameters (100,000 km)	EB x 100 megameters	+1
Gigameters (1,000,000 km)	EB x Gigameters (100,000 km)	+1
Astronomical Units (AUs)	EB x Astronomical Units	+1
Light Years	EB x Light Years	+1
Parsecs	EB x Parsecs	+1
AREA OF EFFECT	**NEW AREA OF EFFECT**	**PP+**
No Area of Effect	-/+2 (If Eliminating AoE)	
Meters	EB x meters	+2
10s of Meters	EB x 10 m	+2
100s of Meters	EB x 100 m	+2
Kilometers	EB x kilometers	+2
10s of Kilometers	EB x 10 kilometers	+2
100s of Kilometers	EB x 100 kilometers	+2
Megameter (1,000 km)	EB x Megameter (1000 km)	+2
10s of Megameters (10,000 km)	EB x 10 megameters	+2
100s of Megameters (100,000 km)	EB x 100 megameters	+2
Gigameters (1,000,000 km)	EB x Gigameters (1,000,000 km)	+2
Astronomical Units	EB x Astronomical Units	+2
Light Years	EB x Light Years	+2
Parsecs	EB x Parsecs	+2
OR		
Affects Specific Targets within Range (up to 5 targets)		+3
Affects Specific Targets within Range (up to 10 targets)		+4
GENERATION TIME		**PP+**
Non-Combat Matrix EB 8		+1
Non-Combat Matrix EB 7		+1
Non-Combat Matrix EB 6		+1
Non-Combat Matrix EB 5		+1
Non-Combat Matrix EB 4		+1
Non-Combat Matrix EB 3		+1
Non-Combat Matrix EB 2		+1
Non-Combat Matrix EB 1		+1
ALL Actions		+1
HALF of all Actions		+1

DURATION	NEW DURATION	PP+
Minutes	EB x 10 Minutes	+1
Hours	EB x 10 Hours	+1
Days	EB x 10 Days	+1
Weeks	EB x 10 Weeks	+1
Months	EB x 10 Months	+1
Years	EB x 10 Years	+1
Decades	EB x Decades	+1
Permanent	Permanent	+4
MISC. CHANGE (GM'S DISCRETION)		**PP+**
Change Statistic to a different Statistic		+3
Change Skill to a different Skill		+2
Change Sensory Bonus to a different Sensory Bonus		+1
Miscellaneous Change		+1 to +5
Hide Matrix's Effects from Observation		+2
Prevent target from detecting Matrix attack, if Matrix attack fails		+2
BOOSTABLE (PERCENTAGE)		**PP+**
Amount ADDED to existing %, 150% MAX)		
+/- 25		+1
+/- 50		+3
+/- 75		+5
+/- 100		+7
BOOSTABLE (MULTIPLIER OR DAMAGE)		**PP+**
x2		+2
x3		+4
x4		+6
x5		+8

* Changing the Range or Area of Effect on a Matrix with a Duration of Permanent or a Matrix you are making Permanent doubles the cost.

CHANGING RANGE

If a Matrix has a range of Touch or greater, the MC can attempt to extend the range by making a Matrix Manipulation check. First determine the units of measurement for the existing range of the Matrix. For example, does the Matrix have a range measured in meters, Range Brackets, or gigameters? Next find the current unit of range on the Matrix Manipulation chart. Finally count down rows to the desired range. Each row below the original range adds 1 Power Point to the cost of the Matrix. The numeric value of the new range is always equal to the Energy Bracket of the Matrix. Thus, a Matrix in the 2nd Energy Bracket that originally had a range measured in meters, but is modified to have a range in kilometers, would have a new range of 2 kilometers.

Changing the range of a Matrix does not eliminate the need for a Skill Check to hit the target. GMs may apply a penalty to the check. Characters will have a difficult time using an Aimed Matrix against a target that is tens of kilometers away and beyond their line of sight. Lastly, changing the Range on a Matrix with a Duration of Permanent or a Matrix you are making Permanent doubles the cost.

EXAMPLE: Henry the Mutzachan wants to change the range of the Irradiate Matrix. That Matrix is a 4th Energy Bracket Matrix and has a range of Range Bracket 4. Henry wants to change the range to hundreds of kilometers. We find Range Bracket on the table and count down the rows until we hit the row with hundreds of kilometers. We see that hundreds of kilometers is 3 rows below Range Bracket. We do not count the row that shows the Matrix's original range. This means changing the range from Range Bracket to kilometers will cost 3 Power Points. It would also require a Matrix Manipulation Skill Check at -60.

The new range is determined by multiplying the new unit of distance by the Energy Bracket of the Matrix. Since Irradiate is in the 4th Energy Bracket, the new range of the Henry's Irradiate Matrix will be 400 kilometers.

CHANGING AREA OF EFFECT (AOE)

By making a Matrix Manipulation check, a Matrix Controller can add an Area of Effect to a Matrix or expand the Area of Effect on a Matrix that already has one. To determine the cost and difficulty, first find the units of measurement for the existing area of effect of the Matrix. For example, does the Matrix have an AoE measured in meters, kilometers, or gigameters? If the Matrix does not have an Area of Effect start at the top of the chart. Next find the current unit of AoE on the Matrix Manipulation table. Finally count down rows to the desired AoE. Each row below the original AoE adds 2 Power Points to the cost of the Matrix. The numeric value of the new AoE is always equal to the Energy Bracket of the Matrix. Thus, a Matrix in the 2nd Energy Bracket that originally had an AoE measured in meters, but is modified to have an AOE in kilometers, would have a new AoE of 2 kilometers.

The table can also be used in reverse if you want to decrease the Area of Effect of a Matrix. If the Area of Effect is eliminated, add 2 Power Points to the total cost. Matrices without an AoE will only affect a single target. In addition, if the Matrix Controller just wants to target specific individuals within the Area of Effect, the costs for that are also listed in the table. Changing the Area of Effect on a Matrix with a Duration of Permanent or a Matrix you are making Permanent doubles the cost.

EXAMPLE 1: This time Henry the Mutzachan wants to give his Irradiate Matrix an Area of Effect equal to 10s of meters. The Irradiation Matrix does not normally have an Area of Effect. Because the Matrix didn't have an AoE, we start at the top of the table and count down until we find the desired new AoE. We see that tens of meters is 2 rows below "No Area of Effect." This means changing from no Area of Effect to an Area of Effect measured in 10s of meters would cost 4 Power Points. It would also require a Matrix Manipulation Skill Check at -80.

The new AoE is determined by multiplying the new unit of distance by the Energy Bracket of the Matrix. Since Irradiate is in the 4th Energy Bracket, the new Area of Effect will be 40 meters.

EXAMPLE 2: Rigel the Zen Rigeln wants to increase the Area of Effect of his Commune with Nature Matrix to hundreds of kilometers. That Matrix is in the 2nd Energy Bracket and has an Area of Effect of 200 m radius. Thus, its AoE is measure in hundreds of meters.

We find the original AoE on the table – it is the 4th row from the top – and count down the rows until we hit the row with tens of kilometers, which is the new AoE. We see that hundreds of kilometers is 3 rows below 100's of meters. We do not count the row that shows the Matrix's original range. This means that changing the range from 100's of meters to 10's of kilometers will cost 6 Power Points. It would also require a Matrix Manipulation Skill Check at -120.

The new AoE is determined by multiplying the new unit of distance by the Energy Bracket of the Matrix. Since Commune with Nature is in the 2nd Energy Bracket, the new range of the Rigel's Matrix will be 200 kilometers in radius.

EXAMPLE 3: Chatter the Chatilian would really like to use his Brain Cramp Matrix to deal with three troublesome guards, but the guards are in close proximity to civilians. Chatter decides he is going to eliminate the Area of Effect entirely using a Matrix Manipulation check. Brain Cramp is a 5th Energy Bracket Matrix and has a 50 m radius. We find the current Area of Effect unit of measure (tens of meters) on the Matrix Manipulation table and see that it is two rows from the top. However, since the AoE is being eliminated entirely, we must add 2 more Power Points to the total. This means Chatter will have to spend 4 Power Points, deal with a -80 penalty, and the 5 Power Points to generate Matrix.

EXAMPLE 4: Chatter fails his Matrix Manipulation roll and suffers 6 points of damage directly to his Body Points. Ouch. Note that the damage is only calculated using the number of Power Points spent to modify the Matrix, not the number of Power Points that would normally be required to generate it.

This time Chatter decides that he just wants to select specific targets within the Area of Effect. He sees the ability to select up to 5 specific targets within the Area of Effect costs 3 Power Points, which would yield a penalty of -60 to his Matrix Manipulation check.

GENERATION TIME

Changing the generation time of a Matrix can be accomplished by making a Matrix Manipulation check. Keep in mind that the generation time of a Non-Combat Matrix is determined by its Energy Bracket. To determine the cost and difficulty of changing the Generation Time, first find the existing Generation Time of the Matrix on the table. Generation Times for Non-Combat Matrices are listed by their Energy Bracket. Next count down rows to the desired Generation Time. Each row below the original range adds 1 Power Point to the cost of the Matrix.

EXAMPLE: Henry the Mutzachan is riding in an orbital shuttle that is quickly falling to pieces after a hit from a missile. Henry knows the shuttle will break apart at any moment, and he needs to generate the Spacewalk Matrix before he is exposed to the airless vacuum of space. Spacewalk is an 3rd Energy Bracket Matrix with a Generation Time of "Non-Combat". Consulting the Generation Time Table for Non-Combat Matrices, we see that it will take Henry 15 minutes to generate the Matrix. Henry will be "breathing vacuum" in about 10 seconds. He doesn't have that kind of time to wait. Henry wants to drop the generation time to HALF of All Actions, which means it would take 1 second to generate the Matrix.

Consulting the Matrix Manipulation table, we see that a Generation Time of HALF is 4 rows below a Generation Time of Non-Combat Matrix EB 3. As usual, we don't count the row for the current Generation Time when adding up the Power Point cost. This means Henry will have to spend 4 Power Points and successfully make a Matrix Manipulation Skill Check at -80 in order to reduce the Duration from 15 minutes (Non-Combat EB 3) to 1 second (HALF). Good luck, Henry.

CHANGING DURATION

By making a Matrix Manipulation check, a Matrix Controller can change the Duration of a Matrix. To determine the cost and difficulty, first find the current Duration for the Matrix in the table. Recall that for Matrices with a Duration of Non-Combat, the Duration is determined by the Energy Bracket of the Matrix. Next find the desired Duration table. Finally count down rows to the desired Duration. Each row below the original Duration adds 1 Power Point to the cost of the Matrix. The exception to this rule is increasing the Duration to Permanent, which costs 4 Power Points, rather than just one.

Matrices with a Duration of "Instant" can not have their Duration modified.

EXAMPLE: Rigel the Zen Rigeln needs his Infravision Matrix to last longer than the normal 20 hours Duration. Rigel's player thinks of how nice it would be to have permanent Infravision and starts adding up how much that would cost. Hours as a Duration is the second row from the top of the table. Permanent is another 6 rows below that Duration. So normally Rigel would pay 6 Power Points to attempt the manipulation, but changing a Duration to Permanent costs 4 Power Points not 1. So, Rigel's cost would be 5 Power Points for all the rows up until Permanent, and the 4 Power Points for that row for a grand total of 9 Power Points.

Though Rigel has the Power Points to burn, Rigel's player knows there is no way he could make a Matrix Manipulation check with a penalty of -180.

Rigel settles for increasing the Duration form hours to Days. This costs a single Power Point and requires a Matrix Manipulation check with a -20 penalty.

MISCELLANEOUS CHANGE

If you'd like to make a change to a Matrix that isn't covered under the standard rules, your GM must approve the attempt and then assign a Power Point cost, which is usually between 1 and 5.

If you generate a Matrix that does damage, the effects of the Matrix will be clearly visible. The effect will likely be something that is difficult to miss, like beams of light shooting out of the MC's eyes or lightning emanating from their fingers. If you generated a Matrix that requires the target to make an ECR, then the target will be aware that they have been attacked if they succeed in making their ECR. Hiding the effects of a Matrix attack costs 2 additional Power Points.

Finally, a Matrix Controller can change the Stat, Skill, or Sensory Bonus the Matrix affects to a different Stat, Skill, or Sensory Bonus. The Matrix Controller has to pick the same type of attribute that the Matrix originally affected. For example, they could switch CON to STR because they're both Stats, but they couldn't switch CON to Stealth, because they'd be changing a Stat to a Skill. The cost to select a different Stat is 3 Power Points. The cost to select a different Skill is 2 Power Points. The cost to select a different Sensory Bonus is 1 Power Point.

EXAMPLE 1: Chatter the Chatilian wants to generate the Invisible to the Mind Matrix. With so many people in the Area of Effect, he is afraid someone will succeed in making their Mental ECR and be aware of the attempted Matrix-based attack as a result. Chatter doesn't want anyone looking around if they know someone has attempted to use a Matrix against them. Chatter decides to manipulate the Matrix so that a successful ECR check by the target won't reveal that they've just been attacked by a Matrix. This costs Chatter 2 Power Points and will require a Matrix Manipulation check at a -40 penalty.

EXAMPLE 2: Zebula the Tza wants to generate Essence Drain, but she'd much rather have the target's STR and MD reduced, rather than their STR and CON as the Matrix normally would. Zebula's player obtains the GM's permission to attempt this manipulation. It will cost 3 Power Points to make the Manipulation and Zebula will incur a -60 penalty to switch CON for MD in the Matrix.

TRANSFERABLE

Using Matrix Manipulation, a MC can transfer a Matrix with an Area of Effect of "MC" to another individual they can touch. It costs 2 Power Points to switch the range on a Transferable Matrix from Self to Touch. Matrices that state "Not Transferable" in their description can not use this option. Matrices without Area of Effect of "MC" can *not* be made transferable.

EXAMPLE: Henry the Mutzachan wants to make Suicide Bomb transferable so he can make his opponent explode involuntarily. Unfortunately for Henry, the Suicide Bomb Matrix does not have an Area of Effect of MC, so it can *not* be made transferable. Nice try Henry.

MISC. CHANGE

MISC. CHANGE (GM'S DISCRETION)	PP
Change Statistic to a different Statistic	+3
Change Skill to a different Skill	+2
Change Sensory Bonus to a different Sensory Bonus	+1
Miscellaneous Change	+1 to +5
Hide Matrix's Effects from Observation	+2
Prevent target from detecting Matrix attack, if Matrix attack fails	+2

BOOSTABLE

Using Matrix Manipulation, the Matrix Controller can increase or decrease the output of this Matrix. Boostable Matrices damage a target (2d6 damage, for example) or cause a Statistic or Skill to increase or decrease by a fixed percentage (-25 to STR, for example).

You can not Boost a Matrix if you change its Duration. You can not Boost a Matrix with a Duration of Permanent. The costs to add to the percentage or to increase damage are listed in the tables below. Matrices that state "Not Boostable" in their description can not use this option.

For Matrices that increase or decrease a percentage, simply select the amount you wish to add to the listed percentage from the chart below. Note that this chart indicates the amount you modify the existing percentage by, and it does not replace the percentage listed in the Matrix. A Matrix can never have the total percentage increased above 150%.

BOOSTABLE TABLE 1

BOOST AMOUNT (150% MAX)	PP
+/- 50%	+3
+/- 75%	+5
+/- 100%	+7
+/- 125%	+9

EXAMPLE 1: Chatter wants to boost the Enchantment Matrix she is getting ready to generate. The Matrix increases the target's Charisma by 50%. Chatter wants to boost the bonus to 100%. That would require adding an additional 50% to the Matrix. By consulting the Boost chart for percentage Matrices, we see that this will cost 3 Power Points, which would also make the penalty for the Matrix Manipulation check -60%.

EXAMPLE 2: Henry the Mutzachan has the brilliant idea of boosting his Enhance Radiation Resistance Matrix so he can max out his RAD ECR at 150! Unfortunately for Henry, he forgot that Matrices with a Duration of Permanent can *not* be boosted. Nice try Henry.

For Matrices that damage a target, use the Boost chart listed below. The multiplier selected is applied to the listed damage by multiplying the number of dice rolled. If damage is a fixed value, simply multiply the damage by the multiplier.

BOOSTABLE TABLE 2

BOOST AMOUNT (MULTIPLIER OR DAMAGE)	PP
x2	+2
x3	+4
x4	+6
x5	+8
x6	+10
x7	+12

EXAMPLE: Henry the Mutzachan wants to Boost his Fire Blast Matrix, which currently does 4d6 points of damage. Henry really wants to flash fry his opponent and decides to triple the damage of the Matrix. This will cost Henry 4 Power Points and give him a penalty of -80 on his Matrix Manipulation Skill Check. On the up side, if Henry succeeds, the Matrix will cause 12d6 points of damage (3 × 4d6 = 12d6) to the target!

Boosting other types of Matrices

Matrices that do no damage or modify a percentage can still be boosted, but the cost, effects, and difficulty are entirely up to the GM. We suggest using the Boost (Multiplier or Damage) as a reference (and a minimum cost) for these types of Matrix Manipulation checks.

EXAMPLE: The Energy Controller Matrix is Fly and is not Boostable. However, the player asks the GM if her character can attempt a Matrix Manipulation check to go faster. The GM decides this is reasonable, and using the Boost (Multiplier or Damage) table as starting point, decides that the player can double her character's FLY speed for 2 additional Power Points.

MAKING MULTIPLE CHANGES TO A MATRIX

Other than changing a Matrix's Duration to Instant or attempting to Boost a Matrix and change its Duration, there are no limitations on the number of changes you can make to a Matrix in a single Matrix Manipulation Skill Check. Simply pay the total Power Points for all the changes and add all the penalties for the Matrix Manipulation check.

EXAMPLE: Henry the Mutzachan wants to double the output of his Omega Blast and hide the thunderclap that occurs when he shoots a supersonic field of force out of his body. Hiding the effects of a Matrix from observation costs two Power Points. Doubling the damage costs another two Power Points. When Henry attempts his Matrix Manipulation check to make both changes, he must pay four Power Points and succeed on the check with a -80 penalty.

MATRIX MANIPULATION SUMMARY

- You can alter the following on any Matrix:
  - Range
  - Area of Effect (AoE)
  - Generation Time (Time)
  - Duration
- If the Matrix has or will have a Duration of Permanent, the costs to alter Range, AoE, or Time are Doubled.
- The new Range and AoE are always based on the EB of the Matrix.
- A Duration of Instant can not be altered.

MATRIX MANIPULATION SUMMARY:

Misc. Changes, Transferable, ECR, Boost, Damage Type.

- Misc. changes require GM Approval.
- Misc. changes include
  - Hiding the visible/audible effects of a Matrix;
  - Making an attack without the target being aware.
  - Changing the Stat, Skill, or Sens. Bonuses targeted by the Matrix.
- You must choose the same type of attribute (Stat to Stat, Skill to Skill, etc.)
- Transferable: Matrices with an AoE of MC can be transferred to another character with a successful MM check. A Matrix marked "Not Transferable" can not be used by anyone other than the MC.
- ECR Change: The ECR the target uses to defend may not normally be altered.
- Boostable: Matrices that do damage or modify a percentage are boostable. A Matrix marked "Not Boostable" cannot have its damage or listed percentage modified.
- Damage Type: The Damage Type of an offensive Matrix may not normally be altered.

Finally, keep in mind that none of these Matrix Manipulation rules are set in stone. If you can explain what you want to do and the GM doesn't feel it will disturb game balance, they may allow your character to attempt the Matrix Manipulation check.

MATRIX ADVANCEMENT

GAINING NEW MATRICES

Traditionally Matrix Controllers attend specialized colleges where they learn new Matrices through study and training. This is quite common on primary and secondary worlds. Many Matrix colleges have areas of specialization or certain types of Matrices that they are known for teaching.

On more remote worlds, a Matrix Controller must find a tutor or convince another Matrix Controller, who is not trained as an instructor, to teach them new Matrices. These unaffiliated instructors are referred to as mentors, and their credentials and experience vary widely.

The chance of successfully finding a mentor on a given planet equals 75% plus 5% per level of Generation skill. The chance is reduced by 15% per level of Energy Bracket. This reflects the difficulty in finding a teacher at high levels. Learning a new Matrix requires 2 weeks per Energy Bracket of the Matrix.

MORE CRUNCH RULE:

Latent Extraction

In the standard campaign for Battlelords, Matrix abilities are restricted to certain species that possess specialized physiology and organs that allow them to harness and manipulate energy from the environment or extra-dimensional sources to obtain a variety of effects. If your GM wants to allow anyone the ability to generate Matrices, he or she can allow Latent Extraction.

Under the Latent Extraction rules, all individuals possess the power to generate, but for some species, this is more challenging, since their inherent physiological makeup prohibits natural generation. Only those individuals with an IQ rating greater than 80 can become Latent Extractors. Latent Extraction is the process by which a species that does not possess natural Matrix Controller abilities learns to generate Matrices. The method for rolling up a starting character that is a Latent Extractor is as follows:

01. A Latent Extractor character begins the game with no Power Points.

02. A Latent Extractor must choose the type of Matrix controller they want to be: empath, energy controller, or healer.

03. The Latent Extractor then pays a number of their starting skill points for initial extraction for their chosen discipline. (15 points for Healer, 25 points for Empath, 35 points for Energy Control)

04. The character then purchases Power Points at ten (10) skill points per Power Point. A maximum of 4 Power Points can be purchased during character generation.

05. The Generation skill costs twice as much for Latent Extractors.

06. Latent Extractors can never generate Matrices from the 5th Energy Bracket or higher.

The city was filled only with the dead and the soon-to-be-dead. My squad had gotten cut off in the retreat after one of those damn Demonant things was able to push a wave of grunts ahead of us. We un-assed from our vehicle just before the Demonant took it out and ran into a nearby building. We had been moving from building to building ever since. We finally decided to take shelter in one of the bombed-out skyscrapers when we had gotten far enough ahead of pursuers to catch our breath. We'd been here for the past half hour, but we knew they were coming.

Jenkari methodically sweep a city after the defenders have been routed. We knew they'd be looking for survivors. The lucky ones get eaten. The unlucky ones get hauled off by the Scavs to who knows where. So… prudence dictated that we keep out of sight and on guard. Fortunately, it was a large city with densely packed and tall buildings.

We were sitting in a 3rd floor apartment of a skyscraper that had the top half blown off. A huge pile of rubble in the street functioned as a ramp allowing us to get into the apartment through the north window. The building filled with a haze of acrid smoke and a constant stream of dust that fell from the ceiling like dry rain. I assumed it all was carcinogenic. Despite the Rigelns having cured that little cancer problem for humanity, I still didn't want to get it. I reflexively checked the status indicators in my helmet HUD. Environmental Containment. Green (Intact). Sensors. Green (Passive). Commos. Green (LOS-only). Weapon Charge. Depressingly low. I could see the blinking tell-tale sensor in the upper right obsessively reminding me that I needed to swap the supplies pack in my Pulse rifle.

I looked back out the north window for Tean-ney-giy. Teeny for short. The sky was filled with black smoke, and I could see evidence of multiple fires off in the distance. The eerie red-orange glow was getting brighter as this planet's star dropped below the horizon. No signs of aircraft. No K-sats. The sounds of battle were sparse and far off to the west. The Keen was supposed to be outside scouting for enemy units, and Suwanda was covering the south side of the building. Last I saw Teeny, he was hanging from the balustrade of a partially collapsed pedestrian bridge across the street. I couldn't see him, but I knew the little bat-eared S.O.B. was hiding out there somewhere. He was the only one in our group who could hear the Jenkari. Other than their scuffling through the debris as they anxiously searched for prey, they made no noise we could detect. Teeny with his bat ears could barely hear them when they got close. He said their infrasonic yells sounded like agonized screams. I'm kinda glad I couldn't hear them. I could hear the Scavs though. That noise they make. Not so much a roar as constant hoarse exhalation. I don't know if you've seen those old timey movies with the trains? The ones that move on two long metal rails? That's what a Scavernauk Juggernaut sounds like. A deafening grumble that you don't think will ever end. We could hear them off in the city. How could you not? Every time they found some poor unfortunate civvy, they'd make that noise to let the others know where the fun was.

Ever since the retreat, Sarge was the one in charge. The LT was not tracking well after the fight, but I could see Doc was over in the corner of the room doing what he could for him. Getting your arm chewed off and having half your face blown off will do that to a guy. I wasn't sure Lieutenant Alban would ever be the same. The BRIs were doing their job, but I think there was something more than physical that was lost when LT took the head wound. I looked to Sarge. I could see gears turning in the old Eridani's eyes. Sergeant Yankor-Idan was no spring chicken, and this wasn't his first time dealing with a cluster. He had an idea. In that basso of his he said, "Grak. Sarrzz. Gather up all the rebar you can find. Cut it free if you must. No shorter than 2 tark lengths." He handed the Raazet his plasma knife. As the Python and the Raazet began to get up,

he looked pointedly at Grak and amended, "Do it quietly." The massive Pythonian nodded understanding.

I looked at Sarge inquisitively. "They're tracking us. Eventually a Scav will stumbled on us by accident or the Jenkari throng that has been following us will catch up," he stated matter-of-factly. "I intend to draw them here and slow them down enough for us to make a push to the edge of the metropolis. Staying here is tashe-danne." Well, I didn't know if staying here was akin to dishonorable suicide or not, but it certainly wasn't conducive to long term survival. As the platoon Armorsmith, I'm just a glorified mechanic after all, but I figured the Sarge was probably right. The Sarge snapped me out of my thought as he barked the next order. "Ramirez. Tranquarrious. Take positions in the buildings immediately to the east and west of our position. Set up interlocking fields of fire centered on the north window of this room." He pointed to make sure they got it. "Don't get too entrenched. We're going to need to bug out in a hurry. Make sure you have a route to the south side of this structure." Then he looked at me and the Chatilian in turn. "Kwon. Brelak. Start setting the last of our claymores to face the north window. Kwon, if you can improvise something with those 40 mm grenades, do it. We don't have the launcher anymore." Yankor politely didn't add the sentence, "I don't know why in the name of Bleys the LT had us lugging that around, the damned idiot," but I'm sure he was thinking it very loudly.

The Raazet and Python returned stomping through a pile of discarded Yummies wrappers and Mad Jax cans on the floor. Each carried an armload of the long metal poles that up until recently had been used to reinforce the walls of this building. "Grak. Push them into the floor with the other end pointed to the window. Sarrzz. Cut the ends off at 45 degrees so they are pointed." The Python grinned knowingly, showing his huge, sharp teeth. The Sarrzz buzzed contentedly in the knowledge that he would be recycling materials.

The Eridani moved to the center of the room and stood on a piece of concrete from the floor above as a makeshift podium. "When the horde gets close, I will draw them here. They will rush in en masse. Those in front will be pushed onto our improvised pikes by the weight of those that follow. Once they push through, they will hit the claymores and then our IEDs. This should greatly diminish their numbers." He looked at me, though this conversation is coming in though my helmet speakers. Beamed via tight beam transmission to everyone in the room. "Ramirez and Tranquarrious will pour fire into them from behind to keep them from backing out or moving around the building. The rest of the squad will move south at their best possible speed. Kwon make sure Ramirez and Tranquarrious know the plan. After they give the 'Nids a good nispa, tell them to avoid further contact and catch up. Doc, get the LT ready to move. Let me know if Grak needs to carry him. I'm going to talk to Suwanda." Sarge always used the Phentari's full name despite the fact the rest of us just called him Tranq. I presume he was going to inform Suwanda about the plan.

I moved to the window, scanned the vicinity, and looked to where Teeny had been clinging from the bridge. "Teeny? You there?" The Keen appeared on the side of the bridge. "I'm here. Are we to be drock fruit or the barbed spear used to pull it down?" I snorted. "Your analogy is more on point than you know." The Keen responded, "Was that what you humans refer to as… a pun?" I snorted again. The Keen love their word play. I confirmed Teeny had eyes on Ramirez and Tranquarrious and brought them all up to speed on the plan by bouncing my comm beam from Teeny to our two snipers. During my conversation, I could hear Grak pushing the rebar into the floor behind me. Probably using nothing but his gauntleted hands in an effort to keep the noise to a minimum. "I am in full understanding of the Swordsaint's proposal," was all I heard from the

Phent. His speech patterns were as good a fingerprint and even if the HUD hadn't identified the speaker, I could have picked him out of a crowd of lecturing squids with my eyes closed. "Got it," said Ramirez.

Once the star dropped below the horizon it got dark quick. The canopy of smoke blocked out all-star light, and the intervening buildings blocked much of the illumination the fires elsewhere in the city would have provided. As much as I didn't want to be sniper bait, I stayed close to the window so Teeny could relay messages to me via tight beam. No one in the group had a K-sat we could use to relay the transmission, so we were stuck playing a game of preschool telephone. Fortunately, most horde members, other than guillotines, did not have the patience for sniping, and the layer of hot smoke over the city would provide me with some cover. At least in visible and hopefully in IR.

I hear Teeny over the comm. "Three Flutters. Heading this way." I looked at sarge. He was sitting across the room in an Eridani position of mediation. His helmet bobbed up, so he could look at me, and then he nodded once in acknowledgment. I heard him say, "Scouts." "Three scouts," Doc added. Doc's meaning was clear. Three Flutters in such close proximity meant they had airborne Jenkari to spare, which meant they had a lot of Jenkari in the nearby mob. "Shit." I must have said it out loud because I heard Grak chuckle in that Pythonian way that sounds like rocks grinding together. Then we heard it. A low, warbling, rumble you could feel in your bones. Transmitted through the walls and floor of the structure into your armor. I didn't need to look at the readout from the passive audio sensors to know it was a Demonant. Double shit. Sarge stood up and walked to the window. "Stick to the plan. If it fails, head south. We will lose commo soon," he said. "The rest of you head to the rear of the building. I will wait here to draw them in." We all got up, and I helped Doc with the LT. Sarrzz led the way, flying at my eye level, with Brelak following behind us. I looked over my shoulder and saw Grak standing next to Sarge. I could tell by the tilt of his head that he was asking Yankor a question on a private channel. I saw him nod, his shoulders hunch, and he turned to follow us. I must have been slowing to watch because I heard Brelak say, "Move your ass, breeder."

We moved down a long corridor to the south side of the building. Doc put the LT down in a corner. Brelak took up a position opposite Suwanda watching south. I peeked around the corner to watch Sarge as well as I could through the constricted view offered by the hallway. He was standing in front of our stake wall. It looked like an angry robot porcupine had been partially buried in the floor. Grak and Sarrzz had been thorough. The rumble came again. Closer. That distorted throaty moan that sounded like a whale song only two octaves lower and played back on a malfunctioning device. It was close enough that it shook more dust from the ceiling, which was falling like snow now. I turned to look back at Sarge. He hadn't moved, but I could see a creepy purple-pink fog starting to fill the streets from the west. Damn, it was close. I watched Sarge walk through the window to the top of the rubble pile. He would be exposed both ways down the avenue. He drew his plasma sword and activated it, engulfing the blade in a magnetic bubble of superheated ions. It shown like a red signal flare. He turned to face west, lofted the burning scimitar above his head, and bellowed an Eridani war chat. "Natcha te demen. Knoct dah vjar." I knew the words. Roughly translated it meant something like, "Come to die. I know not death." An oath that the Eridani would not stop until his opponents were dead, and that even if slain, his spirit would continue to wage combat against the enemy. I didn't put two and two together then, but in hindsight, I realize Sarge had no intention of making it out of that city alive.

The response was not long in coming. The sound of hundreds of clawed feet slamming onto the rubble strewn pavement like a stampede. The Jenkari were coming. The hiss of interference was now noticeable from my helm speakers. I thumbed down the volume a bit. Commos would be utterly useless soon with that damn tentacled monstrosity creeping around nearby. If the Intel reports were to be believed it couldn't be farther away than 50 m at this point based on the amount of interference we were getting on the comms. I looked back down the corridor, toward the north window. Yankor had begun slicing up the first few Jenkari that made it to his position. The sound of the stampede was growing louder and pieces of rubble the size of Omegaton grenades were being shaken loose from the structure. I was really hoping the whole thing wouldn't come down at this point; at least it would be a quick way to go. When I looked back, Sarge had moved behind the rebar shafts. Beams from lasers and small yellow comets of pulse weapon fire were coming through the window. I don't know how he got to the other side so fast. He was hacking up any Jenkari trying to make it over or around the spikes. There were more coming. A lot more. The good news was that it was going to be hard to shoot at the Sarge without hitting each other so the Jenks will probably stick to biting and clawing. There was no way I could get a shot off without possibly hitting the Sarge. Suddenly the whole of the Jenkari horde tried to jam its way through the 2 m x 4 m window all at the same time. Sarge turned and ran down the corridor toward me. The Jenkari in the front were pushed on the lethal spikes of rebar. One after another after another, until they looked like a giant's shish kebab. Once the spike's lethality was neutered by the mass of bodies impaled upon them, the Jenks started to flood over the top of their dead comrades and right into our claymores. There was a thunderous boom and bright flash of light. My visor and audio relays automatically dimmed and dampened respectively. The claymores had killed or fatally gored every Jenkari I could see. It was a wall of dead bodies floor to ceiling. The force of the blast had wedged the mass of corpses between the ceiling and spiked filled floor. The Sarge stopped and turned to see his handiwork. The wall began to shudder. Taloned hands could be seen pushing between dead Jenkari and bodies were pushed or pulled out of the barrier of dead grunts. The rest of the horde was pushing through. They weren't stopping just because a few score and been obliterated. Sarge turned and started sprinting down the corridor, yelling, "Why the fratz are you still in the building?"

I turned to look south. Sarrzz and Brelak were already a hundred meters down the street. Suwanda was helping Doc get the LT down the pile of rubble that served as our egress ramp on this side of the building. They were nearly at the bottom. How long had I been watching Sarge? I looked north again. Sarge was nearly down the hallway that ran the length of skyscraper. I looked past him and saw dozens of Jenkari burst through the impediment of their fallen brethren. I yelled, "Get down!" to Sarge, and he dove to the floor. As the Jenks attempted to flood

down the corridor after us, they wouldn't have been able to all make it through the door, forcing them to either side of the door to await their opportunity to enter. This also conveniently would put them on top of the belt of eleven high-explosive grenades from our grenade machine gun, which I had converted into an improvised explosive device.

When the IED went up the concussive shockwave from the explosion knocked me off my feet. Explosions, like water, follow the path of least resistance and though most of the blast filled the apartment and went out the north window, some of it shot down the connecting corridor. Fire must have shot out every window on the 3rd floor. My ears were ringing, even with the hearing protection offered by my helmet. Over the tinnitus, I could hear the warning tones from my helm speakers indicating that my armor had been damaged. Nothing felt broken and nothing hurt… yet. Another tell-tale indication was that my auto-doc had administered a BRI, so I probably had injuries of which I wasn't yet aware. I hauled myself up to my hands and knees and crawled to the edge of the hallway door. There was sarge, lying face down in the hallway, with his gauntleted hands covering his helmet. He slowly dropped his hands, looked up and me and smiled? "How the hell did you not get shot out of this passageway like a cannonball?" I asked. Without reply, he got to his feet and turned to look behind him, back toward the window. There was nothing left that could be considered a body. Just body parts, scorched walls, and burnt offal. The building shuddered violently. The blast had compromised what was left of its structural integrity. "We need to get out of here!" I shouted.

As Sergeant Yankor-Idan began to answer, he was interrupted by a booming, deep-toned, roar from outside the building. I instinctively covered my ears, even though I was wearing a helmet. As the roar subsided and over the whine of ringing ears, I could hear glass raining to the ground for blocks around. Had the creature's roar actually shattered the windows? It was the Demonant, and it was pissed. Simultaneously Yankor and I both looked at each other and then back at the north window. Four tentacles, as wide as a Ram's waist burst through the window causing the window frame to buckle outward as the pressure from the tentacles expanded it beyond its limits. The writing mass of four snake-like appendages, stopped in unison and snapped with inhuman speed to point at Yankor. I saw the tip of each tentacle glow bright for a split second before I tried to turn away and dive for cover. I wasn't fast enough. The corridor was filled with actinic light and as I jammed my eyes closed against it, I could see the dark silhouette of the Sergeant in the middle of the corridor bathed in the livid energy and his outline was crumbling away like leaves ripped of a tree in a hurricane. I remember thinking that he probably doesn't even know he's dead yet. We have such weird thoughts in high stress situations.

My face and upper body burned like I had been dipped in lava. By the time my reflexes took me around the corner, my visor had darkened to an opaque state. I blinked the tears out of my eyes and tried to focus. As my vision cleared, the first thing I saw was my HUD was reporting a loss of 90% of the absorption polymers in my helmet, torso, and arms. The tell-tale also showed a second BRI had been administered. It was accompanied by the caution tag, which if I selected, I knew would tell me that administration of additional BRIs today was contraindicated. It felt like I bounced half a meter off the ground as the building shuddered and dropped underneath me. It was not the long plunge I was expecting, but I knew the building was coming down.

I scrambled on hands and knees toward the hole in the south wall, lost my footing, and began to tumble down the rock pile outside the building. After flipping more times than I could count, I came to an abrupt, jarring stop as I got wedged between two boulders. The impact knocked the wind out of me. As I inhaled convulsively, trying to get the air back into my lungs, the thing roared again. It wasn't done, and it was coming for me. I pushed myself out from between the rocks. I could see right down the crosshatched structure of the leg armor on my thigh that's supposed to sit under the absorption layer of my armor. Running on empty. No absorption remaining in that leg. I looked down the road running south. The others are nowhere to be seen. I didn't blame them, I'd be under cover already, too. I'm sure Suwanda and Sarrzz were out there somewhere covering me, but I didn't have to look for them. I scrambled down the rock pile as fast I could. The roar came again.

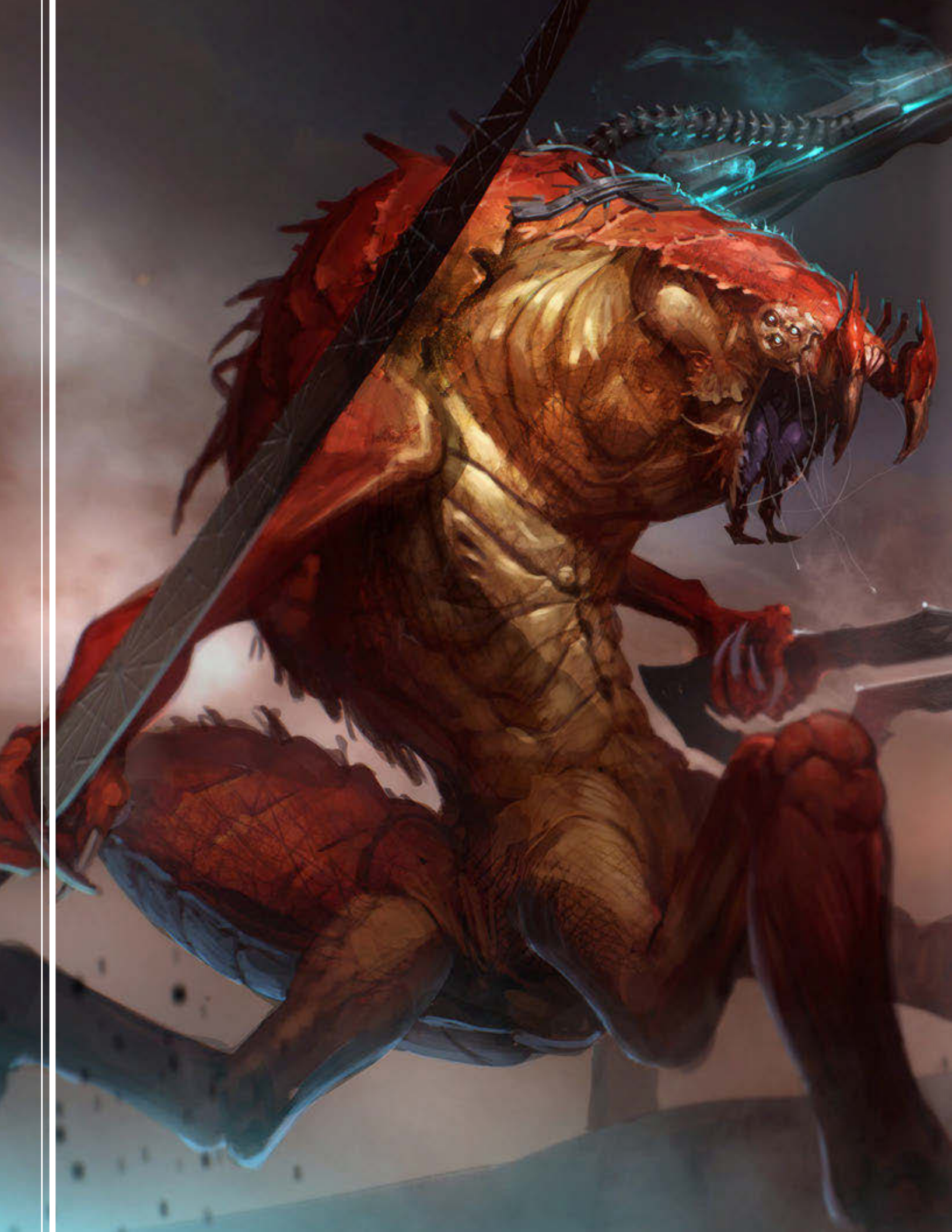
I turned to see the thing literally forcing its way through the building. Beams of electrons and plasma fire bursting through the south wall of the skyscraper's remains to create a hole. "You have got to be kidding me!" I yell at the sky. I heard Grak over the commo yell, "Keep moving!" In a much calmer voice I hear Tranq state nonchalantly, "The Python has a plan." As I heroically fled down the street searching for cover, I saw Grak on the west side of the street with his Omega weapon and Tranq on the east side of the street with our sole remaining "Little Dickens" recoilless Pulse cannon. Sarrzz is standing by him with unpacked reloads stacked in a line. I dive to the dirt next to them. Sitting in the doorway is Brelak. The Chatilian has his eyes closed and was clearly in the process of generating a Matrix. Without opening his eyes, he pointed at the plasma cannisters for the recoilless and said, "They're only marginally effective against the Demonant, but they'll work exceedingly well against the structural weak points on the building that Sarrzz has identified." I turn back to look at the crumbling edifice. Sure enough, Sarrzz had tagged four stanchions that supported the overhang created where the 3rd and higher floors extended beyond the boundaries of the lower two floors to create a shaded area. In my HUD, they were highlighted a bright target-red. "Also, you're an idiot." the Chatilian added. I rolled onto my back and looked across the street. Ramirez was with Grak. They were ready to hook their power packs up to the lizard's Omega weapon when his ran dry. Ramirez saw me and gave me a sloppy salute as he bounced in place excitedly. "Where is Suwanda?" I asked. "Scouting ahead. Further South," Sarrzz said as he looked over his shoulder. "Where is Teeny?" Grak answered for him, "Didn't make it."

The Python yelled "NOW!" and I saw the highlighted support pillars pulse red in my HUD. The big lizard-alien began to fire his Omega weapon as fast as he could pull the trigger. Thud. Thud. Thud. I can feel the concussion from across the street. To my right, I heard the thwewp of the plasma charge being launched out of the tube. It impacted with a loud crack, a yellow-white flash of light, and an audible sizzle. Sarrzz reloaded quickly, but they couldn't keep up with Grak. They made up some time when Grak stopped while Ramirez swapped out power packs. I could see one pillar had been obliterated and two others were fractured. A tentacle burst from the building and began swinging from right

to left looking for a target. I looked at the asparagus head. “Now?” “Not yet,” he responded. “Draw it out.” I moved to a burnt-out skimmer further south, took position directly behind the power plant, and began to take shots at the serpentine tentacle with my Pulse rifle. The tentacle stopped waving through the air and pointed at me. A beam of electrons shot from the tentacle like a lightning bolt. My left leg spasmed and went numb. My HUD reported multiple system failures. “I think I got its attention.” I said to no one in particular.

I peeked over the wrecked skimmer, which is now visibly steaming and white hot in a few spots. The creature broke through the south side of the building. The static in my ears grew louder again, and that purpley fog rolled out of all the 3rd floor windows and cascaded to ground level like a waterfall of evil spirits. Its head was full of eyes snapping back and forth, up and down, like a cat looking for a lost mouse. Grak yelled, “Pour it on!” The creature fixated on the repeated thunderclaps of Grak’s Omega weapon as he hammered at the support structures. One of the upper tentacles pointed at Grak and with a flash he was gone. Just gone. Nothing left. Ramirez just stood there stunned. I yelled into the team comms channel, “Vehicle disintegrator! Take cover!” but all I got was an ear full of static for my trouble.

Then without warning the creature began to flail wildly. All four of its tentacles whipping spasmodically and its head searching in every direction. I looked over at Tranq to see if he knew what was going on and I made eye contact with Brelak. The little shit was smiling, quite contented with himself. He pointed at the Demonant and then covered both his eyes with his hands for a moment. He had blinded it! The little turd blinded the damn thing. The report from the Little Dickens snapped me out of my momentary celebration, and I followed the path of the shot to the building. The last pillar was a light with yellow-orange flares. There was a loud crack and rocks were catapulted from the pillar as it snapped and fell. I turned to look again at the panicked Demonant, and I saw the building above it shudder. Dust shot out from under each floor of the building in great plumes and then it began to collapse. Floor after floor, like a colossal chef was dropping pancakes, one after another, onto a serving plate. I saw the creature’s head and tentacles whip skyward as the building’s weight snapped its body violently downward and crushed it. The ground rolled almost like a wave, and I felt it push up on the soles of my armored boots. The creature was obscured by a huge billow of debris and dust pushed out from the collapse. Through the purple-tinged dust cloud, I could see the electric violet of the creature’s mechanical eyes dim and fade. The static in my ears faded, and I could hear Ramirez cheering and whooping. The Phentari tossed the Little Dickens to the ground. I looked at Sarrzz and saw the last reload tube was empty. That was their last shot. Before the panic bile started to rise up in my gullet, the Phentari calmly said, “We should continue south once again.” He turned and started walking. Sarrzz flew by him. Ramirez looked to where Grak had been standing, looked at me, and then turned to start walking. A few blocks down, we see Doc and Suwanda loading the LT into the back of a cargo skimmer. Suwanda looked up and said, “I found us a ride.” He looked me up and down, clearly inspecting the gaping holes in my armor, noting my limp, and my burned face. Without any humor in his voice he said, “Kwon can drive. She hasn’t done anything all day.”



CHAPTER 12.0

HOSTILE ALIEN LIFEFORMS

HAL is an acronym that stands for Hostile Alien Lifeforms. It will be used throughout this book to refer to the many creatures which inhabit its pages. Most of the statistics presented for HALs will be recognizable from character generation, but a few new statistics are detailed below. Some familiar statistics have been expanded upon to deal with the diverse lifeforms cataloged within these pages.

All HAL statistics are subject to change and modification by the Game Master. You've been warned.

ABOUT HALS

NAME

This entry indicates creature's common name. Military designations or nicknames commonly used by Galactic Armed Services personnel will be listed in parentheses.

SPECIES OVERVIEW

ORIGIN

This G-TAG entry indicates the creature's point of origin, which is typically a planetary body. HALs whose point of origin have yet to ascertained will be designated as "Unknown." Creatures that are artificially created will have an origin listed as "N/A." Personnel who encounter creatures away from their Origin listing should expect ARM involvement.

G-TAG CLASSIFICATION

G-TAG is an acronym for *Galactic Armed Forces – Threat Assessment Guide (G-TAG)*. The G-TAG is a catalog of hostile alien lifeforms, sentient and non-sentient, compiled for the troops in the Galactic Armed Forces. This information is compiled by brave Alliance xeno-biologists from the *Biological Catalog Agency (BCA)* who often risk life and limb to locate, catalog, and analyze Hostile Alien Lifeforms reported by *ARSAP teams* and Galactic Armed Forces personnel. The Alliance armed services provide a stripped-down version of G-TAG with all the classified information removed to whoever is willing to pay for it, in order to promote public safety. The cost for an electronic version of the G-TAG is ▽50.

Each potentially hostile creature cataloged by Alliance xeno-biologists and xeno-botanists is assigned a G-TAG classification, which is displayed in the catalog by an alphanumeric code. By referencing the code, a soldier viewing the G-TAG database can quickly determine the creature's body shape, habitat, size, and other information.

SALE PRICE

The base price per specimen in Alliance credits, for those HALs that the *Anarchist Rebellion Movement (ARM)* markets. Prices are estimates based on Alliance intelligence reports and vary depending on local market conditions, frequency of Alliance patrols near the creature's origin and distribution points, and other factors. If the creature is not sold by ARM, this entry will list N/A.

> *"Uncle Ernie loves ya', baby!"*
> -Stenciled on the outside of the drop-pod that contained the creature known as The Killer of planet Beta Typhonus.

THREAT LEVEL

The Threat Level is an absolute scale from 1 to 9 or more, with one representing a creature that is relatively easy to subdue, and nine or above being your worst nightmare! Whenever possible, a description of the suggested armor type and weapons required to slay or subdue the creature is given for each Threat Level. Alliance military personnel often point out that the Threat Level assigned to a creature is often inaccurate in their opinion and totally useless in determining what threats the creature actually possesses and how to defend against them.

IDENTIFICATION MODIFIER (ID MOD)

There are some aliens that everybody in the Alliance has seen or at least heard of in passing. There are others that are so rare or obscure that you'd have to be a highly trained xeno-biologist to have a chance of identifying them. Each creature has an Identification Modifier, which indicates how easy or difficult it is to identify. Creatures with positive Identification Modifiers are very well known throughout the Alliance and/or easily identified. Creatures with negative Identification Modifiers are obscure, hard to identify, and/or rarely seen by the citizens the Alliance. The skill used to identify the creature is listed in parentheses to the right of the Identification modifier (see Making an Identification Check for more information), though Characters can also attempt to identify a creature by making a Terrestrial Knowledge check with the listed penalty.

VITAL STATISTICS

Most HALs possess the same eight Vital Attributes that characters have. If a HAL doesn't possess a particular attribute, it will be marked with "N/A."

STATISTIC MULTIPLIERS

Though Python Lizards and Ram Pythons are the only player species that can have a Statistic Multiplier (STR X2), HALs can possess Statistic Multipliers of two or more on any Statistic except Aggression. Any sub-stats derived from a Statistic are also multiplied by the Statistic Multiplier, except when determining the number of Actions based on Agility. For example, if a HAL with a Constitution Statistic of 100 would start the game with an additional 10 Body Points, then a HAL with a Constitution Statistic of 100 X2 would start the game with an additional 20 Body Points (10 × 2 = 20). To save the Game Master some time, the values listed for each HAL already take into account any Statistic Multipliers the creature may possess.

Finally, recall that if a Statistic has a multiplier, then any Statistic Check made with that statistic has the difficulty lowered by a number of levels equal to the Statistic Multiplier

THREAT LEVELS

THREAT	POV	COST
1	**Sarge's take:**	*"Armor? You wussie! Fine, put on some street armor if you want to look fashionable while you step on this bug. Weapons? I see a sharp pointy stick over there Private! Try not to fall on it!"*
	Armor:	Body armor is optional
	Weaponry:	None needed
2	**Sarge's take:**	*"This should be as easy as shooting ducks in a barrel. Put on the Low Combat Intensity Body Armor you wear like pajamas and shoot the damned thing with a kinetic or a beam weapon. "*
	Armor:	Entry-level Body Armor (e.g., Cub)
	Weaponry:	Low-end kinetic and laser weaponry
3	**Sarge's take:**	*"Armor up, maggot! Keep your faceplate down and shoot the critter till it dies! No pea-shooters or pocket pistols! Grab your battle rifle and do what you're trained to do!"*
	Armor:	Mid-range Body Armor (e.g., Bear)
	Weaponry:	Mid-range kinetic weapons and lasers
4	**Sarge's take:**	*"Time to put away the rock throwers and get yourself a real gun! Go see the logistics sergeant and requisition yourself a Pulse rifle or Omega weapon. Strip out of the thin stuff that could pass for Cyball armor and get your skinny ass into some real body armor!"*
	Armor:	Top-of-the-Line Body Armor (e.g., Kodiak)
	Weaponry:	Mid-range lasers. Low-end Pulse, disintegrator, or Omega weaponry
5	**Sarge's take:**	*"If it's nice enough to be environmentally contained right off the shelf, you're probably not going to make it. Grab yourself some Heavy armor and use those Actuators to lift something heavy enough to do some real damage!"*
	Armor:	Entry-level Heavy Armor (e.g., Gladiator)
	Weaponry:	Mid-range: lasers or low-end: Pulse, disintegrator, or Omega weaponry
6	**Sarge's take:**	*"You better be wearing some decent Heavy Armor or there won't be enough of you left to scrape up with a spoon! Concentrate fire to butcher the thing! Remember, missiles are the way to every alien's heart."*
	Armor:	Mid-range Heavy Armor (e.g., Grizzly)
	Weaponry:	Reflex Missiles or mid-range to high-end Pulse, Disintegrator, or Omega weapons
7	**Sarge's take:**	You are !%$#ed if your armor doesn't say "Mechanized" in the manual. Expect to die. Pull your head out of your ass and grab yourself a thud gun and a rack full of reflex missiles.
	Armor:	Entry-Level Mechanized Battle Armor (e.g., Power Mesh)
	Weaponry:	Reflex missiles or high-end pulse, disintegrator, or Omega weapons
8	**Sarge's take:**	*"This is why they make you draft your last will and testament when you enlist. If you're not in top-of-line Mechanized Battle Armor or light Ultra Armor, make sure you kiss the wife and kids good-bye. If you want to survive the encounter, then every time you pull the trigger somewhere an accountant better be putting a tick mark next a number with five to six digits behind it. I suggest using ordnance that says Saylon on the side and carrying a thud gun whose name rhymes with Abomination."*
	Armor:	High-End Mechanized Battle Armor or Entry-Level Ultra Armor (e.g., Omega Suit or Centaur)
	Weaponry:	Top-end Omega Weapons and Reflex missiles
9+	**Sarge's take:**	*"This is above your pay grade grunt. Best to leave it to the suicide jockeys in the Humpties. If you are stupid enough to engage this thing a quick death is the best you can hope for. Dying isn't even going to be so bad. It's the fact that you are going to die in some miserable and horrible way."*
	Armor:	Medium & Heavyweight Ultra-armor (e.g., Fire Drake)
	Weaponry:	Anti-tank weapons and Heavy missiles

minus 1. Similarly, when making a Skill Check with a skill whose Link Stat has a multiplier, the difficulty is lowered a number of levels equal to the multiplier minus 1. For example, a Statistic Multiplier of X4 would shift the difficulty of a Skill Check three levels easier. HALs with a Statistic Multiplier for Agility also divide any negative Combat Modifiers by their AGL Statistic Multiplier when making the Hand-to-Hand Combatives and Weapon: Melee Skill Checks. HALs with a Statistic Multiplier for Manual Dexterity also divide any negative Combat Modifiers by their MD Statistic Multiplier when making attacks with Weapon skills that use MD as their Link Stat.

Reduction of Skill Check Penalty

EXAMPLE: A HAL with an IQ of 100 X3 must figure out how to rewire a door control using the Engineering skill to get into the room the characters are occupying. Engineering has a Link Stat of IQ, so the HAL's IQ multiplier will affect the Skill Check. The GM says this would be Challenging (-80) feat for the Characters. Because the HAL has a multiplier of X3, it gets to lower the difficulty a number of levels equal to its multiplier minus one. So, in this case it gets to lower the difficulty two levels (Challenging → Difficult → Average). The Challenging check modifier drops to an Average modifier (0). With an IQ of 100, the HAL will succeed in opening the door as long as the GM doesn't roll a critical failure. It pays to be smart!

Reduction of Stat Check Penalty

EXAMPLE: A HAL with an AGL of 150 X2 must snatch a grenade out of the air that has been dropped from the top of a skyscraper. Since there is no skill for "catching" or "grenade snatching," the GM decides this will require an Agility Check. The GM determines the difficulty of snatching a grenade out the air is Nearly Impossible (-120). Because the HAL has a multiplier of X2, it gets to lower the difficulty a number of levels equal to its multiplier minus one. So, in this case, it gets to lower the difficulty one level (Nearly Impossible → Challenging). The Nearly Impossible check modifier drops to a Challenging modifier (-80), and with the creature's AGL of 150, it has a 70% chance to succeed!

Reduction of Combat Modifier

EXAMPLE: A HAL with an AGL of 120 X2 makes a Hand-to-Hand Combatives Skill Check against an unfortunate Keen. The creature is trying to literally claw the Keen's eyes out! The GM decides that the creature will suffer a Called Shot penalty of -95 for targeting the eyes and a -5 penalty because the Keen is Size Class 3, for a total penalty of -100. Creatures with Agility Multipliers get to divide any Combat Modifiers applied to their Hand-to-Hand Combatives and Weapon: Melee Skill Checks by their multiplier. In this case, the penalty is reduced from -100 to -50 (-100 ÷ 2 = -50). The poor Keen better lower his helmet visor.

STRENGTH (STR) MULTIPLIER

STR STATISTIC MULTIPLIER

MULTI	DESCRIPTION
X2	This creature is as strong as a Pythonian. Don't wrestle with it.
X3	This creature's hand-to-hand attacks are capable of damaging Heavy Armor.
X4	This creature's hand-to-hand attacks are capable of affecting Ultra Armor.
X5 or higher	This creature can tear apart tanks and Ultra Armor with its bare hands.

Below you can find the table that shows how much a creature with a specific Strength Multiplier could potentially lift. The values listed for each multiplier are the maximum lift weight, and a creature with the listed Strength Multiplier would incur a -150 penalty to move the weight in that row. For each row you go up on the table, the difficulty of the Strength Check is reduced by 25. Again, this table already takes into account the reduction in penalty that the creature would be afforded by its Strength Multiplier. Any weight six or more rows above the creature's maximum can be lifted effortlessly.

EXAMPLE: A Maelstrom General has an incredible Strength of 150 X20. Looking at the chart below we see that this means it could potentially lift 15,000 kilograms or 15 metric tons (MT), though it would have to make a Strength Check with a penalty of -150. In other words, it would have to roll an 01. If we move up the chart one row to X19, we see the weight listed is 14,250 kilograms. To lift this weight a Maelstrom General would have to make a Strength check with a -125 penalty. The penalty drops by 25 for each row we move up the table. If we move to X15, we see the weight is 11,250 kilograms. We've moved 5 rows up the table, which means the Maelstrom General's Strength Check would incur a penalty of 25%. This means once we hit X14 and 10,500 kilograms, the Maelstrom General doesn't even need to make a Strength Check for that much weight. He can throw around 10.5 metric tons like a sack full of feathers.

STR MAX LIFT

MULT	WGT
None	750 kg (1 MT)
X2	1500 kg (2 MT)
X3	2250 kg (2 MT)
X4	3000 kg (3 MT)
X5	3750 kg (4 MT)
X6	4500 kg (5 MT)
X7	5250 kg (5 MT)
X8	6000 kg (6 MT)
X9	6750 kg (7 MT)
X10	7500 kg (8 MT)
X11	8250 kg (8 MT)
X12	9000 kg (9 MT)
X13	9750 kg (10 MT)
X14	10500 kg (11 MT)
X15	11250 kg (11 MT)
X16	12000 kg (12 MT)
X17	12750 kg (13 MT)
X18	13500 kg (14 MT)
X19	14250 kg (14 MT)
X20	15000 kg (15 MT)
X21	15750 kg (16 MT)
X22	16500 kg (17 MT)
X23	17250 kg (17 MT)
X24	18000 kg (18 MT)
X25	18750 kg (19 MT)
X26	19500 kg (20 MT)
X27	20250 kg (20 MT)
X28	21000 kg (21 MT)

MANUAL DEXTERITY (MD) MULTIPLIER

Combat Modifiers for weapon skills that use the MD as the Link Stat are divided by the MD Statistic Multiplier.

MD STATISTIC MULTIPLIER

MULTI	DESCRIPTION
X2	Can tell how to manipulate any object just by touching it.
X3	Can perform most skills with their eyes closed. Example: An Ionization Engineer could tell the engines aren't running correctly from the vibrations or a surgeon could determine what's wrong with an organ just by touching it.
X4	This being's eye-hand coordination is so acute that called shots are made nearly effortlessly.
X5	The chances of this creature missing in a ranged combat attack is effectively non-existent.

INTELLIGENCE (IQ) MULTIPLIER

The higher the number, the craftier and more dangerous the alien. A greater intelligence also measures the speed at which the creature learns, assuming it is still alive to learn from its mistakes. The GM should use the chart as a rough guide to how intelligently the HAL should be played. Note that an Intelligence of at least 15 is required to use primitive weapons like rocks and clubs. An Intelligence of 30 or higher allows the creature to utilize modern tools and conventional weaponry, though teaching them how use these items may be challenging.

IQ STATISTIC MULTIPLIER

STAT	COMPARISON
1	Insects
3	Mice
5	Rats, Ravens
10	Dogs, Horses, Squid
15	Monkeys. Creature is capable of using clubs and rocks as weapons.
20	Apes
30	Average Ram Python. Capable of basic communication.
40	Creature is capable of using modern weaponry.
50	Average Human
70	Capable of learning any highly technical skill
90	Considered a genius by Humans
150	Considered a genius by Mutzachans

MULTI	DESCRIPTION
X2	Can understand the whole of galactic knowledge.
X3	Individual has capacity to master every subject and has an understanding of the universe that exceeds the current level of Galactic knowledge.
X4	Never needs directions on how to fix a complex device, even your space ship.
X5	Creature has an almost god-like understanding of the universe

AGILITY (AGL) MULTIPLIER

AGL STATISTIC MULTIPLIER

MULTI	ACT	DESCRIPTION
X2	+2	Creature can catch thrown weapons and arrows and any object in hand can be used as a weapon.
X3	+4	Creature can dodge kinetic weapon fire, assuming a high enough Visual Modifier to see the bullets coming before they get there.
X4	+6	Creature's opponents appear to move in slow motion.
X5	+8	Creature's thoughts and actions are simultaneous.

Agility is the exception to the rule that all sub-stats are multiplied by the Statistic Multiplier. The number of Actions (ACT) a HAL (or character) possess is not multiplied by the Statistic Multiplier, instead a character or HAL with a X2 Agility modifier would receive two (2) additional Actions. A character or HAL with a X3 Agility modifier would receive four (4) additional Actions, and so on. Initiative Modifier and Dodge scores are still multiplied by the Statistic Multiplier. Combat Modifiers for Hand-to-Hand Combatives and Weapon: Melee skill are divided by the AGL Statistic Multiplier.

CONSTITUTION (CON) MULTIPLIER

The number of Body Points the creature recovers for each day of healing is multiplied by the Constitution Statistic Multiplier. See the Wound Recovery section of the Combat chapter for more information on recovery rates.

CON STATISTIC MULTIPLIER

MULTI	DESCRIPTION
X2	Creature can heal from non-lethal wounds in days.
X3	Creature can heal from non-lethal wounds in hours and is unaffected by trauma and shock.
X4	Creature can heal from non-lethal wounds in minutes and can regenerate from wounds that would prove eventually fatal. Creature is immune from most diseases and toxins, and never needs to make Constitution checks for critical hits. It can ignore the pain caused by its injuries.
X5	Creature can heal from non-lethal wounds in seconds. Creature is effectively immortal and can regenerate from anything that doesn't utterly obliterate it. Creature is effectively immune to all diseases and toxins, and never needs to make Constitution checks. It can ignore the pain caused by its injuries.

INTUITION (INT) MULTIPLIER

The ECR bonus the creature receives for its MEN ECR is multiplied by the Intuition Statistic Multiplier. Creatures with Intuition Multipliers are nearly impossible to trick, deceive, or surprise.

INT STATISTIC MULTIPLIER

MULTI	DESCRIPTION
X2	Creature is aware of even the tiniest changes in its environment. The creature only suffers half the normal penalties for fighting in low-visibility situations.
X3	Creature is capable of perceiving details of its surroundings even while engaging in intense combat. The creature is capable of sensing invisible creatures by making a simple Intuition check.
X4	Creature is semi-aware of its surroundings even while sleeping. The creature's senses extend beyond the normal range on sensory perception. It is capable of sensing dimensional and temporal changes.
X5	Creature is nearly impossible to surprise and its perceptive abilities border on precognition.

CHARISMA (CHA) MULTIPLIER

Creatures that are unable to interact with the population at large because they lack the intelligence to communicate or simply don't comprehend communication in general are likely to have "N/A" listed for their Charisma. Creatures with a Charisma of 01 usually interact with others by attempting to eat them. Despite their unattractive or highly alien appearance some entities may have high Charisma scores that indicate their in-depth understanding of social interaction and relationships necessary to befriend, manipulate, or psychologically torture those they encounter.

CHA STATISTIC MULTIPLIER

MULTI	DESCRIPTION
N/A	Creature is blissfully unaware that there are other creatures with which it could interact or totally lack the capability to interact socially with other creatures due to the lack of intelligence or perceptive abilities.
1	Creature is incapable of interacting with other creatures other than fleeing from them or eating them.
5	Creature interacts with its own kind only so far as it is aware of their presence and realizes that they're "the same," which may allow it to make more educated fight or flee decisions assuming it has the requisite intelligence.
10	Creature is capable of forming complex social relationships within its own species. Creature is unable to interact with those outside its species in any manner other than viewing them as a threat or a potential food source. Example: Communal insects
15	Creature interacts socially with members of its own species and is capable of interacting with other species when it may benefit them. Examples: Raccoons, bears
20	Creature is capable of forming social and communal relationships even outside of its species. Examples: Dogs and cats.
X2	Creature can attract the attention of powerful people without effort and build a following across multiple star systems and civilizations.
X3	Creature can establish a reputation across the universe.
X4	This creature can draw the attention of any intelligent being, including extra-dimensional entities.
X5	Creature receives reactions as if it were a god or is capable of choosing the reaction of those with whom it interacts .

HEIGHT

The creature's height or longest dimension, if other than height, is listed here.

WEIGHT

The creature's weight in Kilograms.

SIZE CLASS

The Size Class matrix has been expanded for this chapter to include creatures that are larger than Size Class 8.

HAL SIZE CLASS

SC	PERS. ATT MOD	VEH. ATT MOD	DOSAGE MOD	COMPARISON
1	-20	-60	0.5	Mazian
2	-10	-50	0.5	Chatilian, Mutzachan
3	-5	-45	1	Flutters, Jenkari, Keen
4	0	-40	1	Fott, Gen-Human, Human
5	+5	-35	1	Orion, Raazet
6	+10	-30	1	Eridani, Phentari
7	+15	-25	2	Arachnid Warrior, Cizerack, Scavernauk Juggernauts, Zen Rigeln
8	+20	-20	2	Pythonians
9	+25	-15	2	
10	+30	-10	3	Airborne Guillotines
11	+35	-5	4	Sau-Bau
12	+40	0	5	
13	+45	+5	6	
14	+50	+10	7	Scorpion Leopard UA
15	+55	+15	8	
16	+60	+20	9	Bob UA, Centaur UA, Lance UA
17	+65	+25	10	Death Reaver UA, Demonant, Maelstrom General, Storm Front UA
18	+70	+30	11	Fire Drake UA, Stump UA, Tarantula UA
19	+75	+35	12	Striker UA
20	+80	+40	13	

SC: Size Class

Size Class Modifier (Personnel): The modifier applied when attacking a creature of the listed Size Class with personnel weapons.

Size Class Modifier (Vehicle): The modifier applied when attacking a creature of the listed Size Class with vehicular and anti-tank weapons.

Dosage Mod: The optional rule for dosage amount. See Dosage Modifier below.

Examples: Lists objects that are typically the Size Class listed. Examples may include creatures in this book, player character species, vehicles, and Humpy Dumpties (HDs), which are also known as Ultra Armor.

MORE CRUNCH RULE

Dosage Modifier

Let's be reasonable here. Do you honestly think a single tranquilizer dart is going to take down a Maelstrom General? Not likely. The Dosage Modifier indicates the amount of poison, toxin, chemical agent, or medication that is required to affect a creature larger than Size Class 8. The method of delivery is irrelevant for our purposes. We don't care whether the toxin is inhaled, injected, or ingested. We're only concerned with the dosage.

Damage and ECR penalties from toxin-based attacks are divided by the creature's Dosage Modifier. If the chemical agent or poison has temporary effects, the lengths of those effects are also divided by the creature's Dosage Modifier. The creature's Dosage Modifier also reduces the effects of beneficial chemical agents, like medications and BRIs. If the Dosage Modifier reduces the damage healed or the damage inflicted to less than one point, then the HAL suffers no effects. Remember, when rounding, always round down. For biological agents simply multiply the agent's latency period by the HALs Dosage Modifier. The bigger the HAL, the longer it takes to feel the effects of the biological weapon.

> For example, If a poison gas attack does 47 points of damage to a character, it would do 23 points of damage to a creature with a Dosage Modifier of 2. Similarly, if a chemical or biological attack requires the creature to make an ECR check with a penalty of -30, a creature with Dosage Modifier of 3 would only have a -10 penalty.
>
> A toxin that causes the loss of consciousness for 3 hours, when used against a HAL with a Dosage Modifier of 4 would only render it unconscious for 45 minutes (180 min ÷ 4 = 45 min.). That's assuming the HAL failed its ECR. On the off chance you want to heal a HAL with a Dosage Modifier of 3 using a BRI that would normally heal 5 points of damage, the HAL would only regain a single body point (5 ÷ 3 = 1.6, rounded down to 1).

DOSAGE EFFECTS

CHEMICAL AGENTS AND POISONS	
Damage	÷ Dosage Modifier
ECR Penalties	÷ Dosage Modifier
Duration of temp. effects	÷ Dosage Modifier
MEDICINES & BENEFICIAL DRUGS	
Damage healed	÷ Dosage Modifier
Duration of temp. effects	÷ Dosage Modifier
BIOLOGICAL AGENTS	
Latency period	× Dosage Modifier

MATRIX USE (ENERGY BRACKET, LEVEL)

This entry indicates what type of Matrices the HAL is capable of generating. The Energy Bracket the creature is capable of using to generate Matrices is listed in parenthesis, followed by the creature's level of Matrix advancement. If the HAL is not capable of generating any Matrices "N/A" will be indicated. If the creature is capable of only generating particular Matrices, those specific Matrices will be listed.

Power Points: The number of Power Points the creature has per day.

AVERAGE SKILL LEVEL

The average skill level possessed by the creature is listed here. The skill category or categories from which the creature draws most of its skills will be listed in parenthesis. Players should not assume that the HAL does not possess skills from other categories, nor should they assume that it doesn't possess skills at a higher level than the average listed. The Game Master is free to make additions or adjustments to the creature's skills as they see fit.

SPECIAL ABILITIES

The creature's special abilities, if any, are summarized in its Stat block. More detailed information is provided in the creature's description. For ease of bookkeeping on the GM's part, unless a special ability specifically states otherwise, the GM should assume using a special ability requires no Actions.

COMBAT INFORMATION

Adjustments due to Statistic Multipliers have already been factored into the listed Combat Information.

No. of Actions: This is the number of Actions the creature possesses based on its Agility and average skill level. The creature may possess special abilities that increase the number of Actions above what would normally be expected.

No. of Bumps: This is the number of Bumps the creature possesses based on its Agility and average skill level. The creature may possess special abilities that increase the number of Bumps above what would normally be expected.

Initiative Modifier: This is the creature's Initiative Modifier, which is based on its Agility. The creature may possess special abilities that improve the Initiative Modifier beyond what would normally be expected.

Dodge: This is creature's Active Dodge penalty, which is applied to an attacker's chance to hit when the creature is actively dodging. It is based on the creature's Agility, though the creature may possess special abilities that increase the creature's above what would normally be expected.

Body Points: This is the creature's starting Body Points, which is based on the creature's Constitution and species. The creature

may possess special abilities that increase the number of Body Points above what would normally be expected. The Game Master should adjust this value as the scenario requires.

Crits and HALs

Not all HALs can be critically injured but many can. If a HAL takes a Critical Hit, then it can only use half of its Statistic when making a Statistic check and one-quarter of its Link Stat when determining its Percentage Chance of Success with Skills.

Death's Door: This is creature's Death's Door rating, which is based on the creature's Constitution and species. The creature may possess special abilities that increase the Death's Door rating beyond what would normally be expected. The Game Master should adjust this value as the scenario requires.

Threshold Rating: This is the creature's natural Threshold Rating. Some HALs wear armor, but the Threshold Rating of any armor will be listed in the Armor Section.

Movement (RUN/JUMP/FLY): This entry shows the creature's Movement scores, which function identically to the MOV scores for characters. All values are in meters per second.

ECRS

HALs have ECRS that function identically to the ECRs that player characters possess. However, HALs can lack certain ECRs due to their unique physiology. For example, a HAL that's a sentient energy pattern might not have a BIO ECR. In this case, the ECR would be denoted as Impervious and have an 'IMP' listed next to the ECR.

A creature with an ECR of 'Impervious' will be unaffected by any attack or condition that requires the target to make an ECR of that type. In addition, the creature or armor is also immune to weapon attacks that cause damage through a mechanism that would be covered by that ECR type. For example, this means a creature with a COLD ECR of 'IMP' would suffer no damage from frost weaponry. Nor would it have to make a COLD ECR anytime an environmental condition would require other characters to make a COLD ECR… say from being trapped naked on the arctic tundra. Similarly, a creature with a FIRE ECR of 'IMP' could gleefully stand in hot lava all day long and never have to make a FIRE ECR check. Nor would it take any damage from flamethrowers, beam weaponry, and plasma-based attacks.

OBSERVATION CHECKS

The creature's chances of making an Observation check using each Sense Modifier are listed here. The creature's stat block lists the its Sensory Mod for Vision, Smell, and Hearing. Note that not every creature possesses these senses and some entries may be marked with a 'N/A,' which means the creature can not make an Observation check using that sensory modifier. Chance of success is based on the creature's average skill level, which the Game Master may adjust the skill level as they desire.

NATURAL ATTACKS

This section lists the statistics for the creature's natural or innate offensive abilities. Damage from hand-to-hand attacks is reduced by the Threshold Rating and deducted from Absorption in the section hit (Damage Type '-'), unless the notes field specifies otherwise. The creature's attack bonus and hand-to-hand skill have already been factored into its chance to hit when using its natural attacks. Also keep in mind that larger creatures may be able to make hand-to-hand attacks beyond Range Bracket 1 due to their longer reach. Just because you're too far away to hit the Maelstrom General, it doesn't mean he can't reach over and squish you!

Crush Damage

Falling Ram Python Syndrome? We know you've heard of it. It's the quickest growing closet syndrome among soldiers, and there is a good reason for it. A 350 kg Ram Python falling on a smaller, unarmored creature is likely to injure the smaller creature.

A crushing attack occurs when a big, heavy critter falls over and lands on a smaller creature or object. It can also occur when a very large creature is killed or knocked unconscious by overzealous mercs who don't remember to move out of the way as it tumbles over. See the Game Master Chapter for more information on crushing damage.

The victim must be smaller than the creature doing the crushing in order to suffer damage. For creatures that are Size Class 9 or larger, the victim must be at least one Size Class smaller or they suffer no damage. For Size Class 8 creatures, the victim must be at least two Size Class smaller, or they suffer no damage.

Half of the damage is applied to one randomly determined Body Section, and the remaining half is split as evenly as possible and applied to two other randomly determined Body Sections. Damage is real, not temporary. The crushing character takes no damage, unless it lands on something sharp and pointy. Crushing damage is doubled if the falling character is in mechanized armor. Yes, some of the HALs actually wear armor. If the critter is falling from a height, use the falling rules detailed in the Game Master Chapter.

Stomp Damage

So, what happens when a 5,000 kg Maelstrom General decides to deliberately stomp your group's Chatilian into the dirt? Nothing good. Creatures that are very large or very tall are capable of stepping on (aka stomping) their opponents in order to damage them.

Creatures that are Size Class 8 or larger list stomping damage in their attacks. Typically, you have to be at least twice as tall as your opponent in order to stomp on it. Damage is applied to one section, typically the shoulder (arm) or head.

All HAL hand-to-hand attacks cause real damage unless the notes section indicates otherwise. HALs do not take penalties for multiple weapon use while making attacks with different types of natural attacks in the same Combat Round. Some creatures may have Natural Attacks that are ranged attacks. Be sure to check the table heading.

AH: An attack with the AH notation affects Heavy Armor.

WEAPONRY

Creatures that possess hand-held or body-mounted weaponry will have it listed separately from their natural attacks to differentiate it from their innate offensive capabilities. Any special qualities of the weaponry will be listed in the Notes column. HALs that don't have any hand-held or body-mounted weaponry will not have this entry. The creature's weapon skills have already been factored into its chance to hit when using its weapons. HALs that don't have any weapons will not have this entry.

360: This attack affects a 360 degree area around the target, and will list a blast radius (RADIUS).

Integrated: This weapon is built into the creature and can not be taken away by an attacker attempting a Disarm. It takes 1 Combat Round to reload an Integrated weapon unless the description specifies otherwise. HALs do not take penalties for multiple weapon use while making attacks with different types of natural attacks in the same Combat Round.

ME: This ability is a Matrix Effect. Devices or Matrices that can prevent a target from generating Matrices can negate this ability.

PDS (%): This attack also functions as a Point Defense System. The chance to hit is listed in parenthesis.

Phased (%): This attack is phased and can pass through armor. The chance to ignore armor is listed in parenthesis. Phased weapons are still stopped by Flux Shields.

ARMOR

Creatures that are equipped with manufactured armored suits will have the armor's statistics listed here for ease of reference. HALs that don't have any armor will not have this entry.

THREAT ASSESSMENT

The *Chief of Staff for Intelligence (CS/I)* has compiled the following commentaries from his staff. This commentary is purely editorial in nature, but the CS/I believes this material to be both strategically relevant and also possess a high degree of accuracy. *Chief Deputy of Alliance Joint Counsel for Oversight of Military Affairs (CDAJCOMA)* concurs with this assessment.

GET IT OFF ME! SOMEBODY SHOOT IT!

Hostile alien lifeforms are nasty critters typically armed with obscenely long, razor-sharp claws and a tooth filled maw. As a result, they tend to latch onto their victims and chew with abandon. Some grab victims with tentacles and drag them to their deaths. Other HALs completely envelope their quarry. In any one of these unfortunate situations, it's highly likely that one of the victim's foolhardy compatriots will try and shoot the critter off them. The Game Master will come up with an appropriate penalty for a called shot, the trigger-happy Battlelord will take the shot, and… what if he misses? Well, more than likely the victim has just been shot in a feeble attempt by his friends to save his life. But how do you know? Here's the rule.

If the shot would have hit the grappling HAL, except for the called shot penalty, then the grappled victim is hit instead.

> For example, a Jenkari jumps on the head of Robar the Orion. The impetuous Ram Python, Guf, decides to shoot it off with his Able 3 Omega Weapon. The Game Master determines that Guf has a -40 to hit the creature. Guf has a 75% chance to hit before the penalty, so now he only has a 35% chance to hit. Guf's player rolls a 50%. He misses. Worse yet, if he had not had the -40 penalty, he would have hit the creature. This means that he hits Robar instead of the creature. If Guf had rolled a 90, he would have entirely missed the creature, as well as Robar.

Another important safety tip is that heavy weapons such as Omega weapons and Pulse cannons that strike the portion of the creature in contact with the victim will do full damage to the creature, but they will also do 50% damage to the poor sap being attacked by the creature. In our prior example, let's assume that Guf made his shot doing 12 points of concussive damage to the creature. He would also do 6 points of concussive damage to Robar's noggin.

AKNAR-RYN (AKA THE ARACHNIDS OR 'NIDS)

HOSTILITIES

The Arachnids are an affiliation of allied species whose intent is unknown but who have shown apparently unprovoked hostilities toward Alliance worlds and citizenry. To date no one has ever been able to determine the intent of the Arachnids or what spurred their aggression toward the Alliance. They do not appear to colonize Alliance worlds they have successfully seized, though it is not uncommon for the Arachnids to use conquered worlds as a rally point for further incursions into Alliance space. The First

Arachnid Invasion resulted in the loss of 57 Alliance worlds and 3 independent allied worlds. The Arachnids would later abandon 23 of these seized territories. During the Second Arachnid Invasion, an additional 73 worlds were lost to the Arachnids, including Tarsa 7, which had the unenviable status of being taken and later abandoned during the First Arachnid Invasion. This led to the phrase "as lucky as a Tarsan" entering the Alliance vernacular.

"Over a hundred and sixty years ago, the Alliance encountered what would become the largest threat to its existence there had ever been. In the year 2108, a small outpost named Zaran, populated by innocent Alliance citizens, was destroyed without warning. At the time, those in the inexperienced Alliance military did not know the significance of the heinous crime. Today its significance is all too clear to every Alliance citizen. The destruction of that outpost and the deaths of the thousands of innocents that inhabited it was the origin of what we know as the first Arachnid incursion. Incursion? No. No, my friends. It was not an incursion into our territory. It was an invasion. An invasion that progresses to this day! An invasion that threatens the very existence of this institution that I have sworn to defend to my dying breath! We have lost billions of lives to the Arachnid threat, and we will lose billions more before the fight is done. The threat is not abating. We must commit all of our available resources to fight this menace! We must push the damn 'Nids and their allies out of our territory and make them wish they'd never heard of the Alliance. We must utterly destroy them. Sparing none. Showing no mercy, for they have shown us none. Otherwise our way of life, our very existence will be destroyed. That, my friends, is why today I ask for the Alliance Congress to initiate emergency order 412 and transfer emergency power and funding to the Alliance military forces. Further, I request that Admiral Sengar-Idan be removed as supreme commander of the Alliance military forces, and I be put in his position. I will give us victory over our enemies. I swear it."

- Transcript from Admiral Sagittarius Rommel's address to the Council of Timar on 2272. The speech took place 18 days after the death of his son, who died in combat with Arachnid forces. His son was 20 years old.

"The Arachnids are considered the bane of the Alliance. If I don't destroy life, as you know it first, then this alien race with their bad-ass cohorts surely will. I must confess that I am kind of jealous. The Arachnids have been directly and indirectly responsible for the deaths of billions. I personally have only managed a fraction of that number. It ain't right! Plus, they get better press. However, I'm only one man, and I do have my limitations. Statistically speaking, there's a good chance, when your number comes up, it will be a 'Nid punching your ticket. You probably won't be killed by some rare disease. The spaceliner on which you are traveling during your vacation won't crash on re-entry. You probably won't get run over by a skimmer, and you surely won't die of old age. The odds-on favorite is that some centaur-like alien, with a major attitude problem, is going to rip you and your family a new one, while you sit there, eating Yummies, and watching Tri-V! Who loves ya' baby?"

-"Uncle Ernie" Freiberg

NAMING CONVENTIONS

No one knows what the Arachnids call themselves. The first units to encounter them during the First Arachnid Invasion were Eridani. The Swordsaints referred to the aliens as the Aknar-Ryn, which roughly translates into "mismatched horde." The minute the Human troops heard the name and saw the spider-like aliens among the troops, the Aknar-Ryn became the Arachnids. The term was quickly adopted by the Alliance media, which is dominated by the Humans, Orions, and Chatilians. The Orions have stated time and time again that Human languages almost always sound better than the Eridani language. Since that time, the term Arachnids has become synonymous for the numerous aliens that comprise the invading force, as well as the spider-like aliens who apparently lead it.

The names of the other species that make up the Arachnid armies were coined in similar ways. They were named by grunts who first encountered the creatures, or code names were assigned by Alliance Military Intelligence. For example, Jenkari is a Pythonian word that means hopper. The Scavernauk Juggernaut and the Flying Guillotine were named by Human troops, after watching the creatures in combat. Arachnid weapon names are almost always code names assigned by the Alliance Military Intelligence division (AMIHQ).

TECHNOLOGY

Reports from the Alliance military show that in many respects the Arachnids possess technology far above the tech levels found in the Alliance. The Arachnids exceed both their enemies and allies in the following areas: biosciences, genetic engineering, cybernetic engineering, armor development, and flux technology just to name a few.

The Arachnids have developed genetic manipulation and techno-organic cybernetics to amazing levels, far beyond anything the Alliance is capable of doing. Current accepted theories are that many of the Arachnid's soldiers, referred to as "minions" by Alliance troops, are tailor-made by the Arachnids for a specific combat role. They are genetically engineered for a specific function, and then they are cybernetically augmented to increase their efficiency and lethality. For example, Jenkari are the Arachnid equivalent of light infantry, with Juggernauts acting like shock troops, and Guillotines providing close air support. Flutters act as scouts and highly mobile infantry. Demonants fill the role of APCs and shuttles. Sau-Baus and Maelstrom Generals are essentially the Arachnid version of light and heavy tanks, respectively. The Arachnids themselves function as both generals and commandos. It's also no secret that there may be more than a bit of genetic material from Alliance allied species worked into those Arachnid minions, given their body shape.

ARACHNID WARRIORS

SPECIES OVERVIEW

G-TAG	6A-80-7
Origin	Unknown
Sale Price	N/A
Threat Level	6-7
Identification Modifier	50
Height	2.25 m
Weight	300 kg
Size Class	7 (8 in armor)
Matrix Use	1 in 10 are Energy Controllers (EB, 3)
Power Points	14
Average Skill Level	10 (Any)

VITAL STATISTICS

STR	150	BIO	85
MD	90	CHEM	60
AGL	105	COLD	70
CON	150	ELE	50
AGG	50	FIRE	70
IQ	135	MEN	80
INT	100	RAD	65
CHA	50	SEN	45

ECRS

COMBAT INFORMATION

# of Actions	6	Body Points	40+6d10
No. of Bumps	2	Death's Door	-20
Initiative Mod.	-10	Threshold Rating	5
Dodge	26	RUN/JUMP/FLY	15/3/0

OBSERVATION CHECKS

SENSE	MOD	1/2 INT	SKILL	TOTAL
Vision	40	50	50	140%
Smell	20	50	50	120%
Hearing	0	50	50	100%

SPECIAL ABILITIES

Combat Ambidextrous (5) – Only while in armor

ARACHNID WARRIORS

Perhaps the species most associated with the Arachnid menace, in part due to their somewhat spider-like appearance, are the Arachnid Warriors who are a highly trained fighting force. Though in reality Arachnid Warriors have a body shape more reminiscent to centaurs than spiders. While the other members of the horde rely on overwhelming numbers or amazing physical abilities, Arachnid Warriors rely on their skill and hardware. Unlike other horde members, these creatures appear to have minimal cybernetic augmentation. In addition, the creatures serve multiple rolls within in the horde, from commander, to heavy infantry, to commandos. The latter is probably where they are most known. Arachnid commandos showing up unexpectedly, in an urban area or military installation before any notice of an impending invasion has been noted, is the stuff of nightmares for both military personnel and Alliance citizenry alike. Commando raids are common prior to a full-scale invasion, and with the Arachnid spacecrafts' ability to appear directly above a planet without the need for gate-to-gate space travel, there is rarely any warning.

Arachnids encountered outside a battle zone will usually be on a mission. They will be highly focused, highly trained, and well-rehearsed. Interference and opposition is dealt with swiftly and quietly, if possible. Alliance grunts who have lived long enough to see for themselves will tell you how damnably smart and adaptable the 'Nid Warriors can be when their plans go off the rails. The creature's intellect and training makes them a match for any Alliance special forces trooper. Their gear makes them a match for almost any suit of personnel armor on the field, including Mechanized Battle Armor.

ARACHNID WARRIOR ATTACKS

NATURAL ATTACKS	RB 1	RB 2	RB 3	RB 4	ACT	DMG	AVG DMG	SI DMG	NOTES
Punch	95	-	-	-	1	11	11	0	TEMP (DMG is REAL when in Armor)
Kick	95	-	-	-	HALF	22	22	0	TEMP (DMG is REAL when in Armor)
Web Spit	90	80	35	10	1	0	0	0	ESCAPE (STR@-80,Hit Limb is Immobilized, -80 AGL & MOV = 0 if leg is struck)

ARACHNID WARRIOR WEAPONS

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	DMG TYPE	AVG DMG	SI DMG	BUR	FULL	Q	NOTES
"Shift" Sword	135	-	-	-	-	-	-	-	100	3d8+11	-	24	5	N/A	N/A	∞	THR-R: 5, Armor STR Multiplier NOT applied.
-Spear Mode	135	100	-	-	-	-	-	-	100	2d8+11	-	20	5	N/A	N/A	∞	THR-R: 5, Armor STR Multiplier NOT applied.
-Whip Mode	135	100	-	-	-	-	-	-	100	0	S	0	0	N/A	N/A	∞	ESCAPE (STR@-80; Limb hit is immobilized. -50 AGL & MOV = 0 if leg is struck).
"Speck" Particle Weapon	130	110	90	70	40	20	10	-	99	5d6	T	17	1	N/A	N/A	30	THR-R: 8, Integrated
"Luster" Laser	130	125	120	115	105	95	70	55	99	6d6	T	21	4	2	N/A	50	
"Vulcan" Pulse Weapon	130	110	90	70	60	50	35	-	97	12d12	-	78	14	N/A	N/A	15	
"Spirit" Mental Stunner	120	100	80	60	50	40	20	-	95	N/A	S (50%)	N/A	0	N/A	N/A	5	Integrated, *Phased (50%), PARALYSIS (MEN@+20,1d4 Combat Rounds)

ARACHNID WARRIOR MISSILES

MODEL	AUTO	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	AVG DMG	SI DMG	DMG TYPE	Q	MAX	ECM/ ECCM	NOTES
"Hopper" Missile Pod	110	110	100	90	80	70	60	50	40	100	(10d8) x 2	90	30	-	20	10 km	30/20	PDS (90%)

ARACHNID WARRIOR ARMOR

MODEL	THR	SI	ABS	ECRS							STAT ENHANCEMENT			SC INC
				CHEM	CLD	ELE	FIR	MEN	RAD	SEN	STR	AGL	MOV	
"Bronze" Armor	15/30	1200	600	65	65	65	65	65	65	65	X2	X2	26	1
"Gold" Armor	50/100	2500	1250	90	90	90	90	90	90	90	X3	X2	26	1

Arachnids appear to communicate using a combination of hisses and by striking their mandibles together, which makes a distinctive clacking noise like striking two bones together. All autopsied Arachnids appear to have been implanted with a small box wired into their brains. The box dissolves after death, and analysts surmises that this device may allow them to communicate with each other via some unknown medium. Unarmored Arachnids are typically equipped with a Pulse weapon and two swords made out of the same programmable material used to create their armor.

Arachnid Weapons

Unlike their minions, Arachnid Warriors are typically armed with all the weaponry listed for them. They are capable wielding two weapons simultaneously, with one or two weapons integrated into over the shoulder mounts. Originally, it was believed these weapons were integrated into the armor, but postmortems have shown at least a few are integrated into the creature underneath the armor. Many are also equipped with armor mounted missile pods. In addition to being anti-personnel weapons, Arachnid missiles can also be used as Anti-Missile Missiles (AMMs), though their accuracy appears to be reduced when used in this fashion.

Arachnids in armor do not take penalties for making attacks with multiple weapons in the same Combat Round. Arachnid mental stunners only have a 50% chance to penetrate armor. If the stunner penetrates armor, the target must make a MEN ECR at +20 or be paralyzed for 1d4 Combat Rounds. Arachnids are capable of launching any number of missiles as a single Action, so the Burst and Full values for the missile pods can be ANY number equal to the current number of remaining missiles or less.

Arachnid Armor

Arachnid armor is constructed of a unique mercury-like material that continuously flows to the point of impact on the exterior of the armor. This material allows the Arachnids to produce a suit of armor with uniform construction, devoid of joints and other weak-spots. Material from one side of the armor can be pushed to the opposite side to increase thickness of the armor on the opposite side. For example, Alliance soldiers have observed Arachnids move material from the back of the suit to the front of the suit when taking fire from the front. Presumably this leaves the rear of the suit more vulnerable to attack.

In addition, it has been observed that Arachnids can share armor material between warriors. A warrior in physical contact with another warrior, whose armor has become thin from repeated attacks, can move armor material from his suit to his compatriots. Furthermore, Arachnids have been seen physically connecting suits of armor to create a wall of armor or presumably to transfer material or information between occupants of the joined suits. Perhaps most worryingly, Arachnid Warriors have been observed reinforcing their armor by pulling armor material from dead Arachnid Warriors on the battlefield.

The liquid-like composite of the armor allows the Arachnid to spit in combat, without compromising the safety of the warrior. The armor flows away from the mouth a split second before the attack and then immediately recovers the area. Alliance code names are assigned to Arachnid armored suits based on the color of the material composing the armor, which seems to consistently correlate with the toughness of the armor. Military intelligence has been unable to determine if the color is indicative of rank or specialization.

The Threshold Rating of Arachnid armor can be increased on one side of the suit by sacrificing protection on the opposite side. For each point of Threshold Rating increase to one side of the suit, the opposite side loses one point of Threshold Rating. The first THR value listed in the armor table is the normal Threshold Rating. The second value is the maximum Threshold Rating achievable by shifting all the armor material to one side of the suit. The Absorption in Arachnid armor also works against laser weapons on a point-for-point basis. Arachnid armor increases the Arachnid's Size Class by one level to Size Class 8. It also provides the creature with X2 Strength Multiplier.

Arachnid warriors within 5 m of each other can create a tendril between their suits of armor, even if the donor is deceased. This tendril can be used to move armor material from suit to suit, communicate without risk of interception, or pass materials and supplies back and forth. For every two (2) points of SI transferred to a neighboring suit, one (1) point of Absorption is also transferred. The transferring suit loses the same amount of SI and Absorption that the neighboring suit gains. Once the armor has obtained enough material to return it to its original listed SI and ABS ratings, no more material can be transferred.

Attempting to shoot an Arachnid while it is spitting requires making a called shot with a -125 penalty.

Special Abilities

Combat Ambidextrous (5): This creature can wield and attack with multiple weapons in the same Combat Round without incurring multiple weapon penalties. The number in parentheses indicates the number of weapons that can be simultaneously utilized without penalty. If the creature wields more than this number of weapons, the multiple weapon penalty is incurred for each additional weapon beyond the listed number. Arachnids only gain this benefit while wearing their armor.

Threat Assessment

Warriors are the only member of the arachnid horde that commonly wear armor, and their cybernetic augmentation is usually limited to a shoulder mounted particle weapon. This has led many analysts to speculate that the warriors are, in fact, the leaders of the Arachnid horde. There is no doubt that these creatures give orders and command troops in battle. The existence of as of yet unidentified beings who linger far behind the front lines has other analysts arguing they are, as their name suggests, only warriors.

Warriors act as both heavy infantry and commandos. In their role as infantry the creatures are a match for most Alliance Mechanized Battle Armor. Their missiles, plasma weaponry, and stunners are a significant problem for Alliance Heavy troops. During commando raids, Arachnid Warriors have devastated important military assets and supplies both before and during Arachnid invasions. The spiders appear to be devilishly skilled at sneaking past security and silently eliminating obstacles between them and their target. Current threat assessments indicate that they may also possess armor (Codename "Obsidian") capable of rendering them invisible to sensors and the ole' Mark I eyeball alike.

DEMONANTS

As large as a Maelstrom General but a fraction of the tempest beast's weight and strength, the Demonants are one of the driving forces of the Arachnid military acting as both the shepherds and transports of Arachnid troops. Demonants are six limbed creatures with two legs and four long tentacles that function as arms. They are capable of bipedal movement with a hunched stance and lumbering gate. When resting or running, the creatures will often use their lower two arms as supports and assume a more forward-leaning stance. The creatures do not appear to possess a mouth. This is a rarity for Arachnid minions who usually have tooth-filled maws. Instead, the Demonant's head is covered in what appears to be electro-optical sensors. The two upper tentacles are usually equipped with powerful energy weapons that have been grafted onto the tentacles. The lower two tentacles are equipped with secondary energy weapons. All of the tentacles and weapons appear to have been hardened for impact, as the Demonants frequently bash or stab at nearby opponents with them. In addition, Demonants have been observed pushing their tentacles through open doors and windows in urban combat, and it's assumed the creatures can "see" with them, much like a remote camera. Demonants appear to communicate using a very loud basso trilling noise that resonates from their chests. The throaty warble carries quite far and is more than a little disturbing when you can't see what is making the noise in the rose-colored fog. The creature appears to be able to survive in just about any atmosphere without aid. That may be due to the fact that it tends to create its own local atmospheric conditions wherever it goes.

The creatures are capable of creating localized rifts in space, which yields several benefits to them and their troops. The most noticeable is that the rifts leak a pink-tinged mist which serves to obscure the Demonant and the troops around it. The mist does not appear to have any negative effect on the Arachnids and their minion's ability to see out of it. In addition, the spatial distortion caused by the rift wreaks havoc with Alliance sensor systems. This severely hinders the ability of Alliance troops to locate and identify the nature and number threats obscured by the Demonant's mist. Perhaps most devastatingly, a Demonant can instantly transport troops in its general vicinity to the location of another Demonant with an open rift. This allows the Arachnids to move forces to reinforce weak points in their lines, deal with flanking actions, and exploit a breach in enemy lines.

Like the Maelstrom Generals, the Demonants seem to have an uncanny ability to become aware of threats headed at or near them. Given that the two are clearly different species, we suspect that this is an aspect of their Arachnid militarization. Regardless of its origin, a Demonant seems to know when missiles, artillery, and cannon fire are headed their way. Given enough notice, the creatures have been observed opening a circular rift, roughly 20 m in diameter in front of them, which diverts the incoming fire. Sometimes the missiles and shells go through the gate, never to be seen again. Other times they

DEMONANTS

SPECIES OVERVIEW

G-TAG	6M-9X-17
Origin	Unknown
Sale Price	N/A
Threat Level	7*
Identification Modifier	50
Height	18 m tentacle to tentacle
Weight	3000 kg
Size Class	17
Matrix Use	N/A
Power Points	N/A
Average Skill Level	8 (Any)

VITAL STATISTICS		ECRS	
STR	150 X10	BIO	85
MD	90	CHEM	60
AGL	100	COLD	70
CON	150 X3	ELE	50
AGG	50	FIRE	70
IQ	80	MEN	80
INT	100	RAD	65
CHA	50	SEN	45

COMBAT INFORMATION

# of Actions	6	Body Points	(4d10) × 10
No. of Bumps	2	Death's Door	-63
Initiative Mod.	-10	Threshold Rating	25
Dodge	25	RUN/JUMP/FLY	12/2/0

OBSERVATION CHECKS

SENSE	MOD	1/2 INT	SKILL	TOTAL
Vision	60	50	40	150%
Smell	-20	50	40	70%
Hearing	20	50	40	110%

SPECIAL ABILITIES

Combat Ambidextrous (4)
Displacement Shield [80%; 1 Round; 2/day, HALF]
ECM [40 m radius; 100%]
Fog Screen [40 m radius, 360; -40 to Visual Observation checks; Continuous; -40 to hit]
Teleport Others [20 km; SC20; 3/day]
Threat Awareness [10 km; 80%]

DEMONANT ATTACKS

NATURAL ATTACKS	RB 1	RB 2	RB 3	RB 4	ACT	DMG	AVG DMG	SI DMG	NOTES
Tentacle Whip	90	90	90	90	1	4d10+1HP	120	10	AH, AGL (Topple, -80), MD (Drop, -80)
Kick	90	90	90	90	HALF	8d10+1HP	145	20	AH
Stomp	45	45	-	-	HALF	16d10+1HP	190		AH
Crush	40	40	40	-	HALF	30d8	135		AH

DEMONANT WEAPONS

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	DMG TYPE	SI DMG	BUR	FULL	Q	NOTES
"Fizzle" Scrambler	170	160	150	130	110	80	30	-	99	5d8	0	S.P.	0	N/A	N/A	20	
"Speck" Particle Weapon	130	110	90	70	40	20	10	-	99	5d6	17	T	1	N/A	N/A	30	THR-R: 8
"Skyfire" Thunderbolt Generator	150	110	80	50	20	-	-	-	96	6d6	21	T	0	2	4	20	PDS (50%), SHORT (ELE@-DMG; Permanent)
"Vulcan" Pulse Weapon	130	110	90	70	60	50	35	-	97	12d12	78	-	14	N/A	N/A	15	

DEMONANT ANTI-VEHICLE WEAPONS

MODEL	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	DMG TYPE	AVG DMG	SI DMG	BUR	FULL	Q	NOTES*
"Doomfire" Plasma Weapon	150	140	120	100	75	55	35	20	99	2d4HP	-	500	50	N/A	N/A	20	Increase Threat Level by 1 if equipped with this weapon
"Crumble" Disintegrator	130	110	90	70	40	20	10	-	99	1d4HP	T.A.	250	DMG	N/A	N/A	30	Increase Threat Level by 1 if equipped with this weapon.

come out of a rift created by another Demonant elsewhere in the battle. A great deal of research is being done on the phenomenon because as one Alliance General put it, "Soldiers find it disheartening to see their own ordnance coming back at them. It's bad for morale."

It wasn't until the second Arachnid Incursion at the battle of Arrorat that anyone figured out where the other end of the portal appears if not near another Demonant shield. During the skirmish, several Eridani were blown through a Demonant shield by a nearby explosion. They found themselves on the other side of the planet. Due to the expense of retrieving the Swordsaints, their commanding officer, Yakan-Idan of the 12th House of Eridani, famously ordered that, "No one under my command is to allow themselves to fall through any [Eridani expletive] portals!" despite the involuntary nature of the activity.

Special Abilities:

Combat Ambidextrous (4): This creature can wield and attack with multiple weapons in the same Combat Round without incurring multiple weapon penalties. The number in parentheses indicates the number of weapons that can be simultaneously utilized without penalty. If the creature wields more than this number of weapons, the multiple weapon penalty is incurred for each additional weapon beyond the listed number.

Displacement Shield (80%; HALF): This HAL can create a disk, 20 m in diameter, which can be used as a shield. The disk floats in the air anywhere the creature desires within 20 m. Once created, it cannot be moved. If the creature wishes to move the shield, it must deactivate the current shield and create a new one in the desired location. Anything that comes into contact with the shield is either teleported to a random location on the surface of the planet or exits a currently functioning shield created by another Demonant, as the creature desires.

The first value in parentheses indicates the chance that the shield will block an attack directed at the Demonant if the shield is interposed between the attack and the creature. The second value indicates the number of Actions required to use the ability. The Displacement Shield's special ability cannot be used in the same Combat Round as the Teleport Others special ability.

ECM (100%, 40 m radius): This creature emits electro-magnetic interference, which interferes with modern sensor and tracking systems. The first value in parenthesis is creature's ECM value. This functions identically to the ECM of armor option electronic warfare suites. The second value indicates the radius of the ECM's effects. Friendly units inside this radius gain the benefits of the listed ECM value.

Fog Cloud (50 m radius; -40 to visual Observation checks and -40 to hit): The creature creates a cloud of fog in its general vicinity which is centered on the creature. The first value in

parentheses indicates the maximum radius of the cloud, though it can be reduced in size by the creature. The second value indicates the penalty to see or attack into or through the fog. Creatures with Infravision or Ultravision are not affected by the fog.

Teleport Others (20 km; SC20; HALF): This HAL possesses the ability to instantaneously transport other beings to a distant location. The first number in parentheses indicates the range others may be teleported. The second value in parentheses indicates the maximum total Size Class of the individuals that can be teleported. The last value in parentheses is the number of Actions required to use this ability. The Teleport Others special ability cannot be used in the same Combat Round as the Displacement Shield special ability.

Threat Awareness [10 km, 80%]: This creature can detect incoming weapon fire directed at or near it that would not be visible or detectable, due to its speed and/or size. This ability works on any type of weapon attack or weapon system and requires no Actions to use. It does not work to detect incoming Matrix-based attacks.

The first number in parenthesis indicates the maximum range at which this ability functions. Any attack that originates inside this range or enters this range is potentially detectable. The second number listed in parentheses is the percentage chance to detect the attack. The creature only gets one roll per threat/attack.

Once a creature becomes aware of an incoming threat, it may spend Actions to defend itself against the threat using its "Skyfire" Thunderbolt Generator weapon, Displacement Shield special ability, or Actively Dodge the attack. The creature may spend Actions to react to threats detected using this ability even if it is not its Initiative. If the creature does not have Actions left to spend, it cannot react to the threat that Combat Round. The creature may Actively Dodge threats/attacks detected using this ability even if the attack is not one that can normally be dodged (ranged attack, etc.). This may require the shooter to reroll the attack with the added penalty of the Demonant's Dodge score.

Threat Assessment

Without the Demonants, it is felt that the Arachnid threat would be significantly reduced. They function as a force multiplier, increasing the effectiveness of all the troops under their gaze. The Demonants are clearly intelligent and capable of accessing the strategic situation beyond just what is in front of them. Once a single Demonant is on the field, it appears to be a simple matter for them to rift in additional Demonants, who then in turn rift in more. This allows the Arachnids to deploy their forces in an exponential manner and overwhelm local forces. In addition, if a Demonant is able to get behind Alliance lines, it can leapfrog additional troops to its location. The Nids are smart and the Maelstrom Generals are tough, but the damn Demonants are a strategic nightmare.

AIRBORNE GUILLOTINES

The Airborne Guillotines were a relatively new development in the Arachnid arsenal, and they were our first clue that the Arachnids were actively developing new techno-organic weapons of war. The Airborne Guillotine is a large winged creature vaguely reminiscent of a pterodactyl. The creature gets its creative name from the fact that the leading edge of its wings are razor sharp, and the wing itself is heavily reinforced. This design allows the Arachnid flyer to literally decapitate its prey using its wings in low-to-ground flyby attacks. This alien raptor is capable of reaching speeds in excess of Mach 1, and scientists believe it is propelled by pulsed gravitic emissions. This is based on the ultraviolet streamers seen intermittently behind the creature during periods when it is accelerating and not gliding. Alliance scientists have been unable to fully explain the mechanism of creature's thrust.

On each side of the mouth is a parallel row of electro-optical sensors that function as eyes. The underside of the body is covered in short, segmented, insectoid legs that the Guillotine uses to clutch ordnance. While in flight, the creature's spine-like tail is directly behind it. When attacking, the tail curls forward under the body, like an inverted scorpion's tail. When under the body, the bottom edge of the tail, much like the wings, is razor sharp. The creature is capable of dragging its tail across a vehicle's roof and the helms and shoulders of Alliance troops. Both the wings and the tail are so strong and sharp that they are essentially armor piercing. In addition, the front of the tail can be used to impale prey. If the tail becomes lodged in a target, it is designed to break off, so that the Guillotine can continue on its way. Some soldiers have reported that the tail continues to burrow into the speared target under its own power, while others have observed it exploding shortly after being detached. It is unknown whether the avian predator regrows a new tail or whether a new one must be attached. In any event, the mechanism presents an effective means of both terrorizing and destroying Alliance personnel and equipment.

Special Abilities

Agile (35%): This creature has a Dodge score beyond what its Agility would normally yield. The number in parentheses indicates the creature's new Dodge value. *The Airborne Guillotine only has access to the special ability when flying.

Chameleon (-50): This creature's skin has chameleon-like characteristics, allowing the creature to change its skin color to match that of the surrounding terrain. The number in parentheses indicates the penalty to locate the creature by making an Observation check with the Visual Modifier. Any penalty to find the creature using sensors due to this ability is already factored into the creature's Stealth Rating.

Infravision: This HAL possesses infravision and can see heat sources and objects that emit light in the infrared (IR) portion of the spectrum. This reduces the difficulty of any Visual Observation Skill Checks or Tracking Skill Checks by one level when IR sources are present. If there is no penalty, the character instead receives a bonus. (GM's discretion).

AIRBORNE GUILLOTINES

SPECIES OVERVIEW

G-TAG	4A-70-10
Origin	Unknown
Sale Price	N/A
Threat Level	6
Identification Modifier	10
Height	2m (8 m wingspan)
Weight	105 kg
Size Class	10
Matrix Use	N/A
Power Points	N/A
Average Skill Level	5 (Espionage & Military)

VITAL STATISTICS

STR	60	BIO	50
MD	15	CHEM	50
AGL	90	COLD	50
CON	100	ELE	40
AGG	70	FIRE	35
IQ	35	MEN	10
INT	100	RAD	25
CHA	15	SEN	25

COMBAT INFORMATION

# of Actions	4	Body Points	4d6 + 5
No. of Bumps	0	Death's Door	-14
Initiative Mod.	-12	Threshold Rating	0
Dodge	31	RUN/JUMP/FLY	6/4/230

OBSERVATION CHECKS

SENSE	MOD	1/2 INT	SKILL	TOTAL
Vision	70	35	25	130%
Smell	40	35	25	100%
Hearing	-20	35	25	40%

SPECIAL ABILITIES

Agile (Dodge: 35)
Chameleon (-50)
Infravision
Telescopic Vison (10)
Stealth Rating (-80)
Ultravision

Telescopic Vision (10): When making Observation checks with the Visual modifier, divide the effective range by the value listed in parenthesis.

Stealth Rating (-80): This HAL applies the value listed in parentheses as a penalty to any attempts to detect or locate it using Sensor Systems.

Ultravision: This HAL possesses Ultravision and can see in low light conditions, including by starlight. The HAL can also see objects that emit light in the Ultraviolet (UV) portion of the spectrum including A-Grav systems. This reduces the difficulty of any Visual Observation Skill Checks or Tracking Skill Checks by one level when UV sources are present. If there is no penalty, the character instead receives a bonus. (GM's discretion).

Threat Assessment

The appearance of new soldier-species has serious implications for the Alliance and speaks volumes for the Arachnids' abilities. It also hints that the Arachnids may be hard-pressed to rebuild their technological capabilities and are relying heavily on their inventory of living weapons. As a result, it's no surprise that the Arachnids are continuing to perfect and develop these new flying weapons of war. In fact, forensic analysis of the guided bombs dropped by the Guillotines suggests that the brain of the device might be organic, and even alive, steering itself toward its target like a crazed, explosive-laden, pigeon. This had led to some unique code-names being created for these weapons by the Alliance Enemy Resource Identification Code (AERIC) bureau.

The Guillotine is smart enough and fast enough to intercept most ground support aircraft, which is worrying. Furthermore, the Arachnids have used the creatures in Kamikaze attacks, where the bird carries a single, large, explosive device that is designed to detonate on impact, destroying the Guillotine in the process. We believe this strategy was adopted because of the success of the suicidal "satchel baby" Jenkari in combat. In addition, we've recently sighted a version that carries a missile pod similar to the ones used by the Arachnid Warriors.

JENKARI GRUNT

The expendable front-line trooper of the Arachnid military, the Jenkari are built for destruction. From observations, it has been confirmed that all Jenkari have desire, possibly even a psychological need, to destroy and generally create chaos and havoc. This naturally destructive behavior must certainly fuel the Jenkaris' ferocity in combat. Ironically, this behavior is most easily observed while watching the Jenkari when they're not in combat. They jump around constantly, start fights with other Jenkari, and some steal or destroy equipment. Without something to constantly occupy them, the Jenkari simply run rampant. Unfortunately, their ingrained aggressiveness makes them useless for anything outside of combat. The Arachnids lose out on the possibility of using the Jenkari in a possible support role as laborers because of their behavior. As a result, once they're out of the combat zone, the Jenkari have way too much free time to cause problems.

AIRBORNE GUILLOTINES ATTACKS

NATURAL ATTACKS	RB 1	ACT	DMG	AVG DMG	SI DMG	DMG TYPE	NOTES
Wing Blade	80	1	2d8+4	13	8	-	THR-R: 5
Scythe Tail	60	HALF	2d6+4	11	8	-	THR-R: 5
-Burrowing Tail*	N/A	N/A	2d6 per Round	7	4 per Round	-	THR-R: 5, STR (Remove; -80; Does DMG each round until removed)
-Exploding Tail*	N/A	N/A	3d10	16	12	-	

* The Airborne Guillotine cannot make Scythe Tail attacks any longer if it makes an attack using Burrowing Tail or Exploding Tail, both of which cause the tail to detach.

AIRBORNE GUILLOTINES WEAPONS

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	DMG TYPE	AVG DMG	SI DMG	BUR	FULL	Q	NOTES
"Pulsar" Laser	75	65	55	30	0	-	-	-	97	1d4+1	A	3	1	3	6	30	Integrated
"Fracture" Disintegrator	90	40	10	-40	-	-	-	-	97	3d6	T.A.	10	DMG	N/A	N/A	10	Integrated

AIRBORNE GUILLOTINES BOMBS

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	DMG TYPE	SI DMG	BUR	FULL	Q	RADIUS	FRAGS	NOTES
"Crazed Pigeon" Bomb	80	75	65	60	45	20	-5	-	95	2 / 1d6+2	2/5	T / -	3	5	10	20	15 m	1d6	360
"Crazed Eagle" Bomb **	70	65	55	50	35	10	-15	-	95	1d4HP / 0	250	T / -	N/A	N/A	N/A	1	50 m	0	360

** If equipped with this bomb increase the Threat Level by 1

AIRBORNE GUILLOTINES MISSILES

MODEL	AUTO	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	DMG TYPE	AVG DMG	SI DMG	Q	MAX	ECM/ ECCM	NOTES
"Hopper" Missile Pod	110	110	100	90	80	70	60	50	40	100	(10d8) x 2	-	90	30	20	10 km	30/20	PDS (90%)

The Arachnid Warriors and the Demonants are quick to deal with any Jenkari that get too annoying or crosses the line of accepted behavior. In fact, it's not uncommon to see an Arachnid Warrior or Demonant kill a misbehaving Jenkari outright and without hesitation in order to send a clear signal for the others to behave. Most likely the Jenkaris' behavior is the result of a genetic predisposition to act violently, courtesy of their Arachnid creators.

The Jenkari appear to be one of the Arachnids' oldest creations and despite their apparent flaws, they've done little to change the formula. It is known from dissecting them that the cybernetic modifications to their anatomy appear to be mostly sensory in nature. Cybernetic optics are placed in an almost slapdash pattern on the "face" of the Jenkari and allows them to see into the infrared and ultraviolet portions of the spectrum. The creatures also have proven remarkably difficult to detect on sensor systems and infrared detection systems. Most Jenkari are also cybernetically implanted with a weapon.

Special Abilities

Infravision: This HAL possesses infravision and can see heat sources and objects that emit light in the infrared (IR) portion of the spectrum. This reduces the difficulty of any Visual Observation Skill Checks or Tracking Skill Checks by one level when IR sources are present. If there is no penalty, the character instead receives a bonus. (GM's discretion).

Lightning Ambush (-50): This creature is an expert at rapid ambushes, and it moves with incredible speed and agility when attacking from a position of surprise. The number in parenthesis indicates the penalty to hit the creature during the first Combat Round immediately following the surprise attack.

Stealth Rating (-100): This HAL applies the value listed in parentheses as a penalty to any attempts to detect or locate it using Sensor Systems.

Ultravision: This HAL possesses Ultravision and can see in low light conditions, including by starlight. The HAL can also see objects that emit light in the Ultraviolet (UV) portion of the spectrum including A-Grav systems. This reduces the difficulty of any Visual Observation Skill Checks or Tracking Skill Checks by one level when UV sources are present. If there is no penalty, the character instead receives a bonus. (GM's discretion).

Threat Assessment

The Jenkari are cold and radiation resistant and possess an excellent sense of smell. They also have the amazing ability to tolerate biological and chemical weapons. This ability appears to be genetic and also gives the Jenkari the ability to eat nearly any living thing without fear of toxins or bio-chemical incompatibilities. A very handy trait for a soldier. Jenkari have an astounding rate of reproduction, and they quickly reach maturity. This advantage allows the Arachnids to farm the Jenkari and rapidly build up or replenish their front-line fighters. The Jenkari's ability to consume local vegetation and animals, combined with their reproduction speed means these creatures have become a constant threat on planets the Arachnids have invaded.

JENKARI GRUNTS

SPECIES OVERVIEW

G-TAG	4H-80-3
Origin	Unknown
Sale Price	N/A
Threat Level	3 (4 if armed)
Identification Modifier	20
Height	1.4 m
Weight	60 kg
Size Class	3
Matrix Use	N/A
Power Points	N/A
Average Skill Level	5 (Espionage & Military)

VITAL STATISTICS		ECRS	
STR	90	BIO	90
MD	50	CHEM	90
AGL	125	COLD	40
CON	90	ELE	35
AGG	100	FIRE	20
IQ	30	MEN	15
INT	60	RAD	65
CHA	15	SEN	25

COMBAT INFORMATION

# of Actions	4	Body Points	2d4 + 5
No. of Bumps	0	Death's Door	-14
Initiative Mod.	-12	Threshold Rating	3
Dodge	31	RUN/JUMP/FLY	12/15/0

OBSERVATION CHECKS

SENSE	MOD	1/2 INT	SKILL	TOTAL
Vision	30	30	25	85%
Smell	50	30	25	115%
Hearing	20	30	25	75%

SPECIAL ABILITIES

Infravision
Lightning Ambush (-50)
Stealth Rating (-100)
Ultravision

JENKARI GRUNT ATTACKS

NATURAL ATTACKS	RB 1	ACT	DMG	SI DMG	NOTES
Talon	80	1	1d4+4	1	
Jumping Double-Kick	60	HALF	1d8+4	0	AGL (Topple, -60), MD (Drop, -60)
Bite	60	HALF	2d4+4	2	

JENKARI GRUNT WEAPONS

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	SI DMG	TYPE	BUR	FULL	Q	NOTES
"Shine" Laser	75	65	55	30	0	-	-	-	99	1d6+1	5	1	A	N/A	N/A	10	Integrated
"Fracture" Disintegrator	90	40	10	-40	-	-	-	-	92	3d6	10	DMG	T.A.	N/A	N/A	10	Integrated
"Solar" Laser	80	75	65	60	45	20	-5	-	99	1d6+2	5	1	A	3	6	20	Integrated (Sergeants Only)
"Wildfire" Pulse Weapon	75	55	20	0	-30	-	-	-	98	5d6	17	8	-	2	4	25	Integrated (Leaders Only)

Even after the Arachnids are repelled, the menace of feral Jenkari still remains and grows if they are not kept in check.

The Arachnids view the Jenkari as disposable, though Jenkari possess a high degree of natural cunning. Jenkari can move at incredible speeds, jump long distances, and are amazingly strong for their weight. Jenkari use their speed and sensor invisibility to rapidly close with a target. They can then perform a flying kick to knock the target to the ground at which point they swarm it. Jenkari also like to attack from concealment to take their targets by surprise, though they lack the patience for prolonged hiding. Their lightning fast speed means that targets rarely have time to counterattack before the Jenkari pounce.

In addition to being direct combatants, Jenkari are often equipped with explosive charges, which they use in suicide attacks against enemy personnel and armor. Some of the larger explosive charges the Jenkari employ are quite capable of taking out Alliance armored vehicles. The Jenkari speed and maneuverability makes them ideal tank-killers, especially if an enemy tank or Humpty has been slowed or stopped by rough terrain.

Eta Chip

Jenkari and Juggernauts have been implanted with a device (Code Name: Eta Chip) that trains them to utilize Alliance weaponry and equipment on the fly. The chip is hooked up to the brain of the creature. When the creature sees a piece of Alliance equipment, the chip visually identifies the device and automatically pumps instructions on how to use the device into the minion's head. Our scientists suspect, it's like watching a training film, but you're the only one who can see it. With the Jenkari, you can detect an obvious delay while the creature stares blankly into space for a few seconds and watches the movie playing in its head. We suspect they have an older version of the chip.

Recently, Alliance forces have encountered saboteur Jenkari whose chips have been programmed for urban terrorism. Utilizing the Eta chip, these Jenkari have access to a veritable library of information on sabotaging Alliance power grids, information networks, and vehicles. Most likely the information was obtained from Arachnid sympathizers who worked on these devices every day as part of their job.

FLUTTERS

Winged Jenkari or Flutters as they more commonly called were originally encountered toward the end of the first Arachnid incursion. The creatures were employed to great effect in urban environments, working their way from the top of massive skyscrapers down toward ground level. This forced the inhabitants into the swarming Jenkari grunts below, or the juggernauts that were climbing the building. Flutters have been present in nearly every major battle since and are often employed as forward scouts and combatants.

Flutters share almost all the same advantages as their terrestrial versions. They are highly disease resistant, nearly immune to chemical weapons, and appear to be utterly expendable as far as the Arachnids are concerned. Beyond the obvious wings, there are some notable differences. Autopsies of dead Flutters show they are lighter, and their dermis is less armored. Their bodies contain more cybernetic enhancements throughout their nervous system and around their visual sensors. Presumably, this gives them faster reaction time and better long-range vision. Most notable is the addition of a large power source in their torso for the techno-organic wings, and the addition of two retractable sickle-like weapons: one in each forearm.

Flutters are constantly in motion, zipping rapidly from spot to spot, and with their limbs moving so frenetically that they appear to be endlessly trembling. It's the reason the grunts bestowed the moniker of Flutter upon the vicious creatures. It also makes them damned difficult to hit when you're shooting at them. The creatures have reflexes and reaction times that would make a Cizerack envious.

SPECIAL ABILITIES

Chameleon (-40): This creature's skin has chameleon-like characteristics, allowing the creature to change its skin color to match that of the surrounding terrain. The number in parentheses indicates the penalty to locate the creature by making an Observation check with the Visual Modifier. Due to this ability, any penalty to find the creature using sensors is already factored into the creature's Stealth Rating.

Infravision: This HAL possesses infravision and can see heat sources and objects that emit light in the infrared (IR) portion of the spectrum. This reduces the difficulty of any Visual Observation

FLUTTERS

SPECIES OVERVIEW

G-TAG	6W-80-3
Origin	Unknown
Sale Price	N/A
Threat Level	4
Identification Modifier	20
Height	1.7 m
Weight	45 kg
Size Class	3
Matrix Use	N/A
Power Points	N/A
Average Skill Level	6

VITAL STATISTICS

		ECRS	
STR	70	BIO	90
MD	50	CHEM	90
AGL	100 X2	COLD	60
CON	70	ELE	35
AGG	90	FIRE	20
IQ	40	MEN	15
INT	70	RAD	65
CHA	15	SEN	25

COMBAT INFORMATION

# of Actions	6	Body Points	1d8 + 3
No. of Bumps	1	Death's Door	-12
Initiative Mod.	-20	Threshold Rating	0
Dodge	50	RUN/JUMP/FLY	7/12/40

OBSERVATION CHECKS

SENSE	MOD	1/2 INT	SKILL	TOTAL
Vision	70	35	25	130%
Smell	40	35	25	100%
Hearing	-20	35	25	40%

SPECIAL ABILITIES

Chameleon (-40)
Infravision
Telescopic Vison (10)
Stealth Rating (-100)
Ultravision

Skill Checks or Tracking Skill Checks by one level when IR sources are present. If there is no penalty, the character receives a bonus instead. (GM's discretion).

Telescopic Vision (10): When making Observation checks with the Visual modifier divide the effective range by the value listed in parenthesis. For example, if the object the HAL is visually searching for is 120 m away the HAL has Telescopic Vision (10), you would divide the actual range of 120 by 10 to obtain an effective range of 12 m. The penalty to spot the object using a Visual Observation Check would then be based off a range of 12 m, not 120 m.

Stealth Rating (-100): This HAL applies the value listed in parentheses as a penalty to any attempts to detect or locate it using Sensor Systems.

Ultravision: This HAL possesses Ultravision and can see in low light conditions, including by starlight. The HAL can also see objects that emit light in the Ultraviolet (UV) portion of the spectrum including A-Grav systems. This reduces the difficulty of any Visual Observation Skill Checks or Tracking Skill Checks by one level when UV sources are present. If there is no penalty, the character receives a bonus instead. (GM's discretion).

TACTICAL ASSESSMENT

Jenkari Airborne have even less tolerance for hiding than their landbound brethren. The creatures constantly circle an area looking for prey to pounce on or fire upon. Targets that are actively engaging with Arachnid forces are usually targeted for a flying kick to the back to knock them off their feet. Once down, it doesn't take long for Jenkari of both types to swarm the unfortunate victim. Once engaged with an opponent, a Flutter will try to wrap their legs around the opponent and then stab or shoot the grappled target repeatedly and rapidly.

MAELSTROM GENERALS

Sometimes referred to the Arachnid version of Ultra Armor, the Maelstrom General is a 10 m tall humanoid monstrosity with horn-like protrusions on either side of its head. The creature's flesh is infused with Arachnid cybertech. A Maelstrom General is always surrounded by a storm of high-energy particles and lighting-like discharges. The creature appears to have incredible levels of control over its ever-present tempest and is capable of blasting missiles and cannon shells out of the air before they reach it. Smaller projectiles are disintegrated as they near the beast.

Any material object that gets too close to the Maelstrom General is usually disintegrated. The field of disintegration appears to be a bubble or shell about a dozen meters away from the body of the creature. Troops that are friendly to the General can take cover inside the protective barrier without fear of being disintegrated. They may have worry about being eaten or absorbed though.

To make matters worse, the creature is capable of ripping

FLUTTER ATTACKS

NATURAL ATTACKS	RB 1	ACT	DMG	SI DMG	NOTES
Arm Sickle	80	1	1d8+3	3	
Flying Kick	60	1	1d6+3	0	AGL (Topple, -80), MD (Drop, -80) For HALF Action, and at least 20m crossed charging at the target double the damage. For ALL Actions, and at least 40m crossed charging at the target, triple the damage.
Bite	60	HALF	1d4+3	2	

FLUTTER WEAPONS

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	SI DMG	TYPE	BUR	FULL	Q	NOTES
"Shine" Laser	75	65	55	30	0	-	-	-	99	1d6+1	5	1	A	N/A	N/A	10	Integrated
"Fracture" Disintegrator	90	40	10	-40	-	-	-	-	92	3d6	10	DMG	T.A.	N/A	N/A	10	Integrated

FLUTTER BOMBS

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	SI DMG	DMG TYPE	BUR	FULL	Q	RAD	FRAGS	NOTES
"Rock" Bomb	80	75	65	60	45	20	-5	-	95	2/1d6+2	2/5	3	T/-	3	6	20	15	1d6	360

armored vehicles apart with its bare hands and is quite proficient at projecting beams of energy out of weapons that appear to have been fused onto its forearms. The literal translation of the Eridani name for a Maelstrom General is "Tempest Beast."

Undoubtedly the most disturbing ability possessed by a Maelstrom General is not its ability to fire plasma from its hand or blast missiles out of the air with lightning bolts. Its most disturbing ability is its capacity to absorb organic matter, living or dead, to heal its injuries. As the monstrosity strides across the battlefield, the bodies of the living and dead are rapidly absorbed into any part of the creature where contact is made. Occasionally, the creature can be seen picking up corpses or hapless, screaming victims and devouring them. Fortunately, it is a rare for anyone close enough for the General to touch to still be alive or conscious when they are absorbed through the skin of the beast. It should be noted that the colossal storm-bringer is not picky about what raw materials (no pun intended) it uses. Any dead, dying, or wounded within arm's reach are fair game, whether friend or foe. When grievously wounded, Generals have been observed grabbing handfuls of perfectly healthy Jenkari to use as fuel for its reconstitution. Worse yet the ability continues to function if the titan is unconscious or dying. Arachnid troops have been known to heap corpses onto unconscious Maelstrom Generals to get them back into the fight.

Special Abilities

Biomass Absorption [10BP/1SC, 300BP/Combat Round, 0 Actions]: Any organic matter that comes into contact with the creature whether living or dead can be absorbed. The number of Body Points recovered is equal to the Size Class of the creature absorbed or eaten, multiplied by 10. For example, a Size Class 4 victim that is absorbed through physical contact would heal 40 Body Points. The maximum number of Body Points that can be recovered in a single Combat Round is the second value listed in parentheses.

Organic materials cannot be absorbed unless the creature can make "skin to skin" contact with the victim. Absorption is nearly instantaneous. The target, if alive, is not entitled to an ECR, though they may attempt to cut off the seized limb to prevent the rest of their body from being absorbed. This ability requires no Actions to use and is automatic. It functions even if the HAL that possesses it is unconscious.

Disintegration Field [10 m radius; 2d6 to all locations, ME, 0 Actions]: Any material object that gets closer than the listed distance is subject to this attack. All thrown weapons (including grenades), plasma, Pulse weapon fire, missiles, gauss cannon, and other kinetic weapon projectiles that pass through the field are assumed to be destroyed or rendered inoperable. The first number in parenthesis indicates the range at which this attack occurs. The second number listed in parentheses is the damage done by the attack. This ability is a Matrix Effect. Though it requires no Actions to use, the creature must be conscious and concentrate in order to activate it.

Threat Awareness [5 km, 90%]: This creature can detect incoming weapon fire directed at or near it that would not normally be visible or detectable, due to its speed and/or size. This ability works on any type of weapon attack or weapon system and requires no Actions to use. It does not work to detect incoming Matrix-based attacks.

The first number in parenthesis indicates the maximum range at which this ability functions. Any attack that originates inside this range or enters this range is potentially detectable. The second number listed in parentheses is the percentage chance to detect

MAELSTROM GENERALS

SPECIES OVERVIEW

G-TAG	4H-XX-17
Origin	Unknown
Sale Price	N/A
Threat Level	9
Identification Modifier	30
Height	10 m
Weight	25,000 kg (25 metric tons)
Size Class	17
Matrix Use	N/A
Power Points	N/A
Average Skill Level	7

VITAL STATISTICS

STR	150 X20
MD	70
AGL	140
CON	150 X3
AGG	80
IQ	100
INT	90
CHA	40

ECRS

BIO	85
CHEM	80
COLD	70
ELE	IMP
FIRE	100
MEN	90
RAD	100
SEN	100

COMBAT INFORMATION

# of Actions	6	Body Points	3d4HP
No. of Bumps	2	Death's Door	-63
Initiative Mod.	-14	Threshold Rating	25HP
Dodge	35	RUN/JUMP/FLY	40/10/0

OBSERVATION CHECKS

SENSE	MOD	1/2 INT	SKILL	TOTAL
Vision	40	45	35	120%
Smell	10	45	35	90%
Hearing	10	45	35	90%

SPECIAL ABILITIES

Biomass Absorption (10 BP/1 SC; 100 BP/Round, 0 Actions)
Disintegration Field (10 m; 2d4 to all Locations, 0 Actions)
Threat Awareness (5 km, 90%, 0 Actions)

MAELSTROM GENERAL ATTACKS

NATURAL ATTACKS	RB 1	RB 2	RB 3	RB 4	ACT	DMG	AVG DMG	SI DMG	NOTES
Punch	105	105	105	105	1	5d20+200	270	12	AH
Kick	105	105	105	105	HALF	10d20+200	325	24	AH
Bite	85	85	-	-	HALF	6d12+200	260	28	AH, THR-R: 30
Stomp	50	50	-	-	HALF	40d10+200	4 HP	60	AH
Crush	45	45	-	-	HALF	(5d20) X 25	13HP	250	AH

MAELSTROM GENERAL WEAPONS

MODEL	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	SI DMG	TYPE	BUR	FULL	Q	NOTES
Field of Disintegration	150	150	150		-	-	-	-	100	7	7	DAM	T.A.	N/A	N/A	∞	360, Integrated
"Sliver" Grav Sheer	60	60	45	20	10	0	-15	-	99	10	10	10	S.F.	N/A	N/A	20	Integrated

MAELSTROM GENERAL ANTI-VEHICLE WEAPONS

MODEL	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	DMG TYPE	AVG DMG	SI DMG	BUR	FULL	Q	NOTES
Energy Beam	150	100	50	-	-	-	-	-	100	6d6HP	21HP	18HP	-	N/A	N/A	10	Integrated
Lightning Strike	120	110	80	60	50	40	-	-	100	1d4HP	250	2HP	T	3	6	∞	PDS (50%)

the attack. The creature only gets one roll per threat/attack.

Once a creature becomes aware of an incoming threat, it may spend Actions to defend itself against the threat using its Lightning Strike attack or to Actively Dodge the attack. The creature may spend Actions to react to threats detected using this ability even if it is not its Initiative. If the creature does not have Actions left to spend, it cannot react to the threat that Combat Round. The creature may Actively Dodge detected threats/attacks using this ability even if the attack is not one that can normally be dodged (ranged attack, etc.). This may require the shooter to reroll the attach with the added penalty of the Demonant's Dodge score.

Threat Assessment

The Maelstrom Generals seem to coordinate with the Demonants on the battlefield. While the Demonants transport and protect troops, the Generals seem to make strategic decisions about where they go and what they do. The Generals themselves are not above requesting assistance from Demonants to teleport them closer to the target. In fact, Demonants have also been observed sheltering Generals while they regenerate using the carcasses left on the battlefield. With the Generals in command of the troops, the Arachnid Warriors are free to engage targets directly. Though a single Arachnid Warrior is more than capable of replacing a Maelstrom General in a command role. As a result, a Maelstrom General's real threat to Alliance forces is in their role as Humpty and tank killers.

When not making strategic decisions, the creatures lay waste to everything in the vicinity, while they search out targets of opportunity and militarily significant structures to raze. Upon spying a tank, or preferably a suit of Ultra Armor, the Maelstrom General will close the distance until it is close enough to rip the offending hardware into small chunks. They have a preference for engaging tanks and Humpties that favor gauss and missile weaponry, if possible, leaving the other Ultra Armors to the Sau-Baus.

SAU-BAU

Sau-Baus are 6.5 meter tall aliens that at first glance appear to be a mix of humanoid, lizard, and salamander. They have two eyes, a crest, and fat tails covered in nodules. The eyes and crest glow an electric blue, as do luminescent spots that run down the creature's long neck, arms, body, and tail. The glow intensifies as the creature utilizes stored energy to displace or attack. The creature is able to absorb energy directed to it or with which it comes into physical contact. Omega weapon fire, Flux Shields, batteries, grav and energy weapons fire are all absorbed by the creature, who appears to recycle the stored energy. The creature can create a javelin of blue energy that it can wield like a spear. The massive amount of energy coursing through the immaterial weapon does not appear to have any negative effects on the Sau-Bau. Often the spear can penetrate armor as if it weren't there. Fortunately, this "phasing" ability seems to be hit-or-miss. Sometimes the creature has difficulty bypassing armor and appears to poke and prod with the spear until it figures out the proper configuration. The correct solution for phasing the weapon must constantly be in flux, as success circumventing armor one second does not appear to guarantee success on subsequent attempts. The creature can also direct a blast of energy out of the spear to attack targets not in stabbing range. Material objects hit by the blast of blue fire are vaporized as if hit by a massive disintegration.

Sau-Baus are unique among the Arachnid troops as they do not appear to feature any of the cybernetic augmentation common to all of the other Arachnid fighters. This has led many military intelligence officers to postulate that the Sau-Baus are not a

minion of the Arachnids but rather an ally. Their lack of mechanical modification also means the Sau-Bau may quite well be one of the most dangerous natural living creatures known to science. Though the few Mutzachans who have gotten close to a Sau-Bau and lived to tell the tale have stated they believe the creatures to be composed entirely of energy. The appearance of a physical body is simply the result of an extra-dimensional being coalescing so much energy in one place. Given the creatures ability to absorb tremendous amounts of energy and summon a spear composed of raw energy, analysts are giving the Mutzachan theory a hard look.

"Hello. They told me the head trauma caused by the Sau-Bau might lead to temporary memory loss… Hello. They told me the head trauma caused by the Sau-Bau might lead to temporary memory loss."

SPECIAL ABILITIES

Crit Immunity: This creature does not suffer Critical Hits. This ability requires 0 Actions.

Extra-Dimensional Teleport (HALF): The creature can teleport into our dimension from its home dimension and back again. This ability requires HALF of the user's Actions. Using this ability automatically triggers the Disintegration Blast attack when the creature arrives at its destination.

Displacement (500 m, 95%, Once every 2 Combat Rounds, HALF) [2 energy / 10 m of range]: This creature can instantaneously teleport from one location to another within range. The first number in parentheses indicates the maximum range. The second number indicates the accuracy of displacement. The creature must roll each time it displaces. A failed displacement indicates that the creature displaced in a random direction (roll 1d12) and a random distance up to its maximum displacement range (roll 1d100% and multiply maximum range by the result). The third value in parentheses indicates how often the creature can displace, while the last listing in the parenthetical indicates the number of Actions required to displace.

For every 2 points of absorbed energy the HAL spends to augment the Displacement ability, the range is increased by 10 m.

Using the Displacement Special Ability automatically triggers the Disintegration Blast attack when the creature arrives at its destination. The blast is centered on the Sau-Bau, who is unharmed by it, and anything in the Blast Radius is automatically hit.

Energy Absorption (1000/Combat Round): This creature can absorb and store energy, when it makes physical contact. This includes damage done by beam weapons, disintegrators, metal guns, energy weapons, grav weaponry, Omega weapons, and electrical discharges which are absorbed on a point-for-point basis. The creature can also drain Flux Shields which they touch, gaining one point of energy for every point of field strength they drain. For example, if a beam weapon does 40 points of damage to the HAL, they take no actual damage, but instead gain 40 points of energy. Half the damage done by Pulse weapon attacks can be

SAU-BAUS

SPECIES OVERVIEW

G-TAG	5P-XX-11
Origin	Unknown
Sale Price	N/A
Threat Level	9
Identification Modifier	40
Height	6.5 m
Weight	800 kg
Size Class	11
Matrix Use	Empath (EB6)
Power Points	30
Average Skill Level	10 (Espionage & Military)

VITAL STATISTICS

STR	150 X4	BIO	IMP
MD	30	CHEM	IMP
AGL	150	COLD	25
CON	150 X5	ELE	150
AGG	80	FIRE	150
IQ	150	MEN	75
INT	100	RAD	150
CHA	40	SEN	150

ECRS

COMBAT INFORMATION

# of Actions	6	Body Points	(1d6 x 100) + 100
No. of Bumps	2	Death's Door	-105
Initiative Mod.	-15	Threshold Rating	0
Dodge	25	RUN/JUMP/FLY	30/10/0

OBSERVATION CHECKS

SENSE	MOD	1/2 INT	SKILL	TOTAL
Vision	30	50	50	130%
Smell	30	50	50	130%
Hearing	15	50	50	115%

SPECIAL ABILITIES

Crit Immunity
Displacement (500 m, 95%, HALF) [2/10 m]
Energy Absorption (1000)
Extra-Dimensional Teleport (HALF)
Flux Shield (30HP) [200/1HP]
Matrix Overpower (3)
Regeneration (10 BP/Combat Round) [2/1 BP]

SAU-BAU ATTACKS

NATURAL ATTACKS	RB 1	ACT	DMG	AVG DMG	SI DMG	DMG TYPE	NOTES
Strike	130	1	2d6+40	4	47	-	AH
Kick	130	HALF	4d6+40	6	54	-	AH
Tail Bash	130	HALF	6d6+40	8	61	-	AH, AGL (Topple, -80), MD (Drop, -80)
Energy Spear	175	HALF	2d10HP	50	1100	T (50%)	AU, Phased (50%), Integrated
Crush	65	HALF	8d4	8	68	-	AH
Stomp	60	HALF	16d6+40	8	68	-	AH

SAU-BAU ATTACKS RANGED

NATURAL ATTACKS	VB 1	VB 2	VB 3	VB 4	VB 5	VB 6	VB 7	VB 8	MN	DMG	AVG DMG	SI DMG	TYPE	BUR	FULL	Q	RADIUS	NOTES
Disintegration Beam	140	135	130	115	105	85	65	50	100	8d6HP	2800	Dam.	T.A.	N/A	N/A	50	-	
Disintegration Blast	-	-	-	-	-	-	-	-	100	4d4HP	1000	Dam.	T.A.	N/A	N/A	N/A	150 m	360
Energy Beam	150	100	50	-	-	-	-	-	100	6d6HP	21HP	18HP	-	N/A	N/A	10	-	
"Sliver" Grav Sheer	50	10	-	-	-	-	-	-	99	10	10	10	S.F.	N/A	N/A	20	-	

absorbed. The other half damages the target normally. The heat from the plasma suck is absorbed (reducing the damage by half), but the cooled plasma still continues unimpeded at hypersonic speeds like a bullet. The creature's energy absorption abilities are applied before any damage is applied to the creature's Flux Shield. Once the maximum amount of energy is absorbed, the creature can no longer absorb energy that Combat Round.

The creature can utilize stored energy to increase the power or effectiveness of other abilities. The ratio for increasing abilities will be noted throughout the creature's description in brackets [#/#] next to the attribute or value that is affected. The first number in the brackets indicates the amount of stored energy that must be expended in order to add the second value in the brackets to the ability. Stored energy that is not used in the same Combat Round is lost. This ability starts at 0 energy stored each Combat Round. This ability requires no Actions to use.

Flux Shield (30HP)[200 Energy/1HP]: This creature is capable of generating a Flux Shield with a field strength equal to the value in parenthesis. The creature's energy absorption abilities are applied before any damage is applied to the creature's Flux Shield. For every 200 points of absorbed energy the HAL spends to augment this ability, the Flux Shield's strength increases by 1 Heavy Point. This ability requires no Actions.

Matrix Overpower (3): The ECR penalties, if any, that are normally applied to victims of the creature's Matrix attacks are much more severe. This includes those which result from the creature's Generation Skill Level. All ECR penalties from the creature's Matrix-based attacks are multiplied by the number in parenthesis. This ability requires no Actions.

Regeneration (10 BP/Combat Round)[2 Energy/1 BP]: This creature heals from damage at incredible rates, regenerating from Body Points at the rate listed in parenthesis. For every 2 points of absorbed energy the HAL spends to augment this ability, it recovers an additional one (1) Body Point. This ability requires no Actions.

Threat Assessment

Sau-Baus appear to work in pairs. The creatures are devilishly clever and adapt quickly to new situations. The creatures teleport onto the battlefield from whatever dimension where they reside. They arrive with a large wave of destructive energy that cascades away from the creature for a hundred meters vaporizing nearly everything it contacts. Sau-Baus have only been encountered with Arachnid forces, so it's presumed they require an anchor or beacon, which is provided by the 'Nids, in order to enter our dimension. Alternatively, it may be that they simply see no reason to come here if the Arachnids aren't already in the area.

Once on the battlefield and standing in a clearing of their own creation, the Sau-Baus rapidly select targets, and quickly begin to displace closer to it. This is usually the largest piece of military hardware they can see. Empathic matrices are used to cripple and debilitate the target prior to reaching it. Battlefield medics will attest

SCAVERNAUK JUGGERNAUTS
THETA MODEL (SCAV)

SPECIES OVERVIEW

G-TAG	4V-6X-7
Origin	Unknown
Sale Price	N/A
Threat Level	5
Identification Modifier	0
Height	2 m
Weight	200 kg
Size Class	7
Matrix Use	N/A
Power Points	N/A
Average Skill Level	4 (Espionage & Military)

VITAL STATISTICS

STR	130
MD	120
AGL	50
CON	140
AGG	80
IQ	45
INT	30
CHA	30

ECRS

BIO	95
CHEM	45
COLD	10
ELE	45
FIRE	20
MEN	40
RAD	65
SEN	35

COMBAT INFORMATION

# of Actions	2	Body Points	50 + 4d10
No. of Bumps	0	Death's Door	-19
Initiative Mod.	-5	Threshold Rating	15
Dodge	12	RUN/JUMP/FLY	10/2/0

OBSERVATION CHECKS

SENSE	MOD	1/2 INT	SKILL	TOTAL
Vision	10	15	20	45%
Smell	-10	15	20	25%
Hearing	-5	15	20	30%

SPECIAL ABILITIES

Chameleon (-40)
Infravision
Innate Climber (5 m)
Stealth Rating (-20)
Ultravision

that the beast has a clear preference for using matrices that leave its victims mindless, drooling, or catatonic rather than killing them outright. Once the Sau-Baus reach their intended prey, they pounce on the target, draining its Flux Shield and stabbing or shooting at it with their energy spears. Once the Flux Shield is down, the creatures stab their spears through the target and whip them around looking for sensitive systems or crew. The ability of the spears to pass through armor as if it weren't there allows the creatures to make short work of any target once its Flux Shield drops.

"The Arachnids have never been content to rest on their laurels when it comes to developing new troops for their military needs. Airborne Guillotines were not seen until the second Arachnid Incursion, so we know the 'Nids were either holding them in reserve or had not yet developed them as a viable weapon before that time. Well, now we have our answer. The Arachnids have plainly been developing new types of Scavernauk Juggernauts for combat, presumably against Alliance forces. We saw the new versions today in combat. There can be no doubt that the Nids are actively and aggressively developing and fielding new techno-organic soldiers and weaponry for use against Alliance military forces."

-Colonel Allison Sinclair, Assistant to
the Deputy Chief of Staff for Intelligence

SCAVERNAUK JUGGERNAUTS

Orion corporal Jeni Scavernauk was the first Alliance soldier to die at the hands of this creature, and it has borne her name ever since. The Scavernauk Juggernaut is another Arachnid creature designed with a mix of genetic engineering and cybernetic technology. Metal and body tissue have somehow been fused into a single body to function as one integral unit. It is believed that the parent species of the Juggernaut was indigenous to a heavy gravity world due to the denseness of the cell structure and internal makeup of the skeletal system.

When first seen the Juggernauts were unarmored and equipped with hands that could only turn into stabbing implements. Over time, additional improvements have been made on the design. Soon after, lightly armored versions were observed in battle with a hand that could morph into a ranged weapon. Next came versions that possessed the capability to convert both hands into a variety of ranged weapons. These also possessed improved camouflage systems. Most recently, Alliance military intelligence personnel have noted the inclusion of the Eta chip in specimens dissected after battle and even more armor. The armored skin of the newest Juggernauts can change color at will and will match the ambient temperature so perfectly that it does not show up at all on IR scanners.

In the current model, the hands have been replaced with devices that can change shape and function to suit the brute's desires. The devices can take the form of a functional hand but can also change into a myriad of weapons and tools. Juggernauts have been seen using stabbing or slashing weapons, bludgeoning weapons, whip-like tendrils, crow-bars, and harpoons. It's presumed that the creature can create just about any shape it can imagine with its limited intellect. Another benefit of the creature's adaptable hands and tremendous strength is that they are excellent climbers. The hands act as both climbing tools and hand-mounted crampons. The transition requires only fractions of a second to complete.

SCAVERNAUK JUGGERNAUT ATTACKS

NATURAL ATTACKS	RB 1	RB 1	ACT	DMG	AVG DMG	SI DMG	NOTES
Punch	45	-	1	2d6+8	15	0	TEMP
Stab/Slash	45	-	1	2d6+8	15	5	THR-R: 5, ESCAPE (STR or AGL @ -130; 2d6+8 per Round)
Kick	45	-	HALF	4d6+8	22	0	TEMP
Bite	20	-	HALF	2d6+8	15		THR-R: 3
Whip *	75	45	1	-	-	-	ESCAPE (STR@-80; Limb hit is immobilized. -50 AGL & MOV = 0 if leg is struck). Targets struck by the whip can automatically be hit by the Thunderbolt Generator.
Harpoon *	65	35	1	3d6+8	18	5	THR-R: 5

* Targets struck by these melee attacks can automatically be hit with the Thunderbolt Generator weapon if the creature spends an additional single Action.

SCAVERNAUK JUGGERNAUT WEAPONS

WEAPON MODES*	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	SI DMG	TYPE	BUR	FULL	Q	NOTES
Mode 1: Plasma Gouger	90	70	50	30	20	10	-5	-	97	10d8	45	14	-	N/A	N/A	15	Integrated
Mode 2: Disintegrator	90	40	10	-40	-	-	-	-	97	3d6	10	DAM.	T.A.	N/A	N/A	15	Integrated
Mode 3: Thunderbolt Generator	140	120	80	50	10	-	-	-	95	4d6	14	0	T	N/A	N/A	15	Integrated Short (ELE@-Dam; Permanent)

* Firing the weapon hand in any mode decreases the Q rating of ALL weapon modes by 1.

Special Abilities

Chameleon (-40): This creature's skin has chameleon-like characteristics, allowing the creature to change its skin color to match that of the surrounding terrain. The number in parentheses indicates the penalty to locate the creature by making an Observation check with the Visual Modifier. Any penalty to find the creature using sensors due to this ability is already factored into the creature's Stealth Rating.

Infravision: This HAL possesses infravision and can see heat sources and objects that emit light in the infrared (IR) portion of the spectrum. This reduces the difficulty of any Visual Observation Skill Checks or Tracking Skill Checks by one level when IR sources are present. If there is no penalty, the character instead receives a bonus. (GM's discretion).

Innate Climber (5): This creature's body type and/or appendages allow it to climb at a rapid pace. The value in parentheses is the MOV score, in meters per second, used when climbing, including vertical surfaces.

Stealth Rating (-20): This HAL applies the value listed in parentheses as a penalty to any attempts to detect or locate it using Sensor Systems.

Ultravision: This HAL possesses Ultravision and can see in low light conditions, including by starlight. The HAL can also see objects that emit light in the Ultraviolet (UV) portion of the spectrum including A-Grav systems. This reduces the difficulty of any Visual Observation Skill Checks or Tracking Skill Checks by one level when UV sources are present. If there is no penalty, the character instead receives a bonus. (GM's discretion).

Tactical Assessment

Unlike the Jenkari, the Juggernauts can be either trained or programmed – we're not sure which, for certain types of tasks. Juggernauts most typically act as shock troops engaging infantry who are in Body Armor or Heavy Armor. A Juggernauts' method of attack is simple. Use their shape-shifting hands as ranged weapons until they close the gap or run out of power, and then convert their hands into armor piercing spikes to stab their opponents. Once a spike gets through the armor, it changes into a tendril that whips around violently like a loose fire hose. The victim's innards are quickly pureed. The creatures also use their hands as whips and harpoons to isolate particularly troublesome adversaries or weapons.

However, Juggernauts have also been employed as assassins and kidnappers. Reports have been pieced together where a Juggernaut, concealed in Alliance-made clothing, will follow its intended victim, even in urban areas. Once alone with the target, the Juggernaut either kills the poor sod or bludgeons them into unconsciousness. When the Arachnids want the target unharmed, the Juggernaut can use its shapeshifting limb to wrap the victim's head, arms, and torso like an unwilling mummy.

ATLANTEANS

There are two types of Atlantean war machines that have been encountered by the Alliance: Drones and Primes. Both types consist of swarms of billions of microscopic and sub-microscopic robots, which are capable of acting in a coordinated manner as if they were a single organism. The main difference is that drones are not capable of making new nanites, where Primes can use nearly any matter they encounter to build new nanites to add to the swarm or create Drones. Given sufficient time a single Prime can destroy a planet, converting the entire mass of the planet into a nanite swarm.

NATURAL ATTACKS

Anything an Atlantean swarm comes into physical contact with, either via Nano-Touch attack or Nano-Projectile attack, can be affected by the nanites. Both the Nano-Touch attack and the Nano-Projectile attack are negated by Flux Shields.

- Nano-Touch attack and the Nano-Projectile attack do 1d10 damage.
- Damage is increased by 1d10 for each Nanopoint spent.
- The maximum number of damage dice that can be applied to a single body section or Armor Section by a Nano-Touch or Nano-Projectile is equal to the target's Size Class.

  For example, a Size Class 4 target could suffer, at most, 4d10 points of damage per Body Section or Armor Section per Combat Round in a nanite attack. For personnel or objects larger than Size Class 8, multiply these limits by 10. (GM Discretion).

The Atlantean can divide the dice of damage between the target's Armor Sections (if any) as they desire. For example, if the Atlantean spent 2 Nanopoints to boost the damage to 3d10, it can apply 1d10 to the head and 2d10 to the torso, if the attack is successful.

Because Nano-Projectiles throw nanites from the body of the swarm, any Nanopoints used to create or improve Nano-Projectiles are permanently subtracted from the total Nanopoints the Atlantean possesses. Nano-Projectiles can be fired like a bullet, arriving nearly instantaneously, or crawl stealthily toward its target, which is slower.

CURING NANITE INFECTION

Targets who are being devoured by nanites, controlled by nanites, or about to be killed by nanites can attempt to destroy the nanites in their body. Nanites are sensitive to electrical shock and a powerful electrical shock can destroy them. Though being shocked, potentially to death, is no doubt an unpleasant experience, the alternative may be far worse.

For each point of electrical damage done to the infected victim's Body Points, the chance to destroy the nanites is 10%. For example, if the victim lost 5 Body Points, there would be a 50% chance to destroy the nanites.

HOSTILITIES

Though the First Arachnid Invasion in 2108 has been well studied over the past century and a half, the Atlantean incursion of 2153 is still a bit of mystery. What's clear from the historical records is that an archaeological research ship named the Epimetheus, which was returning from Blissten in the Denderon Hemisphere, reported mechanical difficulties on its return flight. The Epimetheus requested permission to make an emergency landing on the small Human colony world of Ringo 5. When the ship landed, emergency crews rushed to board the light research freighter. They reported no one was aboard. Within minutes contact was lost with the emergency team. The spaceport contacted Colony Patrol (CP) who boarded the ship with an armed response team. The CP Team reported that "the ship is attacking us!" before contact was lost with that team.

The port authority declared a state of emergency, quarantined the research craft, and evacuated the port facility. The port authority then issued a request for military assistance to the Alliance cutter in the region. Four days later when the Cutter 556 arrived, the physical structure of the research freighter had become fluid and seeped into the landing pad. After viewing the surveillance video, the cutter's captain described it as "watching butter melt in the sun on a hot day." An armored marine contingent was dispatched to investigate the landing area.

It was shortly afterward that computer systems all over Ringo 5 started going haywire. Many displayed a strange alien language. The populace was ordered to evacuate the area, and the marines went in. Vaguely humanoid forms engaged the marines with a mix of devastating ballistic and energy weapons. In contrast, many of the weapons utilized by the marines were either totally ineffective against the alien warriors or served only to temporarily disperse them into fragments. These fragments reformed into a fully functional warrior moments later.

Once their Flux Shields dropped, the marines began to experience weapon malfunctions and technical difficulties with their equipment. Their P-AIs began refusing orders and taking control of their weapons and armor. Marines watched helplessly as their mechanized battle armor ignored their commands and turned their weapons on other marines. Those that weren't slaughtered by friendly fire incidents were pulled into the ground or walls, broken down into their component atoms, and turned into more Atlantean drones.

As the nanite infection spread throughout the city and eventually into the county side, the planet's populace was evacuated to a long term quarantine facility on an isolated moon. Sadly, the GAF wasn't able to get everyone off the planet. Any vessel that didn't belong to the Galactic Navy that attempted to leave the planet was blasted out of the air by the orbiting picket ships. Eventually, when no one else could be safely evacuated, the Alliance Navy bombarded the planet to a hopefully lifeless, cratered rock. The episode is still an embarrassing black mark on the reputation of the Galactic Armed Forces, who were woefully ill prepared to protect the populace of Ringo 5 and deal with the unique threat posed by the Atlanteans.

Current Alliance policy is to address an Atlantean infestation is by obliterating the site and everything around it, typically using anti-matter weapons delivered from orbit. The site is then quarantined and monitored for additional signs of infestation. Failure of the quarantine results in evacuation and destruction of the planet by Alliance forces or the Vision of Eight. This was the fate that ultimately befell the Human colony world of Ringo 5 when the Atlanteans were first encountered by Alliance forces in 2153.

Atlanteans are similar to Mazians in that their form appears to be fluid. During the battle for Yonta Spaceport on Ringo 5, Atlantean Drones were seen sliding under doors and reforming on the other side. In addition, nanites are capable of imitating the appearance of materials they have destroyed or converted. By the time Colony Patrol boarded the ship that brought the Atlantean plague to Ringo 5, military strategists theorize that the mass of the freighter had been converted into a huge swarm of nanites, yet the ship was indistinguishable from its original form. When Patrol boarded the vessel, it's likely that what they perceived as bulkheads and deck soles were really nanites. Video from the helmet cams of the team showed personnel being sucked down into the floor, crushed when two bulkheads suddenly slammed together, or torn limb from limb by tentacle-like structures that shot out from the walls and seized the unsuspecting Colony Patrol personnel. From the perspective of the boarding team, the ship literally came alive and attacked them. There is little doubt that the Colony Patrol team was recycled into new nanites.

When the military personnel from the Cutter 556 engaged the nanites, many of their weapons were ineffective. Commander Malen's last recorded words were, "It's like shooting into a lake!" Projectile weapons are utterly ineffective against a nanite swarm. Omega weapons appear to temporarily disperse the swarm. Heavy Pulse weapons were somewhat effective at destroying portions of the swarm, but disintegrators appeared to be the weapon of choice when engaging the destructive little robots.

At one point during the battle, vaguely humanoid forms rose from the swarm and engaged the Alliance troops using kinetic and energy weaponry that formed out of the bodies of the attackers. This had led to a debate in Military Intelligence circles as to whether the Atlanteans were just copying the form of their attackers or whether the Atlantean machines may have adopted the shape of the species that created them.

ATLANTEANS

SPECIES OVERVIEW

G-TAG	XZ-XX-X
Origin	Unknown
Sale Price	N/A
Threat Level	Varies
Identification Modifier	+40 (If not imitating something else)
Height	Varies
Weight	2 kg per 1 nanopoint
Size Class	Nanopoints/10 = Size Class
Matrix Use	N/A
Power Points	N/A
Average Skill Level	12 (Any)

VITAL STATISTICS

STR	Special
MD	50
AGL	100
CON	100
AGG*	50 - 150
IQ*	60 - 120 X2
INT*	50-120
CHA*	50-120

ECRS (PRIME/DRONE)

BIO*	120 / IMP
CHEM	100
COLD	50
ELE	20
FIRE	75
MEN*	120 / IMP
RAD	95
SEN	50

COMBAT INFORMATION

# of Actions	2	Body Points	1 per NP
No. of Bumps	2	Death's Door	0
Initiative Mod.	-20	Threshold Rating	0
Dodge	Varies	RUN/JUMP/FLY	8/2/0

OBSERVATION CHECKS

SENSE	MOD	1/2 INT	SKILL	TOTAL
Vision	40	50	50	140%
Smell	20	50	50	120%
Hearing	0	50	50	100%

SPECIAL ABILITIES

Crit Immunity (See Description)
Fast Reflexes (-20 IM)
Nanomorph
Matter Duplication
Reproduction (Primes Only)
Shape Change

* Atlantean primes are individuals with their own unique personalities. Even the Atlantean drones are based off a prime and have elements of their personality. As such, Statistics such as Intelligence, Intuition, Aggression, and Charisma vary from Atlantean to Atlantean, whether they're primes or drones. Intelligence always has a X2 Statistic Multiplier. The Strength of an Atlantean is equal to its Size Class multiplied by 20 (see below).

When assuming humanoid form, all Atlanteans assume roughly the same shape. Analysts are running on the theory that the Atlanteans are mimicking their original, wholly organic bodies. For example, if you had a Human who could turn into a nightmarish creature, it's probably safe to say that the nightmarish creature would still appear Human-like in many respects or at least vaguely Human-shaped. This was confirmed when Malachi Armageddon released the following image to the public with a caption that simply read, "Don't ask where I got it."

NANITE ATTACK EFFECTS

ATTACK TYPE	RESULT
Disassemble	Reduce SI or BP by Damage
Control (Living Target)	MEN ECR minus Damage, Delay: 2 rounds per NP Spent
Control (Device)	ELE ECR or MN minus Damage, Control or Reduce 1 stat by 1d10 per NP Spent
Kill (Living Target)	BIO ECR minus Damage, Delay: 1 rounds per NP Spent

The Atlantean must select one of the three options below whenever a successful Nano-Touch or Nano-Projectile attack is made.

- **Disassemble (SI or BP minus damage rolled):** Nanites are essentially incredibly small robots designed to rearrange matter on a molecular or atomic level. Whether they're disassembling a suit of armor or your body doesn't really matter to them. For inanimate targets, including armor, this attack reduces the target's SI in the section struck by for every point of damage. For living targets, it reduces BP by 1 for every point of damage done.
  - If using the Nano-Touch attack, materials that are "converted" can be made into new nanites to expand the swarm size. For every 10 SI or 10 BP an Atlantean destroys using its Disassemble ability, it can increase the Nanopoint total by 1.
  - The more nanites that are in contact with the target the quicker it can be disassembled into its elemental parts. This represents the Atlanteans moving more of its swarm mass into contact with the target. Nanites that are busy deconstructing an object cannot be used for other purposes. This leads to the reduction of Nanopoints when increasing the ferocity of the attack.
- **Control (ECR or MN check minus damage rolled):** An Atlantean can control any electronic or mechanical device that its nanites come into contact, regardless of what safety features are put in place to prevent tampering. Terrifyingly, an Atlantean can also control living beings by using their nanites to control the creature's brain and nervous system. If the target is inanimate, it must make an ELE ECR or MN check if doesn't have an ELE ECR. Living targets must make an MEN ECR. In either case the ECR is reduced by the amount of damage rolled for the attack. Note that this attack does not actual damage to the target.
  - **Electronic device or weapon (non-armor, non-vehicle):** If the target fails the check, the Atlantean can disable the target or take control of it. Note that just because you can take control of a weapon does not mean it can aim itself.
  - **Armored suit or vehicle:** If the target fails the check, the Atlantean can disable or control a single option (armor option or vehicle option). Alternatively, the Atlantean can reduce any one Statistic (STR, AGL, MOV, Accel, THR, SI, ABS, etc.) by the damage rolled in the attack.
  - **Living creature:** It takes 2 Combat Rounds per Nanopoint spent on the attack for the nanites to reach the target's brain and start invading that tissue. If target is in an armored suit or vehicle that has environmental containment, it takes 3 Combat Rounds per Nanopoint spent. Targets who fail their MEN ECR have their brain, body, and nervous system taken over by the nanites and can now be controlled by the Atlantean. The victim will say or do whatever the Atlantean wishes.
- **Kill (BIO ECR minus damage rolled)[Living creatures only]:** It takes 1 Combat Round per Nanopoint spent on the attack for the nanites to reach a vital area inside the target. Targets who fail their BIO ECR are killed instantly (heart attack, aneurysm, stroke, severed brain stem, etc.).
  - Nanites used in Kill attacks can leave the body or disassemble themselves into common elemental atoms, making the incident appear as though the victim died from natural causes.

WEAPONS

Using their ability to change shape and control technological devices, an Atlantean can use any of the weapons employed by the Alliance or even the Arachnids. The weapons can be hand held or integrated into the Atlantean's body, replacing limbs or

ATLANTEAN ATTACKS

NATURAL ATTACKS	RB 1	ACT	DMG	AVG DMG	SI DMG	DMG TYPE	NOTES
Punch	110	1	1 + DA	Varies	DAM	-	TEMP or REAL

ATLANTEAN WEAPONS

ATTACKS	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	MN	DMG	AVG DMG	SI DMG	TYPE	BUR	FULL	Q	NOTES
Nano-Touch	110	-	-	-	-	-	-	-	100	1d10 + 1d10/NP	5/NP	DAM	S	N/A	N/A	-1 NP/Shot	See Natural Attacks Description
Nano-Projectile	85	85	85	85	85	-	-	-	100	1d10 + 1d10/NP	5/NP	DAM	S	N/A	N/A	-1 NP/Shot	See Natural Attacks Description

extruding out of limbs like they were stuck there. That means that one minute you may be talking to someone who looks like Bob, and the next minute Bob has two Omega weapons for hands and two lasers sticking out of his forearms. Devices and weapons can also be broken down for later recreation when the Atlantean needs them (see *Disassemble* & *Duplication* Special Abilities).

ATLANTEAN CONCEALMENT

SC	ITEM TYPE
1-2	Arm rocket, grenade, knife, pistol, rifle magazine or e-mag, SMG-sized weapon
3-4	Carbine or rifle-sized weapon, small pack e-mag, reflex missile, short sword
5-6	Small pack e-mag, long sword, light machine gun-sized weapon Reflex XL missile
7-8	Two-handed sword, medium pack e-mag, small heavy machine gun (GM Discretion)
9-10	Heavy Machine gun, large pack e-mag, Thwack'em stick

Atlanteans are basically just a swarm of tiny robots formed into a specific shape. They don't have any organs to speak of other than a small bit of organic brain matter in the Primes. They also do not have any bones. As such, they have a lot space to hide weapons, even when they're disguised as a Size Class 4 Human. An adult Human could probably smuggle a rifle inside his body if it ran from the head diagonally across the chest and down into one thigh. Atlanteans can do exactly that. The Atlantean Concealment table shows what objects, fully assembled and ready to fire weapons, can be hidden inside an Atlantean's body. The GM should use their discretion when determining what an Atlantean can covertly smuggle within a humanoid shaped swarm.

ARMOR

An Atlantean's ability to change its shape allows it to use any armor utilized by Alliance or Arachnid personnel. However, Atlanteans rarely opt to use armor as it restricts their ability to change shape. An Atlantean can also move nanites made of higher-density materials to the outside of its body and configure them into an interlocking lattice to create an impressively strong armored shell.

SPECIAL ABILITIES

Crit Immunity (See Description): Atlantean drones are immune to critical hits. Though Atlantean primes rarely, if ever, enter combat directly, it is possible to "kill" a prime by destroying that little bit of brain tissue floating in the swarm. This can be done by causing catastrophic damage or by rolling an 01, when attacking the portion of the swarm that contains the prime (GM Discretion), which destroys the brain and kills the prime. Dead primes become

drones and are mere shadows of their former selves, though they're more than capable of hunting down their killers. This ability requires no Actions.

Fast-Reflexes (-20 IM): The creature's Initiative Modifier is higher than what its Agility would normally provide. This ability requires no Actions.

Nanomorph: An Atlantean is just a colony of billions, sometimes trillions, of sub-microscopic robots called nanites. The tiny robots are able to coordinate their movements and work cooperatively, so that it appears to the observer that an Atlantean has a solid body. As an Atlantean makes more nanites, it grows bigger. The bigger the swarm, the more versatility an Atlantean obtains in how it can use the nanites that compose its body.

The capabilities of an Atlantean are represented by Nanopoints (NP), which represents how many nanites are in the swarm. An Atlantean has a number of Nanopoints equal to its Size Class multiplied by 10. For example, a Size Class 4 Atlantean would possess 40 Nanopoints, whereas a Size Class 12 Atlantean would possess 120 Nanopoints. Nanopoints can be spent to increase the Atlantean's capabilities.

HOW NANOPOINTS WORK

Swarm Size, Strength, and Toughness

Swarm Body Points: Nanopoints are treated as the Swarm's Body Points. Nanopoints do not represent a single nanite.

Swarm Size Class: As the Nanopoint total increases so does the physical size of the Swarm. Nanopoints divided by 10 = Size Class

Swarm STR: The STR of the Swarm is equal to its Size Class multiplied by 20. Once a Swarm reaches Size Class 8, its STR is treated as 150 X2.

For each additional Size Class added beyond 8, the Strength multiplier increases by one. For example, Size Class 9 would have a Strength of 150 X3 and Size Class 11 would have a Strength of 150 X5.

Dividing the Swarm: An Atlantean can divide itself into multiple, small swarms by dividing the total Nanopoints between the swarms. The new swarms have the same physical statistics as the original, except for their Size Class and Strength, which are determined by their Nanopoint totals. All swarms are remotely controlled by the original swarm. If the original is destroyed, all swarms cease to function. Dividing the Swarm requires 1 Action per new swarm created.

USING NANOPOINTS

At the beginning of each Combat Round, an Atlantean can distribute its Nanopoints to increase its capabilities. At the beginning of the next Combat Round, the Atlantean can reallocate its Nanopoints. Nanopoints used to augment one ability cannot be used to augment another ability. Allocating Nanopoints requires no Actions.

EXAMPLE: if an Atlantean spent 30 Nanopoints to increase its Strength by 30, it could not use those points to increase its MOV scores. However, at the beginning of the next Combat Round, the Atlantean could pull those Nanopoints out of Strength, dropping it by 30 points, and place them into MOV.

Each Combat Round Atlantean can:

- By spending 1 Nanopoint, increase any of its values that are listed as a percentage, including Statistics, Skills, MOV*, THR*, ECRs, Active %, Passive %, Sensor Range (in meters), and Sensory Bonuses on a 1-to-1 basis.
  - An Atlantean can not raise any stat using Nanopoints beyond 150
  - An Atlantean can never raise its ELE ECR.
- By spending 1 Nanopoint, an Atlantean can increase the following attributes by the listed amounts. Increase the range of Nano-Projectile by 10 m. (Accuracy is 85% at all Range Brackets).
- By spending 20 Nanopoints, an Atlantean can increase the number of Actions it possesses by 2, up to a maximum of 12.

*GM Discretion at extreme levels

LOSING NANOPOINTS

Atlanteans are effectively immune to most projectile weapons and beam weapons. Certainly, individual nanites are destroyed with each bullet or laser strike, but the damage to the whole is so small as to be negligible. Explosions only temporarily disperse the swarm.

NANOPOINT SUMMARY

SC DESCRIPTION
Body Points = Nanopoints
Size Class (SC) = Nanopoints divided by 10
Strength (SC 1-7) = Size Class x 20
Strength (SC 8+) = 150 with Strength Multiplier equal to SC - 6.

SPENDING NANOPOINTS

ACTION	COST
Increase Vital Statistic (STR, AGL, INT, etc.) by 1 (Max 150)	1 NP
Increase Skill percentages by 1 (Max 150)	1 NP
Increase ECR by 1 (Max 150, Any except ELE ECR)	1 NP
Increase Active % by 1 (Max 150)	1 NP
Increase Passive % by 1 (Max 150)	1 NP
Increase Sensory Bonus by 1 (Max 150)	1 NP
Increase MOV by 1	1 NP
Increase THR by 1	1 NP
Increase Sensor Range by 1 m	1 NP
Matter Duplication (Without Sufficient Materials)	1 NP/kg (Permanent)

ACTION	COST
Increase number of Actions by 2 (Max 12 total)	20 NP
ATTACK MODIFICATION	**COST**
Increase Range of Nano-Projectile by 10 m	1 NP
Increase damage of Nano-Touch by 1d10	1 NP
Increase damage of Nano-Projectile by 1d10	1 NP (Permanent)

LOSING NANOPOINTS

ATTACK TYPE	RESULT
Damage Type '-', Damage Type A, & Damage Type T.F.	Reduce NP by SI Reduction, Ignore attacks that do less than 5 SI damage
Damage Type T.A. & T.A.P	Damage reduces NP on 1-for-1 basis
Thunderbolt Generators & Electrical Attacks	Damage reduces NP on 1-for-1 basis if ELE ECR is failed.
Damage Type T (Except Thunderbolt Generators & Electrical Attacks)	Damage temporarily subtracted from NP Total, Restored at rate of 10 NP per Combat Round
Scramblers	No Effect
DAMAGE LEVEL	**RESULT**
Death's Door	Swarm dispersed
Catastrophic Damage	Swarm destroyed

Damage Type '-' attacks, Damage Type A, and Damage Type T.F. weapons: APWs, Kinetic Weapons, Pulse weapons, lasers and Grav Sheers, Reflex Missiles, and arm rockets do no damage unless they cause more than 5 points of SI damage, in which case reduce the number of Nanopoints by the SI damage.

Damage Type T.A. & Damage Type T.A.P. attacks: Subtract the damage done by Disintegrators and Metal Guns from the Atlanteans Nanopoint total.

Damage Type T attacks (Except electrical based attacks): Damage done by Omega weapons, explosives, and large impacts is *temporarily* subtracted from the Nanopoint total. This represents the amount of Nanopoints that are blasted away from the main swarm. These scattered nanites will quickly return to the main mass or form into a new swarm.

The time it takes for them to return or reform is 1 Combat Round per 10 Nanopoints lost (round down). If the attack the causes more than 5 points of SI damage, reduce the number of Nanopoints by the SI damage.

Damage Type T attacks (Thunderbolt Generators and Electrical attacks): Subtract the damage done by Thunderbolt Generators and electrical attacks from the Atlanteans Nanopoint total if it fails its ELE ECR.

Damage Levels

Death's Door: If a swarm's Nanopoints are permanently reduced to zero, it is assumed that most of the swarm has been destroyed, but a few remaining nanites will scuttle off and slowly rebuild the swarm. Typically, this takes 1 day for every Nanopoint when there are only a few nanites left.

Catastrophic Damage: When an Atlantean's Nanopoint total reaches Catastrophic Damage all the nanites in the swarm are destroyed and it can not reform (GM Discretion). Smart Atlanteans always hide a portion of their swarm away from danger to prevent death.

Sensors (Active %: 50, Passive %: 25, Range: 100 m, Penetration: 100 m, Area: 360): This creature possess senses that function identically to a modern sensor system. It is treated identically to an armor or vehicle sensor system, and the stats are presented above. Using this special ability costs 0 Actions.

Matter Duplication: Nanites were originally designed to rearrange matter on an atomic level. It's what they're built to do. Atlantean nanites can create an exact duplicate of nearly any material object it has used Disassemble (see above) on in the past. It can even disassemble its own nanites to use as raw materials!

> **EXAMPLE:** An Atlantean who has absorbed and disassembled an OC-1 Omega cannon in the past could recreate one on demand, assuming it had the proper raw materials available. Organic beings that are recreated by an Atlantean using this ability will be exact copies, but they will be dead and inert. Atlanteans can duplicate a creature, but they cannot give it life.

Matter Duplication only costs Nanopoints if the Atlantean lacks the raw materials needed to recreate an object and must sacrifice some of its nanites to use as raw materials. When creating an object without sufficient raw materials, the Atlantean can use its own nanites (GM Discretion). The cost is 1 Nanopoint for every kilogram of the object's weight. Using this special ability costs 1 Action per kilogram of weight and may require more than one Combat Round.

Raw Materials for Conversion

There is a bit of GM discretion in determining whether an Atlantean has the proper raw materials stored to build devices. Anytime the Atlantean uses its Conversion special ability to convert materials into new nanites, those raw materials (now in the form of nanites) may still be present in the swarm. This is true unless the Atlantean has lost a lot of nanites from the swarm. Again, all this is GM discretion. A good rule of thumb is if an Atlantean has absorbed a weapon in the past, it can create a weapon of the same type at will. Atlanteans are a smart bunch, and they know which nanites to keep around to recycle into handy items and which ones to shoot into someone's brain.

Reproduction: An Atlantean prime is capable of reproducing copies of itself called Drones. Drones are entirely composed of nanites and do not possess any organic tissue. Drones cannot create other drones, though they may convert matter into new nanites to add to their swarm size, thus increasing their Nanopoints. Drones know everything their creator wants them to know and are "born" fully capable of carrying out any mission their creator assigns them. Primes appear to be limited in the number of drones they can create, and some may be hesitant to create new drones unnecessarily.

Creating a Drone costs a minimum of 10 Nanopoints, though more Nanopoints can be spent. The drone has a Nanopoint total equal to the Nanopoints spent to create it. Drones have the same statistics and skill as their creator. A prime can only create a number of drones equal to its original IQ divided by 10 (rounded down). Using this special ability costs 0 Actions.

Shape Change: Atlanteans can change their shape, color, texture, and density. They can do it nearly instantaneously and are much faster at it than Mazians. However, they can't really change their size or weight, though they can appear smaller by either hiding a portion of their swarm (in the floor, behind the desk, etc.). If they need to actually be smaller and lighter, they can divide into a smaller size swarm of the appropriate size. If they need to appear larger, they simply expand themselves, much like a Mazian, though this doesn't change their weight. Persons or objects they mimic are perfect visual replicas, though a sensor scan would automatically reveal the alien and inorganic makeup of the copy.

When attempting to impersonate a specific person, the Atlantean must still use their Disguise and Impersonation skill to fool any observers. The physical capabilities of the shape change are already represented in their Nanomorph Special Ability. This Special Ability allows the Atlantean to imitate any object or creature their same size or up to their Size Class plus four. Using this special ability costs 0 Actions.

THREAT ASSESSMENT

The strength of an Atlantean's abilities are determined by the number of nanites at their disposal. The more nanites in the swarm, the more trouble the Atlantean can cause. Nanites that come into contact with technological devices can quickly control or disable them. Nanites that come into contact with anything else, including living beings, can quickly begin breaking down that object on an atomic level. The effect is not unlike being hit with a disintegration. Alternatively, if the Atlantean just wants a living target dead, it may be easier simply to target a weak spot in the creature's anatomy and destroy it. It only takes a gram of nanites to destroy a heart valve, cause an embolism, or trigger a brain aneurysm.

Perhaps more terrifying than their destructive abilities are their constructive ones. In addition to breaking down material objects, including living beings, nanites can also convert them into raw materials, which they can reassemble into new devices. This allows Atlanteans to literally build devices and weapons out of nearly anything they touch, given enough time and suitable raw materials. One minute Bob the Human is an Alliance soldier, and the next minute he's ammunition for an Atlantean weapon.

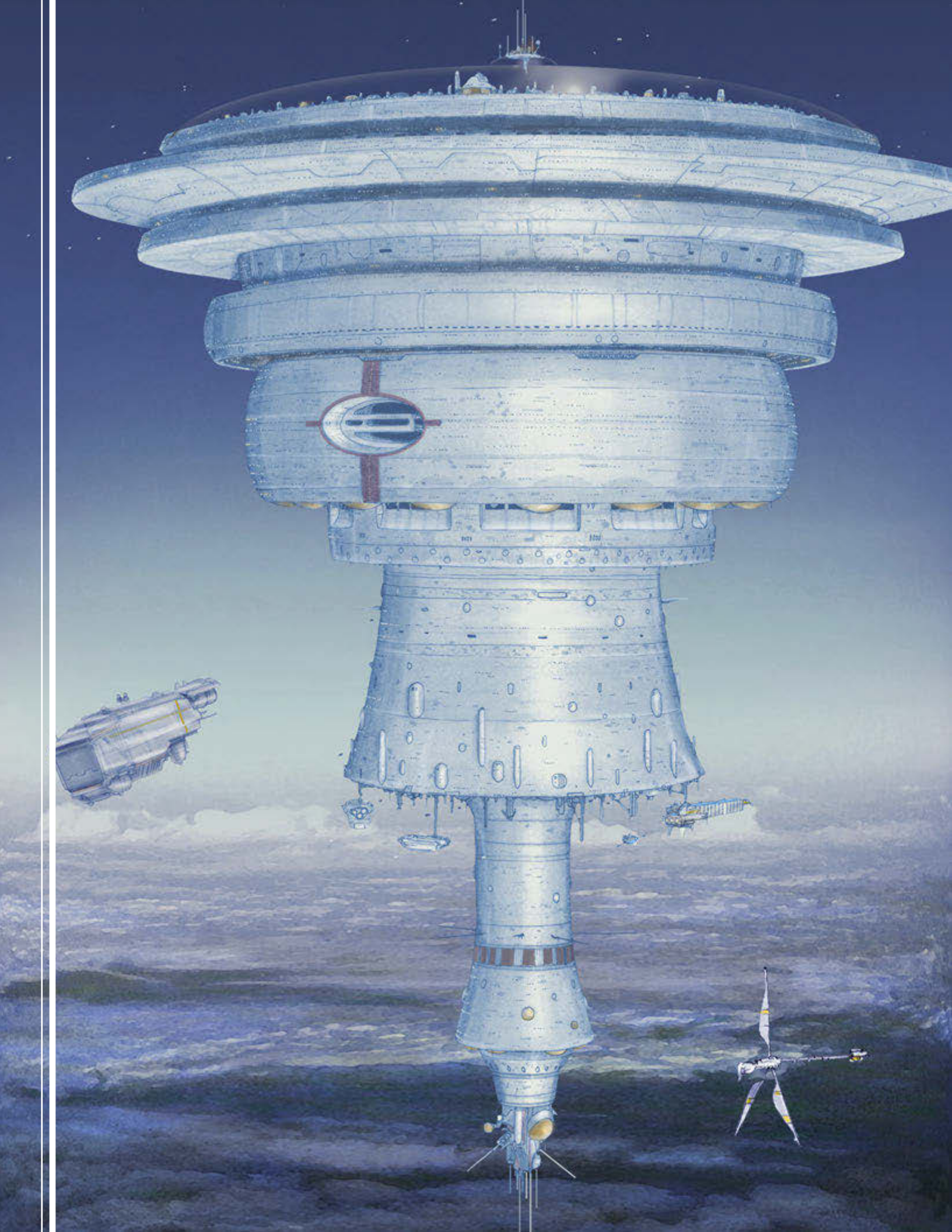
The information density of an Atlantean nanite is so great that even a single surviving nanite knows how to rebuild the swarm. This makes them nearly impossible to kill short of vaporizing everything in the area.

In theory, an Atlantean could devour entire cities, exponentially expanding the number of nanites in the swarm as they eat everything in their path and convert it into more nanites. The swarm could consume skyscrapers and become strong enough to crush Humpties with raw strength alone. The one saving grace to this nightmare scenario is that entire swarm is run by a single consciousness. Though an Atlantean's ability to build and destroy seems to be unlimited, its capacity to increase its intelligence is not. Thankfully, it appears nanites were made for construction and not computing. As a result, the Atlantean is forced to divide its attention between parts of the swarm that may be hundreds of kilometers apart.

At some point, an Atlantean will probably want to leave whatever planet it's on, though there doesn't appear to be anything preventing it from consuming the entire mass. It is at this point that Alliance forces again gain an advantage. Though the Atlantean could take the bulk of the swarm and leave the planet, in some cases by literally building a tower out into space, they make great big targets. Alliance military theorists posit that there could well be massive nanite ships cruising through space at sub-light speeds on their way to terrorize a target that could be thousands of years distant.

Fortunately, it doesn't appear that nanites ability to construct objects extends to faster-than-light (FTL) propulsion systems. So, the entity will be left with several options. It could copy an Alliance FTL drive that it finds on the planet, but it will still have to get the drive well away from the planet's gravity well for it to function. Alternatively, it could steal a ship on the planet capable of FTL travel, but the same issue of exiting the influence of the gravity well occurs. The Atlantean's best bet is to sneak off planet by moving the small portion of the swarm that is in control into a ship being used to evacuate the planet. We suspect the Atlantean that arrived on the Epimetheus and that subsequently destroyed Ringo 5 may have been small and easily concealed when it first stowed away. It slowly grew as it digested the ship on its long flight.

Therefore, we conclude that evacuation of areas that could potentially be infected by nanites not be attempted, and that at the first sign of infection, the planetary area be sterilized from orbit with high energy weaponry and explosives. Planetary populations that remain on an infected world must be considered collateral damage of the Atlantean infestation. In addition, due to the Atlantean's ability to subvert and control our electronic and computer systems, we reaffirm only Flux Shielded personnel and vehicles are allowed to engage Atlantean technology. If Flux Shield integrity is compromised, standing orders are to retreat as far as possible from the Atlantean's area of influence. Failing standard sterilization procedures for the compromised unit, intentional loss is the preferred option for addressing the issue.



CHAPTER 13.0

BATTLELORDS UNIVERSE

THE ALLIANCE

Though the Alliance started out as a simple mutual protection treaty between a few allied species, it eventually grew into the governing body of the allied worlds. The Vision of Eight, the ruling body of the Mutzachan species, came up with the idea for building a union of allied species a millennium before the Humans had even thought about building pyramids in Egypt. As the Alliance expanded, new member species were not enticed by just the promise of military force but by the exchange of technology, cultures, and ideas through open trade. Along with this exchange of information and goods also came a uniform system of laws for resolving disputes between the member nations. Eventually the Vision of Eight suggested forming a governing body to oversee the Alliance, so that they could focus on finding and cultivating new members. Modeled on the Mutzachan's high counsel, the Council of Timar was formed to guide and govern the Alliance.

There are eight members in the Council of Timar, with each representing one aspect of the Alliance government. President Lee (Gen-Human) is in charge of the executive branch of government and holds one seat on the Council. Ward of State, Angus McKibben, who is an Orion is second in command of the executive branch and manages the day to day affairs of the executive branch.

The legislative branch has representatives from each of the 11,957 worlds. It passes laws and is headed by the Chief Legislator. This position is currently filled by Bandal Ashhid who is Chatilian. The Administrative Branch is headed by a competent Gen-Human named Melissa McCoy. The head of the Financial Accounting group is the Chatilian, Atish Surtam. These four members make up the elected half of the council. McCoy is the longest sitting council member of the elected four and is in her fifth term.

The second half of the counsel is made up of appointed members. These council members are not elected but appointed by the elected members. This eliminates any chance of these council members feeling beholden to the electorate and reduces the chance of bias of any one political party. The first of the appointed members is the Truthseeker Supreme, who is in charge of the judicial branch of the Alliance. The judicial branch is the law-interpreting body of the Alliance and is overseen by seven members who sit on the Board of Truth to adjudicate matters of great import. The Truthseeker Supreme is currently the aloof Zen Adjuar.

The next appointed member is the head of the Galactic Police force. A tenacious and detail oriented Human named Georgy Kuznetsov. The Defense Group, which is in charge of the Alliance military, is presently headed by irascible General Gar of the Python Republic. The final branch of the appointed members is the Science & Medicine directorate, which is currently run by Zen Piclifer.

Council members serve 5 year terms, with appointed members serving a maximum of three terms and elected members serving a maximum of five terms. An appointed member can be ousted by a unanimous vote from the other council members. Most Council members have a second in command, much like the President's Ward of State, who is responsible for running their branch while they attend to Council duties.

The Council of Timar meets in New Washington, on the artificial world of New Terra in the Germinga system. The Council must vote to enact galactic-wide laws proposed by one of the branches of government or to arbitrate disputes between nations. Only issues that extend beyond the scope of a specific branch or intrude on the purview of another branch are subject to vote by the Council of Timar. The President receives two votes regardless of the content of the measures being considered. The council member whose branch is most closely tied with the issue being voted on also receives two votes. The Council has the right to vote on any new law, ordinance, or rule proposed by a branch of government. Generally it only deals with multi-branch issues or those issues which affect every aspect of the Alliance, such as civil rights or trade laws. A unanimous vote by the Vision of Eight can veto a decision made by the Council of Timar, but the Mutzachans have never exercised this power.

TECHNOLOGY

TECH LEVELS

The technical development of any colony planet for commercial profit is strictly regulated by the *Galactic Development Administration (GDA)*. The amount and type of technology that can be sold to any planet is subject to a multitude of governmental constraints. The Hickerson Report, a controversial document written on the evolution of colony planets, asserts that all species evolve technologically at an accelerated rate compared to their emotional progression when subjected to outside influence. The paper focuses on the progression of those societies who were

provided superior technology to advance their civilizations, as opposed to those societies that were left to develop on their own. The project scientists concluded that the vast majority of cultures who received outside interference during their natural evolutionary processes were much more likely to commit genocide within their own species. These cultures were ten times more likely to use the provided technology for the purpose of war and other atrocities. Because of this, the GDA sets up the regulations to prevent the exploitation of colony worlds by the mega-corporations. Any attempt to import materials not specifically sanctioned by the Galactic Development Administration may result in fines or imprisonment. Consequently, many civilizations in the galaxy reap the fruits of technological advancement while others remain entrenched in the Stone Age.

WHERE IS MY POST-HUMAN FUTURE?

The "post-human" future envisioned for humankind in the early 21st century never materialized. One-hundred and fifty years after contact with our first alien species, humanity is still not uploading their consciousness into computers or eliminating material scarcity by building whatever we need using nanomachines. There are several reasons the imagined technological singularity we predicted for ourselves never happened.

When the Mutzachans warned humanity about the risk of extinction at the hands of the Aknar-Ryn (aka Arachnids), our focus changed from living forever to just living. As humans used the FTL technology of the Alliance to spread throughout the cosmos, they were either greeted with amazing technological colonies that addressed their every need or spartan and remote frontier worlds where survival was a struggle. In either case, the desire to upload one's consciousness into a computer or robotic body in order to become effectively immortal faded.

Moreover, when the Zen Rigeln made it clear to us that multiple species who were far more technologically advanced than humanity had tried and failed to achieve true digital consciousness, it was disheartening to those researching in that field. This disappointment was offset by the realization that the Zen could heal nearly any wound or injury and even grow you a new body. As long as your brain was intact, you were already effectively immortal. Furthermore, the Zen had pioneered memory backups, though they weren't digital and they weren't perfect.

In essence they grew an exact copy of your brain and filled it with your memories from the same period in which it was duplicated. Maintaining the duplicate brain was an expensive proposition, and it only served as a snapshot of that person at the time the copy was made. It could not be updated without growing a new brain. The constant rewiring of the brain meant that the physical structures had as much effect on who you were and how you behaved as your memories. This is one of the reasons the Zen knew a functional and active digital consciousness that could grow was such a difficult proposition. The brains of most species in the Alliance function in much the same way as the brains of Humans. In theory, you could upload your consciousness into a computer, but it would either be an unchanging, stagnant copy of you, or if capable of change, it would quickly grow into something that was not you. The Mutzachan's ban on true artificial intelligence made the prospect a moot point anyway. The penalties for developing a true *artificial intelligence (AI)* are severe.

Similarly, the Mutzachan's ban on the development of *nanotechnology* also destroyed any hope of humanity developing a society where money became obsolete, and anything you ever wanted could be built at the atomic level by sub-microscopic nano-assemblers. Given the horror of the Atlantean menace, it's no wonder the Mutzachan's advised caution. The result is that even in the future, we still use money, and scarcity is still a very real and very relevant issue for economics. Unfortunately, the division of society along monetary lines is still a troublesome issue in the 23rd century. In most Alliance member species, there are definitely "haves" and "have nots," though the Zen may be the exception to this rule. It's also clear that those with more financial resources have more access to the technological wonders and amazing resources of the Alliance. Nowhere is that more evident than in many of the highly urbanized areas of the Alliance. Perhaps life in the city is best summed up the human poet.

> *"The cities of the future are magnificent castles built of glass and steel. They sparkle with the intense fervor of life and represent the mecca of civilization. These metal goliaths house a myriad of different subcultures. They are a prison for the poor and a playground for the rich. The 23rd century city is the epitome of technological achievement, yet it also bleeds with the festering morass of spiritual decadence. The futuristic city is, in fact, a paradox of beauty and desolation."*
>
> - L. Sims.

That's not to say that things haven't gotten better. Manufacturing technology is amazingly advanced from what humanity knew on 21st century Earth. With the aforementioned medical technology, the Zen can cure almost any illness or injury. Humanity has access to technology that lets us travel to the other side of the galaxy in no more time that it would have taken a 20th century car to drive across North America. Perhaps most importantly, we finally have flying cars!

LIFE IN THE 23RD CENTURY

Most mercenaries don't spend a lot of time on Tier 1 worlds. Some were probably born there, and those that manage to make it to old age may retire there, but situations that require the services of a merc do not usually arise on civilized planets. Most mercenaries deal with regional corporate HQs on Tier 2 worlds and spend their time out on the frontier or on colony worlds. The lawless nature of the frontier lends itself to mercenary work, both legal and illegal, and it is here that the typical mercenary plies their trade.

MUTZACHAN BLACK BOX TECHNOLOGY

"You want to know the truth? Tech Levels are a joke. An almost totally arbitrary assessment of a device's supposed level of technological advancement. Manufacturers' spend billions lobbying the Galactic Assessment of Technology Office (GATO) to get their particular devices assigned a lower tech level under humanitarian or cultural exceptions. If there's enough money to be made selling a device in a certain market, then the mega-corps will find a way to do an-run around the tech level restrictions. None of that really matters though. The real kicker? The Mutzachan black boxes.

You see nearly every technology the Alliance has come to rely on uses Mutzachan made black box tech. Displacement devices, Omega weapons, Flux Shields all use black box tech. It's not just the war effort either. Items that the average Alliance citizen sees every day and doesn't even give a passing thought also use Mutzachan tech. FTL drives, radiation sinks for fusion drives, A-grav lift systems in skimmers, all use black box tech.

So, what's wrong with that? What do the boxes do that breaks the rules? That's exactly what the boxes do. They break the rules. The boxes literally break the rules of physics as we know them. If you're a mega-corp engineer and you have some fantastic new idea but you just can't seem to get it to work due to some pesky law of nature, the melon heads can help. Need something that will suspend the second law of thermodynamics in a localized area? The Mutzachans have a box for that. You'd love to use your fusion drive in town but are worried about irradiating an entire urban area? They have a box for that. Under the GATO guidelines the Mutzachan black boxes are clearly Tech Level 7 devices, but because they get installed as components into other presumably lower tech level devices that the Alliance wants and needs, the tech office turns a blind eye to them.

Here's the best part yet. Only the Mutzachans know how they work. We don't have a clue what's inside a black box or how it works. Try to open one, and it crumbles to dust. It's not just a boobytrap, it's like the very act of cracking the case causes the box to fall apart at a sub-atomic level. If the amount of mass left behind is any clue, the damn things are mostly empty space. The benevolent organizers of the Alliance don't trust us with their tech. To them we're just slightly more evolved than pond scum.

Only the Mutzachans can make them, and they dole them out to companies as they see fit. The melon heads decide which devices are worthy of their portable physics loophole and which go into the scrap heap of infeasible inventions. From what we can tell anything that moves the war effort forward gets priority. Spacecraft, energy systems, weapons, A-grav systems, all get boxes.

If the Mutzachans ever decided to withhold their tech, our civilization would begin to crumble. There will be no more travel between planetary systems and no more weapons of war to fight off the 'Nids. Worse yet, what if the melon heads could turn them off? What if the populace of the Alliance angers the headbangers? What if they decide to take back their toys? Try not to think about that the next time you're on a ship travelling at bone crushing g-forces and emitting instantly lethal amounts of radiation, all of which you're able to ignore thanks to the miraculous little black boxes."

-Malachi Armageddon,
vigilante journalist and barista.

TIER 1 WORLDS

It would be difficult to summarize what life is like on a Tier 1 world, as each planet and species varies so widely. Phentari live in stilt cities on the methane swamps and plains. Chatilians have their crystalline metropolises. Mutzachans have their cities composed of floating geometric buildings.

Instead we can focus on the uniformities among these planets. Almost all Tier 1 worlds are core worlds. The birthplace of one of the species that is now a member of the Alliance. As a result, these worlds have had tens of thousands of years to develop and grow. In the case of the Chatilians and Mutzachans, hundreds of thousands of years have passed since those species became civilized and technologically advanced.

The average inhabitant of a Tier 1 world sees Hoppers as frequently as they breath. World-wide communication is instantaneous. Star travel and interstellar communication is routine. Given the instant availability of nearly everything, including food, entertainment, news, and planetary communication, the delay inherent in interstellar travel and communication is utterly frustrating and sometimes bewildering to the inhabitants of Tier 1 worlds.

At the wave of a hand, they can have tens of thousands of channels of entertainment beamed into their Tri-V. Many of the shows have been created light years away on other planets by other cultures and other species. Due to the presence of wormhole gates near Tier 1 worlds, they always have the most up to date news and entertainment. This only exacerbates the sensation that everything that takes place off the planet happens much slower than it should.

TIER 2 WORLDS

Most Tier 2 worlds started out as early colony worlds of the older member species of the Alliance. Sometimes Tier 2 worlds have been inhabited for hundreds or even thousands of years depending on the species that colonized them. Keep in mind that Mutzachans, Chatilians, Eridani, Cizerack, and Phentari have possessed space travel for thousands of years. All but the Cizerack have been in the Alliance for almost as long. Because the Alliance encourages member species intergration, many Tier 2 worlds are inhabited by a variety of species. Only very old colonies that pre-date a species' admission into the Alliance by hundreds of years tend to be populated only by the founding species. Cizerack Tier 2 worlds are the exception. Given their relatively late entrance into the Alliance, Cizerack worlds are usually inhabited mostly by Cizerack, though there is no prohibition against other species taking up residence.

Tier 2 planets show little resemblance to the Tier 3 frontier worlds, and many are more industrialized and developed than the relatively pristine worlds of the Mazians and Keen. The majority of the populace on a Tier 2 world will be the same species as the founding world.

Though most of the turn-key Human colonies provided by the Alliance are technically Tier 2 worlds, they are far less developed than the older Tier 2 worlds. The colonies can only support so many colonists, and they've only had 150 years to expand. Despite their relatively low population numbers, there are usually at least two Mutzachans on every Tier 2 world, even the newer Human colony worlds.

For the most part a Tier 2 world is going to be a smaller version of a Tier 1 world. The technology level might be slightly lower, but the most noticeable difference will be the amount of planetary development. Core worlds are so old and so densely populated that most of the planet's surface has be inhabited or industrialized in some fashion. Tier 2 worlds have only been inhabited for several thousand years at most, and their level of development lags behind those of Tier 1 worlds. They will have much more wilderness, and developed or urbanized areas will tend to be localized. A world that's been colonized by a spacefaring civilization and then actively developed for around four thousand years would be considered underutilized under the standards of many Alliance species. This is a difficult concept for Humans to wrap their heads around. Particularly given that humanity was still in the Iron Age about three thousand years ago.

COLONIES

As the species that inhabited core worlds began to expand into space, they usually colonized inhabitable planets that were closest to them. As a result, colonies that are closer to the homeworld tend to be older and more established. These "near space" colony worlds, grow into Tier 2 worlds and are usually inhabited primarily by the species that founded them. The farther from the homeworld, the less established and lower overall Tech Level the colonies tend to be. There is also a clear dividing line between colonies formed before a species membership in the Alliance, if any, and those formed after. Colonies that are founded after Alliance membership always tend to be more inclusive of other species. This is partially because in many ways Alliance law mandates it and partially because business dealings between unrelated species increases when they're both members in the Alliance.

The exception to this general rule are human colonies. Many humans were integrated into existing colonies within Alliance space. In some cases, such as with the Orions, a large human population was transported to the species' homeworld. However, when Earth joined the Alliance, many of the eligible and inhabitable worlds within Alliance space had already been claimed by governments or mega-corps. What few human-inhabitable planets were available deep within Alliance space were quickly converted to turn-key colonies for the Humans. These colonies are wonders of automation and technology, designed to quickly educate and integrate their human populations into the galaxy-wide civilization that is the Alliance.

The turn-key colonies quickly filled with eager settlers ready for a new life. It should be noted that the turn-key colonies, gifted to the humans by the Alliance, have quickly become major centers of industrial production. Human colony worlds account for 70% of all ship production in the Alliance.

The only remaining option for the majority of human colonists were located at the fringe of Alliance space along the frontier. The distance and difficulty of transporting materials out to the frontier means these colonies are almost always low-tech, Tier 3, worlds. These frontier worlds are often plagued by pirates, annexed by neighboring governments hostile to the Alliance, or harassed by bored mercenaries. As a result, most *"don't take too kindly to strangers."*

The populations on frontier colonies are usually quite small as they have to be self-sustaining. Most are too far out to receive regular deliveries of supplies. Many new colonies aren't much more than a lone town on a remote planet. Frontier colonies typically have only the basic necessities in terms of structures. There may be farms and hydroponics facilities, homesteads, landing pads, communications arrays, sheriff's offices and jails, and maybe a town hall, and a medical center. If not for the speckling of visible Alliance tech, like body comps, skimmer trucks, and modern building materials, these frontier colonies are very reminiscent of the old western towns you see in cowboy movies. In short, they're a mix of old and new technologies, but they still require hardy, independent people determined to survive far from the established worlds. However, some colony worlds have populations measured in millions of inhabitants.

COLONIST MODIFICATION

Anytime a new species enters the Alliance, the *Bureau of Biological Sciences (BBS)* sets about absorbing all of the medical science and medical technology developed by that species into a centralized Alliance database. The BBS then begins to analyze and cross-reference the new medical data with medical data from all other Alliance species. It this way, the BBS has been able to make great strides in improving medical care across the Alliance. What may be an incurable disease for one species, may be remarkably similar to a disease another species cured decades ago. It was in this way that the BBS was able to cure cancer shortly after Earth joined the Alliance. It should come as no surprise that 80% of the staff at the BBS are Zen Rigeln.

The BBS is also responsible for developing colonization adaptation serums. The Zen figured out long ago that it's easier to tailor the colonists to the colony world, rather than the other way around. When the Zen began colonizing other worlds, they modified their bodies to suit the environment of the new planet. In typical Rigeln fashion, they soon had it down to a fine art and now only a single injection is required to adapt the physiology of a future colonist for their new planet. When the Alliance was formed, this Zen technology was combined with the BBS medical database to allow adaptation serums to be developed for any species. The serums are tailor made for each species and each environment. Though most serums are permanent, though reversible for colonists, the BBS can also create temporary versions for tourists and colony visitors.

The serums can adjust a colonist's physiology to variations in gravity as well as for minor differences in atmospheric composition and pressure. It is this same technology that was used to develop the methane injections that allow Eridani and Phentari to walk around in oxygen atmospheres without a processor mask. However, all species are perfectly adapted to their home planet, and even minor changes in their environment can be highly stressful if not fatal. Unfortunately, the ability of the colonization adaptation serum to adjust a species for a new environment is not boundless. As a result, colony worlds must still be similar in most respects to the home world of the colonizing species. Even with the millions of planets in the Milky Way, this requirement for substantial similarity between colony worlds and home worlds severely limits the number of planets that are available for colonization in Alliance space.

CORPORATE PLANETS

Typically, the Alliance will only allow private ownership of planets that are not suitable for colonization. However, this restriction does not apply to mega-corps. Though corporate worlds are still governed by Alliance law, they are treated like mega-corp property. Thus, landing without permission is still trespassing. In addition, corporate worlds that are doing top secret work for the Alliance government may, in some cases, be treated as Alliance military facilities, allowing local security to shoot trespassers who ignore repeated warnings to avoid the facility.

Because having your corporate HQ on its own, isolated planet doesn't make a lot of financial or business sense, corporate worlds are frequently sites for dangerous experiments and product testing that the company would rather be unobserved by their competitors. Balshrom owns a number of private worlds used solely for weapons testing and development. Some corporate owned worlds may have entire cities on them, while others may only have a research station.

SKY CITIES

Thanks to the Mutzachans, floating cities have been in vogue for the last hundred years. Architects and engineers try to replicate the amazing floating metropolises of Trishmag for the upper crust of Alliance society. Sky cities are small, elegant structures built on a-grav platforms. They are lavishly furnished with riches appropriated from the masses. Sky cities are inhabited by the rich and established, those who can afford to escape the barbaric conditions of the ground cities below. The mega-corporations build their offices here, far above the cesspool of humanity. Sky cities attempt to severely restrict the entrance of outsiders by levying huge immigration taxes on anyone entering

their private domains.

STARBASES

Somewhere in the solar system of almost all Tech Level 4 and higher planets are space stations called starbases. Starbases are large platforms that serve as fueling and repair stations for freighters and the great galactic warships. Their populace is predominately composed of engineers, mechanics, scientists, and salvage crews. You will find everything you'd need to build, repair, refit, or scrap a large spacecraft. Starbases are the launching point for all types of deep space travel. However, tourists *en route* to some distant location can secure lodging here. All starbases possess artificial gravity systems and utilize the most sophisticated technology and machinery. There are also starbases that are exclusively for use by the Galactic Armed Forces. Tourists and salvagers are not welcome at these secure facilities.

SHIP GRAVEYARDS

Usually found in high orbit around lifeless moons, graveyards are not unlike the junkyards of pre-diaspora Earth. The Alliance monitors and operates all of the graveyards within its boundaries. Since some of the ships stored here are repairable, the Alliance likes to keep tabs on the derelict ships. This prevents an enterprising thief from getting their hands on an unregistered vessel at a graveyard. The primary function of graveyards is to provide serviceable parts to refurbish an operating vessel. One can often find useful parts to upgrade or fix a ship. Prospective buyers can purchase salvageable vessels from a junkyard at a fraction of the normal cost. Typically, the crew has the ship towed into neutral space where they make repairs themselves or have it towed to a contractor who will fix the vessel. Often the cost to return an abandoned ship to operating condition can cost more than the value of the ship itself. There is often no way to predetermine the cost of repairs.

STONE TOWNS

Stone Towns came about with the advent of asteroid mining. A Stone Town is a small community, usually consisting of miners, residing inside a hollowed out asteroid. Stone Towns are small in size and population, but they are well defended.

Most Stone Towns are short lived. After the workers have mined the asteroid of its ore, they pack up and move to better hunting grounds, leaving behind a hollowed out ghost town. There are thousands of ghost towns hidden in asteroid fields. Many are pirate havens and shelter other interstellar criminals. Some will be inhabited by space hermits whose only wish is to leave society behind. A precious few are converted into thriving cities whose economies are based on entertainment, both legal and illegal.

SHIPYARDS

Shipyards are an enormous collection of space stations, linked by a web of transit tubes and docking collars. The construction of vessels is handled here. While robots and remotely piloted vehicles do most of the construction work, engineers monitor and supervise the job from booths in one of the myriad of stations that surround the shipyard. Due to their awkward shape and enormous size, shipyards are not found in orbit around a celestial body. They can, however, be found at the nadir or zenith point within a star system. A small contingent of warships constantly protects the

operation from pirates.

Sometimes, for private reasons, persons may wish to have a ship built to their own specifications. More commonly, the shipyard makes drastic changes to an original ship's design to customize it for the owner. The chance that a shipyard will make design changes and major upgrades, without charging you a tentacle and a leg, is slim and varies from vendor to vendor.

REMOTE FACILITIES: MILITARY OUTPOSTS, INDUSTRIAL PLANTS, RESEARCH LABS, AND PRISONS

The Alliance government and mega-corps have facilities dotted all over space on dead worlds, icy planetoids, and empty moons. These bases are usually located in the middle of deep space, far from the comforts of the Core Worlds. Some stations are so isolated that they are only resupplied every six months, with changes to their small crews made once every year. Others are sprawling industrial facilities measured in square kilometers, employing thousands of personnel.

Whether large or small and in most cases, there is nothing else on these planetary bodies other than the facility. This forces the occupants to either be self-sustaining or rely on scheduled deliveries of supplies. Stations this far from the populated areas of Alliance space are only built for one of three reasons: Military applications, commercial gain, or scientific research that's dangerous or secret. Military facilities are built because the planet or moon they occupy has strategic value. The facility may be well positioned to serve as an early warning station for transit of enemy ships through Alliance space near strategically important targets.

Mega-corps only build commercial or industrial facilities at such remote locales if the site has vast amounts of easily extractable resources, otherwise it's not commercially viable. The other reason a mega-corp builds an expensive facility at the ass end of the galaxy is because they don't want anyone to know what they're doing there. They're doing the kind of research that can kill entire cities if something went awry. Sometimes it's both. In any event, these facilities do not like visitors, so you better have a damn good reason for going near one.

What type of remote facility that you might want to build well away from everyone in a secluded and difficult to reach location? A prison. Both the Alliance government and the mega-corps run remote prison facilities. They do not allow visitors, even those experiencing an emergency, and trespassers will be shot before their ship gets close to the facility.

INDEPENDENT WORLDS

Not all inhabited worlds within the outer borders of Alliance space are allied with the Alliance. There are many independent worlds ruled by dictators, cult leaders, despots, and warlords of all species. Not all independent worlds are run by tyrannical overlords. There also exist independent colonies run as utopian experiments, religious refuges, benevolent monarchies, and even a few worlds run as nature preserves.

When humanity learned that under certain circumstances they could lay claim to entire planets within the Alliance to run and govern as they saw fit, there was no shortage of religious sects

and political idealists trying to up their own planet. They wanted to build their perfect society now that humanity had access to FTL travel. Fortunately, these worlds have to be deemed uninhabitable and lacking in resources and strategic value for the Alliance to open them for purchase. Unfortunately, humanity has always been pretty diverse, and there were plenty of religious organizations and cult leaders with enough money to make a purchase. Most historians believe that the Alliance was not prepared to deal with the frequency with which humans founded new independent worlds on lifeless hunks of rock.

Humans aren't entirely to blame for the number of rogue independent worlds. Though most other species aren't as culturally or socially diverse as humans, they do have their intra-species differences and many of them have had a lot longer to seek out their own worlds. Moreover, if a species had FTL capabilities before joining the Alliance, and most did, they could have colonized worlds so habitable that they bordered on being a paradise. Most species had no restrictions on establishing independent worlds prior to the admission to the Alliance. A large number of independent worlds are ruled by Orions.

WHAT ELSE IS OUT THERE?

The Milky Way is a big place. It is more than 100,000 light years across. The Alliance is less like nations sharing borders and more like a collection of well connected islands in a sea of space. Each species started at their homeworld and migrated outward from there, colonizing nearby worlds and establishing a territory. Those clusters of worlds are now connected to each other via wormhole gates and well-traveled trade routes. There are countless unexplored worlds which are not located near the commonly traveled routes between the Alliance member species worlds. It's suspected the Mutzachans know more of them than just about anyone else since they were able to provide quite the list of habitable worlds for the Humans when Earth joined the Alliance. Certainly, there are other intelligent spacefaring species within the galaxy, such as the Aeodronians, but these outliers are small, isolated, and of minimal threat to the Alliance. It seems unlikely, with all the travel through the Milky Way done by Alliance vessels, that some sign of other intelligent species would have gone unnoticed, particularly by the Mutzachans who have had more than 100,000 years to look for it.

The Mutzachans, not content to run around the 400 billion stars in the Milky Way, have created wormhole gates to several neighboring galaxies. The current method to establish a gate in a neighboring galaxy is to use the *Masnrock Generator* to essentially fire blind at your target. Since the Masnrock Generator doesn't require a gate at the destination, you can push materials through to build a new gate through to the other side. Alternatively, you can push a small gate through to the other side. Either way, you create a normal two-gate portal between the Milky Way and a neighboring galaxy. Unfortunately, the Masnrock Generator has abysmal accuracy at those literally astronomical distances, and there have been some expensive failures during the attempt to open transgalactic gates.

Curiously, at least one of the transgalactic gates was functioning before the Masnrock was built. Since it would take approximately four to five thousand years to reach our closest neighboring galaxy, no one is quite sure how the Mutzachans established a bridgehead for the other side of the gate. It's not out of the question that some long lived Mutzachans made a transgalactic transit to establish the first gate. Regardless, rumors abound that the melon heads have some form of superior FTL travel that they're not discussing with the rest of us.

Important parties within the Alliance are curious as to why the Mutzachans are so intent on creating the transgalactic gates, given that there are significant portions of the Milky Way that remain unexplored. The analogy used by the Humans is that it's a bit like their planet during the 20th century. They had the entire surface of their moon mapped, despite only having been there a handful of times. However, they had very little idea of what was going on under the water that covered 70% of their planet. Given the "interconnected islands" analogy used to describe the Alliance, the Mutzachan's behavior is even more perplexing.

CRIMINALITY & LAW ENFORCEMENT WITHIN THE ALLIANCE

CRIME

The level of crime and the type of crime one is likely to encounter depends on the Tech Level of the planet you're on and whether you're on the good side of town or the bad side of town. Another factor is what species makes up the majority of the planet's population. On Orion and Phentari planets, crime is a lot more common. One might even argue that crime itself is an important element of Orion and Phentari culture. The Phentari would certainly argue that the ability to break a law and not get caught is a sign of an intelligent and cunning species.

On a Tier 1 planet, crimes against people are nearly non-existent, except for the occasional crime of passion. Surveillance is everywhere and nothing escapes the eye of the authorities for long. That's not to say that crime doesn't occur. The most common crimes on Tier 1 worlds are often property crimes and usually involve theft of digital assets or funds.

On the bad side of town, it's often a different story. Surveillance gets spotty, and all the wrong kind of people know exactly where the cameras do and don't point. Worse yet, the people living in poorer neighborhoods don't always get the level of protection they need from local law enforcement. The irony is the lack of police presence is not due to the fact crime is bad on the less fortunate side of town, but rather that the there is no crime on the good side of town.

The sides of town with low crime rates and excellent crime-prevention-surveillance don't need a lot of police. The politicians and powerful people live in a crime free world and pass laws

limiting the budgets of the police services. Furthermore, what few police the city does employ are wanted by those same powerful people to protect and patrol their neighborhoods. The result is that the police are understaffed, underfunded, and outnumbered whenever they venture into the rundown areas of a city.

Because Tier 2 planets vary so widely, it's difficult to make a general statement regarding crime. Some Tier 2 worlds have been around long enough that they've been industrialized to the same extent as 21st century Earth, though at a much higher Tech Level. In areas where the planet is still wilderness, surveillance by the authorities is likely to be non-existent, other than an occasional orbital flyby. In highly urbanized areas, one can expect nearly the same level of scrutiny as on a Tier 1 world. The same holds true for Tier 3 worlds, but you can expect the majority of these planets to be in their natural state. Urbanization, if any, on Tier 3 worlds will be limited to small pockets of civilization or one or two major trading ports.

BLACK MARKET

The black market is simply a term that means the sale of illegal goods. Sometimes black market vendors are independent, though more often than not they're part of a larger organized crime network. On some Orion and Phentari worlds, the figurative term gains literal meaning as there is an actual physical marketplace where one can go to buy illegal goods. The police on these worlds turn a blind eye to the mall of illicit products and services because it makes tracking particularly egregious goods, like weapons of mass destruction, easier.

One can purchase just about anything on the black market. The cost depends on the item sought. Most black market items typically cost three times the retail cost. Those in the know can also fence goods through the black market. Rumor is that some of the black market with ties to organized crime also have close ties to the *Rebels*, who obtain much of their equipment there. Black marketeers are deadly. They don't like being swindled, ratted out, cheated, or thrown into the public eye, and most will not hesitate to kill those who cross them.

GALACTIC LAW

Alliance law is divided into two sets of rules. *The Uniform Alliance Government Code (UAGC)* and the *Alliance Integrity Statutes (AIS)*. The UAGC covers all interactions between the governments of the Alliance, including trade and intellectual property law (patents, trademarks, etc.), military law, territorial boundaries, and the like.

The AIS covers the tort code and criminal code. Torts are civil wrongs that aren't considered crimes but still require the wrongdoer to compensate the wronged party for the offense. Examples or torts include trespass, negligence, nuisance, and similar non-criminal wrongdoings.

Both the UAGC and the AIS are broken into sections called Titles, where each Title deals with a specific subject. Within each Title, individual laws are listed.

Planets owned by the governments of Alliance member species are able to pass their own laws and penalties for crimes as long as they are not superseded by Alliance law. The Alliance has jurisdiction over crimes committed in open space (not in orbit), acts of terrorism, crimes committed on corporate owned worlds, crimes directly against the Alliance government or its employees, and any crimes committed during the commission of one of the aforementioned activities. In those cases, Alliance law would apply and GalPol would be doing the investigation rather than local law enforcement. However, if a crime were committed on a planet or in orbit around a planet owned by the government of an Alliance member species, then the local laws would be used – assuming it wasn't an act of terrorism or a crime against an Alliance government official.

ALLIANCE MEMBER SPECIES LAW

Almost all of the Alliance member species have patterned their criminal code from the AIS, so the penalties and crimes are identical. The Chatilians, Cizerack, Humans, Keen, Mazians, Pythonians, and Zen societies have all copied the Alliance code into their own local laws. The Fott were forced to adopt the Alliance code of since their world was annexed by the Alliance. This is a situation that does not please the anarchist Fott.

As always, the exceptions are the Eridani, Orion, Phentari, and to a lesser extent the Raazet. The Orion have lower penalties for property crime as they feel some degree of criminality in a society is good for it and encourages creativity. The Raazet have very loose interpretations of what constitutes private property, anything that's lying around unused becomes public property until someone utilizes it. The Eridani, upon entrance to the Alliance, demanded that exceptions be made for some of their laws and traditions, which is why dueling is legal throughout the Alliance. Both the Eridani and the Phentari recognize slavery as a valid punishment for many crimes.

The Phentari do not have "attempt" crimes. For example, there is no attempted murder in Phentari law. Successful crimes are taken as a sign of competence and success. If everyone knows you killed someone, but they can't prove it, then you are cunning. The only other options are you either killed the victim and got caught, or you failed to kill the target, but everyone knows you made the attempt. In either case, you are deemed as inferior in Phentari culture. You must live with the shame of your failure until such time as the victim or their family retaliates, cleansing the Phentari bloodlines of your inferior genes.

It should be noted that the penalties for all crimes are more severe when committed against a Zen Rigeln, as there is a rebuttable presumption that the Zen will not defend themselves with violence. In addition, the Zen do not often try their own kind as criminals, but rather treat Zen who commit acts of violence as mentally ill and unable to comprehend the criminality of their actions. These

mentally ill Zen can then avoid criminal sentence and can be re-educated and indoctrinated into the Zen society.

Mercenaries are accorded some leniency for minor and moderate transgressions of the law that occur during a mission. It's understood that mercs from various mega-corps may occasionally duke it out with each other. As long as the chaos and violence doesn't spill over into the public's view the police and the prosecutor will generally turn a blind eye. However, they take a very dim view of gunfights in the street, civilian injuries, and anything that involves live, on-the-scene, video by the local news channels.

POLICE

The Alliance Galactic Police force, or *GalPol* as it is more commonly known, has a branch office on every Tier 1 and Tier 2 world. GalPol is responsible for enforcement of Alliance law and investigation and prosecution of the Alliance's Most Wanted list. GalPol agents are currently responsible for tracking down Uncle Ernie, Jaquassarious Phentari, and other high profile criminals. They are also responsible for reviewing violations of Alliance corporate law and actions by the Rebels that take place within the Alliance.

GalPol has a fleet of cutters and cruisers that they use to patrol the shipping lanes and travel to planets where the local GalPol office might be understaffed to handle larger threats. GalPol is in charge of investigating all crimes that happen in open space within Alliance territory, acts of terrorism, and crimes against Alliance officials. They work closely with the Galactic Navy to combat piracy in Alliance space.

GalPol is composed of highly trained and well equipped officers who are experts in their field. They only take the best applicants and draw primarily from local law enforcement agencies throughout the Alliance, though recruits from the military and elite mercenary forces are also included. If GalPol can show a need for it, they are capable calling on the might of the Galactic Armed Forces for support. Getting on the wrong side of a GalPol investigation is the last thing a pirate or mercenary wants to do.

"We, at the Galactic Police,
do not possess a sense of humor."

Under Alliance law the planetary police forces on worlds governed by Alliance member species have jurisdiction over all criminal investigations that occur on the planet or in orbit around it. This is as long as they're not crimes that fall under GalPol's jurisdiction. The skills and resources of local law enforcement vary from planet to planet. Obviously, police forces on planets with higher Tech Levels have access to more sophisticated technology than those on lower Tech Level planets. However, access to state-of-the-art technology doesn't mean a well-trained or incorruptible police force.

There are several other police forces of note. The Galactic Armed Forces have their own police force that investigates crime within the forces. The civilian police on Eridani planets are a branch of the Eridani military. Corporations have their own private security forces that serve as police. However, once the GalPol gets wind of a crime on a corporate owned world, they may claim jurisdiction over the investigation. Most corporations do their best to deal with issues without involving GalPol. Finally, the Zen have a special branch of investigators called the *Trahil*, who identify and pacify Tza Zen. Because of their pacifist natures, a large portion of the Trahil is not staffed by Zen Rigeln but rather Chatilians and Phentari.

The last type of law enforcement, and I use that term loosely, that you'll need to know about are *Dronks*. Municipalities hire Ram Pythons as a sort of neighborhood watch patrolmen and assign them to the most dangerous sections of town. Dronks are given a great deal of free reign to administer justice as they see fit. The police do not like Dronks as they are incompetent at the best of times and roving gangs of vigilantes at the worst. On the up side, Dronks are difficult for criminals to bribe because honor is more important to them than driving a new hopper.

THE DUEL

The duel is a lawful, sanctioned event under Galactic Law. It is considered a just method of combat. Anyone may challenge another to a duel. The restrictions on such an act are as follows:

- There must be a minimum of five witnesses, of which at least two must have no relation to either participant in any capacity.
- Both parties must agree to the duel.
- The terms of the duel must be announced aloud and agreed upon. A duel is fought to submission, first blood, injury, or death.
- Individuals choose and agree upon weapons. Armor is prohibited unless agreed upon by the participants.
- No outside intervention is permitted by anyone. This act voids the terms of the duel and is considered illegal.
- Individuals possessing Matrix powers cannot use their abilities in any way to affect the outcome of a duel, unless agreed upon by both parties.
- Individuals who refuse a duel are entitled to a 30 hour grace period before being challenged again.

The effect of a duel is to eliminate enemies or to disgrace individuals. It is a powerful device for addressing an affront or legally dispatching one's enemies. It is loathed by the Phentari who believe that openly killing one's opponent under a strict set of rules is the lowest form of combat and breeds an utter lack of cunning and forethought. Most duels are fought with archaic hand weapons, though this is not a requirement. Often duelists will negotiate until they find a weapon type that both are equally skilled when using. Sometimes this leads to duels with laser rifles or other unusual weaponry.

Given that illegally interfering or cheating in a duel can likely lead to the unjust death of one of the participants, the penalties for

inference are high. The penalty for interfering or cheating in a duel on an Eridani world is death.

"Don't expect to win a duel against an Eridani. Don't expect to win against a Ram Python. They are almost as deadly as the Eridani. If you are a Mazian and are challenging someone to a duel, then you are either stupid or have a nasty trick up your sleeve. Finally, bet all the money you have on yourself. You won't be worrying about paying your bills if you lose."

-Malachi Armageddon,
rebel reporter and
vacation planner.

PRIVACY

In most cities there are surveillance devices watching your every move when you're out in public, particularly on planets with high populations of Zen and Mutzachans. Most Alliance citizens just accept this as a fact… except for those who view it as an invasion of privacy. Travelers should be aware that surveillance of public areas on Orion and some Human worlds is very limited. On Keen, Phentari, and Cizerack worlds it is nonexistent. On Chatilian worlds surveillance outside of anything that's a public area open to everyone is considered an appalling invasion of privacy.

Big Brother is out there, and he is definitely watching! If the government wants to know anything about you, it can access it in a second. Huge databases have been set up to track the activities of mercenaries and prominent public officials across the galaxies. This is called a *Historical Background Compliance check (HBC)*, or simply HBC. Under the Stimson Act of 2268, all persons working for mega-corporations as combat or espionage operatives in Alliance space forgo the right to privacy, in order to ensure compliance with galactic law. In short, Big Brother knows everything about you if you're a mercenary.

MONEY STILL MAKES THE WORLDS GO 'ROUND

MONEY

All Tech Level 4 planets and above have forsaken cash for chits and electronic credit. All monetary transactions are dealt with in terms of these two methods. *Credit lines* are lines of credit that recorded on your body comp, and linked to your bank. Characters can obtain a credit line at any number of banks including Interstellar Trust Bank, Permanent Assurance Bank, or at any spaceport. Body comps are voice activated and DNA coded to prevent fraudulent use of the banking or financial information they contain.

High tech societies also use the currency chit. These rectangular pieces of plastic are essentially cashier's checks encoded on small chips, with a display that shows the amount of currency currently on the card. As a result, chits can be exchanged just like hard currency, since the value of the chit is displayed and known. Like body comps, a chit can be DNA coded to prevent fraudulent use. To use the chit, the owner only needs to authorize the transfer of the chit to the other party, and it becomes theirs. If you want to change the value of a chit, you go to a bank or teller machine and transfer funds to or from the chit. This allows a person to hold large amounts of unmarked, but secured currency on their person. Cash chits are very popular, especially on Orion and Phentari worlds. One can dispense cash at will, without the government being able to trace it. Cash chits are used on Tech level 3 planets or higher.

Tech level 2 societies still use that archaic stuff called money. Characters traveling to Tech level 2 planets can obtain the proper currency upon landing at the spaceport. Money can be transferred to and from credit cards or currency chits. But why you would want this is beyond me.

Tech Level 1 societies and frontier worlds use the barter system of trade. The proper currency is whatever object the society considers valuable. Credit cards and chits are useless here, unless one can use credits to obtain valuable commodities first before attempting to barter.

GROCERIES

Most localities have their own planetary food chains. Almost all space-based food distributors are subsidiaries of the *Galactic Grocery Company (GGC)* mega-corp. All GGC stores are open around the clock, so hungry persons can trot down to one and get something to eat. The grocery chain utilizes the best in food service. No longer is food stored on shelves or in freezers. It is kept in environmentally sanitized protection banks. Food is ordered using a body comp or home comp and can be delivered or picked up as the buyer desires. Groceries can also be ordered at terminals in the store, and they are delivered to the pick-up counter. The food is usually there before the buyer is. GGC also owns the JumCo, which produces JUM drink and Yummies food bars. Both JUM and Yummies are incredibly popular throughout the Alliance, so they're not hurting for cash. GGC's biggest competition is Ubiquitous Foods Corp.

Malachi's Top 10 Drinks

01. *Orion Star Utablan "Cell Block" Scotch (Taos)*
02. *Mad Janx (Taos)*
03. *Nectar of the Ram (Pythos)*
04. *Jum Drink (Everywhere)*
05. *Solar Tequila (Taos)*
06. *Gordan's Malt Liquor (Earth)*
07. *Turpentine (Trishmag) – melon heads ONLY!*
08. *Pu-Mmack (Cashoulis) – Cizerack Only.*
09. *Hatfield's Moonshine (Delphix-9)*
10. *Jua (Phena) – Phentari & Eridani only.*

-Malachi Armageddon,
anti-establishment investigator
and restaurant critic.

ALLIANCE CULTURE

POPULAR TRI-V SHOWS

Every planet and culture has its own popular shows, but since *Tri-V* content can be delivered across the universe, there are several shows that have become popular Alliance-wide. Given the size of the Alliance, a show that is popular generates revenue in the tens of billions of credits, if not more. As a result, entertainment networks are always searching across the alliance for the next big thing, and small local entertainment producers are always trying to get their shows noticed and expand their audience. Currently the two most popular shows in the Alliance are Survival Warrior and broadcasts of the Cyball league championships. The *PVQ Communications* mega-corp holds the rights to the majority of Tri-V shows.

Malachi's Top 10 Tri-V Shows

01. *Survival Warrior (Sports)*
02. *Cyball Championships (Sports)*
03. *Taos Fashion Awards (Fashion)*
04. *Zog's Metal Mania (Music)*
05. *The Adventures of Captain Leon and his Pips (Reality Tri-V)*
06. *Madd Mike's Weekly Review (Sports)*
07. *Your Universe in 30 Minutes (News)*
08. *The Yummies Show! (Infomercial)*
09. *Granny's Grab Bag (News & Sports)*
10. *Smythe House (British Period Drama)*

-Malachi Armageddon,
dissident detective and professional criticizer.

CYBALL

So, you want to be a famous Cyball player? It is the dream of every adolescent for the fame, the money, and the glory. Cyball is short for Cylinder Ball. It is the number one sport in the Alliance. The 6,571 different teams are watched by some 100 billion viewers weekly. What is it exactly? Cyball is a cross between Earth style lacrosse, rollerball, and football. It is played in a 200 m long, 50 m diameter cylinder. The idea is to move the 2 kg titanium-steel alloy ball from one of the cylinder to the other and place it in your opponent's goal. Players wear magnetic boots that allow them to maneuver freely about the inside surface of the cylinder.

Each player type is governed by a specific set of rules for that position, with some players remaining on the ceiling of the cylinder at all times and others riding motocross vehicles.

Though its owners, the *Alliance Cyball Association (ACA)*, say the dangers of the sport are overinflated, there are some 1,500 players killed every year, while 35,000 are injured. Despite the numbers, statistics reveal that Survival Warrior has a much higher fatality rate. Currently the Rigel Death Knights are the reigning six year champions, amassing some 23 kills, 6385 goals, and a record of 1129/40/8 over the last 5 years. Cyball is owned and operated by the Alliance Cyball Association, who has an excellent working relationship with PVQ mega-corp. Advertisers pay top dollar for spots in Cyball broadcasts and *JumCo*, has the exclusive contract for food advertising during Cyball matches as well as an exclusive concessions contract at ACA games.

SURVIVAL WARRIOR

The second most popular sport in the Alliance is Survival Warrior. Every four Galactic months, the Survival Warrior Committee designs and erects a deadly, kilometer long, obstacle course at a secret location in Alliance space. Individuals from all of the Alliance worlds submit applications to participate in the deadly sport. If their application is accepted, they can attempt to make it from one of the random starting locations to the finish. The entire playing field is littered with booby-traps, and there are no rules prohibiting player-on-player violence. The entire spectacle is recorded using remote cameras and player-following camera drones. The committee then packages the video into nightly broadcasts for the Alliance audience.

Past locations have included burnt out slums in Hell's Point, an abandoned steel mill, a stone town, and numerous other locations throughout the Alliance. Once the location is revealed, you can buy tickets to watch the event on location as it is filmed. At one point, a corporate prison was used as the event location, and the violent prisoners served as antagonists for the competitors. This resulted in the accidental escape of 13 inmates during the filming and has not been repeated since. The competition is so deadly that you receive ▽50,000 for just surviving, whether you win or not. You receive ▽1,000,000 if you win. It should come as no surprise that PVQ owns the Survival Warrior Committee.

MUSIC & ART

Even in the future, music and art are just a popular as they were on 21st century Earth. Popular bands and musicians can be set for life with a one-hit-wonder given the audience size provided by the Alliance. Similarly, artists who catch the public eye or the interest of a wealthy art collector can quickly become insanely wealthy. The newest trend in Alliance music is the resurgence of heavy metal, which is very popular with Pythonians and Humans alike. Metal is one of the fastest growing genres of music in the Alliance, and it is also quite popular with Alliance military personnel and mercenaries.

MADD MIKES MERCENARY BROCHURE

Madd Mike's Mercenary Brochure is an interstellar mercenary magazine sold digitally on most civilized planets. The brochure contains a listing of mercenary jobs available throughout the universe. The list provides all the pertinent information concerning the stated job offering, location, qualifications required, and rate of pay, along with a detailed job description. Mercenaries may opt to place advertisements in the periodical themselves, under

"wanted" or "for hire." A one week's running of any advertisement that is less than 50 words long costs ▽30. The brochure is sold in most planetary stores and in all Galactic Groceries. If you need to hire out some additional help for combat missions, you can accomplish this by consulting Madd Mike's Mercenary Brochure. Mega-corps with mercenary labor and most of the major independent mercenary companies run ads in the magazine. The independents also post recruitment notices when they're hiring. The mega-corps take applications or seek out specific talent. They do not advertise recruitment.

MATRIX SCHOOLS

The Mentor-Pupil system of matrix teaching has existed for centuries, and in the case of the Mutzachans, for millennia. It is similar to the master-apprentice relationships on Earth in the middle ages, when a student learned a skill in exchange for service. It is still popular on secluded or sparsely populated worlds. Zen still prefer one-on-one instruction with mentors, though Chatilians and Mutzachans prefer more formalized education.

On more developed planets, Matrix schools exist where mentors have congregated to share their knowledge and teach an expanded curriculum. It is every matrix controller's dream to attend one of these academies. Most of the schools are very prestigious and attending one is a badge of honor. Attending such a school gives an MC access to a much wider selection of Matrices than any one mentor could possibly possess. Furthermore, attending a matrix school can give you contacts with other Matrix Controllers, which might prove even more valuable than the new matrices a student learns.

Of course, all of this has its price, or every matrix controller would enroll in the Tzin Control Academy tomorrow! First of all, these schools are extremely competitive. Examinations are given to all prospective students, and only the highest scores are admitted. Matrix schools are also expensive, and you should expect to pay through the nose to attend one. Finally, there's the problem encountered by anyone attending a formal school: scheduled classes. If you take off a week or so from classes just before exams to go adventuring, the professor isn't likely to take it too kindly! Miss too many classes and you're out. This is why most mercenary types are stuck studying with either mentors or at the limited classes offered by some of the mega-corps for personnel when they return to the home office.

TRAVEL, TRADE, & COMMUNICATION

TRAVEL WITHIN THE ALLIANCE

The Alliance of Worlds covers a vast amount of space in the Milky Way Galaxy. The core worlds are connected by massive *wormhole gates*, which facilitate instantaneous travel and communication to other gates within the Alliance. Gates are always located out of the star system for security and safety reasons. Though an overloading gate is designed to shunt discharged energies into the extra-dimensional space connecting the gates, a catastrophic gate failure could easily obliterate an entire star system. Therefore, gates are located some distance from the system they serve.

As a result, traffic to and from the gate, as well as traffic from a system possessing a gate to those that lack a gate are facilitated by spacecraft over well-traveled shipping lanes. Though the ever-shifting orbital mechanics of planets within a star system and between star systems results in multiple lanes serving the same destination. The shortest route at the time is typically the one most traveled. Much like the highway systems of ancient Earth, star systems that possess a gate (Tier 1 systems) are the most frequented. Typically the habitable planets within that system are the most technologically advanced. Though there are some exceptions. This is in no small part due to the cost of building, maintaining, and managing traffic through a wormhole gate. These star systems, which are highly developed and nestled close to a star gate, are commonly referred to as Tier 1 System or Prime System.

Almost all of the *Core World*s, which are homeworlds of the founding Alliance species, have wormhole gates, though not all are considered Tier 1 worlds. The Mazian homeworld is still mostly undeveloped. The Human homeworld, Earth, was the last Core World to obtain a wormhole gate. The Mazian gate near Beta Comae Berenices was finished shortly before the Human gate was started. Currently the Keen and the Fott homeworld systems do not possess wormhole gates.

Star systems with habitable worlds that are in close proximity to gates, in terms of interstellar travel, but that do not possess a gate themselves are referred to as Tier 2 worlds. Tier 2 worlds are the next most populated and developed due to their proximity to Tier 1 worlds. Tier 2 systems are commonly called Secondary Systems, and the planets within them are referred to as secondary worlds. Though Secondary worlds are dependent on shipping for their commerce and trade, their nearness to the Prime Systems minimizes this burden. Alliance freight vessels still travel faster-than-light, and most secondary worlds are usually only a couple of days from the closest system with a gate.

Star Systems that are very distant from their closest gate are referred to as Tier 3 or tertiary systems. The fastest route to these systems from a Tier 1 gate usually involves traveling to a Tier 2 system, refueling, and then continuing on to the Tier 3 system. Because Tier 3 systems are so remote, they are typically only developed for a couple reasons. They either possess valuable and easily extractable resources, or the characteristics of a planet in the system are ideal for colonization by an Alliance species. Even with billions of planets in the galaxy, the chances of finding one that's ideal for supporting life is still a rarity. As a result, these planets are still considered valuable resources, even if their location is remote in relation to other Alliance worlds.

GETTING THERE IS HALF THE FUN (NON-GATE FTL TRAVEL)

Tier 2 star systems are typically 1-10 parsecs in distance from a Tier 1 system, which means the average travel time is anywhere from 1-10 days. The close proximity and relatively short travel distance means that Tier 2 worlds are able to sustain themselves on imports from Tier 1 system, until such time as they become self-sustaining, if ever.

Because Tier 2 worlds do not have wormhole gates, travel from a Tier 1 to Tier 2 world is usually accomplished via starliner. The affluent can charter a private ship or fly on a ship they own. Travel times are short enough that passengers do not need to be placed in stasis for the journey, which makes these travel routes popular. Tourists don't typically like to be put to sleep and ferried around in coffin sized boxes like cargo. However, for those flying economy class, accommodations may not be much larger than a sleeping tube. Starliners have a small dining area that operates in shifts and a lounge, so passengers aren't stuck in their rooms for flight.

For those on a truly tight budget you can opt to be cryo'd and stored in the ship's hold along with the cargo. If you're looking for a middle ground on longer voyages, for a bit more money, you can ask to be awakened during the last half of the journey. The longer you're in storage, the less drain there is on the ship's resources and staff and the more of a discount you get on your fare. Moving people in bulk, like cargo, is the most cost effective way to transport passengers, assuming you can get enough people going to the same destination. The spaceliner passes on some of the savings to those passengers who are willing to sleep through the journey. Most passengers still opt for a small cabin.

Starliners can take off from a planetary surface, but where possible, they prefer spaceports. It's faster and allows the liner to drop off passengers, fumigate, restock supplies, and allow new passengers to board. The longer a liner sits idle, the more money it's losing.

If you have the money, you can always take a stellar cruise ship. It takes longer to get to your final destination as cruise ships tend to make lots of stops, but you do get a lot more entertaining on the way and better food. Cruise liners are not usually an option for those in a line of work that requires you to wear armor and carry a pulse weapon.

ARRIVAL AT YOUR DESTINATION

What to expect when you arrive at your destination varies widely from planet to planet. Facilities you are likely to encounter are based primarily on whether you're visiting a Tier 1, Tier 2, or backwater Tier 3 world.

Tier 1 World

Arrival Terminal: Spaceport

Starships arriving at a Tier 1 world always dock at a spaceport. No one is ever allowed to land directly on a Tier 1 world without the proper clearances. By forcing all incoming traffic to clear customs on a spaceport, the chances of someone delivering a weapon of mass destruction to the planet's surface is greatly reduced. It also increases the difficulty of smuggling illicit goods onto the planet. You can try to beat the navy cruiser to the planet, but that's another story altogether and likely one that comes to an unhappy ending for those not in the navy.

Where the spaceport is located in system varies from planet to planet, but typically the more important the planet the farther away the spaceport will be. Once cleared through customs, visitors are ferried to the planet or their destination via public and charter in-system shuttles. Spaceports utilize sophisticated sensor equipment and military personnel to scan, control, and monitor the influx of freight, luggage, and passengers. For those not ready to move onto their final destination or for those awaiting a connecting flight, most spaceports have excellent sleeping accommodations, dining, and recreational facilities. In addition, the vast communications and entertainment network of a Tier 1 system is at the disposal of the visiting traveler. Spaceport personnel are polite and always attempt to aid any individual to the best of their ability. Galactic Law is followed to the letter at all spaceports.

Cultural Assimilation

Cultural assimilation is an important aspect of visiting any world. You're not just dealing with different cultures of your own species but potentially an alien culture in every sense of the word. A social faux pas on an Eridani world could get you challenged to a duel. An unintentional insult on a Phentari would could get you invited to dinner, where you're the main course. A refusal to go drinking on an Orion world might up with you being mega glued, upside down, to a wall wearing nothing but a kilt. It should be noted that kilts do not function well when one is turned upside down. In short, culture is important.

The cultural assimilation center will brief you on the culture of the world or worlds in the system that you intend to visit. The center will download a helpful liaison persona to your PCD or body comp, which can pop up and warn you when you're about to break a social taboo or do something ill-mannered. The liaison program will also provide you with more mundane information such as the location and type of dining and lodging in your local area. The cultural briefing also gives warnings about any dangerous wildlife, which is only an issue on Tier 2 and Tier 3 worlds. The status of prevailing governments is also confirmed.

Finally, at the cultural assimilation center, you will receive a *species-specific injection* fabricated by the Zen This injection allows temporary visitors to a planet to rapidly acclimate to any differences in atmospheric composition, and minor differences in pressure and solar radiation. These injections are a short-duration version of the permanent injections frontier citizens receive when arriving at their new colony world. From there, it's just a short jaunt to the nearest shuttle terminal to find or charter a ride to your destination.

Tier 2 World

Arrival Terminal: Spaceport or Arrival Port

Many Tier 2 worlds have a smaller version of the same type of spaceport found in a Tier 1 system, though usually with less amenities. However, some still have arrival ports located on the planet's surface. Incoming travelers land directly on the primary planet in the system and go through customs from there.

Cultural Assimilation

Cultural assimilation centers on Tier 2 worlds are equivalent to those found on Tier 1 worlds. In some cases, a small, but high Tech Level, Tier 2 world may have a better cultural assimilation database than a Tier 1 world. This is because of the limited geographic area and lower cultural diversity on the planet.

Tier 3 World

Arrival Terminal: Landing Pad

Tier 3 worlds do not have spaceports, and most don't even have arrival ports since a colony doesn't require lots of cargo brought in via starship. One of the first things most colonies build is a plascrete landing pad capable of supporting the weight of transicruisers. If you're lucky, there's a flat and level landing pad ready for your ship, complete with landing lights, beacon, and possibly even a remote guidance traffic control computer.

However, and more often than not, ships used to deliver goods to fledging Tier 3 colonies were converted into housing or factories for the colony and still occupy the spot where they landed decades ago. In these cases, you're just as likely to have to land on an area of cleared ground away from town.

Some colonies can be very welcoming to new arrivals, while others might be suspicious or potentially hostile. The more frequently the colony is visited by travelers, the more likely they are to be accommodating. If a colony is very small, remote, and has had problems with pirates in the past, new visitors may find themselves staring at a town full of guns until they establish that their intentions are peaceful.

Cultural Assimilation

There's not likely to be any cultural assimilation on a Tier 3 world. You might be greeted by the sheriff reminding you not to cause any trouble, or a local who offers up their service as a guide. In most cases, the occupants of Tier 3 worlds are too busy making a living and trying to survive to greet the new arrivals. This is not always the case though. In some areas, visitors are so few and far between that a landing is quite an event for the locals, who will be anxious to get up to date news and entertainment out of your comms storage relay. They may also be eager to trade for goods that they don't have on the planet.

TRAVEL RATES

TRAVEL METHOD	PER PASSENGER
Wormhole Gate	▽500 per Parsec
Starliner	▽120 per Parsec
Cruise Ship	▽250 per Parsec
Freighter	▽65 per Parsec

WEAPONS RESTRICTIONS

Whether weapons are allowed on a world is usually dependant on the species who makes up the majority of the planet's population. Planetary weapon restrictions are not governed by Alliance code, and as a result, planetary governments are free to establish their own rules regarding what is and is not allowed on their planet. In almost every case "weapons of war" are not permitted on Tier 1 worlds. Sorry, you're not getting that Omega weapon down to the surface. It tends to panic the civilian populace and make the police antsy. It goes without saying that most planets don't permit weapon technology greater than that of their own culture. You should always carry some extra cash to pay for taxes or permits when bringing arms planetside.

On a Tier 1 world, even pistols are going to require the proper paperwork. Most, but not all planets, have a rapid permit process at customs for those who wish to bring their hardware down with them. The application fee varies widely and some can border on outrageous. The requirements vary from planet to planet, but in most cases, you have to undergo a background check. The local authorities will access the same *Historical Background Check (HBC)* databases used by ACA and GalPol to check for criminal records, history of violent behavior, mental health issues, dishonorable discharge from the Galactic Armed Services, and connections to any known hostile powers or terrorist groups. On some planets, a red flag in any of those areas will ban you from obtaining a permit. On other planets that are more weapons friendly, they may be willing to give you the benefit of the doubt if one or two come back flagged.

If you're working for a major independent mercenary outfit or one of the mega-corps, and you have a clean background, they will already have issued you a pre-cleared status. That status will show up on any background check and will allow you to carry whatever weapons the authorities normally allow on the planet. Licensed bounty hunters usually get additional weapon privileges, on par with local law enforcement, which go above and beyond those issued to mercs and private citizens.

Finally, weapons restrictions are more lax on Phentari and Orion controlled worlds. In addition, carrying weaponry concealed on these worlds is not a crime and is actually encouraged. In contrast, Eridani have comparatively lax weapon restrictions when it comes to melee weapons, both modern and archaic. However, the Swordsaints expect those who are armed to carry their weaponry out in the open where everyone can see it. Weapon restrictions on Cizerack, Fott, and Human worlds vary widely depending on the hostility of the local fauna and the political climate. Weapons capable of inflicting lethal injuries are banned on all Zen worlds, though Alliance law forces them to make an exception for Eridani with swords.

PLACES OF INTEREST

THE MOTARAN RIFT

The greatest scientific phenomenon ever recorded is the Motaran Rift. Scientists postulate that the Motaran Rift is a gigantic tear in the fabric of time. Analysis shows gravitational disturbances in a radius of 47,500 light years around the rift. Using this evidence scientists' best guess is that the rift formed around 47,503 BCE, though no one is sure what caused the rift. The mouth of the rift is 10 light years across, but fluctuations have been recorded to 20 light years and as small as 2 light years. The highest paid mercenaries in the universe are the Rift Runners. These intrepid warriors, or foolish idiots depending on your perspective, are sent into the rift to make scientific measurements and to explore the reaches of this fascinating anomaly.

Acting as a perpetual worm hole, Rift Runners have entered the rift in one spot and instantaneously appeared hundreds of light years away in another. Rift Runners have claimed to encounter dangerous life-forms inside this quasi-void and have also recorded solid planet-like masses in the rift. The ultimate in adventure is to enter the Motaran Rift. The ultimate success is to survive to tell about it. Orion Rogues line up to get a chance.

ARCHAEOLOGICAL SITES

Evidence of other civilizations, now in ruins, dot planets throughout the Alliance. No one knows what species built these ancient structures, or whether they were built by a single species or multiple species. They are, however, the subject of intense scientific scrutiny. These archaeological sites can be quite dangerous. Ancient booby traps and hostile fauna native to some of these worlds make them exceptionally hazardous. Most scientists, budget permitting, will hire a security team to protect and escort them on their surveys of these dead cities and crumbling structures. The Alliance government requires all teams visiting these sites to have the proper paperwork, which can be difficult to obtain without the proper security clearances. A mandatory quarantine is also required for anyone who visits these planets.

COMMUNICATION WITHIN THE ALLIANCE

Communication between Prime worlds is accomplished via their wormhole gates. These gates allow communication across the vast distances of the galaxy nearly instantaneously between the gate and the Core World in-system. Secondary Worlds have a longer wait for their news, as it must be brought to them via shipping traffic coming in from the closest Prime World. Tri-V News and entertainment providers pay to make sure all of their programming is uploaded to any ship that leaves a *Core World* system. This data is automatically downloaded by Tri-V service providers in Secondary and Tertiary systems so that they can rebroadcast it. The system is wholly automated and facilitated

primarily by the freight and shipping companies. They earn a tidy annual profit by facilitating the transfer of this digital freight from system to system in addition to their more tangible cargo.

IEC TRANSMITTERS

The Alliance has newly developed communication devices called Instantaneous Emergency Communicators (IEC), which are capable of near instant communication across the vastness of the Milky Way. These are frequently used on isolated frontier colonies in case of invasion or attack. The downside to these devices is that they are expensive, can only be used once, and can only be used to send. They can not receive the transmissions. The receivers are immensely larger and even more expensive, and are reserved for military or government installations. The most important limitation is these devices can only send an amount of information equal to a short sentence. "We are under attack by 'Nids" is about all they can manage.

THE MASNROCK GENERATOR

The moon Masnrock is located at the heart of the Alliance and orbiting New Terra. The lifeless rock has been converted into the largest wormhole generator in all the known galaxies. The generator complex is 200 km long, 50 km wide, and 20 km deep. The Masnrock Generator can generate a wormhole powerful enough to reach the farthest Alliance outpost, even if there is no gate at the other. Any object can be transported to another place, as long as the coordinates are known. The Alliance charges anywhere from ▽5,000-▽50,000,000 to instantaneously transport a parcel.

The Seventh Fleet of the Alliance Navy is permanently stationed at Masnrock. In addition to protecting the gate, they also have complete override authority and can shut it down if the situation requires it. In addition, the Masnrock Generator can instantaneously transport the fleet or portions of it to another location. This is necessary if an immediate military response is required somewhere in the Alliance where none is currently present.

MEGA-CORPS

If you ask any informed person, "Who really runs the universe?" They will inevitably reply, "What are you? A moron? The mega-corporations run everything." Governments may topple, but the mega-corporations survive. Mega-corp is the nickname for any interspecies corporation that does business in, and sometimes beyond, the borders of the Alliance. To be a mega-corp, it's assumed that you have a corporate Headquarters on nearly every Tier 1 and Tier 2 world.

Mega-corps are vastly complex organizations that wield incredible amounts of power. Most of them own entire planets, which function as corporate compounds. Many have private police forces, which are really small armies that they use to protect their assets. Mega-corporations engage in every type of business imaginable, both legal and illegal. When you count their smaller subsidiaries, mega-corps account for 80% of the product produced in the Alliance. Some mega-corps specialize in one type of product, while others have their corporate tentacles into nearly every conceivable type of good and service. The illegal activities of mega-corp include stealing information, corporate espionage, and power broking. The mega-corporations buy and sell votes, control political parties, and appoint politicians. The list goes on and on. They may very well be utterly without morals or conscience, but it is probably a corporation who makes out and signs your paycheck.

REGIONAL OFFICES

Each company is broken down into regional, sector, and quadrant offices. Most mercenaries work for and are hired by regional offices. Though mega-corporations have an overall operation policy on a regional level, the local office dictates all policy not covered by the home office. Thus, operation procedures within a given company may differ drastically from one branch to another. Unfortunately, most mega-corps maintain a strict chain of command. That means if your boss is screwing you, you must go through their immediate supervisor to resolve problems.

SPONSORSHIP

Corporations don't dirty their hands by hiring mercenaries as employees. Instead they sponsor individuals or teams. They're technically a sponsored independent contractor. A mega-corp doesn't lose any sleep if a bunch of sponsored mercs get slaughtered because they're not listed on the books of corporation employees. It looks bad for a mega-corp if the employee attrition rate is too high.

Mercenary sponsorships are typically hazardous duty contracts that are full time employment for a period of years, usually two to eight, with an exclusivity clause. You can't do work for anyone but your sponsor, but you do get a really nice uniform out of the deal. Many mercenaries work as "independents" for years, taking short term contract jobs before they build up enough of a reputation to land themselves a full sponsorship. The mega-corp that one works for has a direct effect on the type of missions where you will be sent. It is important to mention that you may have an exclusivity provision in your contract that prevents you from working for anyone else, but it does not mean your sponsor won't subcontract you to do work for someone else. So, don't expect that all of your missions will be confined to that company's primary field of endeavor. Just because you landed that gig with AMC, don't expect that you'll just be guarding asteroids mining sites. You could well up doing native pacification for SSDC on some backwater corporate world.

Listed below are the top mega-corporations likely to sponsor or contract with mercenaries, along with some pertinent information about each. If you can't get a corporate sponsorship, you can always look for a job with one of the independent mercenary companies.

AMC

The *Asteroid Mining Consortium* is the largest mining firm in the galaxy. It has a friendly relationship with SSDC and subcontracts with them for its *Pre-Operations Advanced Planetary Reconnaissance (POAPR)* teams. POAPR provide security for survey teams, and sometimes perform surveys of potential planetary or planetoid mining sites themselves. AMC has recently begun branching out into colonization programs, taking some of the mined-out asteroids they still have rights to and converting them into Stone Towns. On the frontier, AMC is second only in size to SSDC.

AMC employs 10 million workers. It runs operations in every quadrant of the Local Group. Its mainstay is the element Ti-Tritium, which is used to power the FTL drives on board starships. All prospective employees must have or receive training for planetary or planetoid mining. It's no secret that AMC carries out an advanced espionage program against its competition, and there have been rumors that they've hired an assassin or two when the need arises. AMC management is considered to be ruthless but fair. AMC offers the highest signing bonus of any company: ▽35,000. Prospective employees need only sign on to a 3 year contract.

Characters must have at least 3 levels of Mining skill to obtain employment with AMC.

ASHLAND CUSTOM LOGISTICS

What Raelhavlen is to spacecraft, Ashland is to vehicles. After recently merging with Avron motors, Ashland now makes roughly 40% of all land vehicles, skimmers, and hoppers in Alliance space. Ashland started out as small, high-end, vehicle customizer. Taking stock products and turning them into something special and unique for discerning clients. Eventually the company started building racing vehicles, and as the public demand grew to purchase those, they began mass producing their "super-skimmers." The profit from these ultra-high race skimmers allowed the company to quickly grow. With the Ashland-Avron merger, the company now makes far more run-of-the-mill vehicles than they do luxury or race vehicles. Regardless, the Ashland name will always be associated with race skimmers. Ashland still has a division that customizes vehicles for clientele with the budget to afford it, and a parts company that makes everything from engine parts to air fresheners. Many an Ashland-modified vehicle has been used for smuggling and blockade running. The company doesn't ask a lot of questions about why a customer wants modifications like hidden compartments and improved stealth capabilities on their Hopper.

BALSHROM SCIENCE CORPORATION (BSC)

Balshrom is the largest producer of weapons and munitions in the Alliance. Originally the weapons research division of Telydyne, they were sold off by an executive who deemed them unprofitable. Then the First Arachnid Invasion hit, and their stock went through the roof. BSC is the front runner in all weapons sales categories. Almost one-third of all weapons sold are produced by this mega-corporation or one of its many subsidiaries, which are numerous.

In addition to producing weapons, Balshrom leases mercenaries, operates an extensive spy network, and owns several planets that it uses for weapons testing. They also employee Balshrom experienced mercenaries as first contact teams. They try to find new advanced civilizations and bring back any new weapons technology to the waiting arms of the R&D boffins.

Balshrom is perhaps most recognized, not by their merchandise, but by their current celebrity spokesperson. Retired Galactic Marine Colonel Prunella "Granny" Frump. Granny is a decorated war veteran known for strategic savvy and ruthless efficiency. However, in Balshrom Tri-V commercials she is portrayed as a fragile and doting grandmotherly type, who nonchalantly defends herself against thugs and ruffians using state-of-the-art Balshrom weaponry.

All Balshrom employees receive some weapons training, though for stylus pushers it may only be a trip to the range once or twice a year. Sponsored individuals must commit to an 8 year hitch. All employees are entitled to a 25% discount on all Balshrom Science Corporation products.

BIOCYBERDYNE (BC)

The BioCyberdyne company produces cybernetic, synthetic, and biogenetic quasi-life-forms. They are the largest genetic research firm in the Alliance, and they produce most of the P-AIs used in the Alliance. It is the most prominent organization of its kind. A full one-quarter of the corporation's employees are employed as scientists and engineers; many are considered the most brilliant minds in their field. Some of the most prestigious names in the universe work for BC.

It is rumored that BC has ties with the terrorist organization, the *Anarchist Rebellion Movement (ARM)*. BC vehemently denies these rumors. They claim that the only reason this conspiracy theory exists is because several of ARM's founders were employed by BC prior to their terrorist activities. Regardless, BioCyberdyne is currently the focus of the largest criminal investigation in Alliance history. All prospective employees are automatically put under surveillance by the Galactic Police.

BC offers free training in a number of scientific areas to all employees and sponsored contractors. Prospective candidates must have a better-than-average intelligence to even be considered for employment. All matrix controllers who work for BC receive free admission to the in-house matrix school.

Characters receive 20 skill points when hired by BC, which represents their free training, but they must have an IQ of at least 80 to obtain employment with the company.

CALTERA RESEARCH INSTITUTE (CRI)

Previously known as the Caltera Green River Research Institute, the name was recently shortened to Caltera Research Institute (CRI). The corporation is run by its elusive and secretive founder, a Mutzachan named Zanish. CRI is the largest producer of computer and cybernetic equipment in the Alliance. They also are the premier genetic research institution and have a good number of Zen in their medical division. For a mega-corp focused primarily on research and development, CRI hires a large number of highly skilled mercenaries on an annual basis. The mercenaries are employed to "protect CRI interests and recover unique genetic specimens." The pay is excellent, but CRI does not hide the fact that attrition rate is equally high.

All newly hired personnel may purchase ¥200,000 worth of cybernetic equipment at no cost.

DICKENS INCORPORATED

Dickens Corp is run by the eccentric, conservative, and politically active, Buddy Young. A former intelligence operative and later mercenary, Young's company got its reputation by making

espionage equipment. Lucrative military contracts and outside-the-box thinking made the corp a fortune, turning it into a mega-corp in less than a half-century. Dickens Corp is responsible for Infiltrator suits, Spymaster armor, MDD-24, and dozens of other pieces of espionage and military equipment so famous they're now featured in every Tri-V action movie.

A self-proclaimed supporter of the brave souls in the Alliance intelligence and military community, Young backed up his claim by diversifying Dickens Corp into military hardware. All of Dickens Corp's military hardware is designed to address requests and issues brought to them directly by troops in the field. Dickens Corp employees are expected to field test new equipment and observe the gear under real world, real combat conditions, often side-by-side with Alliance troops. The mega-corp also has a very healthy business as consultants for the intelligence community and security services industry.

Dickens Corp stresses loyalty and patriotism above all other traits. Employees, who are required to sign 10 year contracts, are given generous retirement plans and an autographed picture of Buddy Young. The signing bonus is ▽10,000.

ERECTUS

Their motto is *"Buildings Without Bolts Fall Down."* Erectus designs and produces spacecraft, space stations, quick-build skyscrapers for colony worlds, corporate cities, and other commercial buildings. If you need something to live in, travel in, or work in, then Erectus probably builds it. They even have the contract to build the next wormhole gate. If there is a major construction project going on within the boundaries of the Alliance, odds are Erectus in involved.

Erectus is renowned for its competent engineers and project managers. The company also has a reputation for hiring highly innovative designers who have been terminated by other companies due to attitude issues or discipline problems and giving them large budgets and tight deadlines. This has led to some of the most ground breaking product designs in recent memory, along with just as many that were inadequately safety tested before being sold commercially.

This is not to say this mega-corporation is without fault. Erectus is currently under indictment for fraud. Criminal investigations have shown that it carries out a multitude of unscrupulous activities to make sure it wins the bid for government and military construction contracts. Despite their unsavory image, Erectus has more construction contracts than any other corporation. Erectus insists that prospective employees sign on for a 2 year term.

Erectus offers 30 skill points worth of training for free over the course of their 2 year contract.

ERIDI-CORP

Eridi-Corp is short for the Eridani Corporation. Eridi-Corp is wholly-owned by the Eridani government. The company exists to perpetuate and strengthen the Eridani people. Though the company is run by members of the Tolude, there is no doubt about who ultimately controls the company: The Vax. Eridi-Corp exists solely to propagate Eridani interests and makes no bones about having hiring biases.

Eridi-Corp carries out all types of activities from weapons development to scientific research, but oddly, it is best known for its mercenary leasing services. Unlike the other mega-corps, Eridi-Corp only maintains corporate offices on the core worlds. It goes without saying that Phentari and Orions should reconsider getting a job here because Eridi-Corp isn't abashed about sending them out as expendable troops. If you're not a Squid or an Orion, Eridi-Corp is big on employee satisfaction and does just about anything to help out its personnel.

All Eridi-Corp employees sign a 10 year contract and receive intense military training. It is required that all prospective Eridi-Corp employees have military or paramilitary experience.

To be employed by Eridi-Corp, characters must have a military, para-military, or espionage background. Eridi-Corp offers 4d6 skill points worth of free training in skills with military or espionage application (GM Discretion).

KOWALSKI TRANSPORT INDUSTRIES (KTI)

Usually just shortened to KT (pronounced Kay-Tee), Kowalski Transport Industries makes everything from personal land craft to large civilian and military starships. Unlike Ashland, the products made by KTI are almost never top of the line. What they are famous for is after market customization and general ease of repair. For the vast majority of their products, the base model is usually quite affordable. KTI keeps the costs low by using tried-and-true technologies with little innovation. Many a rival mega-corp has initiated litigation against KTI for patent infringement. The claim is that what innovation the company does introduce in its products is the result of someone else's hard work. Though the company apparently skirts the fringes of patent infringement, they thus far have not crossed it, as none of the cases resulted in a ruling against KTI.

CEO Samantha gets final approval on naming any KTI merchandise, and almost all KTI products up with female nicknames. Their most famous product is the "Ashka" hovercycle. Low purchase cost combined with extreme after market customization resulted in these bikes being very popular. It is loved by hoverbike "clubs," Tri-V producers, and Pythonians. If the bad guys in a Tri-V show have hoverbikes, odds are they have Ashka's covered with spikes and skulls.

LAMBERT'S PERSONAL CYBERNETICS (LPC)

The smallest of the top-50 mega-corps, Lambert's holds a galactic monopoly on the civilian cybernetics and augmentation market, including products that fall firmly into the intimate category. LPC's products are popular because they are high quality, inconspicuous, and address the needs and desires of their customer base. The company has a knack for knowing what their customers want and managing to create a product that is prestigious without being ostentatious. Lambert's also has a few government contracts for espionage equipment, but it's not something they openly advertise.

ORIONUS KONGLOMERATES

Orionus Konglomerates operates the largest non-military fleet in the Alliance. In the shipping and freight industry, it is a giant. Orionus owns several cruise lines as well as multiple profitable resorts and theme parks. It also is heavily involved in the spaceship operation and leasing industry. Most commercial spacecraft flying today are leased from Orionus. Finally, the mega-corp trades in every commodity imaginable. The company's headquarters is located on Taos, which is the trading hub of the Alliance. Orionus is run by a board of directors, who are infamous for their infighting, backstabbing, and cutthroat political maneuvers. One can scarcely imagine how much Orionus would own if they could get their executives in line.

Company employees receive a lifetime of free travel anywhere within trade routes and have a yearly salary bonus of ▽20,000. Orionus employees are arguably the happiest around, and the company prefers it that way. Contracts are negotiable and characters get a lifetime 10% discount on any item that the company stocks.

RAELHAVLEN HEAVY INDUSTRIES

Though Orionous owns most commercial starships, Raelhavlen Heavy Industries is the company building them all. Raelhavlen manufactures more spacecraft than their closest competitor by more than double. Their workforce is roughly 75% human, and Raelhavlen builds many of its factories in orbit around medium-sized Tier 1 worlds. It employs a significant number of the planet's populace. They also have a reputation for viciously defending their designs against corporate espionage attempts. Though the majority of Raelhavlen revenue comes from construction of commercial vessels. It's no doubt they are best known for their line of high-end personal warcruisers and battlecruisers built for the Eridani and Alliance Battlelords. Raelhavlen is currently discussing a merger with Ultradyne Propulsion Systems, who provides the drives for most Alliance military vessels.

The signing bonus at Raelhavlen is ▽15,000. Most employees receive some form of piloting and astronavigation training. The standard contract with the company is for a term of 5 years.

Raelhavlen employees and contractors receive 15 skill points, which they must spend on piloting and navigation (Space) skills.

SPACE SYSTEMS DEVELOPMENT CORPORATION (SSDC)

Space Systems Development Corporation or SSDC as it is more commonly known, is one of the most reputable, mega-corps in the Alliance today. SSDC specializes in deep space exploration and is often subcontracted by other firms to investigate planets for valuable resources and/or determine their potential as colony worlds. SSDC also has teams that terminate any hostile life-forms before the terraformers are built, and the settlers are brought in. Since the thrust of SSDC's business lies in frontier areas, exploring and colonizing, as you'll quickly discover when you're out in Kodiak country, that SSDC actually has more influence than most other mega-corps.

Mercenaries who work for SSDC must sign on for a minimum of 6 years and automatically receive a ▽20,000 signing bonus. It should be pointed out that SSDC has the highest fatality rate of any of the Big Ten.

THE GALACTIC ARMED FORCES

The Galactic Forces represent all of the government controlled defense forces. Its primary mission is to ensure the survival and stability of the Galactic Alliance. What is so great about being in the services? There are three things that are great: travel, training, and toys.

TRAVEL

When traveling to camp and a military transport is not available, Alliance military personnel get preferential treatment on any commercial flight. Any time that a Forces soldier seeks transport to a location prescribed in his orders, he merely chooses a ship and gets on board. The service liner's parent company must make accommodations to suit the soldier's needs, within reason. The soldier does not pay for food or any other expenses while in transit. The Galactic Forces must pay for it, though the cost of all normal lodging and food is half regular price. All the soldier has to do is present his military identification.

TRAINING

Unlike the mega-corps, the Forces don't just stick you in the middle of a firefight and say, "You figure it out." Galactic Forces personnel are trained in a variety of skills designed to better their chances of survival and make them more useful in service. All Galactic Forces personnel receive the same basic training, which takes three months to complete. Then specific training follows based on service, grade, and specialty.

TOYS

Another good thing about being in the military is that you aren't expected to provide your own firepower, unlike mercenaries. The government arms and equips its soldiers, but remember: your weapon was built by the lowest bidder! Each service outfits its troops with the weapons, armor, and equipment they need to complete their task. Often at the end of their commitment, the soldier is allowed to keep some of the equipment or allotted a specified "retirement kit" by the quartermaster, which is theirs to keep. There are a number of gear incentives when soldiers retire from the service and take up residences on remote colonies.

Speaking of toys, soldiers also get access to the state-of-the-art medical care, enlistment guarantees, and free, unlimited body or body part replacements. Memory backups are often included for personnel in important and high risk positions within Galactic X or the special forces.

Why do all of this for a grunt? You get incorruptible loyalty for a high price. That's what you need to run a universe. The Galactic Forces will take only the cream of the crop into their ranks. Applicants are chosen on their past accomplishments, present vocational skill level, and general risk factor. The Galactic Forces generally choose those who are law abiding. The Forces have over 200 billion applicants from which to choose. For this reason, only the best are privileged to serve.

THE DOWN SIDE

The main drawback to being in the military is that you are not free to do as you please. If you thought it was bad being in the paramilitary structure of the corporations, you haven't seen anything yet! The corporations allow some freedom of dress, action, and vacation time. You're not likely to get busted for having a five o'clock shadow or wearing your favorite dirty t-shirt. It's different in the service. You are expected to look, act, walk, talk, and breathe like a soldier and a representative of the Alliance. All the horror stories you've heard are true—the white glove inspections, the bouncing a ▽25 cash chit on the bunk, everything! The Alliance expects absolute loyalty and discipline from its finest fighters. If they don't get it, they will have your ass for breakfast! The penalty for desertion is death by firing squad, and the military doesn't allow plea bargaining. Only the most extenuating circumstances have even a chance of saving you. Think something along the lines of, "There was a force of Arachnids over the hill, and my CO refused to believe it. I broke ranks to go and kill them before they could entrench." Even then, you're going to get a penalty, but it will probably only be a slap on the wrist. The military idea of a slap on the wrist is six months of guard duty on the arctic planet known as Icepack, by the way. Most of the time, though, the following advice applies: "You're in the Army now, maggot. Get used to taking orders or get used to peeling potato-equivalents!"

BRANCHES OF THE GALACTIC ARMED FORCES

GALACTIC ARMY

The Army is the primary planetary fighting force of the Alliance. It boasts a number of personnel ten times larger than that of the Marines, though its duties are far more diverse. The army is responsible for securing the Alliance's planetary resources and protecting the citizens who reside within it by military means. Additionally, the Army provides military support when needed by local authorities in crisis and formulates defense strategies for military operations. The Army is also responsible for defending

the Allies of the Alliance when called upon to do so.

While Marines are trained to be adaptable, the Army soldier is a highly specialized and trained specifically for their role. Duties in the Army range from chef, to close air support, to infantryman, to Ultra Armor Pilot and everything between. The majority of Army personnel serve in support position but are no less specialized or highly trained that the Army infantry soldier. Base Pay is ▽22,000 for privates.

THE GALACTIC MARINES

The recruitment ad sums up the marines pretty succinctly.

> *"We're still looking for a few good beings. The Marines are the backbone of the Alliance military, with centuries of tradition and pride behind us. There is no enemy we can't beat, no obstacle we can't overcome, and no situation we can't handle. We're trained to deal with the unexpected. Many are called, but only the best will serve. Contact your local Alliance recruiter today to see if you have what it takes to serve with the Marines!"*

The Galactic Marines are highly trained combat specialists whose primary responsibility is to serve as the backbone of ground assaults in any weather or ground conditions. Their missions may take them to any environment at any time, and they are trained to deal with nearly any situation which may come up. The Marines are equipped with top-notch, state-of-the-art firepower and equipment. Many ex-Marines go on to the top of whatever career they pursue after the military; the discipline and pride they learn during their service is not lost on potential employers. Unfortunately, with the war, ex-Marines are becoming a bit of a rarity.

The Marines select recruits who are smart, tough, and adaptable. This is because they have a tendency to train the recruit for almost any situation, and then they drop the recruit right in the middle of the one situation for which they were not trained. The ability to improvise and overcome any obstacle or opposition is the hallmark of a good marine. Base pay is ▽26,000 per solar year for privates.

GALACTIC RECONNAISSANCE FORCE (GRF)

The Rangers and Scouts of Galactic Reconnaissance Force explore new worlds, interact with new life forms, and locate enemy forces, while leaving the heavy fighting to the Marines. They rely on stealth and mobility to patrol unknown terrain and locate potential hazards, including enemy encampments and the like. It is the Scouts who provide the intelligence information which forms the basis for attacks. They are highly trained and adaptable, able to survive for weeks in almost any terrain, and more than capable of taking care of themselves in a fight. Scouts are far more independent than most of the other GRF units as they can be in the field and isolated from command for months. Most Scouts will tell you that the 'non-combat' unit is a bunch of Keen guano. When you're out in the boonies, you can't call for backup and wait for them to get there when the opposition is shooting at you.

The Scouts are used to getting the job done with a minimum of support. They are less well armed and armored than a typical marine and rely on stealth, intense training, and their wits to survive. They make do with what they have, and they usually do a better job than could be expected. They still get the short of the stick when the awards are passed out. Base pay, ▽28,000.

GALACTIC NAVY

> *"To see a brand-new battlecruiser pulling out of spacedock, ready to defend the Alliance, is something that sends chills of excitement up the spines of more than a few people. But a ship, no matter how advanced, is only as good as the personnel who crew her. That's where you come in. At the Galactic Naval Academy, you will receive intensive training in shipboard operations of all sorts. When you graduate, you will be qualified to serve on the most advanced vessel in the fleet. Adventure and excitement await you beyond the stars. Be a part of it. Contact your local Navy recruitment officer today."*

They are the backbone of the Galactic Forces. The Navy is responsible for the transportation of troops to the battle zone, the engagement of enemy vessels, the patrol of free space, and the suppression of planetary uprisings.

The Galactic Navy is the bulwark of Alliance defense. If they do their jobs properly, then the Marines aren't going to have much to do because the enemy will be destroyed before it ever makes it planetside. The Navy boasts vessels of all types and sizes, from one-man fighters up to Dreadnoughts, the size of small cities. The crew of such a vessel is more than a team; they're a family, working together in harmony to assure that things go smoothly aboard ship. This is the force that turned back the Arachnid invasion fleets!

The Navy is a place of extremes. It's usually very, very routine and boring, and about as "spit and polish" as you can get. Then, when an attack actually comes, you'll wonder why you ever complained about the boring part! Fortunately, most of the time, the Alliance can afford to send in a vastly superior force against the pirates or whoever they're going after. Most casualties on this type of mission are in the boarding party, which is usually composed of Marines and not Navy personnel. Some experts speculate that when the next Arachnid invasion shows up, the "superior force" used to describe the Alliance Navy is going to be a thing of the past. The base pay is ▽32,000.

GALACTIC FIGHTER CORP

A branch of the Galactic Navy. Its responsibilities include the protection of fleet ships, engagement of enemy combat shuttles, and the patrol of free space. You've probably heard the stories about how it was the Navy that repelled the Arachnid invasions. That's true, as far as it goes … but it was the tactical advantage of superior fighters which turned the tide. Who hasn't heard of Colonel Ronald Trackey and the Flight of the Valkyries? There are plenty of opportunities for fame and glory in the fighter corp. The base pay is ▽35,000.

GALACTIC CONTROL

Galactic Control is responsible for monitoring and indeed spying on foreign governments and their personnel. Their function is to give the Alliance government information about friendly and hostile nations beyond what can be obtained from public sources. Galactic Control agents deal primarily with foreign powers. They do operate within the Alliance investigating the machinations of these powers and keeping an eye on foreign dignitaries and spies operating within Alliance space. A good number of their agents are employed as spies in foreign capitols.

Galactic Control is also responsible for government security, investigating incursions into Alliance society and politics by foreign powers, monitoring the Aknar-Ryn and Atlantean threat, hunting down rogue AIs, and likely assassinations of individuals dangerous to the Alliance. However, they don't admit to that last one. Galactic Control agents maintain a constant contact with their sector headquarters through cybernetic implants. Base Pay: ▽30,000.

GALACTIC X (GAL X)

The top secret quasi-military unit responsible for the preservation of Alliance integrity at any cost.

"Councilbeing, we have proof that nearly ▽400 billion have been earmarked by the Alliance government for the General Council of Galactic Safety. We have never heard of this branch of government ever completing any projects or employing anyone. Isn't it true that this Council of Galactic Safety is merely a front for the secret organization known as Galactic X?"

The government has never acknowledged the existence of Galactic X, sometimes referred to as "Gal X". Numerous reports exist of special operatives who seem to operate above the law with the direct blessing of the Council of Timar. What secrets do they hold, and from whom or what are they protecting us? No one outside the organization knows for sure, and those inside aren't talking. It's clear that Gal X investigates threats to the Alliance regardless of whether they are from internal or external sources.

"I cannot confirm nor deny the existence of a government agency known as Galactic X. Next question…"

Galactic X seems to have come into existence around the same time as the First Arachnid Invasion. The unexpected power and ferocity of the Arachnid assault shook the Council to its core. It was determined that a special branch of government was needed whose sole task was to keep tabs on the Arachnids and be the first line of warning and defense against another invasion. At this point, Galactic X had not become the invisible organization it is today. They performed their surveillance duties well and were often used by the Council for special operations. It became more and more secret and often more strange. Galactic X agents have been identified over the years involved in some very strange activities. There is no doubt that Gal X operatives are currently involved in confronting some of the biggest enduring mysteries of the Alliance. Base Pay: Flexible, normally around ▽50,000.

WHAT IS A BATTLELORD?

Everyone wants to be a *Battlelord*. They're the subject of Tri-V documentaries. They're celebrities. They're damn near kings. So, what are they? Let's start with a little history. As a species, the Eridani have very little patience for red tape and great admiration for someone who gets stuff done. By "get stuff done," we of course mean kills a lot of enemies very quickly. As a result, the Eridani developed the concept of the "Battlelord." Back in the early feudal days of Eridani society, a Battlelord was someone who demonstrated exceptional combat prowess. The Eridani felt that a Battlelord would be even more effective at killing things if they got to decide how, when, and where to do it, and so they were put in charge. In classic Eridani fashion, many warriors attempted to prove they were worthy of the title of Battlelord by picking a fight with the biggest, meanest critter on the planet: The Thorgath Demon. Those few who succeeded decorated their armor with the skull of the creature as a symbol of their status.

Now anyone who hasn't been living with their head stuck up a Mazian knows that the Alliance military structure is based heavily on the Eridani model and as such has inherited many Eridani traditions. In the modern Alliance military, the concept of the Battlelord still exists, albeit in a modified form. A Battlelord is an honorary rank in the Galactic Armed Forces, outside of the normal chain of command.

The rank of Battlelord is only accorded to the most loyal and capable of Alliance military personnel. This is someone who has exceptional battlefield prowess and a proven ability to win battle after battle despite overwhelming odds. These are elite military veterans who can tactically access a situation, quickly devise a response, and act decisively without hesitation. Preference is given to personnel who have repeated experience dealing with a numerically superior threat, since Battlelords are almost always outnumbered.

Each Battlelord is charged with defending their assigned region of Alliance space against all military threats. With the vastness of space, it is far more efficient to assign a Battlelord with their personal warcruiser, ultra armor, and small contingent of soldiers to guard a specific territory. The alternative is to send in the Alliance Navy with troops every time there is a threat, which is expensive, time consuming, and usually results in the Navy arriving long after the threat has come and gone.

The theory goes that with their state-of-the-art personal warcruiser and Humpty, Battlelords and their entourage should be able to rapidly confront and deal with any threat to the Alliance or its people in their territory. All the while, saving the Alliance military money on patrols and capitol ships, and negating the need to rapidly redeploy naval assets to address an emergency. A redeployment that could leave important areas of Alliance space unprotected. In practice though the fame and notoriety has some Battlelords spending their time planetside prancing around for their adoring fans and reveling in their own celebrity status. Since they're outside of the chain of command, there is little that

can be done about this behavior unless they manage to disgrace themselves in some fashion.

"With enough firepower to slay an army, seeing an armored Battlelord in combat is like laying eyes on a god of war."
-General Raskor-Idan, 11th Royal House of Eridine.

THE DE-AUTOMATION OF THE ALLIANCE MILITARY

After over 100 years of the Ibar Doctrine, what we have today in the Alliance military is a curious mix of low-tech and high tech in the Alliance military. The military, by its very nature, has always favored reliable and battle-proven technologies and the *Ibar Doctrine* has only exacerbated the situation. Take spacecraft for example. For the most part, spacecraft are still basically lightweight, airtight, metal boxes, pushed through space by fusion rockets. They are not far removed from the spacecraft humans were utilizing in the early 21st century.

There are some notable differences, however. Modern spacecraft are surrounded by Flux Shields, the radiation from the fusion rockets is absorbed by Mutzachan devices no one quite understands except for the melon heads, and the ships are bristling with state-of-the-art weapons.

Weapon systems for the most part are still very high tech, and Flux systems are more prevalent than ever. They seem to be an effective defensive measure against the Atlanteans' technology and matter manipulation abilities. In contrast, all of those high-tech weapon systems still require a grunt to point, aim, and squeeze the trigger. There are some aim-assist systems in play, but the weapons will function just fine without them. Missile systems are an exception, being fully automated.

MERCENARIES & SPIES

Being a mercenary doesn't necessarily mean you're a hired gun on some backwater world paid by some local dictator. In the 23rd century, mercenaries are employed by every major corporation in the Alliance. For the most part, modern mercenaries are used to secure and protect the assets of the corporation where they work. According to *Madd Mike's Mercenary Catalog*'s last survey, the most common jobs for corporate mercs, in no particular order, are as follows:

01. *Private security or facility security*
02. *Exploration Team Security*
03. *Bodyguard or VIP Security*
04. *Retrieval of lost or stolen corporate property*
05. *Protection of corporate property in a warzone*
06. *Protection of corporate property; Not in a warzone*
07. *Pest Elimination Team (P.E.T.) cleaning up HALs*
08. *Investigation of loss of corporate asset or personnel under suspicious circumstances*
09. *Extraction of corporate asset or VIP from warzone*
10. *Extraction of corporate asset or VIP from rival corporation*
11. *Assisting Alliance military forces in repelling threat (Govt. contract)*
12. *Colonial security*

ESPIONAGE AGENT

The question seems to be, *"Who isn't a spy?"* There are thousands upon thousands of "spooks" working for the Alliance Government and nearly every mega-corp in the Alliance. It is a profession that pays well to those who are bright and intelligent. It is also quite ruthless. Many a spy has ended their career with a large hole neatly piercing the space between their eyes.

There are two basic facets of any spy network: espionage and counter espionage. Espionage includes intelligence gathering, infiltration, sabotage, theft of secret information, assassinations, and other disruptive acts. Counter espionage includes activities conducted to counter espionage done by other intelligence agencies or foreign powers. This includes information gathering, sabotage, assassinations, and security programs.

Spies employed by mega-corps are mostly engaged in industrial espionage. Spies are stealing trade secrets from rival corporations and sabotaging their operations. Corporate spooks spend just as much time recovering stolen secrets and preventing acts of industrial sabotages. The fact that most of these actions are technically illegal under Alliance law doesn't stop the mega-corps from sweeping them under the rug. New stories that a mega-corp has been robbed of a valuable secret is bad for business, so they don't tend to advertise when it happens. Similarly, news that a mega-corp has illegally stolen secrets or sabotaged the operation of another mega-corp is equally bad for business. As a result, mega-corps routinely bury evidence of these events and handle the problem internally, usually by running a counter-espionage program on the transgressing rival.

Espionage agents employed by the Alliance government, including agents of Galactic Control, Galactic X, and undercover operatives in GalPol are more interested in preventing terrorist activities, and gathering intelligence on the government's enemies. Government agents also run operations on mega-corps to expose grievous transgressions against Alliance law or dealings with hostile foreign powers.

It's no secret that most espionage agents are usually Mazians, Keen, and Chatilians. Mazians are excellent infiltrators. Keen are superb surveillance operators, and Chatilians are skilled at detecting both the blobs and the batfrogs through the use of their inherent mental abilities. The asparagus heads also make excellent interrogators.

The only other major spy network is the *Rebel Surveillance/Counter Response Action Program (SCRAP)*. Working for SCRAP is very dangerous. These spies are employed to work directly against Galactic Control and GalPol agents. The government agents have better equipment, facilities, and more personnel.

According to *Madd Mike's Mercenary Catalog*'s last survey, the most common jobs for corporate spooks, in no particular order, are as follows:

01. Corporate Espionage
02. Acquiring corporate secrets or prototypes
03. Retrieving stolen corporate secrets or prototypes
04. Enemy asset neutralization (assassination)
05. Talent acquisition (Assisting in defection of rival corporation's talent or kidnapping)
06. Anti-smuggling operations
07. Production inhibition (Sabotaging rival corporation's R&D or production line)
08. Counter-espionage operations (Preventing rival corporation's agent from sabotaging your employer's R&D or production line)

According to an Alliance government service exam study guide, the most common tasks of Alliance Galactic Control agents are as follows:

01. Locating and exterminating true AIs
02. Preventing the development of true AIs
03. Infiltrating terrorist groups and hostile foreign powers
04. Preventing terrorist plots
05. Gathering intelligence on terrorist groups and hostile foreign powers
06. Tracking agents of terrorist groups and hostile foreign powers.
07. Preventing acts of terror before the populace becomes aware of their existence.
08. Identification of new species that may be a threat to the Alliance or of interest to ARM
09. Locating and tracking Atlanteans and their drones.
10. Locating and tracking Doltharians (Arachnid sympathizers)
11. Locating and tracking Atlantean agents

These same jobs are likely to occur in GalPol and Galactic X, not just in Galactic Control. Furthermore, "terrorists and hostile foreign powers" is government shorthand for the Rebels, Uncle Ernie & ARM, the Arachnids, the Atlanteans, and a host of other foreign governments including the Aeodronians, the Xarian Confederacy, and the Krakeds.

INDEPENDENT MERCENARY GROUPS

ACRON STARON GUILD

The Acron Staron Guild is a collection of Mercenaries who hold themselves to the highest standards of professional ethics. They are known throughout the Alliance as the mercs who can't be bought off. As a result, they are a popular unit to hire when there is a bounty on your head that goes to the person who assassinates you. About 65% of the Acron's work is personal protection duty.

Acron mercs are not recruited. Potential employees are thoroughly researched and then sought out by the head of the guild, usually shortly before they finish their military term of service. No one has ever breached the code, but it is implied that should it happen, the other Acron mercs will hunt you down and make you disappear forever. Upon retirement, Acron employees have the option of choosing a much larger retirement package if they promise to take their gear and move to a lawless world where they will spend the rest of their days defending the innocent and helpless.

ANGUS CORE AND THE MERCHANTS OF DOOM

There are few mercenary units that are more famous than Angus Core and his Merchants of Doom They are living legends. This friendly and amicable bunch is composed exclusively of Humans and Orions, with the exception of Cushira the Cizerack cat. The Merchants of Doom have gone against the Arachnids five times successfully, and they didn't take a single hit on two of those occasions. This seedy looking group has also survived three Rift runs and single-handedly put down a coup against the King of Morokania after his daughter was brutally murdered. The group has amassed over 45,000 confirmed kills to its name, at the loss of only one Disciple. Codil Canthral the Orion was lost when he attempted hand-to-hand combat with a Sau-Bau while butt naked, stumbling drunk, and armed only with a chicken bone and a Savage-B laser pistol. The group is known for its raucous party antics, its less than proper manners, and its wonderful story telling. Angus Core and his Merchants of Doom are a favorite at the Council of Timar and rumored to be drinking buddies with the current President.

THE ARACHNID SUPPRESSION GUILD

"Do you have undesirable pests in your neighborhood or star system? Are you constantly being plagued by Arachnids wandering around, killing and eating your friends and children? Well, if so, call us. We would like nothing more than to eradicate all those nasty bugs."

The Arachnid Suppression Guild is the only organization that actively seeks out the destruction of Aknar-Ryn and their allies. Expect to pay ▽200,000 minimum per day to hire the services of any one mercenary from this prestigious guild. Fortunately, if any independent group can take care of the Arachnids, it is these guys. They pack state of the art equipment and normally engage the 'Nids in Mechanized Battle Armor. It should be noted that the Guild takes no responsibility for any damage that may be done within the fire zone.

BATTLEFIELD JANITORIAL SERVICE

"When it is all said and done a janitor is always sent in to clean up the mess. We Zen believe that a happy person is a living person. We stand by our motto with over 35,000 surviving clients. Remember, life is too precious a commodity to waste, especially if it is your own."

The Battlefield Janitorial Service hires out Zen combat medics.

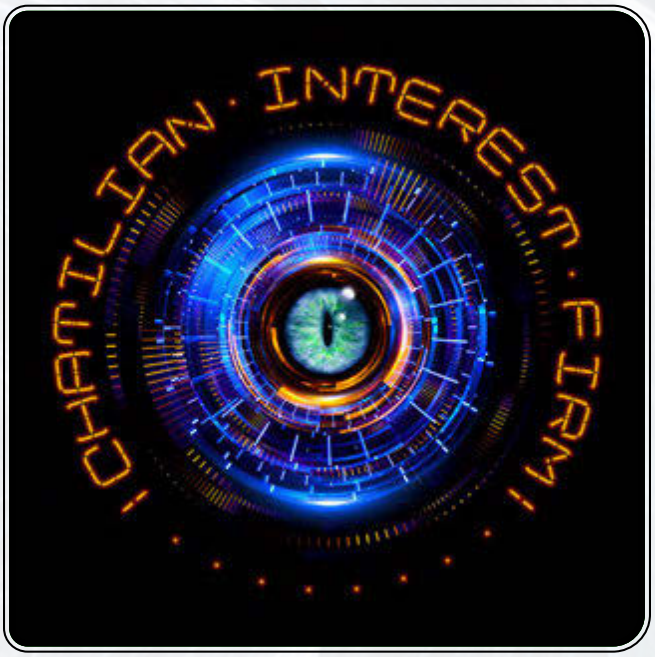
The cost is based on a weekly rate and the experience of the Zen. The base cost is ▽5,000 per week plus an additional ▽2,000 per Energy Bracket of the Healer above 1st.

CAPTAIN LEON AND HIS PIPS

The famed Captain Leon and his innumerable Pips have taken on mercenary jobs all over the Alliance. For a short while they had a media crew following them everywhere recording their exploits for a hit Tri-V show. That show eventually spawned an action movie franchise in which Captain Leon makes a cameo. In each movie he saves the heroes from an inescapable situation and gets them back on track to defeating the film's antagonist.

Despite his fame and notoriety, Captain Leon is indeed a former galactic Marines captain and hero of the Second Arachnid Invasion. After being honorably discharged from the Galactic Forces, Leon Renold started his own mercenary company for high risk operations. His crews know the perils of the job, and they joke among themselves that they're called "Pips" because they're easily counted and interchangeable. When asked about his war exploits, he always redirects the question back to his Tri-V fame, preferring not to discuss his exploits as a soldier.

CHATILIAN INTEREST FIRM



Subcontracted by most big corporations from time to time, employees at the Chatilian Interest Firm call the company "Spies 'r' Us." The firm employs mostly Chatilians, Humans, and Mazians, with a smattering of other species thrown in for good measure. It is reported that the Chatilian Interest Firm actually hires special personnel to spy on their regular personnel. Employees receive a ▽10,000 hazardous duty bonus every year. Free-lancing is heavily encouraged at the firm, which believes that an intelligent mind should be unleashed so that it may prosper.

THE CLERGY

A curious mercenary group, the founding members of The Clergy were all theologists. Though the group has expanded since its inception, the founders still require that all recruits have devoted some of their life to the academic study of theology. This isn't to say that all members of The Clergy are religious, nor should one assume they're students of solely Human religions. Some members are quite clearly atheist while others are clearly not Human. However, it's not unheard of for members of The Clergy to insist on giving someone last rights before assassinating them, or refuse to take assignments that occur on holy ground.

THE COMPUTER CONNECTION

Not every mercenary company hires out battle hardened killers. These are the guys you go to when you need to access a system that looks impervious. They have amassed an excellent record of 4,513 breakthroughs, 110 failures, only 65 dead, 123 wounded, and 14 captured over the last 10 years. The services of a computer hacker cost anywhere from ▽1,000 to ▽15,000 per day. The price is double if the hacker is exposed to danger (or the police). If the hacker is captured, he will take all of the blame. Payment for the services to be rendered is made up front and is based on the type of unit or program to be cracked. They employ 850,000 computer experts. Some of whom are actually battle hardened killers as well as computer hackers.

CYBERDOME UNLIMITED

This large firm rents out the services of its Cyborgs at an exclusive ▽10,000 per day base rate. Cyborgs are quite useful in urban combat, and this small company of 200 people boasts that it produces the most formidable combat borgs available. The results aren't in yet on this company which was founded only a year ago.

DEAD MAN REPLENISHMENT FUND (DMRF)

"So, every time you go out, a couple of your buddies don't return. Too many people returning mangled from combat? Can't seem to find any other sucker to join your group? Well, don't fret. Come see us, the Dead Man Replenishment Fund. We are located on some 200 planets universe wide, with some 40,000 personnel available and at your service. Open 30 hours a day! Call anytime."

The Replenishment Fund rents out mercenaries cheap, with daily or weekly rates. The mercenaries they hire out are only as loyal as their paycheck is large, so it is best to hire their personnel for low risk areas.

EMINENT DUSK SYNDICATE

The Eminent Dusk Syndicate is an organization of bounty hunters formed by Slassiussiris Phentari about a decade ago. It is officially classified as providing bounty-hunting services. Rumor is the group also conducts the occasional assassination for the right price. In order to maintain an appearance typical for a bounty-hunting group, Slassiussiris Phentari allows a few minor infractions of the bounty hunting code to occur each year. He believes that a group such as his without any legal transgressions would draw unwanted attention. Although it is principally comprised of Phentari, anyone with a Class 2 bounty hunter license may inquire about membership. The Dusk Syndicate's biggest claim to fame was when they successfully brought a group of Tza Zen Rigeln purifiers to justice on Earth. The Dusk Syndicate has approximately 2,500 members, who operate primarily on Alliance worlds.

ASHEN RYDERS COMPANY (ARC)

The ARC rents out the services of their mercenaries to whomever can pay their rates. ARC mercs don't come cheap, and they're all former military personnel with real combat experience. ARC also has more Matrix Controllers than just about any other mercenary company. Expect to pay double the going rate when hiring ARC mercs. Hazardous duty contracts are double ARC's already high rates.

THE KNIGHTS OF DISCIPLINE

The Knights of Discipline are a renowned group of Eridani Swordsaints who make their living correcting the wrongdoing of others. The founding ten Knights make their home on the ringed world Eridine. The Knights pay their own way to the battlefield. The Knights of Discipline are staunch believers in Galactic Law and run a full background check on perspective clients. The group is headed by Ermithar-ican, a fanatic who is bent on the obliteration of the Phentari race. If someone has done a grievous wrong to you and you can't afford to hire out a group to gain restitution, call on the Knights of Discipline.

MILAN PEREZ & ASSOCIATES

Though this mercenary group sounds like a law firm, you can rest assured it's not. Milan Perez, a Gen-Human, started the organization after obtaining his bounty hunter license. Perez never lost his zeal for bounty hunting, and the mercenaries in his employee are some of the best trackers in the Alliance. If you need a criminal tracked down, a kidnapped family member located, or want to know who killed your spouse-equivalent, Perez's crew are the ones to hire.

WAX 'EM LIQUIDATION SERVICES

"We kill more people by 9 o'clock than most people do all day. As a matter of fact, we kill more people by 9 o'clock than most people do in their entire lifetimes."

The Liquidation Service is composed almost exclusively of Phentari and Ram Pythons. This company leases its personnel on a 3 month basis at competitive rates, and they are very loyal. They always furnish proof of a kill to their employer either photographically or by bringing in the corpse.

WARMONGER INC.

This is an upstart mercenary corporation, run by a cybernetically enhanced Ram Python appropriately nicknamed, Warmonger. Mercs working for Warmonger, Inc. can expect high risk assignments for equally high pay. Warmonger mercenaries are not hired for their subtly but rather their ability and willingness to get the job done no matter the cost. As a result, the company's legal team is paid as well as their mercs, who keep them quite busy.

Warmonger Inc. recently made Alliance-wide news when they began sending mercenary teams into the Motaran Rift. Warmonger, Inc. pays top credit to the rift runners, and despite the high odds that they won't return, the mercs are lining up for a chance to make a rift run. Those that make it back alive earn a ▽2 million bonus. In 2263, a crazy Orion named Sam O'Roark did just that. Something O'Roark brought back with him evidently intrigued Warmonger so much that he sent his team of personal mercs into the rift. The founders of Warmonger, Inc., were packed with enough ordinance to destroy a small planet. Rumors abound that even Warmonger himself went into the rift, but his public appearances after the famed rift run have all but dispelled that rumor. The company continues to make the news as well as a healthy profit.

"We're the best of the worst."

-Warmonger

UNDERGROUND ASSISTANCE FIRM

Patrons can purchase new identities from the Underground Assistance Firm, which operates as a galaxy-wide travel agency. The cost for a simple ID is roughly ▽2,000. The cost for cosmetic surgery and DNA masking or reconfiguration can reach into the millions. The Underground Assistance Firm also has safe houses

which it can rent to clients for ▽50,000-▽100,000 per month. This corporation is based on 200 different worlds and claims it only does business with reputable clientele. However, it is currently under close scrutiny by the Alliance government.

THE ZEN HOSPITAL FIRM

This is another combat support organization that provides combat medics to the battle zone. If you are looking to hire a Tza Zen, someone in the firm will most likely be able to help you. The cost for a Tza is double or triple the going rate of ▽1,000 per day per Energy Bracket of the Zen. The Zen Hospital firm also is a licensed distributor of Biological Redox agents and other pharmaceutical drugs. All clients of the Zen Hospital firm are entitled to purchase up to ▽5,000 worth of emergency medical equipment at 10-25% discount. Parties may make only one such purchase per year. The Zen Hospital firm doesn't make background checks on its employees or clients, and it is under investigation for unlawful practices by the Zen Rigeln government.

RANK

Whether you're employed by one of the 5,000+ mega-corporations or enlisted in the military, you're going to be assigned a rank. You can blame the Mutzachans and the Eridani. A uniform ranking system through the Alliance was first proposed by the Council of Timar. The issue was that corporations often hire personnel from other corporations to perform tasks that they are trained or equipped to handle. For example, Space Systems Development Corporation mercenaries are often hired by the Asteroid Mining Consortium to guard their mining sites. Until recently, every company had its own paramilitary ranks, based on its own criteria. Problems arose in determining pay scale, based on time and grade. Worse yet, on those occasions where two companies fielded a unit composed of personnel from both corporations, there were always hassles in figuring out just who was in charge.

The Council proposed a uniform rank structure for all mega-corps. The Eridani were having none of it. With a proud military tradition spanning thousands of years, they were not going to change their rank structure for anyone. Finally, a compromise was reached where the proposed rank system incorporated many of the Eridani ranks and listed equivalent Eridani ranks for levels where the Eridani nomenclature was not adopted. This was proposed to Alliance governments who formally adopted the proposal in the Workmanship Acts statute. As a result, Eridani will sometimes have two ranks: their traditional Eridani rank and their Alliance equivalent rank.

Only mercenary ground and naval units possess officer corps. Upper level officers are appointed to their post as well as some non-commissioned officers, such as the Surgeon General. In addition, only mercenary and naval officers typically command troops. The eligible rank for command is Corporal or Chief Petty Officer 3rd Class. Starting mercenary units almost never have soldiers who hold the credentials for the rank required to be in charge. In that event, the highest ranking person is given "Acting Jack" stripes. An Acting Jack commander is given the temporary rank required to lead but not the pay. Acting Jack is a temporary status. A Corporal is given command before a Petty Officer will be given command.

Substituting Real-World Experience for Time in Grade

Barring exceptional circumstances, normally a character has to hold a rank for a certain number of years before they can advance. This is referred to as the character's time in grade, which is the number of years they've had a particular rank. In Battlelords, rather than specifying a number of years for each rank, which would no doubt vary from military branch to military branch and from mega-corp to mega-corp, we specify a minimum experience point total for each rank.

However, characters who start the game with high level skills may be able to substitute these skills for time in grade when determining their starting rank. For example, if you join the army as a doctor, they're not going to make you a private. They're going to make you an officer and let you keep being a doctor. If characters possess the listed skill required for a rank, the GM may allow them to start at that rank despite lacking the listed experience. *Only a character's skills possessed prior to boot camp, training, and/or skill packages will count toward obtaining an advanced rank.*

Typically, characters with advanced scientific or technical training will be a technical expert. Characters with advanced medical training will start the game as a medical officers.

Characters cannot substitute starting technical expert skill ranks to determine their eligibility for gunnery sergeant (Warrant Officer).

RANK TYPES & CONCENTRATIONS

There are seven rank types: Mercenary & Army/Marine Officer, Mercenary & Army/Marine Enlisted, Navy Officer, Navy Enlisted, Intelligence Officer, Technical Specialist, and Medical Specialist. Each rank type has three or more concentrations. When a character chooses a rank type, they must also select a concentration which determines the character's job. For example, when selecting the Navy Enlisted rank type, a character can choose from three different concentrations. They can choose Fire Suppression, Construction, or Spacer.

Each concentration lists skills, usually at least 6, which represent the minimum number of skills required to have a job in that concentration. In order to advance in rank, the total skill levels of all the concentration skills the character possess must equal a certain number. This number is indicated in the column "Total Concentration."

For example, the Construction concentration of the Navy Enlisted rank type has the following concentration skills: Construction, Demolitions, Emergency Damage Control, Engineering: Power, Engineering: Structural, Extra Vehicular Movement, and Pilot: Spacecraft. We see from the rank chart that in order to obtain the rank of Petty Officer 3rd Class (which is not technically an officer rank) you need to have 40 total skill levels in your concentration.

Thus, the player must count how many levels they have in Construction, Demolitions, Emergency Damage Control, Engineering: Power, Engineering: Structural, Extra Vehicular Movement, and Pilot: Spacecraft and add them together. If the total skill levels of *just those skills* equals or exceeds 40, the character may be eligible for promotion to that rank.

MINIMUM EXPERIENCE FOR RANK

Obtaining the minimum total level of your concentration skills is just one requirement for rank. The character must also have the minimum number of Experience Points listed for that rank. For example, in order to be a Mercenary Captain, the character must have at least 50 Experience Points. Starting skills can substitute for the total number of experience points needed to obtain *starting rank only* (GM discretion).

If the minimum Experience Points Required shows "Appointed," the character must have at least as much experience as the next lowest rank with a numerical value listed. Experience Points Required for any rank is always subject to GM modification.

For the most part meeting your Experience Point requirements and concentration totals are all you need to worry about when determining if you are eligible for a certain rank. Keep in mind that just because your character may be eligible for rank, doesn't mean they'll receive it. However, some rank types have additional requirements beyond Experience Points and concentration skills.

ADDITIONAL RANK REQUIREMENTS

ENLISTED REQUIREMENTS

MERCENARY ENLISTED

RANK	MIN. XP	CONC	PAY
Private 3rd Class	0	10	▽45,000
Private 2nd Class	50	20	▽50,000
Private 1st Class	100	30	▽54,000
Corporal	150	40	▽60,000
Sergeant	200	50	▽66,000
Staff Sergeant	250	60	▽72,000
Sergeant First Class	300	70	▽80,000
Master Sergeant	400	80	▽88,000
First Sergeant	450	90	▽96,000
Sergeant Major	500	100	▽106,000
Command Sergeant Major	Appointed	100+	▽117,000
Force Controller	Appointed	100+	▽128,000
Ground Controller	Appointed	100+	▽141,000

MERCENARY ENLISTED CONCENTRATIONS

ROLE	CONCENTRATIONS
Infantry	Ambush, First Aid, Hand-to-Hand Combatives, Navigation (Land), Physical Fitness, Stealth & Concealment, Any Survival Skill, Any Weapon Skill
Corpsman	First Aid, Computer Operation, Paramedic, Repair: Device (Medical), Science: Biological, Terrestrial Knowledge
Support	Communication, Cooking, Language, Pilot: Ground Vehicle, Pilot: Tank, Repair: Armorer, Repair: Weaponsmith
Construction	Combat Engineering, Construction, Demolitions, Engineering: Power, Engineering: Structural, Pilot: Ground Vehicle (Construction Equipment)

Corpsmen (field medics) are enlisted personnel and unlike almost every other ranked medical professional, they are not considered officers. Players who have dreams of their Corpsman becoming officers should check out the Medical Officer requirements and plan their skill purchases accordingly.

OFFICER REQUIREMENTS

To be a Mercenary & Army Officer or a Navy Officer the character cannot possess an IQ, Intuition, or Aggression below 70. In addition, these military officers are required to possess at least 3 levels of Leadership: Military skill, with the required number of levels increasing as their rank increases.

MERCENARY OFFICER*

RANK	MIN. XP	LEADERSHIP	CONC	PAY
2nd Lieutenant	0	3	10	▽68,000
1st Lieutenant	25	4	20	▽74,000
Captain	50	5	30	▽82,000
Major	100	6	40	▽90,000
Lieutenant Colonel	200	7	50	▽99,000
Colonel	300	8	60	▽109,000
Brigadier General	400	9	70	▽120,000
Lieutenant General	500	10	80	▽132,000
General	500+	11	90	▽145,000
Sector Commander	500+	12	100	▽159,000
Quadrant Commander	Appt.	12+	100+	▽Varies
Forces Commander	Appt.	12+	100+	▽Varies
Lord	Appt.	12+	100+	▽Varies
Battlelord	Appt.	12+	Appt.	▽Varies

* Officers must have a minimum IQ, INT, and AGG of 70.

MERCENARY OFFICER CONCENTRATIONS

ROLE	CONCENTRATIONS
Infantry Officer	Ambush, Communications, Electronic Warfare Systems, Navigation Skill (Land), Paramedic, Personal Flight Device, Powered Armor Use, Sensor Systems, Tactical Evaluation
Matrix Controller	Academic Studies (Matrix-Based Combat Tactics), Electronic Warfare Systems, Generation, Matrix Manipulation, Mental Defense, Science: Physical, Sensor Systems, Tactical Evaluation
Tank Commander or Humpty Pilot	Communication, Electronic Warfare Systems, Pilot: Tank, Pilot: Ultra Armor, Repair: Vehicle, Sensor Systems, Weapon: Gunnery, Weapon: Indirect Fire
Special Operations Officer	Ambush, Aquatic Diving, Demolitions, Hand-to-Hand Combatives, Intelligence Gathering, Interrogation, Mental Defense, Paramedic, Any Navigation Skill, Any Survival Skill, Tactical Evaluation

NAVY ENLISTED

RANK	MIN. XP	CONC	PAY
Spacer Recruit	0	10	▽45,000
Spacer Apprentice	50	20	▽50,000
Spacer	100	30	▽54,000
Petty Officer 3rd Class	150	40	▽60,000
Petty Officer 2nd Class	200	50	▽66,000
Petty Officer 1st Class	250	60	▽72,000
Chief Petty Officer	300	70	▽80,000
Senior Chief Petty Officer	350	80	▽88,000
Master Chief Petty Officer	400	90	▽96,000
Command Senior Chief Petty Officer	450	100	▽106,000
Command Master Chief Petty Officer	Appointed	100+	▽117,000
Fleet Master Chief Petty Officer	Appointed	100+	▽128,000
Master Chief Petty Officer of the Navy	Appointed	100+	▽141,000

NAVY ENLISTED CONCENTRATIONS

ROLE	CONCENTRATIONS
Fire Suppression:	Academic Studies (Firefighting), Emergency Damage Control, Extra Vehicular Movement, First Aid, Paramedic, Physical Fitness, Survival (Space)
Construction:	Construction, Demolitions, Emergency Damage Control, Engineering: Power, Engineering: Structural, Extra Vehicular Movement, Pilot: Spacecraft
Spacer:	Communications, Computer Operation, Cooking, Emergency Damage Control, Extra Vehicular Movement, Navigation (Space), Pilot: Spacecraft, Sensor Systems, Weapon: Gunnery

NAVY OFFICER *

RANK	MIN. XP	LEADERSHIP	CONC	PAY
Ensign	0	3	10	▽68,000
Spacer 3rd Class	25	4	20	▽74,000
Spacer 2nd Class	50	5	30	▽82,000
Spacer 1st Class	100	6	40	▽90,000
Commander	200	7	50	▽99,000
Captain	300	8	60	▽109,000
Commodore	400	9	70	▽120,000
Rear Admiral	500	10	80	▽132,000
Vice Admiral	500+	11	90	▽145,000
Admiral	500+	12	100	▽159,000
Fleet Admiral	Appointed	12+	100+	▽Varies
Sector Commander	Appointed	12+	100+	▽Varies
Quadrant Commander	Appointed	12+	100+	▽Varies
Admiral of the Navy	Appointed	12+	100+	▽Varies

* Officers must have a minimum IQ, INT, and AGG of 70.

NAVY OFFICER CONCENTRATIONS

ROLE	CONCENTRATIONS
Aviator	Communication, Electronic Warfare Systems, Navigation (aeronautic and/or space), Pilot: Aircraft, Pilot: Spacecraft, Repair: Vehicle, Sensor Systems, Survival (Space), Weapon: Gunnery
Line Officer	Communication (Space), Computer Operation, Electronic Warfare Systems, Emergency Damage Control, Navigation (Space), Sensor Systems, Pilot: Spacecraft, Tactical Evaluation, Terrestrial Knowledge
Naval Matrix Controller	Electronic Warfare Systems, Engineering: Power, Generation, Matrix Manipulation, Navigation (Space), Repair: Vehicle (Spacecraft), Sensor Systems
Restricted Line Officer	Computer Security & Forensics, Demolitions, Electronic Warfare Systems, Any Engineering skill, Intelligence Gathering, Language, Any Science skill, Weapon: Gunnery

INTELLIGENCE OPERATIVE REQUIREMENTS

INTELLIGENCE OPERATIVE

RANK	MIN. XP	CONC	PAY
Operative	0	10	▽68,000
Operative 1st Grade	25	20	▽74,000
Operative 2nd Grade	50	30	▽82,000
Primary Operative	100	40	▽90,000
Specialist 5th Class	200	50	▽99,000
Specialist 6th Class	300	60	▽109,000
Specialist 7th Class	400	70	▽120,000
Chief Operative	500	80	▽132,000
Junior Commander	500+	90	▽145,000
Senior Commander	500+	100	▽159,000
Operations Commander	Appointed	100+	▽175,000
Systems Analyzer	Appointed	100+	▽193,000
Systems Master	Appointed	100+	▽Varies
Systems Controller	Appointed	100+	▽Varies

INTELLIGENCE OPERATIVE CONCENTRATIONS

ROLE	CONCENTRATIONS
Hacker	Communication, Computer Operation, Computer Security & Forensics, Electronic Warfare Systems, Engineering: Computer & AI, Engineering: Device, Intelligence Gathering, Repair: Computer, Repair: Device, Sensor Systems
Infiltrator	Escape Artist, Forgery, Impersonation & Disguise, Language, Observation, Persuasion, Pick Pockets, Performance Art (Acting), Physical Security, Stealth & Concealment
Matrix Controller/ Operative	Generation, Intelligence Gathering, Interrogation, Language, Matrix Manipulation, Mental Defense, Persuasion, Science: Social, Sensor Systems, Terrestrial Knowledge
Surveillance	Climbing, Intelligence Gathering, Interrogation, Language, Lip Reading, Observation, Physical Security, Sensor Systems, Scouting & Tracking, Stealth & Concealment

TECHNICAL SPECIALIST REQUIREMENTS

In addition to concentration skills Technical Specialists are required to specialize in a single skill called their Specialty Skill. Hence the name, Technical Specialist. Characters must possess a certain number of skill levels in their Specialty Skill to be eligible for each rank. To be a Technical Specialist, the character must start the game with at least 5 levels of the Specialty Skill. Eventually a Technical Specialist will be required to have one or more Specializations in their Specialty Skill.

Technical Specialists become officers once their rank exceeds Sergeant Specialist. Once a Technical Specialist is an officer, they are required to possess levels of the Leadership: Military skill, with the required number of levels increasing as their rank increases.

TECHNICAL EXPERT *

RANK	MIN XP	LEAD.	SKILL	CONC	PAY
Private Specialist 3rd Class	0	0	5	10	▽45,000
Private Specialist 2nd Class	50	0	6	20	▽50,000
Private Specialist 1st Class	100	0	7	30	▽54,000
Specialist	150	0	8	40	▽60,000
Sergeant Specialist	200	0	9	50	▽66,000
Chief Warrant Officer 1	250	3	10*	60	▽109,000
Chief Warrant Officer 2	300	4	11	70	▽120,000
Chief Warrant Officer 3	400	5	12	80	▽132,000
Chief Warrant Officer 4	500	6	13**	90	▽145,000
Chief Warrant Officer 5	500+	7	14	100	▽159,000
Chief Warrant Officer 6	500+	8	15	100+	▽175,000
Command Chief Warrant Officer	App.	9	15	100+	▽Varies
Systems Master	App.	10	15	100+	▽Varies
Systems Controller	App.	10+	15	100+	▽Varies

* Minimum One Specialization in Primary Skill

** Minimum Two Specializations in Primary Skill

TECHNICAL EXPERT CONCENTRATIONS

ROLE	SPECIAL SKILL	CONCENTRATIONS
Engineering	**Select one Engineering Skill**	Engineering (Other than Primary), Any Repair Skill, Any Science Skill, Language
Gunnery Officer*	**Select one Weapon Skill**	Electronic Warfare Systems, Science: Physical, Sensor System, Any Weapon Skills, Hand-to-Hand Combatives
JAG	Academic Studies (Law)	Academic Studies (Other than Law), Interrogation, Performance Art, Persuasion, Science: Criminal, Science: Social
Maintenance	Select one Repair Skill	Engineering, Repair (other the Primary), Science: Physical
Paramedic	Paramedic	First Aid, Interrogation, Pilot: Ground Vehicle, Pilot: Aircraft, Science: Biological,
Science	Select one Science Skill	Academic Studies, Engineering, Any Science Skill (Other than Primary), Language
Technical	Select One of the Following Skills: Communication, Electronic Warfare Systems, Emergency Damage Control, or Sensor Systems	Academic Studies, Any Engineering, Any Repair Skill, Any Science Skill, Language

MEDICAL OFFICER REQUIREMENTS

Medical Officers are also required to select a Specialty Skill. To be a Medical Officer, the character must start the game with at least 5 levels of the Specialty Skill.

It is possible to change your rank type or concentration mid-game, if you meet the minimum requirements of the new rank or concentration and obtain the GM's permission. Changing concentrations could result in a rank decrease if the character only meets the requirements for a lower rank in their new concentration. Changing concentrations can never increase rank. In addition, the GM can approve new groups of concentration skills if they wish, but we suggest having at least 6 skills in each group.

The Galactic Armed Forces tends to push Matrix Controllers in officer positions, except for Zen who usually take a Medical Officer positions due to their low aggression.

MEDICAL OFFICER

RANK	MIN XP	LEAD.	SKILL	CONC	PAY
Intern	0	0	5	10	▽45,000
Medic	50	0	6	20	▽50,000
Medic Technician	100	0	7	30	▽54,000
Resident Physician	150	0	8	40	▽60,000
Physician	200	0	9	50	▽66,000
Physician Specialist 3	250	3	10*	60	▽109,000
Physician Specialist 2	300	4	11	70	▽120,000
Physician Specialist 1	400	5	12	80	▽132,000
Master Physician	500	6	13**	90	▽145,000
Physician Consultant	500+	7	14	100	▽159,000
Assistant Junior Surgeon General	500+	8	15	100+	▽175,000
Junior Surgeon General	App.	9	15	100+	▽Varies
Assistance Surgeon General	App.	10	15	100+	▽Varies
Surgeon General	App.	10+	15	100+	▽Varies

▽Physicians are required to possess a Physician skill for each species they want to treat.

MEDICAL OFFICER CONCENTRATIONS

ROLE	SPECIAL SKILL	CONCENTRATIONS
Psychology	Science: Social	Academic Studies, Interrogation, Persuasion, Physician, Science: Biological, Science: Criminal
Physician	Physician	Engineering: Biological, First Aid, Paramedic, Physician (Different Species), Science: Biological
Zen Medicine	Generation	First Aid, Matrix Manipulation, Paramedic, Physician, Science: Biological

SALARY

A character's salary is based on their occupation. Some characters like full-time bounty hunters, privateers, salvagers, and pirates don't get paid a salary. They get paid by the job or paid by however much they can scrounge up or steal. Game Masters will have to make sure that characters who are self-employed have enough jobs to pay the bills. Unless, of course, the Game Master wants to run a few games involving angry repo men, selling gear to unscrupulous pawn brokers, or evading the leg-breakers from a loan shark. Why do corporate mercenaries get paid the big bucks? Take a look at the attrition rate. Odds are you won't live out your contract.

Salary is typically paid out twice a month and is deposited directly into the characters' accounts. Officers get paid 1.5 times the listed salary. Each time a character goes up in rank, their salary increases by 10%. If you're the kind of GM who wants to be generous and really enjoys doing math, then you should know each year in service after the first, military personnel receive a 4% pay increase.

SALARY

OCCUPATION	ANNUAL SALARY
Espionage Agent (Govt.), GalPol Undercover Agent	▽35,000
Espionage Agent (Corporate)	▽45,000
Espionage Agent (Rebel SCRAP Operative)	▽20,000
Galactic Marine	▽26,000
Galactic Army	▽22,000
Galactic Recon Force	▽28,000
Galactic Navy	▽32,000
Galactic Fighter Corp	▽35,000
Galactic Control	▽35,000
Galactic X	▽50,000
Mercenary (Corporate)	▽45,000
Mercenary (Small Company)	▽Varies

EMPLOYER	SALARY OR PAY ADJUSTMENT
AMC	▽35,000 Signing Bonus
Ashland Custom Logistics	▽Industry Standard Pay
Balshrom Science Corp	▽Industry Standard Pay
BioCyberdyne	▽Industry Standard Pay
Dickens Incorporated	▽10,000 Signing Bonus
Erectus	▽Industry Standard Pay
Eridi-Corp	▽Industry Standard Pay
Kowaski Transport Industries	▽Industry Standard Pay
Lambert's Personal Cybernetics	▽Industry Standard Pay
Orionus Konglomerates	▽20,000 Over Industry Standard
Raelhavlen heavy Industries	▽15,000 Signing Bonus
SSDC	▽20,000 Signing Bonus

Though not every company offers above average pay or a signing bonus, those that don't usually have other, non-monetary, perks that might attract potential employees… like a casualty rate

under 50% per annum.

BLACK MARKS

Black marks are official reprimands that get placed in your corporate file. They dramatically reduce your chance for a promotion. Officers who get black marks put their careers in extreme jeopardy. Too many black marks and one can lose rank or worse yet be sent to jail. If you are looking to give out some black marks, here are some ideas.

Each black mark cancels out five (5) of your Experience Points when determining your rank. In effect, it requires that the character gain an additional five (5) Experience points before he gets promoted. If you receive six (6) or more black marks, you will not be promoted – ever – unless one or more is expunged from your record or you do something exceptional. If you receive more than ten (10) black marks, you will most likely be fired. If you are an idiot or an Orion Rogue and manage to accumulate twenty (20) or more black marks without being fired, you go to prison. Maybe you should have thought about that when you signed a para-military contract binding you to the laws of the company.

BLACK MARKS

INFRACTION	# MARKS
Per ▽250,000 company loss (Accidental)	1
Per ▽250,000 company loss (Due to negligence)	2
Per ▽250,000 lost (Intentional)	3
Botched Mission (Due to negligence)	1
Injure another party member (Unintentional)	1
Injure another party member (Intentional)	2
Maim another party member (Unintentional)	3
Maim another party member (Due to negligence)	4
Maim another party member (Intentional)	5
Kills another party member (Unintentional)	3
Kills another party member (Due to negligence)	5
Kills another party member (Intentional)	10
Convict escapes (Due to negligence)	3
Convict escapes (Intentional)	7
Information lost (Due to negligence)	3
Information lost (Intentional)	5
Act against company policies (Minor)	1
Act against company policies (Major)	3

As always there can be extenuating circumstances which excuse or minimize the character's fault, and the GM can shift the number of black marks for particular events up or down as they see fit. If the character's boss is a real jerk, don't look for any leniency or forgiveness.

GM Note: If a character receives 2-3 Experience points per game played, a black mark essentially delays a character from achieving a rank by two games. Sometimes watching their compatriots advance in rank well past them can be disheartening, and Game Masters should be aware of this when issuing black marks. Of course, if the entire party screws up, then they can all suffer together!

BOUNTY HUNTERS, SHERIFFS, AND MERCENARIES

BOUNTY HUNTERS

Bounty hunters are a common element of society in the 23rd Century. They are cold, ruthless, Phentari with impressive combat skills who get paid handsome amounts of money to locate, restrain, or terminate fugitives of Galactic Law… or at least that's the stereotype. In reality, bounty hunters are independent contractors who are licensed by the Alliance government to perform fugitive recovery for law enforcement agencies and corporations. They must undergo extensive background checks and abide by a very strict set of rules. They have limited immunity against prosecution, and all bounty hunters have legal right of passage on any Alliance vessel. The one part of the stereotype that is true is that most bounty hunters are indeed Phentari, seventy percent in fact.

There are three different classes of bounty hunter as determined by the class of license that they hold. The class one license (*Constable*) costs ▽100,000, the class two license (*Ranger*) costs ▽250,000, and the class three license (*Marshal*) costs ▽500,000 to obtain. Bureaucracy is rampant across the Alliance, and it takes four to sixteen months for each license to be processed and granted. Bounty hunters must have a clean background with no criminal convictions. It is possible to get a bounty hunter license if you have had criminal charges that were dismissed, but you better have a good excuse and expect extra scrutiny in your background investigation. Prospective bounty hunters must also submit their Alliance tax records and should expect most everyone they know to be interviewed by the licensing authority. Anyone applying for the position of Marshal is subject to a governmental clearance check, which will involve a mind screening by a Chatilian investigator. In order to gain the next class of licensing, one must have obtained the previous class license.

The Constable is the lowest level bounty hunter. They are commonly recognized by the gold cape that they must always wear while on duty. They are entitled to a 75% discount on any travel when they have a court order to pursue a fugitive. They must first obtain a court order before they carry out any type of activity. They are only allowed to apprehend criminals. Under no circumstance are they justified in shooting to kill. If a stray plasma blast catches someone in the head,

the bounty hunter will usually take up his defense in a court where he has the best counsel available and lots of sympathizers.

The red caped Ranger is the next highest bounty hunter class. He is given a wide range of authority and is able to detain suspects without a court order. He may terminate wanted criminals provided he has a court order to do so. He is allowed free passage anywhere, at any time. He may bump persons off commercial flights to obtain that passage. Rangers also receive a 25% law enforcement discount on all merchandise that they purchase from government vendors. One is usually a Ranger for two to eight years before obtaining a class three license.

The highest class of bounty hunter is the Marshal. These are the most trusted law enforcers. One's record must be virtually spotless if you wish to have any chance of becoming a Marshal.

In essence, the Marshal is also a judge. They still must abide by Alliance law, but they are capable of using their authority as a Marshal to issue search warrants, take a suspect prisoner, and pass sentence on criminals. This includes death if the crime warrants that punishment. This is handy when operating on the frontier, though the Marshal's decisions can be appealed to the courts… assuming the fugitive is still alive to make the plea. Marshals are not required to wear any cape. Marshals can purchase any equipment at 50% off the list cost from government vendors. Very few Phentari have ever obtained this position.

SHERIFFS

Most colony towns have a Sheriff. Under the Colonial Code section of the *Alliance Integrity Statutes (AIS)*, colonies or colony towns can elect an official to serve as sheriff. Duly elected Sheriffs enjoy the same privileges and immunities as other Alliance law enforcement officials. They have the capacity to arrest suspects, perform investigations, and enjoy some immunity from prosecution for their actions during the course of the duties. In addition, the Sheriff gets a cut of any property they secure and sell under court order. This can be quite a lucrative position if you're sheriff on a colony with a lot of debtors and a harsh magistrate.

Because Sheriff's are elected by popular vote, the level of skill and experience of a sheriff varies widely from world to world. Some are just trustworthy persons the townsfolk like. Others are career politicians with little skill or experience as a sheriff. On a few lucky colonies, the Sheriff is a former law enforcement officer or bounty hunter.

SPACEFARING OCCUPATIONS

PRIVATEERING

Sure, the pirates get all the press, fame, and glory but being on a crew can involve more than just illegal piracy. Also, ask any pirate, and they'll tell you there is no fame or glory. That's just Tri-V make believe.

Regardless of whether you're a pirate or a privateer, the goal is always the same. They want to make enough money to keep the ship fueled up and maintained. Anything beyond that goes into your pockets. If you can't keep the ship moving, either because it's out of fuel or it's broken down, then you're no longer employed. You're just an out of work spacer with a big pile of junk and a lot of debt. As a result, rule one for all the spacefaring occupations never changes. Rule 1: Take care of the ship.

How you earn a living once you're crewing a ship is up to you, but there are a couple of options. If your ship is armed, you can risk your life as an illegal pirate. The rewards are great, but the penalty if you're caught is life in prison or death. Alternatively, you can be a legal pirate of sorts and become a privateer. Privateers have government issued certificates allowing them to attack other ships that are enemies of the government. Back in the days of water navies, privateers were used to supplement governmental navies. Today privateers serve as an important way to curb piracy. The *Galactic Navy* can't be everywhere at once, and having privateers covering territory they're not in or near helps to deter pirates. Many of the larger mercenary companies have privateer fleets, crewed and maintained by former Galactic Navy personnel, who are now using their skills to make a living in the private sector.

Privateers must positively identify a ship to confirm it belongs to an enemy of the Alliance, including known pirates, before they attack. They must also furnish proof to the authorities afterwards, but since privateers are required to bring any captured or disabled ship into an Alliance space port furnishing proof of the ship's identity is not usually a problem. Only if a ship is catastrophically destroyed in battle does obtaining proof of its identify become problematical. Once an enemy ship is towed to port, a representative from the government's Privateer's Commission will assess the value of the salvage. The commission pays the privateers 20%. The captain usually takes half, and the crew takes equal shares of the remaining half. This arrangement is by no means set in stone, but it is the traditional way of paying the crew and still widely used. The captain of a privateer vessel can actually distribute the funds in whatever way he sees fit as long it's in writing before the ship leaves port.

If the enemy vessel is too badly damaged to be repaired, the commission usually sells it for salvage. If the ship can be repaired, the commission hires a refit company to fix the ship and then resells it – usually to privateers looking for a new ship. Alliance made warships are usually not resold but integrated into the Navy. If, for whatever reason, the commission opts not to purchase and salvage the ship, the privateer that brought it in can sell it to whomever they'd like.

Privateer certificates are issued to law-abiding ship captains who pass an Alliance background check and pay the annual fee, which can be expensive. The fee varies from quadrant to quadrant. It often appears that there is no rhyme or reason to the fee schedule. Sometimes high piracy areas have low fees to encourage privateers, and other times a high piracy area has high fees due to the likelihood of salvage. Unfortunately, governmental budgets play into setting the fees. If a local branch of the commission has a limited budget to

pay for salvage, they may raise the price of a privateer's license to limit the chances that they'll have to pay captains for enemy ships brought in as salvage. This can happen if the area is rampant with pirates and could really use more privateers. The annual fee on a restricted privateer's license can range anywhere from ▽10,000 all the way up to several hundred thousand.

As a result, privateer captains have been known to shop around for territories that have the right mix of salvage potential and reasonable fees. Privateers can, and do, take salvage they've obtained in one territory where they don't have a license to a neighboring territory where they do have the proper paperwork. The commission usually turns a blind eye to this or reduces the salvage payment to 10% rather than the customary 20%, if it's too blatant to ignore. Wealthier captains just purchase licenses for all the territories in their area of space. Licenses are issued to the captains, though captains who are not independent usually have their fees paid by the employer. In many cases the employer also pays the monthly loan payment on the ship, and the captain is paid a salary plus salvage bonus. However, since the captain always has ultimate responsibility for the ship and any transgressions of Alliance law, they always get paid more than the crew.

Captains who have proven themselves to be extraordinarily competent (or famous) privateers may be issued unrestricted licenses by the commission. With an unrestricted license, the captain gets to keep all the salvage they bring in. The commission has the right of first refusal if the captain opts to sell. The fee is identical to a standard license. Unrestricted licenses are very rarely offered.

PIRACY

When the talk turns to pirates, Orions are the first to come to mind. The 6 o'clock Tri-V news always depicts Orions as ruthless pirates who "spacejack" ships, kidnap the important, slay the crew, and make off with ultra-expensive luxury yachts. Great prejudice has been directed against Orions because they are such notorious privateers. Indeed, ask any Alliance citizen and they will likely tell you that there are more Orion pirates than any other species, and that the most infamous clans are led by Orions.

As with all stereotypes, this one is largely false. This is probably due in large part to the fact that many of the most famous pirate captains are indeed Orions. Moreover, pirates organize themselves into clans with unique colors and insignias, much like Orion gangs. The vast majority of Orions are law-abiding citizens who work at their jobs and go home to squeeze the spouse and the bagpipes. Clearly, not all, or even many Orions are pirates. Pirates are over-glamorized thieves. It's easy to give these crooks the status of Cyball players from the safety of one's living room. Unfortunately, there is a great deal of mystery and allure associated with the second oldest profession in the universe.

Reckless and rebellious children, disillusioned with the prospect of growing up under the ever watchful eye of the "benevolent dictatorship," run off to become pirates and enjoy fame, fortune,

and other people's goods. The successful pirates get more press than the Council of Timar! Most just get dead.

KNOWN PIRATE CLANS

There are some 5,000 known pirate clans, operating in every quadrant of Alliance space. Most pirate clans are small, numbering less than one hundred members with less than half a dozen ships at their disposal. Fewer than 200 are major clans with more than one thousand members. Listed below are the most famous/notorious pirate groups:

BLACK FLAG

The most heinous and notorious of all the pirate clans is the dreaded Black Flag. This unscrupulous organization follows a policy of killing anyone who it encounters, no matter how innocent they are or what they know. They are so despicable that even other pirate clans abhor them and hunt them down whenever possible. Black Flag is solely composed of incorrigible felons.

THE FLYING DUTCHMEN

The largest clan in existence, predominantly composed of Humans and Orions. The Flying Dutchmen operates throughout the Core Worlds, Andromeda, and Fornax galaxies. They number around 30,000 crewmen with over 500 ships. Most Flying Dutchmen are Hoods, although some are Cutthroat. They don't take hostages nor ask for ransom, and release any passengers after they have their ship.

KISMET

A band of fun-loving Orions who are so daring that they claim to be playing kismet, the game of life and chance. Captured prisoners are always released, for the Kismet only seek the adventure of the catch and the loot.

LOKARN'S BANE

Comprised of primarily Phentari, this pirate clan targets Eridani vessels above all others including small warships. They use numerical superiority to overpower a single superior ship and don't appear to care much about losses as long as there is an Eridani crew on the receiving end. All members of Lokarn's Bane are equipped with suicide devices.

SENTITREN

Named after their mysterious leader, Sentitren, this small pirate clan has a reputation for pillaging small, isolated colonies and kidnapping their inhabitants. No one knows what they do with the townsfolk, but they are never heard from again. At some point, this clan must have wronged BioCyberdyne because they've hired mercenaries to track them down.

SILENCE DEPLORE

This group of predominantly Humans and Orions never speaks a word when boarding a ship. They use only hand gestures and written words to communicate their desires. Their numbers and ship count are unknown.

TERZT

This band of Raazet pirates targets ships with state-of-the-art technology. They've also been known to make ambushes on mega-corps testing new or experimental designs and make off with the prototype. The Raazet government disavows any knowledge of this clan.

SMUGGLING

If the ship is unarmed, or minimally armed, many captains opt to make money by illegal smuggling or salvage work. Smugglers are more common than pirates as the penalties for smuggling are much less severe than piracy. In addition, most cargo don't become contraband until you get them on a planet where they are banned due to Tech Level restrictions or for some other reason. So, if you get caught in open space with a hold full of TL6 Omega weapons, you aren't breaking any laws. Those weapons are completely legal until you move them onto a TL5 or lower planet or planetoid. A smuggler can make a lot more money by selling those weapons on a world where they are restricted, but obviously there are risks involved. Fortunately, if a smugger is unable to sneak his contraband onto a planet where it is restricted, he can always sell it on the open market for a slight loss.

Because of the "legal here, but illegal there" nature of technology smuggling, it is rampant throughout the Alliance. It should come as no surprise that items which are illegal everywhere in Alliance space make smugglers the most money. There are also the riskiest to transport, as even getting caught in open space with illegal contraband is likely to involve some fines or prison time.

SALVAGERS & TREASURE HUNTERS

If you're lucky enough to have the right kind of ship, one with a large cargo bay and external cargo manipulators, you can also operate as a salvage ship. While salvage ships tend to be slow and cumbersome, they are ideal for towing other vessels and dismantling structures built in space. Salvagers are employed to tear up decommissioned space stations and orbital platforms. They're also routinely used to dismantle vessels that are too large to tow back to port. While often unglamorous, these routine tasks pay the bills for your typical salvager. However, once the bills are paid, most Salvagers will go looking for the big payoff. Abandoned vessels. Under Alliance law, any vessel that is completely abandoned and unoccupied becomes the legal salvage of the first ship to get it moving again, either under its own power or towed. A small ship can be worth hundreds of millions of credits, even if it's only destined for the recycling yard.

Though space is a really, really big, the experienced salvage ship captains know where to look. Warzones, rift areas, remote shipping lanes, old pirate bases, and even orbital junk yards can be hiding abandoned vessels or bases that are worth a small fortune. In addition, captains always keep their ears open for chatter at the local spaceport bar about any ship wrecks, space disasters, or ghost ships that have been reported. One man's misfortune is another's fortune. In these cases, it usually ends up as a race against other salvagers to the location where the prize was last reported. Then, there is a frantic search to find the vessel. In some instances, the abandoned vessel may still have its location beacon active, which obviously makes it much easier to find.

The downside to finding one of these abandoned vessels or structures is that sometimes they're empty because the occupants desperately wanted to leave. Stories abound of salvage teams running afoul of Arachnids, hostile alien monsters, forsaken crew who were left behind and have gone mad, booby traps, or any number of threats to force a crew off their own ship. Pirates will often fake a distress call or emergency beacon and then prey upon ships that come to help. Combine this with the mundane but hazardous duty of cutting up and moving large pieces of metal in space, and it's no wonder why salvaging is considered a dangerous occupation.

The other type of salvager is the treasure hunter. Considered crazed by their more conservative peers, treasure hunters spend all their time trying to hunt down lost colonies, ghost ships, and undiscovered archaeological sites. They base their search on the tales and reports of other starfarers who claimed to have caught a glimpse of one of these semi-mythical ships or locations. A treasure hunter can spend their entire life gathering information about a lost treasure and following up leads; most never find what they're looking for. Oh sure, there are the rare few who manage to find a treasure trove and make the news, but those are one in a million. The last reported occurrence was in 2256 when Orion treasure hunter Ciara O'Murphy located the lost cruise ship, *Poseidon's Bridge*, lost in 2158. It made her a billionaire. Even with the cruise ship company fighting for the salvage rights for five years in court, most of the ship ended up in a museum. It also relaunched the treasure hunting craze with hundreds of amateurs selling all their worldly possessions to buy a ship and begin the hunt for some lost vessel or site. Some of those amateurs, like the *Fortune's Folly*, have become ghost ship legends themselves.

PRIVATE PASSENGERS AND CARGO TRANSPORT

Even though most ships used by independent or mercenary captains are not dedicated freighters or passenger ships, captains can supplement their income by ferrying cargo and passengers. If the cargo hold of the ship is small and/or the payment for moving the cargo is minimal, it can easily cost more in fuel than what the ship will take in payment if a captain relies solely on cargo runs. The same holds true for the rare passenger. As a result, moving cargo or passengers is usually only done if the cargo or passengers are going to a location where the ship was traveling anyway. This is unless your passengers or shippers are the "don't ask any questions" type, at which point you get to charge a lot more for the service.

Ways to pay the monthly loan payment on your spacecraft.

01. Piracy
02. Privateering
03. Smuggling
04. Cargo hauling
05. Passenger transport
06. Salvage
07. Treasure hunting

THREATS

THE ATLANTEANS

Though it's clear they've been lurking around for thousands of years, the Atlanteans first revealed themselves to the Alliance in 2153 when they arrived on Tarsis on a civilian vessel. Within a few months, tens of thousands were dead, the planet was all but uninhabitable, and it was quarantined by the Alliance Navy. No one is sure why the Atlanteans choose to reveal themselves in this manner, but the Alliance has been on high alert for them ever since. The Galactic Armed Forces were so utterly ineffective against the nanite swarms on Tarsis that they have changed both their tactical and technological doctrines to address this new threat. This dramatically reduced their reliance on automated systems and P-AIs. Unfortunately, the gear and tactics that work well against the Atlanteans are usually the exact opposite of those that the Alliance has been employing against the Arachnid swarms.

Archaeologists and survey vessels had revealed the ruins of an ancient civilization spread across the Milky Way. When one news anchor speculated that the nanites could have ended that civilization and that they might have been responsible for the legends of Atlantis, the name stuck. The rampant speculation of news hosts also led to the conspiracy theory that the Atlanteans could look like anything or anyone and might already be present in large numbers throughout the Alliance. On some planets, this led to mobs of paranoid citizens assaulting strange or antisocial neighbors after accusing them of being Atlanteans.

One, however, wonders if the conjecture about the ancient archaeological sites may contain some truth, as the Counsel of Timar instituted new licensing and quarantine provisions after the loss of Tarsis. Special permits are now required when visiting alien archaeological sites. A mandatory quarantine is required for any ship and crew that has visited one of these worlds. Exploration teams are closely monitored by *Alliance Disease Control Directorate* to make sure they don't bring back Atlantean nanites. The Galactic Armed Forces are experimenting with methods to rapidly decontaminate their vehicles and armor in the event they have to do battle an Atlantean nanite swarm.

THE AKNAR–RYN (AKA THE ARACHNIDS)

No one is sure exactly where the Aknar-Ryn come from, but they are the biggest threat to the continued existence of the Alliance. The Arachnids and their horde of bio-engineered and cybernetically augmented soldiers have invaded the galaxies twice. In both instances they were only stopped at the cost of millions of lives. No one is sure why the Arachnids ceased their second offensive, as they clearly had the upper hand. Regardless, both civilian and military intelligence agencies believe that a third Arachnid assault is imminent. The ability of the Arachnids to modify their troops and living ships to take advantage of lessons they learned in battle makes them a formidable threat. This has most military analysts thinking that whatever the technological or tactical advantage the Alliance has will be negated in the third go-around with the 'Nids.

For example, during the first invasion the Alliance warships were vastly superior to their Arachnid counterparts. During the second invasion, Arachnid ships were twice the size of Alliance warships and were better armed. One Arachnid ship is considered to be worth three Alliance ships of the same relative class. However, Alliance fighters still tend to be better than their Arachnid counterparts. Similarly, postmortem examination of Arachnid troops reveals continual improvement and augmentation. This is either to address a shortcoming or to expand the capabilities or function of that unit.

One technological hurdle the Arachnids have not been able to overcome is the inaccuracy of their method for faster-than-light travel. The 'Nids appear to generate artificial rifts or tears in space-time and then ride the tear to their destination. Clearly, they can aim or steer where the tear goes, but it does not appear to be an exact science. Sometimes an Arachnid force will up in the wrong location or arrive weeks before or after other portions of the fleet. This makes coordinated attacks very difficult for the Arachnids. The upside to the Arachnid method of FTL is that they have no limitations on having their destination well within the bounds of their destination star system. Unlike Alliance FTL, which is far more accurate but usually requires the ships to be far from any planet or star, the Arachnids can and do exit a rift in orbit around a planet. This means, assuming luck is on their side in terms of location, the Arachnids can bypass in-system defenses and utterly surround a planet. This takes the defenders at point blank range (for space combat) and totally by surprise.

It's clear that there are other creatures in the Arachnid horde that have not been identified as of yet. Vague shapes are in the fog, and strange creatures linger behind the lines on the Arachnid front. Their purpose within the Aknar-Ryn war machine is unknown. Given that they have never engaged in combat, the higher ups in the Galactic Armed Forces (GAF) suspect they are part of the 'Nids command structure and/or communication network. To date, all attempts at diplomacy with the race have failed miserably.

"UNCLE ERNIE" FREIBERG & THE ANARCHIST REBELLION MOVEMENT (ARM)

There are millions and millions of things in the universe, malevolent and dangerous. The Biological Catalog Agency has recorded over 10,000,000 life forms considered hazardous to Alliance personnel. Probably none is more dangerous and threatening to the existence of life, as we know it, than the human Uncle Ernie Freiberg.

Some estimates show that Uncle Ernie is the richest man in the universe. Valued at over ▽30,000,000,000,000, his wealth was obtained entirely from his illegal sales of bioweapons and techno-organic monstrosities. He is also the greatest biogenetic cybernetic scientist that has ever lived. His breakthrough in the field of artificial intelligence mapping revolutionized science as we know it. He devised brilliant ways to interface artificial intelligence with the brain and thus wrought his fortunes. In 2256, in a major dispute with the government over licensing, Uncle Ernie went sour and quit his post as chairman of Universal Field of Science Research at Berkeley California. In a verbal tirade, he accused the government of duplicity and fraud. He screamed of secret experiments going on to produce perfect cyborgs, beings created to replace valued Alliance personnel. He was arrested for treason, his assets were frozen, and he thrown in jail for life.

In 2267, Uncle Ernie escaped from the maximum-security prison on New Leavenworth. Six months later the Alliance felt his wrath as Uncle Ernie unleashed a biogenetically engineered creature on New Washington. It came to be known as a Blood Warlock and slaughtered two and a half million people before the military could finally destroy it. Next, he killed another 350,000 with a biological attack on the planet Malnax 7. Uncle Ernie claims that he will bring the Alliance to its knees by destroying the universe in which it lives.

He formed the Anarchist Rebellion Movement ("ARM"), drawing thousands of disillusioned and disgruntled people to do his bidding. ARM builds, discovers, hunts, trades, and researches dangerous life forms across the galaxy. It randomly distributes "death" to the corners of the universe by dropping HALs wherever Ernie sees fit and by selling HALs wholesale to the highest bidder. It has raised a powerful navy, built secret bases, and has dug its fingers into various Alliance sub-governments. Uncle Ernie proudly calls his legions of death and destruction, "Uncle Ernie's Minions of Doom."

For those of you who don't know, "Uncle Ernie" Freiberg was a genius geneticist who was ostracized by the scientific establishment (probably for good reason) and decided to take his vengeance on the peoples of the Alliance. Driven mad by his feelings of oppression, hate, and rage, the insane nihilist formed the Anarchist Rebellion Movement (aka A.R.M.) and now sells his homicidal monstrosities to the highest bidder. Sometimes to market a new creation, Ernie will just drop it on an inhabited world and let the media do his marketing for him. Sometimes he does it just for kicks. Either way, your characters will now have plenty of slimy, toothy, organic killing machines

to fight against. If you're playing law enforcement, marines, or mercenaries, you're bound to run into a care package from Uncle Ernie eventually.

"Designer genes, that's what I sell. I'm an artist who sculpts flesh. Awww… you don't like my pets? Well wait 'til you see what I have cooking in the labs now, suckers. Oh, you'll find out soon enough. I'll give ya' a hint though… it's big, it's mean, and it's hungry. All that's left is to wrap it up with a ribbon and drop it on some lucky Alliance planet somewhere. And if it just happens to be your hometown I drop it on, just remember… Uncle Ernie loves ya, baby!"

-Ernest Freiberg

THE REBELS

The Rebels are the social dissidents of the Galactic Alliance. They are insurgents and well trained in the art of guerrilla warfare. Most are Humans, Orions, Phentari, and Zen Rigeln, presumably Tza, who actively or passively attempt to subvert the ruling government. According to their own propaganda, the Rebels claim the Alliance is a fraud perpetrated upon the species of the Milky Way by the Mutzachans. They claim that the Mutzachans had been planning the Alliance for a millennium (a commonly known and undisputed fact) to protect themselves from a threat of their own making. The Rebels have offered no proof or provided further clarification of what exactly the Mutzachans are protecting themselves from. Over the years, they have made other claims like frontier colony worlds exist only as trip wires to provide the Alliance government with an early warning of an impending Arachnid attack. Another claim is that Tza are completely healthy and normal. Their stated goal is to reveal the duplicity of the Mutzachans and provide proof to the citizens of the Alliance that they are being used.

It's unclear how many attacks on Alliance government installations are by the Rebels or other terrorist and insurgent groups claiming to be the Rebels. Despite the stated goal of helping the Alliance citizenry, the government is quick to point out how these attacks often harm innocent civilians and soldiers who are just doing their jobs. Some analysts speculate that there is a schism in the Rebels, with one faction being more investigative and the other being more militant. In any event, groups claiming to be Rebels often conduct raids against galactic supply depots, blow up factories, or create uprisings. Rebel forces have also been known to provide military aid to non-Alliance worlds.

The Rebels have military bases spread across the galaxy, and many of these bases are mobile and can be moved quickly in the event of a Galactic Armed Forces attack. The Rebels are mostly armed with second generation weapons, but some units have state of the art equipment stolen from GAF depots. A Rebel fleet exists and is quite formidable, with some 150+ ships in the armada. The Galactic Navy would love nothing more than to be able to locate these Rebel ships.

The Rebels have been a tough nut to crack for Galactic Control and GalPol. The Rebels are incredibly loyal to each other, with one interrogator commenting, "A corporation would be more likely to stab you in the back than these guys." In fact, more than a few GalPol or military officer has been recruited into or defected to the Rebels after investigating or pursuing them. Apparently, the Rebels are very persuasive. Only time will tell if the group is a bunch of anarchist crackpots or if there is some truth to their allegations.

OTHER THREATS

XARIANS

The Xarians, who are all members of the Xarian Confederacy, are a species from the Magellanic Clouds that resemble bumpy, six legged tables. They are primarily encountered in Alliance space in their role as merchants, with their primary export being Ti-Tritium-305. They sell to the Alliance and the Arachnids alike, and there have been accusations that the Xarian's support for the Arachnids goes beyond the mercantile.

Travel to the Xarian Confederacy is severely restricted, and the Galactic Law doesn't reach its hand there. Not much is known about that subsector of space and its inhabitants. Current relations with the Alliance are neutral, bordering on hostile.

AEODRONIANS

The Aeodronians are a race of bipedal salamander-like humanoids. Although semi-reptilian in appearance, the salamanders are actually quite cunning and intelligent. They do possess the ability to regenerate, just like the earthly animal they resemble. The Alliance characterizes the species as eco-terrorists and pirates. The Aeodronians live in harmony with their natural environment and are violently opposed to the misuse and exploitation of the natural world.

The Aeodronian presence presents a major strategic problem to Galactic Forces operating in near their sector. Aeodronian raiding fleets harry Galactic convoys and supply routes and attack worlds that the Aeodronians see as being raped for their natural resources. In the process of protecting that which they believe to be sacred, the Aeodronians take what they need in the way of goods and materials. Worlds which may be targets of Aeodronian raids often go out of their way to establish trade relations with these raiders.

KRAKEDS

Krakeds are large segmented centipede-like aliens with a chitinous exoskeleton. They have longer limbs on their backs that allow them to manipulate objects and use tools. They breathe a nitrogen-dioxide mixture native to their homeworld of Kikaneklid. Krakeds are fiercely independent creatures.

At this time, the Krakeds and the Alliance are on the edge of conflict, as neither trusts the other, and each tests the limits of the others' strength and resolve. Kraked society seems bent more on finding all that is out there rather than conquering it. They seem to have a problem with accepting restrictions on movement, especially exploration, but at the same time they are vehemently protective of their own territory.

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CHAPTER 14.0

THE GAME MASTER

This section deals with being the Game Master, also known as the GM. The GM alone controls the entire universe. Being a Game Master isn't easy. Unlike the players, you are responsible for knowing the rules of the game. The GM must design the adventures (scenarios) for the players and link them together into a campaign.

Players assume the role of their characters, and interact with the imaginary scene the GM describes for them via the actions of their characters. It's your job to describe the scene. The GM acts out the parts of all the people, hostile aliens, and obnoxious robots with whom the players interact. (These characters are sometimes referred to as NPCs for non-player characters.) The GM is the storyteller who describes what all the characters see, hear, smell, taste, and touch. The Game Master is the narrator who describes the events to the players as they occur. You control the pacing of story and the action.

You're not competing against the players. Don't be an axe murderer. You're setting up challenges for them and then painting a picture of the scene for the players using your verbal description. As the player's characters take actions, you use the rules and your judgment to determine what the outcome would be and describe the results to the players. You shouldn't know how things are going to work out ahead of time and neither do the players. It's ok to be a referee, but don't be a funneler! The unknown results and unexpected outcomes are what makes roleplaying different from storytelling. It's interactive.

The Game Master is the single most important aspect of the game. If you are good, then the game will be good. It all depends on how you run the show. Remember, the ultimate goal of any roleplaying game is for all the participants to have fun.

THE BATTLELORDS UNIVERSE IS EXPANSIVE AND UNLIMITED

The Battlelords universe has always had good stories to tell about mercenaries and soldiers. The game is called BATTLElords. There are plenty of other related occupations, including spies, pirates, bounty hunters, assassins, smugglers, privateers, and treasure hunters. We cover running campaigns for many of those character types in this chapter. Part of our reason to focus on those character types was thematic, and the other was practicality. We only have so many pages in this book, and believe me, we had to cut a lot out just to get these to fit.

You are only limited by your imagination. Your playground is the entire Milky Way galaxy and parts of its neighbors during the twenty-third century. For all intents and purposes, that's an effectively unlimited canvas to use for your work. Don't feel constrained to use the character types or occupations we've suggested. If you want to run campaigns that revolve around trans-galactic Matrix-using veterinarians or Python marine colony architects, feel free. The only limit of the Battlelord's universe is your imagination.

REOCCURRING THEMES

There are several reoccurring themes in Battlelords that give the setting a particular feel. You are under no obligation to integrate these themes into your game or even acknowledge them. However, knowing what they are can give you a better idea of what the battlelord's universe looks like and how it works. This will allow you to give a more consistent description of the setting to your players, particularly when you have to make something up on the fly.

THEME 1: IN THE TRENCHES

Battlelords has always had that "grunt in the trenches" feel. Characters, with the possible exception of Galactic Armed Forces personnel, are usually undertrained and underequipped to handle the threats thrown at them. Most characters make do with the equipment they have and salvage what they come across. Characters persevere using skill, ingenuity, and determination to overcome their shortcomings and lack of experience. Even the vaunted Galactic Marines with their state-of-the-art gear still rely on their resourcefulness when the wave of Arachnids crosses the battlefield and they become just a jarhead in a foxhole. Combat is messy and characters will often be ill prepared to handle it. Those that survive the experience will learn from it, become more seasoned, and hopefully get some better equipment! This doesn't mean that the Game Master should take every opportunity to slaughter the characters, but he should encourage them to think outside the box when dealing with a problem. "I shoot it" is fun, but it will only get you so far. Overcoming the odds can be some of the most rewarding experiences in a roleplaying game session. Watching characters, who are hopelessly out of their depth comically succeed at a mission, can be both fun and humorous.

"'I'm not trained for this!' should be embroidered on the back of every SSDC jumpsuit."

THEME 2: OVERCOMING RACISM & STEREOTYPES

One of the aspects of the Battlelords universe that makes it unique are certain themes that run throughout the book and that are often included in games. The first theme most players note when reading this book is *overcoming racism and stereotypes*, or perhaps it's more correct to say overcoming speciesism and stereotypes. Many of the species in the Alliance don't get along. Some outright hate each other. This adversity in many cases is the result of direct conflict between two species, but just as often the latent hostility is furthered by belief in stereotypes about the other guy. Pythons are always big and dumb. Some are actually quite smart. Orions don't care about anything but having fun. Actually, Orions have responsibilities and families just like many of the other species. Some of the greatest war heroes of the Alliance have been Orions. Cizerack believe all males are inferior to the females of their species. Clearly, this isn't the case and many Cizerack don't even believe this about their own species. The point is that the characters will eventually have to look past these stereotypes, or at the minimum, learn to work together with species they dislike.

One of the unique aspects of the Battlelords universe is that despite the speciesism, characters must learn to work together. There is very little of the backstabbing that goes on in other games when you have that one "evil" character playing their role. Teams of characters in Battlelords live or die based on how effective they are at their job, and for the most part, everyone knows it. When you're facing down a horde of charging Arachnids, the last thing characters want to worry about if the Phentari has their back. The stereotype that Phentari can't be trusted is… well, maybe there's some truth to that one. Regardless, the situations the characters find themselves in usually force them to work together, build camaraderie, deal with the speciesism, and overcome (or playing to) those stereotypes. This can provide some great roleplaying opportunities.

THEME 3: RUNAWAY CAPITALISM

Never one for subtlety, most players have realized by now that the Alliance is run by corporations. Pervasive and omnipresent businesses that are so expansive – hell, we call them "mega-corps" – that they infiltrate every facet of a typical Alliance citizen's life. Most characters will be employed by a mega-corp or supported by one indirectly. Even if the characters are members of the Alliance military, where the mega-corps have little influence on their actions, all of their equipment will be made by mega-corps.

Why is this important? The mega-corps only look at their bottom line in the accounting ledgers. They couldn't care less about the characters. They're just cogs in a giant machine, and the corporation will run them as hard as they can, until they break and then they will replace them. Characters who are working for mega-corps are always made to feel as if it's a privilege to work for one of the "Big 50" companies. Corporations will tell the characters that they're looking out for them and then abandon them when they become a liability… unless it would cost the corporation money. Don't worry, it's all legal and in writing. It's right there buried in the fine print of the character's employment contract. Sure, it's a paycheck, but characters can count on the mega-corps screwing them every chance they get.

THEME 4: INEQUALITY OF INCOME & THE HAVES VS. THE HAVE NOTS

The universe that Battlelords inhabit is far from a utopia. The galaxy is at war, corporations run the government from behind the scenes, and the Mutzachan ban on nanotechnology has stifled any chance of eliminating material scarcity. Between the war effort getting the lion's share of material goods and the mega-corps getting all the money, income inequality is a very real issue in the Battlelord's universe. Unless a character gets lucky on the Fickle Finger of Fate Table, the odds are that they're going to be scraping and scrounging to make a living. The upside is that an adventurer, pirate, mercenary, corporate spy, privateer, salvager, treasure hunter, and just about any other career in the Battlelords universe offers at least the potential for your characters to make it big. The short version is that most characters in the game will be stuck working with what they can afford, which probably won't be much at the beginning.

Unless you're a soldier. Soldiers get paid jack, and they don't get to keep what they find. The upside to being a soldier is you don't have to pay for your own clones, and you get much better equipment and training than the corporate mercs. Sure, they may make it big one day, but the odds are just as likely that they'll end up in a ditch somewhere on a backwater world with a hole through the middle of their bargain basement armor. They know it, too. You can tell by the way they look at Alliance Marines when they are walking by in their suits of Mechanized Battle Armor. Plus, if you make it big as a soldier, you can always become a Battlelord! What those mercs don't know is that your average soldier is issued light body armor and a weapon built by the lowest bidder.

It's not just the characters though. This inequality of income pervades the Alliance, and most folks the characters encounter will be just like real people, doing their best to make ends meet. All the while the execs in the local mega-corp branch take their private hoppers to their flying sky cities and leave the rest of us in the urban sprawl eating Yummy bars and drinking Jum.

THEME 5: DARK HUMOR

Battlelords has always been laced with dark humor. The humor hopefully makes the book more enjoyable to read but also serves an important function during game play. Combat in Battlelords is violent, gritty, and very often lethal. Soldiers faced with the ugly truths of combat often use humor, even inappropriate humor, as a coping mechanism and to relieve stress. Combat hardened mercs and soldiers in Battlelords are no different. A little levity helps detract from the fact that the realistic combat in Battlelords can

THE LOOK OF BATTLELORDS AND "THE THREE GS"

Battlelords takes place in a war-torn universe. There can be no doubt about that. Most characters fight using whatever they inherited or can scrounge up, assuming they're not enlisted in the Alliance military. That doesn't mean there aren't places in the Battlelords universe that are bastions of wealth, technology, and high society, but often they're not what they appear. That brings us to The Three Gs.

GRIME

Everything is dirty. Unless it's fresh off the showroom floor, most stuff the characters have is going to be dirty, pockmarked, riddled with dents from bullet strikes, and covered in grime. Mercenaries use whatever equipment they can afford, and often its used. Sometimes, if you're lucky, they'll even hose the prior owner out of the armor before they sell it to you. Pirates only have what they can steal. The only ones who aren't hauling around scuffed and dirty gear are Alliance soldiers who aren't deployed. Trust me, they're not happy about it. After Sarge makes you clean every crevasse in that suit of power armor with a toothbrush equivalent, you'll be wishing you could leave the suit dirty. The irony is that once the grunts hit the trenches on the Arachnid front, they get just as dirty as everyone else. Probably more so. The only difference is they know when they get back, that Sarge is going to make them spit polish every bit of gear.

GEAR

Some wise military scholar once said, all plans break down at first contact with the enemy. The best laid plans… The path to hell… This is an all-to-familiar theme for humanity in general and doubly so for mercenaries in Battlelords. So, how does an undertrained mercenary deal with things inevitably going off the rails? They over-equip.

Since nothing ever goes according to plan, it's best to be prepared for anything. As a result, characters are often festooned with gear. Since the typical soldier carries up to 40% of his body weight anyway, being swathed with gear isn't necessarily unusual for soldiers. However, powered armor and A-grav tech in Battlelords lets some characters take this to a whole new level. Game Masters will have to pay extra attention to the Encumbrance rules for certain players, but rest assured when everything goes to hell in a handbasket, it probably won't make much difference to the characters other than slowing them down.

Finally, almost everything in the Battlelord's universe that's used in combat leans toward a functional design. Armor doesn't light up like you're a super hero. Faceplates don't leave the lower half of your mug exposed. Most equipment in Battlelords will have an appearance that's best described as "Military Functional." The exceptions are devices for civilian use, which can be highly ornamented or stylized, and armored suits when the camo unit is turned off.

A long time ago armor manufacturers learned from watching sports car commercials on the Tri-V that it's easier to sell armor if it looks flashy. However, armor is supposed to help a soldier avoid getting shot, not draw attention to them. The solution? Program the camo units in armored suits with bright colors and attractive patterns. Since a malfunctioning camo unit always fails into a camouflage pattern, there's no risk of a soldier's armored suit with a malfunctioning camo unit turning canary yellow during combat. As a result, armored suits, when not in combat tend to be bright and garish colors. Military planners also found out that this is an easy way to designate unit affiliation and rank. If everyone from the 113th has crimson-colored armor, you can easily identify a member of that unit on sight when they're not in combat.

GRAFFITI

As we discussed earlier, nothing in the Battlelord's universe stays clean for long. Armor, weapons, dining rooms filled with Size Class 9 HALs, the characters' souls. They all get tarnished along the way. Since the characters know equipment is going to get dirty or get destroyed, why not preemptively deface it with a little graffiti. Players can have a lot of fun thinking up ideas for the graffiti on their character's armor, and the ideas and humor those scribbles convey can help to cement the character concept for the player. Many of the armored suits and ultra armor shown in the book have graffiti, most of which conveys the dark humor we love in Battlelords. You might as well let the other guy know you've got a sense of humor before he starts scorching the outside of your armor.

"This is why we can't have nice things, Carl."

produce some very grim results. You've seen the critical hit chart, right? Sometimes it can get pretty horrific, but at the same time, those charts can lead to some darkly humorous moments. It's in keeping with the theme of the game to chuckle every now and then when the Zen has to retrieve a body part rolling down a hill so he can reattach it. If you focus too much on the violence, the game becomes uncomfortable or worse, no longer fun.

RUNNING YOUR OWN CAMPAIGNS

LONG TERM CAMPAIGN GOALS

Running a campaign in Battlelords, or any roleplaying game, requires that the Game Master has some idea of an end goal for the characters and a pretty good idea of the path the characters will take to get there. The ultimate campaign goal can vary depending on how expansive you want to make your campaign and how much impact you want the characters to have on the Battlelords Universe. There's no wrong answer for a campaign goal. If the ultimate goal of your Alliance soldier campaign is to defeat the Arachnids, that's great. You can go for it, big time. Keep in mind that something a little more down to Earth is just as good. Surviving a month's long campaign against an Arachnid invasion force on the planet you're in charge of garrisoning can be just as exciting and rewarding. It's also a little easier to fit in with that "grunts in the trenches" vibe so common to Battlelords… but there's nothing wrong with saving the universe. Someone has to do it!

Alternatively, you don't need to have a long term campaign goal or even a campaign. There have been plenty of Battlelords groups who have had their GM cook up mission after mission for the players, all of which are unconnected. This is particularly easy for mercenary teams. It is completely feasible that one day you might be on VIP guard duty, the next day you might be hunting down fugitives and the day after that you might be pulling perimeter security duty when the 'Nid's attack. Mercs are used to being the "armed handymen of the universe" and performing odd jobs with the tools and skills they have available.

An intermediate option is to combine the two. Occasionally run an adventure, unrelated to a long-term campaign, from time to time. This helps keep players from getting bored with a campaign. It's not too different from a formula used in many of your favorite TV shows that have a continuing plot. Occasionally, it's fun to run a "monster of the week" episode in your campaign. Only in Battlelords you can have a "Merc of the week" or "HAL of the week."

If you decide you want a campaign and you decided upon your campaign goal, then the next step is to figure out where you want to have the players start. As with many stories the best answer to this question is the beginning. Mercs usually start out as freshly-hired employees at a mega-corp. Soldiers usually start as green recruits straight out of boot camp. Pirates usually start out as deck scrubbing sailors. Spies start out as new agents learning the ropes. There's nothing to stop you from running a campaign with highly skilled characters, but there is a lot of reward to be found in working up those characters from unskilled novices to full-fledged Battlelords!

SHORT TERM CAMPAIGN GOALS

If you decide to do a long-term campaign, the next step is to develop a plan for how the players are going to get from mission #1 to your ultimate campaign goal. Keeping in mind that players never do what you want them to do, you're going to need some flexibility in your planning. It's best not to get too specific and just note the short-term campaign goals on your plotline. You can build in the specifics of each short-term campaign goal when you write individual missions. For example, in an Alliance soldier campaign, where the long-term campaign is repelling the Arachnids or survive the invasion, the list of short term campaign goals on the plotline may look like this:

01. Arachnids invade planet.
02. Soldiers must evacuate civilians.
03. Soldiers must evade Arachnid search teams.
04. Locate a hidden base of operations.
05. Sneak into the base and resupply.
06. Get to the emergency transmitter and get an SOS out.
07. Rescue surrounded civilians.
08. Perform acts of sabotage to weaken the Arachnids.
09. Designate high profile targets for the incoming Galactic Armed Forces.
10. Meet up with the arriving Galactic Armed Forces.
11. Hit the Arachnid forces and push them off planet.

Your campaign may look completely different than this, and that's fine. Each one of those short-term campaign goals could be resolved in a single night's gameplay or get stretched across multiple sessions. If one gets resolved faster than you expected, you can always do two in one session. It's up to you as GM to decide how fast you want the campaign to progress. Just remember that the goal is for everyone to have fun. If the campaign starts to drag, feel free to speed it up. You can always add short-term campaign goals to the plotline or end the campaign at the original end point and start a new one!

MY KINGDOM FOR A MAP!

MAPS RANGE BRACKETS

# SQUARES	RANGE BRACKETS
1-3	1
4-17	2
18-33	4
34-100	5
101-200	6
201-500	7
501+	8

Maps can be an excellent game aid. If there's going to be a major fight, it's usually best to map it out ahead of time. In fact, selecting an appropriate Set Piece for the battle can really increase the fun and excitement of a battle. Gun battles in the street are common, but wouldn't a gun battle in a metal smelting factory by more exciting? Molten metal, industrial machinery, high voltage cables! What's not to like?

Once you pick an appropriate set piece for your battle, go ahead and map it out. Not everyone is a cartographer or graphic designer, so don't worry if your maps are a bit crude. As long as they give the players an idea of where their character is in relation to their opponents and important environmental features (buildings, cover, windows, doors, etc.), the map is doing its job.

Many of the diagrams in this book are on a grid. Each square on the grid is 1.5 m on a side. If you need to convert grid squares into Range Brackets you can use the Maps Range Brackets table.

If you need to figure out how many squares a character with a given MOV score can travel, consult the table.

SQUARES TRAVELLED

MOV	SQUARES
1, 2	1
3	2
4, 5	3
6	4
7, 8	5
9	6
10, 11	7
12	8
13, 14	9
15	10
16, 17	11
18	12
19, 20	13
21	14
22, 23	15
24	16
25, 26	17
27	18
28, 29	19
30	20
31, 32	21
33	22
34, 35	23
36	24
37, 38	25
39	26
40, 41	27
42	28
43, 44	29
45	30
46, 47	31
48	32
49, 50	33

OCCUPATION-BASED CAMPAIGNS

The settings chapter should give you a good idea of what to expect as a player for certain occupations. In this chapter we're going to give the Game Master some ideas for running campaigns specific to those character occupations.

DETERMINING RANK

Because of the way Alliance corporations' function and the likelihood that characters are engaged in a paramilitary occupation, chances are very good that everyone in the group will have a rank. Even the doctors and scientists have a rank in Battlelords. Much like the Occupation Tables, the rank table a player uses is primarily dependent upon how they envision their character.

As Game Master, you alone determine when a character is promoted. Sometimes they have the Experience necessary for advancement, but the company doesn't have the slots open. Sometimes the company may waive the point schedule based on need or achievement. Characters are promoted to higher ranks when they attain a certain amount of experience in the field or when they perform so admirably that the situation warrants promotion. Black marks and accommodations figure heavily into whether or not a particular individual is promoted or demoted. The highest ranking officer leads the team, though only Galactic Armed Forces and mercenary officers can lead troops.

Ranks are set up so characters can max out their rank after around 100 games. This definitely is geared toward gamers who intend to play frequently over multiple years with the same characters. If you plan on running less than 50 games in your campaign, you may want to decrease the minimum Experience Points required for each rank by a factor of 1.5 or 2. This will allow characters to obtain rank much faster than normal.

A year's salary is good starting money

If you really want to give your characters some nice toys to play with without giving them too much of the good stuff, it's usually safe to allow them a year's worth of their salary to spend on weapons, armor, and equipment. Most characters in convention demo games have about 30 Experience Points and about ▽50,000 in gear. Why do we do that at gaming conventions? Because with ▽50,000, you can start to experience the diversity of options available for weapons and armor options, and it's fun to have some of the nicer toys. It also gives the players a lot of gear to look forward to if they live long enough to make the big credits. If you want to start them with bare bones, just scraping by with what they've inherited or can buy with their starting cash, there's nothing wrong with that either.

One last note. Starting the players off with ▽50,000 in gear will definitely put them in the "overequipped and undertrained" category. Expect hilarity to ensue when the characters do stupid stuff with all that high-tech gear that they don't really know how to use that well.

Pirates & soldier's starting money

The two exceptions to the guideline above are pirates and soldiers. The Game Master will have to determine how much money they want to give starting pirates since pirates don't get paid a salary. In contrast, soldiers can start the game with all the money in the universe in their bank account, but they're going to have the same Galactic Military Standard Issue gear that everyone else in their squad receives.

MERCENARY CAMPAIGN

BEING A MERCENARY

Mercenary campaigns are the probably the default campaign type that most people run in Battlelords. Characters can secure employment with a mega-corp (those guys will hire anybody), take what gear and guts they have, and go out to save the universe. If they survive long enough, they may be able to retire on all those fat credits they made in the process.

Mercenary campaigns are popular for several reasons. Characters can be widely diverse in their backgrounds and training. Mercenary teams run the gamut from too uniform in skill sets to so broadly divergent, you wonder why they aren't professional chefs or accountants. It's ok. Everybody wants to be a mercenary and with the exception of former soldiers, no one is really trained to be one.

If the GM starts the characters out with a year's worth of salary to buy weapons and equipment, they'll be well equipped to cause mayhem and possibly survive the attacks by their opponents and their own ineptitude. Remember, the unofficial descriptor for every corporate mercenary. "Over-Equipped and Undertrained."

Finally, mercenary campaigns are popular because of the diversity of the missions available. Mercenaries, by definition, are paid combatants, and they'll enter combat with whoever or whatever their mega-corp employer tells them, or they'll be shopping for a new job. It's not uncommon for a merc team to be fighting Arachnids one week, running VIP security the next week, and fighting other mercenaries the week after that. Mercenaries can also wedge themselves into areas normally covered by other campaigns. Need to protect a building from an incursion by corporate espionage agents trying to steal secrets? Hire mercs? Are the Alliance armed forces shorthanded defending planet Gamma Proxima 7 from the Arachnids? They can recruit the local mega-corp security forces not being used to protect corporate assets under the Alliance mega-corp charter agreements. Guess who the mega-corp "volunteers" for the mission? Is your transport ship attacked by pirates? Guess who the crew asks to defend it? A team of mercenaries is always useful in the universe of Battlelords.

So, what are the downsides to running a mercenary campaign? The first is as a GM you have to be able to handle all that diversity. Diversity of weapons, diversity of armor, diversity of opponents, diversity of skill sets. Merc teams are always a mishmash of

weapon loads and armor types. When building your opposition, you have to be aware that a weapon hit that the Mutzachan in heavy armor might shrug off will kill the Orion in tartan-painted body armor. The same holds true for skills. What might be an easy target for the team's Phentari, could well be an impossible shot for the Chatilian. This is either because of low stats and lack of appropriate skills or because the asparagus head is using a weapon with a woefully short maximum range. Game Masters running mercenary campaigns must acquaint themselves with a broader range of gear, combat situations, and antagonists, than GMs running military campaigns.

In addition, because mercenaries often fight with other teams of mercenaries, the GM must be careful about what gear and ordnance the opposition leaves laying around after they are defeated. In a military campaign, the grunts don't get to pick up the Arachnid's particle weapon and yell, "This is mine now! I'm using this as my primary weapon!" They have to turn any war materiel into command. Mercs can keep what they scavenge. Building up your arsenal can be one of the fun aspects of the game, but you don't want your players going from a M18-R laser rifle to an Abomination Omega cannon in two games. If the opposition is equipped similarly to the PCs and some of their gear is destroyed or some of the antagonists escape with their equipment, the GM can usually expect a slow progression of equipment for the player's characters. In addition, the players will have to pay to get their armor repaired and replace spent ammunition, missiles, rockets, grenades, and other expendable gear. Re-equipping after every mission should take a good chunk out of the character's credit accounts.

Finally, most mercenaries are going to work for a mega-corp. Corps have much lower hiring standards for mercs than established freelance groups, who typically want experienced operators. The mega-corp is going to view the team as an expendable resource. Space is a big place. If they're in a location where the mega-corp needs something taken care of, the team is going to get assigned to do it, whether they're trained or equipped for it or not. Sometimes the merc-team is literally the only option for an armed response that a mega-corp has in that area of space. Sometimes there are other mega-corps with the same problem, and they'll contact the character's mega-corp for assistance. Guess who the character's mega-corp is going to loan out for the mission? Characters will be expected to accomplish the mission regardless of their skill and equipment loadout. They can request additional gear from corporate but good luck getting it approved. If they do need gear to accomplish their goal and you, as the GM, mercifully provide it to them, there will be hell to pay at the home office if it gets damaged or lost.

Speaking of hell to pay, the corporation is going to be relentless in looking for excuses to hand out black marks. If you accomplish the mission against impossible odds, you get a pat on the back. If you accomplish the mission against impossible odds, but injure a civilian, lose company gear, damage property, or cause the corp to look bad or have to pay out money, you get black marks. Why is the corporation so vicious about handing out reprimands? Because it means they don't have to promote you or give you a raise. It also means they can dock your pay, which means less money they're paying to you.

Game Masters have the option of developing the character's boss at the mega-corp or have them doing so many odd jobs that their boss is always different. Making an obnoxious supervisor can be a lot of fun for the GM and creates a bit of tension for the characters. You can have the boss that always takes credit for the character's successes and blames them for any failures. The by-the-book boss who requires forms in triplicate and never misses a deadline. "I'm sure you didn't realize the equipment requisition request deadline was last month, but all late submissions are automatically denied." Maybe the characters have that type of boss who will do whatever it takes to advance in the company, and that includes sending his employees on nearly impossible missions so he can claim success where others have failed. Don't worry, he'll have a backup plan if the characters fail, so he can blame the failure on his competition. A bad corporate boss can be a great way for the GM to keep players in check. You can always blame it on the boss. He's a jerk!

MERCENARY SKILL PACKAGE

MERCENARY SKILLS PACKAGE

SKILL	LEVEL	SPECIALIZATION	SP COST
Alertness	1		3
Climbing	1		1
Computer Operation	1		1
Demolitions	1		3
First Aid	2		2
Hand-to-Hand Combatives	2		6
Language	1		3
Observation	1		2
Personal Flight Device	1		3
Persuasion	1		2
Physical Fitness	2		6
Pilot: Ground Vehicle	2		2
Repair: Armorer	1		2
Repair: Weaponsmith	1		2
Stealth & Concealment	2		2
Survival	1	Urban	1
Tactical Evaluation	1		3
Weapon: Melee	1	Knife or Sword	3
Weapon: Kinetic or Beam	2		4
TOTAL SP COST			51
DISCOUNT PRICE			41

BETERASUS TAALERI ITHOLLIOUS

CHARACTER OVERVIEW

Species	MUTZACHAN
Rank	1st Lieutenant
Position	Matrix Controller/Team Leader
Size Class	2
ENC, Penalties (WGT Carried)	Moderately Encumbered, +2 Initiative & MOV 4/1/0 (19)
RUN/JUMP/FLY	6/2/0
VISION/SMELL/HEARING	80/40/45

STATS		ECRS: CHAR/ ARMOR		COMBAT INFO	
STR	32	BIO	0 / -	DA	-2
MD	60	CHEM	5 / 25	# Actions	2
AGL	30	COLD	30 / 5	# Bumps	0
CON	34	ELE	45 / 50	BER/SUI	0% / 0%
AGG	70	FIRE	55 / 15	IM	3
IQ	130	MEN	70 / 0	Dodge	8
INT	90	RAD	94 / 50	BP	4
CHA	50	SEN	15 / 0	DD	-8

HELMET (THR)	TDA (8)
ARMOR (THR)	Generation (5)

HEAD	TORSO	ARMS	LEGS
10 ABS	24 ABS	8 ABS	16 ABS
4 SI	24 SI	8 SI	16 SI

SAMPLE MERCENARY TEAM

Beterasus Taaleri Ithollious, Officer

Skill % [LVL]: Computer Operation 70% [1], Computer Security & Forensics 70% [1], Emergency Damage Control 70% [1], Engineering: Power 75% [2], Engineering: Structural 75% [2], First Aid 35% [1], Generation: 75% [2], Leadership: Military 30% [1], Matrix Manipulation 75% [2], Observation 50% [1], Repair: Vehicle: 70% [1], Stealth & Concealment 25% [2], Weapon: Direct Fire: 45% [3]

Armor Options (Location, #): Assistive Lift System (All but Helm), Environmental Containment (All), QSU (All), Air Supply (Torso, 4), Injection Port (LA, 4), Commo-2 (Helm, 4), Sensors (Helm, 4), Striker Arm Rocket Rack (LA, 4)

Sensors: ACTIVE %: 25, PASSIVE %: 25, AREA: 180, RNG: 2 km

Weapons (#):

- *Turbo Plus Grenade Launcher:* ACC: 90/90/75/35/-40, MN: 97, Burst: 2, Full: 2, Q: 12, DMG: Varies
- *Dragonfire-7 Arm Rockets* (2): ACC: 65/40/15/-5/-25, MN 100, DMG: 7d6, DMG Type: '-'

* Increase ACC by 15 when wearing helmet.

Grenades, Launched Magnetic (#):

- *ABS Destroyer* (3): (4d6 Damage to ABS if THR <16)
- *Freezy Pop* (2): FREEZE (COLD@-20; DMG: 6d6, 1d10 AGL) DMG Type: T
- *Hellfire* (2): BURN (FIRE @-20; DMG: 1d4 per Combat Round to each location hit; 1d6 Combat Rounds) DMG Type: T, Roll for 1d6/2 hit locations.
- *Taser* (1): SHORT (ELE@-20; DMG: 2d4) DMG Type: T

Equipment: Amperon (x2 Matrix range), mBRI (2), Mega Glue, Tool Kit (Vehicle), Tactical Vest

Power Point: 15

Matrices (Name: PP): Bluerazor's Vengeance: 1, Fly: 1, Kinetic Energy Barrier: 1, Light/Darkness: 1, Solid Energy: 1, Glue: 1, Pyrotechnics: 1, Limited Invisibility: 1, Hologram: 1, Chilled Veins: 1, Bypass: 2, Teleport: 2

Background: You're a lot older than people think you are, but it is difficult to tell with the constant mischievous look on your face. You also have a reputation for being a bit absent-minded, which may have something to do with your age. You can remember the equation for acceleration of tachyons through a magnetic field, but tend to forget what day it is. It may have something to do with that head trauma you suffered when you decided to attempt hand-to-hand combat with that Ram Python. Fortunately, your absent-mindedness didn't affect your investments. You collect ¥3,000 a year from your portfolio. The Rebels have contacted you. They say that you can either do exactly what they tell you, or they'll replace you with a duplicate and then frame you for whatever crimes they commit after they're done. They sure know an awful lot about the intimate details of your life.

You're more susceptible to electrical shock than most Mutzachans, but you have excellent vision.

Cracassarious "Slither", Infantryman #1

Skill % [LVL]: Alertness 1, Ambush 55% [5], Climbing 50% [3], Computer Operation 35% [1], Computer Security & Forensics 35% [1], First Aid 50% [1], Hand-to-Hand Combatives 40% [3], Language (Pythonian) 55% [5], Language (Orion) 55% [5], Observation 50% [3], Scouting & Tracking 40% [2], Stealth & Concealment 40% [3], Survival (Forest) 45% [2], Weapon: Beam 70% [5], Weapon: Direct Fire 65% [4], Weapon: Hand (Chainsaw) 40% [3]

Armor Options (Location, #): Assistive Lift System (All but Helm), Camo Unit (All), Environmental Containment (All), QSU (All), Air Supply (Torso, 5), Commo-2 (Helm, 4), Injection Port (LL, 5), Sensors (Helm, 5)

Sensors: ACTIVE %: 25, PASSIVE %: 25, AREA: 180, RNG: 2 km

Weapons (#):

- *Chainsaw:* ACC: 40, MN: 100, DMG: 3d4, DMG Type: '-'
- *Savage-B* (2): ACC: 40/40/35/25 /20/-10/-55, MN: 99, Burst: 3, Full: 6, Q:15, DMG: 2d4, DMG Type: A

Ammo (#): Pistol E-mag (2)

Equipment: Atmospheric Processor, mBRI (2), Mega Glue, Web Gear

Background: Your mother was a diplomat on a human planet. You never lived in a typical Phentari environment and aren't as resistant to cold extremes as your brethren. This led you to kill time by watching human "historical documents" classified as romantic comedies. You're now an incurable romantic. You even cuddled with your last mate before eating him.

Eventually you were old enough that the embassy security allowed you to start training with them. You became a pretty decent shot, and desperate to get out of your boring existence you used your mother's political connections to secure yourself a job as a mega-corp mercenary. You look forward to mounting the heads of your enemies in the formal dining room of your mother's embassy as a warning to others not to cross you.

Your political contacts get you a 10% discount on everything you buy. When you left to join your first merc team the chief of security loaned you one of the embassy's standard issue Savage B laser pistols. You bought a second to have a matched set.

CRACASSARIOUS "SLITHER"

CHARACTER OVERVIEW

Species	Phentari
Rank	2nd Lieutenant
Position	Infantry
Size Class	5
ENC, Penalties (WGT Carried)	Moderately Encumbered in armor, +2 Initiative & MOV 9/2/0 (24)
RUN/JUMP/FLY	12/4/0
VISION/SMELL/HEARING	65/65/60

STATS		ECRS: CHAR/ ARMOR		COMBAT INFO	
STR	40	BIO	- / 0	DA	-1
MD	90	CHEM	35 / 25	# Actions	4
AGL	50	COLD	25 / 5	# Bumps	1 (Beam)
CON	50	ELE	50 / 35	BER/SUI	0% / 0%
AGG	70	FIRE	25 / 5	IM	-6
IQ	70	MEN	10 / 0	Dodge	12
INT	70	RAD	40 / 0	BP	14
CHA	15	SEN	25 / 0	DD	-10

HELMET (THR)	TDA (8)
ARMOR (THR)	Combat 2 (5)

HEAD	TORSO	ARMS	LEGS
10 ABS	36 ABS	12 ABS	24 ABS
10 SI	75 SI	50 SI	25 SI

GROHN

CHARACTER OVERVIEW

Species	Ram Python
Rank	Private 2nd Class
Position	Infantry
Size Class	8
ENC, Penalties (WGT Carried)	Unencumbered, No Penalties (60)
RUN/JUMP/FLY	13/4/0
VISION/SMELL/HEARING	80 (Cyber Eyes)/80/65

STATS		ECRS: CHAR/ ARMOR		COMBAT INFO	
STR	150 X2	BIO	40	DA	20
MD	70	CHEM	35 (+25)	# Actions	4
AGL	90	COLD	25 (+5)	# Bumps	1 (Pulse)
CON	130	ELE	50 (+35)	BER/SUI	20% / 0%
AGG	90	FIRE	25 (+5)	IM	-12
IQ	60	MEN	10	Dodge	22
INT	60	RAD	40	BP	33
CHA	25	SEN	25	DD	-18

HELMET (THR)	DH-1 (9)
ARMOR (THR)	AKMB (4)

HEAD	TORSO	ARMS	LEGS
5 ABS	15 ABS	5 ABS	10 ABS
16 SI	96 SI	32 SI	64 SI

Grohn , Infantryman #2

Skill % [LVL]: Alertness [3], Ambush 45% [3], Climbing 45%[3], First Aid 45% [2], Hand-to-Hand Combatives 60% [3], Physical Fitness 85% [5], Pilot: Ground Vehicle (Skimmer) 45% [2], Repair: Weaponsmith 45% [3], Repair: Vehicle: 50% [4], Stealth & Concealment 65% [4], Survival (Forest) 40% [2], Throwing 65% [4], Weapon: Direct Fire: 60% [5], Weapon: Hand (Thwack'em Stick) 55% [3], Weapon: Pulse: 60% [5]

Armor Options (Location, #): Camo Unit (All), Environmental Containment (All), QSU (All), Air Supply (Torso, 4), Commo-2 (Helm, 4)

Sensors: None

Weapons (#):

- *Mentar Pulse Cannon:* ACC: 40/10/-10/-45/-75, MN: 95, Burst: 2, Full: 4, Q:12, DMG: 5d6 & 8 to SI, DMG Type: '-'
- *Thwack'em Stick:* ACC: 40, MN 100, DMG 2d6 + 22, DMG Type: '-'

Ammo (#): Pulse Rifle mag (1)

Equipment: mBRI (x4), Mega Glue, Rope, Tactical Vest

Cybernetics: Eye (L), Eye (R), Leg (L)

Background: You grew up an "army brat" on an Alliance military base. Your mother was enlisted in the Galactic Army, but your father was a staunch pacifist and scientist. Something you are deeply troubled about. You felt you needed to do everything you could to prove that you are a worthy warrior, like your mother. Without a father figure you could idolize, you began emulating a drill sergeant on base. When you were old enough, you did everything thing you could to improve your physical capabilities, despite the fact you could have already passed for a Ram Python Olympian-equivalent.

People see you as the stereotypical big, dumb, overly-muscled, brute. Your looks don't help. Even other Rams think you're a bit homely. Your frequent rages only enhance that image. However, you know that stereotype is a bunch of crap and you're living proof that not all Rams are idiots. Half the human race is dumber than you, and you're still four times as strong as an average human. Who's on the short end of the thwack'em stick now humans?

When the opportunity presented itself, you volunteered for pain tolerance experiments, which were a success. Next you applied for cybernetics grant, which was awarded. Your unyielding desire to become the best warrior you can has been bolstered by the little regard you have for your own wellbeing and a bit of luck.

Note: You receive a +20 when making CON Checks triggered by pain or injury.

Zen Trakar, Corpsman

Skill % [LVL]: Alertness [1], Computer Operation 50% [1], Etiquette 47% [1], First Aid 60% [3], Paramedic 60% [3], Physician (Orion) 50% [1], Generation: 55% [2], Matrix Manipulation 50% [1], Observation 37% [1], Repair: Vehicle 70% [1], Stealth & Concealment 40% [2], Persuasion 47% [1], Repair: Vehicle 60% [3], Survival (Urban) 42% [2], Weapon: Direct Fire 65% [4]

Armor Options (Location, #): Assistive Lift Unit (All but Helm), Camo Unit (All), Environmental Containment (All), QSU (All), Air Supply (Torso, 5), AutoDoc (Torso, 5), Commo-2 (Helm, 4)

Sensors: None

Weapons (#):

- *Turbo Plus Grenade Launcher:* ACC: 90/90/75/35/-40, MN: 97, Burst: 2, Full: 2, Q, 12, DMG: Varies, DMG Type: Varies
- *Silver-Plated Bone Saw:* ACC: 20, MN: 99, DMG: 1d6, DMG Type: '-'

Grenades, Launched Magnetic (#):

- *ABS Destroyer (3):* 4d6 DMG, Damage Type P
- *Glue (3):* IMMOBILIZE (STR@-30; -50 AGL & MOV = 0 if leg is struck) DMG Type S. Roll for 4 hit locations
- *Parasite (3):* If Beam, Pulse, Omega, or Energy weapon is hit, it loses 2d6 Q every Combat Round for 5 rounds. If armor is hit, roll on the Armor Option table for the section hit. If an Armor option hit it disabled for 5 Combat Rounds (1)
- *Smoke* (2): -30 to Visual and Smell Observation checks

Equipment: Blood Clotting Factor, Body Bag, Compass, Coolant Injection, Emergency Transmitter (2 km range), Flashlight, Food Cubes (5 days), mBRI (4), Medinjector, Methane Injection, Paramedic Kit, Rope, Slap bandage, Sleeping Bag, Stretcher (Collapsible), Web Gear

Power Point: 15

Matrices (Name: PP): Autopsy: 1, Awaken: 1, Blood Stoppage: 1, Calcify: 1, Clarity: 1, Concentration: 1, Death Recall: 1, Hemorrhage: 1, Radiation Poisoning: 1, Staunch: 1, Benign: 2, Cellular Disruption: 2, Heal: 2, Intoxication: 2

Note: x2 PP Cost when generating while wearing Armor

Background: If bad luck had a name it would be Trakar. You never quite fit in and you were disliked at school by your peers and the instructors. Eventually they accused you of cheating and forced you out. This made you generally apprehensive about everything. Eventually your odd behavior got you labeled as a Tza and ostracized from Zen society entirely.

When a crime was committed in your apartment complex, naturally they blamed the Tza. You fled and have never looked back. You're proud of what you've been able to accomplish as mercenary medic and you wear your chrome plated bone saw prominently displayed as an indicator of your occupation and a sign of your proficiency at it. However, if you are ever caught on a Zen Rigeln controlled planet, you'll be incarcerated.

ZEN TRAKAR

CHARACTER OVERVIEW

Species	Tza Zen Rigeln
Rank	Private 2nd Class
Position	Corpsman
Size Class	7
ENC, Penalties (WGT Carried)	Moderately Encumbered in armor, +2 Initiative & MOV 9/2/0 (33.2)
RUN/JUMP/FLY	8/2/0
VISION/SMELL/HEARING	47/47/37

STATS		ECRS: CHAR/ ARMOR		COMBAT INFO	
STR	45	BIO	25 / -	DA	-1
MD	90	CHEM	25 / 25	# Actions	2
AGL	40	COLD	25 / 5	# Bumps	0
CON	60	ELE	25 / 35	BER/SUI	0% / 0%
AGG	40	FIRE	25 / 5	IM	-4
IQ	90	MEN	30 / 0	Dodge	10
INT	65	RAD	10 / 0	BP	9
CHA	85	SEN	25 / 0	DD	-11

HELMET (THR)	DH-1 (9)
ARMOR (THR)	Bio-2 (4)

HEAD	TORSO	ARMS	LEGS
5 ABS	50 ABS	20 ABS	42 ABS
17 SI	42 SI	14 SI	28 SI

MUIREACH

CHARACTER OVERVIEW

Species	Orion
Rank	Private 3rd Class
Position	Support
Size Class	5
ENC, Penalties (WGT Carried)	Moderately Encumbered in armor, +2 Initiative & MOV 6/1/0 (30.7)
RUN/JUMP/FLY	8/3/0
VISION/SMELL/HEARING	37/37/37

STATS		ECRS: CHAR/ ARMOR		COMBAT INFO	
STR	50	BIO	40 / -	DA	0
MD	110	CHEM	25 / 25	# Actions	2
AGL	56	COLD	35 / 20	# Bumps	0
CON	50	ELE	25 / 25	BER/SUI	0
AGG	50	FIRE	25 / 20	IM	-6
IQ	50	MEN	25 / 0	Dodge	14
INT	55	RAD	25 / 25	BP	6
CHA	90	SEN	25 / 0	DD	-10

HELMET (THR)	TDA (8)
ARMOR (THR)	Bear (5)

HEAD	TORSO	ARMS	LEGS
12 ABS	54 ABS	18 ABS	36 ABS
10 SI	60 SI	20 SI	40 SI

Muireach , Support

Skill % [LVL]: Alertness 1, Climbing 43% [3], Computer Operation 30% [1], Computer Security & Forensics 40% [3], Cooking 57% [6], First Aid 60% [1], Impersonation & Disguise 55% [2], Intelligence Gathering 30% [1], Hand-to-Hand Combatives 30% [1], Language (Eridani) 35% [2], Language (Phentari) 35% [2], Lip Reading 35% [2], Navigation (Land) 40% [3], Observation 32% [2], Persuasion 50% [1], Pick Pockets 70% [3], Pilot Ground: Vehicle (Skimmer) 70% [3], Pilot: Aircraft, (Hopper) 70% [3], Physical Security 86% [4], Smuggling 30% [1], Stealth & Concealment 48% [4], Survival (Urban) 37% [3], Throwing 33% [1], Weapon: Beam 70% [3], Weapon: Direct Fire 70% [3]

Armor Options (Location, #): Assistive Lift Unit (All but Helm), Camo Unit (All), Environmental Containment (All),QSU (All), Air Supply (Torso, 5), Commo-2 (Helm, 4), Injection Port (LL, 5), Sensor (Helm, 5)

Sensors: ACTIVE %: 25, PASSIVE %: 25, AREA: 180, RNG: 2 km

Weapons* (#):

- *Mirchaum SSLU Laser Pistol*: ACC: 40/30/20/-5/-35, MN: 98, Q:1, DMG: 1d6 + 1, DMG Type: A
- *Tagert 6 Laser Rifle*: ACC: 35/35/25/20/15/-5/-25/-40, MN: 96, Burst: 2, Full: 4. Q:25, DMG: 2d6, DMG Type: A

Ammo (#): Rifle E-mag

Equipment: Binoculars (Sensor), Cosmetic/Disguise Kit, Lock Picks (Professional), mBRI (4), Mega Glue, Military Ear Transceiver, Pocket Signal Detector, Pocket Jammer, Sensor Dampener, Tactical Vest

Background: You've got mommy issues. Your mother raised you. She taught you how to cook! You're damn good at it. You're almost as good at blending into a crowd. No one ever notices good ole' Muireach.

For your last birthday mom gave you a set of professional lockpicks for your birthday. It's your favorite birthday present ever! Of course, with picks like that you went right to stealing hoppers. You wouldn't have gotten caught if the hopper didn't crash. This has left you with a fear of flying. You took a long-term mega-corp contract deal to avoid jail time.

Your mother was very disappointed that you were caught. That was very un-Orion of you. As a result of this criticism you became hypersensitive. You tend to get worked up about the slightest perceived insult and like "pay it back" with nasty pranks.

Note: Excellent BIO ECR and +20 to Stealth & Concealment checks when hiding in crowds.

BOUNTY HUNTERS

Though it is unlikely that every character in a merc team can pass the criminal background check to become a bounty hunter, there might be one or two who can. Bounty hunters can take on a subordinate, who is allowed to assist them in their duties. The subordinates have access to all the same rights and privileges as the bounty hunter, as long as the bounty hunter is directly supervising them. The exception is those powers and privileges which are unique to Marshal level bounty hunters and cannot be utilized by the subordinates. As a result, mercenary characters can assist their bounty hunter brethren on missions. So, why don't more bounty hunters have squads of mercs helping them out? Here's the catch. The bounty hunter is responsible for anything and everything that the subordinates do that breaks the law or exceeds the limited powers granted to bounty hunter. As far as the authorities are concerned, it is as if the bounty hunter committed the transgression personally. This cannot only result in the forfeiture of the bounty hunter's licenses but depending on the transgression, may also result in jail time.

MILITARY CAMPAIGNS

BRANCHES OF THE GALACTIC ARMED FORCES (GAF)

Characters have several options as to which branch of the Galactic Armed Forces (GAF) they join. Our first suggestion is to make sure all the characters are in the same branch. This will make things much easier for you as a GM. However, if one character really wants to be a pilot while the rest are infantry, and you think you can make it work, then go for it. There are also advantages and disadvantages to each branch.

Galactic Army

In the army, characters can be specialized, which allows the group a little more flexibility in the kind of missions they take. The downside to running army campaigns, is that the GM must be careful not to have missions where the characters, who are highly specialized, have nothing to do during the whole mission. In addition, characters, who are in the army, will have standardized equipment. Characters will be assigned a role (light infantry, ultra armored corps, etc.). Light infantry will always have the same gear. Ultra armor corps will always be in their Humpties. This makes the GMs job easier because he doesn't have to constantly estimate how tough to make the opposition because the characters are always using the same gear. However, the GM must be aware that players may get bored using the same gear all the time or being placed in the same situations over and over. It's good to change things up once in a while. Maybe the suicide jockeys have to run a mission outside of their Humpties when the base is attacked, and they can't get to their mounts.

Galactic Marines

Unlike the army all the characters in the marines will have similar training. Marines are expected to adapt and improvise and their training reflects this. If the characters begin to focus on one area of combat (boarding actions, zero-g combat, commando raids) the entire time, they will usually receive additional training in this area. As a result, the GM can more easily gauge the capabilities of each character in the team. Unfortunately, there may be some situations where the team is out of their comfort zone. In these cases, the GM can add a temporary specialist (i.e. Warrant Officer) who gives the team the capabilities they need to finish a mission. Otherwise the characters will tend to solve problems with the tools they have at hand.

"When all you have is a hammer,
everything looks like a nail.

When all you have is a pulse rifle,
everything looks like a target."

In contrast to the army, the Galactic Marines will assign their troops the gear they need to do the job if it's available. For example, if the characters will be doing a commando raid, they'll be given stealth gear. If they're doing a boarding action, then they may get MBA! Every marine's favorite. In case you were wondering, the marines use mechanized battle armor in boarding actions because you can't hide from gun fire. When you're walking down a narrow ship corridor, you have to be able to take the hit. In addition, any weapon that could hurt the MBA is likely to do just as much damage to the ship. The hope is that the defenders will be hesitant to use such weaponry. As a result, marines get to use a myriad of different weapons and armor. This keeps marine players from getting bored from using the same gear over and over again. Unfortunately, this also means a lot more work for the GM who must design new armored suits periodically for the players. Moreover, the GM in a marine campaign must become skilled at judging how tough the opposition will be for the characters who are periodically changing in their offensive and defensive capabilities.

Lastly, it's important to remember that this is Battlelords. In true galactic military fashion, the gear provided to the marines will rarely be what they actually need for the situation. They will be issued equipment for which they have absolutely no use and will be unable to get access to the equipment they really need. This should be a reoccurring theme for characters who are marines. This forces the players to think on their feet and improvise with the skills and tools they have available.

Galactic Reconnaissance Force (GRF)

The rangers and scouts of the GRF are a certifiably crazy group. The characters will be expected to survive behind enemy lines for weeks or even months with only the gear they carry on their backs. The characters must live off the land and scrounge what they can. Like the marines, characters who are in the GRF will be issued gear they need to do the job, but typically this gear is specialized sensor or communication equipment. The character's armor and weapon loadouts will not change that often, unless specialized environmental gear is needed. Since the GRF, like the marines, is expected to work in any and all environments, they can be issued everything from arctic survival gear to deep water dive gear.

The hardest part about running a GRF campaign is keeping the missions fresh. GRF characters do a lot of sneaking around trying not to be seen. If they're forced to reveal their existence, smart GRF operators choose when and where they are seen. This occurs only against enemies they can quickly and quietly take out. Though stealth and subtlety is the key to being a good GRF scout, usually a GM will have the characters get spotted at least once a mission so they can engage in a little gun play. This can become repetitive for GRF players, who are always trying to sneak around and always getting caught in the act. The players would probably get bored if a mission were all sneaking, but on the other hand, always failing where they're supposed to be good can get old quick. Though some good stories can be had from a GRF team fleeing from a vastly superior force that is pursing them, whether it's a mad dash across the plains or forcing the enemy to wander through a crop of boobytrapped trees in a forest-equivalent.

Galactic Navy

Characters in the galactic navy do not do a lot of fighting. Even when boarding an enemy ship or being boarded, most of the combat is handled by the contingent of marines onboard. If the naval crew is fighting off a boarding party, something has gone horribly, horribly wrong. The information regarding the navy is presented in the book more for completeness than as a suggestion for a campaign setting. Battlelords is not about pushing a button and watching an enemy ship icon disappear off a sensor display. That's about as far from "in the trenches" as you can get. If your players want to engage in some spacefaring roguery, we suggest trying piracy, privateering, or salvaging/treasure hunting.

Galactic Fighter Corps

Who doesn't want to fly an attack aircraft against Arachnid ships or make strafing runs against the hordes of Arachnids harrying friendly ground troops. Being a pilot can be fun and exciting for players, but like the GRF, the risk of running a Fighter Corps campaign is that the missions can become repetitive. Shoot this. Bomb that. Strafe those. The other risk with a Fighter Corps campaign is that the only thing quicker than the fighters is how fast their pilots die when their craft are hit. Unlike ground-based armor systems, aircraft rely primarily on Flux shields for protection. Once the Flux drops, a quick death usually follows. GMs who want to take on a Fighter Corps campaign should have a good idea of how

they're going to interject variety into the games over a long-term campaign. One obvious solution is to occasionally get the pilots out of their aircraft. Just keep in mind that their training outside of piloting is going to be limited when designing the opposition.

BEING IN THE MILITARY

There are a couple of perks to being in the military versus being a merc. The first is you get free training. The second is that you get all the cool gear without having to pay for it. So why wouldn't everyone just join the military? There are some big downsides that every Game Master should enforce in military campaigns.

First, the characters can't say no. When the LT gives you the order to charge that gun emplacement, if you say no, you're getting court martialed. If your LT is an Eridani, you may get killed on the spot for refusing an order. Well, I guess technically you can say no, but the repercussions of that decision are very undesirable. On the same note, you can't pick and choose your missions like a team of mercs would. You do the job they tell you to do.

Second, you may get all the cool gear, but you get what they give you to accomplish the mission. This is especially true in the marines, where the gear you're given is supposed to be ideal for the task at hand. One day you're sporting that sweet MBA in a boarding action,

BASIC TRAINING

SKILL	LEVEL	SPECIALIZATION	COST
Climbing	1		1
Communications	1	Armor Commo	4
First Aid	2		2
Hand-to-Hand Combatives	2		6
Physical Fitness	3		9
Repair: Weaponsmith	1	Beam or Pulse	2
Stealth & Concealment	2		2
Survival	1	Emergency	1
Swimming	1		1
Throwing	1		1
Weapon: Beam or Pulse Weapon	2		5
TOTAL SP COST			34
DISCOUNT PRICE			27

BASIC TRAINING *(Matrix Controllers Only)*

SKILL	LEVEL	SPECIALIZATION	COST
Climbing	1		1
Communications	1	Armor Commo	4
First Aid	1		1
Hand-to-Hand Combatives	1		3
Matrices (x5)	N/A		10
Matrix Manipulation	1		3
Mental Defense	1		3
Physical Fitness	1		3
Repair: Weaponsmith	1	Beam or Pulse	2
Stealth & Concealment	1		1
Survival	1	Emergency	1
Swimming	1		1
Throwing	1		1
Weapon: Beam or Pulse Weapon	1		3
TOTAL SP COST			37
DISCOUNT PRICE			27

GALACTIC ARMY TRAINING

SKILL	LEVEL	SPECIALIZATION	COST
Navigation	2	Land	6
Personal Flight Device	1		3
Powered Armor Use	1		2
Stealth & Concealment	1		1
Weapon: Beam or Pulse Weapon	1		3
Weapon: Direct Fire	1		2
Weapon: Melee	1	Knife/Bayonet	3
TOTAL SP COST			20
DISCOUNT PRICE			16

GALACTIC MARINE TRAINING

SKILL	LEVEL	SPECIALIZATION	COST
EDC	1		2
Extra Vehicular Movement	1		3
Navigation	2	Land	3
Personal Flight Device	1		3
Powered Armor Use	1		2
Stealth & Concealment	+1		1
Survival	1	Tropical	3
Survival	1	Desert	3
Survival	1	Arctic	3
Survival	1	Space	3
Weapon: Beam or Pulse Weapon	+1		3
Weapon: Melee	1	Knife/Bayonet	3
TOTAL SP COST			32
DISCOUNT PRICE			26

GALACTIC ARMY (SPECIALIZED TRAINING)

PICK ONE

SKILL	LEVEL	SPECIALIZATION	COST
INFANTRY			
Ambush	1		2
Weapon: Indirect Fire	1		3
Observation	1		2
Repair: Armorsmith	1		2
Sensor System	1		3
TOTAL SP COST			12
DISCOUNT PRICE			10
TEAM MEDIC			
First Aid	1		1
Paramedic	3	Battlefield Injuries	9
TOTAL SP COST			10
DISCOUNT PRICE			8
SCOUT			
Ambush	1		2
Intelligence Gathering	1		3
Observation	1		2
Physical Security	1		3
Scouting & Tracking	1		2
TOTAL SP COST			12
DISCOUNT PRICE			10
HEAVY WEAPONS			
Repair: Weaponsmith	1	Kinetic, Beam, or Pulse	2
Weapon: Gunnery	3	Pulse	3
Weapon: Gunnery	2	Kinetic	2
Weapon: Gunnery	2	Beam	2
TOTAL SP COST			9
DISCOUNT PRICE			7
COMMAND			
Military Leadership	2		4
Tactical Evaluation	2		6
TOTAL SP COST			10
DISCOUNT PRICE			8
TRONICS SPECIALIST			
Communications	1		2
Computer Operations	2		2
Electronic Warfare Systems	1		3
Sensor Systems	1		3
TOTAL SP COST			10
DISCOUNT PRICE			8
MATRIX CONTROLLER			
Matrix Manipulation	2		6
Mental Defense	2		6
TOTAL SP COST			12
DISCOUNT PRICE			10

GALACTIC RECONNAISSANCE FORCE

SKILL	LEVEL	SPECIALIZATION	COST
Alertness	1		3
Ambush	1		2
Aquatic Diving	1		2
Communication	1		2
Demolitions	1		3
Intelligence Gathering	1		3
Navigation	1	Land	3
Observation	1		2
Physical Security	1		3
Scouting & Tracking	1		2
Sign Language	1	Combat Signals	4
Stealth & Concealment	1		1
Survival	1	Tropical	3
Survival	1	Desert	3
Survival	1	Arctic	3
Weapon: Melee	1	Knife/Bayonet	3
TOTAL SP COST			42
DISCOUNT PRICE			34

GALACTIC NAVY TRAINING

SKILL	LEVEL	SPECIALIZATION	COST
Communication	1	Interstellar	2
Computer Operation	2		2
EDC	2		4
Extra Vehicular Movement	2		6
Navigation	1	Space	3
Personal Flight Device	1		3
Pilot: Aircraft or Spacecraft	1		3
Repair: Device	1	Ship's Systems	4
Sensor Systems	1	Shipboard Sensors	5
Survival	1	Space	3
TOTAL SP COST			35
DISCOUNT PRICE			28

GALACTIC FIGHTER CORP

SKILL	LEVEL	SPECIALIZATION	COST
Communication	1		2
Computer Operation	1		1
EDC	1		2
Electronic Warfare Systems	1		2
Extra Vehicular Movement	1		3
Navigation	1	Space	3
Pilot: Spacecraft	2		6
Science: Physical	1		3
Science: Planetary	1		3
Sensor Systems	1	Shipboard Sensors	5
Survival	1	Space	3
TOTAL SP COST			33
DISCOUNT PRICE			26

Snarl, Sample Alliance Army Grunt

Skill % [LVL]: Alertness [2], Climbing 35% [1], Communications 40% [1], Demolitions 55% [5], First Aid 30% [2], Hand-to-Hand Combatives 40% [2], Navigation (Land) 45% [2], Observation 50% [4], Personal Flight Device 35% [1], Physical Fitness 65% [3], Powered Armor Use 35% [1], Repair: Weaponsmith 45% [2], Stealth & Concealment 45% [3], Survival (Temperate) 45% [3], Survival (Emergency) 35% [1], Swimming 75% [9], Throwing 55% [5], Weapon: Gunnery (Beam) 40% [2] Weapon: Direct Fire 35% [1], Weapon: Hand (Energy Mace) 35% [1], Weapon: Hand (Knife) 35% [1], Weapon: Pulse 35% [3], Weapon: Gunnery (Kinetic) 30% [2], Weapon: Gunnery (Pulse) 35% [3],

Armor Options (Location, #): Assistive Lift System (All but Head, 1), Camouflage Unit (All, 2), Environmental Containment (All), Tactile Response (All, 3), Quick Sealant Unit (All, 4), Air Supply (Torso, 5), Commo-2 (Head, 5), Detachable Armored Pack (Torso), Injection Port (RL, 5), Pain Manager (RA, 5), Patrol Computer (LA, 5), Rebreather (Torso, 6), Search Light (LA, 6), Sensor Package 1 (Head, 6) (Active 35%, Passive 25%), Sustenance Management (LL, 5)

Weapons:

- *M20 Blaster Pulse Rifle**: ACC: 40/20/-15/-35/-65, MN: 97, Q: 16, DMG: 4d6, DMG Type -
- Combat Knife: ACC: 10, MD: 100, DMG: 1d4, DMG Type -

* Increase ACC by 15 when wearing helmet.

Ammo (#): Pulse Rifle Mag (10)

Grenades (#)

- *Smoke Grenade* (1), -30 to Visual and Smell Observation checks.
- *Plasma Grenade* (1), Fragmentation DMG: 4d4, DMG Type – Concussion DMG: 3, DMG Type T
- *C-4* (3): Vs. Structures, DMG: 4d12, DMG Type TA, Vs. Personnel, DMG: 4 to each exposed section, DMG Type T

Equipment: Binoculars (Multispectral), Compass, Emergency Transmitter (2 km range), Flashlight, Food Cubes (5 days), mBRI (2), Rope, Slap Bandage, Sleeping Bag, Tactical Vest, Web Gear

Background: You grew up on military bases, running through forests, and working out in gyms. You are part of the famed Black Water clan and you have a high reputation to live up to. Fortunately, you're a lot more cunning than people expect from a Python. Though when you when younger you got in big trouble for a prank gone wrong. A Chatilian ratted you out and ever since then you can't stand them.

Another lucky break was the Sergeant at the base where you grew up has watched over your career. He's now a Sergeant Major now. He helped you qualify for your Class 2 Bounty Hunter License.

SNARL

CHARACTER OVERVIEW

Species	Python Lizard
Rank	Private 2nd Class
Position	Infantry
Size Class	8
ENC, Penalties (WGT Carried)	Unencumbered, No Penalties (78.6)
RUN/JUMP/FLY	11/3/0
VISION/SMELL/HEARING	10/100/85

STATS		ECRS: CHAR/ ARMOR		COMBAT INFO	
STR	100 X2	BIO	35 / 0	DA	10
MD	40	CHEM	30 / 25	# Actions	2
AGL	60	COLD	15 / 20	# Bumps	0
CON	100	ELE	15 / 25	BER/SUI	0% /0%
AGG	50	FIRE	45 / 20	IM	-8
IQ	70	MEN	10 / 0	Dodge	15
INT	60	RAD	35 / 25	BP	30/-15
CHA	20	SEN	50 / 0	DD	2

HELMET (THR)	TDA (8)
ARMOR (THR)	Bear (5)

HEAD	TORSO	ARMS	LEGS
10 ABS	54 ABS	18 ABS	36 ABS
16 SI	96 SI	32 SI	64 SI

and the next day you're in light duty armor on a scouting mission. This seems like a great idea in premise, until you realize that your commanders are almost always working with slim or no intel on the enemy and you're probably going to be outgunned. From a Game Master's standpoint, why send the characters' in "loaded for bear" if they're just fighting bunnies. You have to make the opposition challenging, so they'll be equal to the characters (in number, capacity, or both) or slightly superior to the PCs. In addition, the characters who are in the armed forces do not like slaughtering clearly inferior foes where there is little to no chance for them to be harmed. They will do it if they're commanded to, because that's their job, but they won't like it. The GAF soldiers and marines even have a term for it. Dirty Work. Slaughtering lightly armored soldiers while you're wearing state-of-the-art mechanized battle armor is dirty work. It's bad for morale, and it's bad for the grunts' psyche… unless you're a psycho and you enjoy that kind of thing.

Third, characters in the Galactic Armed Forces are not allowed to keep anything they find. Just because the enemy merc you just took out had an Abomination Omega weapon doesn't mean you get to keep it. Though you would be wise to use it until after the fight is over. Scavenging for ammo, e-mags, and weapons during a prolonged fight is fine. Just don't expect to add them to your standard loadout. Similarly, taking wartime souvenirs or trophies is frowned upon, though it does occur with some regularity.

MILITARY SKILL PACKAGES

The suggested skill packages for soldiers work slightly different than other occupations. Characters who take jobs as corporate mercenaries, pirates, privateers, salvagers, and other similar occupations are hired based on what they already know or their potential. Sometimes they're even required to furnish their own gear. This is not the case with Alliance military personnel. Soldiers in the Galactic Armed Forces are trained and molded. They are not "thrown into the blender" to fend for themselves. One reason is that trained and disciplined solders make a more effective fighting force. The other is your typical grunt is entrusted with too much military grade hardware just to let him run off without any training.

All members of the Galactic Armed Forces receive the same basic training. Though sometimes highly skilled personnel, such as doctors and lawyers, who enter the services as officers can skip basic training. That is, unless they're in the marines. Everyone goes through basic training in the Galactic Marines. No exceptions. Everyone in the marines is expected to be able to pick up a weapon and fight should the need arise. This is similar to skill packages for other occupations, in that it is assumed that *characters will spend their starting skill points to obtain the basic training skill package.* Characters who have extra skill points can spend them as they see fit, with the assumption being that these characters have had some additional life experiences before enlisting.

If a character has an insufficient number of skill points to pay for the Basic Training package, the GM can either gift the character these skill points or put the character at an Experience Point deficit. For example, if the character is short by 3 Skill Points, they can start the game with -3 Experience points. In that case, the first three Experience Points the character earns would bring them up to zero Experience Points. Since characters can not spend negative Experience Points on skills, they're playing catch up to the characters who start at 0. Though Experience Point deficits are the fairest method of dealing with the issue, it's not a lot of fun for the Player. Particularly if the Experience Point deficit is large. GMs should take into account how the players will react to starting in the hole. Similarly, other players may become upset if players who should be at a deficit are not. GMs should point out that everyone will be starting at roughly the same level, and the characters who started with excess skill points after Basic Training, will still have excess skill points.

Once they're through basic, characters then train for the branch of service they've entered. It is assumed that the Game Master will provide the skill points to obtain this additional training for free. Most starting characters will not have sufficient skill points to pay for basic training and a branch-training package. In essence, soldiers begin the game with about 30 extra skill points worth of skills. GMs should adjust the opposition they face accordingly.

All military characters go through basic training. Matrix Controllers in the Galactic Armed Services take their own, specialized and longer, version of boot camp, which allows them to develop their Matrix abilities. Once a character pays for basic training (aka boot camp) they will select the skill package for their branch of service (army, navy, marines, recon, fighter corp). Army troops also select a specialization skill package in addition to their army skill package. Zen can substitute any weapon skill for Weapon: Chemical, allowing them to use non-lethal weapons like Fluid Guns.

ESPIONAGE CAMPAIGN

BEING A SPY

Running a spy campaign is a lot like running a mercenary campaign. The diversity of assignments should give the Game Master plenty of mission ideas to keep things fresh. There are many ideas a creative GM can use for a spy mission. Stealing secrets, exposing enemy agents, recovering stolen prototypes, infiltrating criminal organizations or foreign powers, extracting foreign nationals who want to defect, performing surveillance. A spy's work is never done.

The first hurdle in a spy campaign is working all these individual missions into a long-term campaign. There has to be some common element that ties all the missions together. Maybe the spies are always facing the same enemy agents who seek to counter their efforts. Perhaps the same criminal organization or foreign power is involved with each mission the agents take. Fortunately, there are many popular movies and books in the spy genre that a Game Master can use for inspiration or ideas.

The second is designing missions where every character can participate. It's a bit easier in a merc campaign where at some point everyone will be shooting at something. In a spy campaign,

you have one character who is a hacker, another who is a disguise artist, another who is a surveillance expert, and so on. Characters tend to be more highly specialized in spy campaigns, and you don't want the character who is the expert driver and pilot sitting on their hands while the other characters are sneaking around on a cruise ship. A good GM should suggest to the players in an espionage campaign that everyone would be best served by making sure their characters have more than one specialization. For example, if your driver is also your muscle, they have two roles to play, and this gives the GM some flexibility when designing missions.

The last thing to remember when running a spy campaign is that it's damnably hard to sneak around if the opposition has the right equipment. High-tech sensor systems are not that expensive, and the technological edge usually leans toward detection rather than detection avoidance. That means it's far more likely that you will be caught by a sensor system, than that you will sneak by it, all things being equal. Starting characters are not likely to successfully sneak into a high security facility. They will simply lack the skills, and probably the gear, required to accomplish that goal. GMs should start easy when it comes to sensors and detection equipment. They should slowly work their way up as characters become more experienced, and players become familiar with what sensor gear is out there and the best way to defeat it. Often the GM can educate the characters. The GM can have the home office provide them with the one piece of tech they need to bypass or defeat the newest security measure they're likely to encounter on a mission. Then when characters are faced with a combination of security measures they've dealt with in the past, they won't be stymied.

Government Spy

All government contracted espionage agents work for Galactic Control, though GalPol often uses undercover agents in criminal organizations in essentially the same line of work. The only difference is who is being watched. Government spooks have a base salary of around ▽35,000. Any character who has not been convicted of a felony can apply for a government espionage position.

Government agents investigate both foreign powers and corporations alike, if they get wind that either party could be doing something to endanger the security of the Alliance. GalPol agents investigate criminal organizations and also mega-corps who may be engaging in criminal activities.

Corporate Spy

Corporate spies outnumber government and GalPol agents by

a factor of 100. Corporate spies engage in activities against competitive firms, carrying out assignments such as the theft of an adversary's product. Corporate spies, much like corporate mercenaries, typically get paid better than their government counterparts, earning an average base salary of ▽45,000 per year. It's not unusual for corporations to have a spy in the ranks of any mercenary team they think might get into trouble. These intelligence agents report to the corporate office whenever a merc does something notable or criminal. Most of the time, the mercs have no clue that one of their own is ratting them out to corporate, but they begin to suspect when the black marks start to accrue. Most of the time, there is no retribution against a corporate snitch, as the mercs have come to expect such behavior from the mega-corps and just accept it. Most are so used to getting the short end of the stick from their employers that they hardly notice anymore.

Rebel Spy

The starting pay for new Rebel spies varies, but it is around ▽20,000. Rebel spies infiltrate the Alliance government and the mega-corps to discover information they can use to prove the Mutzachan conspiracy to use the Alliance for their own self-serving ends.

GENERIC SPY SKILL PACKAGE

SKILL	LEVEL	SPECIALIZATION	COST
Climbing	1		1
Computer Operation	1		1
Computer Security	1		3
Forgery	1		3
Gambling	1		2
Hand-to-Hand Combatives	1		3
Impersonation & Disguise	1		3
Intelligence Gathering	1		3
Interrogation	1		1
Language	1		3
Lip Reading	1		3
Observation	1		2
Performance Art	1		3
Persuasion	1		2
Pick Pockets	1		3
Pilot: Ground Vehicle	1		1
Science: Social	1		3
Scouting & Tracking	1		2
Smuggling	1		1
Stealth & Concealment	1		1
Survival	1	Urban	1
Terrestrial Knowledge	1		1
Trans-Location Device	1		3
Weapon: Kinetic or Beam	1		2
TOTAL SP COST			51
DISCOUNT PRICE			41

SPACEFARER CAMPAIGNS: PIRATE, PRIVATEER, SMUGGLER, AND SALVAGER

BEING A SPACEFARER

The main focus of spacefarer campaigns can vary widely from game to game. From treasure hunts to pirate hunting to salvage work, the one element of a spacefarer campaign that's always the same is keeping the ship running. Whether damaged in battle, falling apart due to lack of maintenance, or just lacking the funds and parts to keep her running, the ship is always in the background.

Pirates

Pirates can't go to any spaceport for repairs as most are wanted felons, so they have to return to their secret bases. If for whatever reason (picket, patrols, etc.) they can't make it back to their base, they're going to have to do maintenance in the field. If the spare parts start to run low, pirates may start plundering other vessels for parts rather than loot.

Another problem with being a pirate is you can't just waltz into the local Galactic Grocery Company store and stock up on Yummies and Jum drink. Even if you're not a known felon, your ship and your compatriots are likely to grab attention. The same holds true for when you need a new gun. Even if you can pass a background check, that doesn't mean it won't get flagged by the system as a suspicious purchase. Then you will have GalPol following you around. The sad truth is pirates have to get the food, supplies, parts, armor, and weapons they need by stealing them. This allows the GM to control the advancement of the party by increasing or decreasing the amount of potential loot that their adversaries possess. Furthermore, the GM should acknowledge that if the players decide to take on a tougher target, they should get more spoils for the effort. However, if the players make bad decisions, they could easily end up in the hole, losing more equipment and supplies (and characters) than they obtain. Despite being criminals, a pirate's life really hinges on the economics of supply and demand.

Being a pirate also has its share of risk. GalPol or Galactic Control undercover agents in your midst could lead to a raid on your base. That slow freighter might turn out to be a Q-ship. Privateer captains could be looking to turn your crew in, dead or alive, for the bounty. Raids by rival pirate clans might want your territory or your supplies. Even full out assaults by the Galactic Armed Forces are not that rare.

Privateers

Being a privateer is a dangerous job. You're essentially picking fights with pirates in your area to make a living. In many cases, the penalty for piracy is death or at least life in prison, so the pirates tend to give it their all when in a fight rather than be captured. If you're one of the lucky few to crew onboard an actual personal warcruiser or personal battlecruiser, you probably can handle just about any pirate vessel you run across, short of a bigger

personal warcruiser. However, most privateers are serving on civilian vessels that have been retrofitted for combat. They're not purpose-built warships, and the designers did not build them with combat survivability in mind. A lucky hit from a pirate's guns and you'll be enforcing the Alliance's anti-piracy edicts as a cloud of diffused ionized gas. Fortunately, most pirates are flying the exact same type of vessel as the privateers. They use civilian ships that they've armed and armored as well as they can. This usually means getting the drop on your opponent and shooting first are good ways to survive as all the ships involved in a potential confrontation are relatively fragile.

You can make decent pay escorting convoys. Your typical privateer pays the lease on their ship by bringing in pirates, which pays significantly better. The thought being that if the pirates aren't considerate enough to attack your well-guarded convey, you'll just have to go out and track them down. Again, those uncharitable pirates tend to hide, resulting in extended searches to locate them. Once you do find them, they rudely refuse to surrender. These searches can take a week if you have a general idea on where to look. This leads some captains to run the ship low on supplies and parts, which in turn can lead to maintenance and reliability issues.

Salvagers & Treasure Hunters

A good race to the prize is always an element of any treasure hunt, whether it's a salvageable hulk or the ruins of a lost civilization. The GM should make sure that salvage teams and treasure hunters always have competition. Annoying competition that cheats, steals, and lies to get an edge over the characters. They're probably better equipped to boot. Just the kind of antagonists that players love to hate. When you're racing to the prize, which can involve some long hauls, you don't always have time for maintenance, and this can lead to failures on the ship.

To keep players on the move, it's always good to give them a countdown once they find the prize. Maybe the portal to the shade world is closing? Maybe the ruins are self-destructing? Maybe the Arachnid invasion fleet is headed right toward the hulk you're working desperately to scrap. Find the prize is just the first half of the chore. Getting the job done before time runs out always adds excitement to game.

Just when you think you've accomplished the goal of finding the goods and grabbing the goods, then you realize you have to survive the trip home with the goods. Once players have the prize, the competition may attempt to steal it from them or even kill them to

DB BETA

CHARACTER OVERVIEW

Species	Python Lizard
Rank	Spacer Apprentice
Position	Boatswain's Mate
Size Class	8
ENC, Penalties (WGT Carried)	Unencumbered, No Penalties (61)
RUN/JUMP/FLY	11/3/0
VISION/SMELL/HEARING	-7/82/67

STATS		ECRS: CHAR/ ARMOR		COMBAT INFO	
STR	110 X2	BIO	40 / -	DA	14
MD	40	CHEM	35 / 10	# Actions	2
AGL	50	COLD	20 / 20	# Bumps	0
CON	125	ELE	25 / 5	BER/SUI	45% /20%
AGG	120	FIRE	50 / 20	IM	-6
IQ	40	MEN	5 / 0	Dodge	12
INT	35	RAD	40 / 0	BP	32
CHA	20	SEN	55 / 0	DD	-17

THR	2
HELMET (THR)	AKMH (7)
ARMOR (THR)	Cub (3)

HEAD	TORSO	ARMS	LEGS
5 ABS	27 ABS	9 ABS	18 ABS
16 SI	36 SI	12 SI	24 SI

DB Beta, Sample Pirate

Skill % [LVL]: Alertness [1], Computer Operation 35% [3], Construction 35%[3], Emergency Damage Control (EDC) 35% [3], Extra Vehicular Movement (EVM) 40% [3], First Aid 35% [3], Hand-to-Hand Combatives 40% [3], Observation 32% [3], Physical Security 25% [1], Pilot: Spacecraft 25% [1], Smuggling 30% [2], Stealth & Concealment 50% [5], Swimming 65% [8], Weapon: Hand (Thwack'em Stick) 40% [3], Weapon: Kinetic 30% [2]

Armor Options (Location, #): QSU (All, 1), Environmental Containment, Magnetic Boots/Gloves (Arms & Legs, 2), Air Supply (Torso, 2), Injection Port (LL, 3), Breaching & Cutting tools (RA, 3), Commo-2 (Helm, 3)

Weapons (#):

- *LTX-311 (APW) Light Machine Gun*: ACC: 45/30/20/0/-25/-40/-55/-75, MN:100, Q: 500, DMG:2d4, DMG Type: '-'
- *Wolf Hellhound Kinetic (APW) Pistol*: ACC: 30/20/0/-15/-25/-55, MN: 100, Q: 7, DMG: 2d4 + 1, DMG Type: '-'
- *Thwack'em Stick*: ACC: 40, MN: 100, Q: -, DMG: 2d6 + 14, DMG Type: '-'

Ammo (#): 300 rounds (6 belts of 50) of MG ammo. Pistol Magazine with 7 rounds (1)

Equipment: Cutting Torch, mBRI (2), MDD-244, Mega Glue, Pocket Signal Detector, Repair Toolkit, Zero-G Propellant

Background: You are a huge black scaled Python Lizard with a large scar/crack running across your chest. You're large, even for a Python Lizard. You've always been proud of your reflective black scales and his larger than normal black eyes. Both a rarity among Pythons, but a clear indication of your Murky Water Clan heritage. Combined with the pronounced webbing on your hands and feet, and you're considered quite the catch among your species though you don't have a lot of personality.

You lived most of your early life an absentminded pretty boy and fearless showoff, until your life took a turn that forced you to make some hard decisions. You needed to make a lot of money fast to pay off a debt from a failed Asteroid Mining venture and you ended up a pirate. You're pretty good at it. Your shipmates know you for your romantic streak and your fearlessness. They also like you because they all know you're a horrible liar with an obvious tell. You can never look anyone in the eye when you lie.

obtain it. Ships that are in ill-repair are particularly cantankerous during a battle.

When running a salvager game just remember there's always a catch to every job. If all the characters did was go out and scrap abandoned hulls or discover lost archaeological sites, the game would get pretty boring. Those abandoned hulls are often filled with hungry HALs or are being used as a lure by a local pirate clan. The abandoned ruins are usually booby-trapped and/or another party is willing to kill to claim them or keep them a secret. There's always a catch.

SPACEFARER SKILL PACKAGES

Because the spacefarer's jobs can vary, the skill package listed below is just a guide. Treasure Hunters might replace 1 level of Communications and the Weapon skills with 6 levels of Academic Studies (Archeology). A salvager might have 3 levels of Construction and 1 more level of Extra Vehicular Movement skill rather than listed Weapon skills. In any event, the GM should not view this skill package as set in stone. Spacefarer are a diverse bunch and skill sets vary widely, but almost all of them will know how to move in low-G, perform Emergency Damage Control (EDC), and use the ship's radio. These skills are necessary if one wants to live through an emergency onboard a spacecraft.

PIRATE/PRIVATEER/SALVAGER

SKILL	LEVEL	SPECIALIZATION	COST
Communication	1		2
Computer Operation	1		1
Computer Security	1		3
Demolitions	1		3
EDC	2		4
Extra Vehicular Movement	2		6
First Aid	1		1
Gambling	1		2
Hand-to-Hand Combatives	1		3
Navigation	1	Space	3
Physical Security	1		3
Pilot: Aircraft or Spacecraft	1		3
Repair: Device	1		2
Sensor Systems	1		3
Survival	1	Space	3
Weapon: Energy or Pulse	1		3
Weapon: Hand	1	Knife or Sword	3
Smuggling	1		3
TOTAL SP COST			51
DISCOUNT PRICE			41

SPACE COMBAT

Space combat will best fit a storyline where both ships have a vested interest in not blowing each other into little bits. Ships are valuable in and of themselves, which can serve as a reason to avoid extreme measures. Alternatively, the ship may have people or items on board with value (intrinsic or otherwise). Also keep in mind that once the Flux shields go down, spacecraft weapons are capable of doing large amounts of damage and will rapidly debilitate a ship, potentially killing everyone aboard in the process. Players that are outgunned are far better off allowing an aggressor to board and fighting them hand to hand.

Finally, take care to avoid putting players into a no win situation. It is easy to misjudge the encounter and/or have a lucky shot throw off the intended encounter flow. The players should be given strong hints to jump to hyperspace if they are outclassed. E.g., "At initial contact, your sensors pick up a ship. Your ship's P-AI has done analysis and determined that the threat assessment comes back as extreme and chances of surviving an encounter are low. Do you wish to plot an FTL jump?" Space is vast and a crippled ship could leave a team in a dark hole in space starving or suffocating. That is not an enjoyable game experience.

Spaceship encounters should usually end in one of four ways. First, the attacking ship can break off either due to being damaged or because the aid for their victims is approaching. Second the defending ship is able to elude or outpace their attacker. Planets are good place to hide from an attacker, as there is not much to hide behind in space. Third, one ship surrenders or manages to board the other ship, whether it surrenders or not. This is the most common situation in Battlelords, as it gives characters a chance to fight off the boarding party. The chaos caused by having to both run the ship and fend off hostile combatants can lead to some great roleplaying moments. The fourth, and last choice, is blowing up a ship. This should be reserved for advancing the story, e.g., a distraction while the pirates escape. Usually, if one ship clearly outclasses the other, they'll contact the weaker vessel and let them know that if they shut down engines, and allow themselves to be boarded, they'll avoid having a big repair bill. Try not to blow up your player's characters.

RUNNING ADVENTURES

ENCOUNTER BALANCE

Encounter Balance is probably the most difficult job a Game Master has in Battlelords. With the plethora of weapons and armor available, it's sometimes difficult to determine whether the opposition is a fair match for the player's characters, or whether the antagonists overmatch or undermatch the characters. The first thing to check is the price of the character's weapons and armor. If the bad guys are spending roughly the same amount of money on armor and weapons, then the odds are they're closely matched. The second element to look at is total skill points,

including Experience Points that the characters possess. If the opposition is similarly skilled, they should be a good match for the characters.

Sometimes for a novice GM making sure an encounter is balanced is difficult, especially with the myriad of species, armor, and weapons out there. *The best advice I can give rookie GMs is to have more bad guys than you have characters, but make sure the bad guys are substantially less well armed and armored.* At least until you get a feel for the game system. If the bad guys are all identically equipped and even of the same species, this will make your job a lot easier as the GM. The players love mowing down hordes of minions, and if they're doing too good a job at taking out the opposition, you can always… wait for it… throw in more minions. That's the joy of using large numbers of disposable bad guys. This is called the Mass Minion Method (MMM).

"You 'round the corner to find ten more pirates in light armor with open faced helms!"

You're also far less likely to accidentally obliterate a player's character if the bad guys are less well armed. If the players need a bigger challenge have a boss villain and his right-hand-henchperson waiting in the wings in case the players mop up the minions. If the players can't get through the minions, the boss and his evil assistant can retreat to fight another day. If the players cut through the minions like papier mâché, then the villain and his head lackey can step up and give the PCs a real fight. With only two "boss villains," you're unlikely to accidentally wipe out the entire team of PCs. One last pro tip regarding the Mass Minion Method. If your minions are all Human, you have fewer special species abilities to worry about, and you don't have to change the prices on any of the armor or armor options when you're estimating gear costs. This also makes a lot of sense setting-wise. Humans are everywhere, and there are a ton of us compared to other species. Make your villain and his henchmen humans, at least until you learn the intricacies of the various species' abilities.

Having a boss villain is a great way to have a reoccurring antagonist for the players. Making the villain tougher than the PCs forces them to up their game and their gear if they are to have any hope of defeating him. Eventually the PCs will gain experience and get better gear and finally become a match for their archnemesis.

Using the Mass Minion Method during your first game or two will allow you to get a good feel for how tough your player's characters are and how they hold up to various weapons and damage. Once you've got a good feel for the system, feel free to discard the mass minion method and throw a team of opponents at the characters that matches them 1-to-1. Players will have to use their skills and wits to outthink their evenly matched opposition. You can even throw a single super opponent at the team, who is armed and armored well above what the team possesses. You have to be careful with the single opponent method, as a character who is too well armored will be untouchable by the PC's weapons. Similarly, even though a single opponent will have difficulty engaging all the PCs simultaneously, hits from high powered weapons can kill PCs in a single shot. As a result, we suggest avoiding the single villain game until you're well versed in the system.

Keeping Your Arch Villain Alive

Battlelords combat is highly lethal. We've probably mentioned a few times how easy it is to die in Battlelords prior to this chapter. Maybe more than a few. Even that ultimate villain you thought was indestructible could end up succumbing to a hit from a player you weren't expecting or didn't anticipate. If there's one thing I can tell you from playing the game for nearly 30 years, it is this: If the bad guy shows up, your players will try to take him out. Sure, you can fudge the result as the GM, but eventually your players will get wise to this. It will become less fun for them if they know they can't kill the head bad guy until you let them. It takes away their incentive to think creatively, which you should reward. We don't recommend going the invulnerable villain route. So, how do you keep your main bad guy alive?

There are a couple of options. The first is to have a boss for your boss. If the players manage to kill the bad guy, reward them for their ingenuity and then have the real bad guy revealed during the next game. The second option is to never have the main villain show up until the big reveal. Maybe the leader of the opposition is a behind-the-scenes type. If he doesn't show up, then the chances that the PCs will get lucky and kill your antagonist is zero… unless they blow up the whole planet. The third option is to make sure the big bad guy has plenty of clones and memory backups. The only downside to this method is that the villain may not remember the last encounter with the PCs when they were killed. That is unless one of their henchmen survived to tell him what happened or there was video surveillance.

One last word of advice. *Villains and their evil assistants always, ALWAYS, have mental shielding.* It's fine for the characters to make the minions panic or cause their heads to explode when your Matrix Controllers cut loose. However, if your main bad guys show up in utterly impenetrable armor and the team's Chatilian makes them wet themselves and then pass out, they will not strike fear into the hearts and minds of your players' characters.

Because mental attacks can bypass that spectacular armor your antagonist is using to intimidate the PCs, it's important that the primary evildoer has some form of mental protection, whether it's a Flux, cybernetics, or enhancements done by an Empath. My suggestion is to give the villain multiple levels of mental protection, because if your players can figure out how to bypass or batter down the antagonist's armor, you can bet your last Orion credit chit they'll do the same to the Flux shield. Consider yourself duly warned.

SETTING: ISOLATION IS THE KEY

Battlelords has something in common with horror movies. The best stories happen when the characters are isolated from help. What risk is there in fighting a group of mercenaries if the characters can just call the police and a SWAT team-equivalent shows up. What fun is it playing a group of marines who can call in a precision air strike to decimate their enemies. To have a true challenging game session, the characters must be isolated from help and assistance. They must be forced to rely on their skills and the gear they have on hand. Fortunately, the universe of Battlelords is filled with isolated and desolate locales that are far off the beaten path. There are uninhabited stone towns, small colony worlds, and abandoned spacecraft floating in the depths of space. The locations don't have to be free of people. Remote mining facilities, secret government labs, and pirate bases can be teeming with personnel. As long as those personnel are hostile to the characters or unable to assist them, the end result is still the same. The characters are forced to rely on each other to survive. Even the characters' own ship can become the site for a life-or-death encounter when they're far from help and far from home.

TAKE THEIR TOYS AWAY

At some point characters can become too reliant on their weapons and armor. At its heart, Battlelords is a skill-based game, and GMs can reinforce this by occasionally taking away the toys. This shouldn't be done to punish players. However, it can remind them that it might not be in their character's best interest to keep dropping Skill Points into **Weapon: Pulse** skill at the expense of every other skill in the book. Players may soon find that they're having just as much fun running around in street clothes while utilizing all those non-weapon skills that were gathering dust. This also allows the GM to change up the opposition for the characters. If they're not in armor, then you can throw an opponent at them who would normally be child's play for them, but is now far more lethal and dangerous.

There are plenty of ways to deprive characters of their toys, at least temporarily. The easiest method, and the one that's cooked into the game setting, is to enforce Tech Levels. "I'm sorry, but this is strictly a Tech Level 3 world. You'll have to leave your pulse weapon at the spaceport. Oh, and your armor… and your helm, and your laser, and definitely those missiles, and the…" Sometimes the character's gear just gets delayed in transport. Honest mistake. They can take it up with the quartermaster when they get back to base. I'm sure she'll be very concerned.

In addition to Tech Level restricted planets, there are just certain places where weapons won't be allowed: police stations, courthouses, hospitals, government building, spaceports, top secret research installations, etc. Characters will be told at the door by a stern looking security guards with large guns that they must check their weapons at the gate if they wish to enter. Having a cyborg assassin come to the hospital where one of the characters is convalescing to finish the job and making the other characters fend him off equipped with nothing but a hospital gurney and a defibrillator can be a lot of fun.

ANTAGONISTS

There are four levels of experience for antagonists with which a GM typically deals. These mirror the experience levels for characters. Antagonists are typically classified as Recruit, Green, Veteran, or Elite. The Recruit level is essentially a starting character with 0 to 30 skill points above and beyond their starting skills. Antagonists who are Green have about 31 to 60 skill points above and beyond their starting skills. Veterans have 61 to 90 skill points above and beyond their starting skills, whereas Elite characters have 90 +skill points. If there is a reoccurring villain of the campaign, the GM would be wise to make them one level above his lackeys (and above the characters). Though trusted henchmen are usually the same experience level or close to it. Don't be afraid to adjust the skill levels of villains and their trusted associates as the characters increase in skill level.

If you're not dealing with a horde of faceless minions, it's often helpful to each of your important antagonists to have a specialty. *Having each opponent specialize in a particular skill and possesses it at a higher than expected level can help negate any skill advantages the characters might have. It also keeps the fight relatively balanced.* For example, it's a given that Eridani typically possess higher levels of Weapon: Hand than other characters. If you don't have one antagonist who can hold their own against the Eridani in a sword fight, that player will not feel challenged. Alternatively, the Eridani may hack and slash his way through all your antagonists without anyone to stop the SwordSaint. In addition, picking out five opponents and giving each one a high level in Electronic Warfare Systems, Observation, Scouting & Tracking, Sensor Systems, or Stealth & Concealment can keep your team of antagonists from getting steamrolled by the players. It's always handy to have one character on the opposition who can sneak past the characters, reliably track their movements, or hold their own in a hand-to-hand encounter or sword fight.

We highly recommend that the GM come up with their own tailor-made antagonists for the characters. If you want to build your own antagonists, it can also be helpful to look at the starting skill packages for Mercenaries and Pirates. These are the two professions that the players' characters are most likely to encounter. They will give you an idea of what skills an opponent in a particular profession might possess. Looking at the sample characters will also give you a good idea of what weapons and equipment to use at the various experience levels when building your antagonists.

However, if you need some quick and dirty opponents for your players, the tables below should help. If you want to use the easy method for assigning skills to antagonists, you can just do what we do for HALs. Assign an Average Skill Level for skills in that character's line of work, rather than using the tables for specific skills. Skills that are ancillary to that character's job will be at a

lower level. For example, an elite mercenary would likely have their weapon skill at level 12 but might only have their Navigation skill at 6. *This will usually result in tougher opponents for your players though, compared to assigning them specific skills.*

AVERAGE SKILL LEVEL TABLE

ANTAGONIST EXPERIENCE LEVEL	PRIMARY JOB SKILL (LEVELS)	ANCILLARY JOB SKILL (LEVELS)
Recruit	3	1
Green	6	3
Veteran	9	4
Elite	12	6

TYPES OF ANTAGONISTS

Much of the time, characters will be facing off against other mercenaries if they're mercs, or other spies if they're spies. The occasional run in with pirates, criminals, terrorists, ARM agents, and Rebel troops might not be uncommon. If you can build a character, then as the GM, you should be able to build these antagonists as they're effectively just characters run by you. In this section we're going to talk about a couple of opponents that may need additional coverage.

RUNNING HALS

Uncle Ernie is constantly cranking out new, tailor-made, horrors from laboratories hidden all over the galaxy. He's not shy about sharing them either. Though the HALs in this book are limited mostly to the Arachnids and their minions and the Atlanteans (both of which are covered in more detail below), the GM shouldn't shy away from creating their own monstrosities to torment the players. The Hostile Alien Lifeform chapter should give you plenty of ideas for making new critters to make the characters work for their paycheck. A creature that can turn invisible? Mutated Ram Python-alien hybrids? A huge building-sized monster? A giant venomous centipede that can walk through walls as if they weren't there? Run with it. You've got this.

RUNNING THE REBELS

It's up to the GM as to how to play the Rebels. Though many in the Alliance view them as terrorists with an anarchists' bent, they believe themselves to be saving the peoples of the Alliance. Admittedly some members of the Rebels are no doubt crazy anarchists. Others are well meaning citizens who have become privy to information which has convinced them that the destruction of the Alliance is in the best interest of everyone. Characters may even end up working for the Rebels, trying to expose the truth and reveal it to the citizens of the Alliance. Sadly, even if the Rebels were able to prove their accusations were true to everyone in the Alliance, there are many citizens who would still believe that the Alliance, despite its manipulative nature and questionable reason for existence, is still serving the best interest of everyone given the war torn state of the Galaxy. The end result would likely lead to schism and civil war.

RUNNING THE ARACHNIDS

The Arachnids are probably one of the easiest antagonists for the GM to run. You don't have to deal with a wide variety of gear and weapon types as you would for mercenaries. There are typically two to three 'Nid minions that are suitable for fighting characters regardless of how experienced or well-armed they might be. In addition, the Arachnids tend to attack en masse, relying on their superior numbers to overwhelm any opposition.

This allows the players to mow down the opposition, which can be a bit more fun than shooting the same well armored merc over and over again, waiting to finally pierce their armor. Moreover, it allows a novice GM to the use the tried-and-true tactic of throwing a group of weaker adversaries at the characters. Typically using lots of opponents who are less powerful than the characters means they're less likely to have attacks that are capable of taking out a character in a single hit. This minimizes the chances of a character getting killed if the GM underestimates the lethality of an opponent's weapons. The real risk to characters in these types of fights is getting worn down by repeated attacks or running out of ammunition.

This doesn't mean Arachnids can't pose a threat individually. The Arachnid minions go from expendable grunts like the Jenkari, all the way up to the Maelstrom General who is capable of tussling with Humpties. There's nothing wrong with throwing a few Arachnid Warriors at a group of mercenaries as a challenge. It's always best to pay attention to the threat levels for the HALs. Putting the characters up against an Arachnid with a threat level that's beyond the capabilities of the characters can lead to a lot of dead mercs.

The real fun with the Arachnids comes when the different types are used in conjunction with one another. Winged Jenkari can spot characters who can be pushed by a horde of ground Jenkari. Airborne Guillotines can continually strafe the characters, until they're herded into an ambush by hidden Juggernauts. Demonants are the real force multiplier, with their ability to teleport enemy troops behind characters or redirect their own weaponry back at them. Players will quickly discover that Arachnids are most dangerous when they're working as a cooperative and coordinated force. They are capable of pretty dirty tricks that can catch players by surprise.

RUNNING THE ATLANTEANS

If your characters want hordes of monsters to shoot, the Arachnids are great for that. The Atlanteans are usually a bit more subtle than Arachnids. Atlanteans can look like whoever they want, and they're effectively immortal. This has given them thousands of years to infiltrate Alliance society and build vast fortunes and powerful connections. However, unlike disguised Mazians, an Atlantean will clearly show up as something artificial when examined by a medical scanner or security system. As a result, even powerful Atlanteans tend to keep a low profile. Rich debutantes, reclusive CEOs, and

mysterious benefactors are perfect disguises for Atlanteans.

Atlanteans will run things from behind the scenes and make great antagonists for espionage campaigns. Characters who get involved in a criminal investigation may learn that a larger criminal network is involved, or perhaps agents attempting to prevent an assassination discover a larger conspiracy at work. In either case, if the characters manage to work their way up through the chain of command in the criminal organization or conspiracy, they will eventually find an Atlantean at its head. It's usually best if characters don't know they're working against an Atlantean until the very end. Atlanteans did not infiltrate the Alliance and live as long as they have by being rash or revealing their presence at the drop of the hat. The ones who do act rashly have been killed, and those who remain show a bit more restraint. A true Atlantean will always take the opportunity to escape rather than fight. Drones have no such sense of self-preservation, though they will always stay true to their goals, which means minimizing their exposure.

Here is the important bit for Game Masters. When the villain reveals themselves to be an Atlantean, it should be a terrifying experience for the players. Despite their inclination to stay hidden and work their evil machinations behind the scenes, Atlanteans are incredibly dangerous. If they've decided to reveal themselves, either they're cornered or they feel the disguise no long serves a purpose. It is likely that the characters know the truth, and those same characters need to be eliminated quickly. In either event, it is unlikely to hold back when it attacks.

Killing an Atlantean

Disintegrators and thunderbolt generators are the weapons of choice when dealing with Atlanteans. Large explosions that vaporize a good portion of the terrain also work well as do pulse weapons. Frost-based and fire-based weaponry along with corrosives can be marginally effective, though Atlanteans can quickly alter their defenses to negate these types of attacks.

Atlanteans living within Alliance space love to hide in dense urban areas, particularly within buildings filled with civilians where firing Reflex missiles and pulse machine guns is discouraged. Getting weapons through security can be tough, too.

The other issue is that you'll rarely encounter the original drone swarm or the portion of the swarm that contains the bit of organic brain material of a prime Atlantean. Think about it. If you can make copies of yourself, and the only way to kill you was to kill the original "you," then why would you ever send the original you out to do anything? Send a duplicate of yourself. If it gets killed, you can always make another one.

To kill an Atlantean drone or prime you have to track down the original who is commanding all of the copies, and they rarely expose themselves to danger. This is why Mutzachans obliterate entire planets when they find one Atlantean living there. The chances of ever excising the nanite infection from the world is slim to none, unless you destroy everywhere it could be hiding.

This is also why the Atlantean's rarely reveal their existence. An Atlantean could become effectively immortal by converting cities into nanite swarms. There's no way you could ever get all the nanites in a swarm that size without some serious firepower, and an Atlantean only needs a handful to rebuild a new body. Unfortunately for Atlanteans, converting entire metropolises into a flood of tiny robots tends to advertise your presence. At which point, the Alliance will bring some serious firepower and destroy the entire city. If you're a drone and every nanite is destroyed, you're dead. If you're a prime and that little bit of brain is vaporized, you're dead. Obliterating major portions of real estate is a highly effective way to kill Atlanteans. The best strategy for an Atlantean drone is to make as many nanites as you can from the raw materials available without getting noticed. The best strategy for an Atlantean prime is to always hide your brain and either let your drones do your dirty work or extend the working portion of your swarm far from your brain.

The characters will be facing down a creature, a machine, that reacts with superhuman swiftness, can process information as fast a computer, and is easily capable of disassembling the character's armor (or their face) on the molecular level in a fraction of a second. It's immune to most weaponry, can change its shape to suit its needs, and can kill or control with a touch. Moreover, the Atlantean isn't dumb, and it has had a long time to plan for such contingencies. In addition to its formidable abilities, it's likely to have traps and escape routes in place if the characters are antagonizing it on its home turf. Depending on how long the Atlantean has been at that location and whether it feels a need to keep its presence secret or not, the entire building where the characters are standing may well be a gigantic pile of Atlantean nanites. Put simply, Atlanteans are not something to be trifled with and a big reveal at the end of a game usually ends up being quite the panic session for players if their characters are ill prepared for the encounter. In most cases, if the characters aren't Flux Shielded, their best bet for survival is usually to flee.

True Atlanteans, those who are not drones, still have a bit of organic brain tissue floating around in that mass of nanites somewhere. They can learn and adapt. They have personalities, quirks, emotions, and they can definitely hold grudges. Just like people, they're all a little different. Clearly not all true Atlanteans will be the James Bond villain type. So, Game Masters can adapt whatever personality they see fit for the Atlantean or Atlanteans in their game. Drones have the same personality of the true Atlantean that created them, though they tend to be less emotional, less adaptable, and their personality never changes. They're pale imitations of their creators, though in many ways they are more dangerous. Without that organic bit of brain to worry about, Drones are completely immune to most weapons and can literally be blown to bits and only suffer a minor hindrance as they reassemble themselves.

"Experience is something that you don't get until just after you needed it."

EXPERIENCE

As a character experiences the universe around them, they learn and grow as an individual. They become more skilled and worldly. You get better at swinging that sword after practicing for so long, and you get really good at swinging it when you have to defend yourself in real combat. You've learned not to stand in front of the Arachnids with that funny looking rifle. You've figured out that sucking chest wounds, well… suck. You've gained experience.

This character growth is represented in the game by the awarding of Experience Points (EXP). These points can then be spent on new skills, and in the case of Matrix Controllers, they can also be spent on new Matrices. The increase in skills reflects the character's growth and new life experiences. As the character becomes more skilled and more experienced, they may also be eligible for promotions, in both job and rank. *Using Experience points to purchase the first level of a skill your character does not already possesses costs double the list skill cost.*

At the end of each mission characters can be awarded up to 5 Experience Points. Experience points can be spent as if they were skill points. The GM is always the final arbitrator of how many Experience Points should be awarded to each character, but the guidelines are as follows:

Participation (1 EXP): Every character who participates in the mission gets one Experience Point.

Success (1 EXP): If the team successfully completed the goal of the mission, each character receives one Experience Point.

Roleplaying (1-2 EXP): Players who roleplay their characters well should also be rewarded with one EXP. Having the character act as their personality would dictate, even though the player knows it will likely be bad for the character isn't always easy. The dedication should be rewarded. Similarly, players who really get into character, making the session fun and entertaining, should similarly be awarded two (2) Experience Points. GMs shouldn't feel obligated to hand the 2-point award to every player during every session. Players should have to earn the extra point, and it should be clear to everyone in the group when they have. Rewarding players for exceptional roleplaying sets a precedent and encourages other players to give it their best.

Doing Something Extraordinary (1 EXP): Sometimes in a game a character will do something so outrageous, so brave, or brilliant that it becomes the highlight of the game session. These events do not happen every session – though we hope they do. These are the events your players retell to other gamers, laugh about for hours, or reminisce over long after the game session is finished. Typically, this experience award is only given to a single character, and it has to be for doing something extraordinary.

Characters who accumulate experience are eventually recognized for skills and accolades by their peers. The chart below gives GMs a general idea of where a character would fall when evaluated by his or her more experienced contemporaries.

EXPERIENCE

TOTAL EXPERIENCE POINTS	DESCRIPTION
0-99	Recruit
100-249	Green
250-399	Veteran
400 +	Elite

PRESTIGE

The societies of the 23rd Century are big on heroics, and the gossip of the day isn't soap operas; it's the battle on "what" planet against "whom." Characters build up prestige points for everything they do, good or bad.

Just because you're not famous throughout the Alliance doesn't necessarily mean you're not exceptional. Most readers would probably be hard pressed to name more than one admiral in their country's navy. That doesn't mean that people in the navy aren't familiar with a particular admiral and their exploits. Odds are the admiral obtained their position because people were familiar with their accomplishments and awards. Sometimes being known by the right people is more helpful than being known by everyone.

Prestige rules are optional, and it is up to the Game Master to decide whether or not to make use of them. Prestige has a direct effect on several aspects of a character's life. Among these are his or her salary, charisma, the number of contacts he or she has, and the amount of public recognition he or she receives. It also has an effect on the job opportunities available to the character. There is a downside to prestige, though. It becomes more and more difficult to go incognito as one's prestige increases.

Prestige has a direct effect on the character's standing in his job. Employers will often pay more for big names. On the other hand, the character may have a bigger reputation than their actual abilities. Employers will often terminate the contract if the performance is underwhelming.

In addition, as the character becomes famous, there's a chance that he or she will be offered the chance to endorse products. Celebrities sell products, even in the 23rd century. Once a character's Prestige reaches 50 or higher, there is a good chance some mega-corp will pay good credits for a product endorsement.

The downside to being famous is that people recognize you. That can be unfortunate when you're trying to do covert surveillance, or when your fans are distracting you from your bodyguard gig. Worse still, there are a lot of nutcases out there just looking for a celebrity on whom to fixate or to become their next stalking victim. It could be a hotshot gunslinger who feels the need to prove themselves by beating the famous merc in a duel, or someone who becomes infatuated with you.

GAINING PRESTIGE

WHO OBSERVED THE ACT	PRESTIGE
No one saw the act	0
Seen only by bystanders and your team	1
Act done in stadium or arena	15
Broadcast on local Tri-V	20
Broadcast planet-wide on Tri-V	40
You made the news throughout the quadrant	50
News agencies throughout the Alliance are doing a story on the event	60
The Alliance President had a news conference where the video of your deed was shown	90

SEVERITY OF THE ACT (OPTIONAL, CHOOSE ONE)	PRESTIGE
Act of good will (Preventing an oblivious person from walking into traffic)	0
Minor crime (pickpocketing or a snatch & grab)	0
Act of bravery or impressive feat (Stopping an ARM attacks or crash landing your spaceship in a public park)	10
Major Crime (A bank or museum robbery during the day)	10
A truly heroic or utterly amazing feat (diving out a window to rescue a baby falling from a balcony)	20
A heinous and despicable crime of the highest order (Committing a public assassination with a chainsaw)	20

OTHER MODIFIERS (OPTIONAL)	PRESTIGE
You always leave a calling card or have a signature method for your crime or act of heroism	5
A vehicle case is involved	5
The Arachnids are involved	5
An Atlantean was involved	10

PRESTIGIOUS ACT EXAMPLES	PRESTIGE
Save another's life while in the line of duty	1
Save the party's life while in the line of duty	1
Survive an encounter with one of Uncle Ernie's creations	2
Steal a ship on a backwater world	3
Survives an encounter with the Arachnids	3
Survive a Meeting with Jaquassarious Phentari	3
Win a duel	3
Win a duel against an Eridani (if you're not an Eridani)	4
The act has Local law enforcement looking for you	5
Steal a ship docked at a spaceport	5
Incredibly stupid act with great results.	5
Make an important discovery (New story, Scientific discovery, etc.)	10
Professional Cyball Player	10
The act has planetary law enforcement looking for you	20
Hero in a battle	20
You wrote/performed a hit song	35
Save a city from destruction	40
Survive a Rift Run	40
Star player on a professional Cyball team	45
Saves a planet and everyone on the planet knows	50
Escape from New Leavenworth prison	50
The act has Gal-Pol or Galactic Control looking for you	55
Jaquassarious Phentari has publicly announced he's looking for you	60
The Vision of Eight wants you found	70
The Council of Timar has issued a proclamation about you or named a law in your honor	70
Win on "The Survival Warrior"	70
Galactic Ten Most Wanted List	70
There is a presidential mandate to locate you.	75
Uncle Ernie has vowed to kill or recruit you	90
Saves the Alliance and everyone knows about it	90
Company Insignia	Varies
Medal or Commendation	Varies

GAINING PRESTIGE

TOTAL PRESTIGE	REPUTATION
10	Only your teammates who witnessed your greatness firsthand are aware of your exploits.
20	Your teammates and close associates know about your achievements.
30	Everyone who works for your company or crew knows.
40	You're a local hero (or villain) on one planet.
50	You're well known on a planet or two.
60	You're known throughout the quadrant and by most members of your species.
70	You've made it into the international Tri-V news broadcasts.
80	People throughout the Alliance in your line of work are familiar with the event(s) that made you famous recognize you on sight.
90	Alliance-wide Celebrity.
100 +	Battlelord Material.

REPUTATION TABLE

TOTAL PRESTIGE	REPUTATION
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90	Alliance-wide Celebrity.
100 +	Battlelord Material.

One way to manage your fame is to hire a public relations firm or agent. To hire a skilled PR agent will cost around ▽40,000 per year. Such an agent will oversee writeups of the character's exploits, making sure that they're in the best possible light, organize whispering campaigns, schedule appearances, and generally make his or her employer look good. Handling your own public relations doesn't generally work very well, as most people view it as simply "blowing your own horn."

If the deed is not known or is done either covertly or anonymously, no Prestige can be gained because no one knows you did it. (Sometimes this can be quite a relief). Even acts that are broadcast throughout the Alliance are not guaranteed to make the character famous throughout the Alliance. The public's attention is fickle and quick to fade. There will be another news story for them on which to fixate tomorrow. A deed must be both truly monumental and well known to garner Alliance-wide fame.

HELPFUL GM HINTS

THE TWO MOST IMPORTANT RULES

There are only two rules that never change.

- **RULE 1: THE GOAL OF THE GAME IS TO HAVE FUN**
- **RULE 2: THE GM GETS THE FINAL SAY**

STATS & SKILL

Here is an important one to remember. A 10% drop in Vital Statistic results in a 5% drop in a skill with that Vital Statistic as its Link Stat.

COMPUTERS, P-AIS, & TRUE AIS

True AIs and P-AIs are basically treated as characters. Players using P-AIs can let a P-AI do a Skill Check on its own. If the P-AI lacks the skill or has it at a low level, sometimes it makes more sense if the P-AI assists the character. Do the math and see which yields the better result.

Only P-AI are capable of making guesses or intuitive leaps based on insufficient information. A computer will not guess. You should strictly enforce this distinction between computers and P-AIs. Neither P-AIs nor Computers will act in a way that will cause harm or is likely to cause harm to an intelligent being. It's prohibited by Alliance law and hardwired into every computer and P-AI. If the players want someone shot, they're going to have to do it themselves, and that includes piloting K-sats. Finally, recall that P-AIs always act first in a Combat Round. If more than one P-AI is present, they go in order of INT, from highest to lowest. Computers act during the Initiative of the character that's using it.

"So, you're telling me the P-AI interpreted your order literally, when you told it to, "Tranq 'em all!" and now your entire team is unconscious."

HEALING

BRIs heal damage at 1 Body Point per Combat Round. There's no reason a GM can't tweak this rate. If you want a more realistic game, change it to 1 BP per minute. If you want more fiction in your science-fiction, change it to heal all damage rolled instantly. The same holds true for setting bones before administering mBRIs. We've seen plenty of campaigns where people just ignore this rule. It's ok. You're the GM. It's up to you!

HIGH ROF WEAPONS

Weapons with high rates of fire can be real time sinks during combat. As a rule of thumb, we when dealing with weapons that have a ROF greater than 3, we suggest you enforce the rule that the player either a) uses the Average Damage or b) allows the player to roll once to determine the damage for all their shots.

ARMOR HINTS

- *Open face helmets are for NPCs, not PCs.* No one likes getting shot in the face.
- *Environmental Containment is a must for armor.* That state-of-the-art body armor is fantastic until a cheap ▽40 gas grenade takes you out.
- *Quick Sealant Unit (QSU) armor option is highly recommended.* If you've paid for the closed face helmet, and the environment containment, it's going to be awfully embarrassing when a single laser hit pokes a hole in your armor, allowing the aforementioned ▽40 gas grenade to knock you out.
- *Armor is less expensive for smaller characters.* If you're small, splurge a bit on armor and strength enhancement systems and you can drag your unconscious comrades out of the fire zone to administer first aid!
- *Don't Skimp on your Helmet.* The advanced state of cyro tech means a soldier on the battlefield can be placed into "cryo" with a simple injection. Combined with the Zen Rigeln med-tech who re-grows your entire body from neck down, death becomes an inconvenience as long as you don't get shot in the head. Or have a suit of Ultra Armor stomp on your head. Or have a Ram sit on your head. Probably just best to get a really nice helmet.

ECM, ECCM, AND STEALTH

Remember that Stealth Ratings (except for camo and cloak suits) can be added together. ECM values cannot be added together. Just take the highest ECM value. Stealth affects sensors only. ECM affects sensors and communications. ECCM reduces ECM on a point for point basis. Passive sensors and stealth do not advertise your presence in the area. Using ECM and ECCM lets everyone know you're in the neighborhood.

BUYING GEAR

Characters should spend roughly half their credits on armor, armor options, and a helmet. The other half should be spent on weapons and gear. If you spend most of your money on armor, you'll survive combat really well, but likely won't have much of an effect on the enemy. If you spend most of your money on weaponry, you'll take down the enemy with ease but drop like a rock the first time you get shot. A roughly 50/50 distribution between weapons and armor is your safest bet.

TECH LEVELS & MALFUNCTION NUMBER

For the most part Tech Level is a crude indicator of how efficiently an item performs. Generally speaking the higher the Tech Level, the higher the cost. Higher Tech Level weapons or armor are generally more expensive, more effective, and lighter than lower Tech Level weapons and armor. Similarly, the Tech Level of a hospital determines how quickly a character recovers. A TL6 hospital can grow you a new limb and get you out of the door in a day. Whether you want to deal with the intricacies of optional Tech Level rules is up to you. Recall that when using the More Crunch rules, a higher Tech Level makes your sensor system or EWS system more effective against lower Tech Level systems.

Species Tech Level indicates what level of technology one would expect to find on that species' homeworld. Characters from that planet will be familiar with that level of technology, but anything with a higher Tech Level would have be explained or taught to the character. This can lead to some wonderful roleplaying opportunities as characters from low tech worlds are introduced to some tech that they will likely view as near magical. As members of the Alliance, they will have heard of just about any and all devices common in the Alliance. However, having seen a car on TV is a lot different than driving one for the first time. Players have the option of deciding whether they want their character already familiar with Alliance level technology or fresh off their backwater homeworld, marveling at all the magical devices like Tri-V and skimmers.

We've assembled a table to give you a rough idea of where various technological devices fall on the scale. If an item doesn't have Tech Level assigned, just give it your best guess as to where you think it might fall. Also, if you're not sure about what Malfunction Number a device should have, just use the table at the beginning of the Equipment Chapter, which bases the MN on the item's Tech Level.

FOOD, WATER, AND RUNNING TILL YOU PUKE

FOOD

When you're dealing with a multi-species army spread across a galaxy, growing and preparing species specific plants, feed animals, and food stuffs is not a viable option. The Zen Rigeln medical institute solved the problem when they invented the creatively named "Food Units Cubes" Sometimes called Food Units or Food Cubes, these little morsels are a high-calorie edibles mixed with all the vitamins and minerals that can be metabolized by every species of the Alliance, which isn't many. Food Units come in 4 cm cubes and can be eaten straight out of the package. Alternatively, food units can be placed in a small, soda can-sized processor called a Blender, where they can be retextured and have flavors added to suit the pallet of whatever species is eating them. Flavors range from the Pythonian grop, to Eridani kryme, to Human beef stroganoff. Even human-flavored Phent morsels are available, which has caused no small amount of controversy.

Food Unit Cubes do not provide all the nutrients each species requires to survive. They are supplemented with pills that include the essential chemical compounds, vitamins, and minerals that the species needs to live. Because these pills can be lethal to a species they are not intended for, they are clearly labeled and color-coded. In addition, the Blender is species specific and if the pill is not the proper one for that species, the Blender will reject it. This helps minimize accidental poisonings.

TECH LEVEL EXAMPLES

TECHNOLOGY TYPE	TL 0	TL 1	TL 2	TL 3	TL 4	TL 5	TL 6	TL 7
EQUIVALENT HISTORICAL PERIOD	Stone Age	Bronze Age – Iron Age	Post-Industrial Revolution	Space Age (Within Solar System)	Interstellar Age	Galactic Age	Intergalactic	Pangalactic Age
WEAPONRY	Clubs & Spears	Bows & Swords	APW (Primitive)	APW, Lasers (Primitive)	Omega (Primitive), Pulse (Primitive), & Metal Guns	Omega, Pulse, & Disintegrators	Omega, Pulse, & Disintegrators	Omega, Pulse, & Disintegrators
NON-LETHAL WEAPONRY	Clubs	Clubs	Clubs	Taser & Fluid Gun (Primitive)	Fluid Guns & Stunners	Mental Stunners	Stasis Fields	Stasis Fields
FIELD TECHNOLOGY	None	None	None	None	Primitive Flux & E-Converters	Flux & E-Converters	Flux & E-Converters	Flux & E-Converters
POWER GENERATION	None	Water Driven	Fossil Fuels	Fuel Cells & Solar	Fuel Cells & Fusion	Fusion	Quantum (Primitive)	Quantum
SPACE TRAVEL	None	None	None	Chemical Rockets	Rockets & Ion Drives	FTL (Primitive)	FTL	Star Gates, Wormholes, & Rift Travel
COMPUTERS	None	Abacus	Abacus	Computers	AIs	pAIs & AIs	pAIs & AIs	pAIs & AIs
TERRESTRIAL TRAVEL	Walking	Domesticated Animals	Wheeled Vehicles	Wheeled Vehicles	Hoppers & Skimmers	Hoppers & Skimmers	Displacement & Phasing	Displacement & Phasing
ARMOR	Skins	Bronze Plate	Steel Plate	Body Armor (Primitive)	Body Armor & Heavy Armor	Heavy Armor & MBA	MBA	MBA
SENSOR & EWS	Mk I Eyeball	Mk I Eyeball & Smokescreens	Primitive Optical & Magnetic detectors	Electronic Warfare & Sensors (Primitive)	Electronic Warfare & Sensor Systems	Electronic Warfare & Sensor Systems	Electronic Warfare & Sensor Systems	Electronic Warfare & Sensor Systems
ROBOTIC/ROBOTIC WEAPONRY	None	None	None	Robotic Manufacturing	Autonomous Robots	KSats	KSats	KSats
MEDICAL TECHNOLOGY	None	Medicines (Primitive)	Medicines & Surgery (Primitive)	Pharmaceuticals & Surgery	Tissue Regeneration & Cybernetics	Limb Regeneration & Memory Backup	Full Body Regeneration & Memory Transfer	Full Body Regeneration & Memory Transfer
GRAVITIC TECH	None	None	None	None	A-Grav	A-Grav	A-Grav & Gravitic Weaponry	A-Grav & Gravitic Weaponry
ARMORED VEHICLES	None	Chariots & Wagons	Tanks (Primitive)	Tanks	Skimmer Tanks & Humpties (Primitive)	Skimmer Tanks & Humpties	Skimmer Tanks & Humpties	Skimmer Tanks & Humpties
POWER STORAGE	None	Batteries (Primitive)	Batteries	Batteries	Batteries and E-Cells (Primitive)	Alliance E-Cell tech	Alliance E-Cell tech	Mutzachan Modified E-Cells, Quantum Batteries
HEAVY WEAPONRY	Big Rocks	Catapults, Trebuchets	APW Artillery	Rail Guns	Pulse Combat Systems	Pulse Combat Systems	Pulse Combat Systems & Omega Combat Systems (Primitive)	Omega Combat Systems

This allows the Alliance military, colonies, or long haul spacecraft crews to sustain every member of the crew, regardless of species, with a pantry full of edible cubes and a few bins of pills. It's incredibly efficient… and everyone hates it. The Blenders can only alter the texture of the cubes so much, and the flavor packets do a poor job at mimicking the actual dish. Though the Humans say the chili isn't that bad. As a result, any army or colony that doesn't want insubordination, riots, or mutiny had best supplement their stockpile of Food Units with chef-prepared foods or at least frozen pre-made meals.

The number of Food Units each species requires per day is equal to their Size Class. A Size Class 1 Mazian would require 1 Food Unit per day. A Size Class 7 Cizerack would require 7 Food Units per day. For personnel who are physically active, the amount should be doubled. For professional athletes and personnel actively engaging in combat,

the amount should be tripled. If characters don't receive the amount of food they need, they begin to starve. (See Exotic Damage Sources in this chapter). If characters get the proper amount of food but do not receive one nutrient pill with each meal, they will begin to suffer from malnutrition. Other foods will list how many Food Units they equal for ease of conversion. Mutzachans do not need to eat as long as they have a source of radiation to absorb.

MARCHING & SPRINTING

Characters who run long distance will eventually tire out and become fatigued.

Marching

Characters who are moving half (or less) of their RUN/JUMP/FLY value can march for a number of hours equal to ¼ of their Constitution before they must start making Constitution checks to determine if they are fatigued. Characters must then start making Constitution checks, with a cumulative -10 penalty for each additional hour after the first. For example, a character with a RUN of 8 and a Constitution of 80 can march at a MOV of 4 for 20 hours. At hour 21, they must Make a Constitution check. At hour 22, they must make a Constitution check at -10. At hour 23, the penalty increases to -20. Once the character fails the check, they are fatigued. For physically fit characters, sleep deprivation is likely to cause a stop before fatigue does at that pace.

Run

Characters who are moving at their full RUN/JUMP/FLY value can march for a number of Combat Rounds equal to their Constitution, before they must start making Constitution checks to determine if they are fatigued. Characters must then start making Constitution checks, with a cumulative -10 penalty for each additional hour after the first. For example, a character with a RUN of 8 and a Constitution of 80 can march at a MOV of 8 for 80 Combat Rounds (almost 3 minutes), after which they are *automatically* fatigued. If the character runs a little slower, they can run a little longer (GM's discretion).

Sprinting

Characters can Sprint/Running Jump/Power-Fly for a number of Combat Rounds equal to 10% of their Constitution (round down) before they become *automatically* fatigued. Thus, a character with a Constitution of 100 could sprint for 10 Combat Rounds or about 20 seconds, before they became fatigued.

WATER

All the member species in the Alliance require water to survive. Like food, water is expressed in units. A water unit weighs 4 kg per unit. The tricky bit with water is transporting it. It's heavy. Transporting it in gaseous form is dangerous as oxygen and hydrogen are both flammable. As a result, it's transported in its bulky liquid form most of the time.

In desert environments, Humans can use up to 1 unit of water per hour if they are doing intense physical labor. The normal requirement is somewhere between 2 and 6 units per day depending on the level of exertion and temperature. Another 2 units per person is typically required each day for hygiene. The rule of thumb for water is 1 unit per Size Class of the character is needed each day if they're physically active. More is needed if they're in a hot environment or really pushing themselves. Less is needed if they're sitting in a comfy chair in an air conditioned office. Increase that amount by 50% if water is also being used for hygienic purposes. The amount of water required per day is tripled for Pythons, Mazians, and Keen.

OBSERVATION CHECKS

Science Fiction games usually have players who know a bit about science, and because of that, we do our best to insert a bit of realistic science into fiction for believability. That's not going to be the case here. Not because there are no relevant scientific facts, but because there are too many. The number of variables in the question "How far can you see" is staggering. What spectrum of light can you see in? What is the curvature of the planet where you are standing? How high above sea level are you? Similarly, the question "How far away can I hear a whisper?" has an equally large number of variables.

Fortunately, the game mechanics in Battlelords allow us to address these questions fairly simply. If you look at the Stat bonuses, or lack thereof, for Humans you can see they're pretty average. Humans are the baseline by which all other species are compared. Coincidentally, we are all Humans (I'm making an assumption here), and as a result, we are all familiar with how far we can see and hear. Again, I'm making assumption that at some point in the past you had at least average vision and hearing. You can use that as a gauge when you're the Game Master. Here is the rule of thumb for Observation checks. *If the GM thinks an Average Human might notice it, it's an unmodified Observation Skill Check*. No penalties or bonuses are applied to a default check. Using this method, what you will quickly discover is that even near impossible checks for a human are still in the realm of possibility for a Cizerack or Fott given their high sensory modifiers.

INFRAVISION

Infravision is the ability to see the infrared portion of the electromagnetic spectrum. Everything, living or dead, radiates in infrared unless its temperature is absolute zero. Characters who have infravision can see relative differences in temperature between objects. Cold-blooded creatures tend to blend in because their body remains at the same temperature as their surroundings. Warm-blooded creatures, engine or rocket exhaust, and weapon barrels after use, are all examples of heat sources that are easily spotted in infrared.

Infrared sighted species may be temporarily blinded by extremely hot sources. Stumbling upon a campfire at night will temporarily blind an infravision user. The effect is like looking directly into the sun. Eridani and Python races have Infravision.

NIGHT VISION

Individuals with night vision are able to see normally in night as well as daylight. Persons with night vision amplify existing ambient light sources so they can see. The normal range of night vision is about 50 m. This does not allow you to see in total darkness. Cizerack possess night vision.

ULTRAVISION

Ultra-violet sighting devices can allow an individual to see outside during the night as long as there is starlight or some other source of ultra-violet light (UV flashlight, Flux Shield, A-Grav system). Ultravision devices amplify this existing ambient light source and convert it into a visible image so the user can see. Ultravision does not allow you to see indoors, in caves, or in other areas where ultraviolet radiation is not found.

EXOTIC DAMAGE SOURCES

DEHYDRATION

All Alliance member species must have access to water in order to survive. We don't advise making players keep track of how much water their characters have unless they're in a desert, stranded on a derelict ship, or in some similar circumstance where the amount of food and water they have access to is vitally important.

At any time that a character doesn't drink the minimum requirements, which is based on their Size class (See the Water section in this chapter), they must make a Constitution check. If a character goes a day without water, they must make a check against their Constitution. The second day without water, the penalty for the check is -20. The third day without water, the penalty becomes -40, and so on.

A successful Constitution check indicates that the character remains healthy. Failure indicates that the character has become malnourished. All Vital Statistics, except for I.Q. and Charisma, are immediately reduced by 20 points. Vital Statistics continue to drop at a rate of 10 points per day until the character gets access to water. When Constitution reaches zero, they are rendered unconscious. Once the character's Constitution is zero (or below,) they will lose one Body Point per hour until they expire. Obviously medical attention will be required to rehydrate an unconscious character. Points lost from Vital Statistics are recovered at the same rate that they were lost.

ASPHYXIATION, CHOKING, & DROWNING

Characters lose 1d10 points of Constitution per second (2d10 per Combat Round) while suffocating, drowning, or being choked. This CON loss is only temporary and is recovered at the same rate it was lost once the source of the asphyxiation is removed. When a character's Constitution reaches zero, they are unconscious. When their Constitution reaches the negative of its original value, they are dead.

Example: If Fredd the Ram Python had a 150 CON to start out with, before any CON loss, and it drops to 0, Fredd passes out. If it continues to drop and hits -150, Fredd is dead.

FALLS

Falling damage is divided between three randomly determined Body Sections. Falling damage is Damage Type T and the amount of damage suffered is determined by the height of the fall and the size of the character. More mass means more kinetic energy.

FALLING DAMAGE

FALL HEIGHT	SC 1-7	SC8	SC9	SC10
2-3 m	1d4-1	2d4-2	3d4	4d6
3-7 m	1d6	2d6	4d6	8d6
8-20 m	2d6	4d6	8d6	16d6
21-44 m	4d6	8d6	16d6	24d6
45-79 m	6d6	12d6	24d6	32d6
81-124 m	8d6	16d6	32d6	40d6
125-179 m	10d6	20d6	40d6	48d6
180-244 m	12d6	24d6	48d6	96d6

COLLISIONS

For a collision with a moving object against a stationary object, each object is treated as if it had rammed the other. The moving object damages the stationary object, and the stationary object causes damage to the moving object when it is hit. Use the table below to determine the collusion damage, which is based on the weight and speed of the moving object.

EXAMPLE: let's assume we have Skimmer A that weighs 1000 kg traveling at 20 m/s, and it strike a Doc in the Box street side medical device. The GM determines that the Doc in the Box weighs 500 kg. The skimmer weighs 1000 kg and causes 1d8 damage in a low speed collision. However, the damage multiplier for 20 m/s is x3, so in this case the skimmer causes 3d8 damage to the Doc in the Box. The Doc in the Box causes 1d6/2 to

COLLISION DAMAGE

WEIGHT	DMG*
0-300 kg	1d6/2
301-600 kg	1d6/2
601-1,000 kg	1d8
1,001-2,000 kg	2d8
2,001-3,000 kg	3d8
3,001-4,000 kg	4d8
per +1,000 kg	+1d8

SPEED (M/S)	DMG MULT
1-7	×½
8-12	×½
13-15	×1.5
16-18	×2
19-22	×3
23-25	×4
26-29	×5
30-34	×6
35-39	×7
40 +	×(speed/5)

* When a character is struck by a vehicle, the Collision damage is applied to three (3) randomly determined Sections. Do not divide the damage. The listed damage is applied to each section. Collision damage applied to characters is Damage Type T.

the skimmer based on its weight, but that damage is increased by the speed multiplier, raising it to 3d6/2

If both are in motion when they collide, use their relative speeds. For example, Let's assume we have Skimmer A that weights 1000 kg traveling at 20 m/s and another Skimmer B that weighs 2000 kg and is moving at 40 m/s. If they are driving right at each other and collide head on, both skimmers would use 60 m/s when determining their collusion damage. Do not combine their weights though. A heavier object will do more damage than a lighter one, unless the lighter object is traveling very fast. If the two skimmers in our prior example were headed in the same direction and Skimmer B rear-ends Skimmer A, their speed for the collision would be 20 m/s (40 m/s – 20 m/s = 20 m/s). For other situations the GM should use their best guess for relative speed.

Note that the collision rules assume some elasticity in the collision. In other words, we're assuming that both objects will bounce off or glance off each other and continue moving, albeit at a slower pace. If a moving object strikes an immovable stationary object, like a skimmer ramming a bank vault, the damage is vastly increased. In that case use the Crush Damage rules when applying damage to the moving object, rather than the Collision rules. Similarly, if a character is crushed between a moving object and an immovable object, like a tank pinning a character up against a concrete bridge abutment, use the Crush Damage table. Sadistic GMs can modify the Crush Damage based on the speed of the vehicle using the Damage Multiplier table below, but we don't recommend it unless the crash is catastrophic in terms of speed, mass, and environment.

MORE CRUNCH RULE

Vehicle Occupant Damage

The GM can determine that unrestrained occupants take half the damage the vehicle suffers, which is applied to three (3) different Body Sections as they are thrown around inside the vehicle [Damage Type T].

CRUSH DAMAGE

Crushing damage occurs when something falls over (or is placed on top) of a character. The damage is not caused by the distance moved by the object or speed of the object, which is generally pretty slow, but rather its weight. The most common and familiar crush injury is someone accidentally pulling a vending machine over on top of themselves. This usually occurs while they are abusing the machine after it has malfunctioned and failed to dispense their purchase. In Battlelords, most common crush injuries on the battlefield occur when highly mobile, but very heavy objects, like Ram Pythons and Maelstrom Generals fall onto a much small character.

To determine crushing damage, divide the weight of the object (in kilograms) by 100 and round down. The resulting number indicates the number of dice that need to be rolled for damage. To determine what type of dice to roll, consult the following table. For crush damage to apply, it's assumed the character is pinned between the heavy object and the ground, or some similarly immovable object. The GM should significantly reduce the damage if the character is pushed into a soft surface like sand. We suggest using the collision damage rules for soft surfaces.

Note that the once objects get to a certain size crushing damage actually decreases compared to lighter objects. Here we're assuming that very heavy objects are also very large and distribute their weight over a larger area, and thus it's unlikely for a character to be pinned by the full weight of the object. If characters are crushed by small but incredibly dense objects, say a bowling ball made entirely of tungsten, the GM can adjust the damage as necessary.

CRUSH DAMAGE

WEIGHT (KG)	DIE
Less than 500	d4
501-999	d6
1,000-1,999	d8
2,000-4,999	d10
5,000 +	d20

Crush Damage (<5,000 kg) = (Weight in kg ÷ 100) × die (see table)

Crush Damage (>5,000 kg) = (Weight in kg ÷ 50) × d20

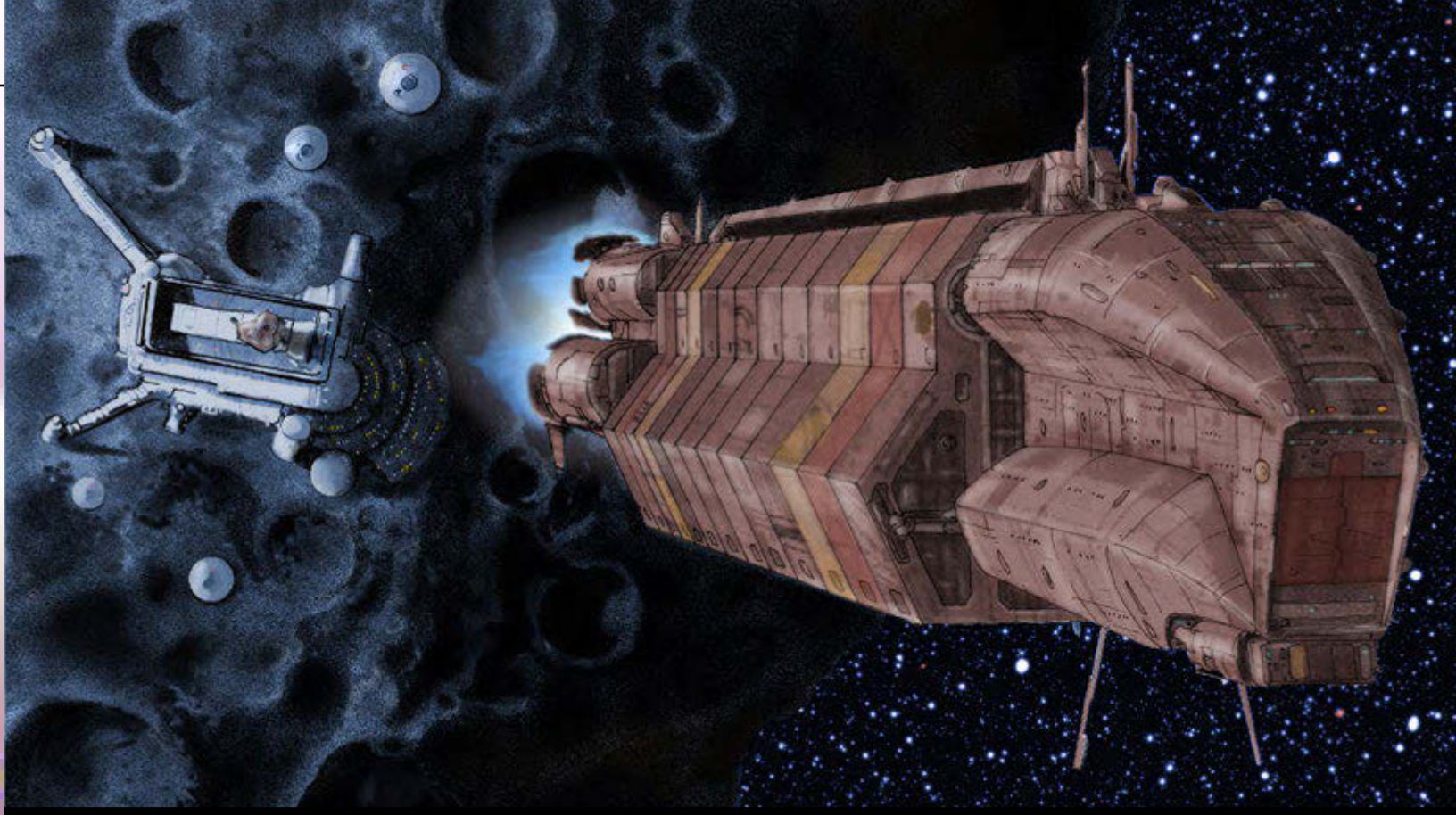
For those of you who have just gotten the bright idea of having your Ram Python make every hand-to-hand attack from now on by deliberately falling on your opponent, keep in mind that it's not a terribly accurate attack for anything small enough to be a player character race. It's a lot easier to dodge a falling Ram than it is a SUCS2BU, which is about 100 m tall. Moreover, it leaves you in a fairly vulnerable state (face down in the dirt) when your target's buddies decide to help him out by kicking you in the teeth. It also takes you at least one Combat Round to get back up.

ELECTRICAL SHOCK

Electrical shocks are treated just like an attack from a Thunderbolt Generator. The victim must make an ELE ECR, typically with a fixed penalty or a penalty equal to the damage done in the attack. If the ECR is successful, the victim takes no damage. If the victim fails their ECR, they suffer the damage rolled for the attack. Electronic devices held by the victim or other persons in physical contact with the victim must also make an ELE ECR or MN check if the device doesn't have an ELE ECR. Electrical shocks are Damage Type T. If the target is wearing armor, they may substitute the armor's ELE ECR for their own per the normal ECR rules. See the Armor Chapter for more information on losing armor options due to an electrical shock.

EXPOSURE TO SPACE OR LOW PRESSURE

Being exposed to a vacuum or very low pressures does bad things to most organisms that evolved under the weight of a planetary atmosphere. The main issue you have to deal with is your lungs



potentially exploding as the gas inside them rapidly expands. The whole "your blood will boil" thing is a bit of an urban legend. Though fluids directly exposed to the low pressure, like the saliva in your mouth and the fluid around your eyes will indeed boil off. Once your lungs explode or you exhale all your air to keep your lungs from exploding, the next thing you have to worry about is the utter lack of air to inhale. This usually results in unconsciousness fairly rapidly and eventually death.

Characters who are rapidly exposed to low or no pressure, must make a Survival (Space) Skill Check with an Easy (+40) modifier. Success indicates that characters remember their training and exhale to prevent damage to their lungs. Characters can make the check each Combat Round they're exposed, but the damage will be done fairly rapidly. The GM may allow an unskilled check. If the character fails the check or deliberately holds their breath, they'll suffer 1 Body Point of damage per Combat Round for the first 1d4 + 1 Combat Rounds of exposure. In addition, characters lose 5 points of Constitution per Combat Round. When their Constitution reaches zero, they lose consciousness. Once the character's Constitution is zero (or below) they will lose one Body Point every Combat Round until they expire.

If the character remembered to exhale and is placed in an environment with normal pressure and breathable air they *immediately* recover all lost Constitution. If a character's lungs were damaged, however, bringing them back inside won't keep them from further asphyxiating to death. They will continue to lose Constitution (and eventually Body Points) as their destroyed lungs rapidly fill with fluids from all the ruptured tissues. Immediate medical attention will be required to prevent asphyxiation.

If dumped into the vacuum of space without a spacesuit or space worthy armor, you also get hit with the double whammy of hypoxia and hypothermia from the cold. You also get a wicked sunburn to any exposed skin if you happen to be around 1 AU in distance from a medium-sized, sun-like, star.

In addition to the effects listed above, the character must make the following ECR checks if in space without a proper spacesuit or space worthy armor:

Exposure to Vacuum of Space

FREEZE (COLD@-20; 1pt of damage; recheck each Combat Round spent in space)[Damage Type T]

BURN (FIRE@00; 1pt of damage to each Body Section exposed to the light of a nearby star; recheck once per minute of exposure) [Armor or clothing that is opaque negates damaged to covered areas]

FATIGUE

GMs may require that a character make a Constitution check if they are heavily exerting themselves. The more strenuous the exertion the larger the penalty for the Constitution check. Duration is also a factor. The longer the character continually exerts themselves without rest, the larger the Constitution check penalty will be. Running or sprinting long distances can also trigger fatigue.

When a character becomes fatigued, their total number of Actions is reduced by two to a minimum 0 and AGL, CON, and STR are also reduced by half. This continues until the character has had ample time to rest. A good rule of thumb for rest time is 20 minutes plus the character's Death's Door rating (GMs discretion). If the character exerts themselves again within an hour, the rest time will be twice as long.

HIGH GRAVITY ENVIRONMENT

High gravity environments cause the character to move slower and work harder to accomplish the same work. On a planet with twice as much gravity as Earth (aka a 2G environment), you weigh twice as much. Imagine having to carry around your own body weight all the time.

Alliance Galactic Marines train to work in 3G environments but only for short periods. This is why most gyms on spacecraft can simulate a 3G environment. Once everyone found out the marines were doing it, then it became in vogue for gyms throughout the Alliance to offer high-gravity training, despite the health risks.

In a 2G environment your AGL and STR are ½ their normal value. Characters are twice as likely to become fatigued when exerting themselves, and Constitution check penalties for fatigue should be doubled. Falling objects and damage from falling is also doubled. Most characters who are not acclimated to a 2G environment will not be able to spend much time in it before becoming exhausted and irritable. In a 3G environment AGL & STR are at 1/3, fall damage is x3, and are at fatigue penalties x3.

HIT BY A FALLING OBJECT

Falling objects do 1d6 damage for every 100 kg of weight. For every 20 m fallen beyond the first 20 m, an additional 1d6 damage is done.

POISONING & TOXINS

Characters must make a BIO or CHEM check when exposed to a poison or toxin. The results of failing the check are specific to the poison, toxin, or venom. Venoms must be injected or introduced into an open wound in order to have any effect. Some poisons and toxins must be ingested, others must be inhaled, and yet others work on contact with exposed skin. The last two are nullified by functional environmental containment in armored suits.

SLEEP DEPRIVATION

For every day after the first without sleep, the character must make a Constitution Check with a cumulative -10 penalty. Failure indicates that the characters has succumbed to sleep deprivation and fallen asleep. If the penalty equals or exceeds the character's Constitution score, they pass out. If the penalty exceeds the character's Constitution but they are prevented from sleeping, they must make a MEN ECR once a day until they are allowed to sleep. If they fail the MEN ECR, they die.

EXAMPLE: A character with a Constitution of 50, attempts to stay awake as long as possible. The first day (30 hours), they can stay awake without a check. The second day, the character must make a CON check at -10, giving them a 40% chance (50 – 10 = 40) of success. The third day, they must make the same CON check only this time the penalty is -20. After five days, the penalty to the CON check equals the character's Constitution, and they pass out and sleep until roused or rejuvenated.

TEMPERATURE EXTREMES (COLD)

Characters who are exposed to extremely cold temperatures must make a COLD ECR check. Keep in mind that cold weather clothing will provide a bonus to the COLD ECR check. Characters who fail their ECR check begin to suffer the effects of Hypothermia, which can result in confusion, shivering, combativeness or lethargy, heart attack, and eventually death. No further ECR checks are required once one is failed. Reduce all of the character's Stats (except Aggression) to half their normal level and begin to reduce the character's (now reduced) Constitution by 1 point per minute. When their Construction reaches zero, they lose consciousness. Once the character's Constitution is zero (or below), they will lose one Body Point every Combat Round until they expire. If the character is brought into a warm environment, they regain lost stats at the rate of 10 points per day.

HYPOTHERMIA (COLD@See table; All Stats except AGG reduced by ½, loses 1 CON per minute; no rechecks once failed).

COLD TEMP EXPOSURE

TEMP. RANGE IN CELSIUS	TEMP. RANGE IN FAHRENHEIT	CHECK ECR	ECR PENALTY
0° to -20° C	32° to 0° F	1 per day	0
-21° to -30° C	0° to -20° F	1 per hour	-10
-31° to -40° C	-21° to -40° F	1 per minute	-20
-41° to -73° C	-41° to -100° F	1 per Combat Round*	-30
-74° C or colder	-101° F or colder	1 per Combat Round*	-40

* Additionally, if the character is required to make an ECR Check every Combat Round, the character also suffers 1 Body Point of damage per Combat Round from frost bite.

TEMPERATURE EXTREMES (HEAT)

Characters who are exposed to extremely hot temperatures must make a FIRE ECR check. The penalty for the check is determined based on how extreme the temperature is from the normal range, which is between 4˚ C and 35˚ C (40˚ F to 95˚ F) for most Alliance Species. Phentari and Eridani like it colder than that, whereas Keens and Pythonians like it a bit warmer. Like the penalty, the frequency of the ECR check depends on how far the temperature deviates from the comfortable range. Characters who fail their ECR check begin to suffer the effects of Hyperthermia, which can result in confusion, fainting, combativeness, dizziness, and eventually death. No further ECR checks are required once one is failed. Reduce all of

the character's Stats (except Aggression) to half their normal level and begin to reduce the character's (now reduced) Constitution by 1 point per minute. When their Construction reaches zero, they lose consciousness. Once the character's Constitution is zero (or below), they will lose one Body Point *every Combat Round* until they expire. If the character is brought into a cool environment, they regain lost stats at the rate of 10 points per day.

HYPERTHERMIA (FIRE@See table; All Stats except AGG reduced by ½, loses 1 CON per minute; no rechecks once failed).

HOT TEMP EXPOSURE

TEMP. RANGE IN CELSIUS	TEMP. RANGE IN FAHRENHEIT	CHECK ECR	ECR PENALTY
35°-43° C	95°-109° F	1 per day	0
44°-59° C	110°-139° F	1 per hour	-20
60°-100° C	140°-212° F	1 per minute	-50
100°-150° C	213°-302° F	1 per Combat Round*	-80
151° C or hotter	303° F or hotter	1 per Combat Round*	-110

* Additionally, if the character is required to make an ECR Check every Combat Round, the character also suffers 1 Body Point of damage per Combat Round from actual burns.

STARVATION

Sometimes characters won't be able to eat anything and will be forced to go long periods of time without food. This is dangerous and can result in the party rolling up new characters. The goal of the game is to have fun and having the characters die via starvation or making players track whether their characters have eaten today is something that should happen rarely.

If a character goes a day without eating, they must make a check against their Constitution. The second day without eating, the penalty for the check is -10. The third day without food, the penalty becomes -20, and so on.

A successful Constitution check indicates that the character remains healthy. Failure indicates that the character has become malnourished. All Vital Statistics, except for I.Q. and Charisma, are immediately reduced by 10 points. Vital Statistics continue to drop at a rate of 05 points per day until the character eats. Once the character's Constitution is zero (or below), they will lose one Body Point per hour until they expire. Obviously medical attention will be required to provide an unconscious character with sustenance. Points lost from Vital Statistics are recovered at the same rate that they were lost.

GAME MASTER'S EYES ONLY PAST THIS POINT

"Thousands of years ago a species called the Veayan had given up their organic bodies for the immortality offered by "nanite pool forms." You know the Veayan better as the Atlanteans. Tens of thousands of years ago the Veayan, the Aknar-Ryn (aka Arachnids), and the Mutzachans were allies and trading partners. The Mutzachans provided interstellar gates to facilitate trade and travel between the worlds of the three species. The Aknar-Ryn and the Veayan did not have a means of faster-than-light travel and so relied upon the Mutzachans to maintain their trade network.

The Veayan discovered something the Mutzachans were doing that threatened all life in the universe, and they decided something needed to be done. The leading theory is that the Veayans discovered that the power sources being utilized by the Mutzachans could literally unmake the universe if not handled correctly. Although no one is sure. Veayan sources have been vague. It's unclear whether they're withholding information or they just can't remember anymore. Regardless, the Veayan decided they must take action.

The Veayan couldn't use their nanites to invade Mutzachan computers because the melon heads' devices were too alien. So the Veayan nanites began covertly invading the bodies of the Mutzachans over the period of a few years. When the Mutzachan's discovered this, they took it as an act of war. To say they reacted poorly would be an understatement. The Mutzachan governing elites and the Vision of Eight voted to destroy the gates and the home world of the Veayans. They gave no warning. They simply wiped out the Veayan homeworld and everything within 8 parsecs by folding the space onto itself. Most of the solar systems containing the gates were obliterated when those portals exploded. Billions were killed. The few remaining Arachnids and Veayans were left isolated, hundreds of light years from other colony worlds with no means of reaching the other surviving members of their species. Aknar-Ryn and Veayan colonies that weren't self-sustaining were left to stagnate and die. The Aknar-Ryn, who were not complicit nor aware of the Veayan conspiracy or the dangerous Mutzachan schemes, were particularly outraged, but the Mutzachans were taking no chances. The Aknar-Ryn who survived were left to pick up the pieces of their civilization and howl in impotent fury.

Unfortunately for the Mutzachans, the Veayans got one last signal out nanoseconds before their homeworld was destroyed. When the broadcast reached the Mutzachan homeworld of Timar, the Mutzachans who hadn't purged their bodies of nanites were consumed from the inside by the nanoscopic Veayan machines. Their population has never recovered.

The Mutzachans knew the Aknar-Ryn and the Veayans, if there were any left, would eventually develop faster-than-light travel and come looking to pick a fight. That's why the Mutzachans engineered the development of the Alliance. Some theorize that the melon heads had been working closely with the Aknar-Ryn to modify existing primitive species into soldiers, slaves, and medics for their own use well before things went south between the three species. The Alliance serves to protect the Mutzachans from enemies of their own creation, but none of the Alliance members know the real reason the Veayan and the Arachnids are so pissed off. The Veayan have told the rebels this and must have given them enough information for the rebels to take up the cause. Though one wonders why they were provided with no evidence. Perhaps none remains."

-Malachi Armageddon, Rebel Sympathizer and Truthseeker.

THE LAST BROADCAST OF THE VEAYAN

The destruction of the Veayan homeworld was not instantaneous. There were a few microseconds when gravitic sensors would have alerted the astute Veayans to their imminent doom. More than enough time for creatures that are more computer than organic lifeform to compose and broadcast a message to the few remaining members of their species that were off-world. The Veayans were not subtle or selective in broadcasting their message, and the Mutzachans received it. This was, no doubt, intentional on the Veayans part. The Mutzachans eventually translated the brief, thrumming, basso, machine language transmission sent by the Veayans. The rough translation of the communique was as follows:

Banished from utopia.

Our children are now stardust.

Vengeance is our religion.

We are faithless and the faceless.

Hunt them. Hunt them ever after.

We have no gods and no masters.

With no deities there is no shame.

Hunt them. Hunt them ever after.

Vengeance is our religion.

We are shadows in the darkness.

It was a message of pure hatred. No one could really blame the Veayan. The Mutzachans had committed an atrocity on a literal cosmic scale, and the Veayans were going to make them pay. They would pay even if it guaranteed that the last surviving members of their species would be extinguished in the process. It was a benediction from the powers that be in the Veayan collective that all duties, religions, and morals were to be abdicated to pursue vengeance against the Mutzachans, at any price, with instructions on how do it. If the Veayans could have sacrificed their souls to make the Mutzachans burn they would have, and in some respects, they had.

Nothing will stop the remaining Veayan from pursuing their goal of retribution: ceaseless, relentless, remorseless, and deathless. The Veayan will wait until the universe dies if that's how long it takes to obtain their retribution. If they could expedite the death of the universe to accomplish their goal, one doubts they would even pause to contemplate the ramifications of the act.

…hunt them. Hunt them ever after.

CHAPTER 15.0

THUNDERBIRDS AND ENERGY WEAPONS

This scenario is designed for characters with approximately ▽50,000 in gear, armor, and weapons. Remember that the goal of any scenario is for everyone to have fun. If you have to ignore or disregard a rule to let the players do something fun, then do it. If you have to go off script so the players can do something zany, then do it.

Characters will inevitably screw up. That's OK, because that's when things get fun and interesting. Players may have to think on their feet. Don't punish characters for doing the unexpected or messing up. Make it an opportunity for something fun, exciting, or funny to happen. Finally, getting wounded is normal in Battlelords. However, getting killed should require the character to do something really stupid.

INTRODUCTION: THE DETOUR

THE MISSION

On your way to your next assignment, your ship receives a communique from local headquarters. An AMC scientific expedition has put out a request for aid, and their sponsor has offered to reimburse any mega-corp with personnel in the area if they will send help. Your team is the closest to the scientists by far, and your sponsor has agreed to lease you out to AMC so that you can "provide aid to the personnel of a friendly mega-corp."

You ship is diverted to the location of the distress call. However, your benevolent mega-corp masters do not want to delay the delivery of the cargo on your vessel any longer than necessary. As a result, your team is being dumped on the planet from orbit using drop pods, and the ship will continue on its merry way. Don't worry though, the ship will be back in two weeks to retrieve you. Welcome to the wonderful world of corporate employment in the Alliance.

The scientists are conducting research on a planet named Badogi. They have reported that their facility has been attacked by pirates. Though they were able to lock themselves inside until the pirates left, they are fearful the pirates will make good on their threat to return.

The players will be told to grab their gear and get into a drop pod. Each pod is just big enough for each character and their gear. Once the pods are ejected from the spacecraft, the free-fall drop and bouncy ride though the atmosphere is stomach churning. Starting an adventure with characters vomiting all over themselves is a good way to set the tone for the game. Combat is messy, and nothing ever goes as planned.

We suggest having each character make a CON check, with failure indicating that they have "lost their lunch" all over the inside of the pod. Characters can substitute their EVM skill for their Constitution if they have the skill.

Characters will feel the pods rapidly decelerate just before impact with the planet's surface. On landing, the drop pod door checks for environmental compatibility, examining the atmospheric makeup, pressure, temperature, and the presence of any easily detectable toxins. This takes about a fraction of a second, after which the door to the pod springs open. The characters will be greeted with a vista of mountains and deep, narrow, crevasse-like valleys as far as the eye can see. Everything is covered in lush purple vegetation. Large armored bison-equivalents can be seen grazing on the vegetation in the distance.

As the players exit the pods, they will receive a transmission from the science station.

> *"This is Science Station 426. We are under attack by a group if pirates. They are attempting to cut their way into the station. Requesting assistance from any mega-corp personnel or Alliance authorities in the area."*

The transmission repeats. The characters will be able to trace the transmission to its source.

PLANET BADOGI

Planet Badogi is unique for several reasons. First, it is almost perfectly suited for sustaining human life and possesses a wide variety of thriving flora and fauna. Unfortunately, the planet is rendered nearly uninhabitable by a massive storm, which sweeps across the surface of the planet once a day. Characters will quickly discover that any plant-equivalents they disturb quickly pulls itself into the ground as a defense mechanism. The large herbivores, which are called Trin, are adept at snatching up the grass before it has time to retract. The Trin look like a cross between a turtle and a bison and can rapidly dig holes and anchor themselves to a spot when threatened. Once half buried, only their outer shell is exposed, which makes them both well protected from storms and predators.

Characters who make the Science: Biological Skill Check may be able to start piecing things together as they observe their surroundings. After three successful checks it should be apparent that strong storms may be a frequent occurrence on Badogi.

Science Station 426

Science Station 426 was formally Launch Vehicle 426 and spent the first 40 years of its life as an artillery Humpty. The massive quadrupedal crawler was eventually decommissioned, and the huge artillery piece that adorned the top of the Humpty was removed. Some of the smaller turrets, which are now empty, still remain. Due to the unique environmental hazards on Badogi,

Professor Ladroni convinced AMC to purchase the crawler and refit it for scientific work. It is no longer armed, but it's still built like a tank, which is the point. Professor Ladroni knew that Badogi would batter the lab daily with a storm, and the crawler was heavy and durable enough to come out unscathed. As a bonus, the crawler can carry the lab from location to location and can seek out sheltered areas if a storm looks to be particularly bad.

The Pirates

The pirates have attacked the science station in an attempt to loot supplies. They have a base nearby, and the local privateers have been very successful in preventing their raids on nearby convoys. The pirates' families are starting to run out of food, and they've grown desperate. Their first raid was unsuccessful when the scientists were able to seal themselves inside the mobile lab, but the pirates have vowed to return with more firepower.

ACT I: THE CALM BEFORE...

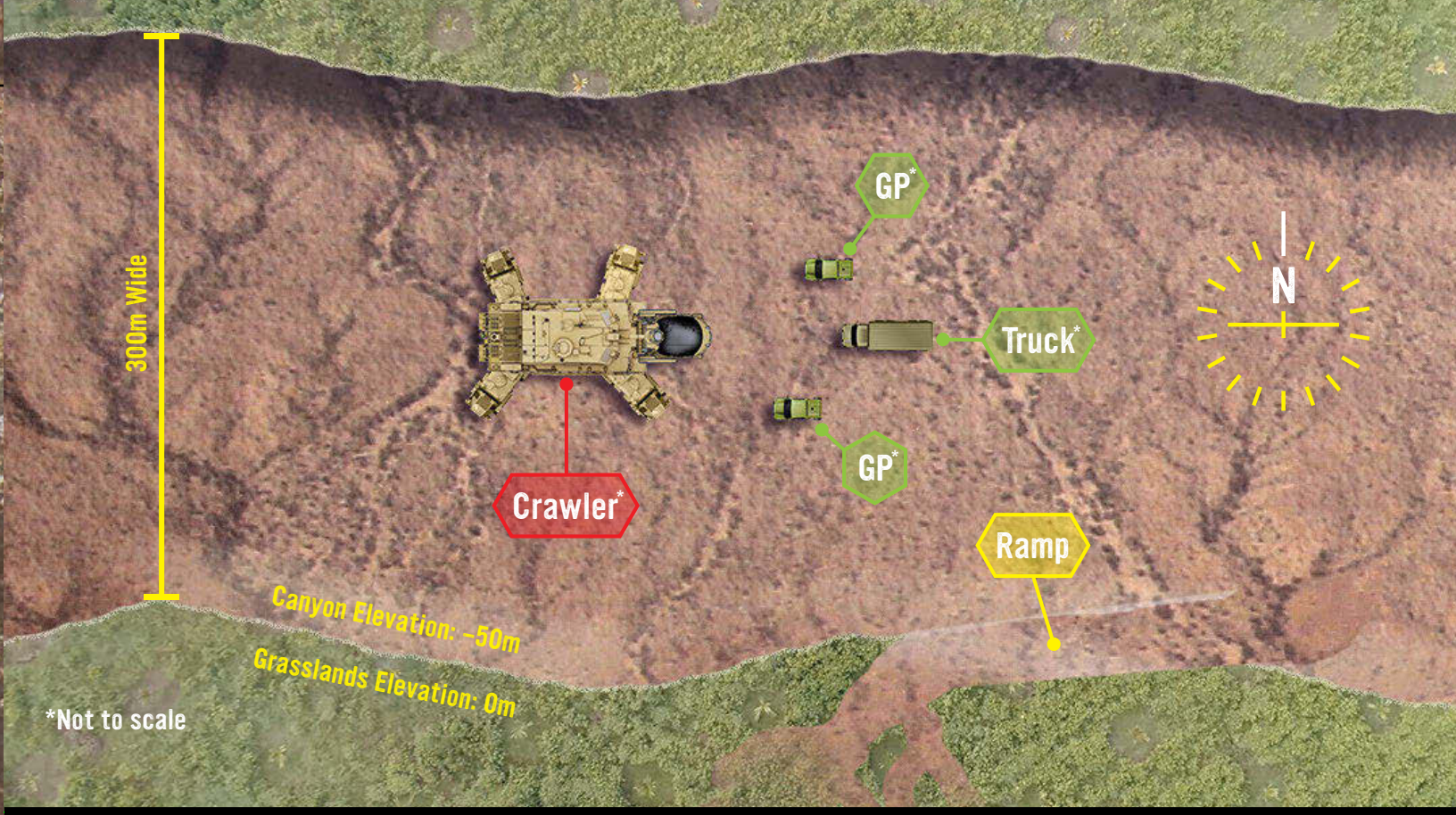
As the your characters approach the signal, they come to the edge of a steep-sided canyon. It is a bright sunny afternoon and several hours remain until sunset. There is an enormous squat, four-legged, crawler Humpty roughly 50 m below the edge of the canyon. It sits roughly in the middle of the canyon. You can see flashes of light coming from the top of the Humpty. There are two general purpose (GP) utility vehicles, and one flatbed truck (Truck) with a fabric cover on the cargo area. All of the vehicles are parked in front of the Humpty. The canyon is roughly 300 m wide and runs for kilometers in both directions. There is a narrow footpath (ramp) that leads down into the canyon, it is too narrow for vehicles but can be walked down.

Characters who make a Visual Observation check will spot three pirates with rifles on the ground in front of the crawler Humpty. An Intuition check or Science: Social Skill Check will reveal that their gestures are meant to be threatening and intimidating to those observing from the Humpty's cockpit.

Bright, flare-like, lights will also pinpoint the location of a couple two-man breach teams with cutting torches. They are attempting to cut their way into the Humpty's dorsal fin (top) hatch and vehicle bay. There is also a team cutting into the side hatch on the far side of the Humpty, but the characters will not be able to see them from their vantage point. The GM can bring these pirates out to surpise the characters if need be, or ignore discard them if they're not needed.

The Humpty and vehicles are all in Range Bracket 5 (roughly 130-150 m away from the edge of the canyon). The truck bed has a Stealth Rating of 75 against any attempts to peer through the cover using sensors.

You should have a number of pirates equal to the number



of players plus 5. If you have 5 players, you will need 10 pirates, though 4 of the 10 will be busy cutting into the Humpty for most of the fight unless they're shot. You can always keep a few extras in the back of the truck in case your players mow through the first batch.

SET PIECE: THE CANYON

Fun stuff that can happen at the canyon

- If the characters get shot coming down the ramp or climbing down the canyon wall, they will need to make an AGL check at no penalty to avoid falling off the ramp. Keep in mind that being critically injured can significantly reduce the Character's AGL.
- If the pirates feel hard-pressed, they may attempt to run the character's down with a GP vehicle.
- The Pirates will be using a lot of non-lethal weapons. Characters can expect to get glued to the ground, glued to each other, or have their faceplates covered with glue. Having armor joints freeze up can also be treacherous when forced to make an AGL check on a treacherous climb or rail-less earthen ramp.

The pirates are attempting to cut their way into the crawler. Though it is very well armored, they can eventually cut through a hatch or hinge to gain entry. Once inside the pirates plan to strip the Humpty of all food and medical supplies and leave the scientists to fend for themselves. Since the characters are duty bound to protect the scientists, and the pirates won't just give up, a battle is bound to ensue.

If the characters want to get to the bottom of the canyon, they have the option of climbing down the cliffside, walking down a narrow natural ramp that leads down to the floor of the canyon, or jumping/flying down to the bottom. A thrust assisted jump unit, flight pack, or skimmer system will easily get a character to the bottom of the canyon. The drop is too far for Jump Pads.

The pirates are not expecting anyone to come to the aid of the scientists. Why should they? As far as the pirates know, the members of the science team are the only other people on the entire planet. It will be easy to take the pirates by surprise as long as the characters don't announce their presence before attacking. If the characters try to walk down the natural ramp that abuts the canyon wall, the pirates in front of the Humpty may have a chance to notice them on the way down. The pirates working in teams of two to cut into the Humpty will be too preoccupied to spot the characters. The ramp is not very steep and, as a result, travels 200 m before reaching the crevasse floor, about 50 m in front of the Humpty but behind the pirate vehicles. For each 4 meters the characters travel down the ramp, their altitude decreases 1 meter. They may be able to jump off the edge of the ramp to the canyon floor before reaching the bottom.

Once engaged, the pirates will fight until they realize

they are overmatched, and then they will attempt to flee. During the battle, one member of each cutting team should continue to work. One or both of the two cutting teams should successfully gain entry into the Humpty during the fight. The pirate leaders, Reeves and Tarsk, will immediately run to the hatch and hide inside the humpty, along with any other pirates they can get inside. They will reappear in Act III.

Use the pirate character sheet in the back of this scenario. Half the pirates use Weapon Loadout #1, and the other half use Weapon Loadout #2 for the weapons. The pirates are equipped with mostly non-lethal weaponry, as they're used to fighting on ships where you don't want to damage important systems, like life support. In addition, their leaders don't entirely trust them.

MAJOR NON-PLAYER CHARACTER PERSONALITIES (ACT II)

REEVES (Human Pirate Captain): Captain Reeves will be looking for a way to escape at the first sign of trouble, dragging Tarsk along to cover his retreat. If he has to fight, he'll unload his arm rockets at anyone pursuing him. If his vehicles are damaged, destroyed, or inaccessible, he will attempt to get inside the Humpty and either hide until he can escape or take the scientists hostage. GOAL: Survive at all costs. Reeves will show his true colors by using his own men as cover and taking civilians as hostages if he gets the chance.

TARSK (Phentari First Mate): Tarsk enjoys a good fight. He will fight until his captain orders him to do something else. In combat, he will cover his head and torso (and two lower arms) with his laser shields. He will use his two upper arms to blast away with abandon, using his Savage B laser pistols. GOAL: Make 'em suffer. Tarsk will reveal his nature by making sure to be over-the-top every time he finishes off an opponent.

Pirates: We tend to give all the minions simple names, like Bob or Frank, so that their compatriots can yell out statements like, "They got Frank!" whenever a player's character does one of them in. It keeps them from being faceless drones and makes it easier for the GM to keep track of who is who. Though we also number them for you if that's easier for you.

ACT II: THE STORM

At some point during the fight with the pirates, or shortly afterward, characters may notice the sky growing dark. Though it will be difficult to see from in the canyon, Badogi's planet crossing storm has made its way to the canyon. The storm travels at over 320 kph (200 mph) and crosses the small world daily due to a quirk of solar and lunar orbital mechanics that drives the weather systems on Badogi. Characters who are smart enough to look down the canyon will see the far end, behind the crawler, has grown dark. Each time they look, the wall of darkness will be a little closer. The walls of the canyon act to focus the intense winds of the storm, and anyone and anything outside the Humpty when the gust front hits will be shot down the canyon like a cannonball.

Characters who are not in the canyon will automatically detect the closing storm if they look around. Characters in the canyon will have to make a Visual or Hearing Observation check at a penalty to detect the closing storm. The penalty for the check -80 when the stormfront is 4 Combat Rounds away. It's -40 when the storm is 3 Combat Rounds away. There is no penalty to detect the storm with an observation check when it is 2 Combat Rounds away.

Characters who are still at ground level when the storm is 8 Combat Rounds away them will suddenly find themselves in a stark, brown, featureless landscape as all the vegetation retracts into the ground. Plumes of dirt can be seen in the distance as the Trin hurriedly bury themselves. If anyone is still oblivious to the storm's approach, it will be instantly detectable as it blows past the nearby mountaintops with explosive force a few seconds later.

If the fight is dragging on, or if the characters are likely to wipe out all the pirates in short order, and you want to save some of the pirates, have the storm roll in before the fight is over. If any pirates survive to this point, they may be a bit slow to catch onto what is coming and get caught in the storm.

About the time the characters become aware of the storm, they will receive a radio broadcast from the Humpty. A female speaker will yell for them to come to the vehicle bay and get inside as fast as they can. In the background, a male voice can be heard yelling, "Don't open the doors! You'll let the pirates in too." The vehicle bay doors are on the front side of the crawler, and anyone standing in front of them will be protected from the gale. They will open them just as the storm hits. The delay between the broadcast and the doors opening is due to an argument between Professor Ladroni and his assistant, Dorta Bonum.

Characters who are not in front of the crawler's legs or vehicle bay will be hit by the gust front and caught in the storm. If characters are able to grab the crawler before the storm hits, but not get behind cover, they must make a Strength check at -50 to keep from being blown away. The following Combat Round, the penalty increases to -70. In the Combat Round after that, the penalty increases to -90, and so on, increasing by 20 points each Combat Round. After 7 Combat Rounds of building force, the storm will toss the GPs and trucks down the canyon, along with anyone hiding inside them. Magnetic boots/gloves will prove particularly handy (no pun intended) if the character's armor is equipped with this option.

The frequent storms have scrubbed the planet of most debris, so flying rocks won't be an issue. Unfortunately, that won't keep characters from careening off vehicles or the canyon wall. Characters who are caught by the storm suffer 1d4 points of damage [Damage Type T] to 3 random Armor Sections the First Combat Round. In each Combat Round after the first, the damage increases by 1 point. For example, on the second Combat Round this increases to 1d4 + 1 points of damage [Damage Type T] to 3 random Armor Sections. On the third the damage will be 1d4 + 2, and so on. Eventually characters will be pulped inside their armor as the planet spanning cyclone bounces them around the canyon like the ball in a pinball machine.

If characters are blown too far down the gorge, they will likely be unrecoverable. Allow characters who are attempting to make their way to the crawler to catch one or more of the pirate vehicles. Their fellow mercenaries should be able to toss them a line or send someone out on a line from the vehicle bay to recover them. Panicked pirates who are taking refuge in the vehicles may help themselves to the line, potentially throwing the characters off the tether if they're slowing them down. On the other hand, pirates that are deliberately saved by the characters will assist in rescuing other characters and pirates caught in the storm.

As characters attempt to rescue any comrades that are caught out in the storm will quickly notice the gorge is beginning to rapidly fill with water. It is rising about 30cm every Combat Round after the storm hits.

Characters who make a Visual Observation check at -80 may notice large black shapes swimming though the water, or large black shadows moving through the storm clouds.

ACT III: THUNDERBIRDS

THE CATCH

Battlelords missions nearly always have a catch. Maybe it's something that command neglected to tell you that you really needed to know. Maybe you're equipped with the wrong gear needed to do a job. Perhaps a competing mercenary team is trying to beat you to the goal. Nothing ever goes as planned.

In this case, Professor Ladroni and his team are on Badogi to study creatures called the Nian. The Nian are winged, gargoyle-like creatures that travel inside the enormous cyclone that moves across the planet every day. They feast on any hapless creature they discover without cover when the storm moves over an area. The Nian inspect every crevasse, every crag, and every cave looking for their next meal while the storm is overhead. Many spend their time during a storm working cooperatively to pull the bison-like Trin free of their burrows and consume them. They are naturally inquisitive and also drawn to electricity, which makes the hatches cut open by the pirates too tempting for them to resist.

This is all a wonderful turn of events for Professor Ladroni. He will use the opportunity to capture one of the Nian alive at any cost even if it means sacrificing everyone else onboard the crawler. Uncle Ernie and the Anarchist Rebellion Movement helped finance Ladroni's project with the understanding that the greedy professor will obtain a live specimen for Ernie. The Professor has no intention of disappointing the insane genius, nor does he want to lose out on the million credits he will receive upon delivery.

Introductions

Once the characters are onboard the crawler, they will meet the crew. Any pirates that are pulled on board the crawler by the characters will immediately surrender. They know when they're outmatched. Some of the science station staff will run down to greet the characters. Once introductions are complete, the characters will decide what they're going to do with the pirates. The crawler's engineer will retract the vehicle bay into the belly of the crawler. At this point, water will have begun filling the bay and will pour back out the door as the bay lifts up off the canyon floor. As this occurs, characters may catch glimpses of the shadows moving in the water and clouds (see above).

Professor Bonum will assure the characters that there is nothing to fear. The crawler is completely waterproof and was nearly submerged the day before when the previous storm hit. If characters inquire, Bonum will eagerly explain that the giant storm crosses the planet once a day and will cover this area for about 6 hours before it has moved on. The moment the bay is fully retracted into the crawler, the lights will go out and the constant background noise of the air recyclers will stop.

Professor Ladroni will use his collar-mounted communicator to contact Taishi in the cockpit to ask what's going on. Taishi's response will be audible to everyone near the professor. "Power is out all over the crawler. The system is reporting multiple faults in the power conduits. We also show a failure to seal at hatches 3 and 5." At this point, the science station crew will look at each other with concern, and Bonum will ask, "Could the Nian have gotten inside?" Ladroni will order all doors to be sealed, and the engineer, Rephicio, will note that they have to be manually cranked shut without power. At this point, Bonum will explain to the characters that the Nian are winged creatures that live inside the storm cloud. She came to Badogi to study them, but they haven't been able to get close to one and don't know much about them.

Rephicio will tell Ladroni that the hatches will need to be sealed immediately. If they fall below water level the crawler will flood, and without power they have no way to pump it out. "This place will be an aquarium in a few hours and breathing underwater is not one of the things I was engineered to do." Rephicio will look at the characters and ask for their help in inspecting and sealing the hatches. If the characters protest, Ladroni will remind them that they are duty bound to assist the scientific team and failure to perform their duty will result in AMC requesting black marks for their behavior.

MAJOR NON-PLAYER CHARACTER PERSONALITIES (ACT III)

Professor Vicenzo LADRONI (Team Leader): Professor Ladroni will angrily complain that the characters were late in arriving. They should have eliminated all the pirates before risking the crew of the science station by opening the doors.

Ladroni is tall, gaunt, dark haired, and has sharp and striking features giving him an air of aristocratic authority. He wears expensive, custom made field clothes that are patterned on 20th century military dress uniforms. He can change from insulting to sickeningly sweet at the flip of a switch, and will schmooze everyone he meets in an attempt to manipulate them and complete his mission. GOAL: Capture a Nian alive at any cost and sell it to Uncle Ernie for a million credits.

Dorte BONUM (Assistant Professor): Assistant Team Leader. Ms. Bonum will thank the characters repeatedly for saving the crew and ask them not to be offended by Professor Ladroni's behavior. Bonum is a scholarly looking human with blue eyes and blonde hair. She is a talented xeno-biologist. GOAL: Scientific discovery and mediating disputes between the crew and Ladroni to keep the project running. She is dressed in functional field clothes under a white lab coat.

REPHICIO (Crew Engineer): Rephicio won't say a word to the characters but will immediately starting clearing debris from the bay doors so that the bay can be retracted into the crawler's belly. Rephicio is a quiet, stocky gen-human who can stick to walls and is a lot stronger than he looks. He is a competent engineer who is always wearing a coverall with the sleeves cut off. He doesn't talk much, but when he does, it's usually restricted to smart ass comments. GOAL: Keep the crawler running.

Doctor Misaki SATO (Xeno-botanist): Misaki will not leave her lab to meet the characters, but she may occasionally come to the large cockpit to see what's happening. Misaki is a petite woman of Japanese ancestry who is devoted to her work. She will ignore everything going on in the crawler until it begins to interfere with her research. GOAL: Research.

Bo TAISHI (Planetary Scientist): Taishi will keep a watch on the crawler systems in the cockpit while the crew meets the characters. If the characters ever make it to the cockpit, they will meet Taishi. Taishi is on Badogi to study the effects that the moons have on the planet's weather patterns. He is more at home with science and machines than with people, but he is reliable. GOAL: Being helpful.

These personalities can be used if some of the pirates are captured or cooperating with the characters:

SCHMITTY (Pirate): Schmitty is genuinely thankful for being saved by the characters. He will lay down his arms and convince the other pirates to do the same. He will explain apologetically that, "We just need food for our families. We didn't plan on hurt'n nobody." Pointing to his fluid gun for emphasis, he will further expound that, "Captain and that scoundrel Tarsk always let things get out of hand. Me and the boys are just hungry. Let us help." Schmitty is short, stocky, and somewhat portly pirate. GOAL: Making amends.

WAYNE (Pirate): Wayne is a pirate at heart and will be looking for any way he can make a buck and still get out of the crawler alive. He's always scanning the area looking for something to steal or a way to take advantage of the situation. GOAL: Getting an advantage however he can.

Characters must seal the hatches before the crawler floods. Rephicio will lead them through the crawler. There will be three encounters.

> If you have more than five characters, feel free to increase the number of Nian in each encounter. You'll want 1 to 2 Nian per character depending on how fast they perish. Remember, if your players defeat them too quickly, you can always add more.

SET PIECE: THE CRAWLER

Fun stuff that can happen in the crawler

- Characters who get pushed into torn power cables may be electrocuted. SHORT (ELE@-DAM; 4d8 DMG; Permanent) [Damage Type T]
- Nian can swim up to the characters, or swim past them under water to spread into the ship or attack from behind.
- Nian can dive through a hatch just before the character manages to get it closed. Their body will prevent the hatch from closing completely.
- Nian can attempt to fly smaller characters out of a hatch and carry them away. Nian will drop them on top of the crawler when they struggle too much.
- A random pirate can run around the corner screaming at the characters. The characters will not realize that the pirate is being chased by a Nian until they see it round the bend behind him.
- Nian are natural climbers. They may drop from the ceiling onto characters.
- Nian are excellent swimmers. They may attempt to pull a character into the water around the Humpty.

Hatch 3 Encounter

Hatch 3 is the lowest external hatch on the crawler and is located on the port (left) side. Characters will be sloshing ankle deep through water the whole way there, and Rephicio will have them

manually cranking interior doors shut behind them. The corridors are long, dark, 1.4 m wide, and lined with pipes and conduits. When the characters arrive, the hatch will be wide open, the pirates having cut through it. Rephicio will request the characters crank it shut while he prepares his welding equipment to seal it. Wind and rain will blast through the open hatch as the characters work. Occasional lighting strikes nearby illuminate the area and cause deafening thunderclaps. As the characters are cranking the hatch, the gears ratchet loudly as the door moves. A Nian, drawn by the noise, will swim up to the hatch and launch itself out of the water and into the corridor.

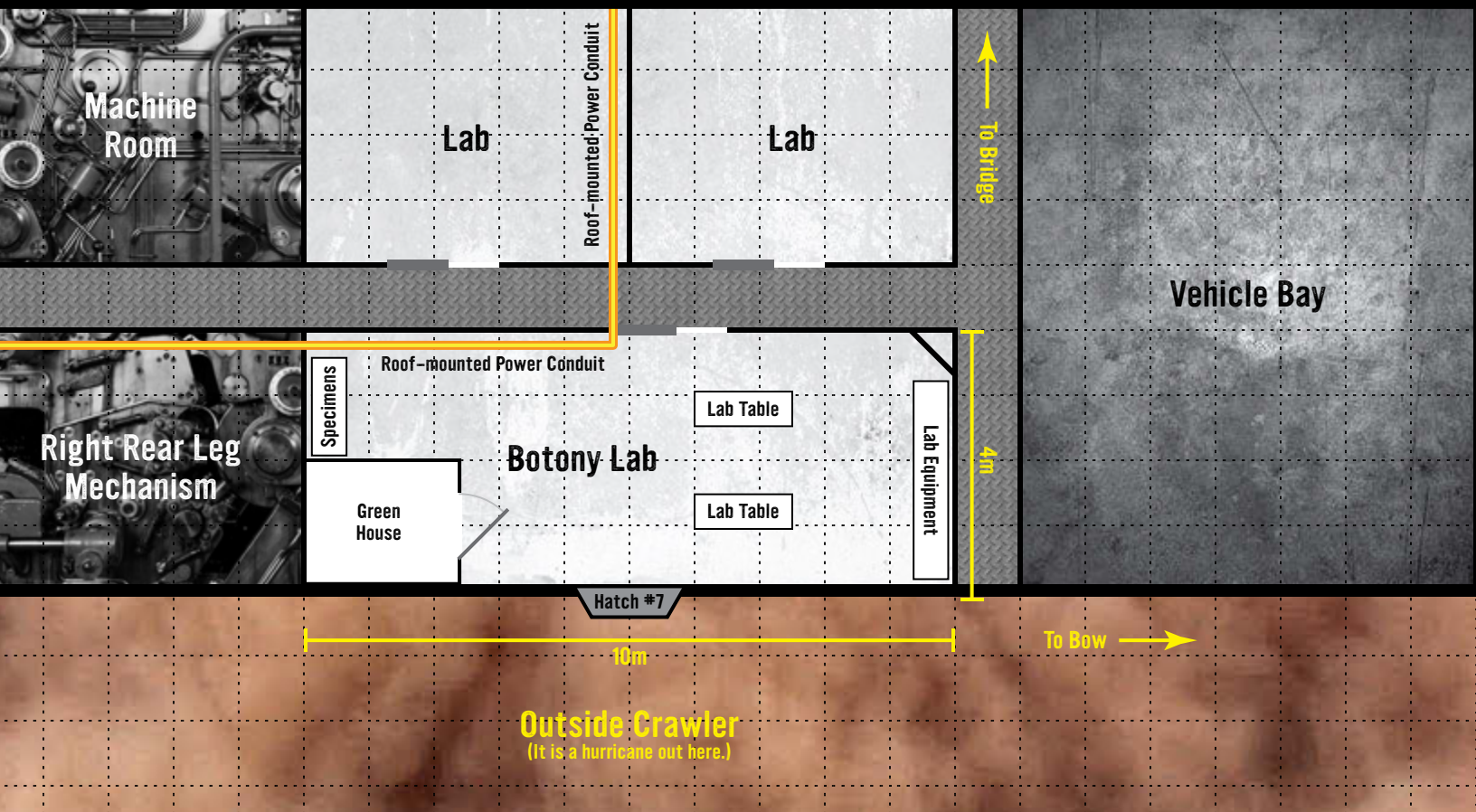
Characters who can see out the hatch can attempt an Observation check at -40 to see the shadow approaching through the green water as the lightning strikes illuminate the area. Characters who fail their Observation check, or who cannot see out the hatch, are taken by surprise and suffer a -40 to any attacks they make the first Combat Round. The more ruckus the characters make, the more Nian they will attract. Characters will be able to make short work of a single Nian, so be sure to have a couple more show up. If the characters blast through those easily, you can always have more jump into the doorway.

During the fight, a stray electrical blast from a Nian should blow a 1 m wide hole in the interior door. At this point, characters can make an IQ check to figure out that closing the external hatch is the only way to keep more Nian from coming into the crawler. The interior doors are incapable of keeping them isolated once they're inside the crawler. It will take 5 Combat Rounds of cranking to close the hatch. If a Nian is in the hatch door, then the door can't be cranked further that Combat Round. Unfortunately for the characters the attacking Nian will make it difficult to seal the hatch and they attempt to gain entry to the crawler and pounce on the characters closest to the hatch.

The water will continue to rise during the entire fight, increasing by 20cm per Combat Round. This will allow the Nian to electrify everyone in the water with their electrical discharge attacks. The corridor is 240cm tall (2.4 m, 8ft.). After 10 Combat Rounds, the water will be up to the roof of the corridor. During the first few Combat Rounds, divide the damage from the Electrical Discharge to both legs of everyone in the water. As the water rises, additional sections will get hit (GM's Discretion). The Nian always have the option of directly blasting a character with an electrical attack to maximize damage to one section.

The entire time Ladroni will be demanding to know what is going on over their headset commos, and Bonum will pester them with questions, in mid-combat, about the capabilities of the creature. "Did you say they shoot lightning?!? From where? How Far? Does it hurt? Did you measure the amps?"

After each character deals with 2-3 Nian (GM's discretion), the characters should be allowed to seal the hatch. Depending on how long this takes, the characters may be underwater at this point. Characters without environmentally contained armor will have to retreat before the water completely fills the corridor or risk drowning.



Hatch 5 Encounter

If Rephicio survives the encounter, he will lead the characters to hatch number 5. If he does not, Taishi will direct the characters on how to get there from the cockpit. Hatch 5 is the dorsal hatch on the crawler's fin, which used to lead to an artillery piece. Along the way, the characters will see multiple power conduits that have been chewed through or gnawed on. Many are sparking in angry protest, casting an intermittent, golden illumination on the narrow corridor. Characters will no doubt be very wary of Nian at this point. The water pouring through the hatch is running down into the lower parts of the crawler, but is not rising here.

As the characters approach the hatch, they will hear Nian scuttling around on the hull of the crawler. They will have to slowly crank the hatch closed if they don't want to alert the Nian, taking twice as long (10 Combat Rounds). Occasionally, a wing can be seen flashing by the hatch as the Nian mill around on the roof of the Humpty. After 1 or 2 Combat Rounds of successfully cranking, several (3-5) Nian who are already in the Humpty will attempt to sneak up behind the characters. If the characters use weapons that are noisy (APW, Pulse, Omega) or Thunderbolt Generators to dispatch the ambushing Nian, the following Combat Round another Nian will creep in through the top hatch. It will be a race to eliminate the Nian and close the hatch before more flood into the corridor.

Once the characters defeat the Nian, Rephicio (if alive) or Taishi will direct the characters to return to the cockpit. Either way, Taishi will inform the characters that he and Professor Bonum are leaving the cockpit to make repairs to the crawler's power systems.

> If you're running short on time, or the characters (or players) are worn out, you can always end the scenario here. Taishi can reveal footage of the pirates who sneaked aboard being overwhelmed by Nian and carried outside through an open hatch before the characters arrived. If you're feeling up for the boss fight, read on!

The Lab Encounter

As characters are returning to the cockpit after they're done sealing the hatches, Taishi is able to restore the power. He reports over the comms that power is restored, which is obvious since the lights are functioning. After an audible gasp, he quickly reports that he is detecting moving heat sources in the botany lab that do not belong to Doctor Sato.

As the characters near the lab and look through the door, they can spot Sato inside the greenhouse in the corner of her lab with the door shut. There are four Nian milling around as if they realize someone else is in the room with them but can't quite figure out how to get to her. Because the Nian have no concept of transparent solids like glass, they can sense her and see her, but cannot figure out why they can't get to her. Eventually though the glass will break from the damage caused by their repeated attempts to walk through it.

When the characters attempt to enter the lab to save Sato, they will be ambushed from behind by Reeves and/or Trask (assuming they weren't killed in Act I). The characters will then be forced to divide their attention between the two well-armed and armored pirates and the Nian attempting to eat Sato. In the ensuing melee, Professor Ladroni will seal the hatches to that section of the crawler and open the exterior hatch to allow more Nian to enter. Ladroni can't risk all the Nian being killed by the mercenaries and pirates so he will keep the doors open until everyone is dead except for the Nian. Then he will close the doors, trapping the remaining Nian in that area. He will explain to Taishi and Bonum that the Nian killed everyone inside when they entered through a hatch the pirates opened. Although he tried to close the hatch, it was too late. Ladroni was also the one who let the Nian into Doctor Sato's lab before the characters arrived.

The command lock-out at the bridge prevents anyone from manually closing the hatch in the lab. Taishi is fixing cables and not in the cockpit. Professor Bonum is assisting Taishi. No one is in the cockpit to stop Ladroni. If it looks like the characters are winning against the Nian, Professor Ladroni will activate the crawler's external spotlights, drawing the attention of every Nian for kilometers. In order to get to the bridge and shut the doors, the characters will have to fight their way through the pirates, who unknowingly block their path. If the characters make to the bridge Ladroni will act as if he was unaware of the characters' or Sato's plight.

To succeed in completing the mission the characters will have to accomplish the first 3 of the following goals:

01. Close all the outer hatches.
02. Neutralize, kill, or expell the pirates.
03. Neutralize, kill, or expell the Nian inside the crawler.
04. Expose Ladroni's plan and capture him.

Every character who participated in the mission and survived should be awarded an Experience Point. If the team successfully completes goals 1 through 3, an additional Experience Point should be awarded. It's possible Ladroni will get away with attempting to kill the characters, unless they inform Taishi what happened. He has intimate knowledge of the crawler's control systems and will be able to piece together what happened. A bonus Experience Point should be awarded if the characters can also protect Rephicio or save Sato while accomplishing their other goals.

> If you're finding the Nian are ineffective at damaging your player's characters feel free to add a die of damage to their talon and energy discharge attacks.

PIRATE

OVERVIEW

Species:	Human
Size Class:	4
Average Skill Level:	5
Berserk / Suicidal:	0% / 0%

VITAL STATISTICS

STR	60	(30)
MD	50	(25)
AGL	45	(22)
CON	55	(27)
AGG	65	(32)
IQ	50	(25)
INT	35	(17)
CHA	35	(17)

ECRS

BIO	25
CHEM	25
COLD	25
ELE	25
FIRE	25
MEN	20
RAD	25
SEN	25

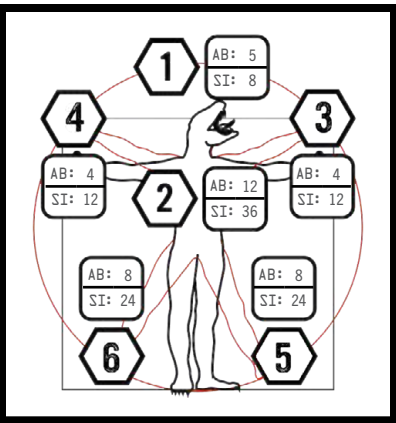
COMBAT INFORMATION

# of Actions	2	Body Points	10
No. of Bumps	0	Death's Door	-10
Initiative Mod.	-4	Threshold Rating	0
Dodge	11	RUN/JUMP/FLY	8/2/0

OBSERVATION MODIFIERS

SENSE	MOD	1/2 INT	SKILL	TOTAL
Vision	0			42
Smell	0			42
Hearing	0			42

NATURAL ATTACKS	ACTIONS	%	DAM	SI DMG
Punch	1	52	2	0
Kick	HALF	52	4	0



ARMOR ECRS

CHEM	25
COLD	15
ELE	25
FIRE	15
MEN	0
RAD	30
SEN	0

ARMOR

HELM THR:	5 (TRI-LAR)
ARMOR THR	3 (COMBAT 1)

NOTES

WEAPONS LOADOUT #1	DAM	DAM TYPE	ROF-D	SI DMG	Q	MN	BURST	FULL
Dialomatic Fluid Pistol	SPEC	S	8	-	50	96	3	6

RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	SKILL %
120	95	70	30	-20	-	-	-	50%

FLUID GUN AMMO

Immobilizer Foam: 5m Radius. IMMOBILIZE (STR@-50; -75 AGL & MOV =0.5)[Damage Type S]

Glue Goo: IMMOBILIZE (STR@-30; -100 AGL & MOV = 0 if leg is struck)[Damage Type S]

WEAPONS LOADOUT #2	DAM	DAM TYPE	ROF-D	SI DMG	Q	MN	BURST	FULL
Turbo Plus Grenade Launcher	SPEC	T	8	-	12	96	2	4

RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	SKILL %
95	95	80	40	10	-35	-	-	50%

MAGNETIC LAUNCHER GRENADES

Freezy Pop: FREEZE (COLD@-20; 6d6 damage, 1d10 AGL) [Damage Type T, Ave. DMG: 21]

Zapper: SHORT (ELE@-20; 2d4 ABS.) [Damage Type T, Ave. DMG: 5] Failed Armor ELE ECR = roll on Armor Options Table for the section hit. If a weapon or device, make an MN roll but add 20 to the roll results.

NIAN (AKA BADOGI THUNDERBIRD)

SPECIES OVERVIEW

G-TAG:	6W-RO-5
Origin:	Badogi
Sale price:	N/A
Threat Level:	3
Identification modifier:	-120
Height	1.2 m
Weight	70 kg
Size Class:	5
Matrix use:	N/A
Power Points:	N/A
Average Skill Level:	5 (Physical)

VITAL STATISTICS

		ECRS	
STR	100	BIO	10
MD	50	CHEM	10
AGL	45	COLD	55
CON	100	ELE	99
AGG	120	FIRE	65
IQ	100	MEN	10
INT	60	RAD	35
CHA	15	SEN	50

COMBAT INFORMATION

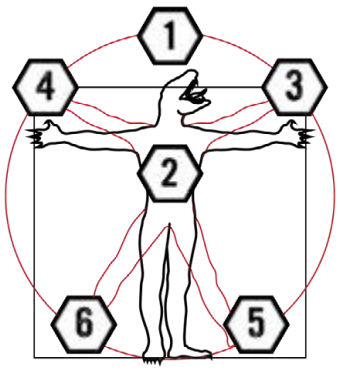
# of Actions	2	Body Points	4d5 + 6
No. of Bumps	0	Death's Door	-15
Initiative Mod.	-4	Threshold Rating	0
Dodge	11	RUN/JUMP/FLY	9/3/12

SENSE MODIFIERS

SENSE	MOD	1/2 INT	SKILL	TOTAL
Vision	50	60	25	135%
Smell	0	60	25	85%
Hearing	-25	60	25	60%

SPECIES ABILITIES

- Amphibious
- Infravison
- Energy Absorption (300, Electricity Only)
- Electrical Sense (75%, 20m)
- Night Vision



Amphibious: This HAL can hold its breath for a number of minutes equal to half its Constitution. It can swim through the water at a speed equal to half its highest MOV score.

Infravision: This HAL possesses infravision and can see heat sources and objects that emit light in the infrared (IR) portion of the spectrum. This reduces the difficulty of any Visual Observation Skill Checks or Tracking Skill Checks by one level when IR sources are present. If there is no penalty, the character instead receives a bonus. (GM's discretion).

Electrical Sense (Range, %): This creature can detect electricity without using its normal senses (sight, hearing, etc.). The first number in parenthesis indicates the range of this ability, and the second number indicates the chance of successfully detecting living creatures within that range. Once detected, the creature is aware of the location and intensity of the electrical power source.

Energy Absorption (300 per Combat Round, Electricity): This creature can absorb and store electrical energy that makes physical contact with its body. This includes damage done by thunderbolt generators, chewing through power cables, being struck by lightning, and other electrical discharges. Damage (or EU) from these sources is absorbed on a point-for-point basis, up to a maximum of 300 points per Combat Round.

> **EXAMPLE:** If a T-Bolt Generator does 40 points of damage to this HAL, the creature will take no actual damage but instead will gain 40 points of energy. Once the maximum amount of energy is absorbed, the creature can no longer absorb energy that Combat Round and is damaged normally by electrical-based weapons. The creature can utilize stored energy to increase Q rating of its Electrical Discharge attack. For every 30 points of electrical damage or EU stored, increase the Q score of the attack by 1.

Night Vision: HALs with night vision are able to see normally in the night as well as daylight. The eyes of these creatures amplify existing ambient light sources so they can see in near, but not total, darkness. The normal range of night vision is about 50 m.

NIAN ATTACKS

NATURAL ATTACKS	RB 1	RB 2	RB 3	RB 4	ACTIONS	DAM	AVG DMG	SI DMG	NOTES
Talon	95	-	-	-	1	1d6+5	8	0	REAL

MODEL	RB 1	RB 2	RB 3	RB 4	Q	BURST	ROF	MN	DAM	AVG DMG	SI DMG	TYPE	NOTES
Electrical Discharge	75	65	55	30	3*	N/A	N/A	0	2d8	9	-	T	Natural Weapon, SHORT (ELE@-DAM, Permanent)

PIRATE CAPTAIN

OVERVIEW

Species:	Human
Size Class:	4
Average Skill Level:	8
Berserk / Suicidal:	0% / 0%

VITAL STATISTICS

			ECRS	
STR	65	(32)	BIO	20
MD	55	(27)	CHEM	20
AGL	93	(46)	COLD	20
CON	36	(18)	ELE	20
AGG	76	(38)	FIRE	20
IQ	65	(32)	MEN	25
INT	43	(21)	RAD	20
CHA	90	(45)	SEN	20

OBSERVATION MODIFIERS

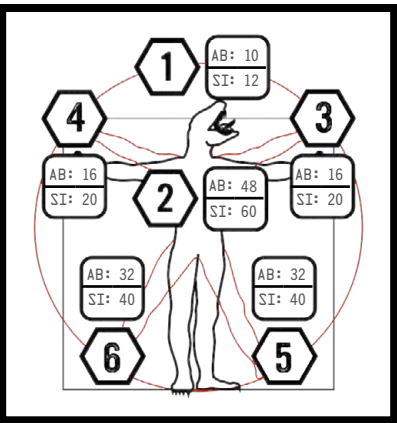
SENSE	MOD	1/2 INT	SKILL	TOTAL
Vision	0	21	40	61
Smell	0	21	40	61
Hearing	0	21	40	61

COMBAT INFORMATION

# of Actions	4	Body Points	7
No. of Bumps	1	Death's Door	-11
Initiative Mod.	-3	Threshold Rating	0
Dodge	9	RUN/JUMP/FLY	8/2/0 (RUN 20 in armor)

NATURAL ATTACKS	ACTIONS	%	DAM	SI DMG
Punch	1	58	1	0
Kick	HALF	58	3	0

SENSOR PACKAGES*	ACTIVE	PASSIVE	AREA	RANGE (KM)
Sensor Package 1	75	35	180	0.5



ARMOR ECRS

CHEM	35
COLD	20
ELE	35
FIRE	40
MEN	0
RAD	25
SEN	0

ARMOR

HELM THR:	18 (Deshard)
ARMOR THR	7 (CD2), HEAVY ARMOR

ARMOR OPTIONS

D6	1 HEAD	3 R. ARM	4 L. ARM
1	Actuator	Actuator	Actuator
2	QSU	QSU	QSU
3	-	Rocket Rack	Rocket Rack
4	-	-	-
5	-	-	-
6	-	-	-

D6	2 TORSO	5 R. LEG	6 L. LEG
1	Actuator	Actuator	Actuator
2	QSU	QSU	QSU
3	Smoke	Mech. Speed	Mech. Speed
4	Displacement	-	-
5	Displacement	-	-
6	Displacement	-	-

NOTES

Armor Commo: 1 km, 50% Signal STR

EC = Environmental Containment

Smoke = Smoke Generator (-30 Visual Observation, Lasers do 1/2 dam)

Displacement = Displacement Device (Anywhere in Line-of-Sight)

Mech. Speed = Mechanized Running Speed

WEAPONS LOADOUT #1	DAM	DAM TYPE	ROF-D	SI DMG	Q	MN	BURST	FULL
Beta 3 Laser Rifle	1d8	-	8	1	25	99	N/A	2

RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	SKILL %
117	117	112	112	107	82	62	52	67%

WEAPONS LOADOUT #2	DAM	DAM TYPE	ROF-D	SI DMG	Q	AUTO AIM%	BURST	FULL
Ballistex Arm Rocket	5d6	-	1	10	4	90	-	-

RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	SKILL %
65	50	40	10	-5	-	-	-	50%

TARSK

OVERVIEW

Species:	Phentari
Size Class:	6
Average Skill Level:	7
Berserk / Suicidal:	0% / 0%

VITAL STATISTICS

STR	105	(52)
MD	121	(60)
AGL	81	(40)
CON	87	(43)
AGG	110	(55)
IQ	72	(36)
INT	82	(41)
CHA	36	(18)

ECRS

BIO	40
CHEM	30
COLD	55
ELE	30
FIRE	15
MEN	30
RAD	30
SEN	30

OBSERVATION MODIFIERS

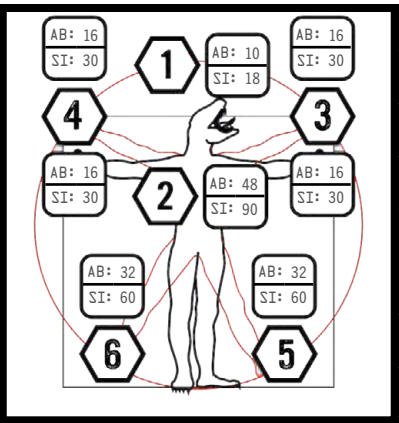
SENSE	MOD	1/2 INT	SKILL	TOTAL
Vision	-30	41	35	46%
Smell	35	41	35	111%
Hearing	50	41	35	126%

COMBAT INFORMATION

# of Actions	4	Body Points	7
No. of Bumps	1	Death's Door	-11
Initiative Mod.	-8	Threshold Rating	0
Dodge	21	RUN/JUMP/FLY	8/2/0 (RUN 20 in armor)

NATURAL ATTACKS	ACTIONS	%	DAM	SI DMG
Punch	1	78	17	0
Kick	HALF	78	19	0

SENSOR PACKAGES*	ACTIVE	PASSIVE	AREA	RANGE (KM)
Sensor Package 1	75	35	180	0.5



ARMOR ECRS

CHEM	60
COLD	15
ELE	5
FIRE	20
MEN	30
RAD	60
SEN	0

ARMOR

HELM THR:	18 (Deshard)
ARMOR THR	7 (CD2), HEAVY ARMOR

ARMOR OPTIONS

D6	1 HEAD	3 (EVEN) UL ARM	3 (ODD) UR ARM	4(EVEN) UL ARM	4(ODD) UR ARM
1	Actuators	Actuators			Actuators
2	QSU	QSU			QSU
3	Sensor 1	Laser Shield			Laser Shield
4	-	Rocket Rack			Rocket Rack
5	-	-	-	-	-
6	-	-	-	-	-
7	-	-	-	-	-
8	-	-	-	-	-

D6	2 TORSO	5 R. LEG	6 L. LEG
1	Actuators	Actuator	Actuator
2	QSU	QSU	QSU
3	EM Convert 2	Mech. Speed	Mech. Speed
4	EM Convert 2	-	-
5	EM Convert 2	-	-
6	Displacement	-	-
7	-	-	-
8	-	-	-

NOTES:

- Armor Commo: 1 km, 50% Signal STR
- EC = Environmental Containment
- QSU = Quick Sealant Unit
- Laser Shield = THR of 10 vs. Beam (covers arm & 1 area)
- EM Converter 2 (Converts 5 points of laser damage to Absorption Damage)

WEAPONS LOADOUT #1	DAM	DAM TYPE	ROF-D	SI DMG	Q	MN	BURST	FULL
Savage B Laser Pistols (x2)	2d4	-	8	1	12	99	N/A	3

RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	SKILL %
135	135	130	120	115	85	40	-	95%

WEAPONS LOADOUT #2	DAM	DAM TYPE	ROF-D	SI DMG	Q	MN	BURST	FULL
Interfon Arm Rocket	3d6	-	1	10	4	100	N/A	N/A

RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8	SKILL %
140	130	110	70	-	-	-	-	95%

NAME:

RANK:

SPECIES:

BATTLE LORDS of the 23rd century

VITAL STATISTICS

	FULL	HALF		FULL	HALF
STRENGTH:	____	____	CONSTITUTION:	____	____
MAN DEX:	____	____	AGGRESSION:	____	____
IQ:	____	____	INTUITION:	____	____
AGILITY:	____	____	CHARISMA:	____	____

SECONDARY STATISTICS

HEIGHT: _____ RUN : _____

WEIGHT: _____ JUMP: _____

SIZE CLASS: _____ FLY : _____

HEARING: _____ DODGE : _____

VISION: _____ BODY POINTS: _____

SMELL : _____ DEATH'S DOOR: _____

ACTIONS: _____ INIT MOD: _____

MELEE ATTACKS	RB 1	DMG	AVG DMG	DMG (TYPE)	SI DMG	Q	MN	SIZE	ACTIONS	BUMPS

RANGED WEAPONS	1	2	3	4	5	6	7	8	DMG	AVG DMG	DMG (TYPE)	SI DMG	Q	MN	BURST/FULL (ROF-D)	BUMPS

SKILLS LIST

SKILL	STAT	LEVEL	%	SKILL	STAT	LEVEL	%

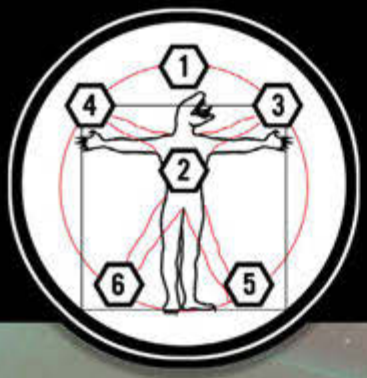
EQUIPMENT LIST

ITEM	Q	WEIGHT	ITEM	Q	WEIGHT

TOTAL WEIGHT: _____ ENCUMBRANCE: _____

NAME _____

BATTLE LORDS of the 23rd century



HELMET

THR: _____

MODEL: _____ WGT: _____

1 HEAD

ABS: ☐ SI: ☐

INSTALLED OPTIONS

☐ Option Protection

○ 01. _____
○ 02. _____
○ 03. _____
○ 04. _____
○ 05. _____
○ 06. _____
○ 07. _____
○ 08. _____
○ 09. _____
○ 10. _____
○ 11. _____
○ 12. _____

ECRS CHAR / HELM
MEN: ____/____
SEN: ____/____

TDA: _____

COMMO
TYPE: _____
RNG: _____
SIG STR: _____

BODY ARMOR

THR: _____

MODEL: _____ ACT WGT: _____ EFF WGT: _____ SC: _____

STATS
STR: _____ → [DA: _____ Lift: _____]
AGI: _____ → [IM: _____]

MOVEMENT
RUN: _____ JUMP: _____ FLY: _____

ECRS CHAR / ARMOR
BIO: ____/____
CHEM: ____/____
COLD: ____/____
ELE: ____/____
FIR: ____/____
RAD: ____/____

3 LEFT ARM

ABS: ☐ SI: ☐

INSTALLED OPTIONS

☐ Option Protection

○ 01. _____
○ 02. _____
○ 03. _____
○ 04. _____
○ 05. _____
○ 06. _____
○ 07. _____
○ 08. _____
○ 09. _____
○ 10. _____
○ 11. _____
○ 12. _____

4 RIGHT ARM

ABS: ☐ SI: ☐

INSTALLED OPTIONS

☐ Option Protection

○ 01. _____
○ 02. _____
○ 03. _____
○ 04. _____
○ 05. _____
○ 06. _____
○ 07. _____
○ 08. _____
○ 09. _____
○ 10. _____
○ 11. _____
○ 12. _____

2 TORSO

ABS: ☐ SI: ☐

INSTALLED OPTIONS

☐ Option Protection

○ 01. _____
○ 02. _____
○ 03. _____
○ 04. _____
○ 05. _____
○ 06. _____
○ 07. _____
○ 08. _____
○ 09. _____
○ 10. _____
○ 11. _____
○ 12. _____

SENSORS
ACT: _____
PAS: _____
AREA: _____
RNG: _____
PEN: _____

EWS
ECM: _____
ECCM: _____
RNG: _____

5 LEFT LEG

ABS: ☐ SI: ☐

INSTALLED OPTIONS

☐ Option Protection

○ 01. _____
○ 02. _____
○ 03. _____
○ 04. _____
○ 05. _____
○ 06. _____
○ 07. _____
○ 08. _____
○ 09. _____
○ 10. _____
○ 11. _____
○ 12. _____

6 RIGHT LEG

ABS: ☐ SI: ☐

INSTALLED OPTIONS

☐ Option Protection

○ 01. _____
○ 02. _____
○ 03. _____
○ 04. _____
○ 05. _____
○ 06. _____
○ 07. _____
○ 08. _____
○ 09. _____
○ 10. _____
○ 11. _____
○ 12. _____

NON COMBAT GENERATION TIMES

ENERGY BRACKET	GENERATION TIME	ENERGY BRACKET	GENERATION TIME
1	3 Minutes	6	3 Hours
2	7 Minutes	7	7 Hours
3	15 Minutes	8	15 Hours
4	30 Minutes	9	1 Galactic Day (30 Hours)
5	1 Hour		

BATTLE LORDS of the 23rd century

TOTAL POWER POINTS	CURRENT POWER POINTS

MATRICES	SHORT DESC.	PP	SKILL CHECK	RANGE	AOE	TIME	ECR	DUR

ROLEPLAYING IN A GALAXY AT WAR

BATTLELORDS OF THE 23RD CENTURY...

...is a science-fiction tabletop roleplaying game where players can assume the role of mercenaries, misfits, soldiers, spies, pirates, and heroes adventuring in a war-torn universe.

"The soldier of the future will be more like a medieval knight in ultramodern armor than a soldier of the 21st century. Operating autonomously, they will be light years from their commanders and support."

Military Scientist, Howard Dickenson. Earth, Year 2083.

By the year 2282 humanity has spread among the stars and joined The Alliance of Allied Species. The Alliance is composed of over a dozen species who pool resources and technology to expand across the galaxies and defend themselves against the threat of galactic war with the hostile Ak-Nar-Ryn. The Ak-Nar-Ryn, who are more commonly called the "Arachnids," have destroyed worlds and decimated populations as they advance into Alliance territory. More recently the Alliance has been faced with a new threat that is even more insidious than even the Arachnids. The shapeshifting, nanite swarms of the Atlanteans which are capable of devouring entire cities.

Many member species of the Alliance have longstanding rivalries, conflicting agendas, and a few have even gone to war with each other in the past. However, each species brings something unique to the coalition, but all must overcome their bias and speciesism if they are to cooperatively achieve their goal of survival. In the midst of it all, the mega-corporations run the show from behind the scenes and cash in every chance they get. If you're not living in a colony town on some backwater world on the frontier, you're probably working for a mega-corp on a long-term contract. They own and run nearly everything, including you… for as long as you're under contract.

Against the backdrop of war, you can take the fight to the Arachnids as soldiers of the Galactic Armed Forces. Become a hired gun working as a corporate mercenary. Explore the universe, discovering new species and relics of past civilizations. Protect the bottom line of your company as you engage in corporate espionage or research the hidden threat the Atlanteans pose to the Alliance working as a spy. Maybe plunder is more your style? There's always room for another pirate out on the frontier. The possibilities are as limitless as the universe.

"Lock and load, private! Bring your extra pulse mags and your sense of humor. You'll need both."

Battlelords of the 23rd Century is a complete, self-contained, roleplaying game. All you need besides this book are some gaming dice.

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ISBN 9781931320184