LOCK-N-LOAD

armor, equipment, & cybernetics

BATTLELORDS
OF THE TWENTY-THIRD CENTURY

Alliance Equipment Manual

100 Power Scope • 200 Power Scope • 400 Power Scope • 800 Power Scope • Starlight Scope • Infrared Imagery • Bow Sight • Tripod • Silencer • Archaic Powder Cleaning Kit • High Tech Cleaning Kit • Adapt Silencer • Omega Silencer • Plasma Silencer • Flash Suppressor • Arrow (normal) • 100 Power Scope • Arrow (armor piercing) • 200 Power Scope • Arrow (explosive tipped) • 400 Power Scope • Bolt (normal) • 800 Power Scope • Bolt (armor piercing) • Starlight Scope • Bolt (explosive tipped) • Infrared Imagery • 00 Buck Shot • Bow Sight • 12 Gauge Slug • Tripod • 12 Gauge Flechette • Silencer • 10 Gauge Slug • Archaic Powder Cleaning Kit • .22 Cal • High Tech Cleaning Kit • .38 Cal • Adapt Silencer • .357 magnum • Omega Silencer • .44 Cal • Plasma Silencer • .44 magnum • Flash Suppressor • .45 Cal • .454 Cal • .48 Cal • 4.9mm • .50 Cal • .50-70 Cal • 5.56 mm • 5.56 Flechette • 7.62 mm • .300 Winchester Magnum • .308 Match • 14.5mm • 20mm • 30m • 9mm parabellum • Bird Shot • Incendiary • Hollow Point • Mercuric • LAW • Bazooka • Panzerfaust • RPG7-B • AT-4 • Milan-3 • Sagger • Saxhorn • Dragon • Spigot • Eryx • Javelin • TOW • Malyutka-2 • Impact-5 • Figlini • Armbrust 7 • Metis-M • TOW 2 • Milan-AS • Spandrel • PLG • Firebird • Gustaf Whistler • Bonoir • Cobra • HAW-4 • Jellatizer • Ravager • Emulsifier • Able Plus • Shake and Bake • Earthquake • BC-Milk Shake • PO Boys WM • Vampire BS • Bulldog • Durablite CS • Grenadier CS • Subterfuge • Belligerence • Guardian • Warrior • Hercules • Titan • Interfon • Slipstream • Yo Momma • Hellfire-7 • Hellfire-8 • Balistex • Luxxman • Spectrum • Spectrum Plus • BC-Budget Gun • Marrson Opticon • Flashlight • Doomsday • Popgun • BC-Thumper • Able Heat • Plasmatix • Algherian Draft • Dil Mmack • Femalor Beer • Gordon's Malt Liquor • Jua • Kaler's • Mad Jax • Nectar of the Ram • Nla • Orion Star Utaban Scotch • Orionus Supreme • Paus Orion • Pu-Mmack • Solar Tequila • Turpentine • Leather • BP-1 • Chain • Cruiser • AKM • Banded • äio-1 • BP-2 • Combat 1 • Cule • Street 1 • AKMB • Bio 2 • Ceramic • Guisanne • Infiltrator • Plate • Protecon • Reflection • Street 2 • Welch • Bear • Combat 2 • Flex • Generation • Opticon • Street 3 • BSH • Combat 3 • Coral • D2 • Electrolyte • Gorilla Suit • Kodiak • Spoiler • Spy Master • Streetwise • Cydone • Crusher • Orbital • Archer • Meteor • Allox 20mm • Vixer 30mm • Chainsaw • BC-Blister • Adamsite • Anthrax • Blood Salt • Bubonic Plague • BZ • C-Mex • Cerebral Menengitis • Clostridium Botulin • Cribits • Cyanide • Di-Methyl-Sodium Pentalote • Emeresk • Enxephalitities • HD • Imblast • Dengue Fever • Jumis Fever • Korax • Koritum-312 • Magellan Malaria • Mustard Gas • Niridican Plague • Phosgene • Rocky Mountain Fever • Sarin • Staphylococcus aureus • Tabum • Tribox • Virean Plague • VX • Mini-Howitzer • CC Upgrade • Hyper-net Uplink (TL 5) • Hyper-net Uplink (TL 6) • Mrs. Fusion Adapter • Multi-port Reader • Storage Module • Tech Adapter • Armor Repair Connector • Backup Module • CBR5R • Com-module • CyberLink • EDM • Data Wafer Case • Data Wafer/Cube/Strip 10 Pack • EMP Insulation • Holo Projector • Med-Link • Physical Composite Module • Printer • Printer, 3-D • Printer, 3-D Access • Remote Joystick • Spook • Urban Layout Module • V-Bridge • Vehicle Repair Link • Visual Connection • Visual Scanner • Weapon Repair Link • ClipTech • Sport2 • Mercury III • Outback • Executive • Pad • StrikeForce • Genie • Cracker • SciCom GF • Gamma 30 • Velton • Bypass Security • Extended Memory • Mission Interference • Programming 1 • Programming 2 • Chemical Spray • Climbing Claws • Computer Int. Joints • Electrical Discharger • Electro-Implant • Finger Gun • Finger Laser • Flamethrower • Glue Gun • Gyro Stabilizer • Laser Welding Torch • Needler Implant • Power Drill • Power Saw • Prosthetic Limb • Talons • Web Caster Generator • Wrist Launcher • Wrist Pulse Unit • Wrist Rocket • Adrenal Implant • Anti-Plasma Generator • Bio-Implant • Displacement Device • Electromag Converter • Flux Shield Generator • Gas Filtration System • Gills • Kinetic Energy Shield • Mag. Deflection Gen. • Mini-Missile Pack • NeuroImplant • Oxygen Supply • Reinforced Rib Cage • Sound Amplifier • Spinal Cage • Storage Cabinet • Toxin Neutralizer • Chameleon Skin • Chemical Skin • Dermal Armor 1 • Dermal Armor 2 • Dermal Replication • Exoskeletor • Infrared Damp. Skin • Hearing Amplifier • Language Analyzer • Signal Detector • Sonic Implant • Sound Amplifier • Transceiver • Cosmetic Surgery • Electrical Insulation • EMP Insulation • Increased Reflexes • Increased Speed • Increased Strength • Microwave Insulation • X-Ray Insulation • Biologica Scanner • Chemical Scanner • Explosive Detector • Eye Stalk Actuation Coil • Eyeball of Death • Flash Suppressor • Infrared Detection • Motion Detector • Night Vision • Plasma Eye • Radar Detection • Retinal Duplication • Target Acq. Computer • Translation Computer • Ultraviolet Detection • Video Camera • X-Ray Vision • Zoom Tel. Vision • Optical Laser Unit • Climbing Claws • EM Boots • Hover Jets • Jump Pads • Metal Detector • Smoke Generator • Stump • Bionic Skull • Mind Screen • Neuro Toxin Neutralizer • Oxygen Supply • Sonic Suppressor • Comm (Head) • Electronic Warfare Computer • Embalmitizer • Emergency Mind Dump • Emergency Survival Comp. • Emergency Thought Storage • Emergency Transmitter • ESP Module • Flow Coil • Frequency Scanner • Hyperlink • IHAC • Intuition Module • IQ Enhancement • Jam Strobe • Life Shield Generator • Life Support Generator • Manual Dexterity Enhance. • Matrix Crossover Network • Matrix Port • Medulla Oblongata (scndry.) • Mind Shield • Mood Discriminator • Output Power Coil 1 • Output Power Coil 2 • Output Power Coil 3 • Pain Inhibition Generator • Power Dump • Power Helm • Power Storage Coil • Quasi-Death Generator • Range Coil 1 • Range Coil 2 • Range Coil 3 • Regeneration Computer • Simultaneous Output Coil • Strength Module • Suicide Bomb • Sustenance Computer • Thought Processor • Battle Chassis • Chassis Plating • Core Generator • Cosmetic Surgery • Flight Systems • Lower Combat Chassis • Snap-On Interface • Upper Combat Chassis • War Chassis • APG-Vindicator • Balshrom Mini-Gun • Cheesecutter • EFG Power Cannon • Maximizer AC • Metalroid AT System • Patriot 2 Missile Pack • Multi-Step • Pressure • Radio • Sonic • Tripwire • Electronic Timer • Fuse • Duster • Gashil • Americas • Comando • Rommel • Neutralizer • K-4 • Majestic • Majestic 2 • Dynamite • C-4 • Micronite • Fluid Jell • Jellnite • Villanite • Nitro-7 • F-Air Explosive • Aaginato • Amperon • Ascender • Assizzan Travel Rug • Atmospheric Processor • Backpack • Bagpipes • Brain Scratcher • Case (magnetic proof) • 100 • Case (shock proof) • Case (super) • Case (water proof) • Chem Lab (portable) • Cizerock Work Gloves • Collapsible Shovel 1:7 • Compass • Compass (Digital) • Compass (magnetic) • Corang • D-Ring • Desert Tarp • Dummy (practice) • Dwarad • Emergency Transmitter • Figure-8 • Fire Extinguisher (portable) • Fire Mix • Flare Gun • Flashlight (normal) • Flashlight (threader) • Ghillie Suit • Grapple Gun • Grapple Hook • Grenade Scoop • Helmet Cam • Holo Generator (v) • Holster • Holster, Double • Ice Melter Tablets • IFN • Inkie • Job Visor • Krosh Fork • Kwik Kakes • Lot-a-Cot • Mace • Mega Glue • Mega Tape • Mercy Coat • Mutzachan Blood Filter Kit • Nub • Oelph • Oxygen Tank • P-Cabin • P-38 • Parachute (military) • Parachute (professional) • Phent Morsels • Pitons (20) • Plasma Generator • Pneumatic Saw • Pocket Pilgrimage • Polymizer (heavy) • Polymizer (portable) • Poncho • Pop-n-Boil Ration • Psychic Gore • Psychic Nullifier • Psychic Shield Generator • Purification Tablets (food) • Purification Tablets (water) • Raft: 2 man • Raft: 4 man • Raft: 6 man • Range Finder • Refrigerator (portable) • Rent-A-Skill Chip Case • Repellant (bug) • Rifling Equipment • Rope (flex): 20m • Rope (std): 20m • Satchel • SCUBA Equipment • Scrim Net • Shark Chain • Shark (J-7) • Shrink Net • Skinsuit • Skull Polisher • Sleeping Bag • Sleeping Bag (arctic) • Sleeping Bag (methane) • Space 'em • Spear Gun • Spray-O-Screen • Still (portable) • Swiss Army knife • Tablets (protein) • Tablets (salt) • Tactical Vest • Tent: 2 man • Tent: 4 man • Tent: 8 man • Temble Tail • Thurn • Thwock'em Stick • Toastees • Tool Kit (normal) • Tool Kit (masters) • Tool Kit (ionization engineer) • Tool Kit (electronic) • Tombstone • VPCL • Voice Amplifier • Voice Emitter • Wamburger • Web Gear • Wet Weather Gear • Whistle • Zero-G Propellant • Asphalter • Barbed Wire • Blanket Net • Bubble • Bug Zapper • Camouflage Net • Commo Phone • Electrical Fence • EV-1 Mole • Field Bio Detector • Field Motion Detector • Flag • Flood Light • Food Synthesizer • Force Shield • Force Wire • Foxhole-o-matic • Geo-Pinger • Glowbar • Heater • Holo Terrain Simulator • Ladder • Landing Beacon • MASH • Mechanics Station • Metal Fence • Modular Housing • Motion Scrambler • Ore Analyzer • P-A System • Porta John • Portable Freezer • Portable Stove • Portable Tower • Power Shield • Prefab Bunker • PTB-110 • PTB-210 • Sandbag Covers • Science Station • Skydome • Sky Jack • Spraycrete • Stoic Countenance • Thumper • Trencher • Waste Disposal Unit • Weather Gauge • Biological Redox Agent • Blood Factor • Blood Transfusion • Body Bag • Body Cart • BRI (standard) • Brain Surgery Unit • BRI (massive) • Chemical Redox Agent • Coolant Injection • Cryo Injection • DFMS-401 • DNA-6BMR • Drug Analysis Lab • Embalming Solution • First Aid Kit • Forensics Kit • Gurney • Hydrocortizol • Isolation Bag • Methane Injection Port • Methane Injection • Necromal • Nuprenethal • Oxygen Injection Port • Oxygen Injection • Pain Inhibition Serum • Paramedic Kit • Perception Injection • Pneumatic Cast • Portable Surgery Unit • Radiation Treatment Serum • Rage Injection • Reflex Tablet • Regeneration Serum • Restraint Coat • Saratine • Slap Bandage •

LOCK-N-LOAD: ARMOR, EQUIPMENT, & CYBERNETICS

Storage (medical) • Straight Jacket • Surgical Kit (portable) • Synapse-1 • TDX-Enzy • Thermal Blanket • Tranquilizer Unit • Tri-Sodium Epsonate • Truth Serum • Viral Infection Spectrum • Viral Inoculation Computer • White Count Injection • 3D-Globe • 8 Wafer Tri-Vid Player • Alarm System (Motion) • Alarm System (Thermal) • Alarm System (Window) • Asteroid • Bar Wall Unit • Body Dryer • Cat Scan • Cellular Phone • Communications Scrambler • Document Atomizer • Door (energy field) • Door (sliding) • Door Lock (Electronic) • Door Lock (Voice Print) • Door Lock (Finger Print) • Door Lock (Retinal Scan) • Fax Machine (deep space) • Fax Machine (electronic) • Food Atomizer • Food Synthesizer • Generation Defense System • Glaxxon Food Service • Glaxxon Food Express • Glow Lights • Grav Furniture • Grav Landing System • Holo Combat Station • Hologram Stand • Hologram Wall Piece • Holographic Stereo • Home Defense Unit • Intercom • Isolation Tank • Jacuzzi • Jungle Package • Light Carpet • 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Jet Pack • Jump Pads • Kinetic Shield • Laser Shield • Launch Pads • Magnetic Disrupter • Magnetic Deflection Gen. • Mental Targeting System • Molecular Phase System • Oxygen Supply • Phase Nullification System • Planar Explosive • Polymizer Dispenser • Portable Fusion Gen. • Power Omega • Protection (absorption) • Protection (hydraulics) • Protection (servos) • Protection (plating) • Quick Draw • QSU • Rad-Liner • Radar Detector • Sanitizer • SDLU • Search Light • Shield • Shoes • Skalers • Smoke Generator • Strength+ • Suicide Bomb • Systems Analyzer • Systems Repair Unit • Tac-Net • Talons • Thermal Generator • Thermometer • UV Scrambler • Vizex • Xtra Heavy Belt • Mexican Worm • Skeet-1 • Tequila Sunrise • Balshrom Diskus • Blood Sucker • PSG1 • Walther A2000 • MP9 • Barrett 82 • Barrett M880 • Trapper • T-Net • Pincushion • BC-Sentry • WatchDog • Protector • Sentinel • Guardsman • Watchman • Defender • S&M Weapon • BC-Incinerator • TM 1200 • Champion • Grave Digger • Mortician • Magnetic Plates • Chemical Skin • Magnetic Sucker • Camera System • Mesh Defense • EMP System • Cover • Protection • Defiance • Haven • Body Guard • IMU Uzi • Thompson • MP5 • SM 90 • CBM2 • Micro-Uzi • MAC 10 • FN P90 • E9 • High Explosive • Kill Master • Biological • Chemical • Radial • Pershing 2 • Ballistics-8 • Minuteman • GTL • M-60 • FN Magnum • PK • M-240 • XM-214 • SAW • LTX-311 • MG3 • Browning .50 • M2A .50 cal • ASP 30 • NSV • KPV 14.5mm • Hose • Valley Green • Climax • Wicked Crimson • Cataclysm • BC-Apocalypse • AM1 • Cheetah • Tiger • Mark 3 • Lion • Ithaca • Remington M870 • Franchi • Masral 12g • Pancor • RoadBlocker • Crossfire • Masral Smuggler • H&K CAWS • Bulwark • HS Series D • Galil A.R. • AK-57 • M-16A3 • Fu Fu Gun • FN-FAL • AR 17 • EWS • Steyr Aug • Steyr ACR • H&K ACR • G14 • Crossfire (rifle) • TK-7A • AUG 56 • G36 • Nitro Express • S&W .22 Cal. • Police .38 Cal • Colt .357 Magnum • Derringer .44 Cal • S&W .44 Magnum • 48 Plus • Colt Anaconda △ • Walther PPK 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CHAPTER 1

The Layout of the Land • 1

hen *Battlelords* first came out, we figured "that's enough guns and stuff to keep them busy for a long time." It contained over 400 pieces of weapons and equipment, and we thought that was all anyone would ever need. And then the letters and e-mails began to come in, and they all said one thing . . . More stuff!

And we answered the call. *Lock–N–Load* is the most complete science fiction equipment manual ever assembled. Nearly 600 weapons systems, dozens of armor types and hundreds of armor options, and more miscellaneous equipment, cybernetics, and supplies than you can shake a Thwack'em Stick at! So many in fact, that we had to split it into two separate books. What you're holding in your sweaty palms right now is part one, *Lock–N–Load: Armor, Equipment, and Cybernetics*. In this book you'll find all the equipment necessary to protect your character, repair his worn body after a mission, or find the latest tech to help him complete his job quicker and more effectively. Bargain Basement Armor, Destroig Combat Systems, Nanoids, PCDs, PDSs; it's all here.

Lock–N–Load: Weapons & Tactics, contains, you guessed it, weapons and tactics! Tons of weapons. Never again will you have to waste a baddie with the same gun twice. Your encumbrance rating will wish it had stayed home!

Lock–N–Load is designed to provide you, the Battlelords player, with the nuts and bolts of Alliance technology. The books are also a source guide to combat in the twenty-third century. In them, you'll find the tactics, groups, and events which dominate the battlefields of the Alliance.

We've tried to make using *Lock–N–Load* as painless as possible (though your poor BM's NPCs may not think so). It is separated into four parts: Armor, Equipment, Cybernetics, and the Availability of Items. Where possible, table headers will show the page number where that table's items' descriptions can be found. Likewise, the description's header will list the page number where the relevant table can be found. All of the items from the main rulebook are relisted here so the player or BM won't have to shuffle between books. The Availability of Items appendix only includes items listed in this book.

The Arachnids are coming, and they're not happy. So buckle on your Tri-Mesh and TDA-2, and fire up your Abomination II Omega Cannon . . . it's not gonna be pretty, and you're gonna be right in the middle of it!

(Ed. Note: For those of you who are not new to the game, please carefully reread the descriptions and table data for the gear you presently use as many familiar items have been tweaked to varying degrees, which may have a significant impact on your play. Some items have been completely rewritten, so you may want to revisit items you previously had little use for. The information in this book supercedes that given in the main Battlelords rulebook.)

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THE LAYOUT OF THE LAND

To begin, we take a look at the history of conflict in the Alliance and how it relates to events in the twenty-third century. Again my publishers have asked me to produce this book with a human-centric view; hence the nearly incomprehensible dating system those primitives use. I am becoming more convinced that the publishers of these volumes I have slaved over for you, my dear readers, are nothing but tools of the human run Alliance government, spreading poorly created marketing nonsense about the superiority of their pale, misshapen forms.

—*Homolor Fi, Vissu Sage, Drenels, Industrial Province, Fornax*

◄ Alliance forces under attack by the Rebels at the Battle for Terasleague (known by Humans as The Second Khe Sahn). Surrounded on all sides and cut off from resupply, the 2nd of the 5th Marine regiment held out for six weeks while enemy forces tried to take the supply depot. Huddled behind trenches, the valiant warriors repulsed charge after Rebel charge. Over half of the unit's personnel were killed or wounded during the conflict which lasted for 43 days until the radiation cloud surrounding the planet dissipated and reinforcements could be brought in to break the siege.

OF CHAOS, CONTROVERSY, AND CONFLICT

14004 B.C. The use of nuclear weapons is prohibited on the planet Trishmag. The Council of Timar convenes to discuss the proliferation of such technologies across the universe.

13001 B.C. The Mutzachans encounter a hostile alien spiderlike race in the Canes Venacti globular cluster. This life-form is assumed to be an unbalancing force in the universe. The Council of Timar convenes to discuss appropriate actions.

12097 B.C. The Totalitarian Inquisition begins on the Chatilian homeworld. All individuals believed to possess special powers are hunted down, arrested, tried for Treason, and summarily executed.

12096 B.C. The Day of Stain is decreed when some 10,000 Chatilians are arranged in the central square of Glimix, the capital city on Chatil, and decapitated. Blood runs red in the streets.

11998 B.C. A Mutzachan war fleet is dispatched to Virgo to reduce the population of the spider race, as well as destroy undesired technology. Over half of the fleet is lost as a price for success, along with some of the greatest minds in Mutzachan culture. A 10-year period of mourning is declared.

11871 B.C. Mutzachans learn the truth behind the Arachnid threat. An emergency session of the Council of Timar is convened. Plans for dispersing the Mutzachan race across the galaxies are made as a contingency to all out war.

10786 B.C. A Dane materializes at the Council of Timar.

10231 B.C. Mutzachans encounter a wandering race of galactic nomads called Atlanteans. Friendly relations are established.

8911 B.C. The Chatilian Civil war begins with the Battle at the Palace of Patru. The "Illuminaries" unleashed the full wrath of their powers on the Normals. Thousands die in the slaughter. The next 57 years will see the Illuminaries carry out terrorist like hit and run raids against the government.

8854 B.C. The Chatilian Central Army masses for Soldiers Day at Morkudom. The Illuminaries attack in the bloodiest and final battle of the Chatilian Civil War. 65,000 are lost in the destruction. Four months later, The Peace of Knowledge is signed and the conflict ends.

7583 B.C. The Atlantean expeditionary fleet to the Magellanic clouds in Virgo is lost, along with 35,000 lives.

7146 B.C. The orbit of Taos 4 shifts, warming the polar icecaps. Mass flooding and geological upheaval kill millions. A century of global warming passes and the planet's climate is permanently changed. Deciduous weather patterns prevail across the majority of the planet.

7000 B.C. Atlanteans settle on the third planet of the Sol system, amidst a primitive and warlike race called Humans. Eridani develop laser technology.

6525 B.C. Diplomatic relations between the Atlanteans and Mutzachans are severed over the refusal of the Mutzachans to allow Atlanteans access to stargates.

6523 B.C. A declaration of war is made by the Atlanteans against the Mutzachans. However, no battles are fought.

6299 B.C. The Mutzachans launch a secret mission to the Virgo super cluster. Rumors claim that all who participated perished, or worse! Another emergency meeting of the Council of Timar is held. The outcome is withheld from the Mutzachan people.

6137 B.C. The Mutzachans hold council with the Dane on the threat to the Universe. Little is resolved.

4300 B.C. The people of Atlantis suddenly disappear. Billions vanish within 2 years. The Council seeks the answer.

4226 B.C. Mutzachans secretly assist the Phentari in developing space travel, unbeknownst to the Phentari people.

4001 B.C. An Eridani expeditionary fleet is destroyed by the High Mage to the Council of Timar, Markuss, as it attempts to eradicate the inferior life-form known as Human on the planet Earth of the Sol system.

3500 B.C. A Dane changes the course of Python evolution by assisting Tar Pythos in building the vaunted Blade of Sharras. It will be used in the Pythos/Cameon War.

3497 B.C. Orions enter the agricultural revolution. The planet prospers.

3485 B.C. Phentari are first contacted by Mutzachans and warned of their practices against other races.

3477 B.C. The beginning of the Pythos/Cameon War (1st Python Civil War). Python Lizards leave their water homes to slay unwary Ram Pythons, in hopes of controlling the marshes and jungles.

3475 B.C. Tar of Pythos uses the energy weapon known as the Blade of Sharrass to turn the tide of battle during The Battle for the Jungle Highlands. He becomes High Chieftain to the Ram Python peoples and begins organizing the tribes.

3469 B.C. Tar, and his Clan Strong Hand do battle with the Grey Pythons at the Mudpits. Tar is slain and the Blade of Sharras lost. A power struggle begins between the tribes for position as the High Tomud.

3468 B.C. Clan Blood Tongue and Tree Knarl wage battle amongst themselves. Hundreds are killed. Internal disputes can not be settled and fighting breaks out between Ram clans all across the Deep Jungle.

3467 B.C. Python Lizards take advantage of the turmoil and launch an all out offensive and quickly crush the divided Ram clans. Taken completely by surprise, the great jungle lizards are quickly defeated. The Pythons banish the Rams to the Western Reaches, to live in the dry lands and salt marshes.

3431 B.C. A Phentari expeditionary fleet is approached by alien warships. The Eridani admiral in command of those ships broadcasts terms of surrender. The Phentari refuse and are destroyed. The Justification War begins.

3400 B.C. Phentari warships destroy nine Eridani vessels over Hemalan.

3382 B.C. The Orions enter the Industrial Revolution. It lasts for 90 years. Feudal landowners battle for control of the best land.

2599 B.C.	Orions enter the technological age. Corporations take control of the planet's resources during the next 50 years. The planet continues to prosper.
2495 B.C.	Phentari receive an anonymous tip as to the whereabouts of a potential ally to fight their battle against the Eridani war machine. Phentari scouts observe the Orion homeworld. General Arasarrious, Supreme Commander of the Imperial Naval Echelon, decrees that the Orions would best serve Phentari needs as cattle, and in that way serve as allies.
2492 B.C.	Phentari war fleet sets sail for Betelgeuse. They are confronted by a small Mutzachan vessel. Aware of the imminent danger, the ships turn back. An emissary is sent to Taos 4 to discuss terms for an alliance against a potential enemy.
2403 B.C.	Phentari collaborate with the Orions and assist them in developing space travel. Mutzachans block further technological aid to the Orions. The Zen world enters a state of peace.
2010 B.C.	Corporations on Taos 4 begin a controversial policy of slavery. The slaves perform manual labor in Taos 4's extensive farming complexes.
2007 B.C.	Riots and massive strikes break out in the Western hemisphere on Taos 4 over the policy of slavery. The planet is threatened by civil war. Finally, corporations capitulate.
2000 B.C.	A genetic mutation in male Cizeracks threatens the existence of the race. Fears are realized when the dominant females of the species exterminate millions of male cats. Surviving males serve only to reproduce.
1770 B.C.	Phentari and Orions sign the Kwashime Peace Accords. Eridine is virtually destroyed in a sneak attack by the Joint War Effort.
1687 B.C.	Coral, an Orion assassin, fails in his attempt to kill Viceroy Ericsal-idan at temple Buddon on Eridine. He is publicly tortured then beheaded.
1685 B.C.	The Tradan (the Orionus stock exchange) is blown up, killing 1,200. The body of a Swordsaint is found in the rubble.
1566 B.C.	Elite Eridani commando forces penetrate and destroy the Phentari starbase at Kalisk. The squids retaliate by attacking Eridani shipping over the next 6 months.
1499 B.C.	A cease-fire is signed between Eridani, Orion, and Phentari diplomats. The very next day, Orion and Phentari naval forces destroy the Eridani colony world of Ramith. 1.5 million die.
1488 B.C.	Phentari ground forces land and take control of the Eridani mining asteroid Neldrick-7.
1485 B.C.	Eridine launches Operation Thunderbolt, a blitzkrieg-like offensive aimed at destroying Phentari means to wage war. Production facilities are struck at Erli, Manoth, Dwarn, and Lansoge. The planets Uto and Mask are completely destroyed. The savage victory rocks the Phentari government. A military coup, led by Field Marshall Phenerson Phentari overthrows the Phericon government.
1479 B.C.	Negotiations are held between the Eridani and the Kwashime Pact under the watchful eye of the Council of Timar. The Accords of Hatil are signed. Hostilities between the Eridani and the Joint War Effort end.
1322 B.C.	The Zen enter the Age of Prosperity. The communal effort increases the living standard on the planet tremendously.
1066 B.C.	After years isolated from their homelands and finally united, the Ram Pythons attack in mass and drive the Pythons from their lands. Two months later, Ram Pythons invade the Great Inland Sea on Pythos and slaughter over a thousand Python Lizards in what is known as the Battle of the Blood Flowing Sea. The Second Python civil war begins.
1065 B.C.	Pythons begin hit and run raids against the Ram Pythons and move their feeding grounds into deeper waters.
1002 B.C.	The Pythons meet in The Battle of the Jungle Peninsula. Both sides claim victory, but suffer heavy casualties.
998 B.C.	Python Lizards move their major feeding grounds to the Wet Marshes in a remote and uninhabited part of the planet.
996 B.C.	Ram Pythons discover the Feeding grounds. They mass their forces and attack, killing the high king of the Python nations and all who dwelled there. The Second Python Civil War ends.
220 B.C.	The Ritual of the Vuldgreithe (execution) is first acted out on the planet Katrel. 200 Tza Zens are burned at the stake.

The Birth of Christ

571 A.D.	The birth of Jaquassarious Phentari.
1240 A.D.	Grand Tour Assizza appears from the "grave" to save the Zen from a deadly plague, speaking the immortalized words that are carved in Zen legend: "Death is only temporary, power is immortal!"
1857 A.D.	The War Against the Lizards begins over the murder of a Cizerack diplomatic emissary to the planet Pythos.
1935 A.D.	Ram Pythons overrun a weapons depot at Salas River, capturing a huge weapons cache. The Cizeracks respond by spraying the jungles with defoliant and nerve agent. Hundreds of thousands of Rams are killed.
1936 A.D.	Cizeracks poison the Great Inland Sea on Pythos, killing almost 1/3 of the Python species in a single month.
1938 A.D.	United, the Pythons and Ram Pythons launch what is known as the Martyr's Offensive against the Cizeracks, using captured weapons to retake lost territory.
1941 A.D.	The War Against the Lizards ends. One out of every four cats that fought died. The Pythons lose over half their number. Little is gained. Cizeracks withdraw much of their force, leaving behind strategic bases. A Mutzachan scout ship makes a forced landing on Earth in the United States of America and is captured intact, while its existence is successfully kept secret from the rest of the world for decades.

1945 A.D. Eridani make breakthroughs in pulse technology. The experiments are halted mysteriously. The Second World War ends on Earth as Humanity enters the Atomic Age. Mutzachan observation of Earth increases.

1947 A.D. A second Mutzachan scout ship crashes on Earth at Roswell, New Mexico, USA. The ensuing government cover-up only adds fuel to Human belief in extraterrestrial beings. Reverse-engineering of the two alien craft's technology provides an enormous boost to Humanity over the next several decades.

1971 A.D. The Rams revolt and the Cizeracks are forced to cede the planet Pythos back to the Lizards.

1973 A.D. Armed with stolen Cizerack technology, Ram Pythons invade the Great Inland Sea and butcher the Python Lizards. The wholesale massacre is called the Revenge of the Silent Blade in memory of Tar, the great Ram Python Tomud. The 3rd Civil War on Pythos begins.

1974 A.D. Ram Pythons launch another offensive to destroy the Python Lizards, once and for all. They use modified Cizerack technology to win the decisive Battle for the Inland Sea. Python Lizards capitulate and are rounded up, then slaughtered. The Ram Pythons begin a systematic extermination of the sea lizards when all of a sudden, their weapons stop working. A gold-robed Mutzachan then appears, hovering in the sky. He speaks, saying, "You have used technology to unbalance the otherwise equal force between you. This I must stop." He continues for awhile, then speaks a strange prophecy. "One day, Ram and Python shall fight side by side as brother and turn the tide in the battle for the universe. Thus, both races must be allowed to flourish. From this moment forward, I forbid any wars between you. All violators shall be destroyed!"

1975 A.D. A Ram Python army enters Python waters to destroy Python Lizards. The sea begins to boil and they are cooked to death. Shortly thereafter, the same gold-robed Mutzachan appears and threatens, "If you disobey my commands again, I shall be forced to terminate you. I am your superior in battle. Look at those whom I have defeated." A peaceful coexistence begins on Pythos.

2011 A.D. Nuclear terrorism, combined with rising tensions between East and West, triggers a "limited" nuclear war on the planet Earth. Nearly 1/3 of the planet's population perishes. Civilization is thrown into chaos as a nuclear winter sets in.

2012 A.D. The Western Defense Group is formed between the United Socialist States of America, Canada, and Brazil. This alliance quickly becomes the dominant economic power in the world as they contain the majority of the planet's remaining arable land. They secretly begin funneling defense funds into the improvement of the International Space Station. The goal: a permanent colony on Mars and potential haven for the Human race if war comes again to Earth.

2020 A.D. Europe begins to get back on its feet. Trade begins again with the New World. Ethnic tensions build in Europe as millions of displaced Russians and Ukrainians try to integrate after fleeing their homelands, laid waste by Chinese nuclear and biological weapons.

2028 A.D. The first Humans land on Mars. It is kept secret from the world. The Human Genome Project finally bears fruit. Hundreds of diseases are cured at a stroke, saving Africa from virtual depopulation, and increasing average life expectancy to 95. Genetic enhancement seems a real possibility.

2030 A.D. The rise of the first mega-corporations, as multi-national conglomerates begin to take over governmental functions from nations unable to reconstruct themselves after the war.

2051 A.D. Mutzachans make open contact with Humanity and begin cleaning up the planet. They trade industrial technology for medicine. The Energy Controllers greatly accelerate Human technological evolution.

2075 A.D. The Gen Wars break out on the planet Earth.

2086 A.D. The first stargate is built orbiting Mars. Over the next 50 years, Humans build a massive space fleet and sweep out across the galaxies, colonizing hundreds of worlds, and encountering myriad alien races. Mutzachans supervise the expansion. The Human population explodes.

2108 A.D. The 1st Arachnid Invasion begins. Millions die before it can be stopped over the Sea of Orion.

2109 A.D. A defense treaty is set up to protect the 12 most powerful races, and thus the Alliance is founded. Gen-Humans assume leadership of the Alliance with Mutzachans as arbitrators. The Council of Timar is moved to New Washington. Joint Eridani and Human fleets are dispatched to Virgo to battle the Arachnids on their own ground. Phentari, Cizerack, and Mutzachan units are held behind to protect the Core Worlds.

2120 A.D. Imperialist elements within the central government push for expansion, and exploration begins all across the Local Group of galaxies.

2121 A.D. Pirates spacejack a freighter convoy heading for Crossroads. This constitutes the first massive pirate attack against Alliance shipping.

2127 A.D. Eridani and Phentari border skirmishes breakout. A cease-fire is signed. The Council of Timar proves for the first time that it has true authority over all nations within the Alliance. Eridi-Corp is created to protect Swordsaint interests.

2145 A.D. Dissension over government policies surfaces. Mass protests are held on the capital worlds of Earth and Katrel, as well as many other planets. Galactic-scale riots ensue.

2187 A.D. The first Rebel Uprising. Crack mercenary units disguised as operators of a freighter convoy capture Starbase *Sunrise*, along with its stargate. The insurgents demand political reform. Simultaneously, riots break out on dozens of planets across the Core Worlds. Military units respond and crush the Rebellion.

2207 A.D.	Ex-Marine Don Stefanie founds the Neo-Conservative Forum. The new movement flourishes, expounding, "Vote out all the Liberals."
2239 A.D.	Balshrom Science Corporation is spun off from Telydyne as a separate entity.
2240 A.D.	Uncle Ernie links artificial intelligence to the brain and becomes the richest man in the universe.
2256 A.D.	Uncle Ernie turns sour over a dispute of licensing rights for genetic experiments. The Second Rebel Uprising occurs. It is put down at the Battle of Terasleague. Casualties total in excess of 5 million.
2257 A.D.	The *CNNS Hammer* survives a surprise attack by Arachnids. The rest of her support ships are destroyed. Crippled, she limps back to port.
2260 A.D.	Nothing very special happened this year. The Bills lost again.
2265 A.D.	2,500 Tza Zens are executed on the planet Katrel for treason against the state. Peaceful Zens demonstrate, demanding the perennial government step down.
2267 A.D.	Uncle Ernie escapes from the maximum security prison at New Leavenworth. Six months later he unleashes the Blood Warlock on New Washington.
2268 A.D.	*Battlelords of the 23rd Century* 50th edition is released. There are still tuns of typos. The affects won't be aperent for a couple of sentureys, PPleas esend all corrections to SameS@#tDiffrentCompanee, New Leavenworht worshop. Ask for the Fat Black pot Bellied Condor. He is working as the prison secretaryu? Ask for the new expanded typos index! Larrry is still using the same 286. His brain keeps being transplanted and is currently resdingg in a Ram Python.

2272 A.D.	The battlecruiser *New Washington* and her contingent of warships ambush and destroy an Arachnid mothership over Tau Ceti. Jaquassarious Phentari destroys the planet Sharron and becomes the number-one wanted criminal in the galaxies.
2273 A.D.	Fostering fears of a Third Arachnid Invasion, an AMC mining convoy is attacked and wiped out by four Arachnid scout ships. Curiously, they steal the cargo from the AMC ships. AMC denies they were transporting anything other than di-tritium ore. Galactic-X is rumored to be investigating.
2274 A.D.	A special session of the Galactic Forum (The Alliance legislature) is convened to discuss the destruction of the planet Sharron by Jaquassarious Phentari. The action is condemned and a vote for a Death Note (unconditional bounty) is taken. The referendum is passed. Mutzachan and Phentari representatives abstain from voting.
2275 A.D.	Some twenty different Alliance vessels disappear without a trace. A special inquiry is set up to investigate these happenings. Uncle Ernie delivers a present to the planet Borneo in the form of a special biological weapon. All indigenous life perishes. He sends a message to the floor of the Council of Timar. "Hey, baby. Uncle Ernie loves you! By the way, that was only a trial size."
2276 A.D.	Apparent evidence to support the existence of Atlantis is covered up by conservative elements of the Alliance.
2278 A.D.	Chainguns are made illegal on most tech level 3 and lower worlds.

A MOMENT OF THE PAST

4001 B.C., near Mars, in the Sol system . . .

"Sir, picking up an unidentified object at 350,000km . . . Heading 2.3259 . . . Speed . . . Sir, it is moving at step 21.7!"

General Aacki whirled to face the view screen. Nothing visible accept blackness and the pin prick light from far off stars. "Helmsman, change heading to 1.47 mark 7. Com, order the fleet to Battle alert! Weapons officer, charge spears, maximum overload. I want a narrow, two volley dispersal pattern. Give me 110 percent to the forward shields . . . Ready to launch missiles on my command."

"Yes, Sir!" echoed coolly from all over the bridge.

Out there lurked an enemy, and so the pride of Eridine headed into combat to defeat this foe. They would show it what the cleaving might of a Swordsaint battle fleet could do. The General smiled to himself as two war cruisers, *Menace* and *Blade Storm*, appeared on the viewscreen before him. They accelerated to attack speed.

"Sir. Scanning sector." The science officer worked the keys of his console. "Detecting a massive energy build up, Sir, composition unknown, origin unknown . . . It is propagating directly toward us!"

"Evasive Maneuvers!" Aacki shouted. "Damage control, prepare to report in . . . Fire all weapons!"

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General Aacki-Ican stepped slowly into the room and moved to a position at the far end of the table. He carefully took in everything as he went. The room was completely empty with the exception of one long, plastic-like table and six chairs which surrounded it. Five chairs stood at one end and one at the other, occupied by a small creature. Light emanated from somewhere behind the walls. Eerily, the chamber seemed to oscillate, the walls changing hues from silver to gold, then back again. He examined his chair for a moment. It seemed to be attached to the floor. But, when he moved it, it seemed to slide along as if it were free. A trap. Maybe . . . He remained standing for a moment, then stiffly sat, eyes rigidly fixed on the blank expressionless face at the other end. His soldiers followed suit. To his right Guamu, High Nog

serving the fleet, at his left, Naci-Idan his wife of 100 years and Viceroy to the greatest military juggernaut that ever roamed the free realm of space. Guarding them were Eridicus the Strong, Field Marshal of the Eridani ground forces, and Admiral Naa-Kati, commander of the Royal Naval Echelon stood tensely just behind and to the right of the General.

All eyes fell on the small demure creature, dressed in deep red robes with arms folded at the other end of the table. Its head sat huge, oblong, and heavily veined, atop a small spindly neck. It had large round eyes, black and implacable. The being had tiny fingers, like those of a child's. Those fingers drummed continuously on its upper arms. Presently, Aacki noticed a glow of light shimmered from somewhere within the face of the creature. It started, almost green, under the being's pointed chin and grew, and expanded over his face, centered in the middle of his forehead. Instinctively, Aacki placed his hand on the hilt of his sword, muscles taught, ready for action. He felt that the others had done the same. The creature did not flinch. It merely scrutinized them with a quizzical look from where it sat. Didn't it realize that they could kill it with the single motion of their ever sharpened swords? Of course it did. That's why they were here. A formidable foe sat before them, something that had to be reckoned with. They sat in its counsel, aboard its ship, at its command. An icy feeling spread through the great warrior. Aacki quickly suppressed it. No emotion was worthy except the emotion of victory.

Markuss sat quietly and watched his audience, unafraid, detached, and as always, neutral. Decisions had already been reached on the fate of the visitors. He merely waited for them to speak. He watched the barbarians with interest. These Eridani were proud warriors, immaculate in their precision, and great of valor. But still, they had not evolved past the stage of reckless violence. They threatened many developing worlds. Tolerance of their actions had reached a breaking point. Suppressing them seemed to be the only logical action. Whimsically, Markuss felt enlightened, as if he had answered some long question on meta-physical existence. He thought to himself, the existence of any lifeform warrants itself by balancing the effects of itself against those of others. Each action has an opposite and equal reaction. Naturally, unbalancing the

forces of nature leads to the disintegration of all things. Control must be administered. A small smile pierced his lips. It faded as fast as it came.

"What humors you, Mutzachan?" Aacki asked in a cold steely voice.

"Nothing, sir. I merely was contemplating something of physical essence. I issue no offense."

"None taken." Pause. "With what terms do you hope to bargain Mutzachan?"

Markuss thought for a moment then replied. "I do not offer terms. I merely speak of angles. All things approach their existence from angles. These angles may be acute or obtuse, it matters little. What matters is that the angles complement each other. See, from a physical standpoint, all things are at harmony throughout the universe. Energy exists in tidal pools that spread outward to touch everything. At the same time, other things in the void act to slow them down. In the end, an equilibrium is reached . . . You see . . ."

"Desist, creature of light. Speak of what you want. Don't rattle your tongue, lest I cut it out!" Field Marshall Eridicus now stood, half drawing his blade. He moved from his seat and in two steps stood menacingly before the little creature. The General towered over the being, inviting death with pure malice, his cape thrown back and his eyes ablaze. He stood as a statue, unflinching, taut with intensity that was more than anger. "Don't speak in riddles," he hissed. "Just speak."

"Sit, Lord Eridicus. Sit now!" commanded Aacki.

"Control, Master Buddon. You look foolish. And I suggest rather strongly that you do not threaten me again." The Mutzachan showed no fear. He merely folded his hands and drew them back inside the safety of his cape. "Control is exactly what we are here to discuss. Your actions were unwarranted. You have been suppressed."

"What!" Now Admiral Naa-Kati jumped to his feet and assumed the same position as the field marshal, hand on sword, muscles clenched, ready to cut off the huge head that sat before them.

"Your insolence is intolerable! Do you consider the cowardly destruction of two score ships, without facing your enemy in battle honorable?"

Aacki did not speak, nor restrict his soldiers' actions further. Emotions were unnecessary. However, sometimes he understood

them. The group approached conflict and all the Eridani sensed it with a quiet joy. His warriors could handle themselves.

"You butchered over 20,000 of the universe's greatest warriors without even stepping up to fight. You destroyed the lives of the purest fighters that have ever lived. You are a coward. I shall destroy…"

Naa-Kati swept his blade out in a swift motion, arced it towards the creature's head, and brought the death stroke home. Just before the cleaving blow struck, the Eridani exploded in a ball of energy, his burnt remains flung all over the room. His sword clattered to the floor, a clenched fist still holding it.

Anger swelled inside the Eridani general. He fought to deny it. What was this being? It had destroyed two dozen of his ships and now it fired energy bolts from within its body and snatched the life out of the greatest naval mind that had ever existed.

Blue light now surrounded the Mutzachan and it looked as calculating as ever. What a formidable foe, he thought to himself. It must be destroyed.

"Now," Markuss gestured with his hand, "Shall we all sit down and attend to the business at hand? Sirs, I await your counsel."

No Eridani moved. They waited, intense for combat. "I give you my word of honor, as Lord of the Council of Timar, that I will not kill another of your people, so long as you do not provoke me another time." The Mutzachan paused for a moment of introspection. "You do your people no good if you are dead. Balance shall be lost to your kind. I have given my word. I will not strike another time, so long as you do likewise." Markuss leaned back in his chair, quietly waiting.

The next five minutes or so seemed to drag on for an eternity, the Eridani delegation standing before the Mutzachan energy controller, silently measuring their chance to defeat him. The air crackled

with readiness and burned with the smell of charred flesh and methane. The Nog spoke next.

"We shall sit and take counsel. For the time we are beaten," it's face flushed with emotion.

Slowly, one by one the Eridani sat frozen in icy stares, countenances dark with defeat. When they all had taken their seats, the Mutzachan spoke.

"Two thousand, two hundred and eighty years ago, a fleet of your vessels approached the Sigma Draconis star system. They came looking for conquest as is the way of your people. Yes, I have been keeping a watchful eye on your race for the last 2,000 years."

The impact of the statement caused Aacki to blink. "Continue."

Markuss noticed the response and smiled internally. He held the high ground now and the Eridani knew it. There would be no more open conflict. "Understanding the intentions of your race, my people sought to protect themselves. Your ships ignored the warning sign, a huge solar flare which erupted as you passed by the star we call Niere. Five of your war vessels were destroyed. Undaunted, you came onward and I was forced into action. I was forced to neutralize them."

He watched the noble warriors squirm visibly at the accusation. Presently, the Nog started slowly to her feet. Aacki restrained her with a firm grip on her arm. She succumbed. His field marshal had gone to his sword again, but hesitated, unsure of what to do next.

"I generated a powerful gravity wave. It swept across space and built up, striking your ships like steel to flesh and in an instant the threat to my people was gone. I did it again today, just in a different place."

Aacki hissed, "You do not face your enemies. You hide in shadows and slay them. What honor exists in killing in such a way?" He trembled with rage.

"Mutzachans do not kill for honor. We act only out of necessity. Your cause was to unbalance the natural forces of the universe. Had we let you destroy us, you would have thrown the galaxies into great upheaval. I could not let you do this. So I eliminated your ships."

"Murder is a more accurate phrase. We call it 'Anoir-Idal-I-Mor,' The Stalking Death. We are all taught about the unseen foe that vanquished our people long ago. All Mokaba Datu learn of the lesson in school. What you can't see is the purest foe, the most heinous coward. And it can kill you. You must prepare for his meeting." Aacki-Ican slowly got to his feet, in measured movements. He stepped away from his chair and circled the table to stand before the creature. He thrust back his cape in full, revealing the heavy body armor that he wore beneath it. His muscles corded, stiff with anticipation. His eyes bulged, seething with destruction. Yet, he did not tremble. His sword arm graced the cold steel of his blade. He spoke slowly.

"You can obviously destroy me where I stand yet you do not. You have murdered my people time and time again and show no honor. You shame me, but without intent. You speak as if I am your equal, when I am not. You are a trickster, but not of action. My counsel is shamed. We cannot defeat you. What is your will for us. Death is not the worst fate to befall a warrior. It is merely his destiny! Do not play games with us Mutzachan. Kill us now and prepare us for rebirth!"

Markuss looked on the warrior now with great admiration. The Swordsaint stood before him proud and defiant. His red mohawk hair stood tall on his head. His face galvanized with purpose. The Eridani's eyes cut into him, willing him into action. The Swordsaint wore battle armor with the pride and dignity of a true barbarian. Marvelous.

"I do not kill you because it would be wrong. Yours is a greatness. It is just misdirected here. I will not destroy you because that is not my purpose." He looked the Swordsaint full in the eyes. "I am not your enemy, yet I am not your friend. I am but a Caretaker of the Universe. Such is the Mutzachan way. My energies are bent on preserving things as they are within the flux of balance. I decree only this. You shall not enter the Sol star system and destroy the insignificant lifeform called Human. It is forbidden!"
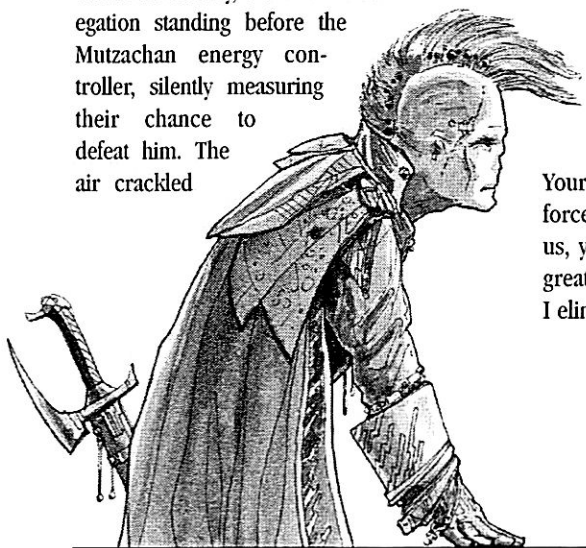
FOUNDING TRUTHS

The present Alliance government was formed out of an alliance of need from what was then known as The Galactic Confederacy. Many of its 10 sovereign nations were either at war or on the brink of conflict at the time of its conception. Such was the state of events in 2108 when suddenly, without warning or apparent reason, the races of beings known collectively as Arachnids, launched a full scale invasion of the Milky Way galaxy. They first struck at the Eridani colony world of Plor, wiping out all of its 200 million inhabitants, then they destroyed the Phentari battle station at Hedun. Next, the Human mining colonies were razed at Kalumaz, Hedricksburg, and New Prague. The Galactic Confederacy reeled under the attack. Contention followed over how exactly to respond and who would lead such a response. Orion forces crossed into disputed Eridani space to battle Arachnid lead elements and were subsequently fired on by Eridani warships. Two Orion cruisers suffered heavy damage in the incident. While governments bickered, the Mutzachan world of Therbas fell into Arachnid hands. The final straw: the Human and Gen-Human combined arms fleet reacted to intelligence information and defeated an Arachnid battle group over Pythos, the Ram and Python Lizard home world. The heart of the Confederacy had come under attack; something had to be done. Differences were shelved for the moment and an emergency meeting convened on the planet Earth in early 2109. The Confederacy attended, along with the Chatilian Planet Trust and the Cizerion Ward.

The topic of discussion: how to defeat the Arachnids. All agreed that any difference between rival governments paled at the threat of obliteration by the overwhelming Arachnid might. Their ships had penetrated to the very center of the Confederacy and a capital world had come under attack. Contingency plans had to be worked out for the defense of all home planets, along with the industrial centers, as well as provide for an offensive battle doctrine to drive the Spiders out of the galaxy. The Cizerion and Chatilian governments did field navies, but both were far too small to pose any substantial threat to Arachnid warships. The Eridani boasted the most potent navy ship for ship. However, their fleet was small in comparison to the still larger Human and Phentari groups. Mutzachans refused to field any navy that would take on an offensive posture. Mutzachan vessels were for defense only. Orions offered a small token fleet. However, the bulk of their forces would defend their own worlds from Arachnid and Eridani aggression alike. More than enough blood had been spilled on that border. This historic animosity between the Confederacy's member worlds caused no end of problems, as this report from the 2109 meeting clearly shows:

> ◄ An all too common scene on the battlefields of today. Another casualty, another family who will mourn the loss of their son. Combat in the 23rd Century is hyper-deadly. You must stay alert to stay alive. One mistake and you often wind up plant food! This kid was a rookie, on his first tour with the Amercs mercenary group. The term used is NHI, non-Human involved. See, when you are new, your life isn't worth anything. No one cares about rookies. They are a credit a dozen. You are a non-human.
> The Kid bought it trying to be a hero, charging an enemy position with guns blazing. Four steps, three direct hits from a pulse automatic weapon and NHI!

The Eridani High Regent Nog Asmerilis rose from its seat, an object of splendor in its silken robes, a gold scabbard strapped across its back, inlaid with the Jewels of Eridine. That scabbard cradled Harm, the legendary Eridani two-handed sword, the focus of the entire Swordsaint nation. The High Regent strode in a measured gait across the floor to the podium where it stood before the entire conference. Silence fell, heavy and thick. Anxious eyes waited. The Buddon priest swept a steely gaze across the chamber. Silence... Suddenly, the Nog drew Harm, whirled the mighty blade in an arc about its head, then beat it hard upon the chamber floor. Then it stepped backwards, spinning on one foot and kicked the podium. The dais exploded, spraying shards of wood into the first row of the Council. A rush of Ooohs and Aaahs as people scrambled to their feet. The Swordsaint stared menacingly at the crowd.

"I would much rather lose ten thousand warriors before I would take charge from a Phentari worm! I say this and I say this only... Conspire with the squids and place them at the helm of your destiny... and the Eridani legions declare war on all of you... On all of you!" The Nog then raised Harm again, blade pointed toward the ceiling. It spoke, cold and detached, icy with violence. "Your blood shall run thick in the wake of your folly. Never... Never shall Eridani walk in the treacherous shadows of Phentari scum. I say this to all of you... Heed my warning. I shall not speak again. Conspire with the squids. Take up their bidding as straw puppets... and it means war!!!"

In the end, the Mutzachans acted as mediators and brought the Eridani back to the bargaining table. After months of angry deliberation, the Treaty of Alliance was signed on the Human flagship *Foundation*.

Humans and Gen-Humans led the overall war effort. They controlled the largest territory, boasted the largest navy, the Colonial Naval Network (though its existence was mostly based on Mutzachan provided technical assistance), and possessed the largest population. The Eridani and Phentari governments were forced to capitulate, under the weight of these overbearing facts. Neither wished to be outdone by Humans! Thus, the Partisan Naval Effort was formed, with ships from all space faring races, to defend trade routes, as well as the Alliance borders. All races fielded fleets to defend their own worlds and territories. The massive Colonial Naval Network took on the Arachnids in the field where they finally won a decisive victory at The Battle Over the Sea of Orion.

There has never been a pretense that the founding governments shared an amicable relationship at the time of the Alliance's creation. On the contrary, it is always pointed out by some dignitary that if it weren't for the threat of the Arachnids, the Alliance wouldn't exist at all. These are the founding truths, foundations from war.

THE CONSPIRACY THEORY

There has been much speculation over the years concerning the relationship between Humans and Mutzachans. Mutzachans are strange beings who call themselves the Caretakers of the Universe. They are able to manipulate energy and the very physical essence of life itself. Energy Controllers are by far the most powerful beings in the known universe. They have existed for eons and appear to be omniscient. The thought is quite frightening, especially since their purpose has never been clear. They have interceded on numerous occasions to change the course of racial evolution, poking their big heads into business that was of no concern to them. Everyone else has been forced to accept their decrees, no matter how capricious they seem because they are so powerful. Mutzachans claim to be neutral, acting only to keep universal life in balance. They are quick to point out that with the power to destroy planets at will, they could have exterminated all of the other races in the Alliance at any given time. However, such is not their purpose. Energy Controllers exist to create a harmony between all things. That, as it may, is suspect about this mysterious race. Why, if they are so balanced, do they appear to play favorites with the Humans? It appears as though the two races are in collusion, with the Humans acting as puppets to carry out the plans of the Energy Controllers. The Mutzachans went out of their way to accelerate the evolutionary process of the Humans, but have time and time again impeded the natural progress of races such as the Eridani and Phentari. These are immutable facts which cannot be denied.

The conspiracy theory advocates that the Mutzachans are using the Humans to control the universe. It makes sense. There aren't a lot of Mutzachans in the first place. They used the Humans as tools to swindle control of the Alliance. Eight Mutzachans sit on the Council of Timar. The council is represented by members of all of nations and acts to legislate the future of life as we know it, i.e. Mutzachans run everything with a puppet Human hanging on their drawstrings as President.

PORTENTS OF DANGER

A deep groan echoes through the chamber hall. Several beings scream. Buddon Priests grab for their weapons as a form materializes on the floor of the Council of Timar. It appears as a Human to Humans, a Mutzachan to the Mutzachans. Each races sees it as themselves. Silence falls like stone on the echoed walls. Eyes rivet on the podium where the ominous messenger stands. He speaks slowly, each word measured as if the speech had been rehearsed over centuries of time.

"I am Farkon, Messenger of Truth, Postman of Doom. I come with a message . . . a message for eyes that listen and ears perceptive enough to see disturbing truths. I come in time . . . I am time . . . your time. You grow great with focused vision, myopic in its conception. You live brash, sarcastic, and unaware. Your arrogance permeates each naked action. Ignorance is forged at everything you build. Yours is barbaric. You are inferior. This is the truth. It is well for you . . . I am Farkon the Messenger, heed my words . . ."

The being steps down from the podium, circles the floor, imploring eyes to follow. He moves slowly, drawing crescen-

do to each moment, watching the crowd for a revelation of awareness.

"You conquer your planets, build your cities of vanity, ride your chariots of fire into the flames of the future as if you might never get burned. But heed my truths. Purchase an ocean of water to pour on your charred remains. For you will be seared by the naked fate that awaits you. Remember this . . . Enemies are friends under a different light, the light of wisdom . . . Finally . . . All that is . . . is not seen. All where you live seems so safe, is merely a juxtaposition of things in between . . . The Alliance shall be destroyed and so your destinies forged."

The being disappears, leaving a stunned audience and a sea of uncertainty.

Adding to the fears of people, are the portents of danger signaled by extra-dimensional beings called Dane. The Dane are entities believed to exist in the fourth dimension. Little is known of them, their origins, their motives, their inclinations. They have, from time to time, appeared out of nowhere to speak cryptic messages of doom. Most people ignore their threats, viewing the Dane as whimsical and taunting. How can one affect the future, if one is ignorant of what that future entails? The Dane never explain why things will happen, just that they will. The only people who seem to know anything about them are the eight Mutzachans on the Council of Timar. However, they duck all questions on the matter, claiming that it would upset the balance of things and thus threaten life. The rebuttal to that is that if the Alliance is destroyed, then life will be destroyed anyway.

The Phentari delegation to the Council of Timar has repeatedly demanded a full explanation from the Vision of Eight. They have always been denied. In 2265, impeachment proceedings were commenced to remove the Mutzachans from their positions as overseers of the council. They were charged with treason, withholding information vital to the very survival of the Alliance. A tribunal was convened, with equal representation from the eleven other governments, to determine the fate of the eight member group. Furthermore, a verdict of guilty would indict the entire Mutzachan race and result in their expulsion from the Alliance. Evidence on both sides was reviewed. The Mutzachans sat, impassive, revealing no hint of emotion. A vote was held: 6 to 5 in favor of innocence. Human, Gen Human, Orion, Mazian, Cizerack, and Zen Rigeln assumed positions of innocence while the Eridani, Phentari, Ram Python, Python Lizard and Chatilian judges passed verdicts of guilty. The status quo was maintained.

CITIES OF WAR

There are thousands of Alliance controlled worlds sprinkled across the void of space. These planets are inhabited by a variety of beings, as diverse as they are many. The cities reflect the environment of their denizens. Each is modeled after the tech level and social standard, consummate with those who live there. Thus, there is no true means to describe what a "standard" city looks like. There is too much change. However, most share common elements, events and viewpoints, analogous to life everywhere. Most, at one time or another, become cities of war. Metropolitan areas have always been susceptible to violence. The reasons can be attributed to a variety of causes, persons being stacked

up on top of one another, social injustices, and/or the inability of the police to monitor the illegal activities that occur within a concrete jungle. All these major factors contribute to urban violence. And one other—Battlelords!

Warrior types conduct covert actions, some legal, others not. They are paid handsome sums of money to resolve conflicts. Often, they employ any means to justify their ends, including ruthless aggression. The trail of conflict usually starts somewhere else, a factory in suburbia, or a mining station on an asteroid light years away. Yet, the paths of treachery and deceit wind their way across space, through corridors and alleyways, to a final confrontation. Suddenly, a congested street explodes into violence. Innocent lives are shattered, caught in the cross fire of plasma. Fallen bodies and broken windows. Tears of anguish and despair. The perpetrators sink back into the shadows of technology. Another mission complete. All beneath the metallic gleam of the high rise superstructure world called the city!

With all the urban violence associated with mercenary activity, it is no wonder that cries for justice are screamed across the headlines of newspapers everywhere. The upper crust of society is interested in law and order. It needs to feel safe from the problems of "real" life. The rich hide in manicured havens called the suburbs, safe from the violence of every day life, detached from the truth. Then, a plasma grenade explodes in a crowded office building. Dozens are killed, including neighbors and kin. No one is caught. Now pallbearers lower a friend into the ground. The rich scream for justice. The street poor smirk. The government scrambles for answers while the mercenary picks up his paycheck.

THE GOVERNMENT'S RESPONSE

The central government has been forced to respond to the growing demand for police protection as citizen groups push for justice. However, budgets are slender in times of recession. There are simply not enough law enforcement agencies to cover a "nation" that spans some twenty galaxies! Furthermore, the judicial system is overworked and overpaid! The case load for prosecution is staggering and the Criminal Justice Network has been set up to deal specifically with those problems directly associated with mercenary violence. With the drastic increase in conviction rate, the prison system has been badly strained. There hasn't been enough jail space to house inmates for decades. Thus, those persons committing lesser crimes are often released on their own recognizance. This problem is still prevalent on tech level 3 and lower societies. The Alliance has been forced to set up planetary prison systems on inhospitable worlds where the entire planet is a prison and criminals are left there to serve out their terms. These planets are guarded by warships which pose a further burden on taxpayers.

The government has further responded to the demand for justice by beefing up the security at spaceports. Most hardware used to carry out mercenary activities must be smuggled through Customs to the surface below. A wide variety of security fail-safes have been added to break smuggling rings and capture violators. Defense nets surrounding planets have been vastly improved, but only on affluent worlds who can afford to pay for such prohibitively expensive measures. The Jackson Commission has been set up to monitor planetary emigration. Tougher gun control laws have been enacted to prevent persons from obtaining the sophisticated hardware commonly associated with mercenary activities.

Yet the Alliance is charged with carrying out a policy of disinformation, directly trying to censor news released to the people so as to keep them ignorant of events which transpire around them. This is considered illegal, under the 48th amendment to the Alliance Constitution. But since when has the government followed the law? It has always acted outside it. The less people know of the truth, the better it is for the nation as a whole. Quiet threats are whispered in the ears of reporters, hot on stories of urban violence. Communications are conveniently garbled under the pretense of deep space interference. Other news is completely withheld, being deemed vital to the security of the Alliance. The central government is under indictment for falsifying print, twisting truth, and keeping its people in the dark.

Finally, there is much conjecture over a covert compliance, that a sort of informal collusion exists between the government and big business in support of mercenary activities. Big business, after all, pays the taxes and therefore the salaries of those who run the government. The government appears to turn its head as much as is possible when it comes to the spill-over violence that results from mercenary warfare. Officials are rewarded with fat campaign endorsements, and a little graft to line their already bulging pockets.

THE NECESSARY EVIL

As much as they are disliked and feared for their actions, mercenaries are the stuff of tri-V adventures. Whether good or bad, they are the talk of conversation wherever you go. They are seen as brash and uncultured warriors who are caught up in the system. They commit egregious wrongs against their own public for fame, fortune, and glory. However, where would we all be without them? They fight our dirty battles while we sit at home, warm under the covers, watching Tri-V. They die on desolate worlds such as Dimnos 3 and Planet Doom. We go shopping! The Arachnids are defeated by these men of fortitude, who place their faith in plasma. They do gut checks. We check bank statements. As much as we are incidentally damaged by their actions, we are also rewarded by their heroics and saddened by their misfortunes. These Battlelords are a necessary evil. Heroes have always been misunderstood. They have also, always been a necessity.

—*Cindy Walker, Law Abiding Citizen*

A UNIVERSE AT WAR

Wherever you travel, across the vast realm of the Alliance, you witness the tidings of war. One can see it in powerful armadas anchored at battle-stations in deep space, pass it as soldiers patrol a city's empty streets, or read of its horrors on the front page of the news-nets. It is a reality that is nonchalantly accepted. Most people are numbed to its pain. War, in one way or another, affects almost every citizen of the Alliance. It is in fact, the reason for the government's existence. War binds all things. It tears all things asunder.

There are some seven hundred wars currently being fought within the territorial confines of the Alliance. Some rage continuously, with thousands dying every week. Others are intermittent, a hit and run raid

on a fuel carrier, an assassination of a king. Most are between worlds whose local governments have clashed over ideals or land. Some wars walk the tightrope of cease-fires that have existed for centuries. Others are mere wars of words.

Weapon Manufacturers

The weapons manufacturers of the 23rd Century wield great power. They maintain a large presence in government and lobby hard for issues in their favor. All weapons manufactures must follow guidelines set up by the Galactic Regulation Authority which legislates gun laws throughout the Alliance. Due to the laws forbidding interference with evolving planets, a wide variety of weapon types must be present to suit the needs of emerging cultures at their present state of evolution. This fits right into the plans of the weapon manufactures who fought hard to set up such laws in the first place. Therefore, weapons must be produced for each tech level. This explains why certain archaic designs still exist. Archaic powder designs are all but impractical on any tech level 4 or higher planet. These inferior designs have little value there, but are quite important to a tech level 3 or lower world where the technology to produce them is allowed. Thus, companies have made design copies of prevalent weapons types from older eras. Shotguns and rifles are crafted on machines as duplicates of those ancient designs. There are more Humans than all the other races combined in the Alliance. Thus, most weapon types hold names concurring with popular Human themes.

The weapons manufacturers enjoy an oligopoly, that is, a few companies control the vast majority of the systems available. For instance, Human Antique Systems (HAS) enjoys a complete monopoly over the archaic powder weapons sector. It alone is allowed to reproduce replicas of weapons from ancient Earth, and was used as a bargaining chip for entering the Alliance.

The Design War

A war exists of sorts between the various weapons manufacturers. Companies spend enormous amounts of money on research and development. Large portions of a company's budget are dedicated to the creation of efficient weapons systems that can kill more for less. Thus, industrial espionage is rampant throughout the industry. Spies infiltrate research facilities, blow up factories, assassinate project scientists, and so on . . . all so that their company can remain competitive. Of course, all of this is on the up and up and every company denies carrying out any illegal activities. However, most, if not all, have been indicted on some sort of illegal activity at one time or another. As an added layer of security, the weapons manufacturers have built most of their top secret designs in such a way that any attempt to discover what is inside a particular weapon causes it to explode. Elaborate defense measures have been built into weapons to prevent their secrets from being revealed.

The Alliance gives its implicit compliance to the design wars by turning its head on various violations, imposing minor fines for gross negligence, or reversing damaging rulings against companies. It is in the best interest of the government that the intense competition exists. The consumer benefits by getting the best product for his money. Companies line the pockets of government officials with huge sums of money in order to get votes. That's fair! Finally, industrial espionage must be fought by the police and recurring problems help to get massive police budgets passed. So everyone benefits, except of course for

the guy who takes a couple of bullets to the head because he is a good scientist. Oh well! If he had bought armor or a weapon from one of these companies, then maybe he wouldn't be dead in the first place!

Anti-Weapon Sentiment

Just as there are Humans who support weapons proliferation, there are just as many who are adamant against it. There have been hundreds of thousands of incidents where innocent bystanders have been caught in the cross fire of some mercenary shootout. Granny comes walking out of the store with Tippy her pet Wimple and takes a couple of blasts from a pulse cannon to the chops! Just another shootout between rival company mercs. The anti-weapon sentiment is on the rise in many areas of the Alliance. Malcomb Rex, a prominent gun abolitionist founded Residents Against Weapons, or simply RAW, as a means of combating the weapons proliferation problem. RAW, along with the anti-weapons group NAM, holds rallies all over the galaxies to protest the weak gun control laws. Most RAW and NAM members follow a policy of civil disobedience and non-violent protest such as disrupting mercenary conventions, blocking weapons shipments, etc.
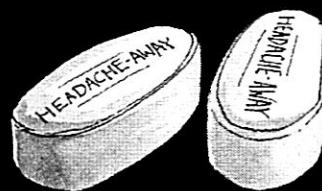
The Intrepids

As much as there is anti-weapons sentiment, there are billions of people who look upon the warrior types as demigods, bigger than life legends who are the stuff of novels. The commoner goes about the boring routines of his listless life with the zeal of a corpse. People grow up, work, spit out a couple of pups, and then wait to die. They crave violence as a means to appease the boredom of their very existence. Violence is a vehicle to excitement, and thus a little hope. Consequently, most races prefer a violent means, with the possible exception of the Humans, whose near self-induced genocide has made them more spiritual in life.

There exist a group of over zealous "adolescents" called Intrepids. Intrepids are the mercenary groupies. They follow around combat types, offering themselves for work or play! Intrepids are loyal to a fault, usually blind, disillusioned people with little joy in their lives. They look to the warriors for a sort of salvation. Many Intrepids follow the mercenary groups around the galaxy, working for free, in return for adventure. This provides warrior types with cheap labor. Zen, Mazians, and Eridani maintain no Intrepids while the largest racial contributor to the Intrepid movement is the Gen-Humans. Many Gen-Humans see battle as a vehicle for proving their natural superiority, and combat allays the inherent fear of being inferior. Battle brings out emotion and emotion proves that one is real. Since Gen-Humans are prefabricated, many often secretly wonder how "real" they actually are.

The chance for Intrepids to be attracted to a mercenary depends on racial makeup and prestige. There is a 03% chance to attract Intrepids per point of prestige.* All Cizerack, Phentari, Ram Python, and Python Lizards attract 1-4 followers. There is a 60% chance that the follower will be of the same race. Humans, Tza Zen, Orions, and Chatilians attract 1-6 people and there is a 75% chance that the person will be of the same race. Mutzachans attract 1-2 followers and with a 90% racial homogenous makeup. Gen-Humans attract 2-8 Intrepids with a 90% homogeneous constituency. The chance to attract followers is rolled every 3 months.

*Prestige is an optional rule, detailed in *Condemned.* If not used, the BM should determine Intrepid interest based on media exposure, missions, treatment of past Intrepids, etc.

Armor • 2

LOSEUP LOOK AT ARMOR

The type of armor that your character buys pretty much determines whether or not he will be sent home in a body bag, or worse yet, not sent home at all because nobody can find anything left of him! However, beginning characters are very limited in what armor they can afford to buy, if any at all. If you work for one of the mega-corporations, there usually is some sort of signing bonus that allows the PC to pick up something truly worthwhile. Otherwise, you have to scrape and scratch.

First, you must determine what type of environment your character expects to be functioning in. If he is an urban combat specialist, then I suggest that you get a flak jacket or street armor. Most "civilized" planets are going to allow you to roam through the aisles of the super-mart wearing tri-mesh! NOT!!! If your PC is going to be operating out in the wilderness, you have to get something on the order of AKMB armor or better. AKM is marginal, and Cruiser will work in a pinch. Flak jackets are nice, if you don't mind losing a leg or two! And yes, you have to get a helmet! Look at the Critical Hits Table and take a guess as to why!

See, the reality of it all is that your armor is important, but the options that you put on it are even more important. They determine how your character will operate in a combat environment. You should make intelligent selections as to the armor options you will need to employ. Here are a couple of hints. BUY CAMO UNIT, QSU, AND CORROSIVE PROTECTION FIRST! I would suggest Ablative Liners also, unless you enjoy small holes burned in your body!

Absorption vs. Threshold

The subject comes up all the time. Which is more important, absorption or threshold? Well let me put the whole controversy to rest. Neither! It totally depends on the situation that you are in. Threshold is good at stopping multiple attacks per round (i.e. when you are getting pasted with automatic fire). Threshold is most important for weapons that do less than 8 points of damage on the average. It is "mega-important" when taking lasers into account. Lasers aren't affected by absorption polymers. The most graphic example of the value of threshold is when a grenade lands. Persons struck by grenades take up to 10 fragments of damage. On a cost-effect basis, threshold is more important than absorption because it can completely negate the effects of a grenade attack, whereas absorption stops damage, but at the cost of armor integrity and the absorption rating itself. Overall, threshold is most important in tech level 3 or lower societies where automatic rifles, machine guns, and low line lasers are most often encountered. But it is never unimportant!

Absorption is critical to the survival of a character when advanced weaponry is used. Absorption polymers are effectively the armor's body points. Absorption polymers are actually something called Liquid Rubber. This substance is injected into the armor where it stays in liquid form. When the polymers sense kinetic energy above a certain threshold, or a radical temperature change within a certain range, the liquid turns into a super-hard, energy-absorbing agent within nanoseconds.

Absorption polymers are most effective when high-damage-yield weapons are employed. In such situations, the threshold will only attenuate a small portion of the damage. The rest must be absorbed by the absorption polymers. Absorption becomes most critical on tech level 4 or higher societies. Here, plas-

IN THIS CHAPTER...

◄ This warrior carries his own special pass key, the Abomination Omega cannon! The Abomination will replace the Devastator as the most powerful hand held weapon on the market and this Gen-Human is field testing one. He wears Power Mesh battle armor made by Bear Armor Systems (BAS). His lower body armor options include feet claws, a scatter mine defense unit, and anti-armor missiles. He mounts Jackrabbit medium range reflex missiles on his left shoulder and an automated Freewill, self engagement laser cannon on his right. With a chest mounted flux shield, this tech level 6 soldier is more than capable of effectively engaging the enemy.

ma and Omega cannons are brought to bear along with a host of other super-nasty weaponry. Absorption polymers are the only thing that stops translational damage, which is concussive-based and passes undiminished straight through the threshold to the liner below. Such is the case with tremendous crushing damage, sonic-based attacks, grenade concussion, and Omega Cannons.

The Forgotten Armor Integrity

Most of the time, no single attack will do enough damage to reduce armor integrity to zero. Armor Integrity constitutes the actual amount of "metal" (alloy or composite material) on the armor. For the most part, no single fire fight does enough damage to armor integrity to reduce it to zero. (Oh by the way, at zero there is nothing left except for your skin!) However, don't just discount armor integrity so easily. Armor integrity is quite important when pulse cannons, rockets, missiles, disruptors, and disintegrators are present. These attacks destroy large amounts of "metal" in an instant.

The Best All Around Buy

What is the best all-around buy for novice and intermediate-level characters? Mmmmm. Well let me see. There are a lot of opinions out on this. Trust me, I wrote the book. The overall best buy for the money is Bear armor. No question about it! Bear is relatively cheap and you can step on a Plasmore mine and come out of it without a scrape! It has reasonable threshold, and excellent absorption for the money, so long as you aren't size class 8. Matter of fact, all of the Bear armors are good, Cub, Bear, Kodiak, and Grizzly! Remember, the absorption polymers are great, but you can still add more!!

Armor Key

AI: Armor Integrity. The total amount of metal covering the armor.

THR: Threshold. The damage that must be exceeded to penetrate the armor.

AR: Absorption Rating. Effectively, the armor's body points.

ENC: The encumbrance of the armor.

ELE: Relates the toughness (SMR) against electrical attacks.

EMP: Relates the toughness (SMR) against electro-magnetic pulse attacks.

FIR: Relates the toughness (SMR) against fire.

CLD: Relates the toughness (SMR) against cold.

AN: Activation Number. Roll under this number to determine if the synth-polymers in Bargain Basement Armor have functioned.

FR: Failure Reduction number for Bargain Basement Armor. If the AN roll fails, this number determines how many additional points of absorption are lost in an attack.

BPR: Break Point Rating. Damage needed to puncture/activate Reactive Armor.

MDC: Maximum Deflection Capacity. Equals the maximum amount of damage that the reactive armor plate can absorb before being completely compromised.

RGM: Regeneration Matrix. Number of absorption points rebuilt by Regeneration Armor.

RS: Resonance Structure rating.

COST: The cost to buy this item, expressed in credits. If the number is followed by an "M" it means millions of credits.

Note: The header for each table contains the page number where the descriptions for the items can be found. Conversely, the header for the descriptions of the items contains the page number where the corresponding table can be found.

Note: The armor tables are organized by threshold, then alphabetically.

Note: An indication of "0" in the armor stats means that that stat may be improved. An entry of "-" means that stat is not applicable to that suit of armor.

BODY ARMOR PG. 24

TYPE	THR	ARMOR INTEGRITY				ARMOR ABSORPTION				ENC	ELE	EMP	FIR	CLD	COST
		CHEST	ABD.	ARMS	LEGS	CHEST	ABD.	ARMS	LEGS						
Leather	1	3	1	1	1	2	2	0	0	8	0	0	15	-	70
BP-1	2	5	5	-	-	1	1	-	-	6	0	0	40	-	100
Chain Mail	2	4	4	2	4	2	2	0	0	12	0	0	30	-	100
Cruiser	2	16	16	8	16	10	10	5	10	5	5	5	45	45	1,500
AKM Body Suit	3	18	18	9	18	4	4	2	4	22	20	30	60	60	450
Banded Mail	3	8	7	3	7	1	1	0	0	17	0	0	40	-	120
Bio-1	3	10	10	5	10	14	14	7	14	6	50	10	15	20	2,500
BP-2	3	10	10	-	-	2	2	-	-	4	0	0	40	-	150
Combat 1	3	22	22	11	22	6	6	3	6	18	25	10	40	40	1,800
Cub	3	24	24	12	24	14	14	7	14	25	40	35	45	45	2,500
Street 1	3	4	4	2	4	2	2	1	2	12	15	10	30	30	3,000
AKMB	4	24	24	12	24	8	8	4	8	8	40	30	60	60	1,400
Bio 2	4	10	10	5	10	18	18	9	18	8	60	20	15	15	6,000
Ceramic	4	12	12	6	12	16	16	8	16	8	-	-	120	10	11,500
Guisarme	4	30	30	15	30	8	8	4	8	6	40	25	35	35	20,000
Infiltrator	4	12	12	6	12	16	16	8	16	10	20	10	15	15	15,000
Plate	4	10	8	4	8	2	2	0	0	30	0	0	50	-	130
Protecon	4	22	22	11	22	16	16	8	16	16	50	50	50	50	6,500
Reflection	4/8	26	26	13	26	6	5	2	5	7	50	40	75	75	10,000
Street 2	4	8	8	4	8	8	8	4	8	15	20	20	40	40	15,000
Welch	4	30	30	15	30	6	6	3	6	22	45	45	60	60	3,500
Bear	5	20	20	10	20	26	26	13	26	26	75	50	60	60	12,000
Combat 2	5	26	26	13	26	36	36	18	36	15	75	75	70	75	28,000
Flex	5	42	42	21	42	10	10	5	10	24	55	45	63	63	8,000
Generation	5	24	24	12	24	12	12	6	12	15	90	10	80	80	25,000
Opticon	5/8	18	18	9	18	14	14	7	14	13	80	50	85	80	15,000
Street 3	5	12	12	6	12	12	12	6	12	20	30	20	60	60	40,000
BSH	6	24	24	12	24	6	6	3	6	29	60	30	70	70	14,000
Combat 3	6	40	40	20	40	40	40	20	40	18	90	85	90	90	100,000
Coral	6	12	12	6	12	20	20	10	20	10	90	40	20	20	40,000
D2	6	36	36	15	36	16	16	8	16	11	70	60	80	80	30,000
Electrolyte	6	20	20	10	20	20	20	10	20	15	95	95	70	80	40,000
Gorilla Suit	6	20	20	10	20	60	60	30	60	35	75	50	60	60	75,000
Kodiak	6	30	30	15	30	30	30	15	30	20	80	65	65	65	50,000
Spoiler	6	30	30	15	30	40	40	20	40	25	75	85	94	94	150,000
Spy Master	6	14	14	7	14	20	20	10	20	12	60	35	25	25	65,000
Streetwise	6	16	16	8	16	20	20	10	20	15	35	25	70	70	90,000
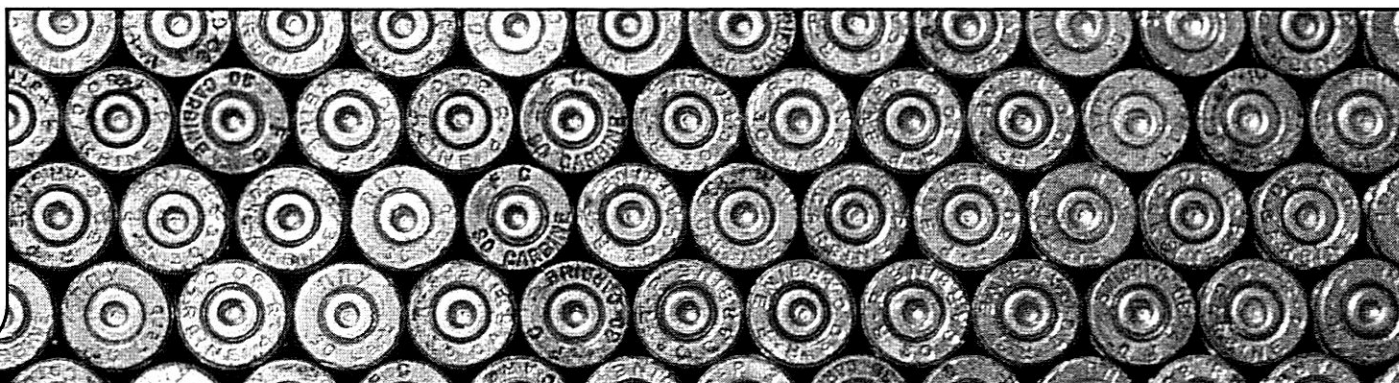
HEAVY ARMOR PG. 26

TYPE	THR	ARMOR INTEGRITY				ARMOR ABSORPTION				ENC	ELE	EMP	FIR	CLD	COST
		CHEST	ABD.	ARMS	LEGS	CHEST	ABD.	ARMS	LEGS						
CD 2	7	36	36	18	36	24	24	12	24	20	90	70	85	80	92,500
Gladiator	7	50	50	25	50	48	48	24	48	20	95	55	68	70	200,000
Hansen	7	40	40	20	40	40	40	20	40	20	97	94	85	85	150,000
Soaker	7	24	24	12	24	80	80	40	80	20	80	60	75	75	150,000
Timar	7	60	60	30	60	40	40	20	40	15	99	99	87	87	350,000
Double or Nothing	8	40	40	20	40	100	100	50	100	20	80	90	90	90	350,000
Mist	8	34	34	17	34	30	30	15	30	13	80	80	90	50	200,000
MX-4	8	42	42	21	42	24	24	12	24	17	85	85	80	100	145,000
Dragoon	9	40	40	20	40	40	40	20	40	25	90	90	90	95	200,000
Repulsor	9	24	24	12	24	16	16	8	16	18	95	80	95	95	150,000
Grizzly	10	24	24	12	24	100	100	50	100	30	100	90	90	100	450,000
Mesh	10	32	32	16	32	24	24	12	24	18	100	90	90	80	160,000
CD-7	12	32	32	16	32	28	28	14	28	10	100	90	92	100	350,000
Tri-Mesh	15	82	82	41	82	36	36	18	36	16	110	95	93	90	290,000

MECHANIZED BATTLE ARMOR PG. 27

TYPE	THR	ARMOR INTEGRITY				ARMOR ABSORPTION				ENC	ELE	EMP	FIR	CLD	COST
		CHEST	ABD.	ARMS	LEGS	CHEST	ABD.	ARMS	LEGS						
Power Mesh	17	88	88	44	88	80	80	40	80	6	100	95	93	90	0.5M
Assault	22	88	88	44	88	60	60	30	60	5	120	100	100	100	0.5M
Heavy Assault	28	100	100	50	100	100	100	50	100	4	130	105	100	100	1.0M
MBA	35	112	112	56	112	140	140	70	140	2	125	110	100	100	2.0M
Argus	50	100	100	50	100	70	70	35	70	4	90	100	100	100	4.0M
Dreadnought	1HP	2HP	2HP	1HP	2HP	160	160	80	160	4	140	120	100	100	20.0M

REACTIVE ARMOR PG. 28

TYPE	BPR	MDC	THR	ARMOR INTEGRITY				ARMOR ABSORPTION				ENC	ELE	EMP	FIR	CLD	COST
				CHEST	ABD	ARMS	LEGS	CHEST	ABD	ARMS	LEGS						
Shell	10	20	10	10	10	5	10	-	-	-	-	5	90	90	92	85	1.5M
Shield	10	20	10	16	16	8	16	-	-	-	-	9	95	92	85	80	.75M
Laytex	20	40	20	20	20	10	20	-	-	-	-	4	95	90	96	90	3.5M
Husk	40	60	40	16	16	8	16	-	-	-	-	3	90	100	92	95	3.5M
Membrane	60	100	60	6	6	3	6	-	-	-	-	4	100	98	100	95	8.0M
Monitor	80/140	100/180	80	30	30	15	30	-	-	-	-	3	110	110	100	100	10.0M
Exosheath	1HP	2HP	1HP	40	40	20	40	-	-	-	-	5	120	120	140	100	20.0M
Enamel Battle Armor	2HP	5HP	2HP	30	30	15	30	-	-	-	-	5	130	120	140	110	35.0M

SPECIALIZED ARMOR PG. 30

TYPE	THR	ARMOR INTEGRITY				ARMOR ABSORPTION				ENC	ELE	EMP	FIR	CLD	COST
		CHEST	ABD.	ARMS	LEGS	CHEST	ADB.	ARMS	LEGS						
T-12	-	-	-	-	-	4	4	4	4	-	-	-	-	-	10,000
ES-3	2	3	1	1	1	2	2	0	0	8	35	20	50	98	3,000
EVM-1	2	3	1	1	1	2	2	0	0	12	40	50	50	50	1,500
BES	5	6	5	2	5	6	5	2	5	21	80	55	55	80	20,000
Mazian Armor			SPECIAL								var	var	var	var	-20%

BARGAIN BASEMENT ARMOR PG. 31

| TYPE | AN | FR | THR | ARMOR INTEGRITY | | | | ARMOR ABSORPTION | | | | ENC | ELE | EMP | FIR | CLD | COST |
				CHEST	ABD	ARMS	LEGS	CHEST	ABD	ARMS	LEGS						
Po Man's Battle Suit	60	2d6	1	8	8	4	8	12	12	6	12	14	05	00	02	06	200
Econo Master	80	1d6	3	24	24	12	24	18	18	9	18	12	15	05	30	30	700
AKMR	80	1d4	4	24	24	12	24	16	16	8	16	10	20	05	20	25	2,000
AKMZ	82	1d4	4	24	24	12	24	20	20	10	20	11	20	05	25	30	4,000
Jesus Suit	82	2d4	4	24	24	12	24	16	16	8	16	18	20	18	15	20	1,200
Prayer Suit	75	spec	4	22	22	11	22	20	20	10	20	15	20	15	35	20	900
Advantage	85	2d6	5	20	20	10	20	26	26	13	26	28	45	20	35	35	7,000
Hemmoragher	70	1d8	5	12	12	6	12	40	40	20	40	25	05	00	08	10	11,000
Savior Battle Armor	83	2d4	6	30	30	15	30	30	30	15	30	23	40	30	30	30	18,000
The Hack Suit	87	1d4	6	36	36	18	36	20	20	10	20	16	20	10	40	40	20,000
KJR Battle Suit	82	3d6	7	40	40	20	40	36	36	18	36	18	35	35	60	20	35,000

REGENERATION ARMOR PG. 32

| NAMES | RGM | THR | ARMOR INTEGRITY | | | | ARMOR ABSORPTION | | | | ENC | ELE | EMP | FIR | CLD | COST |
			CHEST	ABD	ARMS	LEGS	CHEST	ABD	ARMS	LEGS						
Bear-2	2d4	5	20	20	10	20	26	26	13	26	24	75	50	65	65	18,000
T-Rex	1d4	5	18	18	9	18	20	20	10	20	26	70	45	65	65	16,000
Kodiak-2	1d6	6	30	30	15	30	30	30	15	30	18	80	65	70	70	75,000
Barbarian	1d4	8	44	44	22	44	40	40	20	40	21	95	65	80	95	260,000
Combat-X	1d6	8	18	18	9	18	40	40	20	40	15	40	30	75	75	160,000
Big Grizzly	2d6	10	24	24	12	24	100	100	50	100	28	100	90	95	100	600,000
Combat-XR	2d6	10	18	18	9	18	60	60	30	60	14	50	35	80	80	210,000
Recoiler	3d6	10	20	20	10	20	24	24	12	24	13	60	30	80	70	225,000
Gargantuan	3d6	12	30	30	15	30	68	68	34	68	8	80	75	100	90	450,000
Warrior	1d6	17	80	80	40	80	100	100	50	100	6	110	95	100	100	750,000
Koordine Battle Gear	4d6	22	88	88	44	88	60	60	30	60	5	120	100	100	100	800,000
Dreadnought-2	5d6	1HP	2HP	2HP	1HP	2HP	160	160	80	160	4	150	130	110	110	30.0M

ARMOR PACKAGES PG. 33

| TYPE | THR | ARMOR INTEGRITY | | | | ARMOR ABSORPTION | | | | ENC | ELE | EMP | FIR | CLD | COST |
		CHEST	ABD.	ARMS	LEGS	CHEST	ABD.	ARMS	LEGS						
PO Boys WM	4	24	24	12	24	8	8	4	8	19.3	40	30	60	60	10,700*
Vampire BS	4	12	12	6	12	16	16	8	16	16	20	10	15	15	12,300*
Bulldog	5	20	20	10	20	26	26	13	26	26	75	50	60	60	20,650*
Durablite CS	5	42	42	21	42	10	10	5	10	39.4	55	45	63	63	14,450*
Grenadier CS	6	30	30	15	30	30	30	15	30	38	80	65	65	65	42,750*
Subterfuge	6	16	16	8	16	20	20	10	20	51	35	25	70	70	208,500*
Belligerence	7	50	50	25	50	48	48	24	48	41	95	55	68	70	870,000*
MARS SYSTEMS															
Guardian	28	100	100	50	100	100	100	50	100	4	130	105	100	100	3.0M
Warrior	35	112	112	56	112	140	140	70	140	2	125	110	100	100	7.0M
Hercules	50	100	100	50	100	70	70	35	70	4	90	100	100	100	10.0M
Titan	1HP	2HP	2HP	1HP	2HP	160	160	80	160	4	140	120	100	100	32.0M

*Cost does not include the base armor. See description.

BODY ARMOR PG. 21

Common body armor has no servo-motors to assist the wearer. It is heavy and cumbersome, yet protects the wearer from harm. Its threshold deflects damage while its absorption polymers absorb the energy of an attack Note that Street-series armors and bulletproof vests may not mount options over three spaces in size. Bulletproof vests may not mount arm or leg options. Only one suit of armor may be worn at a time!

1 THRESHOLD

Leather Armor: This is the stuff you get if you want to move quietly. It is light and flexible. You can swim in leather armor, but I highly suggest that you don't let it dry on you, especially if you are a male!!!

2 THRESHOLD

BP-1 (flak jacket): An archaic design, first used to protect Human combat soldiers during the 20th Century. The jacket is fastened around the midsection of the individual. The upper and lower extremities are unprotected. Integrity and absorption apply to chest and abdomen only.

Chain Mail: An archaic armor, used by a variety of Tech Level 1 societies. It has a fair threshold, but no absorption. The absorption listed is for the suit of leather (sold separately) that is normally worn under it. Chain Mail makes a lot of noise when you are moving in it.

Cruiser: This marginal suit is about as cheap as you can get for your buck. It also won't stop you from getting killed. It effectively is nothing more than a full-body flak jacket.

3 THRESHOLD

AKM Body Suit: Was designed by American Konglomerate Corporation in 2005. The AKM is considered the first true body defense suit. Unlike the flak jackets, the entire body is protected. This suit is somewhat cumbersome. The threshold is marginal and prolonged wear causes chafing.

Banded Mail: Strips of metal fused to each other. It is bulky, but can stop a fair amount of damage.

Bio 1: Made of organic compounds, mostly coral and a bonding viral gel. Bio 1 shows up on infrared as nothing more than a background heat source (in non-arctic conditions). Metal Guns and magnetic attacks are ineffective against this suit.

BP-2 (flak jacket): An improvement over the BP-1. This jacket is considerably lighter than the BP-1 because of the Kevlar-coated liner. The BP-2 has an improved threshold of 3 points. All integrity and absorption are applied to chest and abdomen.

Combat 1: Again, you aren't getting much, but it is cheap. This Tech Level 3 defense suit is considered an OK buy for beginning adventurers who don't intend to engage anything more powerful than low-level carbines and submachine guns.

Cub: Designed for short-term combat exposure. The Cub has excellent absorption 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?

Street 1: The first "bulletproof" clothing available. It can't take much but it is better than nothing. Affordable. Can be purchased in fatigue colors or normal street style. A metal detector or thermal scanner can detect the presence of bulletproof clothing.

4 THRESHOLD

AKMB Improved Body Suit: A better version of its predecessor. The threshold rating has been increased to 4 points. The improved AKMB can absorb up to 40 points of damage before the flex polymers break down. Reasonable encumbrance and acceptable all-around defense.

Bio 2: At least this suit has a 4-point threshold. It isn't saying much, but it has its uses. Has the same biological advantages as Bio 1.

Ceramic: Is useful. Ceramic armor allows personnel to ignore magnetic based attacks, which are becoming a prevalent means of taking out persons wearing armor. Magnetic rounds don't stick to the armor and Metal Guns are ineffective. Ceramic armor also is unaffected by EMP, electrical, and cold or heat-based attacks (no integrity damage to the suit, but any translational damage is still applied to the wearer).

Guisarme Jump Suit: An experimental unit, designed by Charles Guisarme in 2255. 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 pneumatic drive system. Hydraulic pumps work the action of the unit and propel the wearer along. The Guisarme has a maximum speed of 100kph, and permits jumping up to 15m horizontally or 7m vertically. 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. Treat the drive units as a 5 unit armor option housed in both upper legs (see *Battlelords* rule book for armor option damage rules). No design has been made for non-humans.
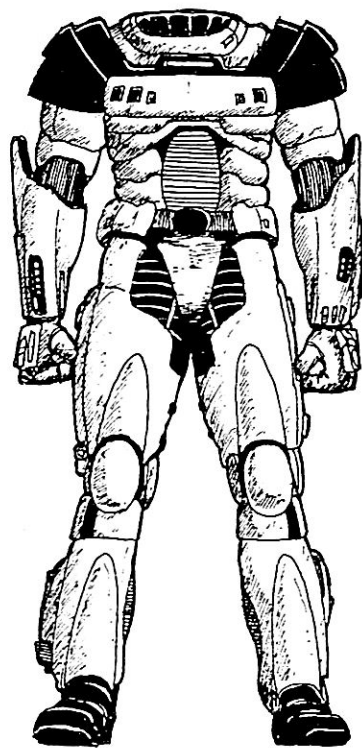
Infiltrator: May be expensive, but what a neat concept! This armor actually changes shape and form to resemble any of 20 preprogrammed physical appearances. It increases Infiltration skill checks by +60%. It can be programmed to appear as clothing. Additional appearance types,

beyond the 20 factory-supplied ones, can be added by using an external PCD or body computer equipped with an Armor Repair Connector and Armor Repair module of level 5 or higher, and making a successful level 6 Computer Programming 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 1 size class smaller (assuming the wearing can still fit in the smaller volume), with a minimum size class of 1. No suit has been designed for Phentari.

Plate Mail: This stuff was used during the late Middle Ages on Earth. It is heavy, cumbersome, and you're in deep trouble if you fall into water while wearing it. Of all the archaic Tech Level 1 armors, this stuff is the best at repelling an attack. Plate Mail has the highest threshold and absorption rating of any archaic design.

Protecon: Comes with built-in corrosive protection. Furthermore, its special impact plating reduces the amount of metal lost when the armor takes impact damage. The amount of armor integrity lost from such damage is halved (round up, minimum value of 1). All kinetic attack forms which do only 1 point of damage to armor integrity (such as normal bullets and normal grenade fragments) have their integrity loss NULLIFIED!!!

Reflection Suit: It is designed to defend against laser attacks. This suit can reduce or completely nullify the effects of beam weapons. The cobalt armor alloy creates a scintillating mirror effect. All beam weapon hits that do 8 or less points of damage are deflected. All other weapons must exceed a 4 point threshold in order to penetrate. The absorption polymer layer can absorb up to 25 points of damage before breaking down. The inherent problem with wearing the suit is that the reflective surface can be spotted at great distances. Attackers gain a +30 to Sighting checks at all ranges.

Street 2: An improvement over the Street 1. Hefty protection with only a little more bulk.

Welch: Not bad, but it lacks the absorption for extended combat situations. One burst of heavy machine gun fire can take you out.

5 THRESHOLD

Bear: Affordable and functional for most situations. The Bear has good all-around specifications and is not too expensive. A great choice when starting out.

Combat 2: A vast improvement over the Combat 1 defense suit. It packs 180 points worth of absorption, and that's a lot for the money.

Flex Suit: A lightweight defense suit, still in use by light infantry units on Tech Level 4 planets and lower. The impact layer is constructed of 1cm thick flexsteel. It is light and highly maneuverable. It does have one major drawback. The unit is very susceptible to electrical-based attacks and this attack form does double damage to the absorption polymers.

Generation: Designed for Mutzachans. The suit insulates the Mutzachan from any power-bearing armor option, so the wearer will not drain it.

Opticon: Excellent laser reduction capabilities. Laser attacks must penetrate an 8 threshold whereas all other attacks must surpass a 5 threshold.

Street 3: This suit is quite usable and the owner has a chance of surviving a burst of automatic weapons fire. It is quite heavy though.

6 THRESHOLD

BSH: Produced by Bonson/Sayers/Vion Corporation, a subsidiary of the Ramcor Corporation. This suit trades absorption for a thicker exterior armor. It is best used in situations where laser and powder weapons are involved. Not bad for the money, but limited in its tactical applications.

Combat 3: A beefy suit at a meaty price.

Coral: The toughest organic armor available on the markets. Excellent within its domain!

**D2**: Designed by Galactic Defense Contractors. The D2 is light and highly maneuverable. It has excellent specs and is considered one of the best all-around buys.

Electrolyte: Hardened to protect the owner from the effects of electrical and electromagnetic attack forms.

Gorilla Suit: This bulky defense suit is experimental, utilizing a controversial new absorption polymer called Sponge, which is much cheaper to produce than conventional polymers. The Gorilla Suit provides optimal defenses against all non-plasma weapons. However, pulse technology produces mixed results. Tests conclude that Sponge is susceptible to accelerated polymer breakdown when exposed to plasma attacks. Percentile dice are rolled anytime a plasma based attack penetrates the suit. A roll of 98-100 indicates an accelerated polymer reduction.

Roll	Result
98	Loses an additional 25% of polymers when penetrated
99	Loses an additional 50% of polymers when penetrated
100	All polymers in that section are destroyed.

Extensive lobbying by weapons manufacturers has ensured production of this suit, despite the arguments of the Mercenary Protection League (MPL).
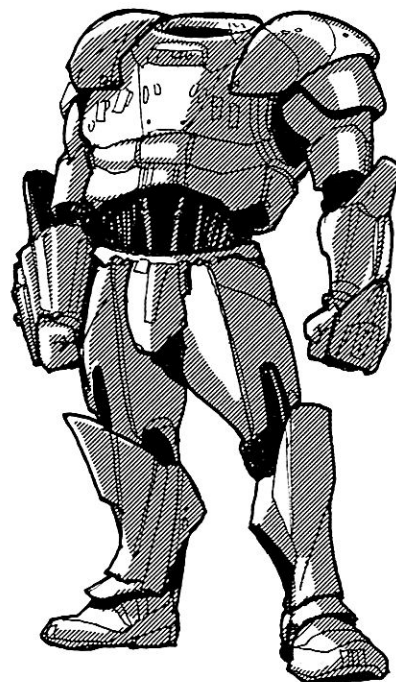
Kodiak: Trades a little threshold for a lot of absorption. This unit is designed for medium intensity combat situations. Kodiak can withstand several direct hits from most pulse weapons.

Spoiler: The Spoiler is the only armor currently on the market that reduces penetrating laser damage on a point for point basis, utilizing an ablative liner-absorption polymer composite called Cracite. Effective and pricey. A variety of production types are scheduled for release by the turn of the century.

Spy Master: Innovation at its finest. Spy Master comes complete with improved Camouflage Unit, Sonic Dampener, Tow Line, and Skalers. Spy Master provides a -60 to Sighting checks while moving and a -80 when standing still. The Sonic Dampener reduces chance of detection through noise by -25. The armor contains a built-in tow line that can be fired up to 20m and stick into concrete walls (does 2d4+1 points to tissue). It has a 75% chance of success within 5m, -05% per meter beyond that. So if you are an urban agent, this is the right suit for you.

Streetwise: The most potent bulletproof clothing available on the market. It isn't as cumbersome as its predecessors, and it has enough absorption to ensure survivability.

HEAVY ARMOR PG. 22

Heavy armor uses servos to drive the suit, which is the primary difference between it and normal armor. The suits are powered by small ultra-high efficiency fuel cells attached to each servo, with a sophisticated internal power-recycling system that permits the suits to go for long periods before requiring recharging (up to 6 months of typical combat duty). Since the recycling system fully utilizes what would normally be waste heat, heavy armor does not register on IR scanners. Heavy armor is not affected by certain weapon types, such as archaic powder weapons that do only 1 point of damage to integrity. And non-impact lasers do 1/2-damage (rounded down before being applied). All heavy armors have a threshold of 7 or greater, and are environmentally contained.

7 THRESHOLD

CD-2 Commando: Take look-n-shoot Arm Rockets, add a built-in Smoke Generator, mechanized speed (like the Guisarme), and then you have the Commando. Each arm includes two voice-activated Slipstream Arm Rockets. Maximum speed: 65kph.

Gladiator: The most sought-after body defense suit on the market. This unit is superb if you want to get up close and trash things. It doesn't have great threshold, but it makes up for this with an unbelievable absorption rating. It is probably the best anti-pulse armor on the market. Eight Slipstream Arm Rockets are included in the cost! It is the favorite of Ram Pythons everywhere.
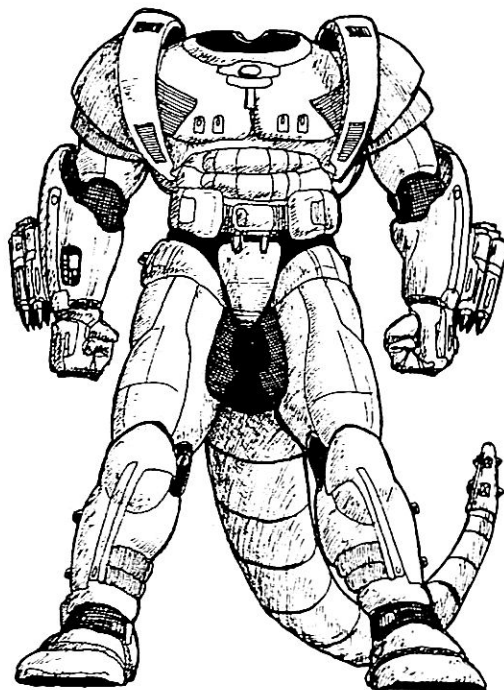
Hansen: Designed to knock down incoming missiles. The Hansen suit contains a powerful chest mounted anti-missile unit rated at 105% accuracy. Whenever a missile closes within 100m, an anti-missile missile is fired from a shoulder assembly (12 mini-missiles). Beyond its missile defense capabilities, the Hansen suit is a tough all around machine. A full load of replacement missiles costs 15,000cr. Produced by BAS.

Soaker: Another experimental armor suit designed to reduce the effects of non-plasma attacks. Penetrating plasma damage causes the same disastrous results (like the Gorilla suit), but the price is cheap and the protection is superb. Unlike the Gorilla Suit, the Soaker isn't bulky.

Timar: The only specialized heavy armor for melon heads. Generation point cost is not affected.

8 THRESHOLD

Double-or-Nothing: The chances of anything going wrong are small, but if it does then all bets are off. Double-or-Nothing is exactly that: penetrating Omega and concussion damage is halved. On the downside, systems failure indicates that all absorption polymers in that section are fused and destroyed, although the attack doing the fusing does not penetrate (thank heaven for small favors . . .). The chance of armor failure is 01%, rolled each time an attack penetrates.

Mist: A funky, high-tech experiment that has proven itself so strongly that BAS (Bear Armor Systems) is fielding it before all of the tests results are in. Mist utilizes a unique approach to defeat plasma (and juicer) attacks. The armor contains tiny heat and radar-sensitive sensors. When they detect the approach of plasma, the suit releases liquid nitrogen in a spray from tiny ports which cover the armor. The mist cools the incoming stream microseconds before impact. At the same time, the suit generates a powerful repulsive magnetic field which slows down the cooling stream. The result is that plasma has little effect on this armor (1/4-damage and 3 points of AI reduction)! The suit holds enough nitrogen to handle 50 hits. Nitrogen recharge costs 100cr for a full charge.

Problems: The magnetic field generates from the off hand (usually the left). This is done so the wearer can still fire his weapons. However, this can impede certain uses of your off hand. All metallic objects carried by the person must be specially secured so that they don't fly away every time the armor is struck. This increases the time to draw any weapon or object by a factor of 4.
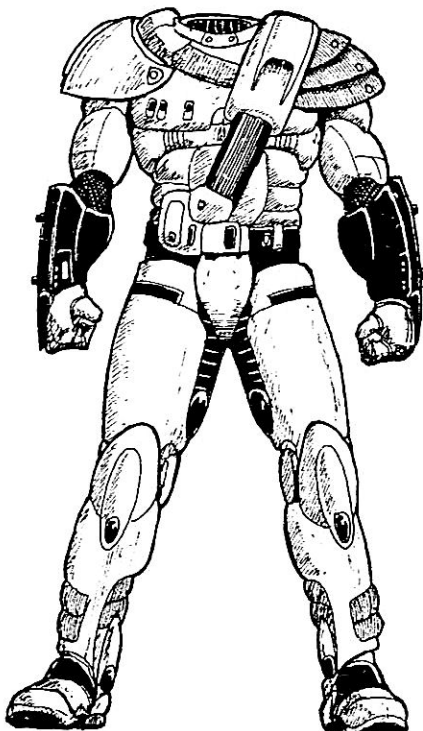
MX-4: The newest combat suit on the market. The MX-4 is designed to defend against Omega weapons. The special absorption polymers reduce the effects of sonic attacks. All concussive-based attacks do 1/2 damage to the polymers.

9 THRESHOLD

Dragoon: Mounts the nasty Digiton voice activated missile rack.

Repulsor: Built with overlapping flexsteel plates in some top secret configuration. The Repulsor boasts a 9-point threshold. This is the stuff you take against lasers!!!

10 THRESHOLD

Grizzly: All we have to say about this type of armor is: You wouldn't fight a Grizzly bear would you. Ram Pythons, your vote doesn't count!

Mesh: Designed with intermeshing layers of armor and absorption polymers, of which there are two layers each. Mesh is definitely worth the money.

12 THRESHOLD

CD-7: A lighter version of the already excellent CD-2 armor suit.

15 THRESHOLD

Tri-Mesh: Incorporates flexsteel, TS-3 absorption foam, and special absorption polymers in a six-layer configuration. Tri-Mesh was fielded in 2150 and is still widely used. This suit has a great threshold rating, but the integrity configuration is even better!

MECHANIZED BATTLE ARMOR PG. 22

Mechanized battle armor is really nothing more than beefed-up heavy armor. The servos' action is so pronounced that the encumbrance of carried objects is 1/4 normal. Mechanized battle armor also contains a systems function analyzer which monitors the condition of the armor and its options. The analyzer provides a periodic vocal readout of systems. Like heavy armor, MBA is self-contained and environmentally sealed.

17 THRESHOLD

Power Mesh: The counterpart to Assault Armor. I personally think the extra 100 absorption is worth the 5 points of threshold. Depends on how you look at it I guess.

22 THRESHOLD

Assault Armor: The first generation assault armor was a big step in creating the unkillable soldier. This unit is constructed of thin-layered gauze-steel plates and absorption polymers. Assault armor is only 1.25cm thick. This unit is designed for close-proximity combat. It has a 22-point damage threshold and can absorb up to 300 points of damage. It is absolutely perfect for you get up close and waste 'em types.

28 THRESHOLD

Heavy Assault Armor: An improvement over its cousin. Add another 1.6cm of ST-3 foam, change the configuration slightly, and end up with 500 points of absorption, instead of 300.

35 THRESHOLD

MBA: There is nothing like it! MBA stands for Mechanized Battle Armor. This armor utilizes the state-of-the-art in body defense systems. The design is top secret. Mechanized Battle Armor is currently only available to the Galactic Storm Troopers. It utilizes look-n-shoot technology, comes with multiple weapons systems (choose 100,000cr worth), and has an unprecedented threshold rating of 35. It can absorb an unbelievable 700 points of damage! Check the Black Market if you are serious about picking up a suit.

50 THRESHOLD

Argus: The word stands for shield in ancient Greek. It is in high demand, and the defective Guisarme propulsion still hasn't been fixed. 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.

100 THRESHOLD

Dreadnought: The mother of all mechanized battle armor is the vaunted Dreadnought Combat System. These custommade suits come with 250,000cr worth of accessories.
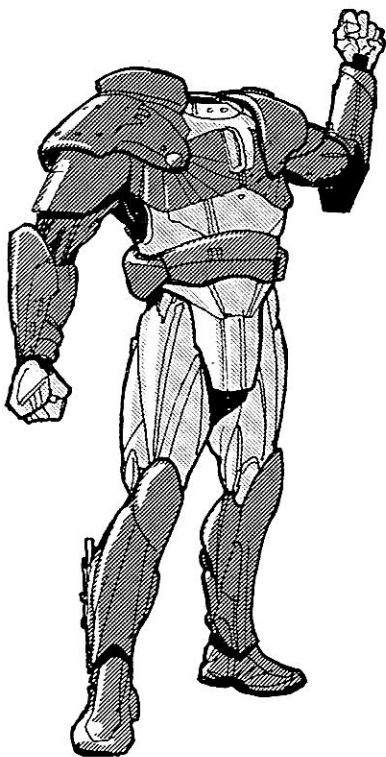
REACTIVE BATTLE ARMOR PG. 22

Reactive armor, in and of itself, is not a new concept. It was employed on various battlefields as early as 2000 B.C., by Phentari planetary assault units. However, the practical application of reactive plating to body armor is a relatively new development. The first reactive personal battle armors have only been on the market for less than a decade. Reactive armor employs a multi-shell configuration designed to counteract the unpleasant effects of missiles on soft and pliable body tissue. The theory is this: Individual metal plates are welded to the various external sections of a normal combat suit. Missiles or other attacks that physically strike the armor cause the plates to explode outward and

down, negating the effects of the damage. Disintegrators, Disruptors, Masers, EMP cannons, Web generators, Attractor/repressors, Frost Guns, Metal guns and other devices which do not produce an impact when they strike the target do not cause plates to rupture. The term "ruptured" is used to describe a plate that has been blown off the armor. A plate may only be ruptured one time. Once it has been ruptured, that particular section of the sub-chassis is now vulnerable to penetrating missile attacks. The sub-chassis is a typical personal defense suit. The net effect is to bolster the armor's survivability against missile attacks.

Plating also has armor integrity, as with other armors. Damage that affects integrity also reduces the chance of the shell exploding during a critical moment. Therefore, damage such as that produced by a Disintegrator reduces the probability of the shell plate exploding by percentages, i.e. if 25% of the armor integrity is lost, then there is only a 75% chance that the shell will blow off at the correct time.

Reactive plating also offers increased protection from non-concussive attack forms, such as pulse cannons and lasers. The shell has its own threshold, independent of the sub-chassis's threshold. This is called the Break Point Rating. Consequently, any piercing attack must penetrate both thresholds before actually reducing the absorption polymers. The two thresholds are added together in order to determine the overall threshold of the suit. However, once the reactive plating in a given section of the armor has been ruptured, then only the sub-chassis plating remains and is vulnerable as with any normal body armor. Cost listed is for an entire suit, and is adjusted by size class. Replacement of blown plates costs 10% (of the total cost for Reactive armor) for each arm, and 20% for other sections.

The Break Point Rating has another function. This number also represents the minimum amount of missile damage that must be done to a particular section before it is ruptured. Maximum Deflection Capacity (MDC) equals the maximum amount of damage that the plate can absorb before being completely compromised. A damage yield higher than that of the MDC is passed onto the sub-chassis. Damage that actually penetrates to the sub-chassis is allocated as with normal penetrating damage.
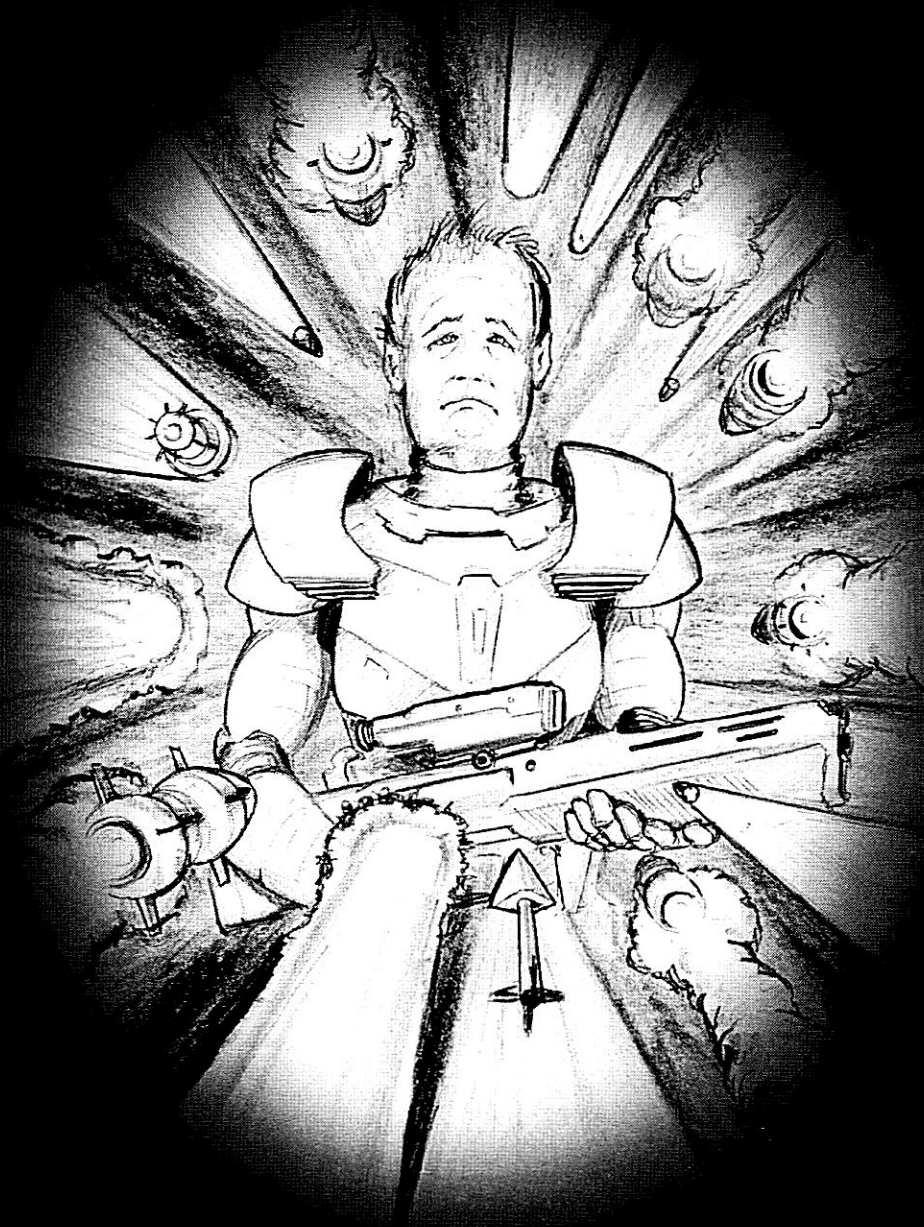
There is a real danger associated with exploding plates. Anytime an arm, abdomen, or chest plate is ruptured, the resulting explosion can knock an individual's weapon from his hands (60%). Worse still, all external armor options and gear attached to a given section are lost after a rupture. So the question is, which is more important: 50,000cr worth of metal and electronics, or your life?

Optional: There is an additional 25% chance that the weapon will be damaged, and must make a System Shock roll at a penalty equal to 1/10 the plate section's remaining armor integrity.

Optional: Increased realism. Exploding plates have a base 25% chance to strike anyone standing within 3m, inflicting 1/10 the section's remaining armor integrity rating to the victim.

• Example 1: Fredd is wearing Shell over Bear armor. Shell has a Break Rating of 10, and a MDC of 20. Fredd is enjoying a full course of Cizerack, chomping away on the cute little kitty, oblivious to everything around him. Another kitty fires at our hero with her Crusader impact laser cannon. Vengeful Kitty hits Fredd in the arm section for 14 points of damage. The effective threshold of Fredd's armor is determined by adding the Bear armor's normal threshold to the Shell's Break Rating. 5 + 10 = 15. We then know that the attack penetrates the Shell, but bounces off of the Bear sub-chassis. The armor integrity of the Shell is reduced by the standard reduction number for impact lasers, which is 3. Fredd remains oblivious.

• Example 2: Kitty now fires a Hellfire-7 Arm Rocket which strikes Fredd in the same arm, inflicting 18 points of damage. The Break Rating for Shell is 10 with a MDC of 20. Fredd's armor has lost 3 out of 10 AI, so it has a 70% chance to rupture; he rolls a 52 so it works. The arm plate is ruptured, exploding away from the sub-chassis. Fredd, undisturbed, continues to nibble!

• Example 3: Kitty now fires her laser again at Fredd (she's persistent). Magically, it strikes Fredd in the same arm (poor Fredd). However, since the plate has been ruptured, only the Bear sub-chassis remains with a 5 threshold. This time the laser does 10 points of damage. We know that 5 points would penetrate to the body. Fredd wakes up from his blissfully-oblivious state, rushes forward, and rips Kitty a new !@#$!

• Example 4: Let's turn back time. We can do that. We can do anything. We're gamers! Let's assume that attacking Kitty's Hellfire-7 Arm Rocket from Example 2 inflicted 35 points of damage. Shell has a MDC of only 20. The arm plating would rupture as we expected. However, only 20 points of missile damage would be absorbed. 15 points of damage would continue on to the sub-chassis. The Bear sub-chassis has a 5 point threshold. So, 10 points would penetrate to the absorption polymer layer.

10 THRESHOLD

Shell: Shell is a first-generation reactive armor produced by Armalite Weapons Systems, a subsidiary of Able Corporation. Shell has a 10 break point rating, and a MDC of 20 points.

Shield: This combat system is marginally effective, considering its bulk. But it's relatively cheap.

20 THRESHOLD

Laytex Armor: For complete protection, when you don't want to take any chances! For those dangerous missions. The refractive plating has a 20 break point rating with a MDC of 40 points.

40 THRESHOLD

Husk: This system can only be mounted to Bear series armors. Hence, the lower price. Husk provides effective defense against most Reflex missiles with a BPR/MDC of 40/60.

60 THRESHOLD

Membrane: Developed by Dr. Steve Ellson, Membrane is the furthest advancement in bio-engineered battle systems. Membrane is composed of a colony system of Angrasite, a coral-like virus indigenous to the heavy-gravity world of Drosic in the Greater Magellanic Cloud. Membrane is impervious to metal detection systems, although it can be registered by bio-scanners. Each plate of the creature/armor can deflect up to a total of 60 points of missile damage before being compromised. The colony grows back at a rate of 2 points per 30 hours. However, if all the Reactive armor integrity is destroyed in a section (or the plate is blown), the colony dies in that plate section, and the plate will have to be replaced as you would with any other type of Reactive armor. Membrane is still experimental, but field tests are being carried out by a variety of combat teams.

80 THRESHOLD

Monitor: The Monitor system increases the survivability of the soldier by providing increased anti-missile protection in the chest and abdominal sections of the body armor. The Break Point Rating/MDC for the arms and legs is 80/140 points, with 100/180 points in the chest and abdomen.

1 HP THRESHOLD

Exosheath: Just like you've seen on Tri-V! This stuff really kicks butt. Buy this now!

2 HP THRESHOLD

Enamel Battle Armor: Designed to counteract heavy missile threats, Enamel is by far the most expensive and the most effective of all shells.

SPECIALIZED ARMORS PG. 22

T-12 Sonic Suit: Designed to be worn under another suit or as clothing. The T-12 absorbs harmful concussive waves. The damage penetrating to the body from all sonic and concussive attack forms is halved. This suit also adds 4 points of absorption to each armor location.

2 THRESHOLD

ES-3: The standard space suit. The air tank has an 8-hour supply. An additional tank can be carried. Comes with an AKMH Helmet.

EVM-1: Used by exploration units on planets with hostile atmospheres. The wearer is fully immune to the effects of acids/alkalis. This self-contained suit is not designed for combat and it carries a 6-hour air supply. Comes with an AKMH helmet.

5 THRESHOLD

BES: The Battle Environment Suit is the only suit, aside from heavy armors, which has been designed for all purposes. It is fully self-contained, and has an air tank that holds a 10-hour supply. It is protected by a 5-point threshold and any weapons hit that penetrates the tank only has a 01% chance to rupture it per point of damage sustained. Comes with an AKMH helmet.

SPEC. THRESHOLD

Mazian Armor: Mazians wear special baggies for armor. To determine the cost, choose any listed modern armor of threshold 4 or less (treat as size class 1) and reduce the price by 20%. The actual value of a baggie is much less than what a Changeling pays for it, but those are the breaks of living in a capitalist universe! Mazians cannot wear normal (non-baggie) armors unless they are servo-enhanced (i.e.: heavy or better). Such a mechanized suit can be made into a mini-tank. This (baggie) armor allows a Mazian to move quickly (30kph) but at the cost of not being able to change shape. Thus a Mazian in a tank cannot ooze or change.

Note: A Mazian baggie does not need a helmet.
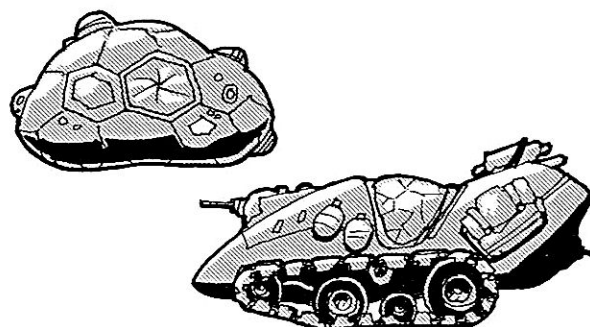
BARGAIN BASEMENT ARMOR PG. 23

Just starting out and can't afford anything but a BP-2? Instead of changing careers or praying an excessive amount, check out Bargain Basement Armor. It looks and acts just like regular armor with one important difference. Any time the armor is penetrated, the wearer must roll under the armor's Activation Number (AN). Success indicates that the Synth-Polymers in the absorption layer worked correctly and the armor functioned normally. Failure of this Activation Number roll means you must then roll for Failure Reduction (FR). This number indicates absorption polymers that were destroyed in addition to the damage inflicted. Wear with caution!

• **Example:** Climnious the Misha is eating his Kwik Kake wearing his Econo Master suit. He is pegged by a sniper! The hit does 10 points of damage to his arm. With a threshold of 4, 6 points go through to the absorption layer. Climnious rolls his Activation Number: a 99! Oops, he needed to roll under an 80. Now he must roll for the Failure Reduction which is a 1d6 for the Econo Master: a 5! As there were 10 points of absorption in that section, 5 have been destroyed in addition to the 6 points of penetrating damage; 1 point goes through to poor Climnious.

1 THRESHOLD

Po Man's Battle Suit: The cheapest modern armor on the market. It doesn't cost much, but it doesn't do much either. Free Slap Bandage included!

3 THRESHOLD

Econo Master: A cheap, affordable system designed to compete against sales of AKMB. The price tag is only half as much for five points more absorption per arm section and ten points for chest, abdomen, and legs, but one less point of threshold.

4 THRESHOLD

AKMR: The little brother to AKMB; this system works.

AKMZ: A slight improvement over the AKMR, the AKMZ provides an extra 10 points of defense.

Jesus Suit: Next in the series of Affordable defense suits, the Jesus Suit, as the AD2 armor system is called, provides reasonable protection with its four threshold and 80 points of absorption.

Prayer Suit: The first of the Affordable series armor systems produced by the Kevlar Corporation, a subsidiary of Balshrom Science Corporation. The Prayer Suit is actually named the AD1 system. However, it has an activation number of only 75! A failed activation number indicates that the absorption polymers have been completely destroyed in the affected section.

5 THRESHOLD

Advantage: The Advantage Suit provides the protection of Bear Armor for just over half the price.

Hemmoragher: A questionable design, the Hemmoragher is an attempt to produce a street armor system with 200 points of absorption.

The inherent problem is the low activation number, only 70. FR is questionable as well: 1d8. Cost is more than affordable though. Take your chances on this one.

6 THRESHOLD

Savior Battle Armor: Savior Battle Armor may be one of the best buys on the market, and like Advantage is produced by by the Advantix Corporation, a subsidiary of Balshrom Science Corporation. Savior Battle Armor mimics Kodiak in ability, yet at a fraction of the cost. Its activation number of 83 is more than acceptable, and the Failure Reduction (FR) of 2d4 is solid.
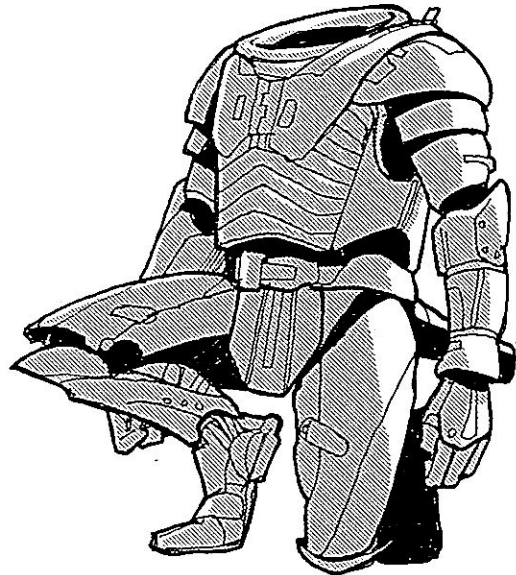
The Hack Suit: Superb. Nothing more needs to be said. The problem is finding one. The company has back orders for over 100,000 units.

7 THRESHOLD

KJR Battle Suit: This is an all or nothing purchase and is considered questionable by armor enthusiasts. The KJR Battle Suit provides the equivalent of heavy armor protection in a light weight combat chassis. Sales have greatly exceeded initial industry expectations and so have the body counts. The problem isn't the 82 activation number. That's more than acceptable. Rather it's the 3d6 FR that makes wearing this armor dubious at best.

REGENERATION ARMOR PG. 23

This new armor system utilizes nanoids built into its absorption layer to rebuild absorption polymers lost during combat. Each time absorption polymers are damaged, the wearer rolls a Regeneration Matrix (RGM) to determine how many absorption points were rebuilt. The renewed absorption points are available at the end of the next round. Once all the absorption is destroyed in a section, that section cannot be regenerated. Nanoids may be moved from one section to another after this happens with the use of a Body Computer and an Armor Repair module (level-10 Armor Repair check).

Note: After 75% of the total absorption in Regeneration Armor has been destroyed, the nanoids that repair it can no longer function. A level-15 Armor repair check can activate them temporarily for d10 minutes. After that time the armor must be repaired in a shop.

Note: If a Regeneration Armor suit fails an EMP SMR from an EMP attack, the nanoids in the section hit are dead. A level-12 Bypass check and a level-10 Armor Repair check will allow live nanoids to migrate to the dead section.

5 THRESHOLD

Bear-2: The new Bear upgrade is fabulous! Like the Barbarian suit, Bear-2 has an auto medical response system built into the suit. This sub system contains 6 MBRIs, 1 Rad Serum, 1 Bio-Redox, 1 Chem Redox, and 2 Necromal syringes (25% ressurection). The Regeneration Matrix is excellent, 2d4, ensuring survivability on the deadly battle fields of today.

T-Rex: One of the first in a series of Regeneration armors, the regeneration matrix is not automatic and has a activation number of 80. RGM: 1d4. Risky.

6 THRESHOLD

Kodiak-2: The equivalent to the renowned Kodiak Defense System in many aspects. The Kodiak-2 has an RGM of 1d6.
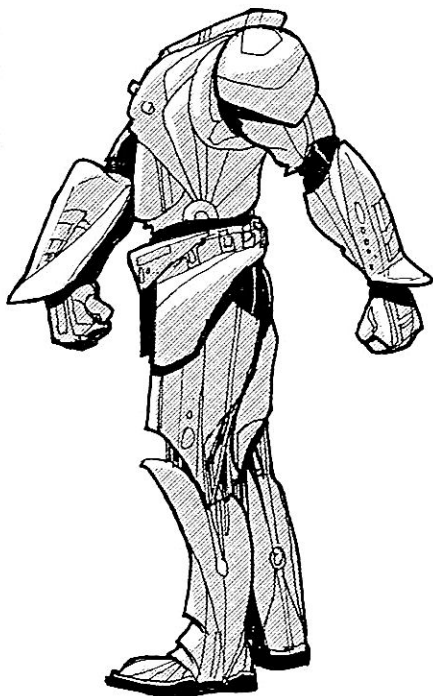
8 THRESHOLD

Barbarian: An 8 threshold makes this system formidable. However, the built in auto injector contains 4 MBRIs and 2 Necromal syringes. This increases the price tag considerably, yet also increases survivability. RGM: 1d4.

Combat-X: The new Combat X is a big hit within espionage circles, with its 8 threshold and 200 points of absorption. Comes in a variety of street fashions. Unfortunately, the RGM is only 1d6.

10 THRESHOLD

Big Grizzly: The RGM of 2d6 automatically places this defense suit at the top of its class.

Combat-XR: In a class by itself, the XR series of combat armor boasts an unbelievable 300 points of absorption. Its 2d6 RGM is also more than suitable for most urban combat situations.

Recoiler: Recoiler was designed by the Langstrom Institute to compete with BAS's stranglehold on the defense suit industry. Recoiler is another urban combat system similar to the Combat X series. While it gives up over 100 points of base absorption, it does have a 3d6 Regeneration Matrix. An excellent choice.

12 THRESHOLD

Gargantuan: Constructed of new, top secret light weight alloys and ceramics, the Gargantuan boasts a heavy duty defense capability, sporting a 12 threshold, lots of absorption, as well as an awesome 3d6 RGM. Superb!

17 THRESHOLD

Warrior: Combines the best of both worlds. The 350 points of absorption is more than enough to handle most combat situations, yet this armor system is light when compared to others in its class. The RGM of 1d6 is solid and should do the trick.

22 THRESHOLD

Koordine Battle Gear: Produced by Eridi-Corp, no models exist for those other than Eridani. The Koordine suit is a mechanized armor system modified from the basic Assault armor package. Made from obsidian steel, it is elegant and efficient. RGM:4d6.

100 THRESHOLD

Dreadnought-2: Dreadnought-2 is the advanced version of the basic Dreadnought armor with a 5d6 RGM.

ARMOR PACKAGES PG. 23

Armor production companies have heated up the competition by selling armor packages for a reduced cost. Armor packages come with a basic armor chassis, along with a variety of additions. The price of the complete bundle is significantly cheaper than purchasing the items separately. They are mass-produced for a specific defense suit, thus the large cost savings. The packages may be used with other suits, with reduced savings (higher cost). Given below are some of the most common systems currently on the market.

4 THRESHOLD

Po Boy's War Machine: An affordable package that can save your ass. The ablative liner augmentation to the AKMB produces 4 points in each section of the armor. PO Boy's is worth every credit.

Ablative Liner (24 points), Auto Injector, Grappling Hoist, Smoke Generator

Vampire Battle System: The Vampire is built on an Infiltrator chassis and is designed for urban combat and espionage. The savings are good and the system is well-balanced.

Camouflage Unit, Environmental Containment, Infrared Dampener, Skalers, Talons

5 THRESHOLD

Bulldog: If you're mean, and you like combat up front and direct, then the Bulldog package is good for you. The system base is a modified Bear armor (-10 encumbrance, not applicable if used with another type of suit). Bulldog is an effective package.

Combat Shield, Emergency Exit, Grenade Launcher, Quick Draw

Durablite Combat System: Built on a Flex Suit chassis, the Durablite is a no-nonsense practical system that works. It was designed to provide overlapping protection, with an emphasis on utility and price control.

Ablative Liner (42pts), Auto Doc, Corrosive Protection, QSU (I), Rad Liner, Search Light

6 THRESHOLD

Grenadier Combat System: This armor package built on a Kodiak chassis is employed in up-close and personal combat situations. If you're not going to spend much of your time trying to avoid death, then this may be the right package for you. The Grenadier is excellent and practical. Just do it! (includes 6 M-202 grenades)

Auto Minelayer, Grenade Launcher, Gyro Stabilizers, Magnetic Deflection Generator, Planar Explosive

Subterfuge Battle System: An unprecedented bargain, perhaps the best of all the armor packages. Subterfuge is another spy package with a greater emphasis placed on offensive capability. Superb! Based on the Streetwise defense suit.

Auto Minelayer, Camouflage Unit, Flux Shield, Infrared Dampener, Infrared Discriminator, Magnetic Deflection Generator, Planar Explosive, Suicide Bomb, UV Scrambler

7 THRESHOLD

Belligerence: This is the only true combat-intensive armor package, although a good argument can be made for the Subterfuge Battle System. Belligerence also provides the greatest savings of any composite weapons package. Produced by Balshrom Science Corporation in conjunction with American Konglomerate Corporation. This armor is constructed from a Gladiator combat chassis. The Slipstream Arm Rockets have been replaced by a Mycroline Missile System.

Emergency Exit, Encasement Missile Rack, Heavy Belt, 6 Hellfire-7, HIC, 8 Jack Rabbit, Magnetic Deflection Generator, Magnetic Disruptor, Mycroline Missile Rack, Polymizer Dispenser, Scatter Defense Laser Unit

MARS Systems

The acronym stands for Military Armament Reaction System. MARS is the ultimate achievement in weapons technology. A MARS suit is the same as a conventional suit, but a multiple-options package and a thought-activated flight system have been added. The flight system has a maximum speed of 200kph, altitude ceiling of 10,000m, climbs at 30m/sec, dives at 50m/second, and has a minimum turn radius of 10m. All MARS systems are environmentally contained.

Note: Don't forget to modify the price of these systems for size class.

Guardian: Comes with an AMM unit, an ECM computer rated at 30%, 8 Tracker Missiles in an Encasement rack, Displacement Device, and Laser Shield, mounted on Heavy Assault body armor.

Warrior: Comes with an AMM unit, an ECM computer rated at 15%, Flux Shield, Electromagnetic Converter, Camouflage Unit, Infrared Dampener, and an Anti-Plas Generator, mounted on a MBA chassis.

Hercules: Comes with a built-in Devastator Omega cannon, 10 Jack Rabbit missiles and 5 AMMs, an ECM computer rated at 30%, 10 Body Flares, an Anti-Plas Generator, Flux Shield, Camouflage Unit, Infrared Dampener, Laser Shield, and a Smoke Generator, mounted on an Argus suit.

Titan: Custom-designed to the needs of the consumer. Built on a Dreadnought armor chassis. It carries an Auto Laser Cannon, Holographic Generator, an ECM computer rated at 30%, and 500,000 credits worth of additional options.
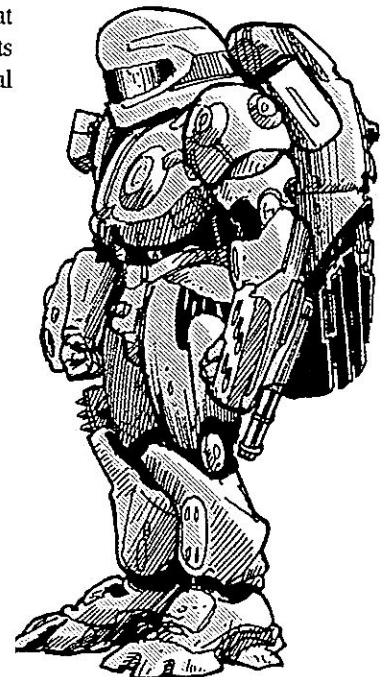
HELMETS PG. 35

TYPE	THR	AI	AR	ENC	ELE	EMP	FIR	CLD	COST
Leather Cap	1	2	1	1	0	0	20	-	15
Metal Helm	2	4	2	3	0	0	50	-	40
Visored Helm	2	5	3	6	0	0	50	-	90
Kevlar 3 (open face)	4	10	4	2	5	0	40	40	150
Tri-Lar	5	10	6	2	10	20	45	45	300
Absorbix	6	8	12	3	35	40	55	55	1,300
AKMH	7	8	6	3	15	35	50	55	950
Brain Bucket	8	10	20	4	60	70	75	68	12,000
TDA	8	10	8	6	90	80	100	100	335,000
DH-1 (open face)	9	8	5	3	35	70	50	50	3,000
AKMS	10	6	5	3	90	75	95	95	56,500
Bell SS	10	8	6	3	90	70	100	100	54,000
Conehead	10	12	10	5	90	80	90	90	40,000
MOH	10	18	25	5	70	70	75	80	45,000
Punkin Head	10	24	40	6	65	70	75	75	60,000
Shalkon	10	10	8	3	55	70	60	55	8,000
Survivor	10	18	25	4	70	70	75	80	35,000
DH-2	12	12	5	4	55	50	80	80	18,000
Function +	12	28	60	7	90	85	90	90	300,000
MOH 3	12	38	80	10	90	85	90	90	800,000
Range Master	12	10	6	3	80	70	80	85	18,000
S-2	12	28	60	7	90	85	90	90	180,000
TDA-2	12	12	8	4	100	100	100	100	500,000
Dancerz	13	12	6	5	75	70	90	90	25,000
Function	15	28	50	6	90	85	90	90	250,000
Illuminary	15	25	60	6	90	90	90	90	200,000
MOH 2	15	28	50	7	90	85	90	90	160,000
S-1	15	28	50	6	90	85	90	90	150,000
Deshard	18	12	10	5	90	80	90	90	40,000
Deshard S	18	12	25	5	92	80	95	95	85,000
Shalkon MS	18	8	25	3	90	50	90	70	100,000
Dome	20	24	50	6	100	100	100	100	220,000
Jousen 3	24	8	15	3	95	70	100	80	150,000
Tri Mesh	24	14	12	4	100	100	100	100	120,000
Deshard X	32	12	20	5	100	100	100	100	200,000
Skull	35	40	140	10	100	100	100	100	3.0M
MBA	36	16	20	2	100	100	100	100	250,000
MBA+	36	36	80	4	100	100	100	100	400,000
Goliath	42	14	30	5	105	100	100	100	500,000
Cranium Monster	50	50	200	10	110	110	100	100	5.0M
Defender	56	20	50	4	100	100	100	100	750,000

RESONANCE HELMETS PG. 37

TYPE	THR	AI	AR	RS	ENC	SS	ELE	EMP	FIR	CLD	COST
Brain Shield	50	100	150	100	10	95	100	96	100	100	5.0M
Deshard Dome Piece	35	50	200	100	10	94	100	95	100	100	3.0M
Shalkon Bumble Bee	55	2HP	2HP	5HP	25	92	100	95	100	100	10.0M
Black Visor	60	4HP	3HP	9HP	10	98	100	95	100	100	20.0M
Skull 2	60	3HP	3HP	6HP	12	90	100	95	100	100	15.0M

HELMETS PG. 34

Unless otherwise stated, all helmets are assumed to have a commo module (Transmission level: 100%; range: 10km). Any hit location of 91-96 on an open face helmet goes straight to Body Points.

1 THRESHOLD

Leather Cap (OPEN FACE): The absolute minimum protection you can get. Does not have a commo module at all!

2 THRESHOLD

Metal Helm (OPEN FACE): Just like the type of helmet you see ancient knights wearing. A real head ringer when hit. No commo module in this.

Visored Helm: Like the Metal Helm except it has a visor to protect the face. Now you're moving up in the world! No commo module in this Helmet.

4 THRESHOLD

Kevlar 3 (OPEN FACE): First fielded during the Mongolian Incursion of 2009. This relic can't stop a bullet from a Colt Anaconda, though if you can't afford a real helmet, it will do. No communications unit.

5 THRESHOLD

Tri-Lar (OPEN FACE): A good all-around helmet, for those on a budget.

6 THRESHOLD

Absorbix: The Absorbix is comparable to the AKMH. It trades a point of threshold for six additional points of absorption. Absorbix is built by Armalite Weapons Manufacturers, adversaries of BAS. Commo Range: 15km.

7 THRESHOLD

AKMH: Matched to the low-line AKM series armor. The AKMH will stop approximately 5 rounds before the owner gets his brains scrambled.

8 THRESHOLD

Brain Bucket: Acceptable for prolonged combat situations on low-tech worlds. The 20-point absorption allows this unit to take a direct hit and still survive. Not bad! Commo Range: 20km.

TDA (Target/Data Acquisition Helmet): Provides range and motion-compensation data for targets. All data is audiovisual. Adds a +15 bonus to attack rolls. The TDA uses an infrared laser targeting system. Off-world types should invest the money to buy one of these.
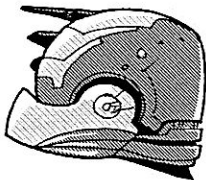
9 THRESHOLD

DH-1 Defense Helmet (OPEN FACE): A great defense helmet for its time. It has a fair threshold.

10 THRESHOLD

AKMS: A product of American Konglomerate Corporation. It reduces the effects of sonic attacks by adding a +25 modifier versus this attack form.

Bell SS: Protects the wearer from the deadly effects of sonic disruption. The helmet offers a +30 modifier to SMR versus sonic-based attacks. All residual damage from this type of attack is halved.

Conehead: Allows Asparagus to generate without penalty. Chatilians haven't been impressed overall with the name, but sales are doing well! This helmet does not cost extra for Chatilians.

MOH: The Multi-Optics Helmet utilizes a built-in Vizex option (see Armor Options) in a Survivor 1 helmet. Spectrums can be changed by tapping a button on the right-hand temple area. Quite useful.

Punkin Head: This odd design leaves much for cosmetic appeal, but its utility can't be questioned. The Punkin Head helmet looks much like a pumpkin. The unit can sustain a direct hit from most low-line Omega cannons without the owner's head being squashed like a pumpkin. The Mutzachan designs are absolutely hysterical looking! Commo Range: 40km.

Shalkon Helmet: Trades threshold for absorption. The commo module is relatively strong, with a 20km range.

Survivor: Another Armalite design. It isn't too expensive and the owner can get punked a couple of times before the helmet becomes useless. Intended to be worn with any of the Bear series defense suits. Commo Range: 23km.

12 THRESHOLD

DH-2 Shock Helmet: Produced in the latter part of the 21st Century. It can take a heavy weapons hit without the owner getting trashed. The DH-2 is a big improvement over the DH-1. Commo range of 15km.

Function+: Is an S-2 design with mental attack defense: +50 to SMRs.

MOH 3: A brand-new design by Armalite Manufacturers. The helmet slopes outward to the edge of the shoulders. This is necessary in order to build in the numerous systems. The MOH 3 has a mental defense of +40 to SMRs, Vizex, and a +20 target/data acquisition computer, along with 100km communications range.

Range Master: The only helmet on the market with long-range communications capability, rated at 110km.

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. Commo Range: 50km.
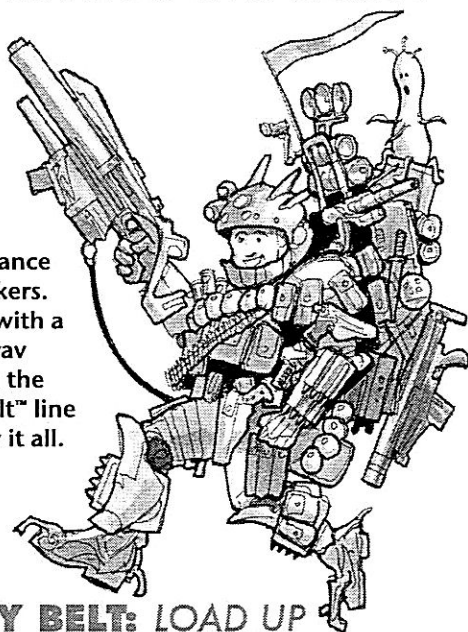
TDA-2: Better than the TDA. This unit adds a +20 bonus to attack.

13 THRESHOLD

Dancerz (OPEN FACE): Contains an ECM unit in the rear section of the helmet. The Dancerz provides a -15 modifier versus electronic lock-on. It is an open faced, half shield helmet.

15 THRESHOLD

Function: An S-1 design with additional defense against mental attacks (+30 to SMRs).

Illuminary: An upgrade of the Conehead helmet, with a better name.

**MOH 2**: Similar features to the MOH, but based on the S-1 helmet.

S-1: An effective helmet that can withstand pulse, laser, and concussion hits. Superb in all aspects! It is an Armalite product. Commo Range: 50km.

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.

Deshard S: Another in the Deshard line from the Balshrom Corporation. This unit adds a +40 modifier to SMRs versus sonic attacks.

Shalkon MS: Combat soldiers needed some means to protect themselves from mental attack forms. The Shalkon Corporation developed the first such helmet. This unit adds a +35 modifier to SMR rolls versus mental attack forms. The commo module has a range of 25km.
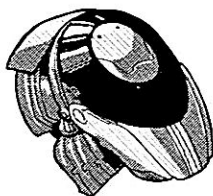
20 THRESHOLD

Dome: The Dome is an excellent helmet, geared mainly for Omega defense. Commo Range: 80km.

24 THRESHOLD

Jousen 3: The best mind-screening helmet on the market. The Jousen provides a +50 modifier to SMR rolls versus mental attack forms.

Tri Mesh: It can take a solid hit. The Tri Mesh combat helmet comes with a 1-hr air supply. This helmet is atmospherically contained.

32 THRESHOLD

Deshard X: Has an unprecedented threshold for those in its class. The Deshard X also utilizes the best in mind screen technology. If you're in Empath territory, this is the helmet to take (+50 to Mental SMRs).

35 THRESHOLD

Skull: Same extras as the Goliath. All have a skull emblem stamped into the back of the head.

36 THRESHOLD

MBA: The best, but you pay through the nose for it. The commo module range is 45 km. A built-in ECM unit produces a -30 modifier versus electronic lock-on. The MBA is environmentally contained.

MBA Plus: The MBA helmet is designed to safeguard against lasers, or other objects with high threshold penetration. It is however, woefully inadequate when defending against Omega Cannons. The MBA+ has been fielded by Science Tech to address the problem.

42 THRESHOLD

Goliath: The epitome of defense helmets! The Goliath incorporates a mental screen and sonic technology into one helmet. It provides a +45 modifier to both SMR rolls. The Goliath is environmentally sealed and the commo module has a range of 40km.

50 THRESHOLD

Cranium Monster: The Cranium Monster is the ultimate defense helmet! Just look at the stats. It has a sloped configuration with the MOH 3 helmet's systems along with a most impressive 200km commo range!

56 THRESHOLD

Defender: A powerful piece of protection. This baby can take a direct hit by a LAW rocket. If you don't want scrambled brains this is for you. Comes complete with mind screen and sonic protection, +45 modifier each. It also contains a long-range communications link of 68km.
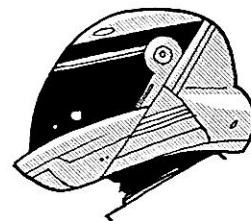
RESONANCE STRUCTURE HELMETS PG. 34

Resonance Structure (RS) material is a Shuestron design, maintained in a crystalline form that vibrates at ultrahigh frequencies by a specially-tuned, low-energy electromagnetic field. This new technology is used to provide vital protection for the head against the dangers of the battlefield, as it became prohibitively expensive to build helmets with absorption polymers in excess of 1HP protection. This first successful application of RS technology offsets that problem, though not without problems of its own. Buzz helmets, as they are called, are susceptible to the effects of sudden massive damage, and EMP attacks. A System Shock must be rolled any time the helmet loses more than half its total RS material from a single attack. An SMR versus electrical must also be made any time the helmet takes a penetrating EMP hit. Failure of either roll indicates that the helmet's internal EM field has collapsed (whether due to shock or EM disruption), and that the remaining RS has de-crystallized, effectively eliminating any further protection (the helmet, though, will provide normal protection against the attack which disables it). De-crystallization is permanent, requiring total replacement of the RS material. Resonance Structure technology also has scalability problems and scientists are hard at work trying to apply the technology to larger objects such as personal defense suits and vehicles. Listed below is the complete line of "Buzz" helmets currently available on the market.

Note: When a missile explodes within 1cm of your face there are problems, no matter how much protection is provided. Any attack that strikes the head and does more than 3HP of damage requires that the victim make a Constitution check at a -20 penalty per HP above 3HP, or be knocked unconscious. Furthermore, any attack that actually strikes the face section of the shield and does more than 1HP generates a conflagration of energy which temporarily blinds the victim (2d4 minutes) unless he makes a Constitution check at -10 per HP above 1HP.

Note: Damage is applied as follows: Threshold - RS - AR.

Note: the Resonance Structure is treated the same as a flux shield for purposes of damage reduction only; you can maintain a personal flux shield while wearing a Buzz helmet.

50 THRESHOLD

Brain Shield: This is the only helmet with a rechargeable system, so long as the actual helmet has not suffered more than 25% Integrity damage. The Brain Shield recharges at a rate of 20 points per hour, and can recharge up to 200 points before the energy pack is expended (replace for 5,000cr).

Deshard Dome Piece: The first of the series, the Deshard Dome Piece provides the same amount of protection as the Cranium Monster, and for less money. The trade-off is the relatively low threshold, and the known problems associated with Resonance Structures.

55 THRESHOLD

Shalkon Bumble Bee: The only helmet that utilizes both absorption and resonance structure as a means of protection; 2HP of absorption protection and 5HP of impact distortion. Damage is applied first to the distortion field and then to the normal polymers. Bulky and unattractive, but who cares?
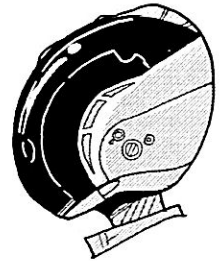
60 THRESHOLD

Black Visor: Can take a pounding without coming down. That's all that needs to be said. Flash suppressor allows the Constitution check to determine temporary blindness to be rolled above 3HP instead of 1.

Skull 2: This unit comes with a built-in holographic skull image. Flash suppressor allows the Constitution check to determine temporary blindness to be rolled above 3HP instead of 1.

ARMOR OPTIONS PG. 39

OPTION	SIZE	ENC	LOC	COST
Ablative Liner	.25	.2	-	250
Air Supply	3	4	Abd.	750
Altimeter	-	.1	Arm	200
AMM	3	2	Chest	25,000
Anti-Grav Belt	7.0	(-40)	Abd.	75,000
Anti-Magnetic Generator	5.0	7	Chest	25,000
Anti-Plas Generator	10	3	Abd.	75,000
Auto Doc	1.2	2	Leg	5,000
Auto Injector	0.5	.5	Leg	3,500
Auto Laser Cannon	7	12	Arm	1.2M
Auto Minelayer	5.0	10	Leg	15,000
BMH (basic)	10	4	Abd.	1,500
BMH (look and shoot)	10	2	Abd.	35,000
BMH-Ultra	12	3	Abd.	60,000
Body Flares	1.0	2	Arm	10,000
Camouflage Unit	B	2	-	3,500
Carrying Case	-	(1/8)	-	10,000
Combat Shield	-	4	Arm	5,000
Corrosive Protection	B	0	-	1,000
Cryo Option	.25	.5	Leg	25,000
Defoliator	3	2	Arm/Chest	3,000
Displacement Device	10	7	Chest	75,000
Drop Bag	10	2	Chest	5,000
ECM (Cost per +01 mod)	2.0	0	-	2,000
Electromag Converter	4.0	4	Abd.	25,000
Emergency Exit	B	1	-	2,500
Environmental Containment	B	0	-	1,400
EZ-IFF	.1	.5	Helm	4,000
Flotation Device	8.0	2	Abd.	2,000
Flux Shield	20	12	Chest	150,000
Foot Claws	4	4	Legs	4,000
Force Shield	6	7	Chest	3.0M
Gills	2.0	1	Helm	2,500
Grappling Hoist	5.0	3	Chest	1,500
Grenade Launcher	3.0	3	Arm	5,000
Gyro Stabilizer	1.0	2	Arm	2,000
Heavy Belt	4.0	(-75)	Abd.	125,000
Holographic Generator	35	5	Abd.	250,000
HIC	1.0	1	Helm	80,000
Hover Jets	7.0	5	Legs	18,000
IFF Beacon	.25	.1	Chest	3,500
Infrared Dampener	3.0	3	Chest	4,500
Infrared Discriminator	1.0	1	Helm	15,000
Insulation (EMP)	B	1	-	20,000
Integron	2	1	Arm	2,500
Internal Flotation Systems	9.0	4	All	8,000
Internal Food Processor	2.5	3	Any	1,000
Jet Pack	40	35	Chest	35,000
Jump Pads	3.0	3	Legs	10,000
Kinetic Energy Shield	7.0	3	Chest/Abd.	20,000

OPTION	SIZE	ENC	LOC	COST
Laser Shield	1.0	10	Arm	10,000
Launch Pads	2.0	3	Legs	20,000
Magnetic Deflection Gen.	10	2	Chest	30,000
Magnetic Disrupter	12	4	Abd./Chest	425,000
Mental Targeting System	4	2	Helm	250,000
Molecular Phase System	5	4	Abd.	2.0M
Phase Nullification System	81	31	Abd.	750,000
Planar Explosive	1.0	1	Abd.	5,000
Polymizer Dispenser	10	12	Chest	175,000
Portable Fusion Gen.	2	4	Arm	80,000
Power Omega	4	3	All	500,000
Protection (plating)	spec	spec	-	spec
Protection (servos)	spec	3	-	spec
Quick Draw	2.0	2	Arm	15,000
QSU (E)	B	.5	-	1,500
QSU (I)	B	1	-	2,000
Rad-Liner	B	2	-	250
Radar Absorbent Coating	B	.25	-	1,000
Radar Detector	1	.5	Chest	3,000
Rebreather	1	.5	Chest	1,000
Sanitizer	1.0	1	Helm	8,000
SDLU	14.0	3	Abd.	40,000
Search Light	3.0	2	Helm	500
Shield	1.0	5	Arm	50
Shoos	2	2	Legs	200
Skalers	2.0	0	Arms/Legs	2,000
Smoke Generator	6.0	3	Chest	3,250
Strength+	10	5	All	150,000
Suicide Bomb	3.0	2	Helm	40,000
Systems Analyzer	3.0	2	Arm	15,000
Systems Repair Unit	8.0	12	Arm	30,000
Tac-Net	1	.5	Helm	25,000
Talons	1.5	1	Arms	5,000
Thermal Generator	6.0	5	Abd.	30,000
Thermometer	-	-	Arm	50
UV Scrambler	5.0	3	Arm	15,000
Vizex	2	1	Helm	12,000
Xtra Heavy Belt	5.0	(-125)	Abd.	325,000

B: Built-in Option

Size noted by "-" refers to an external mount

ARMOR OPTIONS–ABSORPTION PG. 45

TYPE	SIZE	ENC	LOC	COST
Absorption (normal)	.25	.1	-	150
Cracite Absorption	.25	.1	-	350
Regneration Armor Abs.	.25	.1	-	spec
Sponge Absorption	.25	.1	-	100
Synth-Polymer Absorption	.25	.1	-	spec

ARMOR OPTIONS PG. 38

Ablative Liner: This is a thin lining designed to protect against lasers. Normally lasers burn straight through the absorption rating of armor. A-liners are inserted between the armor and its absorption polymers. When a laser beam strikes the liner, it acts as an insulator and the laser's heat burns it instead of you. In effect, it works like the normal AR of a body defense suit but acts only against lasers and flamethrowers. A-liners stop laser and flamethrower damage on a point-for-point basis. A-liners use 0.25 space per 1 point of protection.

Air Supply: This option provides an 8-hour oxygen (or methane) supply for the person wearing the suit, and is used in conjunction with the Environmental Containment option. It is worn on the back rear (chest section) of the armor.

Altimeter: Provides altitude, velocity, travel vector, time to impact, and projected results of impact at current velocity.

AMM: Fires anti-missile mini-missiles that are designed to take out incoming missiles, rockets, and grenades. The cost is for the combination tracking unit (lidar and phased-array radar) and ripple-fire rack. The AMM is attached to the shoulder, and holds up to 10 mini-missiles. Each mini-missile costs 2,500cr, and has a flat 30% chance to hit an incoming target to a range of 200m. The tracker itself is capable of locking on to and firing upon 6 targets simultaneously. No other units may be housed in that section of the armor.

Anti-Grav Belt: Reduces the effects of encumbrance on a person by 40 points. It is designed to assist characters in carrying heavy weapons systems into combat. It is built into the armor. Only one Anti-Grav Belt may be used at a given time.

Anti-Magnetic Generator: This system was developed to defeat the effects of Mag Guns. The device demagnetizes body armor. Any Mag rounds that strike the armor have only a 15% chance to adhere. It also halves the effects of metal guns. The generator is permanently installed into the chest section of the armor.

Anti-Plas Generator: This device is strapped to the utility belt (abdominal armor section). The generator reduces plasma attacks by 10 points.

Auto Doc: Registers abrupt changes in vital statistics, analyzes the extent of the injury and then injects the proper antidote. It can carry up to 10 injections or serums in any combination, with a programmable interface for multiple injections. Typically mounted on the arm, but may be leg-mounted.

Auto Injector: Once the armor wearer is wounded, the Auto Injector injects a BRI (standard or massive, depending on the extent of injury) into the user. The system will not inject BRIs if the patient has broken bones or other problems which can be aggravated by the use of BRIs. The Auto Injector can hold a maximum of 6 BRIs, which must be purchased separately. It is mounted to the thigh.

Auto Laser Cannon: One of the most advanced weapons systems available. Initiative: -2. The operator aims through an eye piece. This impact weapon fires 3 shots per second which do 2-12 points of damage each, out to a range of 350m. Accuracy: 120/120/120/100/80/60/25. It is mounted on the shoulder, and the rechargeable energy cell has a capacity of 50 shots. No other units may be housed in that section of the armor.

Auto Minelayer: Voice-activated system that injects mini-mines into the ground from the foot of the defense suit. Each foot carries 10 mini-mines, which do damage (treat as a Claymore) to anything that steps on them (pressure release). Reloads cost 1,000cr per mine. Nothing else can be housed in the foot section of the armor. Cost is for 2 feet.

BMH (basic): Stands for Body-Mounted Harness. It mounts directly to the back of a Cizerack. It is mechanically activated (via an implant placed at the side of her mouth, and activated with the kitty's dexterous tongue) and is fixed in azimuth to fire directly ahead of the cat, allowing her the freedom to move on all fours and still engage enemy units. Because the cat must turn her whole body to fire, a +2 initiative modifier is applied whenever she changes targets. Weapons are automatically considered braced but weapon-mounted scopes cannot be used. The cat is able to adjust the weapon mount's elevation setting (a half-action using her tongue). Only one BMH can be used on a single individual and the BMH can only be used by Cizerack. Abdominal armor section. Weapons mounted to any BMH receive no Manual Dexterity based Ranged Attack Bonus, whether positive or negative.

BMH (look-n-shoot): Follows the same basic principle as the BMH, except that the gun mount swivels to point wherever the cat happens to be looking, making the cat awesome in most terrains. This mount has no IM penalty, and all controls are voice-activated. The weapon pivots down to facilitate reloading (magazine-fed only) upon voice-command. Only one BMH can be used on a single individual and the BMH can only be used by Cizerack. Abdominal armor section.

BMH-Ultra: The best that money can buy for the Kombat Kitty. This look-and-shoot harness allows the Cizerack to mount any ranged, non-vehicle, non-crew served weapon (assuming allowable encumbrance), plus a second weapon of up to 15 encumbrance. The BMH-Ultra comes with a built-in Heavy Belt to keep the kitty quick on her paws. All other features are as per the regular look-and-shoot BMH.
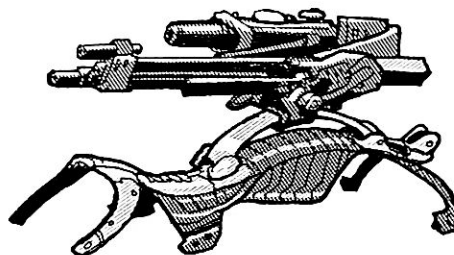
Body Flares: Body Flares are a last-ditch effort to stop an incoming heat-seeking missile by distracting it with a heat source that is fired away from the target. They have a 15% chance to do this successfully. Mounted to the shoulder of the defense suit. Has enough energy for 10 shots. Refills cost 5cr a shot.

Camouflage Unit: Automatically changes the surface color of the armor to match terrain features (it does not make you invisible). Provides a -30 modifier versus Detect Concealment attempts when moving, and a -50 when standing still. Permanently affixed to the armor.

Carrying Case: Most types of armor are a composite of high-strength, lightweight metal alloys. Nevertheless, they can be bulky and difficult to transport when not worn. Characters attempting to carry a suit of armor move at 1/8th normal movement (if at all). Anti-grav carrying cases are relatively cheap, and a case with a suit of armor in it weighs only 1/8th the normal encumbrance of the armor and has very little bulk.
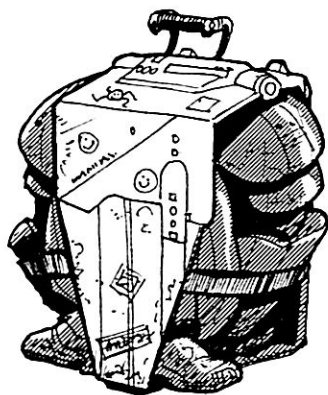
Combat Shield: A forward-facing flexsteel shield, worn on the arm of the combatant. The shield is lightweight, has a Threshold of 7 points, and an Armor Integrity of 15. This shield protects the arm automatically with its threshold, and any other frontal attack (on a roll of 20 or less) strikes the shield before the otherwise-indicated body part. The shield is 0.7 square meters in size, shaped to the user's preference.

Corrosive Protection: A thin layer of corrosion-resistant material coats the entire suit, adding a +40 modifier to SMRs versus acidic attack forms (use the armor SMR for fire). This is a permanent armor option.

Cryo Option: Supplements the operation of the Auto Injector system. The Cryo Option automatically injects a cryogenic freeze drug into the body when the person is near death or in a serious coma. It is mounted to the thigh of the defense suit. Requires the Auto Injector option.

Defoliator: Takes up 4 units of space in an arm and 7 units in the rear chest area to hold the pack. Sprays a powerful defoliation agent that kills vegetation in minutes (inflicts 1-2 points per round to monstrous plants). It affects a 2m radius per second. The spray lasts for 10 minutes. Refills cost 500cr.

Displacement Device: This super-sophisticated device allows the wearer to instantaneously displace himself up to 20m from his current position. A built-in discriminator prevents the owner from winding up stuck in a rock or other solid object. The direction of displacement is somewhat random (only 80% accurate). A roll of 81 or above indicates that the individual has been transported in a random direction. A d12 is used to determine the clockwise direction (if randomly displaced the wearer must make an Intuition check at a -40 or be disoriented and unable to act for one round). It is mounted in the middle back of the

armor suit. The unit contains enough energy to facilitate 20 displacements, and may be recharged in 1 hour at any standard power outlet, or in 20 minutes using a Mrs. Fusion. Device can only be used once per second and requires one half action to activate.

Drop Bag: This valuable device has saved the lives of many warriors. The removable Drop Bag is mounted on the back (chest section) of an individual. The unit detects sharp increases in velocity in a vertical direction. It then sends electronic commands to a set of inertial retro rockets which fire, changing the person's direction with respect to the ground so that he is facing skyward. At the same time, the unit generates a aero-gel foam which solidifies immediately and absorbs and distributes the enormous impact. The device is 85% effective to a height of 40m. Python versions cost three times the list price. It should be noted that sharp objects on the ground will still protrude through the aero-gel and strike the user. Also, any weapon attack that pierces the rear armor of the person with this device will render the unit non-functional. A replacement aero-gel cylinder is 5cr/size class.

ECM: Characters can have electronic countermeasures added to their defense suits to reduce the chances of electronic lock-on. The cost is per 01% of ECM modification. A maximum modification of 50% can be achieved.

Electromagnetic Converter: Converts electromagnetic energy, such as lasers, into concussive damage (up to 100 points/round). A favorite of Mazians everywhere. It is mounted to the utility belt of the defense suit. It contains enough energy to facilitate 60 minutes of operations. May be recharged in 1 hour at any standard power outlet, or in 20 minutes using a Mrs. Fusion.

Emergency Exit: Blowing out of armor normally takes 10-60 seconds to lift and pull latches. Emergency Exit enables the owner to punch in a three-digit code on an arm keypad to blow all the latches, allowing immediate egress from the armor.

Environmental Containment: 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. Can be used in place of a spacesuit for very short periods of time (2-8 rounds).

EZ-IFF: A very simple Identify Friend-or-Foe system for the merc team. Each team member gets a small IFF transponder/receiver implanted in their armor (chest section). A low-power laser IFF illuminator is then attached to the wrist or weapon of the user. The illuminator is pointed at a person and activated with a finger touch. If you hear a friendly chirp, they are buddies; if you hear a menacing growl, hose 'em cause they ain't us! EZ-IFF can be linked without modification to a HIC or a Tac-Net.

Flotation Device: Small, external air-bladders inflate within a half-action when activated by a voice command. Will allow a moderately encumbered size class 4 being to float in water-equivalent. Price for larger or smaller size classes is determined the same as armor.

Flux Shield: A flux shield surrounds the wearer a few millimeters above the surface of their armor. A flux shield at full strength has 100 points of protection. It recharges at a rate of two points per hour (dou-

ble, with Mrs. Fusion) and is mounted to the chest. The flux shield contains enough energy for 60 minutes of continuous operation.

Foot Claws: Non-retractable, large metal claws attached to both feet of the defense suit. They provide a +20 modifier to Agility checks when trying to stand in high winds or on unstable footing such as loose rubble or fast-moving water. d2 damage if used as a weapon.

Force Shield: A 20HP flux shield designed to protect against tanks and heavy armor. Recharges at a rate of 50 points per hour (double with Mrs. Fusion).

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: Upon voice-command, fires a grapple and line from the hoist unit which is mounted in the chest section of body armor. The Grappling Hoist uses 100m of Super Flex line, attached to a tungsten-steel arrowhead. The arrow tip embeds itself in a solid object and the hoist mechanism then raises or lowers the owner at a rate of 1m per second, up to 250kg. In desperate situations, the device can be used as a weapon. The tip inflicts 2-8 points of damage, and has a 50% chance to strike someone out to 30m.
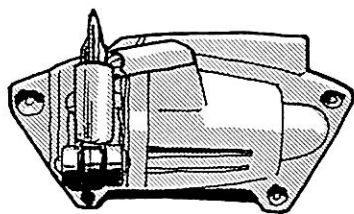
Grenade Launcher: It is a voice-activated launcher attached to the forearm and has a 150m range. Accuracy: 90/85/65/36/10 (uses Direct Fire skill). It carries 6 rounds in preset order. The magazine must be removed and reloaded to change the order of the munitions. Fires one grenade every 3 seconds. Damage: By round type.

Gyro Stabilizer: Compensates for the recoil of weapons fired on automatic. The penalty for burst and automatic fire is halved. Mounts on whichever arm one will use to hold/aim the weapon.

Heavy Belt: A more advanced version of the Anti-Grav Belt, which reduces encumbrance by 75 (instead of 40). It cannot be used simultaneously with another counter-grav belt of any type.

Holographic Generator (body): It creates up to four insubstantial, 3-dimensional duplicates of the wearer. The images follow the wearer at random distances out to 5m. Each generated image lasts one minute and drains 1 charge from the pack. The pack holds 20 charges and is mounted in the rear abdomen. No other options may be mounted in that area. The unit may be recharged in 1 hour at any standard power outlet, or in 20 minutes using a Mrs. Fusion

Hostile Identification Computer: The HIC system determines the nature and abilities of presumably hostile targets. The HIC can determine target type, weapons, speed, travel vector, and firing priority for targets within a 500m radius. It is effective when employed against robots and vehicles, as well as personnel. It mounts to the top of the helmet, and can be linked to a radar system with a level-10 Computer Operations check, or a level-7 Armor Repair check. The HIC is an active device and can be detected by other HICs and various detector technology.

Hover Jets: Allows the wearer to hover or move vertically in the air. Hover Jets have a maximum load of 350kg, and can climb at 12m/s or dive at 20m/s. They can fire for 30 seconds before needing a recharge (replacement snap-in fuel cylinders cost: 300cr/pair). The jets are mounted to the armor's calves.

IFF Beacon: Players can tune this beacon to one of over 32 million frequencies so that their fellow party member's missiles and sensors will identify them as a "friend." Frequency can be cracked with a level-20 Decrypt check.

Infrared Dampener: Reduces the chance to be detected by infrared sensors/discriminators by 30%. It is a permanent armor option that is built into the chest of the defense suit.

Infrared Discriminator: This device detects the relative heat differences between living objects. A built-in mini-computer then cross-references the thermal signature and relative size to determine what type of creature is being scanned. The system has a 95% chance of successful determination against all known creatures, and has a maximum range of 250m.

Insulation (EMP): EMP insulation protects body armor from the harmful effects of electromagnetic pulses. The insulation is 100% effective (giving the armor an EMP SMR of 100). This option is built directly into the armor lining and is permanent.

Integron: The body computer that is built into your armor! Now you don't have to spend those long hours on guard duty talking to yourself, you can talk to your computer. The Integron has the same specs as the StrikeForce body computer. The keyboard is built into the forearm section and the module bay is at the back of the upper arm. Can only be used in Heavy or Mechanized Armor.

Internal Flotation Systems: Small packs of Nicron gas are embedded into the armor, preventing the system from sinking. It can come in handy!

Internal Food Processor: Sometimes referred to as the "automatic MRE," the internal food processor injects the wearer with a liquid nutritional supplement at preset intervals of time. This allows soldiers operating in hostile atmospheres to "eat" without removing their helmets. The processor can hold 60 units of liquid nutrient. Nutrients cost 20cr per unit. It is mounted anywhere on the body.

Jet Pack (T-5): Allows a wearer to fly at low altitudes (under 2,000m). Turning is accomplished by firing the control thrusters. The T-5 can climb at 17m/s and dive at 30m/s. It has a maximum level speed of

240kph, and maximum load of 500kg. The ion-powered pack can fly continuously for 3 hours, and takes 18 hours to recharge at a standard power port (6 hours using a Mrs. Fusion) at a cost of 5,500cr. A weapon can be mounted to the steering bars. Chest Mount (back).

Jump Pads: Designed in the latter part of the 22nd Century. It enables the wearer to leap forward 10m, or 5m vertically. It utilizes a modified form of the EAT pad technology found in the Guisarme defense suit. The system is attached to the feet of the defense suit.

Kinetic Energy Shield: The generator creates a force shield that surrounds the body. The electromagnetic field reduces the effects of kinetic based attacks by five points per attack. The field gives off a bright purple light which can be detected at great distances. It can function continuously for up to 15 minutes. Mounted to the chest or abdomen.

Laser Shield: This is a modified Combat Shield that provides a Threshold of 10 versus laser attacks. Laser attacks that do less than 10 points of damage bounce off the shield and are reflected back in the general direction of the attacker. In all other respects it functions the same as the Combat Shield.

Launch Pads: The operator provides vocal coordinates to a mini-computer that triangulates for vector and range. When activated, the person is blasted into the air in such a way that he lands near the target. Thrusters fire just before he lands to prevent injury. The operator must make an Intuition check at no penalty out to 25m, and -01 per every meter thereafter to determine where he lands. There is enough thruster fuel for 10 landings. Effective Range: 75m. Refills cost 250cr. Foot Mounted (both). No other units can be housed in the foot section of the armor.

Magnetic Deflection Generator: Generates a strong magnetic field which deflects incoming metal projectiles. The MDG has an 85% chance to deflect projectiles with a weight of less than 0.5 kilograms, projectiles over that are not affected. This unit cannot be worn with an anti-magnetic generator. In addition, all metal items within a 10m radius must make an SMR vs Electrical or immediately become magnetized. Chest Mount.

Magnetic Disruptor: This expensive item is used to protect against Pulse and Omega weapon systems, all of which use a magnetic bottle to deliver the attack. The damage yield of these attack forms is halved. Abdominal or Chest Mount.

Mental Targeting System: This device may only be used by Empaths. The Chatilian generates the matrix Clairvoyance. The mental image is digitally scanned and retinal information transmitted via micro-link to his weapon system. The base chance to strike the target is increased by 30 points at all range brackets. Helmet mount.

Molecular Phase System: The unit allows the individual to pass through walls exactly as with the Energy Controller matrix Molecular Dispersion. The device has a cool-down time of 30 minutes and may only be employed for 1-minute intervals. The operator runs the same risk of being caught inside objects as with the matrix.

Phase Nullification Unit: Prevents any individual from teleporting or displacing anywhere within 100m. The phase nullifier also prevents the generation of Molecular Dispersion as well. Anyone attempting to teleport or displace into the area automatically suffers 2-12 points of damage to 4 different areas of the body (ignores armor and flux shields). Ouch!

Planar Explosive: Explodes outward in a 360-degree horizontal plane less than 1mm thick, perpendicular to the gravitational coefficient, usually at waist level. The force is such that anything with less than a 5 threshold is automatically severed. Armor with threshold above 5 takes damage of 4-40 points of damage. Integrity reduction is 20. Make sure your friends aren't around for this one. Also, remember to tell the BM, "I raise my arms before triggering it!" Radius of effect is 5m.

Polymizer Dispenser: Automatically refills lost absorption rating. Pressure-sensitive ducts release polymers back into the suit. Chest Mount. A total of 100 points can be replaced before the unit requires a refill, costing 200cr per point. Replaces 1 point per 10sec.

Portable Fusion Generator (Mrs. Fusion): A (detachable) power pack that mounts directly to the armor. Cost includes an internal power grid for the defense suit, which can distribute power to all armor options. This lightweight device holds 200 power units (see the *Battlelords* main rulebook) or "an eternity" of lighting and other electrical charges. It recharges by taking matter and putting it through a fusion reaction. It can recharge 200 units/hour. Power couplings, enabling hand-held weapons and other external (non-armor) devices to be linked to the suit's power grid (and the Mrs. Fusion); cost: 1,000cr per device.

Power Omega: This unit acts to increase the resilience of polymers in a particular section of the armor by sending bio-molecular commands to them via micro-electronics. The polymer molecules have their tensile strength increased accordingly. Power Omega is turned on for 5-minute intervals. During this time, the effective strength of the Absorption polymers is increased fourfold, thus requiring four points of damage to effectively reduce 1 point of polymer strength. However, the use of this device is not without consequence. 1/2 of all remaining polymers are destroyed at the end of the operation time. The unit can not be used again for 10 minutes.

Protection (servos): Emergency backup servos may be added to body armor. These temporary units are designed to function for 6 hours before breaking down. Backup servos take up half of the total space available in each section, and the entire system costs 10% of the basic, size-adjusted cost of the armor.

▶ **Cizeracks are reconnaissance experts, with their acute sense of hearing, superb eyesight, and raw courage. Many mercenary teams put a couple of Cizeracks on the point to check for enemy positions and traps. Cizeracks are as big as the long extinct lion from the jungles of the planet Earth. The cat in the foreground mounts a look and shoot RKM 5000 impact laser cannon on her back and 4 arm rockets.**

Protection (system plating): Armor plating may be added to protect sensitive systems, like armor options, from damage. The plating takes up additional space equal to half the total space of the unit to be protected. System plating reduces the chance of destruction by 40%, and costs 250cr per unit of plating space.

Quick Draw: Eliminates the half-action required to draw weapons, and reduces the initiative penalty to only a +3 versus poised opponents.

Quick Sealant Unit (environmental): This system seals tears in an atmospheric liner, and can repair up to an 85% loss of environmental containment. A full refill costs 100cr.

Quick Sealant Unit (integrity): This system secretes Liquisteel to fill tears and holes in body armor. The QSU is capable of repairing up to 35 points of armor integrity. It is built directly into the armor. Replaces 1 point per 10sec, and cannot replace more than 80% of a section's total AI. If all armor integrity is lost in a section, the QSU is unable to restore any of that destroyed section's integrity. Refills cost 500cr per point.

Rad Liner: Radiation liners provide protection from exposure to harmful radiation. Confers a +75 modifier against radiation SMRs.

Radar Absorbent Coating: The application of this material reduces the chance of a missile or radar locking on to your sorry butt by 20 when lightly encumbered (you have a little stuff), 10 when medium encumbered (you have stuff strapped all over you, and the coating is barely visible).

Radar Detector: Lets you know when you've been swept by a radar signal. If you hear some intermittent beeps, a search radar is sweeping over you; a steady tone indicates someone has a radar lock on you. Feel silly you didn't spend that extra dough on ECM now, huh? Chest or helmet mount.

Rebreather: Fits onto the Air Supply and allows the user to breath for 5 days. The 250cr scrubber filter must be replaced after every 5 days of use.

Sanitizer: Mounted to the top of the helmet. Sprays a decontamination mist. Used to remove hazardous biological and chemical materials from the armor. 80% effective. 10 Applications. Refills cost 100cr each.

Scatter Defense Laser Unit: This powerful one-shot unit is used to defeat mass assaults. It is voice-activated and fires a high-dispersion laser pattern which automatically strikes any individual within range bracket 1, in a 60 degree arc to the rear of the user. Anyone in that kill zone is struck by 6-24 laser beams, which inflict 3-12 points of damage each. Lower Spine Mount (abdominal armor section).

Search Light: Mounted on the helmet. Search lights generate a powerful cone of light out to 300m. The cone is 10m wide at the end. Search lights add +50% to night time sighting checks within 50m. Assume a 1% reduction per 5 meters beyond the 50m. All detection attempts against individuals wearing active search lights are increased by 100%.

Shield: It has a threshold of 3 and an integrity of 8. Any attack that strikes the arm bearing the shield must penetrate the threshold of the shield before doing any damage to the user.

Shoos: At a voice command, this option will spring mesh frames out from either side of the feet, distributing the wearer's weight, and allowing the wearer to walk easier on loose ground, such as snow or sand, effectively acting as snow-shoes. Negates any movement penalties from the loose surface.

Skalers: Pneumatic suction cups, attached to the hands and feet (occupy 2 units of space each). They allow the wearer to ascend or descend smooth surfaces. Skalers don't function well on bumpy or rough surfaces, as a good seal is required for the cups to function. The suction itself is driven by small pumps, which are activated by voice control. The voiceprint is matched to the owner so as to avoid enemies saying, "Hey Skalers, release!"

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 4m per second in all directions. Can also be turned on manually to provide visual obscurement. Center Spine Mount (chest armor section).

Strength+: This option can only be used with Heavy Armor or Mechanized Battle Armor. Additional servos and microfibers increase the effective strength of the armor wearer to 20 points above normal. The space required for this option is spread across all areas. As the control unit for this option resides in the chest, if that area of the armor is destroyed the Strength+ will cease functioning.

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 dis (disrespect!). At the center of the explosion, the suicide bomb inflicts 2 HP of damage. The damage yield decreases by 1/2 per 05m of distance. It mounts to the rear of one's helmet and must be activated by a code which is punched in on a wrist band.

Systems Analyzer: A computer that analyzes damage to the armor and gives appropriate instructions for repair. Adds +60 to Repair Armor attempts and reduces repair time by one-half.

Systems Repair Unit: A computer that analyzes and attempts to repair any damage to servos and temperature regulation systems. 75% effective.

Tac-Net: This networking system is intended to link suits of armor that have the HIC (Hostile Identification Computer) installed. Tac-Net allows each user in a squad to see data or visuals from other members. It may also pass data from other onboard systems, like radar units, a Vizex, or an Integron computer. This helmet-mounted system is controlled via voice-command and eye-tracking. Four levels of Computer Operations skill are required to use Tac-Net (no skill check per use is needed).

Tac-Net has two modes, passive and active. In passive mode, Tac-Net only displays a small image in a corner of the visor indicating other team members that are connected and their direction from the user. In active mode, all the Tac-Net's functions are active, though this confers a -30 to all perception checks and a +3 to initiative rolls. Tac-Net cannot function when the wearer's suit is using ECM or ECCM, and has an effective range equal to that of the helmet's commo. When in active mode the Tac-Net can be detected by various detector technology.

Talons (Retractable): Voice-activated flexsteel talons spring from the back of each hand and inflict 2d6 points of damage per hit and reduce armor integrity by 1 point. Damage is not reduced against heavy armor. Damage is per hand, cost is for both hands.

Thermal Generator: Creates false thermal images. The built-in mini-computer can be programmed to produce a variety of infrared images, up to size class 8. It is 85% effective. The computer can also be used to enhance the signature of infrared-emitting devices by 25%. Abdominal Mount.

Thermometer: Provides external temperature.

UV Scrambler: Emits an intense UV strobe light. The effect is to blind all those with any kind of night vision, or night vision devices. The strobe has a range of 250m and can operate for up to 100 minutes. 90% effective. Helmet or shoulder mounted.

Vizex: An impressive offering from Opti-Max, a new player in the armor business. The Vizex is a multifunction optoelectronic panel that replaces the visor of your helmet. The Vizex combines functions of many items into one compact, voice-controlled unit. It provides the same function as IR Goggles, UV Goggles, Chem Goggles, and Long-Range Binoculars, as well as a microscopic function (5x); individually, or in any combination.

Xtra Heavy Belt: Nicht-Grav's answer to the merc's ever-increasing combat load. Reduces encumbrance by -125. Big and expensive.

Note: Only one field-generating armor option can be functioning at any one time. These include anti-magnetic generator, anti-plas generator, flux shield, PDS (see below), kinetic energy shield, magnetic deflection generator, and thermal generator. You can mount as many as space and encumbrance permit.

ARMOR OPTIONS-ABSORPTION PG. 38

Players may opt to install different absorption polymers than their armor normally comes with, either as an upgrade, or to replace polymers lost in combat. Listed below are the five available types of absorption and any limitations.

Battle Master Note: We have included this section to allow players to further customize their PC's armor. The BM is encouraged to hold a tight reign on these modifications as they could cause game balance issues, especially with the Regeneration Armor.

Absorption (normal): Absorption polymers may be added to body armor. They take up 0.25 units of space per point added and have an encumbrance value of 0.1.

Cracite Absorption: A new type of absorption which acts as an ablative liner as well, currently available standard in the Spoiler suit. Cracite upgrades or replacements are only available from the manufacturer of Spoiler, MagnaShield Systems of Taos 4. Hard to install (level 13 Armor Repair) and hard to find.

Regeneration Armor Absorption: Nanoid controlled absorption from Regeneration Armor. Installing this absorption into a non-regeneration suit of armor first requires that the suit be outfitted with nanoid control and conduit systems which costs 10,000cr and can only be performed at a tech level 7 armor repair shop.

RGM	Cost per point (cr)	RGM	Cost per point (cr)
1d4	250	3d6	1,000
2d4	500	4d6	1,300*
1d6	350	5d6	1,600*
2d6	700		

*(the 4d6 and 5d6 RGMs of Koordine and Dreadnought-2 are unavailable for installation in other armor suits, regardless of modification or upgrades.)

Sponge Absorption: Cheap and easy to get, but its vulnerability to plasma attacks should cause concern. Currently provided stock in only the Gorilla suit.

Synth-Polymer Absorption: Infamous in the protection game, Synth-Polymers made their debut in Bargain Basement Armor and have become a popular choice for retrofitting the poorer merc's equipment. Dicey, but hey, it's your health! The lower the Failure Reduction, the more expensive:

FR	Cost per point (cr)	FR	Cost per point (cr)
1d4	125	2d4	75
1d6	100	2d6	60
1d8	80	3d6	40

Note: All non-Bargain Basement Armors that use Synth-Polymers are assumed to have an activation number of 70.

ARM ROCKETS

TYPE	1	2	3	4	5	6	7	8	SPEED M/SEC	DAM	ENC	COST
Interfon	80	70	50	10	-	-	-	-	200	3-18	.5	1,000
Slipstream			90			-	-	-	150	3-18	.5	3,000
Yo Momma	74	60	30	20	-	-	-	-	100	6-36	.5	3,500
Hellfire-7	100	75	50	30	10	-	-	-	300	7-42	.5	6,000
Hellfire-8	100	80	60	40	20	-	-	-	300	7-42	.5	6,500
Balistex			125				-	-	200	5-30	.5	7,000

MISSILE RACKS

TYPE	EXT THR	ENC	COST
Armband	15	2	200
Mycroline	15	4	1,000
Encasement	35	10	5,000
Partisan	25	15	8,000
Ripple	22	12	9,000
Digiton	45	20	20,000

REFLEX MISSILES

TYPE	ATK	SPEED M/SEC	DAM	ECM/ECCM	ENC	COST
NARC	85	400	6-36	-/-	7	10,000
Tracker	140	200	8-48	30/30	7	18,000
Digiton Warhead	95	500	10-80	15/15	7	20,000
Whistler	110/70	250	10-40	20/20	7	25,000
Jack Rabbit	100	1000	20-120	20/10	7	30,000
Horizon	120	400	30-240	30/10	7	35,000
Sabot	120	500	1-4HP	-/25	7	40,000
Mirv-System	100	300	20-120	20/30	7	60,000
Saylon Warhead	130	800	4-24HP	-/-	7	75,000

MISSILE TECHNOLOGY

Battlefield doctrines employ a variety of means to address combat in the 23rd Century. Perhaps the most singularly effective measure for defeating enemy armor is the use of missile technology. Missiles allow the soldier to engage the enemy before he can bring his weapons to bear. There are two types of missiles: arm rockets and reflex missiles. The following section is dedicated to the employment of missile technology on the battlefields of tomorrow.

Note: Missiles (also Rocket Launchers and Anti-Tank missiles) that do non-Heavy Point (HP) damage, cause concussion and integrity damage to one armor section when they hit. Missiles that do at least 1 HP of damage spread their concussion and integrity out as follows: 10% head, 30% chest, 20% abdomen, 10% each arm and leg.

Terms

ATK: Attack Number. Roll under this number to determine a hit for a reflex missile. Modifiers apply.

ECM/ECCM: Electronic Counter Measures and Electronic Counter-Counter Measures are electronic signals that can disrupt radar lock for missiles. The ECM rating of a target is subtracted from the chance to hit that target. ECCM can be used to defeat ECM on a point-for-point basis.

• **Example:** Andy the Aeodronian tries to waste a skimmer with his Digiton reflex missile. Andy gets a lock with his radar and happily launches the Digiton. The naughty skimmer, however, has an ECM rating of 35%. The Digiton's ECCM rating of 15% knocks down the skimmer's ECM to 20%. Thus the Digiton has an 80% chance to hit (95-35+20=80). Oops. Andy rolls an 87. Miss! Oh well, nothing like wasting a 20,000cr missile!

Note: Any ECCM that is left after overpowering ECM gives a percentage chance that the ECCM will burn out whatever was trying to jam it.

Missile Speed: How fast the missile moves per second.

External Threshold (Ext. Thr.): Exactly the same as normal armor threshold. It represents the thickness of the missile rack's outer shell.

General Information

1. All missile systems contain a minimum arming/launch distance. Arm rockets require 2m, while reflex missiles require 10m. Shorter distances require bypassing arming/safety systems, which require a level 10 Computer Bypass skill check (requires an Armor Repair Connector to interface with the missiles; see Computer Equipment).

2. Armor integrity is reduced (unless otherwise noted) for arm rockets by 10 points and reflex missiles by 25 points.

3. Anti-missile systems are assumed to strike the target near-instantaneously. Only the maximum distance of the incoming missile need be calculated should a miss occur.

4. Size class increases/decreases the radar tracking accuracy 05% per increment of deviation from size class 4.

   • **Example:** Biff the Ram Python, being of size class 8, would have an additional 20% added to the modifier for tracking accuracy. Biff should have bought the ECM unit for his armor!

5. Arm Rockets: SMR vs. Electrical = 20, SMR vs. EMP = 20
   Reflex Missiles: SMR vs Electrical = 40, SMR vs. EMP = 35.

6. All missile racks are attached to the outside of the armor. Only one arm rocket mini-rack can be mounted on any general area of the body. Only one reflex missile rack can be mounted on an individual and it must mount to the back. The exception is the Python races, Cizerack and Gemini, which can mount two racks, both on the back (assuming normal encumbrance restrictions). Arm rocket racks mounted to the abdominal section (the front or sides, not the back) induce a -50 Agility penalty to the operator.

7. Reflex Missile lock is affected thusly: -ECM% for radar; Camo Unit, IR Dampener, Null Suit, UV Scrambler, etc. on a point-for-point basis.

Missile Racks

Missile Racks allow the user to carry and fire multiple missiles at once. Any one rack can fire up to half of its missiles per round, unless otherwise noted.

Armband: Attached to the non-firing arm. Carries 4 Arm Rockets.

Mycroline: Mounted to any leg section of battle armor. Aimed by the hand's motion. Carries 12 arm rockets.

Encasement: Holds 8 reflex missiles.

Partisan: This platform is mounted on the shoulder of a suit of body armor. The rack has a 10 reflex missile capacity. The special radar boosting rack increases the missile's chance to hit by 10%. It takes up 2 units of arm space and 20 units of chest space.

Ripple: Allows for simultaneous fire of up to eight missiles per round. The rack holds 12 reflex missiles.

Digiton: The Digiton rack is top of the line and holds up to 15 reflex missiles. Furthermore, exploding missiles from a perforated rack are channeled outward, negating damage.

Arm Rockets

Arm rockets are small missiles that require a launch rack to facilitate operation. These mini-missiles pack a small explosive charge and usually have no tracking system. Typically, the ignition sequencer is attached to the arm. Most arm rockets are aimed by simply pointing the rocket in the direction of the target. A few however, utilize fire-and-forget tracking systems. The missile is launched by voice command. Arm rockets have an encumbrance of 0.5 and require Direct Fire skill for models without fire-and-forget capability.

Interfon: A short range weapon, commonly used by the Rebels.

Slipstream: The slip stream arm rocket is a fire-and-forget system with an 80m range. Standard issue for many Alliance units.

Yo Momma: An in your face kind of weapon. Yo Momma doesn't beat around the bush!

Hellfire-7: The Hellfire series missiles take up double the standard space allocation for arm rockets (ie. 1 encumbrance and two spaces in a rack). 100m range.

Hellfire-8: Accuracy has been increased across all range brackets.

Balistex: The most expensive fire-and-forget arm rocket system available. The powerful onboard radar has a 125% chance to hit the target out to 120m.
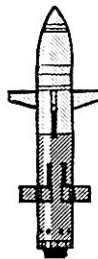
Reflex Missiles

Reflex missiles are fire-and-forget weapons systems that track by on-board systems to the target. Reflex missiles require a launch rack. As with arm rockets, the system is voice activated. A small kicker charge launches the missile out to 4m where the primary engine is ignited. This protects the operator from back-blast damage. The onboard radar then homes in on the target. Reflex missiles are approximately 0.5 meters in length. They are generally used to engage personal defense suits, low line tank armors, bunkers, buildings, and on occasion, to bring down low flying aircraft. No skill is needed to use a reflex missile.

Reflex missiles must use a Radar Package to initiate a target track that is not Line-of-Sight (LOS). The radar package's Tracking number is rolled to determine a lock. Once the target lock has been established, the reflex missile is fired and it's Attack number is then used to determine a hit (assuming neither has been jammed at any point in the attack). Once they are fired, the missile's on-board radar homes in on the target. Without a Radar Package, reflex missiles can only be fired at LOS targets.

Note: Reflex missiles primarily use radar to hit their target. All missiles can, however, switch to IR tracking, visual tracking (assumming a lock-on has already occurred), or UV tracking, if the missile determines one of those options to offer a better chance to hit. The Attack Number for the different targeting modes is the same. Penalties to hit are applied as detailed in #7 under General Information on the previous page.

NARC: The NARC reflex missile does 6d6 points of explosive damage and has an effective range of 800m.

Tracker: The Tracker has an unbelievable 140% chance to hit the target. Effective Range: 600m.

Digiton Warhead: Probably the best reflex missile for the money. It does 10d8 points of damage out to 500m.

Whistler: A product of the Balshrom Science Corporation. The Whistler is unique in that it is the only reflex missile that can be fired at targets that are not LOS, without using a radar system. It accomplishes this with a direct connection to the Cam Flybot (see Espionage Equipment). There are two accuracy numbers, 110/70% for the radar/Cam Flybot respectively. ECM/ECCM rated at 20/20% for the radar guidance system only. Effective range of 750m.

Jackrabbit: A product of Haberdine Electronics. The Jackrabbit travels at 1,000m/sec and has a maximum range of 10km.

Horizon: A potent weapon system with deadly accuracy and formidable payload capability. Effective Range 40km.

MIRV-System: Showers the target with 4 warheads from the single missile. Each warhead does 2d6x10 points of damage. It has an inherent accuracy of 100% out to 20km.

Sabot: Designed to penetrate heavy battle armor, the Sabot reflex missile reduces threshold by 4HP. Effective Range: 4,000m.

Saylon Warhead: The Saylon is a Marrson Optics Corporation product and rates high marks from Madd Mike's Mercenary Brochure. 5km range.

LASER ANTI-MISSILE SYSTEMS (LAMS)

Laser Anti-Missile Systems represent Tech Level 5 devices capable of engaging and knocking out incoming missiles. Their effectiveness is rated by percentages. LAMS are mounted to the shoulder of the operator and automatically engage and shoot down incoming targets. LAMS systems automatically destroy any arm rocket on a successful hit. Reflex missiles, Personal Missiles, or Tech Level 3-4 anti-tank weapons (or SAMS) are destroyed 75% of the time by a successful hit from a LAMS. Tech Level 5-6 Anti-Tank weapons (or SAMS) or heavy missiles (found on vehicles) are destroyed 50% of the time by a successful hit.

Note: LAMS can only be used in conjunction with a Radar Package. LAMS can only fire at targets that the Radar Package can track and require one half action to change targets.

LASER ANTI-MISSILE SYSTEMS

TYPE	ACC	RANGE	ROF	Q	SIZE	ENC	COST
LMDS	70	800	1	20	5	20	400,000
Dissector	80	1,200	3	30	5	15	600,000
EWES	90	2,000	2	40	8	25	1.0M
Freewill	80	1,200	4	40	10	24	1.5M
Balshrom Umbrella	95	1,500	6	60	14	35	2.0M

LMDS (Laser Missile Defense System): Rated at 70%, this device is marginally effective. It is, however, significantly less expensive than its counterparts. It is only effective within 800m.

Dissector: Probably the best all-around buy for the money, this system is capable of firing 3 times per second and has a range of 1,200m.

EWES: The Early Warning Engagement System has the longest range of any missile defense system, able to engage and destroy targets out beyond 2,000 meters. Furthermore, it fires twice per second. Thus, an incoming bird traveling 400m per second could be fired at ten times before it strikes the target.

Freewill: Designed to knock out multiple incoming targets, this anti-missile defensive system can engage up to four missiles simultaneously or fire four times at an individual incoming bird. It has an effective range of 1,200m.

Balshrom Umbrella: This LAM system provides an umbrella of protection for the defender. It is a rapid-fire, multi-laser gatling system that can engage and shoot down up to six missiles simultaneously. It can fire up to six times per second at a single target.
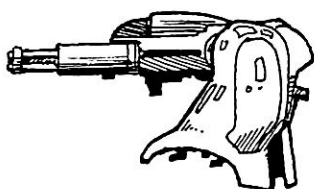
RADAR PACKAGES

Radar units are primarily used to allow the user to track and launch reflex missiles (at non-LOS targets) and utilize LAMS. They can be linked to an HIC with a level 10 Computer Operations check or a level 7 Armor Repair check. Though still known as "radar," these systems comprise a variety of sensors to allow the units to look around objects and detect targets while in a passive or active mode. Radar systems cannot see through objects; for game purposes, any object in a contiguous "air space" can be detected by the radar (within its range and including any modifiers).

Radar packages are generally set in passive mode, where they will only alert the user if they detect any targets that enter into their preselected engagement zone. Passive mode provides a -100 penalty to detection attempts by various detection or jamming devices, like a Radar Detector. When used in active mode, the radar can determine speed, vector, and target I.D., but it then becomes visible to ECM. All radar units are helmet options which take up 3.0 spaces and have an encumbrance of 3. Radar Packages include the systems to display their data on a helmet's visor. The tracking percentage is only needed if the target is utilizing ECM/ECCM or through some other BM modifier (i.e. cover, size, weather, etc.) which lowers the chance below 100%.

Note: All radars can switch targets in one half-action and are affected by size class bonuses or penalties.

Optional: When in active mode, the user suffers a +4 Initiative modifier for melee combat if he is engaged while using his radar display, or other visual visor systems.

• **Example:** Henry the Mutzachan is wandering in the wilderness in his Assault armor. Suddenly his Dynatek radar, which is in passive mode, notifies him of two objects in his vicinity. Switching to active mode, Henry sees they are skimmers coming at him fast. Being paranoid, Henry tells the radar to lock on to both skimmers and fire a Saylon missile at each. The radar locks onto the first automatically, as it has no ECM, and launches a Saylon on its merry trip to deal destruction. The other skimmer however is putting out some serious ECM; 75%! The Dynatek needs to roll under a 75 (150 - 75 ECM) to track the target. A 28! No problem. The Saylon launches and heads to its target. Now the Saylon must roll under a 55 (130 - 75 ECM) to hit the skimmer. Ugh, an 87. The Saylon misses. Here comes that skimmer; oh crap, it's got quad PAWS on it! Run!

Note: A radar with 180° tracking can see targets only in the forward arc of observation (from right to left and straight up and down to eye level). 360° tracking allows tracking in all directions. Radar Packages cannot detect targets below the plane of the users head (with the exception of the Farsight Combat Array; see below). For example, a merc using a Radar Package while in a hopper, cannot detect targets that may be flying below him (assuming he isn't hanging upside down from the bottom of the hopper; if so, then all bets are off!).
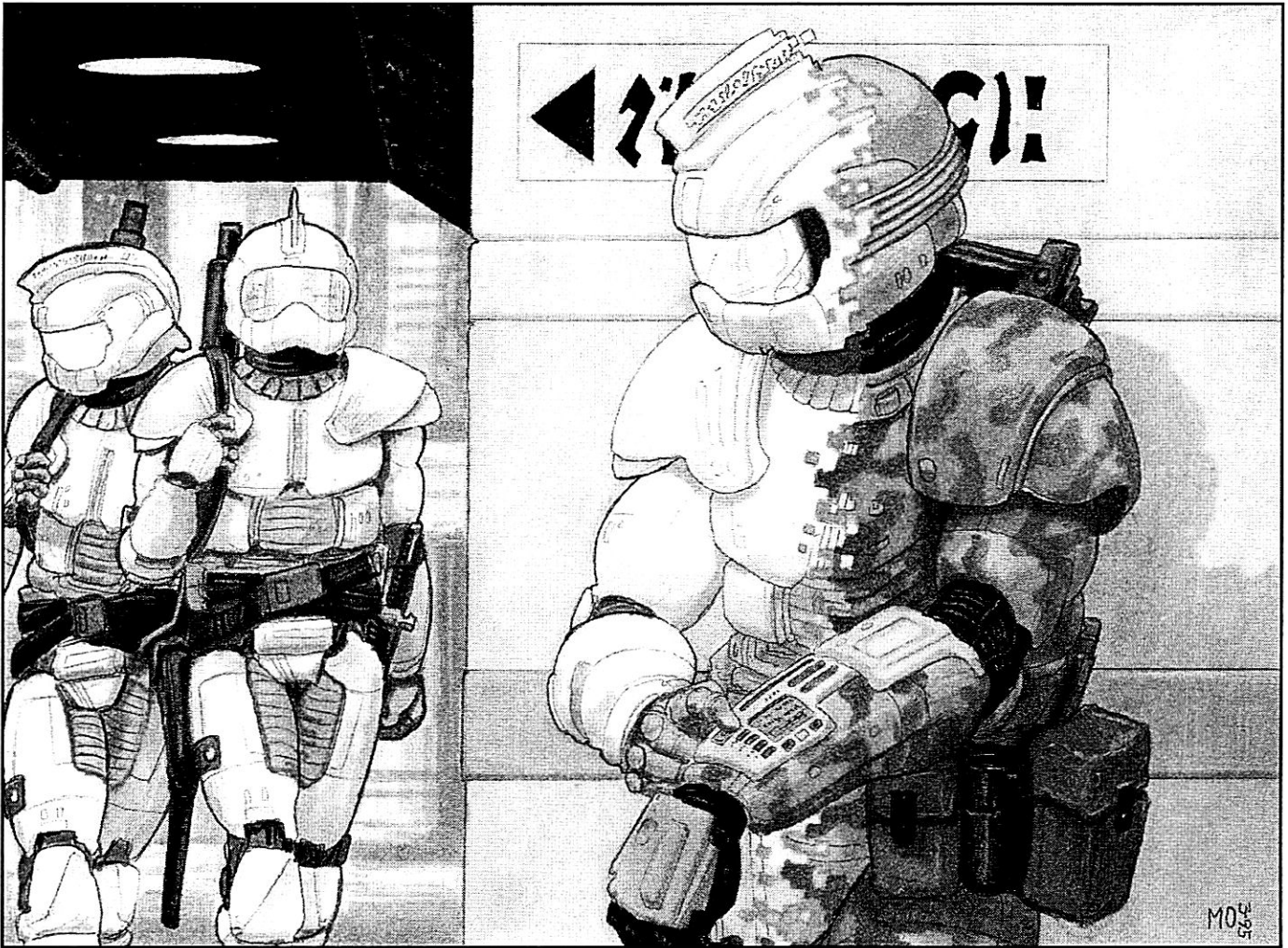
RADAR PACKAGES

TYPE	VIEW°	TRACK	COST
Awareness	180	110	10,000
Doppler-1	180	125	20,000
Perception	180	140	35,000
Dynatech	360	150	70,000
Digiton Battle System	360	130	1.0M
Farsight Combat Array	360	150	5.0M

Awareness: The baseline radar unit. It has a maximum 500m range and can track and engage four targets simultaneously.

Doppler-1: Another cheap radar system with a range of 2,000m. It can track and engage six targets simultaneously.

Perception: The standardized radar unit for Galactic Stormtroopers. Perception can track and engage six targets simultaneously. The Perception package has an interesting feature: it can be set on missile priority where it only tracks targets moving above a certain speed. Maximum range: 5km.

Dynatech: The Dynatech radar is the cheapest system available with 360° engagement capabilities. It can track and engage six targets simultaneously. Maximum Range: 20km.

Digiton Battle System: This 360° phase alternating radar can track eight targets at up to 60km with 130% accuracy. The Digiton has priority targeting, IFF, Cam Flybot connectivity (see Whistler), and 50/50% ECM/ECCM.

Farsight Combat Array: The most advanced personal radar system on the market. The Farsight can track and engage 20 targets simultaneously out to 500km. Uses a voice activated anti-grav radar platform. The platform rises into the air (maximum altitude: 5km). This 360 degree phase alternating radar comes with built-in 10HP flux shield and a host of other features, including priority targeting, IFF, and camera tracking (see Whistler). The Farsight Combat Array tracks all targets with 150% accuracy and has ECM/ECCM rated at 25/60%.

PERSONAL DEFENSE SHIELDS

TYPE	POINTS	SS	ENC	COST
Duck!	5	100	.5	12,500
Cover	20	120	1	50,000
Protection	65	120	5	110,000
Defiance	80	120	.5	149,000
Haven	200	120	2	230,000
Body Guard	500	120	3	520,000

PERSONAL DEFENSE SHIELDS

An assortment of Personal Defense Shields (PDS) are available to protect against the persistent threat of violence today. Most Personal Defense Shields give off no visible light, and all can be easily concealed. The energy field produced by a PDS is visible under ultraviolet scrutiny. Personal Defense Shields are the result of a radical offshoot of the technology used in vehicular flux shields. Unlike their larger, more-powerful cousins, a PDS field completely surrounds the wearer (even under the feet) at a distance of only a few millimeters past the surface of the body. The field propagates through the wearer's body and items in contact with it (such as clothing or weapons). PDS technology has fundamental limitations and cannot envelop objects larger than 3.5m in length, nor have field strengths in excess of 5HP.

Note: Only one PDS or armor option flux shield may be operating at one time.

Note: PDSs may be activated within a vehicle's flux shield due to the different technologies involved in the creation of either fields. (Mazian armor does NOT count as a vehicle.)

Note: PDSs recharge at a rate of one point per hour (double, with a Mrs. Fusion). The recharge cost listed below is for an instantaneous recharge that can be provided at a TL 5+ Armor Repair Station.

Duck!: At least it gives you a chance. Recharge Cost: 200cr per point.

Cover: About the size of a deck of playing cards. This flux shield stops up to 20 points of damage. Recharge Cost: 250cr per point.

Protection: The Protection shield is the business man's favorite. It is designed to look like a Sport2 PCD. Produces a 65 point barrier. Recharge Cost: 200cr per point.

Defiance: The Defiance shield is tiny, usually designed to look like a belt buckle. The miniaturization of the components explains the expense. Recharge Cost: 250cr per point.

Haven: The Haven shield is a small cylindrical device that fits into the pocket of a suit. Recharge Cost: 70 per point.

Body Guard: Is an excellent defense shield. It is strapped to the waist belt and offers 500 points of protection. Recharge cost: 60 per point.

STREET CLOTHES ARMOR

ITEM	ABSORPTION	COST
Baseball Cap	5	750
Beleatox	40	6,000
Dieta	80	15,000
Gloves	1	300
Gloves (heavy)	2	600
Kwoisekt	70	13,000
Kycaliiot	60	12,000
Overcoat	50	10,000
P-Boots	5	2,000
Pants (baggies)	10	2,700
Pants (dress)	8	1,500
Pants (jeans)	14	3,000
Shinu	40	8,500
Shirt (dress)	10	4,000
Shirt (turtleneck)	20	4,000
Ski Jacket	40	9,000
Ski Mask	10	2,000
Skinsuit	40	8,000
Skinsuit (heavy)	60	12,000
Soelph	40	9,000
Steel Kilt	20	4,000
Street Nub	40	11,000
Sweater (turtleneck)	40	8,500
Szmalka	70	13,000
Temeck Hat	12	2,500
Tie	3	600
Wingala-Nairasu	100	25,000

STREET CLOTHES ARMOR

"It is a violent world we live in. Why is the common citizen a victim of uncontrolled violence perpetrated by a bunch of killers, under the guise of mercenary heroes? We have rights too. We must be protected." Cries of injustice such as this have been heard by upset citizens of the Alliance everywhere with the spill over of violence every so often killing or injuring innocent bystanders. Thus, Street Clothes armor can be worn by any person on tech level 3 or higher worlds. It is restricted on tech 2 planets and illegal on tech 1.

Street Clothes are specially-designed clothing filled with absorption polymers. No armor options can be worn with this apparel. It is the only armor that can be worn under a personal defense suit (with the exception of gloves and boots).

Battle Master's Note: We suggest that you keep a tight rein on what players can do with Street Clothes or you will have some moron arguing that he can wear five pairs of pants! Also, capes, cloaks, and robes cannot be worn under a defense suit.

The distribution of absorption in each item is figured as follows:

Pants: 50% per leg.
Shirts: 10% per arm and 40% each in chest and abdominal sections.
Capes/Robes: 10% per arm, 20% in the chest and abdominal sections, and 40% in the lower trunk area (below waist). Does not cover shin or feet.

Baseball Cap: Often worn by mining away-teams, construction workers, etc. Only provides 5 points of absorption to the upper section of the skull.

Beleatox: This surcoat is worn by Eridani during informal times such as the rarity of lounging. Covers everything between the neck and knees. Contains 40 points of absorption.

Dieta: These thick Zen robes are only worn by healers and provide a formidable 80 points of absorption. Includes a cowl to cover the head (10 points of protection, remaining 70 points is split as stated above).

Gloves: Better than nothing. Provides only 1 point of absorption per hand.

Gloves (heavy): A thicker version of the glove with 2 points per hand.

Kwoisekt: Worn by energy controllers who have reached the 16th energy bracket of power and above. The Kwoisekt reacts to the environment around it and changes color in response to energy force fields. Otherwise they are the same as Szmalka.

Kycaliiot: A toga-like apparel worn by Zen Rigeln covering all but the head, hands, and feet. Provides 60 points of absorption.

Overcoat: Knee length overcoats are commonly worn by businessmen and provide good all around protection to the upper and lower extremities. Offers 50 points of absorption.

P-Boots: Protective boots invented for bomb-disposal units, but co-opted by the fashionably-protected. Wide widths! 5 points of absorption each, with a steel plate in the sole that sports a 2-point threshold.

Pants (baggies): A little heavier than dress slacks. Excellent casual wear. Offers 10 points of absorption.

Pants (dress): Thinner than baggies. Great for a night out on the town. 8 points of absorption.

Pants (jeans): Offer 14 points of absorption.

Shinu: Worn by Cizeracks in intensely cold environments. It fits snug like a sweater. Very cute! Head and paws are exposed. Offers 40 points of absorption.

Shirt (dress): These long-sleeve, button-up garments have 10 points of absorption. They are usually worn with a tie to protect the neck region and mid-chest and abdominal section.

Shirt (turtleneck): Contain 20 points of absorption.

Ski Jacket: A clever trick is to wear a flack jacket under the ski coat which is the only garment capable of doing so. 40 points of absorption.

Ski Mask: Protects all regions besides the eyes and the mouth. 10 points of protection.

Skinsuit: Worn by the masses on many tech level 4 and higher worlds. It is difficult to conceal absorption in these garments, hence the high cost. 40 points of absorption.

Skinsuit (heavy): Looks exactly like the normal skinsuit, but contains more absorption. 60 points of absorption.

Soelph: Moisture retaining and secreting suit worn by the Aeodronian that has a mess of absorption (40 points), don't you know.

Steel Kilt: Protects from the waist to just above the knees. Worn by Orions. Provides 20 points of absorption.

Street Nub: Water-secreting skinsuit worn by Pythons with a little extra something: 40 points of absorption.

Sweater (turtleneck): Contains 40 points of absorption.

Szmalka: Given to Energy Controllers who have passed into true understanding of the universe. This cape contains 70 points of absorption.

Temeck Hat: The favorite hat of Chatilians. This thing is gaudy looking. Provides 12 points of absorption and does not impede generation.

Tie: Worn with a tie pin. Adds an additional 3 points of absorption to the neck, mid chest, and upper abdominal regions, in addition to that provided by the shirt.

Wingala-Nairasu: This cape contains 100 points of absorption! There is no head section and the person must be careful to keep the cape clasped shut or risk exposing the chest, abdominal, and front sections of the legs.

Equipment • 3

ISCELLANEOUS EQUIPMENT

Any intelligent adventurer realizes that he needs more than just his gun. The following section provides extra accessories that adventurers can purchase. It is the author's opinion that a compass and flashlight are things which must be bought. Characters might also consider purchasing 20m of rope. Oh and for those of you with violent Battle Masters (Editors' note: like Larry Sims), a BRI or 20 might come in handy . . .

EQUIPPING YOUR CHARACTERS

With over a thousand pieces of equipment available, the question seems to be, what should I get? Well hang on to your seat for a couple of minutes and let me see if I can shed some light on the subject. Properly equipping your character can mean survival or extinction. Battle Masters will love it if they can catch you unprepared and wax your character because he wasn't well equipped. And the truth of the matter is that it won't be the BM's fault. It will either be yours or mine. I made the game so that you can't always be prepared for everything, because there are just too many things out there that can "smoke you like a cheap cigar!" I don't want you to always be prepared. I want you to be ready to take on the enemy most of the time. It would spoil all of the fun if you guys were always ready for what was going to happen next. Also, I want players to have the option of completely developing their respective characters in such a way that they are unique. There is no "correct" solution that will make one character more powerful than another character. There is just too much to take into consideration. There are 7 tech levels and characters must be prepared to deal with what happens at any given tech level, whether it be in an urban environment or out in the "woods."

Note: There is lots of equipment in the *Battlelords of the Twenty-third Century* universe. We can only list a small portion of it here; stuff that is crucial for adventuring or very common. Battlelords is all about imagination, so we encourage players and Battle Master's to make up items that they need or think should exist. *Lock–N–Load* is just a guide, an overview; it's a big universe, and just about anything goes.

The Basic Survival Pack

Here are those pieces of equipment which are fundamentally necessary to insure the survival of a PC. Without them you are basically in deep yogurt. The problem is that when players are rolling up characters, they often forget to pick up the basics while they are sorting through the weapons and armor section. They forget to purchase a compass, so that their character doesn't get lost when he is wandering around in the "boonies." So, I have put together a (minimal) "Basic Survival Pack" that all PCs should carry, in my opinion. Below are listed those items in the pack. Of course, if you stop in and pick one up before midnight tonight, you will receive a year's supply of absolutely worthless junk at no cost to yourself. Actually, there is a 20% discount on the package, as compared with the list value of all the items. "You get all this for the low, low price of 465cr here at Adventure Equivalent Inc."

Body Rehabilitation Injection	Slap Bandage	Binoculars (basic)
Compass	Flex Rope (50m)	2 M-85 Grenades
Web Gear	Emergency Transmitter	

IN THIS CHAPTER...

Communications Equipment
Computers
Detection Equipment
Emergency Medical Gear
Environmental Hazard Gear
Espionage Equipment
Operations Equipment
Personal Equipment
Beverages
Home Improvement

◀ Orions are adamant believers in the Seven Finger Discount! That's why most enterprising Orions work The Night Shift. Here, we see Dnmeris and Cornis "The Scotsman" breaking into Calamite Gold Reserves on the planet Tuu. As for Orion proof security systems: NOT!!! All it takes is a little ingenuity and you are usually in. The boys made off with 23 million or so in gold bullion (the truck couldn't carry any more). No finger prints, no clues, no leads, no gold!

Personal gear

Tac-Net sensor

Lot-a-Cot

Portion of team's tent

EZ-IFF

Smoke Generator

Shalkon helmet

Encasement
Reflex Missile Rack

Grenade clips

Camoflage Unit

Searchlight

M-95 grenades

Power packs for the
Micron Laser Carbine

Spectrum Plus
Laser Pistol

Bio Scanner

Integron
computer

Armband arm rocket rack

Medijector and BRIs

Savage-B laser pistol

Outback PCD

Auto Doc

Heavy Belt

Micron Laser Carbine

Ration pack

Bear armor

Micron powercell
chamber

Typical gear arrangement for an SSDC merc

COMMUNICATIONS EQUIPMENT

ITEM	TL	SS	ENC	COST
Ear Transceiver	100	110	.1	150
Radio (base)	130	110	100	1,200
Radio (field)	115	110	20	500
Radio (hand)	100	120	2	70
Radio (interplanetary)	145	130	900	40,000
Radio (interstellar)	220	130	N/A	4.5M
Radio (long range)	130	130	140	4,000
Radio (traveler)	105	100	2	150
Shoe Phone	100	110	.75	400
Watch Phone	103	99	.25	500

COMMUNICATIONS EQUIPMENT

Characters must carry equipment to communicate amongst themselves. The range and quality of a communications device is denoted by its transmission level (TL). The level equals the percentage chance to successfully transmit and receive messages under ideal conditions. Certain events, such as atmospheric ionization, object obstruction, and jamming, affect the ability of certain devices to transmit. These circumstances reduce the quality of transmission by a specific percentage.

• **Example 1:** Fredd is out in the wilderness and attempts to contact base station Zebra. He is carrying a field pack radio and has 1 level of Hand Radio skill. There is ionization in the air rated at 58%. The probability of successfully transmitting equals the transmission level plus skill bonus minus the relative percentage of ionization; 115 + 4 - 58 = 61%.

Many communication devices contain scramblers. A scrambler encrypts a message so that it can not be understood by persons scanning the broadcast frequency. Friendlies who possess the scramble code may decrypt the incoming message. The percentage chance to decrypt a message without the code equals the person's proficiency in Cryptography minus the scramble level of the transmission. A PCD or body computer is required to descramble an encrypted transmission.

• **Example 2:** Fredd's encrypted message is picked up by Henry the Mutzachan who does not have the scramble code (if he did he would merely have to make a level 1 Hand Radio check). Henry has 4 levels of Cryptography. His chance to decode it is a base 50, minus the scrambler level (65), plus his skill bonus (40) Therefore, his chance to decode the transmission equals 50 - 65 + 40 = 25%.

Ear Transceiver: A small, ten channel unit that fits into a human-sized ear. It broadcasts and receives radio transmissions. Vocal transmissions are passed along the bones of the skull that connect the mouth and ear and transmitted out into space. Range: 8km. Transmission level: 100%.

Radio (base): This unit is mounted onto some fixed object, usually a table. Its high resolution electronic circuitry produces clear transmissions. A base station's jamming ability is rated at 30%. It has one hundred and sixty channels. The scrambler is rated at 40%, range 4,000km, transmission level 130%.

Radio (field): A backpack unit, used primarily by combat troops in the battle zone. The whip antenna extends to a height of 0.5m. This unit has fifty channels. Scrambler level: 65%, jamming level: 60%, transmission level 115%. Range: 1,000km.

Radio (hand): Twenty channels with a range of 100km. The hand radio has a fair transmission level, rated at 100%.

Radio (interplanetary): Used to communicate between different planets within a solar system utilizing hyper-wave (see Computers in the Battlelords rulebook). It is a common feature found on small pleasure craft and star freighters. An interplanetary radio has multiple signal monitoring capabilities. The frequency is adjustable and the jamming level is rated at 105%. The interplanetary radio has a range of 3.2Bkm and a transmission level of 145%.

Radio (interstellar com-link): Used exclusively on starships. Adjustable frequency. Scrambler level: 120%, transmission level 220%, jamming level 170%. Hyper-wave technology. Range: 20 parsecs.

Radio (long range): This unit is generally mounted. It has a jamming level rated at 70%. The long range radio has simultaneous signal monitoring capabilities. The scrambler is rated at 60%. It has one hundred channels, a range of 50,000km, and a transmission level of 130%.

Radio (traveler): This is a hand held unit. It has thirty-five channels and a 300km range. Transmission level 105%.

Shoe Phone: Once a gimmick, now a reality. The heel is removed to reveal the dialing mechanism. The person speaks into the shoe. The Shoe Phone has been specifically designed to remain hidden and requires a tech level 6 security scanner or a level 14 Detect Concealment check to discover. Effective Range: 16km, transmission level: 100%.

Watch Phone: A single transmitter/receiver unit. Voice activated dialing. Range: 24km, transmission level: 103%.
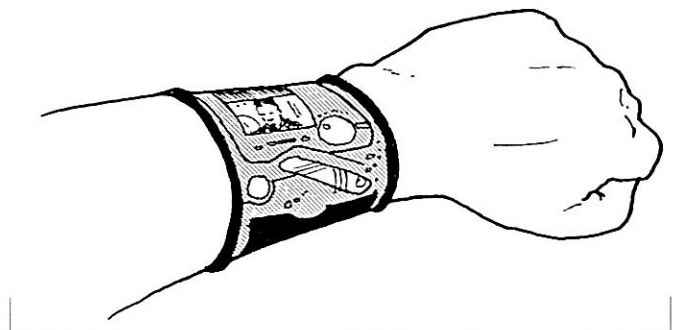
PCDs & BODY COMPUTERS

TYPE	CC/UL	TL	MC	IT	ON	ENC	COST
PERSONAL COMPUTING DEVICES (PCD)							
ClipTech	10/30	5	1	V	75	.25	150
Executive	40/200	6	3	K, V	90	2	800
Mercury III	20/-	6	1	K	90	.1	350
Outback	40/100	5	2	K, V	75	2	500
Sport2	30/80	5	2	V	75	1	300
BODY COMPUTERS							
Cracker	300/600	6	10	K, V, D	90	4	4,000
Gamma 30	400/1000	6	15	K, V, D	90	4	11,000
Genie	75/250	5	6	V	75	3	1,000
Pad	20/100	5	5	K	75	1	400
SciCom GF	250/750	5	12	K, V	75	6	5,000
StrikeForce	200/500	5	8	K, V	75	5	1,500
Veliton	1000/5000	7	20	K, V, D	99	2	22,000

Computers Key:
CC/UL: Computing Capacity/Upgrade Limit; TL: Tech Level; MC: Module Capacity
ON: Operation Number; IT: Input type; K=keyboard, V=voice, D=direct brain connection

COMPUTERS

PERSONAL COMPUTING DEVICES (PCDs)

Private citizens are rarely seen without their PCD. Whether it is an organizer for the housewife, an info-pad for the salesman, or a policeman's uplink, all people carry some type of PCD. A common style is the communication/business PCD produced by many manufacturers. This unit is often carried by Battlelords and used to keep in contact with party members, their ship or controller, or just for easy access to info databases.

Note: All wireless devices, PCDs, Body Computers, modules, and accessories have a 75% chance to have wireless signals disrupted by a Signal Jammer, Sensoid Master, or other jamming device. A successful level 8 Bypass check can reduce this chance to 35%.

ClipTech PCD: Small voice-command-only PCD. 5cm square by 4mm thick unit is connected wirelessly to a tiny eye and ear piece. Cheap and lightweight, its main drawback is only 1 module slot and 1 wafer slot. Easy to use (0 level Operations check).
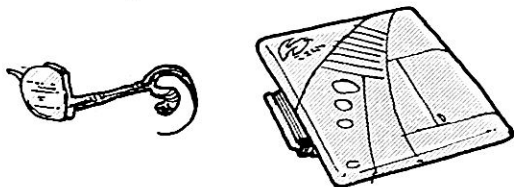
Executive PCD: Most common type for business users. This PCD is quite expandable and comes with a level 2 Accounting construct. Battery Life: 10 days.

Mercury III: Smallest PCD on the market; it'll fit in your wallet-equivalent. Trades module capability for battery life. Not too powerful, but good to have around for addresses, notes, remembering that secret password, etc. Battery life: 3 months.

Outback PCD: A more rugged and capable derivative of the Sport2 that is a favorite among mercenaries. Battery Life: 8 days.

Sport2 PCD: A simple PCD designed for everyone. It looks like a thin cylinder with a few buttons on it. Battery Life: 6 days.

BODY COMPUTERS

The next step up in computers and the most valuable to those with some programming and computer skills is the Body Computer. Where the PCD has limited programming ability, Body Computers allow for all types of computing and programming needs.

Cracker: Top of the line system. A very expandable and capable system that Orions are buying in droves. Comes with level 5 Repair System and level 5 Data Transfer constructs. Comes with a beautiful synth-leather case. Battery Life: 500 hours.

Gamma 30: Adapted from the military's CR240 Field System (sold only to the military because of its built-in encryption constructs), the Gamma 30 features the same collapsible design, light weight, and rugged construction. Setting up the Gamma30 takes a full action. Its large number of module slots, huge storage capacity, and built-in pAI (level 10 Computer Operations ability), make it an impressive item. Comes with a TL-6 Hyper-Net Uplink and a Multi-port reader hardwired. Comes with a cool titanium enclosure too. Battery life: 6 months.
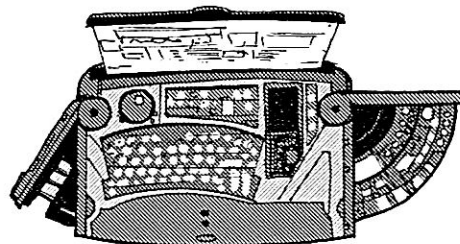
Genie: Trades some power for a small size. Espionage types love its small size and ease of use, but its voice activation only can cause problems (Stop talking to your computer! We're trying to be stealthy!). Battery Life: 300 hours.

Pad: Basically a large PCD. Coolest feature is that it's made of flexible polymers, making it nearly impossible to break (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. Fairly capable, but limited to only five module slots. Battery Life: 100 hours.

SciCom GF: This body computer is built for scientific operations, programming, and heavy design/construction work. Perfect for use with Nanoids. Built-in Nanolink (does not take up a module slot). Battery life: 2 months.

StrikeForce: A very hot brand of combat body computer by SSDC. This little beauty is loved by Battlelords from Orions to Pythons for its ease of use and expandability. Comes with level 5 Planetary Comm and level 5 Navigation (Land) modules. Battery Life: 400 hours.

Veliton: The latest Mutzachan-designed Body Computer. This device looks like a small slab of polished onyx, but weighs only 100g. The computer is used by the Mutzachan by manipulating its internal energy pathways. To non-energy controllers the device is completely useless. An internal bay allows the use of all the lower tech modules and wafers that are available. Images are projected onto a space of ionized particles just above the device; trés chic! Battery Life: 50 years.

COMPUTER EQUIPMENT

Every computer has a certain amount of accouterments that can be purchased to enhance its functionality. Given below are some common accessories that can be purchased for one's Body Computer or PCD. All external devices are considered wireless unless otherwise noted.

COMPUTER EQUIPMENT

ITEM	SS	ENC	COST
Armor Repair Connector	90	.25	2,000
Backup Module	100	.1	750
CBR5R	100	.1	3,500
CC Upgrade	-	-	250
Com-module	100	.1	2,300
CyberLink	95	.1	5,000
Data Wafer Case	120	.25	15
Data Wafer/Cube/Strip 10 Pack	99	.1	20
EDM	110	.1	500
EMP Insulation	-	.25	3,500
Holo Projector	100	.1	1,500
Hyper-net Uplink (TL 5)	95	.1	1,000
Hyper-net Uplink (TL 6)	99	1	4,000
Med-Link	100	.1	650
Mrs. Fusion Adapter	85	.25	200
Multi-port Reader	90	2	500
Physical Composite Module	100	.1	1,250
Printer	85	1	50
Printer, 3-D	70	4	1,000
Printer, 3-D Access	100	.1	7,500
Remote Joystick	100	.5	200
Spook	100	.1	1,000
Storage Module	100	.1	500
Tech Adapter	95	.1	100
Urban Layout Module	100	.1	10,000
V-Bridge	100	.1	2,000
Vehicle Repair Link	100	.1	900
Visual Connection	100	.1	85
Visual Scanner	90	.25	100
Weapon Repair Link	100	.1	850

Armor Repair Connector: This accessory allows a body computer to connect to heavy armor or computer-controlled armor options to facilitate their repair. Requires an Armor Repair module or construct of at least 5 levels and an operator with at least 3 levels of the same skill. This device also allows the computer to talk to any other systems embedded or attached to the armor, such as radar units, HICs, missiles, etc. Plugs into target device and connects through the External Device Module (EDM). You cannot use a body computer to repair armor without this device.

Backup Module: This module is something everyone should have and USE. It copies all files and information on your computer and stores it in a nice, safe, protected encasement. Can backup up to 1,000 SC of info (this is due to proprietary compression technology). The module is fully sealed from the environment and nasty things like EMP cannons. So when your computer gets zapped, you can restore all your data and hard earned spy photos.

CBR5R: Chemical, Biological, and Radiation detection module. This module can allow the computer to detect chemical agents in a 100m range, biological agents in a 50m range, and radioactivity in a 10km radius. The CBR5R requires a level 6 Computer Operations check to function, and will continuously analyze the surrounding environment for harmful agents until told to stop. The module can also be directed to search for specific agents in the environment, harmful or not. This requires a level 12 or higher Computer Operation check. Uses one module slot.

CC Upgrade: 50 CC upgrade. 1 level of Repair Systems is needed to install.

Com-module: Module that allows the computer to function like a Base Station radio. You still need the right radio skills to operate it though. Takes up 2 module slots.

CyberLink: Device that can jack into a cyborg, allowing you to perform repairs, control functions, or upload programming. Requires a Cybernetic Repair module or construct of at least 5 levels and an operator with at least 3 levels of the same skill. Wireless. Will not interface with I-Bots. You cannot use a body computer to connect to cybernetics without this device.

Data Wafer Case: A neat plastic case for carrying your wafers. Carries 100 wafers or 100 data strips or 50 data cubes. 2 Integrity.

Data Wafer/Cube/Strip 10 Pack: Satisfy all of your data storage needs (assuming those needs fit on a wafer).

EDM: External Device Module. This module allows the computer to connect to any of the wireless devices described in this list.
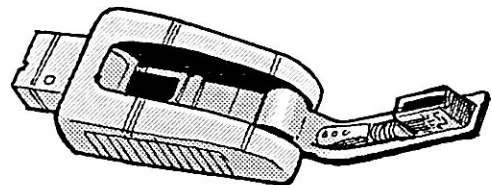
EMP Insulation: This gives each component some protection from EMP, electricity, and radiation that might cause malfunctions. Every 200cr increases the computer's SMR by 10%. (Base SMR versus these attack forms is 05%).

Holo Projector: This module allows the computer to project 3D images of up to 1m³ in size. Super useful for viewing building plans and terrain models.

Hyper-net Uplink (TL 5): The power and equipment needed to provide access to the Hyper-net are too great to be housed in a PCD or Body Computer. Therefore, the only way to connect to the Net from your personal system is with an Uplink. This wireless connects to any net socket found in any TL 5 Alliance complex. Takes up 1 module slot. 20m range.

Hyper-net Uplink (TL 6): Same function as above, but has a 100m range. Takes up 1 module slot.

Med-Link: Connects a Body Computer to a Bio-Scanner, Viral Inoculation Computer, or other medical or science gear. Plugs into target device and connects through the EDM.

Mrs. Fusion Adapter: Recharge your PCD or Body Computer with your Mrs. Fusion armor option. Recharges a PCD in an hour, and a body computer in two.

Multi-port Reader: Allows TL 6 computers to read data cubes and data strips as well as the normal data wafer. Plugs into a module slot.

Physical Composite Module: Same function as the Physical Composite Computer (see Detection Equipment), but miniaturized to take up one module slot.

Printer: Produces high quality color printouts at 1 second per page.

Printer, 3-D: Allows the user to create detailed three-dimensional plastic models created on a computer. Maximum size of model is 10cm x 10cm x 10cm. Requires a Mechanical Engineering Module of at least level 5. Raw plastic cartridge can produce 5 maximum sized models. Refills cost 100cr. Plastic is usable between -10C and 50C, but is rather soft. Takes 1 min per level of complexity of task to "print" a model. Not very useful, but it can impress the natives. Wireless.

Printer, 3-D Access: Upgrade to the 3D Printer. Characters that hack into a card-activated security system can use the 3D printer to produce a fairly accurate, working security card, so you don't have to hack into the same place twice. Requires 6 levels of Defeat Security to use, with cards being 85% effective. A level 15 check will allow the user to print false fingerprint covers, with a level 20 check making possible the creation of contacts to defeat retinal scans (requires images of retinas to be duplicated). Plugs into 3D Printer.

Remote Joystick: Module connected to a wireless joystick. Operator must be able to gain access to the target vehicle's computer (level 4 Operations check if access codes are known). Joystick allows the operator to remotely control a vehicle from up to 300km away. Level 5 Remote Piloting checks for simple maneuvers with a vehicle that has onboard cameras (TL 6 or higher). Level 12+ check if flying blind.

Joystick requires the use of a Hyper-net uplink or another suitable communications source to boost the remote signal.
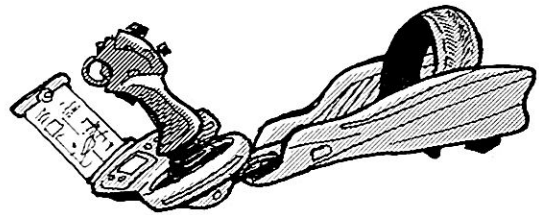
Spook: Module that connects to a variety of espionage devices to record, analyze, or manipulate the data they produce. Can connect to the Cam Flybot, Electronic Tracer Device, Image Projector, Lock Picks (Electronic), Mind Probe, Pocket Signal Detector, Super Imagizer, and Wire Tap (Electronic). Spook plugs into target device and connects through the EDM.

Storage Module: Empty module containing 100 CC. Intended for creating custom modules or additional CC upgrades.

Tech Adapter: Allows a TL 6 computer to interface directly with a TL 5 system. Can work in the opposite manner, but the TL 5 operator must make a level 10 Basic/Coding Programming check to access the TL 6 computer.

Urban Layout Module: Same function as the Urban Layout Computer (see Detection Equipment), but miniaturized to take up one module slot.

V-Bridge: Module that plugs into a ship that allows PCDs and Body Computers to interact with the ship's pAI or other systems. Accessed through the EDM. 1,000m range.

Vehicle Repair Link: Give your gearhead some help! This diagnostic unit is plugged into a TL 5 or higher vehicle and can be read through the EDM. Operator must have at least 3 levels of Repair Vehicle of the appropriate type to use this module. There is a different link for each class of vehicle (auto, skimmer, hopper, etc.). You cannot use a body computer to repair vehicles without this device.

Visual Connection: Allows the computer to connect to any digital visual device like the Mini-Camera or X-Ray Video Camera through the EDM.

Visual Scanner: Fits in one module slot with an external slot for a document (paper or plastic sheet) to be fed through. Scans a standard page in 1 half action.

Weapon Repair Link: Lets your computer help you with fixing your inconveniently inactive weaponry (hand, crew-served, or vehicle). Works with any energy based weapon of tech level 5 or above. Requires a Weapon Repair module or construct of at least 5 levels and an operator with at least 3 levels of the same skill. Plugs into target device and connects through the EDM. You cannot use a body computer to repair weapons without this device.

Nanoids

Nanoids are a class of nano-machine that can be controlled by a body computer. These sub-microscopic machines can perform a variety of functions where microscopic repairs or adjustments are needed. They've been in wide use in the health care and engineering community and have only recently been given the capability of being controlled by a body computer with a skilled operator. Nanoids are not autonomous and must be controlled by an operator or a construct, which is a computer program that is designed to tell them what to do. A high level of skill is needed to build and control nanoids so only the top programmers can use or create them. A group of nanoids is referred to as a module.

All nanoids start out with the same basic shape, called a Neutral Nanoid. A specific computer program, called a construct, is then run on them to make them transform themselves into the appropriate shape to complete their task. Then the nanoids are released into or onto the target where the control portion of the construct takes over and sets them to a task. For instance, a module of nanoids can be set up to find and repair a tear in a cybernetic neuralnet or they can be turned loose in a person to hunt down and destroy a particular chemical. Remember that constructs are useless without neutral nanoids to convert.

The basis of all nanoids is the Neutral Nanoid Module. A standard module contains 1 point of nanoids. A point of nanoids will allow you to affect one object for 1 point. For instance, to fix 5 points of armor integrity, you would use the Konstrukto construct and use 5 points of nanoids; to help stop a poison in your system, you could use the MedBot construct to use 20 points of nanoids to raise your Poison SMR by 20 (for that poison only). You determine how many points of nanoids you want to assign to a task after you make a successful control check. Once the nanoids have accomplished their task or an amount of time equal to their lifespan has passed (see descriptions), they are destroyed. You can't assign more points of nanoids to a task than you have available.

To operate nanoids with a body computer, a PC must have a minimum of 10 levels of Operate Computer and 10 levels of Basic/Coding Programming. In game play, control of nanoids is made by a Programming skill check—to speed up play, successful computer operation is assumed (hence the Operation requirement). The base level of difficulty (BMs can make it higher) needed to control a nanoid is listed as the CL (Control Level) in the Nanoids table. The more specific a required task, the more difficult the skill check should be. A failed skill check requires rolling on the following table.

Nanoid Control Failure Table

Roll	Effect
01-50	Nanoids remain inert, try again
51-70	Nanoids are destroyed
71-80	Nanoids function normally for d4 rounds, then commit suicide
81-90	Nanoids operate but only at 50% effectiveness (0.5 x points allocated to task)
91-95	Nanoids operate but only at 25% effectiveness (0.25 x points allocated to task)
96-99	Nanoids mutate. BM chooses a random activity that they engage in
100	Nanoids revolt and attack the computer that is attempting to control them. User must make a Defend Security check at a level equivalent to the control check that failed or the nanoids consume and destroy their computer.

Note: Once programmed by a construct all nanoids have a finite lifespan. The lifespan of a nanoid or module is based on the construct used to program that nanoid or module. Nanoids destroy themselves upon completion of their task. Neutral Nanoids do not have a lifespan limitation, but can still be destroyed if damaged.

Note: All nanoids are susceptible to EMP and electrical pulses and have an EMP SMR and ELE SMR of only 02.

Note: Contact with any field generating device, like a PDS, flux shield, Magnetic Deflection Generator, etc. will destroy nanoids immediately. Nanoids can bypass armor that is not environmentally sealed. Armor that has taken integrity damage to any section can be bypassed by nanoids, unless the damage is fully repaired by a QSU.

Note: See the computer rules in the Battlelords rulebook to determine the SC and CC rating for the following constructs.

Battle Master Note: The success or failure of a nanoid task will not be known unless it is obviously visible, or a successful use of Dubl-Check nanoids was made. You may want to just have the player roll d100, then have him tell you his skill level and bonuses, then determine if the roll succeeded or not. This could lead to excellent comedy, as the player who thought his QuickBone nanoids worked, stands up and his leg breaks again giving him another crit. Fun!

PCs are encouraged to make up their own uses and constructs for these machines. Battle Master discretion and approval is highly advised; these machines are cutting edge and very complex so the difficulty level in controlling and creating them should be high. In addition, other skills may be required to build new constructs in certain situations. Rules and stats for construction of nanoids is detailed in the Appendix.

Below are listed a bunch of pre-made constructs and modules; items noted as constructs are merely the pre-made software program needed to create the nanoids from a module of Neutral Nanoids. A nanoid listed as a module is a group of nanoids that have been preprogrammed already using a construct and are ready for use after a successful control check.

NANOIDS

ITEM	CL	CD	SS	ENC	COST
Chew Construct	20	21	-	-	21,000
Dubl-Check Construct	10	10	-	-	10,000
Electron Gnome Module	15	14	100	.1	5,200 per point
Fly On The Wall Construct	14	21	-	-	21,000
Headsman Construct	17	16	-	-	16,000
Konstrukto Construct	13	16	-	-	16,000
MedBot Construct	16	14	-	-	14,000
Mini Maid Construct	10	17	-	-	17,000
NanoLink Device	-	-	100	.1	2,000
Nanomag Round	-	-	-	.25	500
Nanomasque Module	22	10	100	.1	4,000 per point
Neutral Nanoid Module	-	-	100	.1	3,500 per point
QuickBone Construct	19	14	-	-	14,000

Chew Construct: Very naughty and illegal on most planets. These buggers are programmed to breakdown a specific material they are placed on. Sick of your neighbor? Well, sic these boys on the reactor shielding of his skimmer and watch the fun. Requires a level 20 check to control (BM discretion to increase the difficulty if the material that requires

chewing is unique or very tough). Every one point of Neutral Nanoids converted to Chew nanoids can destroy one point of integrity in the target. Integrity damage is also subtracted from the targets Malfunction Number (MN) and System Shock (SS). The BM will determine the points of nanoids needed to munch a particular material if it doesn't have an integrity, MN, or SS rating. Some examples include 1 point of Chew nanoids to eat through a mechanical lock, 5 points to ruin a tech level 6 computer, 15 points to eat a hole in a fusion reactor casing, etc. Chew nanoids require 1d4 seconds to complete their task.

> Build Difficulty: 21   Build Requirements: 5 levels of Chemistry
> Effect: Each point of Chew nanoids does 1 point of AI or BP damage.
> Lifespan: 1 round or task completion, whichever comes first.

Dubl-Check Construct: This construct allows you to create nanoids that check whether the nanoids you just used did their job. Every point of Neutral Nanoids converted into Dubl-Check nanoids increases the users Computer Operation skill by one level (10%) on a single check when determining the outcome of another previous nanoid task. The BM will assign a difficult to this task based on how specific a check the user wishes to make. The more specific the information the user wants, the more difficult the check will be. Dubl-Check nanoids require 1d100 seconds to complete their task.

> Build Difficulty: 10   Build Requirements: None
> Effect: Each point of Dubl-Check nanoids yields a temporary level bonus to the users computer operation skill for a single check used to determine the effect of a previous nanoid usage.
> Lifespan: 1 minute or task completion, whichever comes first.

Electron Gnome Module: These nanoids allow the user to gain control of electronic devices. After a level 15 check, these nanoids move into a system and create bypasses and control points so the computer operator can gain complete control over the device or system. In addition, a level of difficulty must be applied to the Programming check for each Tech level of the device to be controlled that is above 4. For every point of Electron Gnome nanoids one level (10%) is added to the users Bypass or Defeat Security for a single attempt on one device. A maximum of 20 points of nanoids can be used on a single attempt. The cost for the Electron Gnome Module is the cost per point of pre-programmed Electron Gnome nanoids. The construct is not included with the preprogrammed Electron Gnome nanoids. If you want more you have to write a similar construct yourself and run it on a module of Neutral Nanoids or buy more Electron Gnome nanoids. Electron Gnome nanoids require 1d6 minutes to complete their task.

> Build Difficulty: 14   Build Requirements: 5 levels of Computer Operation and 10 levels of Bypass or Defeat Security.
> Effect: Each point of Electron Gnome nanoids used yields a temporary level increase to a single Defeat or Bypass Security attempt on one device "infected" with Electron Gnome nanoids.
> Lifespan: 1 hour or task completion, whichever comes first.

Fly On The Wall Construct: Fun for the spy on your holiday-equivalent list. Though useless individually these nanoids work together to form a large sensor net. A small module (5 points of less) of Fly On The Wall nanoids can monitor one type of activity, including the visible spectrum of light, UV, IR, sound, movement, vibration, or the presence of a particular chemical. For every additional 5 points of Fly On The Wall nanoids used over and above the first five points an additional type of

monitoring can be performed. Each point of Fly On The Wall nanoids can effectively cover a 1 cubic meter area. Each additional point of Fly On The Wall used nanoids adds 1 cubic meter to the same area.

For every day they are left inert, Fly On The Wall nanoids can multiply and can double their coverage area (and total points) given almost any source of raw material. Once activated (level 14 check), the nanoids relay the requested data back to the user's computer. These nanoids are undetectable except by Headsman nanoids. They can, however, be completely destroyed by a Bug Killer even though it can't detect them. Fly On The Wall nanoids require 1d100 minutes to set up their sensor net.

> Build Difficulty: 21   Build Requirements: 5 levels of Physics
> Effect: 1 point yields 10 cubic meters of coverage. See description for additional limitations.
> Lifespan: 1 week

Headsman Construct: Hunter-Killer nanoids. These nanoids are designed to seek out and destroy other nanoids. They require a level 12 check to control and can completely rid a system of nanoids in d12 minutes.

> Build Difficulty: 16   Build Requirements: None
> Effect: Each point of headsman nanoids can kill 1 point of any other nanoids, including other headsman nanoids.
> Lifespan: 1 day or task completion, whichever comes first.

Konstrukto Construct: The workhorse of the nanoid world. This nanoid is concerned with building and repairing various materials. Armor slagged by a metal gun? Send the Konstruktos in to build it back up. Need your corrosive protection restored? Konstrukto is the ticket. These nanoids can also create or break down various chemical solutions or compounds. A successful level 13 control check minimum is required to activate these nanoids.

Generally 1 point of nanoids can create or repair 1 point of something else, like a point of AI, or a point of damage repaired on an engine, etc. If a damaged object does not have an AI typically the repair will require a number of Konstrukto nanoids equal to the difficulty level of the repair. BM's discretion. Konstruktos only work on inanimate objects. Konstruktos nanoids require 1d8 minutes to complete their task.

> Build Difficulty: 16   Build Requirements: 10 levels of Chemistry
> Effect: Varies. Typically 1 point or Konstruktos nanoids repairs 1 point of AI.
> Lifespan: 1 day or task completion, whichever comes first.

MedBot Construct: Since BRIs and other drugs are quite effective at healing, the MedBot nanoid concerns itself with actions that are too invasive or too drawn out for the regular medic to deal with. 10 levels of Basic Medical are required to use a MedBot module. Once a MedBot module is activated (level 16 check) it immediately heads for the area of the body it is directed too. MedBots can be made to seek out and destroy poison, to eliminate early cancers and malignant growths, and rebuild torn cartilage or ligaments, to name a few uses. The MedBot can be designed to specifically target many ailments, but only one at a time. The BM assigns a difficulty level to the ailment; any level below 15 is automatically cured in d6 hours. A difficulty level above 15 requires another control check to be made at the new difficulty level. Getting rid of a kidney stone would be a level 10 check, whereas removing a brain aneurism might be a level 20 check. Optionally, the number of MedBot points used can be added to a single SMR when used against a single

ailment. In either case, BM discretion is called for. Requires 1point of nanoids per level of difficulty of medical repair. MedBot nanoids require 1d20 hours to complete any task with a difficulty above level 15.

Build Difficulty: 14   Build Requirements: 10 levels of Basic Medical

Effect: Requires 1 point of MedBot nanoids per level of difficulty associated with the medical check that would normally be required to fix the problem. See page 97 in Battlelords. The Battle Master has the final decision on the difficulty level of the patients' condition.

Lifespan: 1 day or task completion, whichever comes first.

Mini Maid Construct: The nanoids any merc (or gamer) needs. Release these guys on your armor, or any other foul, contaminated surface, and in 1 hour/size class it will be nice and clean. A surface area of roughly 1 square meter can be cleaned per point of nanoids used. Mini Maids can reside on a surface for up to 1 month before they degrade and become useless. These nanoids are the easiest to use and only require a level 10 programming check or construct to control. Mini Maids can clean and disinfect any surface that would require a level 12 or less Decontaminate skill check to clean completely. Highly radioactive materials typically require a Decontaminate skill check with a difficulty higher than 12. If the nanoids are used on armor or personnel typically one point of Mini Maid nanoids will clean a size class 1 creature or suit. Two points of Mini Maid nanoids can clean a size class 2 creature or suit and so on. Mini Maid nanoids require 1d100 minutes to complete their task.

Build Difficulty: 17

Build Requirements: 5 levels of Chemistry, 5 levels of Decontaminate

Effect: One square meter can be cleaned or decontaminated per point of Mini Maid nanoids used. Materials that require a level 13 or higher decontaminate skill check to clean are not affected by Mini Maid nanoids.

Lifespan: 1 month or task completion, whichever comes first.

NanoLink Device: Controller module that allows a computer to run constructs on neutral nanoids and, if necessary, control the nanoids once they are released. It has a 100m range when controlling nanoids remotely, but computers can only run constructs on neutral nanoids when in physical contact with their module.

Nanomag Round: A specially modified mag round that can deliver nanoids to a target. The nanoid module is placed in the round and it is fired out of a standard mag gun. Nanoids in the round are deposited on the target immediately after impact. Nanomag rounds that do not adhere to a metal target will not release their payload of nanoids. Nanoids must be programmed using a construct before the Nanomag round can be loaded. Holds 20 points worth of nanoids.

Nanomasque Module: Nanomasque nanoids are used to manipulate a persons' features. This module is experimental and still somewhat dangerous, but it is relatively easy to get on the black market. In addition, the Nanomasque nanoids are difficult to control and require a successful level 18 skill check is required to change the target's appearance. A level 22 check is required if the person is using the Nanomasque nanoids to impersonate the features of another individual.

The nanoids are applied to the skin of the target and then are controlled to manipulate skin color, eye color, and skin texture (to a limited extent), hair color and length, and other cosmetic changes. You cannot make a human look like a Phentari though! Nanomasque nanoids only change a person's physical appearance. They do not change the

users voice, mannerisms, or speech patterns. As a result the Impersonation skill is still required if the user attempting to pass for someone else is any under scrutiny.

A Biological SMR at a +50 is rolled each time an adjustment to the features is made. If the target fails, the body rejects the nanoids, and the nanoids must be removed immediately by making a level 15 Programming check. Failure of that skill check indicates the nanoids have given the target a stroke: -15 I.Q., -20 Agility, -15 Manual Dexterity, and -10 Constitution, all permanently.

The cost is per point of pre-programmed Nanomasque nanoids. The construct is not included with the preprogrammed Nanomasque nanoids. If you want more you have to write a similar construct yourself and run it on a module of Neutral Nanoids or buy more Nanomasque nanoids. Nanomasque nanoids require 1d20 seconds to complete their task.

Build Difficulty: 10

Build Requirements: 10 levels of Biology or Surgery and 5 levels of Disguise.

Effect: Each point of Nanomasque nanoids used yields a temporary level increase to the users Impersonation skill when attempting to impersonate another individual. If the user is simply changing their appearance rather than impersonating a specific target, each point of Nanomasque nanoids used yields a temporary level increase to the users Disguise skill. These skill bonuses are retained until another batch of Nanomasque nanoids are used to restore or change the users appearance. A maximum of 20 points of Nanomasque nanoids may be used.

Lifespan: 1 minute or task completion, whichever comes first.

Neutral Nanoid Module: The price of this module is per point of neutral nanoids. The module is inserted into the computer with a Nanolink, where a construct then adjusts them for their task. Once adjusted the nanoid module can then be removed and placed on the target object where the nanoids are released and go about their job. It takes only one full action for all the nanoids to be released regardless of the number of nanoids being used. Only the points being used for a particular task are released. A single module can hold up to 500 points of nanoids.

QuickBone: A medic's favorite companion to the BRI. Insert these boys into a body with a broken limb and they immediately find a single broken or destroyed bone and begin to knit it back together. QuickBone nanoids require a successful level 19 check to activate and control. These nanoids will not restore body points, but can be used to fix improperly healed bone due to ill-advised BRI use (you know who you are). The type of fracture determines the time it takes. QuickBone nanoids have a repair time of 1d20 minutes multiplied by the number of nanoids used.

Build Difficulty: 14

Build Requirements: 5 levels of Surgery or 10 levels of Biology.

Effect: Requires 1 point of nanoids per difficulty level of the surgery check that would normally be required to fix the broken bone. A chipped bone requires 3 points of QuickBone nanoids. A simple fracture requires 5 points of QuickBone nanoids. A compound fracture requires 10 points of QuickBone nanoids. A compound spiral fracture requires 20 points of QuickBone nanoids. A bone that is totally crushed requires 25 points of QuickBone nanoids. Ashanti bones require twice the number of nanoids that would normally be required.

Lifespan: 1 day or task completion, whichever comes first.

DETECTION EQUIPMENT

ITEM	SS	ENC	COST
Altimeter	90	1	100
Auto Mapper	82	4	6,000
Binoculars	95	2	25
Binoculars (infrared)	92	2	95
Binoculars (long range)	93	2	50
Binoculars (night vision)	90	2	230
Binoculars (wide angle)	93	2	50
Bio Scanner	80	3	7,000
Bug Finder	85	1	500
Bug Killer	85	1	1,500
Camouflage Detector	90	1	5,000
Carbon Dater	75	3	9,000
D3-A Scanner	78	6	25,000
DD-48 Vaporizer	80	3	1,000
Goggles (Infrared)	95	2	150
Goggles (Ultraviolet)	95	2	100
Infrared Enhancer	93	2	8,000
Infrared Spotlight	75	40	500
Metal Detector	82	20	200
Mood Discriminator	76	1	3,000
Motion Detector	90	3	10,000
Physical Composite Computer	88	10	10,000
Plastic Explosive Detector	92	3	2,500
Pocket Jammer Detector	98	.5	1,000
Radar Detector	89	3	5,000
Sonic Amplifier	92	4	1,000
Sonic Discriminator	90	3	4,000
Tire Strip	99	3	400
TonChar Analyzer	81	3	3,500
Transmission Jammer	85	3	10,000
Urban Layout Computer	88	4	15,000
UV Flare	100	2	1,500
Vibro Rod	96	7	7,000
Vizex Solo	92	3	4,500

DETECTION EQUIPMENT

Altimeter: Tells you when you are about to get splattered (or your altitude above a predetermined sea level).

Auto Mapper: Tiny built-in sensors automatically record the presence of physical objects, then generate a map from the information. Call before midnight tonight and receive a FREE set of STEAK knives!

Binoculars: Standard Binoculars add a +20 to sighting checks for range brackets 3-7. Maximum range: 750m.

Binoculars (infrared): Infrared imaging binoculars register heat sources. The ambient temperature of living creatures is higher than that of ground surfaces. Binoculars allow an individual to locate living objects at night and track them. The unit adds a +40 to night sighting checks and +20 to sighting checks for range brackets 3-7.

Binoculars (long range): Can not be used under 50m. They add a +30 to sighting checks for range brackets 4-8. Maximum Range: 2,000m.

Binoculars (night vision): Allow individuals to see in near darkness by amplifying ambient light. The user makes normal sighting checks.

Binoculars (wide angle): The wide angle GR-2 binoculars come with an adjustable parabolic mirror that can spot a man sized object out to a distance of 300m. These binoculars add a +50 to sighting checks at range brackets 1-6.

Bio-Scanner: Detects the presence of unarmored, unshielded, life forms (130% effective for size class 4 or larger. 100% for smaller). The scanner utilizes bio-electronic technology to determine basic physiological makeup and medical condition of the life-form. Size: 15cm x 20cm x 3cm. Range: 25m. Cannot detect I-Bots, Gemini, or Andromeni.

Bug Finder: Detects the frequency transmissions of surveillance equipment. Size: 3cm x 4cm x 4cm. 90% effective. Range: 200m.

Bug Killer: Determines the location and fires a small electromagnetic disruption pulse at the bug. 80% effective. 10 Charges. Size: 4cm x 4cm x 2cm. Range: 100m.

Camouflage Detector: Goggles that negate the effects of a Camouflage Unit. The target is completely visible to the wearer.

Carbon Dater: This device is used to determine the age of objects by measuring special radioactive isotopes.

D3-A Scanner: Designed to combat the infiltration of Mazians into top secret government complexes, the scanner detects the emanations of an amoeba's brain waves. 75% effective. Size: 20cm x 30cm. Range: 100m.

DD-48 Vaporizer: Detects the aerial presence of poisonous and noxious vapors. An alarm is sounded upon detection. Size: 10cm x 10cm x 3cm. Range: 50m.

Goggles (Infrared): Lets a person see into the infrared portion of the electromagnetic spectrum. The wearer can see nearby heat sources and IR signaling devices. Range: 50m.

Goggles (Ultraviolet): Allows a person to see into the ultraviolet portion of the spectrum. This improves night vision (+40) and allows the wearer to see ultraviolet signal devices like UV flares. Range: 75m.

Infrared Enhancer: Goggles act to amplify existing infrared light sources so as to negate the effects of an infrared dampener.

Infrared Spotlight: Infrared spotlights are used to illuminate a large area, picking up and visually labeling all objects that radiate heat in the infrared portion of the electromagnetic spectrum. It has a wide angle beam with a range of 100m. The mouth of the beam is 20m across.

Metal Detector: Used to detect the presence of metals. It can detect objects up to 15m below the surface.
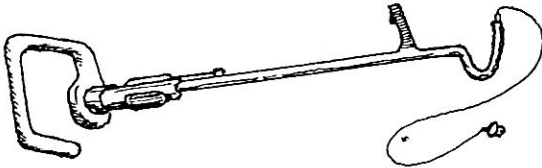
Mood Discriminator: This device is actually an ultra-sensitive electroencephalogram which measures the activity in the brain. It discriminates between moods and is used to pick out potential enemies. The discriminator appears as nothing more than a small palm-sized object. Range: 50m.

Motion Detector: This is not the same as a bio-scanner. It picks up any motion, providing range and vector (speed and direction). It is useful against robots. Most walls or similar obstructions have no effect on this device, which filters out ground clutter. Range: 50m.

Physical Composite Computer: Scans objects and records their composition. Super useful for espionage types.

Plastic Explosive Detector: Detects the vapor emissions of plastic explosives. Good against Villanite, Jellnite, C-4, etc. Range: 17m.

Pocket Jammer Detector: Detects the transmissions and location of an electronic jammer. Size: 5cm x 5cm. Range: 32km.

Radar Detector: Detects radar transmissions. A filter locks out extraneous signals. Most radar detectors are 90-95% effective. They provide range, relative air or ground speed, and travel vector. Range: 160km.

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 degree arc. The sonic amplifier can detect the sonic emissions of a man sized creature at 100m and armored vehicles at up to 5,000m.

Sonic Discriminator: This miniature computer is attached to the headset of a sonic amplifier. It's about the size of a cigarette lighter for Ram Pythons. The computer interprets the modulations and frequency distribution of sound waves. It has a base 90% chance of determining the type of sonic emission. The interpretation is broadcast vocally through the headset. The computer provides target range, speed, and travel vector. Size: 15cm x 12cm x 8cm.

Tire Strip: A reusable plastic mold lifts tire tracks for later identification.

TonChar Analyzer: Determines the exact matrix encoded on a TonChar (see *Injection*).
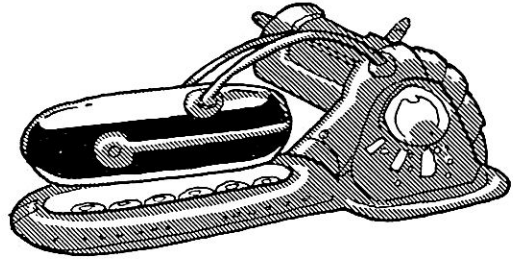
Transmission Jammer (portable): Disrupts the transmissions of radios and other communication/control devices. A step generator sweeps a wide range of radio frequencies, locks on to the specific frequency, and transmits the jam strobe. Lowers transmission strength by 60%. Size: 10cm x 12cm x 5cm. Range: 16km.

Urban Layout Computer: Uses sophisticated sensors to generate maps of urban areas. Excellent for espionage types. A small thrust controlled camera is launched above the city, and the onboard computer generates a map of the area. The computer registers coordinates of existing structures, dimensions, etc. The urban layout computer (ULC) can also be used to provide a party's present location, once the initial information about the city has been recorded. It can be connected to a body computer utilizing an EDM (see Computer Equipment).

UV Flare: This device is set in the ground with a trip wire fixed to some other point. When tripped, the flare gives off a light visible for 75m, registering in the ultraviolet spectrum.

Vibro Rod: A ground sensory device which amplifies sonic waves that propagate through a dense medium, such as the ground. The rod is stuck into the ground and its vibration sensors detect the movement of man sized creatures at a range of 500m or less, and armored vehicles out to 2km. Size: 50cm x 5cm x 5cm.

Vizex Solo: This is a version of the Vizex armor option that can be used on its own. The Vizex Solo is a multifunction optoelectronic goggle. The Solo combines functions of many items into one compact, voice or key controlled unit. It provides the same function as IR Goggles, UV Goggles, Chem Goggles, and Long Range Binoculars, as well as a microscopic function (5x), individually or all at the same time.
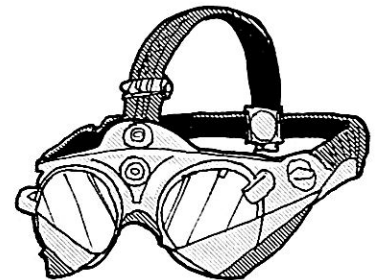
EMERGENCY MEDICAL GEAR

ITEM	SS	ENC	COST
Biological Redox Agent	75	.25	30
Blood Factor	65	.25	200
Blood Transfusion	65	2	40
Body Bag	100	4	200
Body Cart	120	20	30,000
Brain Surgery Unit	80	140	100,000
BRI (standard)	95	.25	100
BRI (massive)	95	.25	500
Chemical Redox Agent	75	.25	300
Coolant Injection	70	.1	225
Cryo Injection	75	.25	10,000
DFMS-401	75	.1	10,000
DNA-6BMR	75	.1	1,000
Drug Analysis Lab	80	6	7,500
Embalming Solution	65	4	3,500
First Aid Kit	100	2	20
Forensics Kit	100	7	10,500
Gurney	100	35	1,000
Hydrocortizal	65	.1	500
Isolation Bag	120	6	1,000
Medijector	110	.5	250
Medisensor (personal)	95	.1	1,500
Methane Injection	70	.1	500
Methane Injection Port	95	.1	15,000
Necromal	70	.1	3,000
Nuprenethal	65	.1	500
Oxygen Injection	70	.1	500
Oxygen Injection Port	95	.1	15,000
Pain Inhibition Serum	75	.1	15,000
Paramedic Kit	100	35	15,000
Perceptual Enhancement Injection	65	.1	300
Pneumatic Cast	100	3	250
Portable Surgery Unit	80	85	75,000
Radiation Treatment Serum	80	.25	600
Rage Enhancement Injection	80	.25	500
Reflex Tablet	65	.1	700
Regeneration Serum	85	.25	50,000
Restraint Coat	120	10	500
Saratine	70	.1	350
Slap Bandage	100	.1	50
Storage (medical)	110	50	5,000
Straight Jacket	100	6	300
Surgical Kit (portable)	120	10	5,000
Synapse-1	65	.1	2,000
TDX-Enzy	73	.25	10,000
Thermal Blanket	100	4	2,000
Tranquilizer Unit	80	9	5,000
Tri-Sodium Epsonate	85	.1	1,000
Truth Serum	78	.25	5,000
Viral Infection Spectrum	75	.25	10,000

ITEM	SS	ENC	COST
Viral Inoculation Computer	88	2	25,000
White Count Injection	70	.1	150

EMERGENCY MEDICAL GEAR

Soldiers can get seriously wounded in combat and are often in urgent need of medical treatment. Player characters should purchase some emergency medical treatment gear before they go out to adventure. The choice between purchasing and doing without can determine the life or death of a warrior.

Biological Redox Agent (BRA): Reduces the effects of biological attack forms. The redox agent works to protect the body from foreign agents by beefing up the immune system. It provides a +20 to Biological SMRs. All damage from biological attacks done to the victim is halved. The bonus is effective for 6 hours. There are different versions for Oxygen and Methane breathers for the same cost.

Blood Factor: Induces clotting in oxygen breathing creatures. Blood factor remains in the body for 2-12 hours before breakdown occurs. Prevents further blood loss from severe injuries. Blood Factor is a deep green color.

Blood Transfusion: This is an emergency supply of blood plasma for field operations and emergency transfusions. Each transfusion restores up to 2 points of blood loss.

Note: All races have different blood types. Only Humans and Gen-Humans share the same blood. Mazians cannot have a blood transfusion.

Body Bag: Something that a PC never wants to be put in. However, body bags do serve a distinct purpose. By placing a person in a body bag, it is easy to transport the remains. We all know that sometimes there can be lots of pieces! It also reduces the smell of rotting corpses.

Body Cart: An inertial-grav system used to transport wounded. This gurney is quite functional. The cart travels 1m above the ground.
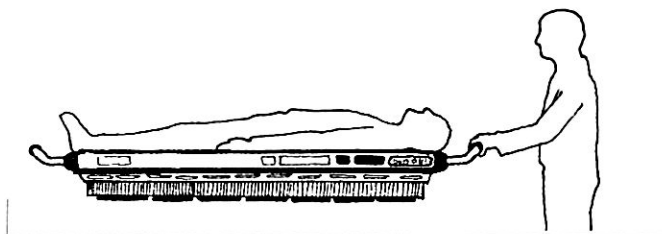
Brain Surgery Unit: A portable, computerized surgical device, specifically designed to allow for emergency brain surgery on the battlefield. The device is shaped like a large helmet and is slipped over the injured person's head. Once attached, it automatically creates a sterile environment. The computer then scans the brain for damage and acts to reverse the effects through micro-laser surgery. It reduces the chance of brain damage by 50-75%.

BRI (standard): BRI stands for Body Rehabilitation Injection. It is synthesized from the ganoir plant. After injection a BRI heals damaged tissue at a rate of one point every two minutes. A total of d8 body points can be healed per injection. More than one injection within a 30 hour period can lead to addiction (see Healing in the main rulebook for more information).

Note: While a BRI will restore damage by stimulating growth and repair, it does not set bones or repair serious wounds. Assume that all critical wounds require additional treatment.

BRI (massive): A more potent Body Rehabilitation Injection. A massive BRI restores 3d6 body points at a rate of one per minute. Massive BRIs can heal critical wounds (but not bone criticals or fractures).

Chemical Redox Agent (CRA): Similar to the Atropine injections used by the United States during the 20th Century. The injection is administered to combat the effects of chemical attacks against the body. It adds a +20 to SMRs vs Chemical attacks for 6 hours. A maximum of three of these injections can be taken in a 30 hour period without risking cardiac arrest (10% cumulative chance per injection).

Coolant Injection: Used to lower the body temperature of Eridani and Phentari who have lost the means to cool themselves. The coolant lasts for 6 hours.

Cryo Injection: Places a terminally injured patient in cryogenic freeze. All metabolic functions are lowered to a minimal level. The chance to revive the victim is 95%. Lasts for 1 month.

DFMS-401: Stands for defibrillation massive stimulant. DFMS is injected into the body of a dead person. It acts to increase the chance of jump starting the heart, adding a +25 percent to resurrection attempts. It is extremely rare and still considered experimental.

DNA-6BMR: Some attack forms alter the genetic structure of the individual's body chemistry. DNA-6BMR is designed to re-map the affected areas. It has an 80% success rating.

Drug Analysis Lab: This is quite a useful device. The drug analysis lab is nothing more than an ultra-sensitive, computerized cyclotron that runs tests to determine the chemical composition of liquid drugs. It increases the Chemical, Biological, and Botanical skills checks by 25 points.

Embalming Solution: So you have a buddy, who didn't make it, and you want to keep him intact until you can get some place to attempt resurrection. Embalming solution stops the deterioration process in tissue matter. The cost is for a size class 4 person. The cost is for a size class 4 being. Lastly, embalming solution for methane breathers is double.

First Aid Kit: Used to treat minor injuries. The kit comes with 5 gauze bandages, a pair of scissors, tape, a suture kit, burn cream, and antiseptic. Provides a +10 bonus to Basic Medical checks.

Forensics Kit: Comes complete with all the equipment necessary to determine the cause of death. Onboard computer, microscopes, etc. This unit generates a +80 to Forensics skill checks.

Gurney: Used to transport wounded or sick personnel.

Hydrocortizal: A thick, clear, viscous liquid that when ingested, induces a state of heightened eyesight comparable to Clairvoyance for 10 minutes. This drug causes death to methane breathers. Any methane breather that ingests this drug must make an SMR vs Poison at -10 or die in 1-4 hours. A successful SMR indicates that the individual has fallen into a deep coma and will remain so for d4 days before regaining consciousness.

Isolation Bag: This light weight product is used to isolate victims who have been infected with a dangerous organism. It is also used to keep a sterile environment. It comes with a regenerating oxygen (or methane) supply which lasts for ten days.

Medijector: Self-sterilizing hypodermic injector with dosage selector. The injector can hold up to 10 different drugs, with a combined total of 100 doses, in any combination. Drugs are administered by a powerful sonic delivery system, powered by a small rechargeable energy cell, which can be set to penetrate varying thicknesses of fabric or dermis. A full recharge for the energy cell costs 10cr. Cost and weight of this item does not include drugs.
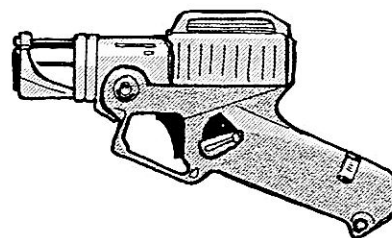
Medisensor (personal): Functions like the computer in the Auto Doc armor option. This small bracelet-like device is worn on the arm and tiny readouts indicate the wearer's vital signs, including status of the immune system and blood chemistry.

Methane Injection: Provides the Phentari or Eridani with a 6 hour supply of methane.

Methane Injection Port: Allows methane breathers to forgo wearing a mask while operating in an oxygen environment. A small implant in the neck that mixes a controlled amount of methane directly into the bloodstream over a period of time. It was designed to make life a little easier for Phentari and Eridani. It does take some time getting used to.

Necromal: An experimental distillate of the BRI compound. This drug is injected into victims who have died and is used to jump start the individual's bodily functions. There is a 15% chance of successful resurrection + 02% per level of Paramedic skill. Necromal has pronounced side effects, such as physiological burnout (minus 2d6 points of Constitution). The drug must be administered within 5 days and is very rare indeed. All effects are permanent. Necromal is an illegal drug that is produced solely by Tza Zen Rigeln. It is a light green color.

Nuprenethal: Combats the effects of muscular atrophy, space sickness, and other problems associated with operating in a weightless environment for extended periods of time. Each injection protects the person from the effects of long term weightlessness for 30 days.

Oxygen Injection: See Methane Injection.

Oxygen Injection Port: It's a secret. We're not telling!

Pain Inhibition Serum: This dangerous drug was designed by Phentari to make Black Eridani immune to pain. The inhibitor blocks the message flow along the pain synapses of the body. Persons feel no pain whatsoever and fight into the negative body points right up until the point where they die. Side effects include a 03% chance to come down with Reclusive Endritis (Super Psychosis).

Paramedic Kit: Comes with drugs, a defibrillator, EKG, and other necessities required to assist injured victims. It contains 3 massive and 3 normal BRIs. It is not the same as a surgical kit, although they are often used in conjunction. Provides a +20 to Paramedic skill checks and resurrection attempts.

Perceptual Enhancement Injection: Raises the state of awareness of the individual's sensory organs by 20% for 2-8 minutes.

Pneumatic Cast: Air (or any available inert gas) is pumped into the cast, applying large amounts of pressure so as to create a temporary cast. Broken limbs are effectively splinted.

Portable Surgery Unit: An excellent investment! The portable surgery unit increases the chance for a doctor to perform surgery by 70%. It also reduces the time required to perform the surgery by 75%. The wounded individual is placed inside a computerized body bag. The unit automatically monitors bodily functions. The surgery unit provides a three dimensional display of damaged areas. The doctor operates remotely by a joy stick. Armature assembly contained within the bag carries out instructions. The computer also provides various possible solutions on a visual display.
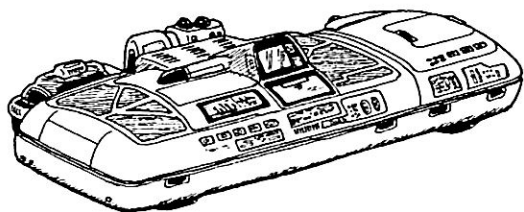
Radiation Treatment Serum: Reduces the effects of radiation poisoning. Doses of this drug can be administered to an individual who is dying from heavy exposure, conferring a +50 bonus to SMRs vs Radiation.

Rage Enhancement Injection: Affects the sensory neurons in the prefrontal cortex, inducing an increased state of aggression. The combatant receives a +10% on attack rolls and +1 to damage dice (when using archaic hand weapons or their bare hands). The rage enhancement injection allows the individual to fight into the negative body points. The user falls unconscious between -1 and -6 body points. A d6 is rolled to determine the point where the combatant will fall unconscious. Duration: 3d4 minutes.

Reflex Tablet: Shortens the time required for messages to cross the neural synapses in the central nervous system of the recipient. The individual gains a -2 modifier to all initiative rolls. Duration: 2-8 minutes.

Regeneration Serum: No one knows how to produce this besides the Zen Rigeln. Scientists haven't been able to isolate the causal agent. Lost limbs grow back in 2-8 days. How? Ask a Zen. Using the serum where cybernetics are present results in the cybernetics being destroyed, and Agility being reduced by 2d12 points until the cybernetics are removed surgically.

Restraint Coat: Designed to deal with Ram Pythons who freak out. It is a form fitting straight jacket, built with flexible metal strips inside the lining. Not even the strongest Ram could break free from a restraint coat.

Saratine: Produced on the planet Bena 4. Saratine is a blue liquid. When ingested, it heightens the ear sensitivity, inducing a condition of Clairaudience for 10 minutes. This drug is extremely difficult to find. Side effects include loss of bodily hair (10% chance).

Slap Bandage: A slap bandage is a neat little invention. A small amount of Body Rehabilitation serum is contained on the patch. Clean wounds can be healed by placing the patch over the damaged area, much like putting on a bandage. It heals 1-2 points of damage.
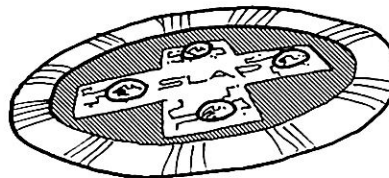
Storage (medical): This unit is used to keep heat sensitive medical products cold (0° C for 1 day). Internal dimensions: 30cm x 30cm x 30cm. It contains a foam protective lining which prevents breakage.

Straight Jacket: Immobilizes the upper body. It takes a level 15 check to escape from a straight jacket. Excellent when employed against Phentari.

Surgical Kit (portable): Field medics are often faced with the need to operate in the field. This kit comes with retractors, spanners, forceps etc., and has a sterilization unit onboard. +25 to Surgery skill checks.

Synapse-1: An experimental drug that greatly increases the brain's ability to process messages. Affected personnel can perform tasks at a rate double to normal. Furthermore, the drug heightens the ability to concentrate and all skill related task gain a +35 bonus. Matrix controllers can generate powers in half of the stated time. There have been reported dangerous side effects such as convulsions and death from brain hemorrhaging. After injection, characters must make a successful System Shock roll or go into convulsions for 2d6 minutes and lose d6 points of IQ permanently. Another SS roll is then made to determine whether or not the character dies. Synapse-1 is a translucent red liquid. Lasts 10d6 minutes.

TDX-Enzy: Used to raise a character's I.Q. two points per dose. No more than 1 dose can be taken in a one month period. There is also a 15% cumulative chance of brain hemorrhaging per additional dosage consumed. When brain hemorrhaging occurs, 2d6 points of I.Q. are lost permanently.

Thermal Blanket: Temperature adjustable sleeping bag that can be used to keep personnel warm or cold, depending on the needs of the victim.

Tranquilizer Unit: Contains guns and various tranquilizer serums for all of the various races. There are 3 different strength tranquilizers for each of the races. Furthermore, there are 3 doses for each of these strengths. Persons injected must make a System Shock roll at a minus 25, 50, or 80 or be knocked unconscious for d6+1 hours.

Tri-Sodium Epsonate: Places the mind in a deep, relaxed, hypnotic state. The individual can read the minds of any sentient individual within 10m of his person. Tri-Sodium Epsonate is a clear liquid. One must be able to understand the targets language, otherwise only vague conceptions, such as "attack" or "love" could be ascertained. The condition lasts for 4d4 minutes.

Truth Serum: Used to extract information from captured personnel. Thio-pental sodium places the individual in a suggestive catatonic state. Each dose lasts 2 hours. It is 95% effective against beings with normal metabolic functions. The Mazian metabolic structure is such that this drug is only 50% effective when used on them.

Viral Infection Spectrum: Diseases can be crippling to characters, depriving them of vital statistics on a temporary or permanent basis. A disease often incapacitates, sometimes kills. PCs can take protective measures against diseases by getting VIS inoculations every 5 years. The VIS (Viral Infection Spectrum) are potent antibiotics injected into the body. It gives a bonus of +40 to Biological SMRs for most diseases.

Viral Inoculation Computer: There are thousands of deadly poisons that persons may encounter while operating in hostile environments. Some poisons kill in seconds. Often, there is little time for a medic to determine the type and toxicity levels. The viral inoculation computer is plugged intravenously into the person's arm. It carries its own laboratory and automatically attempts to synthesize an antidote. Effectiveness: Base of 60% effectiveness, plus 04% per level of Poison skill.
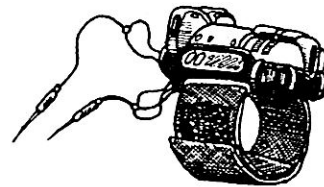
White Count Injection: The drug Phena-Caratoyl is used to "beef" up an individual's body defenses against infection, poison, and disease. It confers upon the user a +20 modification to disease resistance rolls for one hour per dose. Successive doses of this drug increase the body's resistance by +10, to a maximum of +50.
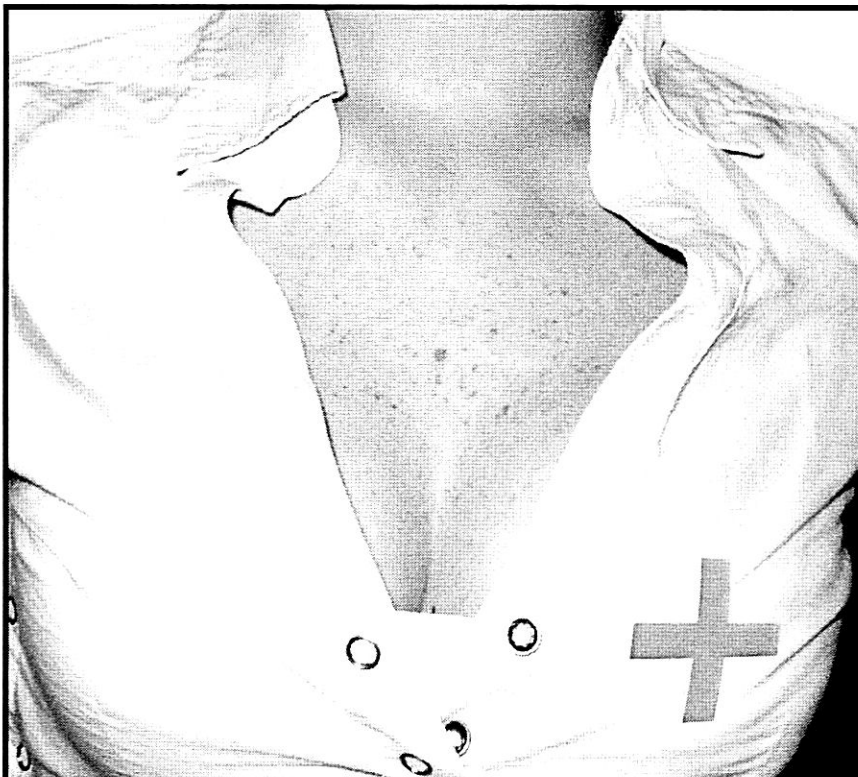
> ▶ A mercenary bounty hunter group is tracking a Phentari wanted for murder (hard to believe). The Mutzachan in the foreground is using a bio-scanner to locate the fugitive. Notice: In arctic climates where there is no vegetation to conceal movement, so the point man (Cizerack) has been brought back to work directly with the group.

ENVIRONMENTAL HAZARD GEAR

ITEM	SS	ENC	COST
Chemical Alarm	92	2	125
Chemical Goggles	100	2	200
CS-4 Chemical Suit	110	12	325
CS-7 Chemical Suit	120	14	600
Decon Kit	86	3	500
E-Tent	110	40	25,000
Filter Mask	100	2	100
Geiger Counter	85	2	400
Gloves (protective)	100	1	2
GM-4 Gas Mask	110	2	250
GM-7 Gas Mask	115	4	425
Goggles, Protective	110	1	30
Hot Bath	110	10k	15,000
Identification Tape	80	1	15

ENVIRONMENTAL HAZARD GEAR

Combat types often find themselves in hostile atmospheric conditions where a biological, chemical, or radioactive agent is present. Characters who believe that they may be faced with the prospect of operating in such an environment should purchase equipment accordingly.

Chemical Alarm: A small, hand sized device, used to detect the presence of a hazardous agent. The alarm sounds a loud high pitched pulse if any agents are detected (120% effective).

Chemical Goggles: Detect the presence of chemical, biological, and radioactive agents. Each agent appears in a different color. Range: 500m.

CS-4 Chemical Suit: Chemical Suit used in conjunction with the GM-4 mask. The CS-4 protects the body from contamination at the 200 micron level. Any puncture ruins this suit. +40 to Chemical SMRs. Cannot be worn under armor. Both units can be purchased together for 430cr.

CS-7 Chemical Suit: This unit has a thin, flexible, plastic outer skin that prevents tearing. The suit protects the body at the 100 micron level. +60 to Chemical SMRs. Cannot be worn under armor. A basket purchase for the CS-7 and GM-7 costs 950cr.

Decon Kit: This spray gun is designed to clean off contaminated equipment. It has 10 applications. 90% effective. Refills cost 70cr.

E-Tent: This shelter is set up for operation in a hazardous environment. It sleeps 25 size class worth of beings. An E-tent has a self contained oxygen supply for 72 hours of continuous operations. This unit utilizes staged cleansing rooms to decontaminate personnel.
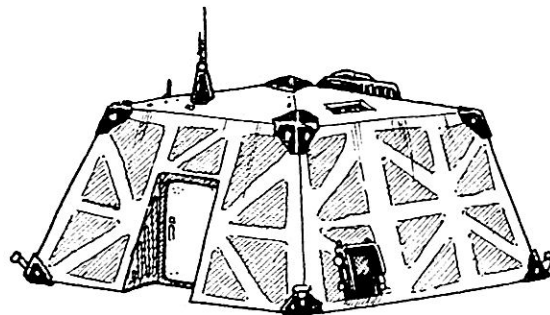
Filter Mask: A filter designed to keep dust and dirt out of the lungs, also provides minimal protection against gasses. +10 to Chemical and Biological airborne agents. Cannot be worn under a helmet.

Geiger Counter: Used to detect the presence of radiation at up to 8km.

Gloves (protective): These common items are used to protect the hands of someone who is handling dangerous materials.

GM-4 Gas Mask: Matched to the CS-4. +40 to Chemical SMRs vs. airborne agents. Filter sensitivity: 200 microns. Cannot be worn under helmets.

GM-7 Gas Mask: An improved version of its predecessor, the GM-4. Filter sensitivity: 100 microns. +60 to Chemical SMRs vs. airborne agents. Cannot be worn under armor.

Goggles (Protective): Keeps unwanted stuff out of your eyes like sand, snow, glare, steel chips, etc. 1 point Threshold, cannot be worn under a helmet.

Hot Bath: It is designed to decontaminate personnel as well as vehicles. The hot bath comes with a high pressure hose for vehicle cleaning (Rubber duckies are optional).

I.D. Tape: Used to determine the presence of an agent. A strip of the tape is placed on the surface of the object and the tape turns a specific color if an agent is present: red for radioactive, blue for biological, and green for chemical. Each lead foil lined package comes with 20 strips.
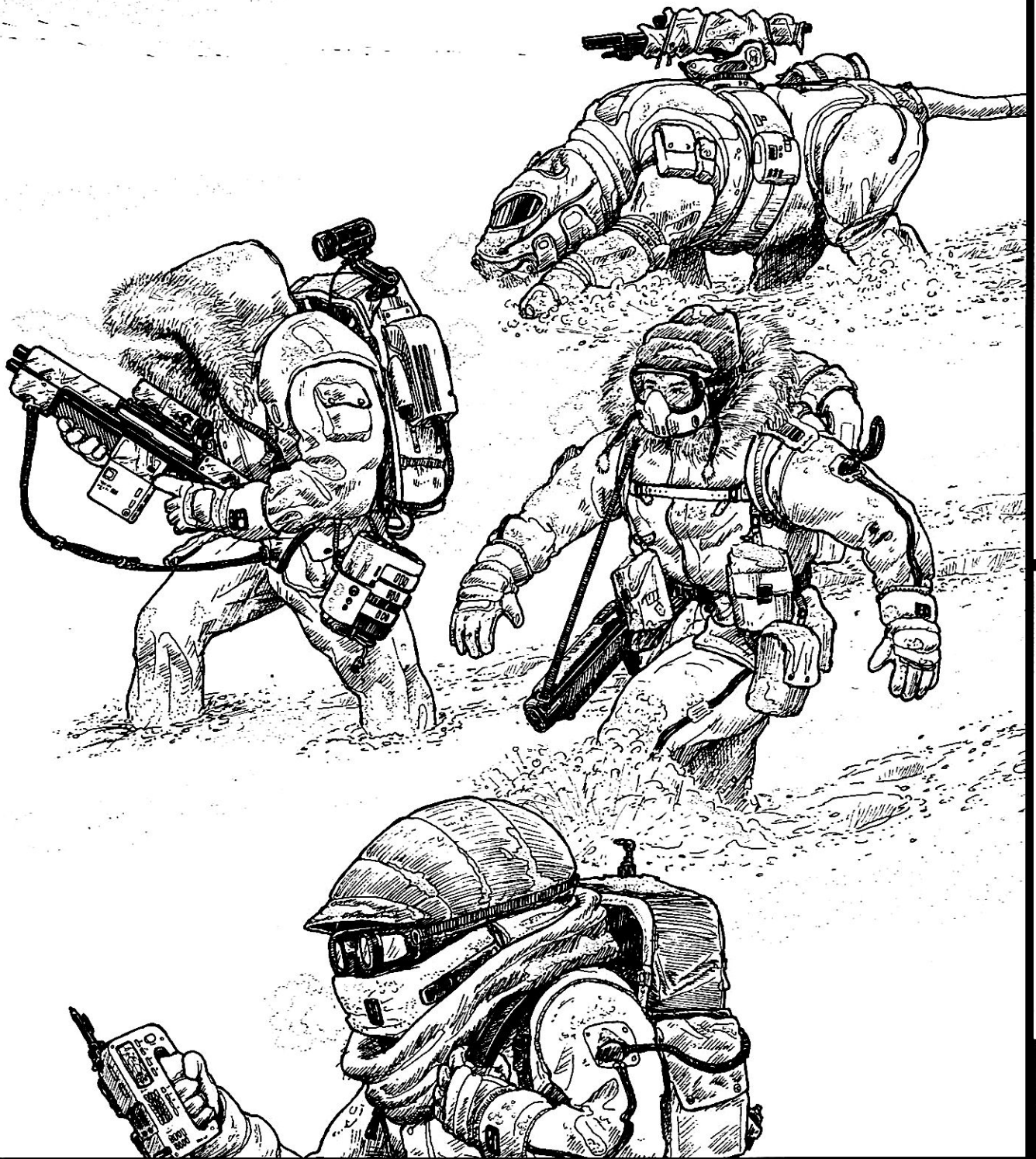
ESPIONAGE EQUIPMENT

ITEM	SS	ENC	COST
Acidizer	100	3	700
AI Decoder	92	2	75,000
Auto Key	99	3	4,000
Blow Torch	100	2	35
C-Serum	75	3	10,000
Cam Flybot	98	200	25,000
Camera (digital)	80	2	150
Camo Chameleon Spray	87	2	800
Code Decryption Device	91	2	200,000
Contact Microphone	78	.1	75
Cosmetic Kit	85	6	35,000
Electronic ID Encoder	82	8	150,000
Electronic Stethoscope	80	1	1,000
Electronic Tracer Device	100	.25	250
Field Detector	87	4	50,000
Fingernail Cam	85	.1	1,000
Forcecuffs	120	2	250
Forgery Kit	80	9	425
Grinder	95	5	250
Gut Jar	110	2	50
Handcuffs	120	2	60
Handsub	100	10	950
Image Projector	88	2	10,000
Imagizer	85	.1	50,000
Infrared Dampener	94	4	10,000
JP-1 Combonizer	85	.25	10,000
Jump Pads	110	4	10,000
Leg Irons	120	6	300
Light Bridge	93	7	15,000
Lobotimizer	88	2	150,000
Lock Picks (basic)	97	3	200
Lock Picks (electronic)	95	3	2,000
Lock Picks (professional)	100	3	600
MDD-24	99	8	250,000
Mind Probe	80	4	2.5M
Mini Scanner	80	1	1,200
Mini Video Camera	90	.1	1,200
Null Suit	85	8	90,000
Nullifer	100	100	12,000
Paper Shredder	96	12	400
Pocket Signal Detector	89	.5	200
Power Shunt	99	6	700
Pry Bar	120	10	10
Sensoid Killer	90	2	7,500
Sensoid Master	93	2	15,000
Spanner Bridge	99	10	25,000
Spy Dot	95	2	700
Stoic Countenance	95	1	15,000
Stun Deflector	96	.25	20,000
Suitcase (false bottom)	99	6	250

ITEM	SS	ENC	COST
Super Imagizer	90	4	100,000
Thieves' Duplicator	85	20	10,000
Trouble Maker	95	.25	35,000
UV Paint	70	2	50
Wire Cutters (professional)	100	7	80
Wire Tap	75	.5	14,000
Wire Tap (electronic)	78	.5	40,000
Wireless Remote Mini Cam	85	2	7,000
Wrist Torch	99	1	200
X-Ray Paint	70	2	5,000
X-Ray Video Camera	86	4	25,000

ESPIONAGE EQUIPMENT

Acidizer: A small pistol-shaped device designed to squirt controlled amounts of hydrochloric acid into locks. The gun is constructed of Steel Glass. It is used to burn through locks and doors, and stores enough acid for 10 uses. The owner need not worry, the weapon can not be broken by any ordinary means. As weapon: Damage: d4, Attack: 50. Refills: 75cr.

AI Decoder: An artificial intelligence decoder picks up the electronic signatures of robot brain waves and transmits them into an audio component. The ear piece transmits the robots thoughts. This device has a base chance to decode a robot's thoughts of 120% - 10% per level of Function Alteration (Robotics). Effective Range: 25m.

Auto Key: Secretes a plastic resin that hardens at room temperature in 1 minute. The molded key is an exact fit for the lock and works beautifully. A must for espionage types.
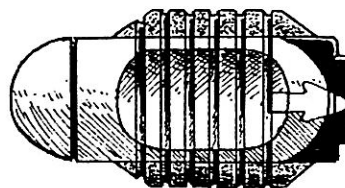
Blow Torch: Used to cut through panels and heavy metal barriers. The acetylene fuel lasts for about 20 minutes on high flame.

C-Serum: Stands for Cooperation Serum. Fired from a concealed, tiny dartgun. Affected personnel are compliant and don't cause trouble, regardless of what they suspect. The dartgun carries 2 darts with an effective range of 5m. The weapon has a 90% chance to penetrate clothing and pierce the skin. Affected personnel feel a pinprick. They are compliant for 2d4 minutes. It should be noted that C-Serum causes people to look slack eyed and silly! Reloads cost 5,000cr a piece.

Cam Flybot: A remote sighting, flight surveillance robot. The system incorporates a sensitive camera system which uses an 80x auto zoom, autofocus lens. Altitude: 3,000m, max speed: 80kph, vertical climb: 7m/s. Maximum altitude reached in 7.1 minutes. 60% chance the return signal can be jammed. Range: 400km.

Camera (digital): The modern camera is an advanced version of its archaic predecessor. This system uses electronic imagery to take still photographs and video. The image is stored in the camera's micro-memory and manipulated by a computer image enhancement process. Can store 100 hours of video on a data wafer. Focal range: 5cm - ∞.

Camo Chameleon Spray: Need to hide that weapons cache? Spray it with Camo Chameleon. Camo Chameleon can cover up to 6 square meters of area affording it the same modifiers as a Camo Unit. The spray will hold up for d4 days.

Code Decryption Device: This specialized computer is designed to help espionage experts break enemy codes. It has audio, visual, and computer links, adding a +60 to decryption attempts. It can be programmed to decode up to 100 different languages.

Contact Microphone: A dime size surveillance device that can be attached to any smooth surface. Transmission range: 1,000m.

Cosmetic Kit: Increases the ability of an impersonator to change his appearance. It adds +20 to Disguise skill checks.

Electronic ID Encoder: Tech level 4 and above societies use electronic ID cards. Forgers can duplicate these cards with the use of an ID encoder. +70 to Forgery skill checks. Requires 2 levels of Electronics for operation.

Electronic Stethoscope: A super sensitive microphone used by safe crackers to determine the location of tumblers in safes. The electronic stethoscope can also be used to listen through walls (up to .5m thick).

Electronic Tracer Device: Transmits a low band frequency to a range of 7,000m. Attached by an adhesive strip. The tracer is battery operated with up to 120 hours of continuous broadcasting transmission.

Field Detector: Detects the presence and origins of ultra-violet, infrared, magnetic, and energy fields commonly used as security means. The computer/sensor adds a +70 to Detect Security attempts. Range: 15m.

Fingernail Cam: A false fingernail with a micro camera embedded in it. Video from the camera is processed by a recorder device the size of (you guessed it) a cigarette lighter. Can capture up to 20 hours of video.

Forcecuffs: Made of high tensile strength Titanium steel. Requires a Strength check at a -140 to break free.

Forgery Kit: Contains tools used to forge documents, signatures, etc. Confers a +30 bonus to Forgery attempts.

Grinder: Produces keys. Comes complete with tools. It can be mounted to any utility bench.

Gut Jar: A small cylinder used to protect objects that are swallowed, in order that the spy may smuggle items through customs on tech level 4 and lower planets. The jar can be "passed" and the contents recovered at a later date. Ugh! Bad concept!

Handcuffs: Called Love Bracelets by Orion Rogues. Handcuffs require a strength of 90 or above to attempt to break. There is a 01% chance to break the shackles for each point of strength above 90.

Handsub: Small (.75m long x 30cm in diameter), fusion powered underwater hand thruster. It can pull 400kg through the water at 10km/hr.
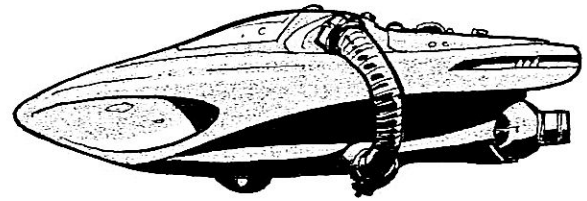
Image Projector: Defeats security cameras by recording a room's normal state and then replaying it while naughty PCs ransack the place. Requires a level 15 Defeat Security check to reveal the illusion.

Imagizer: Loaded into suit cases to hide the true identity of a weapon. The system produces a false image of some non-distinct article that would normally be carried. It is programmable with 55 different images. This device is only able to hide the presence of pistols and other small items. It can produce an image of 1,500 square centimeters. 98% effective.

Infrared Dampener: This small device reduces the heat signature produced by warm blooded creatures. As a result, all infrared sighting checks are reduced by 30% when attempting to locate a person with an IR dampener.

JP-1 Combonizer: A small pen shaped device used to remotely move electronic tumblers into place from a distance of up to 10m. No one can be standing in front of the X-ray beam when in operation. One must have 5 levels of Pick Locks skill to use this device. It is 50% effective and takes roughly 1 minute to operate. Skill bonuses are applied above 5th level at a rate of 10% per level. This device is most commonly used in spaceports to open lockers.

Jump Pads: Designed in the latter part of the 22nd Century, they enable the wearer to leap distances of 10m from a standstill and up to 20m with a running start. These boots utilize a short duration anti-grav propulsion system which can be used ten times before needing recharging (one hour for full charge).

Leg Irons: Limits the leg movement of criminals. Persons can move at 1/10 their movement rate while shackled to leg irons. Otherwise, they function exactly like handcuffs.

Light Bridge: Generates a powerful magnetic field, strong enough to hold someone weighing less than 500kg. The light bridge extends out to 25 meters. A deep green light, along with a soft humming sound, is emitted when the unit is operating.

Lobotomizer: Fires an electronic pulse at the brain, shorting out the neural pathways and frying the mind. It reduces IQ by 10d4 points (3d4 points permanently!) and there is a 20% chance that the victim will become paralyzed permanently from the eyeballs down! The lobotomizer will not work through armor or shields and contains enough energy for 5 shots. Victims are entitled to a Mental SMR. Success negates the attack. Getting caught with one of these will allow the authorities to help you into the afterlife. Effective Range: 2m.
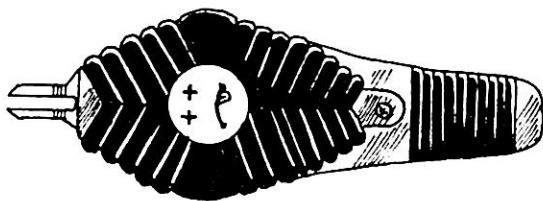
Lock Pick Set (basic): The set contains 10 lock picks, one tension bar, and one key extractor. The tension bar is used to manipulate the lock picks into position. The key extractor is used to remove broken key parts from the lock. This set adds a +25 modifier to mechanical Lock Pick attempts.

Lock Pick Set (electronic): A mini digital computer that uses an electromagnetic field generator to move electronic code key tumblers into place. The thief manipulates the generator field through the digital readout of the computer. This device adds a +35 modifier to electronic lock pick attempts. Also used to change the magnetic code on credit and bank cards.

Lock Pick Set (professional): Has 40 lock picks in a wide range of sizes from 0.23 mm in diameter to 1.14mm in diameter. This set contains two tension bars and 1 key extractor. +35 modifier for mechanical lock pick attempts.

MDD-24: A high tech device that temporarily disperses the molecules in objects so that an infiltrator can walk through walls. It creates an aperture of dimensions 30cm thick x 1m wide x 2m high which travels with the wearer. There is a tiny chance of failure, which indicates that the dispersion field has collapsed and the molecules return to their original position, trapping the spy in the object and killing him. (On the roll of a 100 reroll. A result of 98 or above indicates field failure.) This device cannot be used to pass through flux shields or living material.
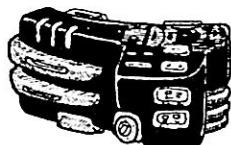
Mind Probe: The person is strapped into a chair and electrodes are strapped to his skull. A probe is injected into the base of the cerebrum and the memories extracted through electronic stimulation. This ultra-sophisticated piece of machinery allows the operator to take high resolution pictures of a person's memories. The memories are played back exactly as the person remembered them.

Mini Scanner: A hand-held electronic imagery device, the scanner functions in a manner similar to a copy machine. It scans one piece of a document at a time, storing the image in its memory for computer reconstruction at a later date. Stores 100 pages of information.

Mini Video Camera: About the size of a cigarette lighter. This unit has auto focus and light adjustment. It is easily concealed and has a running time of 30min. Also capable of still photos (100 photos).

Null Suit: Ever needed to get into someplace uninvited and the Camo Unit didn't quite help enough? Enter the Null Suit from Telydyne which renders the user virtually undetectable. Modifiers to detect someone wearing a Null Suit are as follows: -100 vision modifier, -80 to Infra-Red, -60 to UV, -75 for a Motion Detector, and no detection possible with a Bio-Scanner (though it is visible to a Vibro-Rod). Vision modifier falls to -140 if the wearer is standing still. The Null Suit is a large, fully enclosed baggy body stocking that fits over a character along with all his equipment and armor. There are no openings in the one piece suit, the user getting in through a zippered-like opening in the back. It covers the body completely, including feet and hands, with a special mesh over the face to allow the user to see and breathe. The Suit is made of a conductive mesh which generates a damping field along the surface of the suit. Any openings in the suit, like tears or an open faceplate, allow the user to show through. The damping field only affects the suit; therefore, anything carried by the user will not be shielded. The Null Suit's field cancels itself out in the presence of other non-detection devices like a camo unit or IR dampener (so no bolting a camo unit to your Devastator Omega Cannon). The Null Suit has enough power to operate for 30 minutes and takes 1 hour to recharge attached to a portable fusion generator or similar device. It has no threshold or absorption and no armor options can be fitted to the suit. Normal operation, like walking or climbing, will not damage the suit. The suit has an integrity of 20. After the suit loses half its integrity it stops functioning. It is wrecked beyond repair when the integrity falls to 0. It costs 5,000cr to repair one point of integrity damage. Larger suits cost more money, so use the size class/armor rules to figure the price.

Nullifier: This large, tripod-mounted device can open a 2m x 2m hole in an area flux fields (not PDSs, armor, or cybernetic flux shields) for 4d6 seconds to allow passage. It has a base effectiveness of 85% and a range of 5m. The power pack contains enough energy for 10 attempts. Recharges cost 200cr a piece.

Paper Shredder: Efficiently destroys documents. It can destroy 500 pages of paper per minute.

Pocket Signal Detector: Registers and records radio signal transmissions up to 5km from the source. The signals can later be deciphered by a computer.

Power Shunt: Power shunt shorts out electrical fences.

Pry Bar: Heavy metal bar used to force entry into rooms, cars, etc.

Sensoid Killer: Emits a powerful energy pulse that knocks out motion sensors. It is quite effective against car alarms, motion trackers, and low line security systems. It can be fired out to 20m and has enough energy for 10 uses. Recharging the device isn't cheap, at 20cr per shot. 80% effective.

Sensoid Master: Can knock out motion, ultra-violet, and infrared sensing devices out to 50m. It contains enough energy for 20 of each type of field. 90% effective.

Spanner Bridge: The spanner bridge is a much more powerful version of the light bridge. It can extend out to 50m and supports up to 1,000kg of weight. Due to the strength of the field, a purple hue is given off when this device is operating.

Spy Dot: For the voyeur in all of us. This piece of espionage equipment consists of a handheld viewer/receiver and five audio/video sensors. The sensors, or "dots", are 1cm in diameter and about 2mm thick. They have a temporary adhesive applied to their backs that allows them to be stuck to smooth surfaces easily and removed quickly. Stick a dot to a wall or other surface and then watch the viewer for the A/V signal from the dot. They have a 120 degree field of view horizontally and vertically and can hear sounds as low as a loud whisper from 5m away from the dot. The dots generate power from the heat in the atmosphere of their environment. They can operate for up to three days in a warm environment. (The heat to power conversion isn't 100% efficient; the dot will eventually run out of power.) The dots may last only 1 hour or less in extreme cold, and last for only about a minute in space. They have no light amplification or infrared ability. It takes a level 17 Detect Concealment check to locate a Spy Dot. The viewer can detect the signal of the dot from up to 25m away, and may process the signals from two dots at once. It comes with an earphone for privacy and the viewer has an internal power cell good for 12 hours of use. It can be recharged easily in any tech level 5 or higher environment. Additional dots cost 100cr apiece.

Stoic Countenance: The nickname given to the electronic equipment capable of generating a jamming waveform that prevents one's emotions from being detected by a Mood Discriminator. This coin sized device prevents emotional screening within 10m.

Stun Deflector: A ceiling stunner fires an energy pulse designed to temporarily incapacitate the person by shorting out the brain. The nullifier automatically generates a counter pulse which nullifies the device. The nullifier is small and can fit into a person's pocket. The field has a limited range and only protects the owner.

Suitcase (false bottom): Typical dimensions are 100cm x 50cm x 20cm. A button activated system reveals the compartment which is only big enough to carry papers or film.

Super Imagizer: Works the same as the Imagizer, but can project an image that is 10,000 square centimeters in size. 99% effective. 10 charges.

Thieves' Duplicator: A picture of a person's face is fed into this machine which generates a mask suitable for disguise. This device requires Liquid Rubber. 7 programmable faces.

Trouble Maker: This lighter sized device is used to produce false X-ray images of weapons and other illegal contraband out to a distance of 10m. The smuggler merely points the device at some unsuspecting person's baggage and the machine scanning that baggage will erroneously detect a piece of illegal contraband. 10 different simulations can be produced.
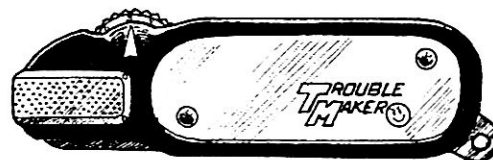
UV Paint: A special paint that is only visible under ultra-violet conditions. The cost is for one liter.

Wire Cutters (professional): Designed to cut through heavy steel fences. The unit contains a built in sharpening stone to prevent dulling.

Wireless Remote Mini Cam: A mini video camera with remote control that acts as a two piece unit. The camera is mounted on a small, rotating tripod. The user scans through the lens of the camera via the display on the control box. The control box sends electronic commands to move the directional servos on the base of the camera. Dimensions: 6cm x 4cm x 4cm. Range: 5km.

Wire Tap: Clipped into phone lines on tech level 2-3 societies. Allows the spy to monitor phone conversations. The price includes tap, monitoring equipment, and recorder.

Wire Tap (electronic): Used on tech level 4+ societies where wires aren't used anymore. The system triangulates the origin of the transmission then locks on to the transmission frequency. The digital coordinates of a specific room, in a specific building could be locked onto. Any transmission emanating from that room could be picked up and monitored.

Wrist Torch: Looks like a watch, yet conceals a tiny extendible torch. The propane fuel burns extremely hot, and it can cut through a 4cm metal wall panel in 2 minutes. The fuel lasts for 5 minutes. Refills cost 50cr.

X-Ray Paint: Diffracts X-Rays, causing machines not to register the presence of an object. There is a 90% base chance that the objects are successfully concealed. Contains enough paint to cover 3 medium sized weapons or 1 heavy weapon.

X-Ray Video Camera: Experimental camera that uses X-Ray imagery to take pictures. This portable unit is 15cm x 13cm x 12cm. The X-Ray camera can take a picture (still or video) through 30cm of concrete, 15cm of steel, or 2cm of lead.

OPERATIONS EQUIPMENT

ITEM	SS	ENC	COST
Asphalter	120	6,000	60,000
Barbed Wire	100	20	200
Blanket Net	100	150	25,000
Bubble	120	1,000	300,000
Bug Zapper	85	20	200
Camouflage Net	95	60	100
Commo Phone	90	4	40
Electrical Fence	110	15	250
EV-1 Mole	120	200	20,000
Field Bio Detector	85	6	120,000
Field Motion Detector	90	80	80,000
Flag	80	4	80
Flood Light	90	4	150
Food Synthesizer	85	24	47,000
Force Shield	110	10,000	5.0M
Force Wire	100	20	500
Geo-Pinger	85	5	35,000
Glowbar	90	.1	2
Heater	100	8	50
Holo Terrain Simulator	110	2,000	7.0M
Insta-Hole	95	6	150
Ladder	110	40	25
Landing Beacon	120	600	1.5M
MASH	120	20,000	1.0M
Mechanics Station	120	45,000	340,000
Metal Fence	110	50	60
Modular Housing	120	500/2,000	20,000
Motion Scrambler	90	3	12,000
Ore Analyzer	130	tons	22,000
P-A System	95	35	1,000
Plasma Generator	100	780	250,000
Polymizer (heavy)	110	500	250,000
Porta John	100	200	500
Portable Freezer	100	25	150
Portable Stove	95	10	100
Portable Tower	120	250	10,000
Power Shield	120	7,000	50.0M
Prefab Bunker	200	60	2,500
PTB-110	100	100	15,000
PTB-210	110	140	35,000
Sandbag Covers	100	.1	2
Science Station	110	12,000	1.0M
Sky Jack	100	400	750,000
Skydome	120	10,000	80,000
Spraycrete	85	4	250
Thumper	97	10	12,000
Trencher	120	200	45,000
Waste Disposal Unit	100	40	3,500
Weather Gauge	95	5	1

OPERATIONS EQUIPMENT

Asphalter: Combat units who intend to set up semi-permanent facilities often require roads. The Asphalter can lay a perfectly flat 5m by 5m section of road in 30 minutes. Liquid Asphalt costs 2,500cr per 5 x 5 section.
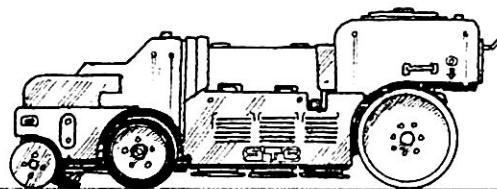
Barbed Wire: Prevents intrusion into secure areas. The cost is by 50m long section. Barbed wire is a must for semi-permanent operations. It takes about a minute to low crawl through a section of wire at which time the enemy is quite vulnerable to friendly fire. Persons who rush through barbed wire take a point of damage. It is not effective when employed against body armor.

Blanket Net: An ultra sophisticated camouflage netting with a variety of built-in materials that reduce radar signature (-50), dampen infrared (-40), and visibility (-60). Expensive, but not as much as a holographic generator. It can cover a 20m x 20m area.

Bubble: Covers a 100m x 50m area. A bubble housing unit is environmentally contained. The special plastic polymer coating is corrosively protected, and has a threshold of 4. Assembly robot is included. Set Up Time: 6 hours.

Bug Zapper: Great to watch when you are bored. The effects in jungle environments can be spectacular.

Camouflage Net: Used to break up the outline of vehicles and structures, so that they resemble normal terrain features. Each piece is assumed to cover a 20m x 20m area. Provides a -40 to Sighting checks.

Commo Phone: Used on Tech level 3 and lower planets. A rotary phone connecting personnel to the command post by virtue of a wire lead. Personnel dial by cranking a lever.

Electrical Fence: The same as a metal fence, except that an electric generator is included in the price. Electrical fences do d4 points of real damage. A more powerful generator that produces enough electrical current to do 2d6 points of damage can be purchased for double the price. Encumbrance: 15 per 2m x 2m section.

EV-1 Mole: A large, cylindrical robot mounted on treads. The robot is designed to dig tunnels through all but the toughest of rock. The Mole can excavate a tunnel about 1 meter in diameter, and tunnels through soft dirt and clay at a rate of 3 meters per minute, normal rock at a rate of 1 meter every 3 minutes, and bedrock at a cumbersome 1 meter every 6 min.

Field Bio Detector: A high technology ticket item. All friendly persons have their vital statistics and DNA code programmed into the computer.

The computer passively senses any intrusion from outside sources who aren't on file and sets off an audio/visual alarm. The FBD provides range and travel vector of targets. It can be hooked up to weapons systems to provide automatic engagement against enemy personnel. The Field Bio Detector has been hardened to reduce the effects of EMP and jamming. EMP attack forms only have a 05% chance of knocking out the FBD, and jammers only have a 01% chance. Requires 4 levels of Computer Programming Basic/Coding to use. Range: 500m.

Field Motion Detector: Detects the motion of targets within a 1,000m area. Pre-programmed paths can be input into the computer, as well as times when certain motion is ignored in specific areas.

Flag: Every combat unit needs a flag. The cost is for a detailed, 4 color, 2m by 1.5m canvas flag. Durable.

Flood Light: These compact devices can put out a powerful beam of light with an effective range of 400m.

Food Synthesizer: A luxury for those affluent combat units who like to dine well in the field. It can produce everything from Grop to brain, juices, fruits, etc. It comes with enough food powder to produce 500 units of food. Refills cost 4,000cr.

Force Shield: Produces a 20 HP flux shield, 200m in radius with a protective height of 30m. The fusion generator contains enough energy for 100 days of continuous operations.

Force Wire: Designed to prevent persons wearing body armor from penetrating the perimeter. Force wire contains magnetic fields which automatically activate when targets pass within a certain distance. The effect is that the metal barb sticks to the defense suit, entangling the intruder. Requires a Strength check at a -100 penalty to break free.

Geo-Pinger: A high tech item used to determine the presence of tunnels and caves. It uses a sophisticated sonar system to produce graphic displays of subterranean caverns. Excellent for spelunking operations.
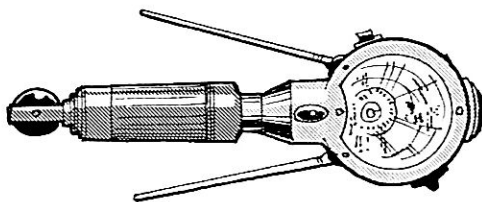
Glowbar: Glowbars are small cylinders filled with chemicals, that when shaken, fluoresce. Persons operating under the cover of darkness can see, but the tubes don't give off so much light that it would make it easy for the enemy to detect their presence. They are often used as signalling devices when units are operating at night. A human would be able to see one out to 50m in darkness. Once activated they will last for 6 hours.

Heater: Keeps things nice and cozy. Each heat-pellet allows the heater to produce enough heat for one being, for 100 hours of continuous operations in -40° C conditions. Refill packs of 200 pellets can be purchased for 500cr.

Holographic Terrain Simulator: Generates a holographic image, complete with infrared blanking, and sensor deflection. A terrain simulator covers a 100m x 50m area. This machine is capable of generating any type of terrain feature and reduces sensor lock-on by 90%.

Insta-Hole: Need a foxhole quick? Just jam this explosive device in the ground and stand back at least 10m. Blows a nice hole that can safely hold 9 size class worth of cowards in any terrain short of solid rock. Over the top with ya! Treat as an M85 grenade if used as a weapon.
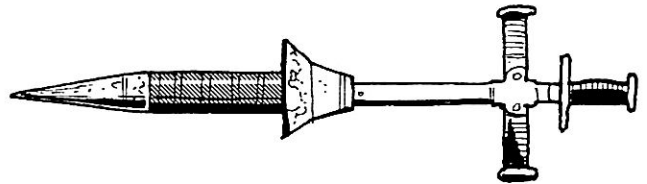
Ladder: It is used to Lad. Made out of heavy aluminum and can hold a Ram Python without collapsing. Hard to believe, huh?

Landing Beacon: Continually broadcasts pertinent information to vehicles attempting to land. Ships can lock on to the beam and use auto-pilot to land their vehicles. The landing beacon has built-in anti-EMP and electronic jamming equipment. There is only a 01% chance that any such attempts would affect the beacon. If compromised, it would automatically go into emergency warning mode.

MASH: Stands for Mobile Army Surgical Hospital. Produces a +45% modifier to all Surgery attempts. This unit comes complete with washroom, operating table, lighting, monitoring equipment, and all the other tools necessary for operating in a combat zone. It has three rooms, of 3m x 3m x 3m dimensions.

Mechanics Station: Contains hydraulic lifts, power tools, a cherry picker, and a variety of heavy equipment necessary to perform maintenance on heavy vehicles. This prefab unit is called the Portable Garage.

Metal Fence: Fencing is cheap, but quite useful. The cost is per a 20m long, and 3m high section. Encumbrance: 50 per 20m x 3m section.

Modular Housing: Most tech level 4-6 societies use some form of modular housing or another. Modular units are interconnectable and come in two sizes, 4m x 8m and 10m x 20m super domes. Encumbrance: 500/2,000.

Motion Scrambler: A motion scrambler produces a jamming pulse that drastically reduces the effects of Motion Detectors. The percentage chance to successfully track movement is reduced by 80%. Even persons that manage to retain a lock must roll every minute to determine whether they maintain their lock.

Ore Analyzer: This machine analyses and separates ores. It is extremely heavy and is emplaced by a crane.

P-A System: Has a broadcast range of 2,000m.

Plasma Generator: Designed as a support device for infantry assault units. It generates plasma for weapons recharge. It can generate the equivalent of 1,000 shots per day. There must be a large supply of iron available to fuel the operation.

Polymizer (heavy): Generates up to 250 points of absorption polymers per day. Requires 10,000cr worth of absorption for operation.

Porta John: Its functions are self explanatory. They are still a necessity in the 23rd Century. Foldable unit. Adjustable seat size. Even comes with Phentari Zloat valve! (You don't wanna know!)
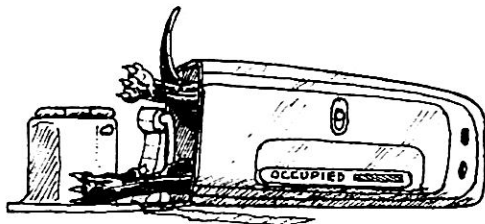
Portable Freezer: Dimensions: 0.5m x 0.5m x 0.5m. It contains enough Freon-2 for 1 month of continuous operations.

Portable Stove: This portable microwave unit is a favorite of adventurers. It gives off no light when operating. There is also a "glove" which fits over the oven while it cooks, lessening the chance of any detection by infrared means.

Portable Tower: Quick snap-on sections. The portable tower can be assembled in about 10 minutes. It stands 20m tall and can hold 14 size class worth of personnel. Two heavy weapons mounts are included in the price.
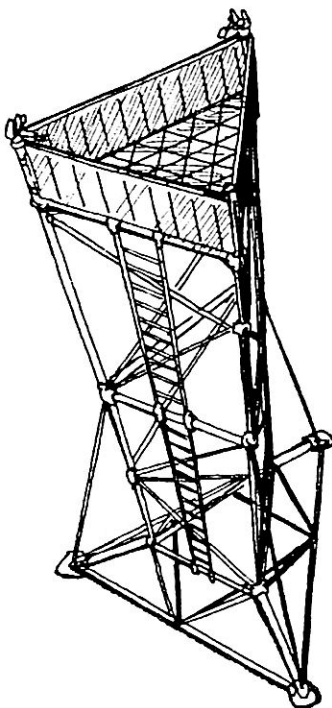
Power Shield: This combat unit produces a 250HP flux shield that protects all persons out to 400 meters in any direction. It can be attached, via remote, to heavy weapons in order to facilitate outgoing fire. Built-in Mrs. Fusion to provide its power.

Prefab Bunker: Excellent. Snaps together in less than 20 minutes. Prefab bunkers are made of alternating layers of Transal Aluminum and absorption beads. The bunker has a 10 point threshold and each wall has an integrity of 250 points.

PTB-110 / PTB-210: PTB stands for personal-transport-bot, a fairly cheap robot mainly used for transporting a mercenary's large amount of equipment to and from his ship or base of operations. It's essentially a big suitcase with running gear and sensory equipment. The PTB generally travels on its three wheels, but has arms underneath to allow it to negotiate stairs. It's rudimentary pAI has an IQ of 30 and an Intuition of 10. It's smart enough to avoid people and generally go where its told. The pAI has the capability to hook up to a spaceport/planet's network and use appropriate maps to get where it's going. It can be programmed to say ten different phrases in Galactic Standard to help it get around, and comes with "Open," "Excuse me," "My owner is [your name here]." (BMs discretion here, the PTB cannot carry on a conversation, it merely replies to a limited set of circumstances or simply repeats a recorded message.) The PTB cannot use doors with latches or knobs as it has no grappling device since it was designed primarily with tech level 5 or higher environments and their automatic doors in mind. The PTB can travel up to 10kph on its wheels and has a threshold of 2 and total body integrity of 3. The PTB-110 can carry a suit of armor and helmet (up to size class 6), 2 weapons of 9 encumbrance or less, and 200 encumbrance of options and equipment. The larger PTB-210 can carry up to size class 8 armor and helmet, 2 of any personal weapon currently available (except Gauss Rifles, Chainguns, PAWs, or other very long weapons). All other stats for the -210 are the same as the -110. All PTBs have the same privacy rights as luggage, and customs treats them accordingly. Both models have enough power on a full charge for 30 hours of operation. They can be recharged at any power outlet on a tech level 5+ world.
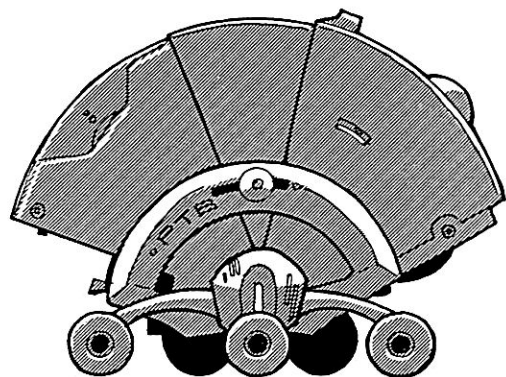
Sandbag Covers: The old fashioned way of doing things is cheap. The cost is for 500. Filled sandbags have a threshold of 8.

Science Station: Another portable prefab unit designed to provide scientists with equipment necessary to carry out a variety of experiments while in the field. It contains microspectrometers, electron microscopes,
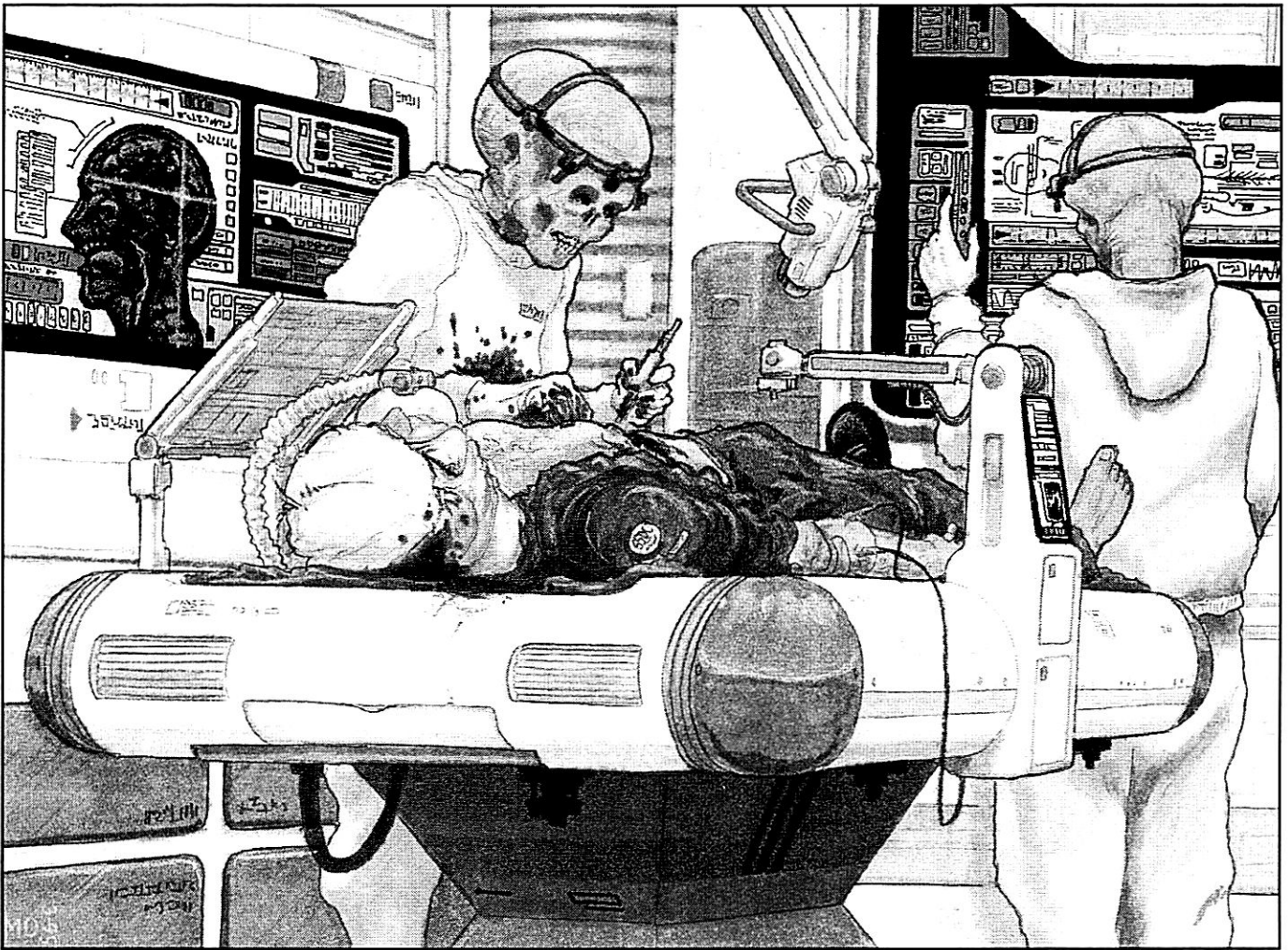
testing equipment, etc. It adds a +80 to all Science related skill checks! It has the same dimensions as a MASH or Mechanics lab when erect.

Sky Jack: Tracks moving targets (up to 400kph) by doppler shift out to 2,000m. Fires a missile to knock down the intruder (90% accurate and does d4HP of damage). The launcher holds 8 missiles. Reloads cost 25,000cr apiece. Automatic modes. Can be defeated by LAMS.

Skydome: A huge canvas/plastic bubble that automatically deploys itself in 5 minutes. Primarily used by scientific teams. The skydome only has a 2 point threshold and is not designed for combat situations. It covers a 100m radius area at a height of 15m.

Spraycrete: Strengthen that earthen wall or repair that bunker with Spraycrete. A cylinder of Spraycrete can produce up to 100 cubic meters of a concrete-like substance that hardens in 20 minutes and has a threshold of 4. Each cubic meter of spraycrete has an AI of 50.

Thumper: Designed to negate the effects of a Vibro Rod. The Thumper is a rod in itself that, like the Vibro Rod, is stuck into the ground. The Thumper, however, produces a continuous, intermittent staccato of modulated thumps and noises that prevents Vibro Rods from functioning. There is only a 10% chance of locking onto the position of a target while the Thumper is active (up to 100 hours). Effective Range: 400m.

Trencher: A motorized programmable screw mounted on tracks digs foxholes and trenches. The robot can dig a foxhole in 5 minutes and a full 100m trench network in less than 10 hours.
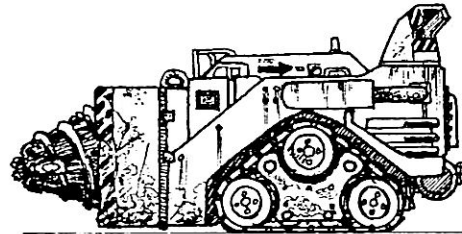
Waste Disposal Unit: Properly disposes of food, garbage, and that other funky stuff that we can't and don't want to talk about!

Weather Gauge: Provides valuable information on barometric pressure, temperature, wind velocity, etc.

PERSONAL EQUIPMENT

ITEM	SS	ENC	COST	ITEM	SS	ENC	COST
Aaginato	110	7	150,000	Lot-a-Cot	100	3	25
Amperon	110	2	25,000	Mace	85	.25	10
Ascender	100	3	350	Mega Glue	95	1	20
Assizzan Travel Rug	95	.1	3,000	Mercy Coat	90	12	800
Atmospheric Processor	110	3	5000	Mood Synthesizer	85	4	500
Backpack	100	2	40	Mutzachan Blood Filter Kit	95	4	5,000
Bagpipes	70	20	20,000	Nub	100	5	3,000
Blood Salt	60	.1	1,000	Oelph	100	4	2,000
Blue Cocaine	50	.1	500	Oxygen Tank	110	20	200
Bwal	100	.25	2,000	P-Cabin	120	200	5,000
Brain Scratcher	95	5	30	P-38	100	.1	2
Cargo Tape	85	1	20	Parachute (military)	90	20	900
Case (magnetic proof)	100	2	120	Parachute (professional)	85	17	1,500
Case (shock proof)	100	3	75	Phent Morsels	80	2	25
Case (super)	140	4	250	Pitons (20)	120	.5	25
Case (water proof)	100	3	30	Pneumatic Saw	100	8	170
Chem Lab (portable)	85	8	700	Pocket Pilgrimage	100	1	25,000
Cizerack Work Gloves	90	2	25,000	Polymizer (portable)	100	35	100,000
Climbing Kit	105	5	450	Poncho	90	4	15
Collapsible Shovel	110	2	25	Pop-n-Boil Ration	30	1	5
Compass	80	.25	7	Psychic Gore	95	4	17,000
Compass (digital)	95	.5	100	Psychic Nullifier	95	3	10,000
Compass (magnetic)	90	.5	15	Psychic Shield Generator	100	1	150,000
Corang	85	Var	Var	Purification Tablets (food)	80	.25	10
D-Ring	120	.25	15	Purification Tablets (water)	80	.25	8
Desert Tarp	90	1	80	Raft: 2 man	110	20	100
Dummy (practice)	110	20	500	Raft: 4 man	110	35	225
Dward	95	2	50	Raft: 6 man	120	45	400
Emergency Transmitter	110	1	100	Range Finder	90	3	8,000
Figure-8	120	.25	22	Refrigerator (portable)	90	15	125
Fire Extinguisher (portable)	110	4	20	Rent-A-Skill Chip Case	110	.25	50
Fire Mix	95	2	20	Repellant (bug)	98	.5	10
Flare Gun	100	2	75	Rifling Equipment	85	4	30
Flashlight (normal)	110	2	5	Rope (flex): 20m	120	3	50
Flashlight (threader)	110	2	12	Rope (std): 20m	100	8	10
Ghillie Suit	98	2	150	Satchel	90	2	10
Grapple Gun	100	6	75	SCUBA Equipment	100	40	350
Grapple Hook	110	2	15	Scrim Net	75	.5	10
Grenade Scoop	120	6	25,000	Shark Chain	95	5	1,000
Helmet Cam	100	1	4,000	Shark (J-7)	130	400	4,000
Holo Generator (vehicle)	120	350	45.2M	Shrink Net	95	4	400
Holster	98	.5	45	Skinsuit	75	var	200
Holster, Double	98	.75	65	Skull Polisher	95	5	400
Ice Melter Tablets	60	.1	30	Sleeping Bag	85	7	80
IFN	100	3	300	Sleeping Bag (arctic)	90	7	140
Inkie	80	.1	5	Sleeping Bag (methane)	90	7	500
Job Visor	120	2	600	Space'Em	120	3	2,000
Korilium-312	100	.1	25,000	Spear Gun	99	12	300
Krosh Fork	100	3	2,000	Spray-O-Screen	95	1	500
Kwik Kakes	30	1	3	Still (portable)	80	15	900

PERSONAL EQUIPMENT (cont.)

ITEM	SS	ENC	COST
Swiss Army knife	110	.25	35
Tablets (protein)	60	.25	50
Tablets (salt)	60	.25	3
Tactical Vest	100	4	200
Tent: 2 man	100	20	110
Tent: 4 man	100	55	225
Tent: 8 man	100	100	350
Terrible Tail	130	3	1,000
Thurn	65	1	50
Thwack'em Stick	110	25	500
Toastees	85	.5	30
Tombstone	120	30	50
Tool Kit (electronic)	100	35	15,000
Tool Kit (ionization engineer)	100	30	5,000
Tool Kit (masters)	110	100	500
Tool Kit (normal)	100	25	100
Vibro Hammer	120	5	900
Voice Amplifier	85	.5	350
Voice Emitter	90	.25	1,000
VPCL	90	1	750
Wakies	95	.25	1,000
Wamburger	30	.5	2
Web Gear	95	4	40
Wet Weather Gear	100	10	200
Whistle	100	.1	1
Zero-G Propellant	110	2	550

PERSONAL EQUIPMENT

Aaginato: This is a split-pronged staff made of Hamerlite, a radioactive metal alloy found on the post-holocaust Earth, Trishmag, and a few other planets. Sye-Men claim that when properly "tuned," the device generates a powerful field that doubles the amount of energy that the Necromancer can employ in a given day. Aggs are crafted by the Mutzachans.

Amperon: It is a focusing tool that doubles the range of a matrix. This device is small, about the size of a lighter and can function for one year. It is only effective when within 1m of a matrix controller. The Amperon cannot be recharged.

Ascender: Allows persons to ascend the rope. They are worn on the feet and special ascenders can be purchased to secure body armor for twice the cost. Adds +30 to Climbing checks when using rope. Sold as a pair.
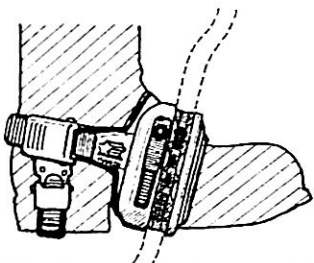
Assizzan Travel Rug: For the Zen who has everything: a prayer rug that fits in your pocket. Made of a microfine fabric, the Travel Rug spreads out to 2x2 meters and folds down to 4 cm square and 1 cm thick. It's covered with intricate designs depicting the life, times, and teachings of the Grand Tour Assizza. Perfect for the Battlelord in your life who needs to pray and meditate on the run.

Atmospheric Processor: Without it, the Eridani and Phentari could not exist in an oxygen environment. The processor converts a water and oxygen atmosphere to methane by a complex oxidation process. The processor fits over the mouth and nose. It has a threshold rating of 9 and an armor integrity of 4.

Backpack: You put junk in it! Can contain 50 encumbrance of stuff.

Bagpipes: Musical instrument from ancient Earth which has been adopted by Orions.

Blood Salt: Harmful to Python Lizards. Cost is for 6 doses. See racial description in *Battlelords* rulebook for details.

Blue cocaine: A powerful hallucinogen which Orions find very tempting. See racial description in *Battlelords* rulebook for details.

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!
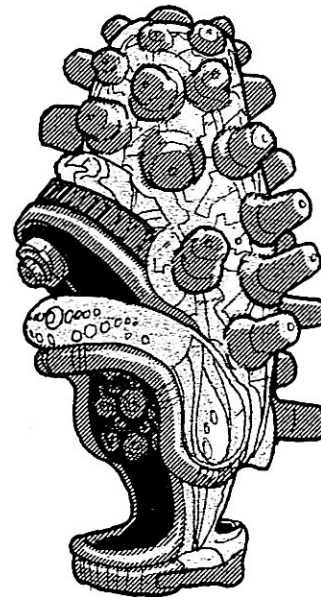
Bwal: Kilt-like apparel worn by Orions.

Cargo Tape: Constructed of special long-chain polymers. When a calibrated electrical current is applied from the tape dispenser's electrodes, the polymers reconfigure and the tape shrinks by 10% in length. Cut ends that are placed in contact with each other will fuse at the molecular level as well, making the tape a superb binder to secure containers (or that annoying Goola-Goola). -120 Strength check to break. Another fine product from the makers of Mega-Glue! 50m x 8cm roll.

Case (magnetic proof): Used to protect magnetically sensitive devices from damage. The case is usually strapped to the waist belt for easy accessibility. EMP SMR: 110.

Case (shock proof): Protects fragile items from being damaged. A typical glass object has an SMR of 10 vs jarring. Protected items have an SMR of 100.

Case (super): A combination of the waterproof, shock-proof and magnetic-proof cases. EMP SMR: 110.

Case (waterproof): Protects water sensitive objects.

Chem Lab: This small, portable lab carries equipment necessary to do field work. Contains test tubes, Erlenmeyer flasks, a Bunsen burner, stoppers, chemicals, etc. Provides a +20 to Chemistry checks.

Cizerack Work Gloves: Nearly 6,000 years ago, a little known Cizerack inventor created a small invention to help her fix time pieces. This little invention kicked off the Cizerack's first industrial revolution and made them a space faring race a little over 2,000 years later. The invention is simply called the Work Glove, and is a device to overcome the Cizerack's lack of Manual Dexterity due to their short fingers. The earliest designs were mechanical in nature and extend and amplify the fingers' movements. Current models use electronics and microdrives to power the delicate manipulators. The Work Gloves look like regular gloves, but with jointed mechanical extensions on the end of each finger. They are often ornately decorated and are considered family heirlooms and prized possessions. Work Gloves negate the Cizerack's natural Manual Dexterity penalty. They are all custom designed and quite expensive.
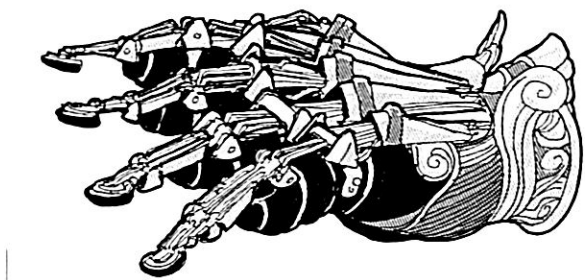
Climbing Kit: Includes a variety of gear necessary for climbing: D Rings (2), hooks (10), pitons (20), pulleys (4), and come-alongs (2). Use of kit gives +10 to Climbing checks; 1 full action to utilize any one of these items.

Collapsible Shovel: Shovel that collapses. You know, for kids.

Compass: The compass is an instrument for determining directions by means of a freely rotating needle that indicates magnetic north. Provides a +20% bonus to Navigation (Land) checks.

Compass (digital): Automatically triangulates a person's position with respect to the magnetic north pole. Furthermore, the digital compass provides longitude and latitude in an 8 digit grid coordinate. Provides a +40% bonus to Navigation (Land) checks.

Compass (magnetic): Unlike the generic version, the magnetic compass is impervious to the effects of magnetic disruption. Provides a +20% bonus to Navigation (Land) checks.

Corang: A worship rug carried by Zen Rigeln.

D-Ring: People who rappel run the rope through this piece of equipment which is shaped like a D. Also useful to hang equipment from your belt with this item.

Desert Tarp: Survival tarp for those trapped in a desert environment. During the day it reflects 90% of the heat and also stores heat. At night it radiates the stored heat downward onto the occupants. With a level 3 Survival (Desert) skill check, it can also be used as a moisture collector.

Dummy (practice): When Eridani can't find live targets to practice on, they use these mechanical dummies which move randomly in a designated area, helping the Swordsaint to hone his skills.

Dward: Cape equivalent worn by Phentari.

Emergency Transmitter: Used to notify potential rescuers of an individual's position. This small, concealable device emits a radio distress signal. Persons monitoring the Galactic Emergency frequency of 75,003Hz can pinpoint the location of the transmission. Range: 32km.

Figure-8: A Figure-8 is an advanced D-ring that adds a +20 to all Repelling checks.

Fire Extinguisher (portable): This foam based unit is effective against most kinds of fires. 15cm long.

Fire Mix: Quick starting jell is used to create fires in even the worst of conditions. Burns for 10 minutes for d2 points of damage per minute.

Flare Gun: Used to fire aerial flares up to a height of 66m. A flare floats for 30 seconds and can be spotted at a range of 20km. A box of 5 flares costs 20cr. As usual, for you sickos, if you use the flare gun as a weapon it has the following stats: 75/45/38/10/-15; Damage: 1d6 + 1d4 for each additional round it burns, for six rounds or until it's removed from the unfortunate target.

Flashlight (normal): A small portable electric lamp, powered by batteries. It has an illumination range of 25m.

Flashlight (threader): Emits a thin beam of light with a range of 100m. It has a flash/blinker for momentary target illumination. It is often used as a signaling device.

Ghillie Suit: A camouflage parka or smock, made up of an undergarment and covered in strips of cloth or local foliage. Commonly used by snipers. A low-tech solution when a camo-unit isn't available. The Ghillie Suit provides a -30 vision modifier to spot the wearer while still, -15 while moving, and a +50% bonus to Camouflage checks in the appropriate environment. The suit unfortunately doubles the time it takes to reload or drop backpack powered weapons. Ghillie Suits can be purchased for a variety of environs.

Grapple Gun: Used to fire a grappling hook up to a distance of 35m.

Grappling Hook: A barbed metal device, used to secure a rope to an otherwise difficult obstacle such as the top of a wall. It is normally thrown, but can be fired from a gun as well.

Grenade Scoop: This device looks like a 1m long coffee scoop. It has a voice activated magnet that is used to scoop up grenades in the nearby vicinity. The base chance to pick up a grenade is 10% + 10% per point of initiative below 5. Agility bonuses also add to the chance to scoop up a grenade on a point for point basis. Now you have to get rid of it...
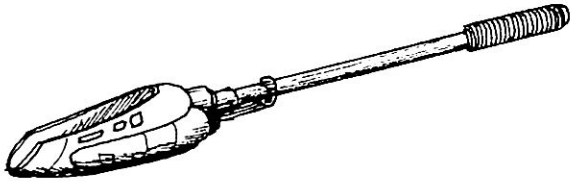
Helmet Cam: Mounts to the top of the head and makes electronic recordings, complete with visual and audio components. Running Time: 1 hour.

Holographic Generator (vehicle): Same as the body version. The generator is protected by 3HP of body armor to ensure survivability. The energy pack holds 42 charges, capable of producing 1-6 duplicates. Each duplicate uses up one charge and lasts for one minute.

Holster: Holds one handgun. Can be purchased in tactical style which is slung low on the hip, or in shoulder configuration.

Holster, Double: Holds two handguns in a staggered configuration. Designed for Phentari and Ashanti. Can be purchased in tactical style which is slung low on the hip, or in shoulder configuration.

Ice Melter Tablets: Pop these on some ice and watch out. Each tablet will melt 1 cubic meter of water ice. Melted ice is not drinkable. Tablets can act as a desiccant too.

IFN: Stands for Internal Frame Network. The IFN is used by the Mazians to set up the internal skeletal structure of the object that they intend to replicate. This gives the Mazian a +20% modifier to Shape Change checks.

Inkie: The Pen of pens! This marking pen will write anywhere on anything. This permanent marking pen is just the thing to write witty grafitti on your armor, or writing the occasional measurements or notes while working outside a ship in space. Comes in 25 trendy colors from the makers of Mega Glue.

Job Visor: A Goola-Goola is just a Snurfle without a Job Visor. This very fashionable visor has a one-size-fits-all strap and comes with an array of options to help the Goola get the job done. It comes with a small visor-mounted light, flip-out magnifiers of 5, 20, and 100 power, four clips for small hand tools, snap-down safety glasses/welding goggles (1 threshold), and a flip-down visual interface screen that can connect to any body computer. It also has clips to keep any manly Goola-Goola's beard out of the way of power tools.
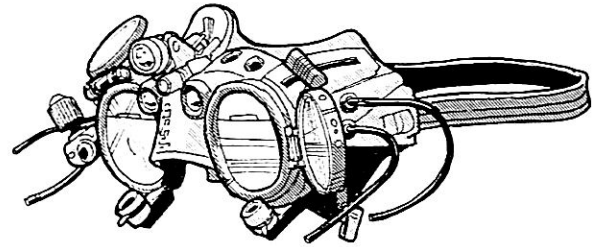
Korilium-312: Fatal to Mutzachans. See racial description in *Battlelords* rulebook for details.

Krosh Fork: Used to stun Cizerack cats. See racial description in *Battlelords* rulebook for details.

Kwik Kakes: Dessert of the new millennium. 20 different flavors, all ready for your ration bags. Each Kake provides the nutrition of a 6 course meal and will last for 50 years.

Lot-a-Cot: Collapsible cot that can hold up to a size class 8 being in blissful slumber. Collapsible and easily carried.

Mace: When sprayed in the eyes, it completely incapacitates the victim for 4d6 minutes (Chemical SMR at a -60 to defeat). There is an unadjusted 65% chance to hit plus Manual Dexterity Attack Bonus.

Mega Glue: The super glue that does everything! It binds Pythons to metal in seconds! Call before midnight tonight and receive the vegetable shredder as a free bonus. -140 Strength check to break.
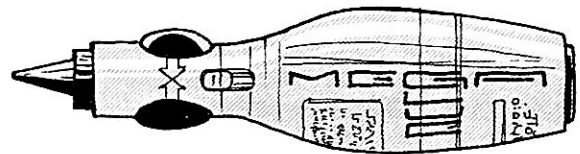
Mercy Coat: Any movement by the wearer tightens the drawstrings around the neck. Panic causes strangulation in d4 minutes. Orions call this the Marriage collar, because once you get yourself into it, it is impossible to get out.

Mood Synthesizer: An advanced piece of stereo equipment whose soothing tones and lights reduce stress and aggression.

Mutzachan Blood Filter Kit: So you have a "Rinse Day" coming up? This convenient little device will help those Mutzachans out who have left the protection of the homeworld. Simply strap this device to your head and relax. The device's pAI will determine the level of toxicity in your blood and filter it accordingly. Roll a d6+1 to determine how long in hours the Filter takes to complete the job. The filter has enough power to complete 10 blood filterings. It can be recharged in 2 hours at any standard power outlet or fusion generator.

Nub: Water secreting skinsuit worn by Python Lizards when out of water for an extended period.

Oelph: Moisture retaining and secreting suit worn by the Aeodronian to keep their skin at a constant moisture.

Oxygen Tank: Contains enough air for 6 hours of continuous operations.

P-Cabin: A pressurized cabin with built in sleeping quarters. It can be erected in 2d4x10 minutes. The P-Cabin represents the state of the art in outdoor sleeping equipment for up to 16 size class. Pentagonal configuration. Ground Clearance: 2.3m; wind resistance: 120kph; AI: 200.

P-38: The only cost effective thing that the military has ever made. It is the ultimate can opener.

Parachute (military): A large umbrella-like device that opens in midair, offering a slow, controlled rate of descent. Not very accurate. An altimeter and one way radio are included in the price.

Parachute (professional): A highly mobile and accurate rig. The pro chute allows for landing within 7m of a target. This canopy has an excellent turn rating and it also functions well in strong winds.

Phent Morsels: Prepackaged snacks, cut from the most delicate parts of the Human anatomy. Phent Morsels come in smoke flavored, gravy, etc. Hmmm! Hmmm! Good!

Pneumatic Saw: This device is used to cut through thick metal objects. The blade is made of Di-Titanium. The pneumatic saw is capable of cutting through a 10cm thick steel wall in two minutes. Lightweight and portable. Damage: 2d6. Attack: 40.

Pocket Pilgrimage: For the Zen who has more than everything. This is the ultimate in travel prayer rugs for the followers of Assiza. This 3x3 meter rug expands automatically from a 2cm cube at the touch of one face of the cube. The rug expands and inflates to about 2cm thick to give the Zen a comfortable meditative area no matter what the terrain. At a spoken command, sweet incense will pour forth from the rug (lasts for 4hrs; refills cost 60cr). The rug is beautifully embroidered and comes in eight different patterns. Each rug is advertised as having a thread from one of Assizza's cloaks woven into the pattern. A true artifact for the devout! Using this rug provides a +30 to Charisma when around other Zen.

Polymizer (portable): Generates absorption polymers for injection into a body armor system. It can generate 30 points per day and requires 1,000cr worth of absorption per day for operation.

Poncho: A piece of wet weather gear that also functions as a blanket, table cloth, etc.

Pop-n-Boil Ration: Soup for the merc on the go. This tasty ration boils within 1 minute of opening (assuming an oxygen atmosphere). Comes in 30 varieties from Chicken Noodle to Oolagong Bladder Surprise.

Psychic Gore: The psychic energy released by matrix controllers when they generate has been isolated. Scientists have accurately measured brain wave patterns that they call Q-waves that occur when generation takes place. The Psychic Gore produces a powerful anti-brain wave that disrupts the energy controller's thought patterns. The effect is so strong that the controller must make an SMR vs Mental attacks or be knocked unconscious for 2d4 minutes. This item is highly illegal and possession of it carries a long prison term. It can only be purchased on the Black Market. 85% effective -04% per level of the MC above 1st. Range: 25m.
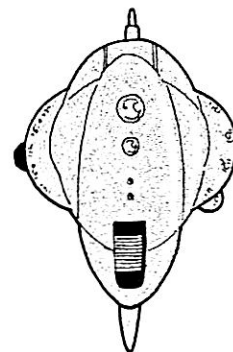
Psychic Nullifier: A flashlight-shaped device which disrupts psychic energy that emanates from a matrix controller when he generates. There is a 75% base chance to disrupt the matrix -04% per level of the matrix controller above 1st. This is due to fact that a matrix controller can more effectively focus their power as he increases in skill. All power points used for the nullified matrix are lost if generation is disrupted. Range: 15m.

Psychic Shield Generator: A small device that can fit into a pocket. The psychic shield generator protects the owner from the effects of mental attack forms. SMRs vs Mental attacks are increased by 40 points.
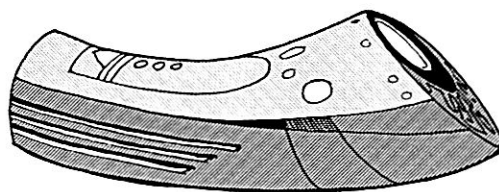
Purification Tablets (food): Added to food to purify it (70% chance). The tablets destroy poisonous bacteria. A persistent red color indicates that the purification process is ineffective and warrants additional tablets (each additional adds +05 to chance). 10 tablets, each capable of purifying 5 units of food. Some things cannot be purified.

Purification Tablets (water): Function under the same premise as the Food Purification Tablet.

Raft (2): A lightweight device used to transport objects or individuals over water. It can carry 10 size class and 23kg of equipment.

Raft (4): For 20 size class and 68kg of equipment.

Raft (6): Carries 30 size class and 135kg of equipment. Maximum speed: 70kph.

Range Finder: Provides range, speed, and travel vector of moving objects out to a range of 5,000m. Adds a +10% chance to hit when used with Indirect Fire weapons.

Refrigerator (portable): Stores up to .5m³ of materials. The super coolant lasts for 100 hours of continuous operations.

Rent-A-Skill Chip Case: Carry all your skill chips in one convenient package. This small case will fit in a pocket and can carry 10 Rent-A-Skill chips. This case has the same properties as a Super Case, being magnetic-proof, water-proof, and shock-proof. The case can be custom engraved for an extra 10cr.

Repellent (bug): Does what it says it does!

Rifling Equipment: Used to clean archaic powder equipment. Weapons that are not cleaned regularly have their malfunction number decreased by 3d6 points.

Rope (flex): Strong, yet thin. It is made from flex-nylon polymers. Flex rope is 11,000kg test, and is suitable for almost any purpose.

Rope (standard): Has a test strength of 6,000kg. Normal rope is thick and bulky.

Satchel: A small bag for carrying things, including explosives.

SCUBA Equipment: Comes complete with snorkel, fins, a wet suit, and 2 hour supply tank.

Scrim Net: A small piece of camouflage netting that is fitted over the head and shoulders of the person so as to break up the outline. Adds a +20 to Camouflage attempts.

Shark Chain: Protects divers from attack. This suit of ceramo-mesh has a 3 point threshold and the same stats as AKM but without the fat. It is fairly light weight and works well against fish smaller than Great Whites!

Shark (J-7): Operates in corrosive bodies of liquid. The Shark can carry 10 men and 180kg of equipment. Maximum speed: 100kph.

Shrink Net: Fired from a grappling gun. The net spreads out and, on a hit, shrinks and entangles the victim. 70/40/25 to hit; Direct Fire skill. Requires a Strength check at -60 to break free.

Skinsuit: The latest fashion in clothing. Remember, skinsuits are a privilege, not a right.

Skull Polisher: A neat little toy that allows Phentari to clean the skulls of their victims, without making a mess. This unit also secretes a lacquer to seal the head once it has been prepared.
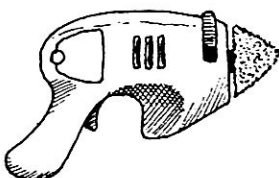
Sleeping Bag: Down filled; keeps the person warm down to -23°C.

Sleeping Bag (arctic): Cold weather bag. Thermal heating insulator. Temperature resistance: -59°C.

Sleeping Bag (methane): For our buddies, the Phentari and Eridani. Cools things down quite nicely for any methane breather who wants to crash.

Space'Em: Emergency vacuum survival suit. Worn on the belt, the Space'Em is automatically activated when it detects a vacuum. A pliable bubble, reinforced by a low energy flux shield is blown around the wearer in 0.25 seconds and is then pressurized with heated air. The Space'Em will work for up to 1 hour before it starts to wither. It has a threshold of 8.

Spear Gun: Normally used for fishing or small game hunting. Does 2d4 points of damage. Mushroom tips can be purchased for 500cr each. These do 4d4 points of damage. The weapon has an unadjusted attack number of 85 within range bracket 1 only.

Spray-O-Screen: Need to wow the natives or watch the latest Galaxy Cup on your skimmer hood? Spray-O-Screen is the answer. Spray-O-Screen can cover up to a 50 meter square area with a photoreactive compound that receives a video signal from a separate transmitter that plugs into any computer or Tri-V set. Transmitter has a 100m range. Even spray it on your armor and watch reruns on your chest!

Still (portable): A favorite of Orion Rogues who consider this basic equipment. Great for those who want to slug down a couple drinks while on the job! Sets up in just 10 minutes.

Swiss Army Knife: The second best thing that the military ever produced. These all purpose knives contain cutting blades, screwdrivers, scissors, saw blades, etc. They are quite useful still and are available on most planets with Tech level 2-6 civilizations.

Tablets (protein): Provides emergency nourishment. Each tablet provides 2 units of nourishment. A box holds 50 tablets.

Tablets (salt): Replaces salt in dehydrated individuals. 50/box.

Tactical Vest: This collection of pouches, hooks, and sleeves is a vast improvement over web gear. It has hooks for 8 grenades, 6 ammo pouches (four in front, two in back), pouches for a radio, PCD, or other small electronic devices. The vest can carry up to 25 encumbrance of items (each item of less than 5 encumbrance), and can adjust to be worn with or without armor. Cost is for a size class 4 vest; adjust accordingly.
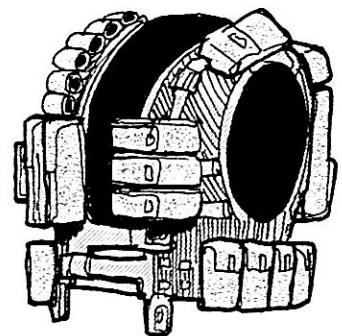
Tent (2 man): Triangular configuration, center pole. Ground Clearance: 0.7m, wind resistance: 46kph. 10 size class capacity.

Tent (4 man): Pentagonal configuration. It has a frame body. Ground Clearance: 1.5m, wind resistance: 72kph. 20 size class capacity.

Tent (8 man): Pentagonal Configuration. Reinforced body frame. Ground Clearance: 2m, wind resistance: 100kph. 40 size class capacity.

Terrible Tail: This is a short band of metallic material covered with eight spikes that fits on the end of a Ram or Python Lizard's tail. Terrible Tail allows a tail strike to deal out 2d4 points of real damage.
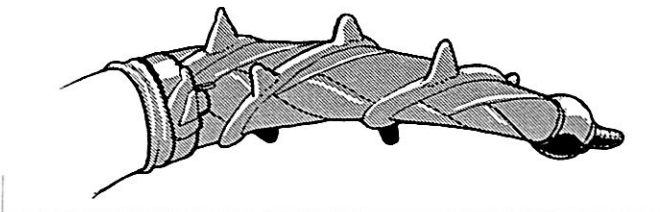
Thurn: A necessity for Sye-Men everywhere! This oddly shaped pillow provides the support every Sye-Men needs while he sleeps on his head.

Thwack'em Stick: A huge (relative to Human terms) stick that the Ram Pythons use as a practice club when they are playing. Most Humans claim that the stick is actually a tree in disguise. It also plays music! Treat as a club which does 2d6 points of damage.

Toastees: Chemical pad warmers to keep you comfy. One package has a warming sleeve for four extremities and will afford a +15 to Cold SMRs for 5 hours.

Tombstone: Great Fun! Your friends can use this to mark your shallow grave on an alien hunk of rock where you bought the farm. Don't leave home without it.

Tool Kit (electronic): The electronic technician's dream come true! The electronic tool kit comes with soldering iron, magnetic coupler, magnetic isolators, logic probe, and a multitude of spare parts and circuit boards, etc. Provides a +15% bonus to the appropriate skill check.

Tool Kit (ionization engineer): It has who-ja-macallits, thing-a-ma-bobs, widgets, bigger widgets, and other stuff! The kit travels on an inertial grav system, otherwise it would be impossible to move. Provides a +30% bonus to the appropriate skill check.

Tool Kit (masters): The preferred tool kit of mechanics. There are a wide variety of tools in this level 3 kit. There are torque wrenches, spanners, isolation bars, a tap an die, and just about anything that a vehicle mechanic would use. Gives a +30% bonus to the appropriate skill check.

Tool Kit (normal): Contains all the tools necessary to repair household goods. It has pliers, screwdrivers, wrenches, a metric socket set, a hammer, etc. Provides a +15% bonus to the appropriate skill check.

Vibro Hammer: Ultrasonically vibrates to create tremendous impact. Inflicts 4 points of structural damage per second to inanimate objects. Impact area is 3cm square. Very useful in breaking up concrete. Looks like a single handle, small jackhammer. Also works as a regular hammer if you need to bash someone over the head.
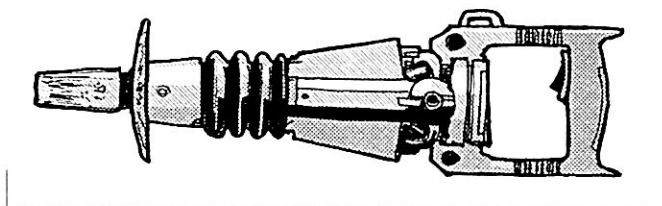
Voice Amplifier: Lets you yell REALLY loudly. Fits on the throat equivalent. Allows you to be heard over a crowd or out to 1km on a calm day.

Voice Emitter: Allows a Mazian to talk.

VPCL (Vehicle Personal Computer Link): This small device fits around the wrist and allows the user to easily communicate with the computer systems controlling his vehicle. The computer link can interface with a vehicle computer of tech level 6 or lower. It comes pre-programmed for the common computer languages used by Alliance members. Reprogramming the link is possible, to adapt it to unknown systems (level 8 Basic/Coding check or BM's discretion). Computer Operation skill is necessary to use this device. The basic programming does not allow the user to control the vehicle completely, but the programming is very adaptable and may be manipulated to allow remote control (level 10 Basic/Coding check, plus Remote Piloting skill). In its most basic form the Personal Computer Link will allow the user to access the vehicle's computer system to control it's security systems, access computer info, startup or shutdown engine functions, and manipulate the environmental control. It's also possible to reprogram the link to activate weapon or other systems (level 6 Basic/Coding check). The device is voice activated, with a simple keypad, and a small viewscreen. The device is solar powered or can be powered by the small internal energy cell which will last for 12 hours. It can be recharged easily in any tech level 5 or higher environment.

Wakies: This fun headband is expressly designed for Misha. Anytime the headband detects the Misha falling asleep, it send a small, gentle jolt of electricity to wake up the poor sod. Once shocked, all tasks are performed at a -20 for d6 minutes.

Wamburger: The now burger! Unwrap and eat! The synthmeat cooks and sizzles as soon as the wrapper is removed. Available for all metabolisms in the Alliance. Comes in 20 flavors and topping selections. These rations will reportedly last 100 years.

Web Gear: Body harness worn into combat. Web gear comes with a belt, suspenders, two ammo pouches, canteen cup, and first aid kit. The canteen holds 1 liter of water and includes a cup. The first aid kit has one sterilized bandage. The individual pieces cost 15cr, 20cr, 5cr, 2cr, and 5cr respectively. The entire unit is only 40cr.

Wet Weather Gear: Protects persons from bad weather. Persons who are exposed to heavy rain for long periods of time lose Constitution and tire easily. Wet weather gear reduces or completely negates these effects.

Whistle: My only suggestion is that you should try it while you work!

Zero-G Propellant: Small cylinder of propellant that you can activate to push yourself around slowly in a zero-g environment. Enough propellant for 5 minutes of use. Will work in a vacuum or atmosphere.

BEVERAGES

TYPE	COST
Algherian Draft	3
Dil Mmack	11
Femalor Beer	3
Gordon's Malt Liquor	5
Jua	6
Kaler's	2
Mad Jax	2
Nectar of the Ram	5
Nla	4
Orion Star Utaban Scotch	6
Orionus Supreme	4
Paus Orion	10
Pu-Mmack	7
Solar Tequila	4
Turpentine	1

BEVERAGES

Algherian Draft: This smooth malt liquor beer is brewed at the Millhouse Beer gardens on Terra. Alcoholic Content: 5%.

Dil Mmack: A vine fruit that looks like clumped, red grapes that are the size of oranges. The ripened fruit has 20% alcohol and also acts as a strong aphrodisiac. It is another Cizerack favorite. The word Mmack means alcohol in Cizerack.

Femalor Beer: Known to give people terrible cases of gas. So don't be down wind of someone drinking Femalor Beer! Alcoholic content: 6%.

Gordan's Malt Liquor: James Gordan, a Human, first sold this from his now famous Gordan Brewery in 2167. Gordan's is a strong, New Germanic beer. Gordan's brewery is based on Earth. Alcoholic content: 11%.

Jua: Jua is a distillate that is toxic to any non-methane breathing race. Phentari drink this cream colored liquor which is best served warmed to -20 degrees Celsius. Effective alcoholic content: 15%.

Kaler's: It tastes like !$%& water! Old Human types drink it. Effective alcoholic content: 3%.

Mad Jax: Makes Orions crazier than when they drink Orion Star Utaban Scotch. This wine is 20% alcohol by volume and is known to produce some of the most spectacular hangovers imaginable.

Nectar of the Ram: About as thick as molasses. Nectar of the Ram actually is sap drained from a Gna tree. The thick sap has a strong alcoholic content. It has the viscosity of 40 weight oil and tastes about as good to anyone who isn't a Ram Python. Orions claim that you can develop a taste for it. 60% alcohol by volume.

Nla: Nla is a by-product of photosynthesis from the Dsa plant. Under sun light, the plant perspires and produces Nla. Ram Pythons used to chew the leaves. Since then, the Nla juice has been bottled for consumption. Effective alcoholic content: 25%.

Orion Star Utaban Scotch: This powerful liquor is called Cell Block by Orions because many a Rogue has wound up behind bars for consuming too much. It is notorious for bringing out the evil side of people who drink it. 50% alcohol by volume.

Orionus Supreme: Considered fair by Orion standards, but excellent to most other beer drinkers. Effective alcoholic content: 8%.

Paus Orion: The preferred beer by not just Orions, but almost everybody. It goes down smooth and tastes great! It is also terribly filling. Effective alcoholic content: 7%.

Pu-Mmack: A large, plum-like fruit, indigenous to the planet Cashoulis. Pu-Mmack ripens and ferments, producing a powerful intoxicating agent. Cizerack pretty much only drink fruit based liquor and Pu-Mmack is a feline favorite. 40% alcohol. Pu-Mmack is toxic to any other race beside Cizerack.

Solar Tequila: A sipping Orion's drink. Yeah right! Solar tequila is 80% alcohol by volume and goes down like acid!

Turpentine: This toxic solvent is known to get Mutzachans hammered! Humans often "lose it" watching Melon Heads slug down turpentine like it's water. Its effective alcoholic content is 35%.

> ▶ **(overleaf) Warriors take time off from the dangers of war to hang out in the more dangerous bars. Here, we see some mercenaries chillin' at the bar. Underneath the calm exterior of spoken pleasantries are laser pistols at the ready.**

HOME IMPROVEMENT

ITEM	BONUS	COST
3D-Globe	5.0	55,000
8 Wafer Tri-Vid Player	20	2,000
Alarm System (motion)	-	var
Alarm System (thermal)	-	var
Alarm System (window)	-	var
Asteroid	2.0	7,000
Bar Wall Unit	4.0	6,000
Body Dryer	0.1	5,000
Body Scan	40	2.0M
Collar Comm Unit	0.2	500
Communications Scrambler	10	25,000
Document Atomizer	4.0	15,000
Door (energy field)	8.0	65,000
Door (sliding)	6.0	12,000
Door Lock (electronic)	4.0	8,000
Door Lock (finger print)	10	30,000
Door Lock (retinal scan)	30	75,000
Door Lock (voice print)	8.0	20,000
Food Atomizer	2.1	5,000
Food Synthesizer	5.0	15,000
Generation Defense System	20	1.5M
Glaxxon Food Service	0.1	100
Glow Lights	0.3	500
Grav Furniture	3.5	30,000
Grav Landing System	75	10.0M
Holo Combat Station	35	2.0M
Hologram Stand	.05	1,000
Hologram Wall Piece	.30	3,500
Holographic Stereo	.50	6,500
Home Defense Unit	.0	2,000
Intercom	.05	1,000
Isolation Tank	7.0	50,000
Jacuzzi	2.0	3,000
Jungle Package	30	50,000
Light Carpet	2.0	3,000
Light Wall	5.0	15,000
Methane Package	30	120,000
Mood Plants	4.0	5,000
Mood Ware	2.0	3,000
Moon Beams	1.0	1,000
Planetarium	40	0.8M
Radiation Package	30	250,000
Safe (energy)	-	50,000
Safe (master)	5.0	15,000
Safe (wall)	-	10,000
Satellite Uplink (interstellar)	55	3.5M
Satellite Uplink (planetary)	25	80,000
Sauna	5.0	7,000
Sky Light	4.0	6,000
Surgery Unit (automated)	70	5.5M

ITEM	BONUS	COST
Telescope	5.0	7,000
Tri-V	7.0	10,000
Valet Parking	5.0	var
Virtual Reality Center	70	10.0M
Visual Com Net Display	0.5	2,000
Window Tri-V	6.5	15,000

HOME IMPROVEMENT

The following items are just some of the many things that your character can buy to spruce up his home. The costs are based on a tech level 4 world. It is assumed that all of your basic furniture needs have been attended to. The following items (if you own them) increase your Charisma by the amount stated on the table. A person's reaction is assumed to be that of someone from a tech level 4 world. Thus, if a Ram Python came from Pythos (a Tech level 1 world) he would be much more likely to be impressed than a Mutzachan from a tech level 6 world. Each level of deviation increases or decreases the Charisma modifier by half. The effects are cumulative.

3D-Globe: A holographic projection camera produces a 1.5m radius, full color globe right in the center of your living room! This system has some 2,000 preset holograms of various important worlds within the Alliance domain, showing 3D geographical terrain relief maps, including cities, hot vacation spots, etc. The globe provides detailed information about indigenous lifeforms, planet customs, population centers and more.

8 Wafer Tri-Vid Player: One can load up to 8 movies at a time in this unit. Programmable. Random selection option, and more.

Alarm (motion): Very difficult to detect (level 10 check). This alarm senses motion within the room and is very difficult to defeat (level 15). Bypassing it requires a level 18 Bypass Security check. Quite expensive.

Alarm System (thermal): Costs 3,000cr per level. The thermal alarm system senses minute changes in the heat of the room. Cost includes installation. Requires a level 1 Defeat Security per level of the system. It can't be bypassed unless the thief can manage to dampen his thermal image. Requires a level 5 Detect Security check.

Alarm System (window): Costs 2,000cr per level (assumes that you don't live in a glass mansion).

Asteroid: It is considered chic to possess asteroid chunks. Yuppies display large, boulder shaped asteroids in their homes. Cost is for an average piece.

Bar Wall Unit: A favorite of Orions everywhere! The bar is hidden behind the wall. Voice activation causes the wall to move back, and the bar to move forward. The owner then asks for the drink type (it is preprogrammed with 800), and relative percentage mixture of ingredients.

Body Dryer: Step out of the tub. Slip under the body dryer and be ready in five seconds. Temperature selector.

Body Scan: This automated machine scans the body for damage, disease, and other malfunctions. Opulent. A favorite of successful doctors with in-home practices.

Collar Comm Unit: Fits on shirt/skinsuit collar. Has a range of 300m from the base station in house or can be tuned to planetary comm system (TL 5-6). Base station unit provides level 20 encryption.

Communications Scrambler: Scrambles household communications and hyper-net traffic with level 20 encryption.

Document Atomizer: Up to 200 standard pages can be vaporized per second.

Door (energy field): For you yuppie types. A shimmering energy field prevents access. Does 4d4 points of damage. Requires a level 12 Bypass Security or level 10 Defeat Security to circumvent.

Door (sliding): Common in all tech level 5 condos. The person steps on a pressurized plate which causes the doors to open by sliding back into the wall. Requires level 4 Bypass check or a level 3 Defeat Security.

Door Lock (electronic): Persons input an electronic encoded pass card into the receptacle. Requires a level 7 Bypass Security check to bypass, or a level 5 Defeat Security.

Door Lock (finger print): The person places his hand against a finger pad. The computer checks the finger prints for matching acceptable patterns. Requires level 14 Bypass Security or level 10 Defeat Security.

Door Lock (Retinal Scan): The most expensive and fool proof of all door lock mechanisms. The retinal scan checks for matching retinal patterns. Requires level 18 Bypass Security or a level 14 Defeat Security.

Door Lock (voice print): One speaks into an intercom. The computer matches voice with acceptable, preprogrammed vocal patterns. Requires a level 11 Bypass Security check or a level 8 Defeat Security.

Food Atomizer: Cleans your plates by disintegrating all organic compounds. Also doubles as an efficient way to get rid of bodies.

Food Synthesizer: This programmable unit produces replicas of your favorite foods. Over 2,000 programmable settings! All food has the correct nutritional requirements. The Nutritional pack required to make your best recipes only costs 700cr for approximately 100 meals.
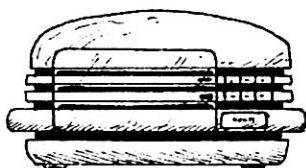
Generation Defense System: Generates Q-waves which prevent matrix generation. The defense unit is installed in every room. Cost includes installation.

Glaxxon Food Service: Persons are able to order groceries over the com for delivery. The basic service is 100cr per month.

Glow Lights: Glow lights are a-grav polyhedrons that emit a soft, randomly changing light. They are mood elements and a favorite of many races.

Grav Furniture: The cost is per 200 encumbrance of lift. People find it very pleasing to be able to sit hovering in the air. Grav Furniture makes for great conversation pieces. Voice activated lift system.
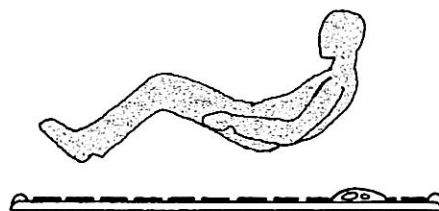
Grav Landing System: Available at modern tech level condos and apartment complexes. The system is installed for free. There is a 20,000cr per month maintenance and service fee.

Holo Combat Station: Allows warriors to keep their skills honed. The simulator takes up 2m cubed. It can be programmed for archaic hand combat, discharge combat with varying terrains, or deep space combat.

Hologram Stand: Produces a hologram of up to 3,000 of your favorite electronic pictures. Just take the electronic image from your camera and transfer it to the holo stand.

Hologram Wall Piece: Hologram wall pieces have long since replaced the archaic picture. They are programmable and only require a data wafer of the various background settings to produce beautiful 3D images. Cost per 2m x 1m.

Holographic Stereo: The room is tuned for perfect harmonics. Everywhere one travels, the sound is equally as loud. Holo sound, as it is called, makes it seem as if the music is originating from everywhere. The single speaker is Shuestron technology.

Home Defense Unit: Can be equipped with a variety of weapons. The cost is per level of defense you would like to purchase. Weapons systems are separate. Unit is measured for 3 rooms.

Intercom: Persons can communicate between rooms visually, audibly, or even olfactorally (yuck!).

Isolation Tank: Preferred by Eridani and Mutzachans. Provides for the complete absence of any sensations. Recommended time of exposure: 2 hours. Longer exposure forces persons to make an IQ check at a -20

or begin to go crazy. Ram Python and Python Lizards will generally have nothing to do with isolation tanks.

Jacuzzi: Basic package can hold up to 20 size classes of people. The cost includes installation.

Jungle Package: The cost is per 10m x 10m area. Rams can have a jungle package installed in their homes with trees, heat regulation, vines, etc.

Light Carpet: Changes colors according to the ambient temperature of the person's foot. Kind of neat!

Light Wall: A favorite of Chatilians who find it very relaxing and soothing. The light wall produces color light patterns. Price includes installation.

Methane Package: An airlock prevents outside contamination. The methane package includes temperature regulation, ice formation generator, etc. It can be rented for 3,000cr per month, minimum of 1 year lease.

Mood Plants: These sentient plants change color to reflect their own mood. Happy is blue, red "be" anger, and black denotes sadness. Word to your mother!!!

Mood Ware: A complete set of 6 plates, bowls, glasses, and silverware. Mood Ware senses changes in body temperature and changes color to reflect mood.

Moon Beams: Glittering specs that float around the room, changing colors randomly. Creates a beautiful setting.

Planetarium: A computer generated planetarium is a must for the affluent. The display includes mood music, planets, asteroids, super nova, pulsars, constellations, etc. I want one!

Radiation Package: The same as the methane package, except that it creates a radioactive environment for Mutzachans. Decontamination is built into the package. It can be rented for 5,000cr per month. Minimum: 6 month lease.

Safe (energy): Failure to penetrate this safe causes the intruder to take 4d6 points of electrical damage per attempt. The charge is strong enough to penetrate light rubber gloves. Requires a level 13 Safe Cracking skill. Cost is per 0.5m cubed.

Safe (master): Protected by a disintegration beam which does 6d6 points of damage to intruders. Requires a level 17 Safe Cracking skill. Cost is per 0.5m cubed.

Safe (wall): A hardened wall safe. It can withstand 120 points of damage before being compromised and requires a level 9 Safe Cracking skill to penetrate. Cost is per 0.5m cubed.

Satellite Uplink (interstellar): This system has a range of 20 parsecs. Transmission rates at 130% and scrambler rated at 100%.

Satellite Uplink (planetary): This system has a range of 10,000km. Transmission rates at 110% and scrambler rated at 100%.

Sauna: Still popular. Can manage up to 30 size classes.

Sky Light: Another home improvement that has weathered the test of time. Cost includes installation.

Surgery Unit (automated): Can perform up to level 15 Surgery.

Telescope: 2,000x magnification for basic models allow home owners to get a closeup look at their solar system and the stars around it.

Tri-V: Allows the viewer to watch the vids from any angle he chooses. Great for Cyball games. Sets up in the middle of the living room.
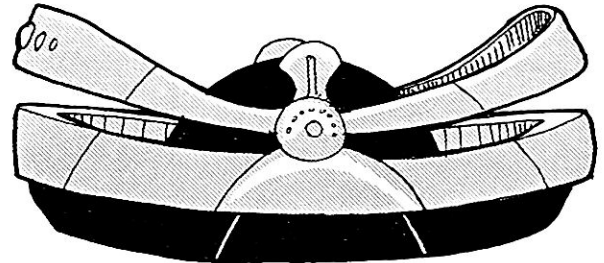
Valet Parking: Cost is per month.

Virtual Reality Center: The most prestigious home improvement available on the market. The computer imaging process can create any simulated environment or condition. Requires a 10m x 10m room for operations.

Visual Com Net Display: The operator can see the person on the other line through a visual display. He may also choose anonymity. Automatic tracer built into the line.

Window Tri-V: Programmable window Tri-V can display the outside environment, or 3D representations (stored on a data wafer) of whatever the home owner desires. Home owners can switch back and forth between the actual window itself and the Tri-V. Programmable window Tri-Vs are the modern rage.

Cybernetics • 4

escriptions of Cybernetics rules and construction are detailed in the *Battlelords of the Twenty-third Century* rulebook.

CYBERNETICS PROPERTIES

Modern cybernetic enhancements are made out of the best materials and are designed to stand up to the harshest environments. Consequently, all Cybernetic limbs and replacements are considered to have a base Threshold of 3. The servos, drives, and synth-muscle fibers are also quite powerful and provide a base Strength of 100 to the cyborg.

The cost listed in the tables for cybernetic enhancements includes the surgery required to install them. That price can be adjusted by the BM to reflect availability, quality of surgeons and cybernetics engineers available, or other factors. Plastic surgery to cover the cybernetics is always extra (don't be so vain, you freak)! As you replace chunks of your body with fun and expensive cyber replacements remember there is less and less of the original "you" left; as Constitution drops, be sure to adjust your body points as well.

ALLOCATION OF SPACE

Cybernetic limbs are mechanical and the internal machinery takes up a certain percentage of the unit's total space. Consequently, the body has only a small amount of available space for enhancements. The space required depends on the size and nature of the enhancement. All bionic features are given a unit size in the table. The size denotes how large the feature actually is, relative to the space available. The following table lists the unit space per limb that can be allocated to bionic enhancements. Multiply the space available by the person's size class divided by 4. Always round up.

Note: A sentient who has been completely converted to a cyborg only has brain tissue left in the head, and the majority of the organs and spine in the chest and abdomen. Only hits in these areas can cause body point damage. Except for Omega Cannons and other large, concussive attacks, the remaining tissue is completely protected until all the integrity in a particular section is destroyed.

RACE SPECIFIC CYBERNETICS

The following table lists cybernetic replacements designed for a specific, non-humanoid race, or non-humanoid trait. The price is modified by size class in the same manner as armor. Also listed is a table detailing which races may use cybernetics and what restrictions they may have.

Note: Chatilians always have 7 spaces in their head (modified up if they are larger than size class 4).

Note: Python races and Chatilians have 3 spaces in their eyes.

Note: The Python races are capable of having their tail removed and another cybernetic limb put in its place (we think it's crazy but it has been done). A modified arm can be placed where the tail once was. The "arm" costs double what a normal cybernetic arm would cost, but has the same number of spaces. Though you get a third gun hand, it's not without its costs: the Python's Agility is reduced by 20 points from not having the balancing effect of his tail any longer, and Constitution is reduced by 10. The new limb's Manual Dexterity and Strength can only be half of the borg's normal, and it takes 6 skill points and 6 weeks

◄ There are a host of cybernetic attachments available to the soldier of tomorrow. However, most cyborgs look like machines. Limbs and attachments are not cosmetically implanted, due to the increased cost for cosmetic surgery.

CYBERNETIC COST & SPACE ALLOCATION

TYPE	SPACE	COST
Hand	4	10,000
Eye	1	5,000
Arm	15	20,000
Ear	2	10,000
Foot	5	5,000
Throat	1	12,500
Leg	20	40,000
Lungs	N/A	16,000
Chest	35	60,000
Heart	N/A	50,000
Skull	7	75,000
Kidneys	N/A	80,000

RACE-SPECIFIC CYBERNETICS

TYPE	SPACE	COST
Cizerack Tail	2	5,000
Phentari Tentacle	7	15,000
Python Lizard Tail	10	10,000
Ram Python Tail	10	10,000

CYBERNETIC RACIAL RESTRICTIONS

RACE	CYBERNETIC RESTRICTIONS
Aeodronian	Cybernetic limbs interupt limb regeneration
Andromeni	Same as host
Ashanti	None
Chatilian Empath	Pay double for eye and skull implants
Cizerack	Pay double for ear implants
Eridani	None
Fott	Pay double for ear implants
Furbl	None
Gemini	No cybernetics except matrix cybertronics
Gen Humans	None
Goola-Goola	Constantly tinker with their own implants
Humans	None
I-Bot	Uses internal cybernetics only
Ikrini	None
Jezzadeic Priest	None
Kizanti	None
Mazian	Absorbs implants. No surgery required
Mutzachan	No cybernetics except the Sonic Implant
Misha	Difficult to conceal implants
Orion Rogue	None
Phentari	Pay double for ear implants
Python Lizard	Pay double for eye implants
Ram Python	Pay double for eye implants
Sye-Men	None
Tanndai TechKnight	Constitution loss is halved
Zen Rigeln (Tza Zen)	None

(minimum) of training to master the use of the limb. For each week of training, the Python needs to roll an I.Q. check. Failure means he must repeat that week's training. Three failures mean he cannot control the limb at all and it is useless. Destroig Weapons cannot be mounted in a modified tail.

EMP AND ELECTRICAL ATTACK FORMS

EMP attacks are assumed to affect only the limb struck, where as electrical attacks affect the entire body. Electrical limb insulation isolates electrical attacks to one limb. Each implant in the limb affected by an EMP attack must make a successful SMR at a penalty equal to the damage dealt or be completely disabled. Disabled cybernetic implants may produce significant problems for the borg. (Don't you hate it when they nail your pacemaker?)

Electrically based attacks may damage or destroy the cybernetic implants, depending on the damage yield. Damage to body tissue is figured normally. Damage to implants is figured separately. All affected systems must make an SMR vs electrical attack forms as per EMP attacks. Success indicates that no damage was sustained. Failure means that the units were damaged to some degree. Damaged units malfunction completely or function improperly. The BM will dictate the effects of a damaged cybernetic implant. Every time a system is damaged, it loses 1-8 points off its electrical SMR permanently.

A good guideline for determining damage to cybernetic parts is to take the difference between the SMR and the actual roll and multiply by 2. This denotes the percentage of damage sustained. This may also indicate whether the unit will function and how well.

REPAIR COSTS

Determining the cost to repair a piece of cybernetics is simple. It equals the (percentage of damage done) + (25%) x cost of the item. Thus, if 40% of the unit was damaged, you would have to pay 65% of the list price to have it fixed.

Exception: The cost to repair damaged cybertronic devices is figured as follows: (percentage of damage done) + (35%) x cost of the item. Consequently, if your cybertronic limb has taken more than 65% damage, then you might as well buy a brand new one.

Cybernetic Repair Difficulty Rating

The difficulty rating to repair damaged cybernetic systems is based on the amount of damage done to the system. The difficulty rating assumes that there are the proper tools available to fix the hardware. If not, the difficulty rating may be increased to infinity (i.e. you can't fix a cybertronic brain module with a can opener).

Assuming that the proper tools are available, first determine the damage to the system in question as detailed in the Cybernetics section of the *Battlelords* rulebook. Multiply the percent damaged by 25 and round fractions down. For advanced items, add 3 levels of difficulty for each tech level above 4.

Thus: % of Damage x 25 + 3 x (tech level over 4) = Total Difficulty.

The cost of materials is usually only 25% of the price charged to repair items. The rest is labor and mark up. So it behooves you to have Cybernetic Repair skills, if you are a borg.

MODIFYING ITEMS FOR CYBERNETICS USE

Optional Rule: Most standard armor options and equipment can be converted to work in, or with, a cyborg. This conversion can be done on an existing item or purchased purpose-built for use in a cyborg. Converting existing equipment or options requires at least 10 levels in the appropriate engineering skill (depending on the item being converted) and 10 levels in Cybernetics Installation. In either conversion or purpose-built, the cost is 150% of the item's normal cost. Armor options take up the same space in cybernetics as they do in armor, while equipment uses 75% of its encumbrance rating (round down) as the space that it takes up in a cyborg. Conversion work can only be done in TL5+ areas, and ready made conversions have the availability of Rare, regardless of the availability rating of the normal item. Battle Masters use this optional rule with discretion.

Compatible items are listed as follows:
- All armor options except Ablative Liner, Carrying Case, ECM, Emergency Exit, Environmental Containment, Insulation (EMP), Integron, Mental Targeting System, Polymizer Dispenser, Protection (servos), Protection (plating), QSU (E), QSU (I), Strength+, Systems Analyzer, Systems Repair Unit, and Vizex.
- All missile racks and arm rockets and reflex missiles (using same restrictions as detailed in the missile section).
- All Detection Equipment except Binoculars (all types), Goggles (IR and UV), Tire Strip, and Vizex Solo.
- Environmental Hazard Equipment: Chemical Alarm and Geiger Counter.
- Espionage Equipment: AI Decoder, Field Detector, Pocket Signal Detector, Sensoid Killer, Sensoid Master, Stun Deflector, and Trouble Maker.
- Medical Equipment: Viral Inoculation Computer
- Personal Equipment: Emergency Transmitter and Psychic Shield Generator.

ACTIVATING IMPLANTS

All cybernetic implants that require activation come standard with voice activation (unless otherwise noted). You can upgrade or downgrade that capability with the items in the following table.

ACTIVATION TYPE

TYPE	PROPERTIES	COST
Button Activated	Press a button or trigger	-10%
Voice Activated	Speak an activation word	Normal
Visually Activated	Look at a display in a cybernetic eye	+10%
Thought Activated	Gives a -1 to Initiative (limbs are thought activated by default)	+20%

Note: Visually activated items require at least one cybernetic eye.

ARM/HAND IMPLANTS PG. 94

TYPE	ELE	EMP	SPACE	1	2	3	4	5	6	7	8	MN	ROF	Q	DAM	COST
Chemical Spray	60	60	4	95	35	-	-	-	-	-	-	100	1/3	10	spec	12,000
Climbing Claws	100	100	1*	50	-	-	-	-	-	-	-	-	-	-	1-6	2,000
Computer Int. Joints	40	40	-	-	-	-	-	-	-	-	-	-	-	-	-	var
Electrical Discharger	20	20	3	80	50	-	-	-	-	-	-	100	1	50	2-12	20,000
Eye Stalk Actuation Coil	40	15	0.5	-	-	-	-	-	-	-	-	-	-	-	-	35,000
Finger Gun	70	70	.5	75	68	60	40	01	-	-	-	98	1/3	1	1-6	5,000
Finger Laser	50	40	.5	80	70	60	20	-	-	-	-	99	1	20	2-8	20,000
Flamethrower	65	60	5	110	80	45	-	-	-	-	-	99	1	20	2-12	15,000
Glue Gun	100	90	1	55	-	-	-	-	-	-	-	100	1/3	20	-	4,000
Gyro Stabilizer	40	30	3	-	-	-	-	-	-	-	-	-	-	-	-	8,000
IHAC	30	30	0.3	-	-	-	-	-	-	-	-	-	-	-	-	20,000
Laser Welding Torch	50	70	1	40	-	-	-	-	-	-	-	100	-	1hr	1-10	6,000
Power Drill	60	75	2	30	-	-	-	-	-	-	-	100	-	-	2-12	5,000
Power Saw	60	70	3	40	-	-	-	-	-	-	-	100	-	-	2-8	5,000
Prosthetic Limb	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1,000
Talons	95	95	2*	HTH	-	-	-	-	-	-	-	-	HTH	-	1-8	5,000
Web Caster Generator	70	60	2	75	68	60	40	01	-	-	-	98	1/3	20	spec	20,000
Wrist Launcher	60	55	10	70	57	30	10	-	-	-	-	99	1/15	1	as M-202	20,000
Wrist Pulse Unit	45	40	6	90	70	20	05	-	-	-	-	100	1/2	10	4-16	30,000
Wrist Rocket	60	60	8	80	80	75	45	25	-	-	-	100	1/3	3	4-24	50,000

* Price is per pair, space number is for each hand

ARM/HAND IMPLANTS PG. 93

Chemical Spray: Discharges a cloud of gas (smoke, toxin); damage is dependent on the type (see Poisons in *Lock–N–Load: Weapons & Tactics*). Volume: 4m³; Effective range 10m.

Climbing Claws: Matched to foot claws. Hand claws give +10 to Climbing, cumulative with foot claws.

Computer Interface Joints: These are fingers designed to access computer systems. The fingers plug right into the computer (TL 5-6). All programmed information obtained is at the use of the Cyborg if he knows the proper passwords. The stored information is changed to neural messages which are transmitted along the information response coil to the Cyborg's brain. The Cyborg can also send thought commands back along the command coil to the computer (requires an appropriate level of Computer Operation). The mental commands are changed into digital information and fed into the computer system. Computer interface joints are illegal. Any individual possessing them will be punished to the fullest extent of Galactic Law. Interface joints are difficult to obtain and can only be purchased on the Black Market. The cost for the command and response coils is 20,000cr a pair. The cost for finger joints varies. The types of joints available include:

COMPUTER INTERFACE JOINTS

TYPE	DESCRIPTION	COST
1	Military Hardware	20,000
2	Military Defense Systems	400,000
3	Flight Systems (atmospheric)	15,000
4	Flight Systems (space)	20,000
5	Galactic Bank Systems	1.0M
6	Galactic Police	20,000
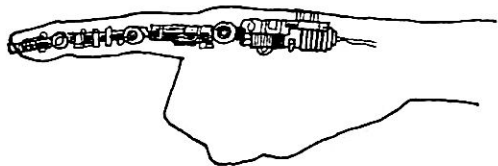
Electrical Discharge Unit: Discharges a powerful electrical shock that will arc to the nearest target. Effective range 20m.

Eye Stalk Actuation Coil: The Eye Stalk Actuation Coil is normally housed in the hand or upper back of the chest cavity, and it allows the cyborg to have a mobile eye to see through. The coil moves by neural-commands. The host can see, although with reduced depth perception. The coil is connected to a range and azimuth computer which maps the coordinates between the coil and the brain 100 times per second, allowing the brain to view the information as coming from its real eye. The unit comes with a 1m long coil. Additional length coils can be purchased at a cost of 10,000cr per meter. Each additional meter of coil takes up 0.5 units of space.

Finger Gun: Fires .22 caliber ammunition. Very similar to the old Derringer style pistol. A size 1 reload compartment with 6 shots may be purchased for 1,000cr. Reload Time: 6 sec. The compartment is normally stored in the thigh. Effective range: 100m.

Finger Laser: Fires a high intensity laser beam. Effective range: 50m.

Flamethrower: One reload is carried in a three unit sized leg compartment. When the canister is empty, it is removed and the replacement is screwed on. Effective range: 50m.

Glue Gun: Squirts a highly adhesive glue compound. Hardens in ten seconds when exposed to air. Effective range: 3m. Requires a Strength check at a -80 to break free.

Gyro Stabilizer: Same as armor option.

Independent Hand Actuation Coil (IHAC): A cyborg can release his hands and have them travel independently, connected to the arm by a thin flexible control cable (3 threshold, 7 integrity). The IHAC computer updates the brain 100 times per second with azimuthal and elevation readings so the brain can control the released hand as normal. The IHAC comes standard with one meter of cable, additional length can be purchased at 20,000cr/meter. Each additional meter takes up 0.3 units of arm space (on top of the starting 0.7). A radio controlled version without a control cable is available for four times the price, and has a range of 20m. In either case the hand has an effective Strength of 25% of the arm it was attached to.

Laser Welding Torch: It cuts through normal strength steel in seconds. 1 hr of use. Recharge cost 100cr.

Power Drill: A reversible high torque drill unit that comes with a small built-in compartment for additional bits. The bits never dull.

Power Saw: A self-sharpening unit that is designed to cut metal and wood. Will cut through 1cm thick steel at 5cm/min.

Prosthetic Limb: Same as a stump, except that it increases Manual Dexterity to 35% of its normal value.

Talons: 5cm long and razor sharp, these claws are designed specifically for combat. They do a d8 damage for each hand. The talons extend and retract upon verbal command. Uses Hand-to-Hand skill.

Web Caster Generator: The system fires adhesive webs up to a distance of 35m. The unit contains 20 charges. The generator is voice activated. When hit, there is a 01% chance per point of Strength above 90 to break free. Refills cost 100cr. Effective range: 35m.

Wrist Launcher: Fires grenades up to 100m. No other units may be housed in the arm section. Five reloads are normally housed in a ten unit size compartment. The compartment is typically stored in the cyborg's leg. Effective range: 100m.

Wrist Pulse Unit: Has a low rate of fire compared to the laser, but produces a higher damage yield. This unit is large and takes up most of the space in the cyborg's arm. Requires 8 hours to recharge. Effective range: 50m.

Wrist Rocket: The launcher system holds three mini-missiles that can be fired simultaneously or separately. The guidance system is thought controlled and superimposes cross-hairs on the host's eyes. This unit is normally fitted in conjunction with a telescopic zoom lens eye implant. Only one target can be engaged at a time. Reloads are carried externally and cost 500cr per missile. Effective range: 250m.

CHEST/ABDOMINAL ENHANCEMENTS

TYPE	ELE	EMP	SPACE	COST
Adrenal Implant	20	20	-	10,000
Anti-Plasma Generator	40	45	7	120,000
Bio-Implant	-	-	-	12,000
Displacement Device	30	25	3	130,000
Electromag Converter	30	30	4	35,000
Flux Shield Generator	40	40	25	400,000
Gas Filtration System	40	40	3	70,000
Gills	70	80	2	4,000
Kinetic Energy Shield	40	40	7	32,000
Mag. Deflection Gen.	35	40	10	50,000
MedPort	95	90	0.1	1,000
Mini-Missile Pack	40	50	20	90,000
Neural-Implant	-	-	-	20,000
Oxygen Supply	60	60	3	10,000
Reinforced Rib Cage	-	-	10	20,000
Sound Amplifier	40	40	2	8,000
Spinal Cage	-	-	15	15,000
Storage Cabinet	-	-	20	500
Toxin Neutralizer	40	40	2	80,000

CHEST/ABDOMINAL ENHANCEMENTS

Adrenal Implant: See Implants later in this chapter.

Anti-Plasma Generator: Button activated, this cybernetic implant is exclusively housed in the abdominal section. Functions exactly the same as the armor option equivalent.

Bio-Implant: See Implants later in this chapter.

Displacement Device: This super-sophisticated implant allows the wearer to instantaneously displace himself up to 40m from his current position. A built-in discriminator prevents the owner from winding up stuck in a rock or other solid object. The direction of displacement is somewhat random (only 90% accurate). A roll of 91 or above indicates that the individual has been transported in a random direction. A d12 is used to determine the clockwise direction. It is housed in the stomach section. The unit contains enough energy to facilitate 20 displacements, and may be recharged in 1 hour at any standard power outlet, or in 20 minutes using a Mrs. Fusion.

Electromagnetic Converter: Exactly the same as the armor option equivalent. Chest/abdominal housing.

Flux Shield Generator: Creates a 3HP flux shield that blocks out all damage. The generator is large and takes up 25 units of chest space. Destroyed flux shields take 30 hours to recharge.

Gas Filtration System: Filters out toxic airborne agents. This system adds a +60 modifier to SMRs vs atmospheric agents (biological or chemical).

Gills: These are actually housed in the throat section of the body. Methane or Oxygen types can be purchased.

Kinetic Energy Shield: Voice activated and double the strength of the comparable armor option equivalent. Otherwise it is identical.

Magnetic Deflection Generator: See Armor Options, page 42.

MedPort: Small port which allows BRIs and other medicines to be injected into the remaining tissue of the cyborg. It is normally placed at the top of the spine.

Mini-Missile Pack: Carries NARC arm rockets. The stomach opens concealed doors at the moment of firing. When closed, the doors can not be seen. Voice activated firing sequence.

Neural Implant: See Implants later in this chapter.

Oxygen Supply: The internal oxygen supply and pump allows the Cyborg to hold his breath for 100 minutes while underwater.

Reinforced Rib Cage: Reduces the effects of damage to those internal organs that are located beneath the cage (chest only). Increases threshold to 7, instead of the normal 3.

Sound Amplifier: Raises the output of the Cyborg's voice to bull horn levels. Takes up 3 units of space, 1 in the head (throat) and 2 in the chest.

Spinal Cage: A flexible structure that protects the spinal column. The cage reduces the effects of damage (integrity damage) by 7 points, instead of the normal 3.

Storage Cabinet: Provides space to hide items. Size: 10cm³.

Toxin Neutralizer: Filters the blood and removes poisonous toxins. The toxin neutralizer adds a +55 to SMRs vs Biological and Poison agents.

DERMAL ENHANCEMENTS

TYPE	ELE	EMP	SPACE	COST
Chameleon Skin	40	20	-	3,000
Chemical Skin	40	20	-	5,000
Dermal Armor 1	80	60	-	25,000
Dermal Armor 2	90	70	-	65,000
Dermal Replication	35	15	-	46,000
Exoskeleton	90	80	-	70,000
Infrared Damp. Skin	45	25	-	12,000

DERMAL ENHANCEMENTS

All cybernetic skin costs are based on a size class 4 individual. To determine the cost of the dermal enhancement for a given person, multiply the price by their size class and divide by 4. Dermal enhancements cover the entire body.

Chameleon Skin: Dermal bio/plastic skin that changes colors with environment, providing a +60 to camouflage attempts.

Chemical Skin: Excellent against biological and chemical attacks. Adds a +60 vs these attack forms which come in contact with the skin.

Dermal Armor 1: A tough yet flexible bio/plastic skin. It provides a threshold of one.

Dermal Armor 2: Same as above, but provides a 2 threshold.

Dermal Replication: The computer generates a replication of an individual's skin tissue. Must have a tissue sample. DNA is matched.

Exoskeleton: Fixed to the body to support the heavy Destroig combat chassis. Destroig Combat chassis can not be applied without the use of an exoskeleton.

Infrared Dampening Skin: Reduces the heat signature that the body gives off by 90%.

EAR IMPLANTS

TYPE	ELE	EMP	SPACE	COST
Hearing Amplifier	40	40	1	15,000
Lang. Analyzer/Modulator	40	40	1	25,000
Signal Detector	30	35	1	20,000
Sound Amplifier	40	40	1	8,000
Transceiver	35	40	2	5,000

EAR IMPLANTS

Note: Cost is per ear enhancement.

Hearing Amplifier: Boosts the hearing sensitivity. Hearing range is doubled with a +20 to Hearing checks.

Language Analyzer/Modulator: A small computer unit is interconnected between the brain, throat, and ear. It registers and analyzes foreign communications by deciphering the information, then translating it into appropriate thought patterns. The cyborg will respond in the correct language. It is 80% effective, 30% effective for non-Alliance languages.

Signal Detector: Alerts the person to the presence of radar. The signal detector also picks up electronic emissions of any scanners that are focused on the character. It emits a soft pinging in the ear. The detection range is 160km.

Transceiver: A tiny radio transmitter and receiver unit. The transceiver allows the cyborg to transmit and receive radio messages. Transmission level is 105%. Range: 1km.

LEG/FOOT IMPLANTS

TYPE	ELE	EMP	SPACE	ATK	DAM	COST
Climbing Claws*	100	100	1	50	1-6	2,000
EM Boots*	20	40	3	-	-	20,000
Hover Jets*	40	30	4	-	-	60,000
Jump Pads*	60	40	3	-	-	35,000
Metal Detector	35	35	1	-	-	5,000
Smoke Generator	50	50	2	-	-	5,000
Stump	-	-	-	-	-	350

*Price is per pair, space is for each foot

LEG/FOOT IMPLANTS

Climbing Claws: Extendible hook shaped climbing claws, designed to facilitate climbing on vertical surfaces (+30 to Climb checks).

Electromagnetic Boots: These attachments create a powerful electromagnetic charge. The boots adhere to walls and smooth, metal surfaces, and can support 200kg. The unit is thought activated.

Hover Jets: Provides the person with limited flight capability. Vector thrusters steer the jets. The cyborg thinks the direction and altitude,

and the unit responds. This implant can lift 400kg at a rate of 2m/sec. Maximum flight time: 4hrs/day, maximum speed: 100kph, maximum altitude: 3,300m. Range: 380km.

Jump Pads: Identical to the armor option.

Metal Detector: Continuously scans for metals. It can detect 2mm³ or larger objects up to 5m below the surface. 90% effective.

Smoke Generator: Designed to screen attacks against a fleeing borg. The generator produces billowing clouds of smoke. Attacks against the owner are made at a -30 to attack rolls. Disperses into a 10m³ area in 1 round. Duration: 10 minutes. Refill cost: 50cr.

Stump: A cheap prosthetic attachment, used in place of a normal cybernetic limb, that allows a person some mobility. Increases Agility to 35% of its normal value.

OPTICAL IMPLANTS

TYPE	ELE	EMP	SPACE	COST
Biological Scanner	60	50	1	7,500
Explosive Detector	25	15	1	2,000
Eyeball of Death	-	-	1	21,500
Flash Suppressor	-	-	0.2	300
HAZMAT Scanner	50	50	1	7,500
Infrared Detection	40	28	1	5,500
Motion Detector	45	30	1	12,000
Night Vision	42	25	1	4,000
Optical Laser Unit	45	35	1	2,000
Plasma Eye	-	-	3	2,500
Radar Detection	65	35	1	5,000
Retinal Duplication	30	30	1	12,500
Target Acq. Computer	55	40	1	15,000
Ultraviolet Detection	40	25	1	10,000
Video Camera	46	27	2	5,000
X-Ray Vision	35	23	1	40,000
Zoom Tel.escopic Vision	30	15	1	10,000

OPTICAL IMPLANTS

Note: The price for these implants is per eye.

Biological Scanner: Detects living organisms out to 50m. The condition of the organism is superimposed on the vision in digital information. 90% effective.

Explosives Detector: Registers the presence of known volatile and explosive vapor types out to a range of 50m. 90% effective.

Eyeball of Death: Any creature with huge eyes can have an Eyeball of Death (Plasma Seduction grenade) put into their eye. One Eyeball of Death gives a -20 Vision modifier.

Flash Suppressor: Reduces the effects of blinding flash, common with explosions and T-3 grenades. Also eliminates the need for shades.

HAZMAT Scanner: Registers the presence of chemical, biological, and radioactive substances. The onboard computer analyzes the information and superimposes it over the vision. 85% effective. Checks are made once per round.

Infrared Detection: This unit is quite useful. It detects the differences in infrared radiation levels emitted by all objects. The filter focuses on temperatures between -10 and 48 degrees Celsius. Most living creatures give off radiation within these spectral bands. Adds +40 to night sighting checks. Range: 135m.

Motion Detector: Fulfills the same functions as the Detection Equipment equivalent.

Night Vision: Amplifies and filters existing ambient light. One sees perfectly well in darkness, but cannot see in the complete absence of light. Range: 135m.

Optical Laser Unit: A tiny, powerful laser unit, fitted into the eye socket. The unit is thought activated. An internal energy cell holds twelve shots and takes two hours to completely recharge. Treat as a BS-2 with a ROF of 1. Effective range: 80m. -20 vision modifier when using the Optical Laser Unit.

Plasma Eye: Quite deadly! Shaped to look like an eye and does damage equivalent to a plasma grenade. It can be plucked from the socket and thrown. -20 Vision modifier when using the Plasma Eye.
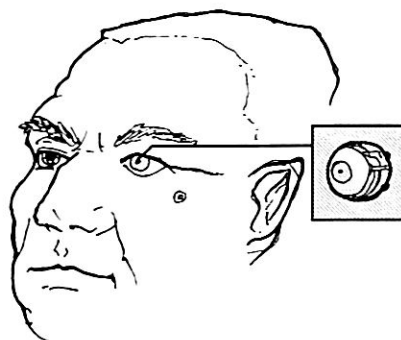
Radar Detection: Produces the same effects as a normal radar detector, except that the range is only 80km.

Retinal Duplication: The retinal computer duplicates the retinal scan of target individuals. The cyborg must be within 3m to attempt replication. The computer then recreates the target's retinal image. 98% effective. Excellent for getting past security systems that require retinal identification.

Target Acquisition Computer: Superimposes cross hairs on the target. The owner gains a 10% increase to attack rolls. This item is not cumulative with TDA helmets and you can only install one.

Ultraviolet Detection: Provides the ability to see into the ultra-violet spectrum. All flux shields and high energy lasers can be detected. Range: 35m.

Video Camera: Digital audio/video recorder that can send its data to the borg, a data wafer (housed under the thumbnail, or equivalent), or a body computer through a Cybernetics Repair Module. It is capable of taking still shots as well as video. Running Time: 45 minutes. 4x magnification.

X-Ray Vision: This cybernetic system scans through solid objects. It can pierce 500cm of concrete, 15cm of steel or 2.5cm of lead. Range: 10m.

Zoom Telescopic Vision: Long range, automatic focus and sighting system. Magnifies up to 10 times. The Zoom lens is thought activated and deactivated and provides a +60 sighting modifier within 800m.

SKULL ENHANCEMENTS

TYPE	ELE	EMP	SPACE	COST
Bionic Skull	-	-	5	10,000
Mind Screen	70	80	3	25,000
Neuro Toxin Neutralizer	40	30	1	15,000
Oxygen Supply	70	90	3	8,000
Sonic Suppressor	-	-	1	25,000

SKULL ENHANCEMENTS

Bionic Skull: A flexible protective unit designed to prevent damage to the brain. The skull has a 7 point threshold (in contrast to the 3 point threshold of normal cybernetic replacements).

Mind Screen: Protects the mind from damage sustained from mental attack forms. The mind screen adds a +40 modifier to SMRs vs Mental attack forms.

Neural-Toxin Neutralizer: The microcomputer is surgically implanted beneath the medulla oblongata. It registers the presence of foreign chemicals in the nervous system, then injects an antidote. It adds a +40 modifier to SMRs vs Chemical attack forms that affect the central nervous system.

Oxygen Supply: A small compressor unit feeds the brain oxygen in the event of the shut down of the rest of the body. A normal brain can last four minutes without oxygen before brain damage sets in. It can survive six minutes before the victim dies. An oxygen supply feeds the brain for up to 60 minutes.

Sonic Suppressor: Insulates the brain from the harmful effects of sonic disruption. It adds a +40 modifier to SMRs vs Sonic attack forms. The Sonic Suppressor doesn't protect the body from the effects of sonic disruption.

SYSTEM ENHANCEMENTS

TYPE	ELE	EMP	SPACE	COST
Cosmetic Surgery		See Description		
Electrical Insulation	-	-	-	200
EMP Insulation	-	-	-	500
Extensor	65	20	2	2,000
Increased Reflexes	55	30	-	20,000
Increased Speed	55	30	-	200
Increased Strength	60	40	-	2,000
Microwave Insulation	-	-	-	400
X-Ray Insulation	-	-	-	40,000

SYSTEM ENHANCEMENTS

Cosmetic Surgery: Basic cyborg surgery is non-cosmetic. Cosmetic surgery covers the limb and costs an additional 25% over the retail price for the limb/body part replacement.

Electrical Insulation: The cost is 200cr per point of modification. Each point adds 01% to the individual's electrical SMR. Adding insulation affects 1 section only (head, chest, abdomen, left leg, right leg, left arm, right arm). Insulation must be purchased for each section.

EMP Insulation: Protects the borg from the effects of EMP based attacks. The cost is 500cr per point of modification. Each point adds 1% to the individual's EMP SMR. Purchased per section (see Electrical Insulation above).

Extensor: This option is installed per limb, and will allow a fully cybernetic limb to be extended on an internal, flexible shaft. Price is per meter, and the maximum length of any one Extensor is 1m/size class. Only one Extensor per limb.

Increased Reflexes: Bionic limbs can have different servos implanted to increase the reaction time of the borg. Reaction time affects combat initiative. The cost is per point of initiative gained. The maximum adjustment through cybernetics is -4.

Increased Speed: Bionic leg speed can be increased from a normal 32kph to 96kph. Each 1 kph costs 200cr. Requires all legs be cybernetic.

Increased Strength: The internal structure of pneumatic and hydraulic drive systems can be altered to increase strength. Cost: 2,000cr per point above the normal bionic strength rating of 100.

> ▸ Snap on Cybernetics is the rage of modern gladiators. It allows a person to snap off a normal cybernetic limb and attach a wicked cannon of some sort. The target is superimposed on crosshairs in the eye. Heavy weapon systems such as the one shown here require a cyber-skeleton, called the chassis, to support the body.

Enhanced bionic limbs gain modifiers to damage dice as stated under the strength ability table. Strength is purchased per limb.

Microwave Insulation: Protects the borg from the effects of microwave based attacks. The cost is 400cr per point of modification. Each point reduces microwave damage by 1. Purchased per section (see Electrical Insulation above).

X-Ray Insulation: Prevents X-Ray and other sensor detection of cybernetic implants. Purchased per section (see Electrical Insulation above). Provides a +85 bonus against detection.

DESTROIG COMBAT SYSTEMS

TYPE	ELE	EMP	COST
Battle Chassis	85	80	0.8M
Chassis Plating	-	-	10,000
Core Generator	92	85	100,000
Cosmetic Surgery	-	-	55,000
Flight Systems	80	60	2.0M
Lower Combat Chassis	85	85	62,000
Snap-On Interface	70	70	75,000
Upper Combat Chassis	90	80	50,000
War Chassis	95	95	1.2M

DESTROIG COMBAT SYSTEMS

Destroig Combat Systems are an outgrowth of the expanding technology of cybernetic implants. In Destroig systems, the majority of the body is replaced with cybernetic structures and systems.

A Destroig trooper is mostly machine. Depending on the extent of the conversion, there could just be the brain, portions of the nervous system, and the majority of the major organs remaining. A new Destroig requires up to one year of training to get used to his new "body." Destroigs become powerful fighting units, often being assembled into specialized small units, with specific weapons and tools needed for a particular mission utilized through the Snap-On Interface.

Destroig systems may be designed to include more limbs than the being originally had. Only 50% more limbs are allowed. For each limb added an additional 6 months of training time is required.

Optional Rule: Being a walking, meched-out, murderizer isn't all smiles. Most beings encased in a Destroig system begin to exhibit mental problems as soon as three months after gaining consciousness in their metal body. Various mood altering drugs have been able to keep Destroigs on an even keel (500cr per month for the treatment). Without them, Destroig borgs must roll above their Aggression once per month. Failure means they gain d2 points of Aggression. Nearly ten percent of Destroig complete conversion borgs have committed suicide within three years, or taken insane risks which resulted in their death. Many see Destroigs as the undead and commonly call their units "Purgatory Squads." Destroigs are in a continuous struggle to maintain their sanity.

Note: All Chassis require the Dermal Enhancement, Exoskeleton. This is the framework for all of the subsequent attachments.

Note: Fully converted cyborgs weigh approximately 90kg per size class.

Note: Full body replacement with a Destroig system incurs a -120 Constitution penalty (there ain't none of you left! Minimum CON of 01).

Note: Though cyborgs can wear armor, Destroig borgs must wear armor one size class larger than they are. This is to make up for all of the protrusions and differences in shape of a Destroig chassis. Snap-on weapons can only be utilized with armor that has no arm sections.

Battle Chassis: Same as the War chassis, except that it provides the exoskeleton an effective Strength of 200 and an exoskeleton threshold of 15. Integrity: Chest 40; Abdomen 40; Legs 25 each; Arms 20 each; Hands 5 each; Feet; 8 each.
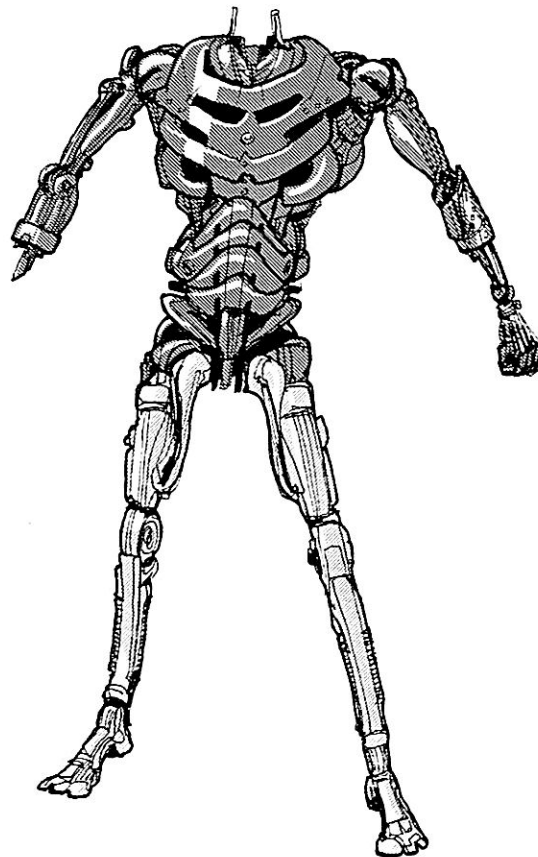
Chassis Plating: This plating increases threshold one point per 10,000cr of plating, up to a maximum of 10 points. Cost is per section.

Core Generator: Powers all chassis units for up to 10 years without need of recharge.

Cosmetic Surgery: Covers up destroig combat systems. Cost is per section.

Lower Combat Chassis: Pretty much the same as the upper body with these exceptions: Lower combat chassis allows the cyborg to move at up to 100kph. Constitution lost: 30% (replaces Abdomen and Legs). Integrity: Abdomen 40; Legs 25 each; Feet; 8 each.

Flight Systems: Ultra-expensive, but you will look extremely cool flying around. Can achieve a maximum speed of 100kph. Maximum alti-

DESTROIG WEAPON SYSTEMS

TYPE	ELE	EMP	1	2	3	4	5	6	7	8	MN	ROF	Q	DAM	ENC	COST
APG-Vindicator	85	90	130	90	40	20	-	-	-	-	100	1	50	10-100	18	600,000
Balshrom Mini-Gun	99	98	75	55	30	15	05	-	-	-	99	20	200	3-12	30	100,000
Cheesecutter	80	87	120	120	110	100	80	30	10	-	100	12	200	6-36	17	6.5M
EFG Power Cannon	90	89	80	60	-	-	-	-	-	-	97	1/4	50	1-4HP	22	10.0M
Maximizer AC	95	99	95	85	65	35	10	-20	-	-	100	1/2	50	6-48	16	0.6M
Metalroid AT System	90	85					see Bonoir								80	1.4M
Patriot 2 Missile Pack	92	91					100				100	1	4	1-6HP	32	0.6M

tude: 200km; 5m/sec acceleration/deceleration. The system is capable of lifting a total of 1,000kg. Destroig Flight Systems require four weeks training to use. Agility bonuses apply. Flight time: 100hrs.

Snap-On Interface: Allows for quick removal of weapons systems and the snap-on replacement of normal looking limbs. Cybernetic limbs with a snap-on interface cost 2.5 times their basic price.

Upper Combat Chassis: Comes complete with exoskeleton required to mount heavy weaponry to the body of a borg. All external upper body skin and muscle systems of the individual have been replaced (chest and arms, not the head). The upper body has a strength of 150. Constitution lost: 30%. Integrity: Chest 40; Arms 20 each; Hands 5 each.

War Chassis: A complete mechanical exoskeleton designed to carry a full spread of cybernetic attachments. Comes complete with snap-on interface joints. Effective Body Strength: 135. Threshold: 20. Constitution lost: 60. Integrity: Chest 40; Abdomen 40; Legs 25 each; Arms 20 each; Hands 5 each; Feet; 8 each.

DESTROIG WEAPON SYSTEMS

As if the Destroig borg wasn't badass enough, when equipped with a snap-on interface he can now snap on some heavy metal heat and dish it out with the best of 'em. Sure it's hard to pick up a beer with your auto laser cannon instead of your arm, but so what, it's cool!

Destroig weapons use the appropriate skill and integrity reduction for their weapon type, which is listed in the descriptions below. The snap-on interface provides the borg with enough initial skill to utilize the weapon, negating the penalty for not knowing how to use a given weapon system. A borg with no Pulse Cannon skill can still snap on the APG and have its base chance to hit. After that skill bonuses are applied normally.

Note: Using Destroig Weapons Systems requires the use of a Battle, War, or Upper chassis.

Optional Rule: Any hand weapon can be modified with a snap-on interface to act as a Destroig weapon. The modified weapon costs twice as much as normal and can only be purchased from a tech level 6 or higher weapons shop. The weapon's encumbrance remains the same, as does its ammo requirements (magazine, backpack, etc.). Weapons whose encumbrance is the same as or less than the empty internal space of a section can be modified as pop-up weapons; a thought command allows the weapon to appear in a half action. Weapons modified as pop-up weapons cost four times the base price. Pop-up weapons can only be housed in limbs. As always, Battle Master's discretion.

APG-Vindicator: Called the Vape Gun because it vaporizes targets. Pulse Weapon skill.

Balshrom Mini-Gun: Snap-on arm assembly that fires 20 armor piercing rounds per second. The assembly carries 200 rounds. Reloads cost: 1,000cr. Archaic Powder Weapon skill.
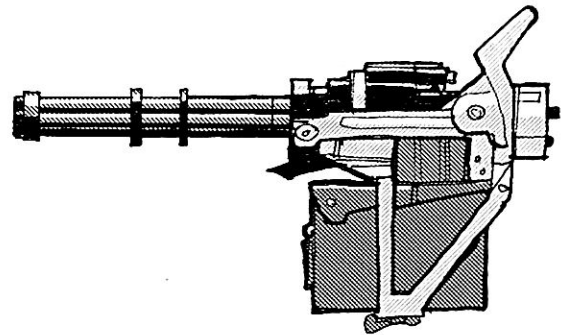
Cheesecutter Gatling Auto Laser Cannon: The Cheesecutter Impact Laser superimposes cross hairs over the eye and can zoom in on targets out to 5,000m. It is deadly accurate, and fires 12 shots per round. Built-in features include an area spread for randomly distributing shots over a 5m grid. Reduce accuracy stats by half. The onboard energy cell contains enough energy for 200 shots. Beam Weapon skill.

Electron Field Generator Power Cannon: It generates a d4HP Omega pulse. Although not specially designed for it, the Power cannon can engage enemy armor with deadly efficiency. It is also good at knocking over buildings. The gyro stabilizer prevents you from being knocked into the middle of next week every time the gun fires. Accuracy is treated as anti-tank ranges. Omega Weapon skill

Maximizer Auto Cannon: Affectionately called The Club by Destroig units. Snap-on arm assembly with a massive auto fire plasma cannon. Pulse Weapon skill.
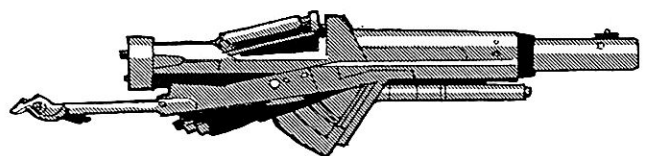
Metalroid Anti-Tank Systems: Fires 12 Bonoir missiles with the same efficiency as the anti-tank round. The missile is kicked out of the tube by a small explosive charge, then ignites its engines at 20m distance. Direct Fire skill.

Patriot 2 Missile Pack: Snap-On arm assembly with built-in inertial grav unit. This unit contains 4 miniature surface to air missiles. Reloads cost 70,000cr apiece. The Patriot 2 has a 100% accuracy out to 20km. ECM rated at 10%, and ECCM rated at 05%. Damage: d6HP. No skill required.

ARTIFICIAL INTELLIGENCE MODULES

TYPE	ELE	EMP	SPACE	COST
Bypass Security	25	30	0.2	50,000
Extended Memory	30	35	0.1	150,000
Mission Interference	20	20	0.2	90,000
Programming 1	20	20	0.2	35,000
Programming 2	20	20	0.3	68,000

ARTIFICIAL INTELLIGENCE MODULES (AIMs)

Artificial intelligence modules are the core of every cyborg's heart. They are highly illegal and stiffer penalties for operating them are currently being deliberated on the floor of the Senate. Uncle Ernie Freiberg is under indictment for selling these units. AIMs are available only on the Black Market or through the Anarchist Rebellion Movement. This is one of the few technological areas where the Rebels and ARM enjoy a comfortable lead over the Alliance.

Artificial intelligence modules allow a cyborg to interface with machines. The Borg's thoughts are translated into a variety of electromechanical messages. The module translates the cyborg's thought commands into the appropriate robotic/system language and broadcasts them to the target (150% transmission level). All AIMs are programmed with nearly 35,000 machine/computer/robotic languages. The module also allows the cyborg to understand the return transmissions from the target. The cost includes implant.

Note: AIMs can also be utilized by non-cyborg sentients. However, a cyborg needs no training in their use whereas a non-cyborg requires at least four weeks of extensive training. The training costs 5,000cr and up.

Bypass Security: The borg can interact with a computer, visually seeing the various types of security systems as a holographic image inside his head. Using a thought centered decryption system, he can set up the proper codes to break the security measures. Adds a +30 to Bypass Security measures. Range: 20m.

Extended Memory: This module increases the amount of information that a cyborg can retain. The extended memory module acts as a huge storage bank. Information is stored biochemically utilizing nucleic acid chains, and recalled as thought components when required. The cyborg can upload or download information like a normal computer. The unit comes with a built-in Hyper-net uplink (TL 6) with a 100km range. Stores 2,000 SC.

Mission Interference: Electronic jamming commands are sent to a robot, interrupting its brain module. The percentage chance to interfere with the robot's mission equals the borg's Activate/Deactivate skill - the complexity level of the robot's brain module (1-25) - 80 + the borg's IQ skill bonus. Effective Range: 1,000m.

Programming 1: This module allows the borg to reprogram other computers from up to 50m. It adds a +50 to Computer Programming Basic/Coding checks.

Programming 2: A more powerful version of its predecessor. It adds a +80 to Computer Programming Basic/Coding checks and can remotely program out to 100km.

IMPLANTS PG. 103

Implants are small microcomputers inserted into a recipient's body and connected to the recipient's internal systems. Their function is to monitor specific biological activities within the host and to protect the body from certain types of attack. Implants are so small that they aren't visible beneath the skin. Beings like the Mazians have no central spinal system, but rather a huge network of neurons. Because of its shape-changing abilities, a Mazian can surround an implant and ingest it into its body. A character does not have to be a cyborg to benefit from implants.

Note: Mutzachans cannot use implants except for the Sonic Implant.

Adrenal Implant: Attached to the adrenal gland in Phentari and Human types only. The Phentari's equivalent to the adrenal gland is called the Phis gland and is located in the center of the chest. The implant is sensitive to changes in the body's respiratory and circulatory systems. Increases in the host's bodily functions above a computed threshold activates the implant and causes it to increase the stimulation of the adrenal gland. Strength and Constitution checks receive an additional +25% bonus. Initiative rolls are made at a -2. The adrenal implant can also be activated externally by remote control. The control is normally strapped to the wrist and the activation command sequence is punched in when bursts of adrenaline are needed. Due to the small size of the implant, its power is limited to 60 one-minute bursts or any combination thereof. Recharging costs 7,000cr. The implant is very sensitive to electricity, and electrical attacks may destroy it. It has an SMR vs electrical attacks of 20.

Bio-Implant: Similar to the neural-implant. It is attached to the liver and monitors the blood stream content. The bio-implant protects the individual from biologically based attack forms. It provides a +30% SMR modifier vs biological attack forms.

Electro-Implant: A small portion of a finger, paw, or talon is removed and a small, very powerful, electrolytic capacitor is surgically implanted in its place. The capacitor stores a charge of 15,000 volts and has a discharge time of 2 seconds. The charge is released upon neural command. An access port is hidden beneath the finger nail for recharging purposes. The implant requires one minute to fully charge. This system is electrically sensitive and can easily explode. It has an SMR of 20 vs electrical attack forms.

IMPLANTS PG. 102

TYPE	ELE	EMP	SPACE	1	2	3	4	5	6	7	8	MN	ROF	Q	DAM	COST
Adrenal Implant	40	40	-	-	-	-	-	-	-	-	-	-	-	-	-	var
Bio-Implant	20	20	3	80	50	-	-	-	-	-	-	100	1	50	2-12	20,000
Electro-Implant	20	20	-	Touch	-	-	-	-	-	-	-	-	1/2	1	2-8	5,000
Needler Implant	65	65	1	80	-	-	-	-	-	-	-	100	1	3	spec	8,000
Neural Implant	60	75	2	30	-	-	-	-	-	-	-	100	-	-	2-12	5,000
Sonic Implant	60	70	3	40	-	-	-	-	-	-	-	100	-	-	2-8	5,000

Needler Implant: Widely used by assassin types, a small portion of an individual's finger, paw, or talon is removed and a unit containing a Cyanide-4 capsule and needle firing assembly is attached. The device is cosmetically designed to look exactly like the removed member. Its true identity cannot be determined without the use of x-rays, since it is made of a plastic polymer. Upon neural command, the needle is fired at the target. If the assassin is touching the target, a +50% modifier is applied. The needle can be fired to a distance of up to 3m, and the needle cartridge contains enough Cyanide for 3 doses and reloads automatically. Extra needles can be purchased for 50cr each. Cyanide victims must make a Chemical SMR at a -10 penalty or lose 4d4 body points per minute until dead. Refills for the cartridge cost 2,500cr per dosage. Effective range 3m.

Neural-Implant: This expensive device is used to stop the effects of chemical agents that attack the central nervous system. It can be used by all races, with the exception of the Mutzachans. The device is implanted in close proximity to the central nervous system. In humans, it is placed under the skin, about 1cm above the kidney, just below the 4th lumbar vertebrae. Microscopic electrodes are then attached to the spine. The implant senses the entrance of foreign entities into the spinal column. It reacts by attempting to analyze the type of intrusion, determine the correct neutralization serum, then mix and inject the serum into the body's system. It does this automatically. Systems operations are accomplished by a small micro-computer with production lab. The lab has minute amounts of fifty different chemical redox agents that can be combined in different amounts to produce the correct antidote, all within seconds after the initial intrusion is detected. The implant is not always successful, but it provides a +45% modifier to SMRs vs chemical agents.

Sonic Implant: This device is usable by any race, except lizard types and Mazians. Neither race has a discernible hearing system. The implant is surgically inserted behind the eardrum and utilizes a high frequency noise filter to block out noise above a certain threshold. The discriminator adds +30 modifier to SMRs vs sonic attacks.

CYBERTRONICS PG. 104

Cybertronics do not merely replace missing body parts, but significantly enhance the effectiveness of a cyborg. They are generally very expensive, but can make a cyborg quite formidable. Matrix controllers should beware though; all of the matrix specific cybertronics are illegal in the Alliance.

Note: A character does not have to be a cyborg to benefit from implants.

Comm Unit (Head Phone): Thought dialed. No verbal communications are necessary. Range: 100km.

Electronic Warfare Computer: Advanced technology cyborgs utilize electronics to lock-on or break lock-ons by targets. The EW computer is used to defeat electronic warfare and has an ECM and ECCM rating of 70%.

Embalmitizer: Injects the body with Formaldehyde in the event of death so that the buzzards and bugs don't pick your butt clean.

Emergency Mind Dump: This computer backs up the host's entire thought processes every 10 minutes. In the event of host death, the system keeps the "mind" intact and on data cube to be placed into another clone body if the cube is retrieved. The computer is normally housed in the chest or abdominal cavity where it takes up 3 units of space.

Emergency Survival Computer: The Emergency Survival Computer is activated in the event of death. The computer determines the location of the hostile force and then attempts to evade. The artificial intelligence module is only programmed to evade for 2 minutes. The computer controls the muscle functions. Once the body reaches a safe haven, a cryogenic injection is automatically released into the body. So if you see someone get his head blown off and the body gets up and starts running away, then there is a fair chance that the body has an Emergency Survival Computer on board.

Emergency Thought Storage Unit: Automatically stores the host's thoughts in the event of death. The unit is externally housed and can be removed and played back on a visual screen. A vocal analysis and visual readout of the host's final thought (10 minutes) will be played back.

Emergency Transmitter: This unit is immediately activated in the event of the host being critically wounded or killed. It has a range of 200km and functions continuously for 10 days.

ondary artificial unit can be installed underneath the arm pit. The secondary automatically cuts in and begins monitoring when the primary is destroyed. As long as this backup is functioning, the body will remain alive, even if the brain has been destroyed.

Mind Shield: Sensitive to psionic waves. The threshold analyzer blocks out psionic frequencies. Adds +60 to SMRs vs mental attack forms and blocks casual mind scans.

Mood Discriminator: Allows the host to determine the mood of all personnel within a 3 meter radius.

Output Power Coil 1: Doubles the output power of any matrix. No more than 1 output coil can be housed at one time.

Output Power Coil 2: Triples the output power of any matrix. There is, however, a 01% chance of dying when this computer is employed.

Output Power Coil 3: This cerebral computer quadruples the output power of any matrix. Yes! It can be used in conjunction with a Power Dump. There is a 03% chance of death when this coil is employed.

Pain Inhibition Generator: Blocks out all sensations of pain. The host is not affected by any critical hit to the body, short of those which cause instantaneous death and those which cause bone criticals. In the event of instantaneous death, the host is allowed to make a system shock roll at a -40. If he is successful, then even this fate is ignored. It is assumed that the instantaneous death result was in fact do to massive pain and shock overload, with the body dying as the result. The host automatically fights until he reaches his death's door rating.

Power Dump: Quadruples the range, strength (damage), and duration of any matrix. There is a 03% chance of death from massive cerebral hemorrhaging when this unit is employed.

Power Helm: This implant allows a matrix controller to learn and generate matrices of 2 brackets higher than normally allowed for triple power point cost. However, generating such a matrix gives a 05% chance per matrix level of brain damage (lose 2d10 points of I.Q.).

• **Example:** Ernie is a 4th energy bracket empath. The Power Helm allows him

to generate 6th bracket matrices, but there is a 30% chance of brain damage every time he does so. It also costs 18 power points.

Power Storage Coil: The brain of the matrix controller is augmented to store double the normal power per day. The power coil can hold a maximum of 100 units of power. Multiple units can be used in conjunction with each other.

Quasi-Death Generator: Slows down the vital statistics so that the host appears dead. He is actually wide awake and can function normally.

Range Coil 1: Doubles the range of all powers. This unit is not located in the same section of the cerebrum as the Output , Power Dump, or Power Storage coils and therefore is not affected by them. Still, no more than one such range coil can be housed in the mind at any one time.

Range Coil 2: Triples the range of all powers.

Range Coil 3: It quadruples the range of any power. However, there is a 01% chance of dying when this unit is activated.

Regeneration Computer: Is attached to the base of the spinal cord. The computer automatically acts to regenerate any lost or damaged portion of the body. It heals tissue damage at a rate of 1 body point per minute. Thus an arm that was blown off because it suffered 10 points of damage would only take 10 minutes to completely grow back. The computer can only grow back 100 units of damage and automatically heals the most critical wounds first. Refills cost 100,000cr.

Simultaneous Output Coil: Allows the matrix controller to generate two different matrices at the same time.

Strength Module: Increases the firing rate of those neurons which control muscle activity (does not affect the sympathetic nervous system). The cost is for each 03 point increase in strength.

Suicide Bomb: Planted at the top of the brain stem. The person speaks a vocal number code and the bomb explodes, doing 2d100 points of damage to all persons within 2m, halved at 3-4m, and 1/4 damage at 5-10m, 1/8 damage at 11-20m.

Sustenance Computer: Carries 500 units worth of micro-nutrition and automatically injects the required amount of sustenance into the body when needed. The host is never hungry and doesn't tire easily. The maximum distance that one can travel per day is doubled.

Thought Processor: Increases the host's ability to concentrate, and thus enhances his ability to perform skill tasks. All IQ related functions have a +80% chance to succeed. The user of this unit may not benefit from the Chatilian Concentration matrix. The user may only work on one task at a time in order to gain this benefit.

4 • CYBERNETICS

why give the finger when you could use the whole fist?

Sure, we could give you a flashy picture, or a color logo featuring a scantily clad Gen Human spokesmodel. But we didn't want to distract you from this plain, simple fact: If you wear one of our Force Interface Strength Transfer products, you'll be able to pulp a Phentari's skull with your bare hand. From three meters away. Do you really need any more than that?

Bio-Cyberdine Systems.
Available sector-wide.

F.I.S.T. (FORCE INTERFACE STRENGTH TRANSFER)

Force Interface Strength Transfer systems are one of the hottest new technological breakthroughs to hit the weapons market in some time. The application of cybernetics has long been used in weapons to improve the firepower of soldiers on the modern battlefields of today. However, with the continued improvement of long range weapons capabilities, Eridani scientists and military strategists had become increasingly concerned that the abilities of archaic combat types was being eroded. In 2268, the Eridani government offered tax breaks on weapons companies that entered the field of research known as FIST, Force Interface Strength Transfer. Flux shields were being remodulated and reconfigured to propagate directly outward from a static point. Eventually, gauntlets were built, gloves that projected a short range, highly powerful forcefield directly outward from the hand. Punches thrown by a fighter or skilled martial artist produced significantly more damage than with normal hands or talons.

FIST gauntlets are cybernetic attachments. While they do not directly replace the hand, they are attached to it via bio-links. Consequently, manual dexterity is reduced by 40 points when wearing the gloves. There doesn't exist a Phentari variant that can be attached to tentacles, although a cyber-research firm is currently working on the problem and plans to have a prototype ready within a few years.

Damage application from FIST is figured simply. Each system has an energy transfer ratio which reflects the damage output increase of the hand.

• **Example:** If a Ram Python attack would normally produce 8 points of damage, a Slam system would increase that damage yield from 8 to 16 points.

The function time relates to how long the system can be used before needing to be recharged, which requires 30 seconds. The glove may still be used during the recharge time, but does not provide a force intensification. Normal damage is inflicted.

The cost of the gloves is relative to a size class 4 individual, and is figured as with armor. A size class eight person would pay double the amount for the system. Finally, FIST systems can be used in conjunction with archaic hand weapons by paying an additional 25% above and beyond the list price of the cyberware. This provides the damage bonus to the weapon.

There are limitations when using the gloves. No hand held weapon that utilizes a trigger can be employed when using FISTs because of the tendency of the forcefield to cause unwarranted discharge (they can be deactivated but require 30 seconds to recharge). Secondly, the gauntlets are subject to damage from EMP and electrical shock as with any other cybernetic attachment. In the event of a shut down or damage, the wearer is unable to use his hands in any capacity other than as clubs. He himself will not be able to remove the gloves, which requires a level three Cybernetic Installation check.

Bio-Cyberdyne, in conjunction with Eridi-Corp, were the first to produce FIST systems, which have become the rage of high society warriors. Since then, Able Corp as well as the Balshrom Science Corporation have joined the fray.

Note: FIST systems discharge 5 power units per use and can be recharged by a Mrs. Fusion or other TL 5-6 device.

Note: Wearers may pick up or manipulate objects at any range of their FIST system with a further -20 to Manual Dexterity (on top of the -40 for wearing the gloves).

106   BATTLELORDS OF THE TWENTY-THIRD CENTURY

F.I.S.T. SYSTEMS

TYPE	DAM	FT	ELE	RNG	SRF	COST
BC-Mangler	x1	12	98	3	N/A	400,000
Crunch	x2	4	100	0	N/A	275,000
Crush	x4	6	99	2	N/A	0.5M
Death Knoogie	x12	10	60	6	2	10.0M
Force Hand	x8	10	25	8	1	3.5M
Slam	x2	3	80	0	N/A	125,000
Smash	x3	8	95	0	N/A	300,000
Squish	x3	5	70	3	N/A	0.5M

FT: Function Time in seconds
SRF: Strength Reduction Factor

BC-Mangler: The Balshrom Science Corporation BC-Mangler is a 1 to 1 energy transfer unit with an energy extension system. The energy extension allows the cyborg to reach out up to 3m away from him or herself and strike objects without actually touching them. While there is no increase in damage output, there are numerous applications to the technology. Attempts to pick up objects incur a -80 penalty to Manual Dexterity checks instead of the regular -60.

Crunch: Crunch is a 2 to 1 energy transfer system that is nearly impervious to electrical attack forms. But you pay for it in damage yield. It is produced by Bio-Mechanics War Systems, an up and coming cybernetic design company, currently competing for what is historically Bio-Cyberdyne market share.
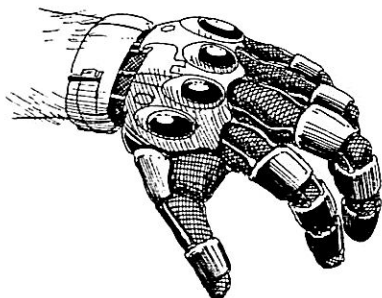
Crush: Bio-Cyberdyne's answer to the production of the Mangler is the release of Crush. Crush is a 4 to 1 extension system with a 2 meter range. It has FMS (Fine Manipulation System), allowing the borg to pick up objects with no penalty. Crush is the only system that allows one to use a discharge weapon, such as a rifle, while active.

Death Knoogie: Again, this Bio-Cyberdyne product is only available to Ram Pythons. Death Knoogie is a 12 to 1 energy transfer with no FMS. Its Strength Reduction Factor (SRF) is 2 per meter, out to a maximum range of 6 meters. Worn like gloves with an external body energy pack. The pack has a threshold of 10. If it is compromised, it explodes causing 2d6 x 10 points of damage. Comes with crayon diagrams so Rams can figure out how to put the backpack on!
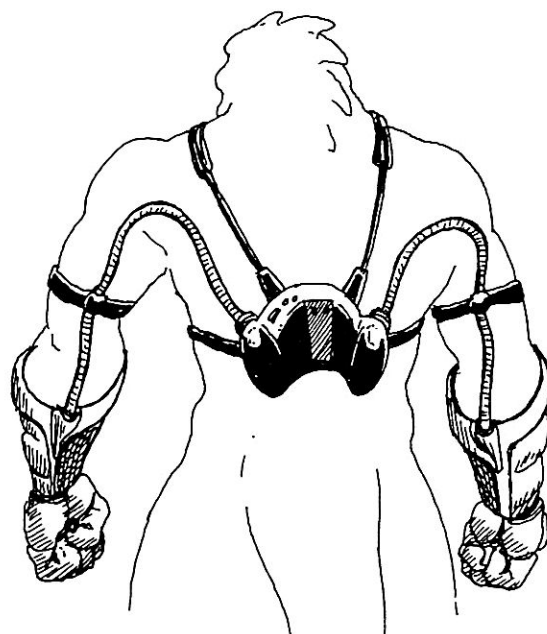
Force Hand: Force Hand is illegal, but it is widely accepted that the Balshrom Science Corporation has sub-contracted out Uncle Ernie and his Minions of Doom to produce this TL 8 cybernetics system. Force has an 8 to 1 energy transfer coefficient, which is range dependent out to 8 meters. The strength coefficient drops off 1 multiple per meter from the cyborg. It has a FMS with no Manual Dexterity penalties. The unit requires an energy pack which is placed in the abdominal cavity of the cyborg, requiring 6 units of space allocation.

Slam: Slam is the first functional FIST system able to transfer energy on a 2 to 1 basis. This cybernetic gauntlet completely replaces the arm section and costs the individual 7 points of Constitution. Slam is vulnerable to electronic based attack forms and persons who fail their SMRs suffer double damage.

Smash: Smash is a bionic implant produced by Bio-Cyberdyne. It has a 3 to 1 energy transfer and improved electrical insulation systems. However, only Human and Ram Python units exist, much to the dissatisfaction of the other races. Many people contend that the decision to produce only Human and Ram Python models was strictly political. After it was announced, Bio-Cyberdyne was granted a 100 year license to produce bionic weapons systems on Pythos.

Squish: The Squish unit allows for 3 to 1 energy transfer at ranges up to 3 meters.

AVAILABILITY OF ITEMS

This table details the availability of all items found in *Lock–N–Load: Armor, Equipment, & Cybernetics*. All items are assigned a Tech Level (TL), Availability (AV), and Cost. Note that any changes in cost here are official prices. Sorry for the inconvenience, but the sale on Saylon Warheads has ended (see below).

TL: The item is manufactured on a planet with this Tech Level. If PCs look for an item on a planet where the Tech Level is not within these limits, then the chance of finding this item is decreased by 15% per difference in TL.

AV: This denotes the base chance of finding the item within the appropriate tech level(s).

P:	Prolific	95%
VC:	Very Common	75%
C:	Common	65%
UC:	Uncommon	40%
R:	Rare	20%
VR:	Very Rare	05%
U:	Unique (almost)	01%

Note: Each level of Street Smarts increases the chance of finding an item by 03%.

ITEM NAME	TL	AV	PRICE
ARM ROCKETS			
Balistex	5-6	UC	7,000
Hellfire-7	5-6	UC	6,000
Hellfire-8	5-6	R	6,500
Interfon	4-5	C	1,000
Slipstream	4-6	UC	3,000
Yo Momma	5	UC	3,500
ARMOR OPTIONS			
Ablative Liner	4-6	UC	250
Air Supply	3-6	C	750
Altimeter	3-5	R	200
AMM	4-5	UC	25,000
Anti-Grav Belt	4-6	R	75,000
Anti-Magnetic Generator	4-5	R	25,000
Anti-Plas Generator	5-6	VR	75,000
Auto Doc	4-6	UC	5,000
Auto Injector	4-6	P	3,500
Auto Laser Cannon	6-7	VR	1.2M
Auto Minelayer	4-5	R	15,000
BMH (basic)	3-6	UC	1,500
BMH (look and shoot)	4-6	VR	35,000
BMH-Ultra	5-6	VR	60,000
Body Flares	4-6	R	10,000
Camouflage Unit	4-5	UC	3,500
Carrying Case	3-6	P	10,000
Combat Shield	4-5	UC	5,000
Corrosive Protection	3-6	VC	1,000
Cryo Option	5-6	R	25,000
Defoliator	4-6	VR	3,000
Displacement Device	5-6	VR	75,000
Drop Bag	4-6	UC	5,000
ECM (Cost per +01 mod)	4-6	R	2,000
Electromag Converter	4-6	P	25,000
Emergency Exit	4-6	R	2,500
Environmental Containment	4-6	P	1,400
EZ-IFF	4-6	C	4,000
Force Shield	6-7	VR	3.0M
Flotation Device	3-5	UC	2,000
Flux Shield	5-7	VR	150,000
Foot Claws	5-7	UC	4,000
Gills	3-4	R	2,500
Grappling Hoist	3-4	UC	1,500
Grenade Launcher	3-5	C	5,000
Gyro Stabilizer	5-6	VR	2,000
Heavy Belt	5-6	R	125,000
Holographic Generator	6+	VR	250,000
HIC	5-7	VR	80,000
Hover Jets	4-6	R	18,000
IFF Beacon	4-6	C	3,500
Infrared Dampener	4-6	UC	4,500

ITEM NAME	TL	AV	PRICE
ARMOR OPTIONS (CONT)			
Infrared Discriminator	4-6	R	15,000
Insulation (EMP)	4-6	R	20,000
Integron	5-7	UC	2,500
Internal Flotation Systems	4-6	R	8,000
Internal Food Processor	4-5	C	1,000
Jet Pack	3-5	UC	35,000
Jump Pads	4-5	R	10,000
Kinetic Energy Shield	4-6	UC	20,000
Laser Shield	4-6	R	10,000
Launch Pads	5-6	VR	20,000
Magnetic Deflection Gen.	4-6	R	30,000
Magnetic Disrupter	4-6	R	425,000
Mental Targeting System	6-7	VR	250,000
Molecular Phase System	7+	VR	2.0M
Phase Nullification System	6-7	R	750,000
Planar Explosive	4-5	R	5,000
Polymizer Dispenser	5-6	VR	175,000
Portable Fusion Gen.	4-6	R	80,000
Power Omega	7+	VR	500,000
Protection (plating)	4-6	VC	spec
Protection (servos)	4-6	VC	spec
Quick Draw	4-5	UC	15,000
QSU (E)	4-6	P	1,500
QSU (I)	4-6	P	2,000
Rad-Liner	3-6	P	250
Radar Absorbent Coating	4-7	C	1,000
Radar Detector	4-6	UC	3,000
Rebreather	4-7	VC	1,000
Sanitizer	4-5	R	8,000
SDLU	5-6	VR	40,000
Search Light	3-5	P	500
Shield	1	P	50
Shoos	3-5	C	200
Skalers	3-4	UC	2,000
Smoke Generator	3-5	UC	3,250
Strength+	5-7	R	150,000
Suicide Bomb	4-6	VR	40,000
Systems Analyzer	3-5	UC	15,000
Systems Repair Unit	4-6	R	30,000
Tac-Net	5-7	UC	25,000
Talons	3-5	VC	5,000
Thermal Generator	4-6	R	30,000
Thermometer	2-5	P	50
UV Scrambler	4-6	R	15,000
Vizex	5-7	UC	12,000
Xtra Heavy Belt	5-7	VR	325,000

ITEM NAME	TL	AV	PRICE
ARMOR PACKAGES			
Belligerence	5-6	R	870,000*
Bulldog	4-6	C	20,650*
Durablite CS	4	VC	14,450*
Grenadier CS	4-6	R	42,750*
Guardian	6+	U	3.0M
Hercules	7	U	10.0M
PO Boys WM	3-5	C	10,700*
Subterfuge	5-6	VR	208,500*
Titan	7+	U	32.0M
Vampire BS	5-6	R	12,300*
Warrior	6-7	U	7.0M
ARMOR, ABSORPTION			
Absorption (normal)	3-6	P	150
Cracite Absorption	5-7	R	350
Regneration Armor Abs.	5-7	VR	spec
Sponge Absorption	5-7	R	100
Synth-Polymer Absorption	4-6	UC	spec
ARMOR, BARGAIN BASEMENT			
Advantage	4-6	C	7,000
AKMR	4-6	C	2,000
AKMZ	4-6	C	4,000
Econo Master	3-6	VC	700
Hemmoragher	4-6	UC	11,000
Jesus Suit	4-6	C	1,200
KJR Battle Suit	4-6	UC	35,000
Po Man's Battle Suit	3-6	P	200
Prayer Suit	4-6	C	900
Savior Battle Armor	4-6	UC	18,000
The Hack Suit	4-6	R	20,000
ARMOR, BODY			
AKM Body Suit	3	P	450
AKMB	3-5	VC	1,400
Banded Mail	1	UC	120
Bear	4-6	VC	12,000
Bio-1	4-5	R	2,500
Bio-2	5	VR	6,000
BP-1	2-3	P	100
BP-2	3	UC	150
BSH	4-5	UC	14,000
Ceramic	4-5	UC	11,500
Chain Mail	1	UC	100
Combat 1	3	C	1,800
Combat 2	4-6	UC	28,000
Combat 3	4-6	R	100,000
Coral	5-6	VR	40,000
Cruiser	3	UC	1,500
Cub	3-4	VC	2,500
D2	4-6	C	30,000
Electrolyte	4-6	R	40,000

ITEM NAME	TL	AV	PRICE
ARMOR, BODY (CONT)			
Flex	4	P	8,000
Generation	6	R	25,000
Gorilla Suit	5-7	R	75,000
Guisarme	3-4	R	20,000
Infiltrator	5-6	R	15,000
Kodiak	4-6	UC	50,000
Leather	1	P	70
Opticon	4-6	R	15,000
Plate	1	VR	130
Protecon	4-6	UC	6,500
Reflection	4-6	R	10,000
Spoiler	6-7	VR	150,000
Spy Master	5-6	VR	65,000
Street 1	3-5	R	3,000
Street 2	3-5	R	15,000
Street 3	4-6	VR	40,000
Streetwise	4-6	R	90,000
Welch	3	R	3,500
ARMOR, HEAVY			
CD 2	5-6	UC	92,500
CD-7	6	VR	350,000
Double or Nothing	6-7	R	350,000
Dragoon	5-6	VR	200,000
Gladiator	5-6	R	200,000
Grizzly	6	R	450,000
Hansen	5-6	R	150,000
Mesh	5-6	UC	160,000
Mist	6-7	VR	200,000
MX-4	5-6	R	145,000
Repulsor	5-6	R	150,000
Soaker	5-7	VR	150,000
Timar	6-7	VR	350,000
Tri-Mesh	5-6	R	290,000
ARMOR, MECHANIZED BATTLE			
Argus	6-7	VR	4.0M
Assault	6	R	0.5M
Dreadnought	7	U	20.0M
Heavy Assault	6	VR	1.0M
MBA	6-7	VR	2.0M
Power Mesh	6	R	0.5M
ARMOR, REACTIVE			
Enamel Battle Armor	7+	U	35.0M
Exosheath	7+	U	20.0M
Husk	7	VR	3.5M
Laytex	7	VR	3.5M
Membrane	7+	U	8.0M
Monitor	7+	U	10.0M
Shell	6-7	VR	1.5M
Shield	6-7	R	.75M

ITEM NAME	TL	AV	PRICE
ARMOR, REGENERATION			
Barbarian	7	R	260,000
Bear-2	6-7	UC	18,000
Big Grizzly	7	R	600,000
Combat-X	7	R	160,000
Combat-XR	7	R	210,000
Dreadnought-2	7+	U	30.0M
Gargantuan	7	R	450,000
Kodiak-2	6-7	R	75,000
Koordine Battle Gear	7	VR	800,000
Recoiler	7	R	225,000
T-Rex	6-7	UC	16,000
Warrior	7	VR	750,000
ARMOR, SPECIAL			
BES	4-6	VR	20,000
ES-3	4-6	R	3,000
EVM-1	3-5	C	1,500
Mazian Armor	5-7	VR	-20%
T-12	3-5	R	10,000
ARMOR, STREET CLOTHES			
Baseball Cap	3-5	UC	750
Beleatox	3-5	R	6,000
Dieta	3-5	R	15,000
Gloves	3-5	UC	300
Gloves (heavy)	3-5	UC	600
Kwoisekt	6-7	VR	13,000
Kycaliot	3-5	R	12,000
Overcoat	3-5	UC	10,000
P-Boots	3-5	UC	2,000
Pants (baggies)	3-5	UC	2,700
Pants (dress)	3-5	UC	1,500
Pants (jeans)	3-5	UC	3,000
Shinu	3-5	UC	8,500
Shirt (dress)	3-5	UC	4,000
Shirt (turtleneck)	3-5	UC	4,000
Ski Jacket	3-5	UC	9,000
Ski Mask	3-5	UC	2,000
Skinsuit	4-6	C	8,000
Skinsuit (heavy)	4-6	UC	12,000
Soelph	4-7	R	9,000
Steel Kilt	3-5	R	4,000
Street Nub	4-7	R	11,000
Sweater (turtleneck)	3-5	UC	8,500
Szmalka	4-6	VR	13,000
Temeck Hat	3-5	R	2,500
Tie	3-5	UC	600
Wingala-Nairasu	3-5	R	25,000

ITEM NAME	TL	AV	PRICE
BEVERAGES			
Algherian Draft	2-7	P	3
Dil Mmack	2-7	R	11
Femalor Beer	2-7	P	3
Gordon's Malt Liquor	2-7	P	5
Jua	2-7	P	6
Kaler's	2-7	P	2
Mad Jax	2-7	P	2
Nectar of the Ram	1-7	P	5
Nla	2-7	P	4
Orion Star Utaban Scotch	2-7	P	6
Orionus Supreme	2-7	P	4
Paus Orion	2-7	C	10
Pu-Mmack	2-7	R	7
Solar Tequila	2-7	P	4
Turpentine	2-7	P	1
COMPUTERS, BODY			
Cracker	6-7	UC	4,000
Gamma 30	6-7	UC	11,000
Genie	5-6	UC	1,000
Pad	5-6	UC	400
SciCom GF	6-7	UC	5,000
StrikeForce	5-6	UC	1,500
Veliton	7+	R	22,000
COMPUTERS, PCD			
ClipTech	4-6	p	150
Executive	6-7	P	800
Mercury III	5-6	C	350
Outback	5-6	UC	500
Sport2	5-6	C	300
CYBERENTICS, SKULL ENHANCEMENTS			
Bionic Skull	4-6	R	10,000
Mind Screen	5-6	VR	25,000
Neuro Toxin Neutralizer	5-6	VR	15,000
Oxygen Supply	5-6	R	8,000
Sonic Suppressor	4-6	UC	25,000
CYBERNETICS, AIMS			
Bypass Security	6-7	VR	50,000
Extended Memory	6-7	VR	150,000
Mission Interference	6-7	VR	90,000
Programming 1	6-7	VR	35,000
Programming 2	6-7	VR	68,000
CYBERNETICS, ARM IMPLANTS			
Chemical Spray	4-6	UC	12,000
Climbing Claws	4-6	UC	2,000
Computer Int. Joints (Atmospheric Flight Systems)	5-7	R	20,000+
Computer Int. Joints (Galactic Bank Systems)	5-7	U	20,000+

ITEM NAME	TL	AV	PRICE
CYBERNETICS, ARM IMPLANTS			
Computer Int. Joints (Galactic Police)	5-7	VR	20,000+
Computer Int. Joints (Military)	5-6	R	20,000+
Computer Int. Joints (Military Defense)	6-7	U	20,000+
Computer Int. Joints (Space Flight Systems)	5-7	R	20,000+
Electrical Discharger	4-6	UC	20,000
Eye Stalk Actuation Coil	5-7	UC	35,000
Finger Gun	4-6	C	5,000
Finger Laser	4-6	R	20,000
Flamethrower	4-6	VR	15,000
Glue Gun	4-6	UC	4,000
Gyro Stabilizer	5-6	UC	8,000
IHAC	5-6	UC	20,000
Laser Welding Torch	5-6	R	6,000
Power Drill	4-6	R	5,000
Power Saw	5-6	R	5,000
Prosthetic Limb	2-5	C	1,000
Talons	4-6	C	5,000
Web Caster Generator	4-6	VR	20,000
Wrist Launcher	4-6	R	20,000
Wrist Pulse Unit	5-6	VR	30,000
Wrist Rocket	4-6	VR	50,000
CYBERNETICS, CHEST IMPLANTS			
Adrenal Implant	4-6	UC	10,000
Anti-Plasma Generator	5-6	VR	120,000
Bio-Implant	5-6	R	12,000
Displacement Device	6-7	VR	130,000
Electromag Converter	6-7	VR	35,000
Flux Shield Generator	6-7	VR	400,000
Gas Filtration System	4-6	UC	70,000
Gills	5-6	R	4,000
Kinetic Energy Shield	5-6	R	32,000
Mag. Deflection Gen.	5-6	VR	50,000
MedPort	4-6	C	1,000
Mini-Missile Pack	5-6	VR	90,000
Neural-Implant	5-6	R	20,000
Oxygen Supply	4-6	UC	10,000
Reinforced Rib Cage	4-6	P	20,000
Sound Amplifier	4-6	P	8,000
Spinal Cage	4-6	C	15,000
Storage Cabinet	4-6	R	500
Toxin Neutralizer	4-6	VR	80,000
CYBERNETICS, DESTROIG CHASSIS			
Battle Chassis	6-7	R	0.8M
Chassis Plating	6-7	R	10,000
Core Generator	6-7	R	100,000
Cosmetic Surgery	5-6	C	55,000
Flight Systems	6-7	VR	2.0M

ITEM NAME	TL	AV	PRICE
CYBERNETICS, DESTROIG CHASSIS (CONT)			
Lower Combat Chassis	6-7	R	62,000
Snap-On Interface	6-7	R	75,000
Upper Combat Chassis	6-7	R	50,000
War Chassis	6-7	VR	1.2M
CYBERNETICS, DESTROIG WEAPONS			
APG-Vindicator	7	U	600,000
Balshrom Mini-Gun	6-7	VR	100,000
Cheesecutter	7+	U	6.5M
EFG Power Cannon	7+	VR	10.0M
Maximizer AC	6-7	VR	0.6M
Metalroid AT System	7	U	1.4M
Patriot 2 Missile Pack	7	VR	0.6M
CYBERNETICS, EAR IMPLANTS			
Hearing Amplifier	3-5	P	15,000
Lang. Analyzer/Modulator	5-6	R	25,000
Signal Detector	4-6	R	20,000
Sound Amplifier	4-6	R	8,000
Transceiver	3-5	R	5,000
CYBERNETICS, EYE IMPLANTS			
Biological Scanner	5-6	VR	7,500
Explosive Detector	5-6	R	2,000
Eyeball of Death	4-6	R	21,500
Flash Suppressor	4-6	R	300
HAZMAT Scanner	4-6	UC	7,500
Infrared Detection	4-6	UC	5,500
Motion Detector	5-6	R	12,000
Night Vision	4-6	UC	4,000
Optical Laser Unit	4-6	VR	2,000
Plasma Eye	4-6	UC	2,500
Radar Detection	4-6	R	5,000
Retinal Duplication	6-7	VR	12,500
Target Acq. Computer	5-6	VR	15,000
Ultraviolet Detection	4-6	R	10,000
Video Camera	4-6	UC	5,000
X-Ray Vision	5-6	VR	40,000
Zoom Tel.escopic Vision	4-6	UC	10,000
CYBERNETICS, FOOT IMPLANTS			
Climbing Claws	4-6	UC	2,000
EM Boots	4-6	R	20,000
Hover Jets	5-6	VR	60,000
Jump Pads	5-6	R	35,000
Metal Detector	4-6	C	5,000
Smoke Generator	4-6	UC	5,000
Stump	2-5	VC	350
CYBERNETICS, IMPLANTS			
Adrenal Implant	4-6	UC	var
Bio-Implant	5-6	R	20,000
Electro-Implant	4-6	UC	5,000

ITEM NAME	TL	AV	PRICE
CYBERNETICS, IMPLANTS (CONT)			
Needler Implant	4-6	R	8,000
Neural Implant	5-6	VR	5,000
Sonic Implant	4-6	R	5,000
CYBERNETICS, OTHER RACES			
Gizerack Tail	5-7	UC	5,000
Phentari Tentacle	5-7	UC	15,000
Python Lizard Tail	5-7	UC	10,000
Ram Python Tail	5-7	UC	10,000
CYBERNETICS, SYSTEM ENHANCEMENTS			
Cosmetic Surgery	4-6	P	spec
Electrical Insulation	4-5	C	200
EMP Insulation	4-6	C	500
Extensor	6-7	R	2,000
Increased Reflexes	4-6	UC	20,000
Increased Speed	4-6	UC	200
Increased Strength	4-6	C	2,000
Microwave Insulation	4-6	UC	400
X-Ray Insulation	5-6	R	40,000
CYBERNETICS, COMPUTER INTERFACE JOINTS			
Flight Systems (atmospheric)	6-7	VR	15,000
Flight Systems (space)	6-7	VR	20,000
Galactic Bank Systems	6-7	U	1.0M
Galactic Police	6-7	U	20,000
Military Defense Systems	6-7	U	400,000
Military Hardware	6-7	VR	20,000
COMPUTERS, HARDWARE MODULES			
Accounting	5-7	VC-VR	spec
Alien Technology	5-7	R-U	spec
Architectural Engineering	5-7	C-U	spec
Astrocartography	5-7	C-U	spec
Base Station Comm	5-7	C-U	spec
Biologoy	5-7	C-U	spec
Bypass Security	5-7	UC-U	spec
Chemistry	5-7	C-U	spec
Civil Engineering	5-7	C-U	spec
Cryptography	5-7	UC-U	spec
Cybernetic Engineering	5-7	UC-U	spec
Defeat Security	5-7	UC-U	spec
Disease Diagnosis	5-7	C-U	spec
Electrical Engineering	5-7	C-U	spec
Graphics	5-7	C-U	spec
Hydraulic Engineering	5-7	C-U	spec
Identify Vessels	5-7	C-U	spec
Identify Robots	5-7	C-U	spec
Ionization Engineering	5-7	UC-U	spec
Law	5-7	C-U	spec
Linguistics	5-7	UC-U	spec

ITEM NAME	TL	AV	PRICE
COMPUTERS, HARDWARE MODULES (CONT)			
Mechanical Engineering	5-7	C-U	spec
Navigation/Land	5-7	VC-VR	spec
Navigation/Space	5-7	VC-VR	spec
Nuclear Engineering	5-7	UC-U	spec
Physics	5-7	C-U	spec
Robotics Engineering	5-7	C-U	spec
CYBERNETICS, DERMAL ENHANCEMENTS			
Chameleon Skin	5-6	R	3,000
Chemical Skin	5-6	UC	5,000
Dermal Armor 1	5-6	UC	25,000
Dermal Armor 2	5-6	R	65,000
Dermal Replication	6	VR	46,000
Exoskeleton	5-6	R	70,000
Infrared Damp. Skin	5-6	UC	12,000
CYBERTRONICS			
Comm (Head)	5-7	C	10,000
Electronic Warfare Computer	6-7	VR	120,000
Embalmitizer	5-6	R	1,000
Emergency Mind Dump	6-7	VR	0.7M
Emergency Survival Comp.	7	VR	0.8M
Emergency Thought Storage Unit	6-7	VR	0.5M
Emergency Transmitter	5-7	R	5,000
ESP Module	6-7	R	25,000
Flow Coil	7+	U	2.5M
Frequency Scanner	5-7	R	10,000
Hyperlink	5-7	C	15,000
Intuition Module	6-7	VR	45,000
IQ Enhancement	6-7	VR	10,000
Jam Strobe	5-6	R	15,000
Life Shield Generator	6-7	VR	5.0M
Life Support Generator	6-7	VR	2.0M
Manual Dexterity Enhancement	6-7	VR	7,000
Matrix Crossover Network	7+	U	750,000
Matrix Port	6-7	VR	45,000
Medulla Oblongata	7	VR	30,000
Mind Shield	5-7	VR	250,000
Mood Discriminator	6-7	R	7,000
Output Power Coil 1	6-7	VR	500,000
Output Power Coil 2	7	U	2.0M
Output Power Coil 3	7+	U	6.5M
Pain Inhibition Generator	6-7	VR	3,500
Power Dump	7+	U	18.0M
Power Helm	7+	U	20.0M
Power Storage Coil	7+	U	500,000
Quasi-Death Generator	6-7	VR	20,000
Range Coil 1	6-7	R	100,000

ITEM NAME	TL	AV	PRICE
CYBERTRONICS (CONT)			
Range Coil 2	6-7	VR	225,000
Range Coil 3	7	VR	350,000
Regeneration Computer	7	VR	200,000
Simultaneous Output Coil	7	VR	200,000
Strength Module	5-7	VR	17,000
Suicide Bomb	5-7	VR	50,000
Sustenance Computer	5-7	R	3,500
Thought Processor	7	VR	1.0M
EQUIPMENT, COMMUNICATIONS			
Ear Transceiver	3-5	R	150
Radio (base)	3-5	UC	1,200
Radio (field)	3-4	UC	500
Radio (hand)	2-4	P	70
Radio (interplanetary)	4-6	VR	40,000
Radio (interstellar)	5-6	VR	4.5M
Radio (long range)	3-5	R	4,000
Radio (traveler)	3-4	VC	150
Shoe Phone	3-5	R	400
Watch Phone	3-5	R	500
EQUIPMENT, COMPUTERS			
Armor Repair Connector	4-6	UC	2,000
Backup Module	4-6	C	750
CBR5R	4-6	UC	3,500
CC Upgrade	5-6	C	250
Com-module	4-6	C	2,300
CyberLink	5-6	UC	5,000
Data Wafer Case	3-7	P	15
Data Wafer/Cube/Strip 10 Pack	3-7	P	20
EDM	4-7	VC	500
EMP Insulation	4-7	C	3,500
Holo Projector	4-6	C	1,500
Hyper-net Uplink (TL 5)	5-6	P	1,000
Hyper-net Uplink (TL 6)	6-7	C	4,000
Med-Link	5-7	UC	650
Mrs. Fusion Adapter	5-6	R	200
Multi-Port Reader	5-6	UC	500
Physical Composite Module	5-6	VR	1,250
Printer	3-6	P	50
Printer, 3-D Access	4-6	C	7,500
Printer, 3-D	4-6	C	1,000
Remote Joystick	4-6	C	200
Spook	5-6	UC	1,000
Storage Module	6-7	C	500
Tech Adapter	5-6	UC	100
Urban Layout Module	5-6	UC	10,000
V-Bridge	5-7	R	2,000
Vehicle Repair Link	5-7	C	900
Visual Connection	4-6	C	85

ITEM NAME	TL	AV	PRICE
EQUIPMENT, COMPUTERS (CONT)			
Visual Scanner	3-5	C	100
Weapon Repair Link	4-7	C	850
EQUIPMENT, DETECTION			
Altimeter	3-6	VC	100
Auto Mapper	5-6	UC	6,000
Binoculars	2-4	P	25
Binoculars (infrared)	3-5	R	95
Binoculars (long range)	2-4	C	50
Binoculars (night vision)	4-6	R	230
Binoculars (wide angle)	3-4	UC	50
Bio Scanner	4-6	R	7,000
Bug Finder	3-4	UC	500
Bug Killer	3-4	UC	1,500
Camouflage Detector	4-6	R	5,000
Carbon Dater	4-6	R	9,000
D3-A Scanner	3-5	VR	25,000
DD-48 Vaporizer	3-5	R	1,000
Goggles (Infrared)	3-5	R	150
Goggles (Ultraviolet)	3-5	R	100
Infrared Enhancer	4-5	R	8,000
Infrared Spotlight	3-6	R	500
Metal Detector	2-5	P	200
Mood Discriminator	4-5	R	3,000
Motion Detector	4-6	R	10,000
Physical Composite Computer	5-6	VR	10,000
Plastic Explosive Detector	3-5	UC	2,500
Pocket Jammer Detector	3-5	R	1,000
Radar Detector	3-5	UC	5,000
Sonic Amplifier	3-5	R	1,000
Sonic Discriminator	4-6	R	4,000
Tire Strip	3-4	UC	400
TonChar Analyzer	5-6	VR	3,500
Transmission Jammer	4-6	R	10,000
Urban Layout Computer	4-6	R	15,000
UV Flare	4-6	R	1,500
Vibro Rod	4-6	R	7,000
Vizex Solo	4-7	UC	4,500
EQUIPMENT, EMERGENCY MEDICAL			
Biological Redox Agent	3-5	R	30
Blood Factor	4-5	VR	200
Blood Transfusion	2-5	P	40
Body Bag	2-5	VC	200
Body Cart	5-6	VR	30,000
BRI (standard)	4-6	P	100
Brain Surgery Unit	5-6	R	100,000
BRI (massive)	4-6	C	500
Chemical Redox Agent	3-6	R	300
Coolant Injection	5-6	R	225
Cryo Injection	5-6	VR	10,000

ITEM NAME	TL	AV	PRICE
EQUIPMENT, EMERGENCY MEDICAL (CONT)			
DFMS-401	6	U	10,000
DNA-6BMR	5-6	VR	1,000
Drug Analysis Lab	4-6	R	7,500
Embalming Solution	2-5	UC	3,500
First Aid Kit	2-4	P	20
Forensics Kit	4-6	R	10,500
Gurney	2-4	VC	1,000
Hydrocortizal	4-6	VR	500
Isolation Bag	4-6	R	1,000
Medijector	4-6	VC	250
Medisensor (personal)	4-6	UC	1,500
Methane Injection Port	4-7	VC	15,000
Methane Injection	4-6	C	500
Necromal	5-6	VR	3,000
Nuprenethal	4-6	C	500
Oxygen Injection Port	4-6	R	15,000
Oxygen Injection	4-6	R	500
Pain Inhibition Serum	5-6	VR	15,000
Paramedic Kit	3-6	UC	15,000
Perception Injection	4-5	R	300
Pneumatic Cast	4-5	R	250
Portable Surgery Unit	5-6	R	75,000
Radiation Treatment Serum	3-6	R	600
Rage Injection	4-6	R	500
Reflex Tablet	3-5	R	700
Regeneration Serum	5-6	VR	50,000
Restraint Coat	4-6	R	500
Saratine	4-5	VR	350
Slap Bandage	4-6	UC	50
Storage (medical)	3-6	VC	5,000
Straight Jacket	2-5	UC	300
Surgical Kit (portable)	3-6	UC	5,000
Synapse-1	5-6	VR	2,000
TDX-Enzy	6	VR	10,000
Thermal Blanket	4-5	UC	2,000
Tranquilizer Unit	4-6	R	5,000
Tri-Sodium Epsonate	6	VR	1,000
Truth Serum	3-5	R	5,000
Viral Infection Spectrum	4-6	UC	10,000
Viral Inoculation Computer	3-5	UC	25,000
White Count Injection	3-5	UC	150
EQUIPMENT, ENVIRONMENTAL HAZARD			
Chemical Alarm	2-5	VC	125
Chemical Goggles	3-5	UC	200
CS-4 Chemical Suit	3-5	UC	325
CS-7 Chemical Suit	4-6	R	600
Decon Kit	2-5	P	500

ITEM NAME	TL	AV	PRICE
EQUIPMENT, ENVIRONMENTAL HAZARD (CONT)			
E-Tent	6	VR	25,000
Filter Mask	2-5	P	100
Geiger Counter	2-5	P	400
Gloves (protective)	2-6	P	2
GM-4 Gas Mask	3-5	UC	250
GM-7 Gas Mask	3-5	UC	425
Goggles, Protective	3-6	P	30
Hot Bath	5-6	VR	15,000
Identification Tape	2-5	UC	15
EQUIPMENT, ESPIONAGE			
Acidizer	4-6	R	700
AI Decoder	6	R	75,000
Auto Key	3-5	R	4,000
Blow Torch	2-4	VC	35
C-Serum	4-5	VR	10,000
Cam Flybot	5-6	VR	25,000
Camera (digital)	2-4	P	150
Camo Chameleon Spray	4-6	C	800
Code Decryption Device	4-6	R	200,000
Contact Microphone	3-5	R	75
Cosmetic Kit	2-5	UC	35,000
Electronic ID Encoder	4-6	VR	150,000
Electronic Stethoscope	3-4	R	1,000
Electronic Tracer Device	3-5	R	250
Field Detector	4-6	UC	50,000
Fingernail Cam	4-6	R	1,000
Forcecuffs	4-6	UC	250
Forgery Kit	2-4	R	425
Grinder	2-4	UC	250
Gut Jar	2-4	UC	50
Handcuffs	2-5	VC	60
Handsub	3-5	UC	950
Image Projector	3-4	VR	10,000
Imagizer	4-5	R	50,000
Infrared Dampener	4-6	R	10,000
JP-1 Combonizer	4-6	VR	10,000
Jump Pads	4-6	R	10,000
Leg Irons	2-5	UC	300
Light Bridge	5-6	R	15,000
Lobotimizer	5-6	VR	150,000
Lock Picks (basic)	2-3	UC	200
Lock Picks (electronic)	3-5	R	2,000
Lock Picks (professional)	3-4	R	600
MDD-24	6	VR	250,000
Mind Probe	6-7	VR	2.5M
Mini Scanner	3-5	R	1,200
Mini Video Camera	4-6	VR	1,200
Null Suit	6-7	VR	90,000

ITEM NAME	TL	AV	PRICE
EQUIPMENT, ESPIONAGE (CONT)			
Nullifer	5-6	R	12,000
Paper Shredder	3-5	R	400
Pocket Signal Detector	4-6	VR	200
Power Shunt	3-4	R	700
Pry Bar	2-4	P	10
Sensoid Killer	4-5	R	7,500
Sensoid Master	5	VR	15,000
Spanner Bridge	5-6	VR	25,000
Spy Dot	5-6	UC	700
Stoic Countenance	5-7	R	15,000
Stun Deflector	5-6	VR	20,000
Suitcase (false bottom)	2-4	UC	250
Super Imagizer	4-6	R	100,000
Thieves' Duplicator	4-5	VR	10,000
Trouble Maker	5-6	VR	35,000
UV Paint	3-4	R	50
Wire Cutters (professional)	2-4	C	80
Wire Tap	2-3	R	14,000
Wire Tap (electronic)	4-6	R	40,000
Wireless Remote Mini Cam	4-6	VR	7,000
Wrist Torch	3-4	R	200
X-Ray Paint	5-6	R	5,000
X-Ray Video Camera	5-6	VR	25,000
EQUIPMENT, OPERATIONS			
Asphalter	3-5	UC	60,000
Barbed Wire	2-5	C	200
Blanket Net	4-6	UC	25,000
Bubble	5-6	R	300,000
Bug Zapper	3-4	UC	200
Camouflage Net	2-3	UC	100
Commo Phone	2-3	UC	40
Electrical Fence	2-4	UC	250
EV-1 Mole	5-6	VR	20,000
Field Bio Detector	6-7	R	120,000
Field Motion Detector	4-6	R	80,000
Flag	Any	P	80
Flood Light	2-4	C	150
Food Synthesizer	5-6	R	47,000
Force Shield	5-6	VR	5.0M
Force Wire	4-6	UC	500
Geo-Pinger	3-5	R	35,000
Glowbar	3-5	VC	2
Heater	4-5	C	50
Holo Terrain Simulator	6-7	VR	7.0M
Insta-Hole	3-5	C	150
Ladder	2-6	P	25
Landing Beacon	4-6	C	1.5M
MASH	4-5	R	1.0M
Mechanics Station	4-5	R	340,000

ITEM NAME	TL	AV	PRICE
EQUIPMENT, OPERATIONS (CONT)			
Metal Fence	2-6	P	60
Modular Housing	4-6	UC	20,000
Motion Scrambler	5-6	UC	12,000
Ore Analyzer	4-6	VR	22,000
P-A System	2-5	R	1,000
Plasma Generator	5-7	UC	250,000
Polymizer (heavy)	5-7	UC	250,000
Porta John	2-6	UC	500
Portable Freezer	3-6	C	150
Portable Stove	3-6	P	100
Portable Tower	4-6	R	10,000
Power Shield	6-7	VR	50.0M
Prefab Bunker	5-6	R	2,500
PTB-110	5-6	C	15,000
PTB-210	5-6	C	35,000
Sandbag Covers	1-5	P	2
Science Station	5-6	VR	1.0M
Sky Jack	4-6	VR	750,000
Skydome	4-6	R	80,000
Spraycrete	4-6	C	250
Thumper	4-5	UC	12,000
Trencher	4-6	R	45,000
Waste Disposal Unit	4-6	C	3,500
Weather Gauge	3-5	C	1
EQUIPMENT, PERSONAL			
Aaginato	6-7	VR	150,000
Amperon	5-6	VR	25,000
Ascender	2-5	C	350
Assizzan Travel Rug	4-6	UC	3,000
Atmospheric Processor	4-6	R	5000
Backpack	2-4	P	40
Bagpipes	2	R	20,000
Blood Salt	4-5	VR	1,000
Blue Cocaine	3-5	R	500
Brain Scratcher	4-6	R	30
Bwal	2-4	C	2,000
Cargo Tape	4-6	VC	20
Case (magnetic proof)	3-6	R	120
Case (shock proof)	3-4	UC	75
Case (super)	4-6	R	250
Case (water proof)	2-6	VC	30
Chem Lab (portable)	3-6	UC	700
Cizerack Work Gloves	2-7	VR	25,000
Climbing Kit	3-6	VC	450
Collapsible Shovel	2-5	P	25
Compass	2-3	P	7
Compass (digital)	3-6	C	100
Compass (magnetic)	2-5	P	15
Corang	3-6	R	Var

ITEM NAME	TL	AV	PRICE
EQUIPMENT, PERSONAL (CONT)			
D-Ring	2-5	UC	15
Desert Tarp	3-5	VC	80
Dummy (practice)	ANY	P	500
Dword	2-6	UC	50
Emergency Transmitter	3-5	UC	100
Figure-8	3-6	C	22
Fire Extinguisher (portable)	3-6	P	20
Fire Mix	4-6	C	20
Flare Gun	2-4	P	75
Flashlight (normal)	2-3	P	5
Flashlight (threader)	3-4	UC	12
Ghillie Suit	2-5	C	150
Grapple Gun	2-5	VC	75
Grapple Hook	2-5	VC	15
Grenade Scoop	5-6	R	25,000
Helmet Cam	3-5	UC	4,000
Holo Generator (vehicle)	6	VR	45.2M
Holster	2-6	P	45
Holster, Double	3-6	UC	65
Ice Melter Tablets	4-6	VC	30
IFN	4-5	UC	300
Inkie	4-5	C	5
Job Visor	2-5	UC	600
Korilium-312	5-7	VR	25,000
Krosh Fork	3-5	R	2,000
Kwik Kakes	2-7	P	3
Lot-a-Cot	3-5	C	25
Mace	3-5	UC	10
Mega Glue	4-6	UC	20
Mercy Coat	4-6	R	800
Mood Synthesizer	4-6	C	500
Mutzachan Blood Filter Kit	7+	UC	5,000
Nub	3-6	P	3,000
Oelph	5-7	R	2,000
Oxygen Tank	2-5	UC	200
P-Cabin	6	R	5,000
P-38	2-6	UC	2
Parachute (military)	2-3	P	900
Parachute (professional)	3-4	VC	1,500
Phent Morsels	2-5	R	25
Phio-Sodium Augurate	5-6	VR	
Pitons (20)	2-5	P	25
Pneumatic Saw	3-5	UC	170
Pocket Pilgrimage	6-7	R	25,000
Polymizer (portable)	5-6	R	100,000
Poncho	2-5	P	15
Pop-n-Boil Ration	2-5	P	5
Psychic Gore	6	VR	17,000
Psychic Nullifier	5-6	R	10,000

ITEM NAME	TL	AV	PRICE
EQUIPMENT, PERSONAL (CONT)			
Psychic Shield Generator	6	VR	150,000
Purification Tablets (food)	2-4	P	10
Purification Tablets (water)	2-4	P	8
Raft: 2 man	2-4	P	100
Raft: 4 man	2-4	C	225
Raft: 6 man	2-4	UC	400
Range Finder	3-5	UC	8,000
Refrigerator (portable)	3-4	UC	125
Rent-A-Skill Chip Case	3-6	P	50
Repellant (bug)	2-6	P	10
Rifling Equipment	2-3	VC	30
Rope (flex): 20m	3-6	UC	50
Rope (std): 20m	1-6	P	10
Satchel	1-5	P	10
SCUBA Equipment	2-4	C	350
Scrim Net	2-4	C	10
Shark Chain	2-4	UC	1,000
Shark (J-7)	4-6	R	4,000
Shrink Net	4-5	R	400
Skinsuit	3-5	C	200
Skull Polisher	2-5	C	400
Sleeping Bag	2-5	P	80
Sleeping Bag (arctic)	2-5	C	140
Sleeping Bag (methane)	4-6	R	500
Space'Em	5-7	C	2,000
Spear Gun	3-5	R	300
Spray-O-Screen	5-7	UC	500
Still (portable)	3-5	R	900
Stove (portable)	3-5	VC	100
Swiss Army knife	2-6	C	35
Tablets (protein)	2-5	P	50
Tablets (salt)	2-5	P	3
Tactical Vest	2-5	P	200
Tent: 2 man	2-4	P	110
Tent: 4 man	2-4	VC	225
Tent: 8 man	2-4	UC	350
Terrible Tail	1-5	UC	1,000
Thurn	2-5	R	50
Thwack'em Stick	1-4	UC	500
Toastees	5-6	P	30
Tombstone	1-5	C	50
Tool Kit (electronic)	4-6	UC	15,000
Tool Kit (ionization engineer)	4-6	R	5,000
Tool Kit (masters)	3-4	UC	500
Tool Kit (normal)	2-4	VC	100
Vibro Hammer	5-7	UC	900
Voice Amplifier	4-5	C	350
Voice Emitter	3-6	R	1,000
VPCL	4-7	P	750

ITEM NAME	TL	AV	PRICE
EQUIPMENT, PERSONAL (CONT)			
Wakies	6-7	R	1,000
Wamburger	2-6	P	2
Web Gear	2-6	P	40
Wet Weather Gear	2-5	P	200
Whistle	1-6	P	1
Zero-G Propellant	3-6	P	550
F.I.S.T. SYSTEMS			
BC-Mangler	7	VR	400,000
Crunch	7	R	275,000
Crush	7	VR	0.5M
Death Knoogie	7	U	10.0M
Force Hand	7	U	3.5M
Slam	7	C	125,000
Smash	7	R	300,000
Squish	7	VR	0.5M
HELMETS			
Absorbix	3-4	UC	1,300
AKMH	3-5	UC	950
AKMS	4-6	R	56,500
Bell SS	4-6	R	54,000
Brain Bucket	4-5	UC	12,000
Conehead	5-6	VR	40,000
Cranium Monster	7+	U	5.0M
Dancerz	4-6	R	25,000
Defender	7	U	750,000
Deshard	5-6	R	40,000
Deshard S	5-6	VR	85,000
Deshard X	5-6	VR	200,000
DH-1 (open face)	3-4	P	3,000
DH-2	4-6	VC	18,000
Dome	6	VR	220,000
Function	6-7	VR	250,000
Function +	6-7	U	300,000
Goliath	6-7	VR	500,000
Illuminary	6-7	VR	200,000
Jousen 3	4-6	R	150,000
Kevlar 3 (open face)	3	P	150
Leather Cap	1	P	15
MBA	6-7	VR	250,000
MBA+	6-7	U	400,000
Metal Helm	1	VC	40
MOH	4-6	R	45,000
MOH 2	6	VR	160,000
MOH 3	7	U	800,000
Punkin Head	5-6	R	60,000
Range Master	4-5	UC	18,000
S-1	6	R	150,000
S-2	6	VR	180,000
Shalkon	4-5	R	8,000

ITEM NAME	TL	AV	PRICE
HELMETS (CONT)			
Shalkon MS	4-6	R	100,000
Skull	7	U	3.0M
Survivor	4-6	UC	35,000
TDA	3-5	R	335,000
TDA-2	4-5	R	500,000
Tri Mesh	6	VR	120,000
Tri-Lar	3	C	300
Visored Helm	1-2	C	90
HELMETS, RESONANCE			
Black Visor	7+	U	20.0M
Brain Shield	7+	VR	5.0M
Deshard Dome Piece	7	VR	3.0M
Shalkon Bumble Bee	7+	U	10.0M
Skull 2	7+	U	15.0M
HOME IMPROVEMENTS			
3D-Globe	4-6	UC	55,000
8 Wafer Tri-Vid Player	4-6	C	2,000
Alarm System (motion)	3-5	UC	var
Alarm System (thermal)	4-6	R	var
Alarm System (window)	3-5	UC	var
Asteroid	4-5	C	7,000
Bar Wall Unit	4-5	UC	6,000
Body Dryer	4-5	C	5,000
Body Scan	5-7	R	2.0M
Collar Comm Unit	4-6	C	500
Communications Scrambler	4-5	R	25,000
Document Atomizer	4-6	R	15,000
Door (energy field)	5-6	R	65,000
Door (sliding)	5-6	C	12,000
Door Lock (electronic)	3-5	C	8,000
Door Lock (finger print)	4-6	C	30,000
Door Lock (retinal scan)	4-6	R	75,000
Door Lock (voice print)	4-6	C	20,000
Food Atomizer	5-6	UC	5,000
Food Synthesizer	5-6	UC	15,000
Generation Defense System	6-7	VR	1.5M
Glaxxon Food Service	7	VR	100
Glow Lights	5-6	R	500
Grav Furniture	5-7	UC	30,000
Grav Landing System	6-7	UC	10.0M
Holo Combat Station	5-7	R	2.0M
Hologram Stand	4-6	C	1,000
Hologram Wall Piece	4-6	VC	3,500
Holographic Stereo	5-6	C	6,500
Home Defense Unit	5-6	R	2,000
Intercom	3-5	VC	1,000
Isolation Tank	5-6	R	50,000
Jacuzzi	3-5	C	3,000
Jungle Package	4-6	UC	50,000

ITEM NAME	TL	AV	PRICE
HOME IMPROVEMENTS (CONT)			
Light Carpet	4-6	UC	3,000
Light Wall	4-6	C	15,000
Methane Package	4-6	UC	120,000
Mood Plants	5-6	R	5,000
Mood Ware	5-6	VR	3,000
Moon Beams	4-6	UC	1,000
Planetarium	4-6	R	0.8M
Radiation Package	5-7	UC	250,000
Safe (energy)	5-7	R	50,000
Safe (master)	5-7	R	15,000
Safe (wall)	3-5	UC	10,000
Satellite Uplink (interstellar)	6-7	VR	3.5M
Satellite Uplink (planetary)	4-5	UC	80,000
Sauna	3-5	C	7,000
Sky Light	2-6	VC	6,000
Surgery Unit (automated)	5-7	VR	5.5M
Telescope	4-6	R	7,000
Tri-V	5-6	C	10,000
Valet Parking	2-6	C	var
Virtual Reality Center	5-7	VR	10.0M
Visual Com Net Display	4-6	UC	2,000
Window Tri-V	5-6	UC	15,000
LASER ANTI-MISSILE SYSTEMS			
Balshrom Umbrella	7	VR	2.0M
Dissector	5-7	R	600,000
EWES	5-7	R	1.0M
Freewill	6-7	VR	1.5M
LMDS	5-6	UC	400,000
MISSILE RACKS			
Armband	4-6	UC	200
Digiton	6	VR	20,000
Encasement	4-6	R	5,000
Mycroline	5-6	R	1,000
Partisan	5-6	R	8,000
Ripple	5-6	VR	9,000
NANOIDS			
Chew	6-7	VR	21,000
Dubl-Check	6-7	UC	10,000
Electron Gnome	6-7	R	5,200
Fly On The Wall	6-7	R	21,000
Headsman	6-7	R	16,000
Konstrukto	6-7	UC	16,000
MedBot	6-7	UC	14,000
Mini Maid	6-7	UC	17,000
NanoLink	6-7	R	2,000
Nanomag	6-7	R	500
Nanomasque	6-7	VR	4,000
Neutral Nanoid Module	6-7	UC	3,500
QuickBone	6-7	R	14,000

ITEM NAME	TL	AV	PRICE
PERSONAL DEFENSE SHIELDS			
Body Guard	6-7	VR	520,000
Cover	5-6	VR	50,000
Defiance	6	VR	149,000
Duck!	6	R	12,500
Haven	6+	VR	230,000
Protection	5-6	R	110,000
RADAR SYSTEMS			
Awareness	3-5	UC	10,000
Doppler-1	3-5	UC	20,000
Digiton Battle System	5-6	VR	1.0M
Dynatech	5-6	R	70,000
Farsight Combat Array	6-7	U	5.0M
Perception	4-6	R	35,000
REFLEX MISSILES			
Digiton Warhead	5-6	R	20,000
Horizon	6	VR	35,000
Jack Rabbit	6	VR	30,000
Mirv-System	6-7	VR	60,000
NARC	4-6	UC	10,000
Sabot	6-7	VR	40,000
Saylon Warhead	7	VR	75,000
Tracker	5-6	R	18,000
Whistler	6	R	25,000

NANOID CONSTRUCTION

PCs are encouraged to make up their own uses and constructs for these machines. Battle Master discretion and approval is highly advised; these machines are cutting edge and very complex so the difficulty level in controlling and creating them should be high. In addition, other skills may be required to build new constructs in certain situations.

When constructing Nanoids, remember that they use a 1 to 1 ratio, so it will require 1 point of nanoids to affect 1 point of "something" else. For example, 1 point of nanoids could repair 1 point of AI, or add 1 point to your Bio SMR, or do one point of BP damage, etc. As always, your Battle Master will make the final decision on the actual capabilities of your nanoids as well as the difficulty of building and controlling your construct. The existing constructs and modules should be used as templates for determining the capabilities of new constructs and modules. The cost of a construct is typically equal to 1,000 x CD, plus some premium. The cost of a single point of pre-programmed module is typically equal to 300 x CD, plus some premium.

The following chart summarizes typical difficulties for building a construct. Construction Difficulty (CD) levels are cumulative. Constructs with a Construction Difficulty higher than 25 cannot be created. The difficulty of building a construct cannot be reduced below 5.

Construction Difficulty for Nanoids

Constructs that are used beneficially on living beings	+10

Lifespan

1 second	+0
1 round	+3
1 minute	+6
1 hour	+9
1 day	+12
1 week	+15
1 month	+18

Task Completion Time: Base*

1d4	+7
1d6	+6
1d8	+5
1d10	+4
1d12	+3
1d20	+2
1d100	+1

Task Completion Time: Units

Seconds	x4
Rounds	x3
Minutes	x2
Days	x1

Task completion multiplied by number of nanoids used   x 0.5

Reproduction**

None	+0
Double points once per day	+10
Double points once per minute	+15
Double points once per round	+20
Double points once per second	+25

Control Level (Base of 10)	**+0**
CL reduced by 1+1 per one point reduction	
CL increased by 1-1 per one point increase	

Required Skills***

1 Skill (lvl 3)	-1 ea.
1 Skill (lvl 5)	-2 ea.
1 Skill (lvl 10)	-3 ea.
1 Skill (lvl 15)	-4 ea.

Miscellaneous***	**Typically +1 or/-1.**	
	BMs discretion	

* To determine the time the nanoids need to finish their task, first select a Task Completion Time: Base and record the positive modifier to the right in the above table. For example, a Base of 1d6 has a modifier of +6. Next select a Task Completion Time: Unit and record its multiplier. For example, the Unit of Minutes has a modifier of x2. Finally take the positive modifier of the Base and multiply it by the Units multiplier. So in our case we would take 6 x 2 and get a Construction Difficulty of 12. Remember that the Construction Difficulty can be increased or decreased by the other modifiers (Reproduction, Required Skills, etc.) in the charts above.

A Note About Lifespan: If a module of nanoids runs out of lifespan before finishing its task the BM will determine the outcome. For example, a task like repairing a bone is generally considered to be a failure if it is only partially completed. See the Battle Masters Note in the Nanoids section of this book for further information on that. If the user becomes aware of the incompleteness of a task, he can attempt to finish the repair with more nanoids. However, tasks like destroying (or repairing) the integrity of armor can still

have a positive outcome when partially completed. For example, let's say you're using 20 points of Chew nanoids to attack a suit of armor. You roll 1d4 and determine that they require 4 seconds to complete their task. However, the lifespan of Chew nanoids is only 1 round, which is 3 seconds. So your BM declares that your nanoids accomplished 75% of their task (3 seconds/ 4 seconds = 0.75) and did 15 points (20 x 0.75 = 15) of integrity damage to the armor.

** Reproduction is not possible without suitable raw materials. Nanoids can not reproduce while performing another task. BMs discretion. Make sure your nanoids have a lifespan longer than their reproduction time or they'll be dead before they can multiply.

*** For example, to program the Chew construct from scratch the builder must have at least 5 levels of the Chemistry or Metallurgy skill, thus the Construction Difficulty of building (not using) the Chew construct is reduced by 2 levels.

**** If a construct has a miscellaneous advantage or disadvantage not covered in the above table the BM can add 1 to the difficulty for advantages, or subtract 1 from the difficulty for disadvantages. For instance, the tech level of the target can adversely affect Electron Gnome nanoids. This constitutes a miscellaneous level 1 reduction in Construction Difficulty.

Example of construction:

QuickBone

Used beneficially on living beings	+10
Lifespan: 1 day	+12
Time Completion: Base (1d20)	+2
Time Completion: Units (minutes)	x2
multiplied by number of nanoids used	x0.5

Time Completion: Total (+2 x 2 x 0.5=2)	+2
Reproduction (None)	+0
Control Level (19)	-9
Miscellaneous (Ashanti x2 points)	-1

Total Construction Difficulty (CD)	**14**

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