

# LOCK-N-LOAD RELOADED

GAMING ADDICTION

**BATTLELORDS**  
OF THE TWENTY-THIRD CENTURY

SSDCE203  
ISBN 1-931320-05-5

**Alliance Weapons Manual**

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## GRANNY'S BASKET • V.1.0

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## LOCK-N-LOAD: RELOADED

The PDF you have in your grubby little hands, or on your grubby little screen, is the compilation of material that did not make it into SSDC's Lock-N-Load books. We're releasing it to the general public in the hopes that you might find some of it useful or at the very least, entertaining.

Before you turn up your nose at the "rejects" you should know that there are a lot of reasons this material didn't make it into the Lock-N-Load books. Sometimes we - we being the editors and company owners - felt the material was inappropriate for the setting. Other times we felt the material would dramatically alter game play or game balance. Heck, sometimes we just came up with the idea after the books had gone to press. Not all of this material is a hazard to game balance. Some of the material was simply cut due to lack of space in the book. Other times we felt the material had a lot of merit, but would over-complicate an already detailed game system. BMs should feel free to pick and choose what optional rules and items they want to use. A check-list has been provided so you can clearly indicate to your players which rules and items you'll be using.

To help you sort out what's what, all of the items in this manuscript have been labeled with a Game Balance Value (GBV). Before you ask, yes we do love acronyms. Get use to it, there are lot more in this PDF! The GBV indicates the likelihood that allowing this item in your game will cause problems, start arguments, disturb game play, destroy game balance, or otherwise fracture the space-time-carnage continuum. The higher the GBV the more likely the item or rule may cause problems. Most of these ratings are judgment calls on the editor's part and some devices and rules may be more or less detrimental to game balance than advertised. Battle Masters allow these items at your own risk, and players should employ them with caution. **Note:** Sometimes particular items are assigned individual GBVs, on other occasions an entire class of items or weapon system (like Parasites) are assigned a GBV as a whole.

As a final note, I'd like to point out that most of the material in this PDF was assembled from the editor's forum discussions. As a result, much of this material has undergone minimal editing and even less play-testing. In addition, a bunch of editors doing some friendly bickering on an Internet forum makes it really hard to establish authorship of the text included within this document. Some of the ideas in here were the genius of a sole editor, while others were a collaborative effort. As a result, I'm just going to credit everybody to reduce the chances of me being pulse blasted or thwacked. Please forgive me if I leave you out of the credits. Please don't tell anybody if I put you in the credits by mistake.

Best of luck,  
Tony "Warmonger" Oliveira

**Warmonger's Rule:**

**"If you're not excessive, then you're never really sure."**

I think I followed that rule to a "T" when I assembled this monster.

**Granny's Basket: Lock-N-Load RELOADED**

**Version 1.0**

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## Game Balance Rating (GBV)

The game balance value scale runs from 1 to 5 as follows:

GBV	Explanation
1	Little or no effect on game play and balance. Safer than a dead Furble.
2	May have some effect on game play and balance. Still safer than being the only guy in the landing party with a red shirt.
3	Moderate effects on game play. Probably no worse than showing your players Lock-N-Load for the first time.
4	Likely to significantly change game play, start arguments, and require some execution decisions, er... I mean executive decisions, by the Battle Master. More dangerous than a Phentari with a license to kill and an itchy trigger tentacle.
5	Dramatically affects game balance. Use these rules and items with caution. Worse than a drunk Orion with a time machine and a backpack nuke.
?	GBVs higher than 5 or lower than 1 will only be found in the Humor section of this PDF. They're our feeble attempts to be funny.
N/A	Rules with no GBV values may simply be clarifying an existing rule or be "official." Alternatively, some ammunition for new weapon systems does not have a GBV, because the GBV is assigned to the new weapon system as a whole.

## CYBERTRONICS PG. 21

TYPE	ELE	EMP	SPACE	COST
External Output Coil	15	20	0.1	250,000
External Range Coil	12	12	0.1	50,000
HUD Contact Lenses	20	20	0	2,000
Surprise Trigger	45	45	0.3	45,000

## CYBERNETICS PG. 20

TYPE	ELE	EMP	SPACE	COST
Mental Trigger	30	20	0.4	varies

## DETECTION EQUIPMENT PG. 22

ITEM	SS	ENC	COST
Bomb Detonator	95	1	1,000
Explosives Detector	95	3	35,000

## ESPIONAGE EQUIPMENT PG. 22

ITEM	SS	ENC	COST
Biomech Duplicator	95	1	100,000
Booby-Trap Trigger	95	var	2,000
Coloring Agents	100	1	300
Texturizing Agents	100	1	1,000

## ARMOR OPTIONS PG. 11

OPTION	SIZE	ENC	LOC	COST
Anti-Laser Coating	B	0.5	-	40,000
Anti-A/R Grenades	0	0.5	spec	200
Anti-Wave Generator	1	10	Head	2,000
Chaff Ejectors	1	3	Arm	20,000
Crystalline Coating	B	2*	spec	3,000*
Crystal Shield	1	10	Arm	10,000
Feynman Field Generator	5	4	Chest	20,000
Fire-Control Computer	1	1	Helm	120,000
Flux Shield 2	14	11	Chest	1.0M
Flux Shield 3	12	10	Chest	1.5M
Flux Shield 4	10	9	Chest	2.0M
Flux Shield 5	8	8	Chest	2.5M
Frictionless Flux	2	3	Chest	1,500
Grenade Pusher	10	2	Chest	20,000
Grounding System	12	4	Leg	6,000
Halon System	4	2	All	300
Hard Point	1	1	Arm	var
Heat Sinks	5	4	spec	500*
Internalized Weapon	var	var	Any	250 x Size
Jammer Detector	1	0.25	spec	2,000*
Liquid Rad Liner	B	2	-	5,000
Lizard Tail Plating	2	2	spec	500*
Mine Detector	1	1	Leg	10,000
NEC	7	2	Chest	30,000
Non-Stick Coating	B	0.5	-	100
Polymerized Armor	2	4	-	spec
SAWM (Small)	5	1	Any	20,000
SAWM (Large)	10	2	Arm	35,000
Spikes	0	SC x 2	All	1000 x SC
Toaster System	7	5	All	10,000

## OPERATIONS EQUIPMENT PG. 23

ITEM	SS	ENC	COST
Passive IFF Receiver	95	1	500
Radar-Laser Sight	95	1	1,500
Target Locator	95	3	2,000
Target Locator PLUS	95	5	10,000

## PERSONAL EQUIPMENT PG. 24

ITEM	SS	ENC	COST
Za'l Stasis Generator	90	3	30,000
Zombie Generator	85	3	50,000

## PERSONAL DEFENSE SHIELDS PG. 24

TYPE	POINTS	SS	ENC	COST
Marshal	700	100	7	1,000,000
Secret Service	1,000	100	1	1,500,000
Panther	1,300	110	.5	2,000,000
Costner	1,700	120	.75	2,500,000

MISSILE RANGE BRACKETS	1	2	3	4	5	6	7	8
Distance (m)	01-50	51-150	151-250	251-500	501-1000	1001-2000	2001-3500	3501+

**ARMOR - SPECIALIZED ARMOR PG. 10**

TYPE	ARMOR INTEGRITY					ARMOR ABSORPTION									COST
	THR	CHEST	ABD.	ARMS	LEGS	CHEST	ADB.	ARMS	LEGS	ENC	ELE	EMP	FIR	CLD	
Gemini Armor	SPECIAL										var	var	var	var	20K + 3x

**ARMOR - HELMETS PG. 10**

TYPE	THR	AI	AR	ENC	ELE	EMP	FIR	CLD	COST
Bite Helm	6	6	10	5	10	20	45	45	3,000
Bite Helm Heavy	12	18	30	10	90	85	90	90	50,000
Bite Helm Custom	Special								+20%

**ARCHAIC HAND WEAPONS PG. 26**

TYPE	1	2	3	4	5	6	7	P	SS	ROF	Q	DAM	IR	ENC	COST
Bayonet	80	-	-	-	-	-	-	25	50	1/4	-	1-8	1	1*	10
Crystal Dagger	50	-	-	-	-	-	-	02	50	2	-	1-4	1	1	500
Double Sword	80	-	-	-	-	-	-	45	75	1/3	-	1-8	3	4	120
Flash Crystal	80	-	-	-	-	-	-	-	05	2	-	spec	0	1	250
Hot Rocks	80	50	00	-	-	-	-	-	40	1/4	-	spec	0	3	1,000
Kizanti Phase Weapon	Special														100x
Mazian Horse Shoes	60	35	-15	-	-	-	-	05	80	1	-	1-6	2	1	15
Razor Whip	70	-	-	-	-	-	-	-	15	1/2	1	1-8	3	5	500
Shatter Dagger	50	-	-	-	-	-	-	-	40	1/6	1	spec	0	3	50

**ARM ROCKET RIFLES (ARR) PG. 29**

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
Porcupine	102	87	65	40	20	00	-	-	99	94	Spec	Var	Var	7+Q	3000
Freefire Rifle	100	90	70	50	30	10	00	-	98	98	1	8/12	Var	10/12	6000
Freeshoot Rifle	108	70	66	40	10	-	-	-	97	99	3	8/12	Var	12/14	10,000

**ATTRACTOR/REPRESSOR BEAMS PG. 29**

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
Ravager II	100	88	60	10	-20	-	-	-	97	98	1	10	4-24	35	160,000
Able Positive	100	90	70	50	30	10	00	-	99	100	1	6	5-30	35	400,000
Nutcracker	105	90	70	50	20	00	-	-	98	100	1/3	50	6-36	50	600,000
Rattler	100	88	60	10	-20	-	-	-	97	98	1/3	25	8-48	45	800,000
Mixmaster	102	87	65	40	20	00	-	-	99	99	1/3	25	6-60	50	1.0M
Soulshaker	109	80	74	50	20	-20	-	-	100	100	1/3	20	8-80	65	1.5M
BC-Shatter	108	70	66	40	10	-	-	-	100	100	1/9	10	5-50	25	5.0M

**CAROUSEL GUNS PG. 31**

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
SlugGun	85	75	65	50	45	20	00	-10	97	96	1	25	6-36	12	250,000
TripleShock	80	70	60	45	40	10	00	-	97	90	3	24	6-36	18	400,000
SlugCharger	80	75	62	50	43	20	10	00	96	94	1	8	5-50	14	420,000
Tornado	99	70	60	50	42	35	20	15	100	100	1	12	8-64	15	450,000
Titanus	60	50	45	32	20	10	5	-10	97	98	1	10	6-36	28	550,000
RockRocket	88	77	60	55	42	34	20	10	99	99	1	20	6-36	20	620,000
Archer II	93	88	77	60	47	35	5	-	99	98	1	30	8-48	15	750,000

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HAND AND DISCHARGE WEAPON RANGE BRACKETS	1	2	3	4	5	6	7	8
Distance (m)	00-05	06-15	16-25	26-50	51-150	151-300	301-750	751+

## DISINTEGRATORS PG. 34

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
Backup Mark V	90	35	-	-	-	-	-	-	90	50	1	4	3-18	1	40,000

## DISPLACEMENT WEAPONS - ATOMIC DISPLACERS PG. 35

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
Xile	78	70	45	35	15	00	-	-	95	95	1	45	2-8	8	40,000
AD-214	86	65	55	45	30	20	10	-	98	95	1	30	3-10	11	70,000
Xpulse	80	60	50	30	20	10	-	-	98	97	1	45	2-12	10	80,000
Xpulse 2	82	73	65	50	35	20	05	-	99	97	1	45	4-24	9	130,000
AD-1812	79	73	65	50	35	20	05	-	99	94	1	30	4-24	15	280,000
Xpatriot	89	70	60	40	30	10	00	-	98	96	1	45	4-24	20	400,000
- Flechette Laucher	90	85	80	57	39	22	06	-	99	97	3	36	1-6		

## EXPLOSIVES PG. 36

TYPE	DET	UNIT	DAMAGE	ENC	COST
Aerosol	E F	Can	2-12*	3	2,200

## EXPLOSIVES: DETONATORS PG. 36

ITEM	SS	ENC	COST
Atmospheric Pressure Detonator (A)	99	1	200

## FLAMETHROWERS PG. 37

TYPE	1	2	3	4	5	6	DUR	MAX	MN	SS	ROF	Q	DAM	ENC	COST
Backup Fire	90	-	-	-	-	-	3	5	96	94	1	3	1-8	1	450
FL-52 "Friendly Fire"	100	90	60	40	05	-	12	75	100	100	1	50	4-16	30	20,000

## FLUX INTERFERENCE GENERATORS (FIGS) PG. 37

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
Backup (FIG) Series II	70	40	10	00	-	-	-	-	99	92	1	5	3-30	1	18,000

## K-SAT OPTIONS PG. 42

TYPE	ENC	COST
Cargo Space	Varies	Varies
Target Locator	2	1,850
Target Locator PLUS	4	8,000

## CHEM/BIO WEAPONS PG. 32

TOXIN	COST
Self-Assembling Viruses	10x
Shape Lock	1000

## LASERS - IMPACT LASERS PG. 43

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
Savage-E	75	75	65	35	10	-	-	-	98	88	1	8	4-16	4	150,000
Shotgun-1	98	40	20	-20	-	-	-	-	99	80	1	8	Spec	5	500,000
Sherman	100	90	20	15	-	-	-	-	99	84	1	10	Spec	12	2.5M

## LASERS - PAINTING LASERS PG. 43

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
BC-Aim Master	90	90	80	50	25	00	-10	-	99	98	1	30	8-32	4	18,000
Target Plus	90	85	80	75	65	55	20	05	99	99	1	25	9-36	5	25,000
Target Super	100	95	85	80	70	60	30	10	98	98	1	50	20-80	7	75,000
BC-Spotter	92	92	92	92	88	85	40	40	99	95	1	50	30-120	30	100,000
Able Culprit-D	102	99	97	95	90	80	60	30	100	100	1	20	4-32 x 2	10	2.0M

MISSILE RANGE BRACKETS	1	2	3	4	5	6	7	8
Distance (m)	01-50	51-150	151-250	251-500	501-1000	1001-2000	2001-3500	3501+

**MAG GUNS PG. 45**

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
BC-Monster	85	70	60	45	20	7	-10	-15	99	97	var	50	var	75	500,000

**GRENADES - THROWN PG. 39**

TYPE	DAM	ENC	COST
Bomb Mat	1-4/2-12	1	150
CSG (Flesh-Eating)	1-12*	2	7,000
CSG (Suffocation)	spec	2	3,500
CSG (Bio-Luminescent)	+5/+10	2	450
Corrosive Smoke	6-36	1	1,800
EMP	-30	6	60,000
Immobilizer	spec	1	900
Impact Foam	N/A	2	750
Laser	2-24/1-4 (Spec)	6	60,000
Magnetic Modification	varies	var	+50
MDD	N/A	6	250,000
Nanoid Delivery	varies	1	2,000
Neuro	spec	1	N/A
Neuro Elite	spec	1	N/A
Paint	N/A	1	250
Phase Nullification	See Description	4	300,000
Rad Pulse	4*	1	20,000
Scatter Smoke	N/A	1	400
Seismic	3-12	3	300
Sting Ball	1d4+1(Temp)/0	3	300
Stun Mat / Stun Grenade	spec	1 / 2	300
Super Sonic Pulse	Sonic	1	5,500
Vulcan G1	-2 THR & -10 INT	3	800
Vulcan G2	-4 THR & -20 INT	3	3,000

**GRENADES - LAUNCHED PG. 42**

TYPE	DAM	ENC	COST
Ballistic Bag	2-8 (Temp)	1	50
OC	-50 AGL, DEX, Visual	1	100
Rubber Baton	2-7 (Temp)	1	75
Shot	6-24	1	150

**MINES PG. 48**

TYPE	DETONATOR	DAMAGE	ENC	COST
ABA	P	-4 THR/-20 INT	25	350,000
Bullet	P,T,E	Varies	4	50
Clumpy II	P,R	Special	18	16,000
Disintegrator	P	40-160/20-80	8	10,000
Displacer	P,R	Special	3	100,000
Firestorm Clay.	P,R,T,M,E	2-12/3-18	2	50
Floater	P,R,S	Special	20	500,000
Flux Cage	P,R	Special	3	350,000
IMFIB	P	4-24/4-24	100	100,000
Neuro	P,R,T,M,E	Special	5	N/A
Neuro Elite	P,R,T,M,E	Special	6	N/A
Phase Null.	R,S,E	Special	60	1.5M
Riot Foam	P,R,S,T	Special	6	15,000
Self-Healing	N/A	Varies	N/A	5x

**MICRO-GRENADES PG. 47**

TYPE	DAM	ENC	COST
High-Explosive	0/2-7	0.1/10	100
Mega-Explosive	0/2-12	0.1/10	200
Ultra-Explosive	0/2-24	0.1/10	400

**METAL GUNS PG. 46**

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
UB-Twister	90	80	60	20	-	-	-	-	100	95	1/3	4	2	2	40,000
BC-MetalSurge	80	70	50	30	-40	-	-	-	97	88	2	4	1	55	140,000
BC-Gatlin	80	75	65	10	-45	-	-	-	97	90	3	5	2	75	400,000
BC-Metalaser	85	80	75	25	-05	-	-	-	100	98	1/3	25	Spec	28	1.5M
BC-DistortionMG	82	78	70	38	02	-40	-	-	99	97	1	9	16	60	1.6M

**MICRO-GRENADE LAUNCHERS PG. 47**

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
Lobber	90	50	30	00	-	-	-	-	99	100	1	20	var	1	300
Lincoln Thrower	95	60	45	10	-05	-	-	-	100	99	3	20	var	2	1,000
Penny Ante	95	55	25	05	-15	-	-	-	98	99	5	30	var	5	1,550

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HAND AND DISCHARGE WEAPON RANGE BRACKETS	1	2	3	4	5	6	7	8
Distance (m)	00-05	06-15	16-25	26-50	51-150	151-300	301-750	751+

## MODERN HAND WEAPONS pg. 54

TYPE	1	2	3	4	5	6	7	P	MN	SS	ROF	Q	DAM	IR	ENC	COST
Custom Light Weapon	Varies											-	Varies			x100
Water Spear	85	-	-	-	-	-	-	25	99	55	1/3	1	1-8	3	10	90
Pifaang-ulu	85	-	-	-	-	-	-	25	99	55	1/3	1	1-8	3	10	140
Hand Charge	40	-	-	-	-	-	-	-	95	97	1	1	1-6	1	1	500
Nanoid Dagger	50	-	-	-	-	-	-	02	100	50	2	1	1-4*	1	1	500
Plasma Jet II	60	-	-	-	-	-	-	30	98	70	1	1	1-6*	2	4	1,500
Prism Dagger	65	30	25	20	15	02	-75	02	95	50	-	1	spec	1	1	1,500
Laser Dagger	65	60	57	48	30	05	-50	02	95	50	-	1	2-12	1	1	1,500
Monofilament Whip	70	-	-	-	-	-	-	-	95	10	1/2	-	1-4	1	1	3,000
Icicle	70	-	-	-	-	-	-	25	98	97	1/3	-	2-16	*	12	40,500

## NEURO CANNONS pg. 56

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
Ceiling Stunner	80	75	72	-	-	-	-	-	99	98	1	30	spec	4	25,000

## PARASITE LAUNCHER pg. 56

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
Shooter 1	100	75	40	20	-	-	-	-	95	90	1/3	5	Varies	7	10,000
Disk Flinger	100	85	75	40	20	-	-	-	100	100	3	3	Varies	7	15,000
Able Shot-put	115	105	80	40	20	-	-	-	97	97	1	10	Varies	15	25,000
Balshrom Thrower	120	110	90	45	20	10	-	-	100	100	2	7	Varies	10	50,000
Shooter 2	120	120	115	90	50	40	10	-	95	90	1	6	Varies	12	55,000

## PMS2 LAUNCHERS pg. 50

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
Short Bow	See Missiles - PMS2								98	88	4	8	var	150	8,000
Long Bow	See Missiles - PMS2								99	95	6	12	var	200	11,000
Ballista	See Missiles - PMS2								99	99	5	15	var	250	20,000
Trebuchet	See Missiles - PMS2								99	98	10	12	var	400	45,000

## RAD CANNON pg. 57

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
EM Blaster	80	70	45	20	-	-	-	-	98	97	10	5	1	7	200,000
Death Slinger	140	120	100	80	50	30	10	-	98	99	1	10	5	15	250,000
EM Engager	90	80	65	40	20	-	-	-	98	97	5	10	2	7	250,000
Quark Cannon	120	110	90	60	30	-10	-	-	98	98	3	10	3	10	300,000
Rad Pulse "Standard"	95	88	74	60	40	05	-	-	99	97	1	10	8	15	350,000
Rad Pulse "Turbo"	98	90	80	65	45	20	-	-	99	97	1	7	10	17	400,000

## SMART GUNS pg. 60

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
Run-Away Mark I	65	55	35	20	10	-30	-	-	97	90	1	5	Varies	4	6,500
Run-Away Mark II	78	68	60	35	25	-15	-	-	99	95	1	5	Varies	2	7,200
Rogue Catcher	77	65	65	30	05	-05	-20	-	99	96	1	5	Varies	7	12,500
Close Combat Special	75	65	50	35	10	-10	-	-	98	95	5	15	Varies	5	14,500
Assault Special	85	75	60	45	20	05	-10	-	98	95	3	10	Varies	10	20,000

MISSILE RANGE BRACKETS	1	2	3	4	5	6	7	8
Distance (m)	01-50	51-150	151-250	251-500	501-1000	1001-2000	2001-3500	3501+

**SPECIALIZED WEAPONRY pg. 61**

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
Sonic Scrambler	80	75	65	-	-	-	-	-	95	80	1	30	spec	3	10,000

**THERMATICS pg. 62**

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	ENC	COST
BC-Hades	105	100	95	90	85	65	42	32	100	100	1	35	4-32	25	1.6M
BC-Inferno	99	98	95	90	80	60	50	20	100	100	1	30	6-36	30	2.0M
BC-Solaris	107	105	92	90	70	50	25	12	99	99	1	15	8-48	25	2.5M
BC-Godsfire	98	97	90	80	70	45	25	10	99	99	1	10	8-64	45	3.0M

**SMART GUN ACCESSORIES pg. 61**

TYPE	ENC	SS	COST
Identifier System	6	65	3,500
Security Rack (Armory)	40	100	15,000
Security Rack (Baracks)	100	100	30,000
Targeting Wand	1	45	1,500

**AMMUNITION: APW pg. 64**

ITEM	UNIT/#	ENC/UNIT	COST/UNIT
Disarm Bullets	-	-	x5
Bio-Mercuric Ammo	-	-	x100

**AMMUNITION: COMPACT ARTILLERY**

TYPE	DAM	ENC	COST
Anti-Personnel Shot	Special	-	800
Omega Pulse	0/4d6*10	-	200,000
Planar Explosive	8-80/0	-	10,000
Naplam	5-20/1d4*10	-	12,000
Bunker Buster	0/4d6*10	-	110,000
EMP	4-80	-	100,000
BX-1	Special	-	50,000
CR-3	Special	-	50,000
Spider	Varies	-	3,000
Glitter Dust	+25 Sighting	-	750
Illumination Round	Special	-	2,500

**AMMUNITION: GAUSS GUNS pg. 65**

ITEM	UNIT/#	ENC/UNIT	COST/UNIT
Mega-High Explosive	Box/10	.5	9,000
Target Designator	Box/10	.5	1,500

**AMMUNITION: MAG GUNS pg. 66**

TYPE	ENC	COST
Aerosol Sprayer	.5	6,500
A/R Round	.5	2,000
Bio Weapons Detector	.5	800
Buddy Killer I	.5	1,850

**AMMUNITION: MAG GUNS pg. 66**

TYPE	ENC	COST
Buddy Killer II	.5	2,000
Chemical Weapons Detector	.5	350
Camera	25	1,200
Chaff	.5	1,000
Detonator Time Adjuster	.5	Special
ECCM	.5	3,000
ECM	.5	2,500
FIG Round	.5	500
Fire Retardant	.5	100
Flux Activation Scrambler	.5	7,500
Flux Cage	.5	100,000
Homing Device	.5	3,500
Intruder Detector	.5	850
Jumper	.5	750
Med Mag MID	.5	14,000
Mine Mag Round	.5	2,500
Mr. Stinky Mods (Pine Scent)	.25	10
Mr. Stinky Mods (New Car Scent)	.25	10
Mr. Stinky Mods (Ocean Breeze)	.25	10
Mr. Stinky Mods (Ram Phermones)	.5	1,500
Neuro	.5	N/A
Neuro Elite	.5	N/A
Psycho Killer	.5	N/A
Pulse Attractor	.5	10,000
Radio Jammer	.5	850
Riot Foam	.5	1,000
Screamer	.5	500
Sounder Plus	.5	500
Spider	.5	15,000
Spotting Paint Round	.5	350
Target Designator (TD)	.5	1,000
Toxin Dispenser MID	.5	5,000
Thunderbolt	.5	1,500
Ultra Mag Modification	-	+300
Vulcan	.5	1,000
Vulcan Plus	.5	3,500
Zen Slayer	.5	8,000



# 1 • TABLES

## HAND AND DISCHARGE WEAPON RANGE BRACKETS

	1	2	3	4	5	6	7	8
Distance (m)	00-05	06-15	16-25	26-50	51-150	151-300	301-750	751+

## AMMUNITION: PARASITE DISKS

TYPE	STR	DC	DUR	COST
Balshrom Diskus	-160	6-36	5	12,000
Blood Sucker	-180	3-18	10	15,000
Mexican Worm	-150	3-18	5	5,000
Skeet-1	-200	2-12	4	7,500
Telquila Sunrise	-170	1-10	6	10,000
Trap Shoot	-180	1-10	3	24,000
Trap Shoot II	-150	1-10	3	24,000

## AMMUNITION: SHOTGUN SHELLS

ITEM	UNIT/#	ENC/UNIT	COST/UNIT
Door Breacher	Box/5	2	100
Flash-bang	Box/25	2	50
Flamethrower	Box/5	2	50
Garrote	Box/5	4	40
Mercuric	Box/5	2	1,000
Plastic	Box/5	1	10
OC	Box/5	3	125
Roadblocker	Box/5	3	35
Rubber	Box/5	1	15

## MISSILE TECH - ARM ROCKET RACKS

TYPE	EXT THR	ENC	COST
M-260	10	1	100
WARS	15	2	300
WARS MINI	10	1	150
WARS PLUS	25	3	400

## PMS2 - ACCESSORIES PG. 52

ITEM	SS	ENC	COST
Ammo Cart	95	100	15,000

## MISSILES - PMS2 MISSILES PG. 77

TYPE	1	2	3	4	5	6	7	8	Speed	ECM/ ECCM	MN	SS	DAM	ENC	COST
Anti-Armor	90	80	70	60	50	40	30	20	1500	-/-	98	95	1-4HP	15	32,000
Anti-Personnel	90	80	70	60	50	40	30	20	1500	-/-	98	95	6-36	15	8,000
Anti-Structure	90	80	70	60	50	40	30	20	1500	-/-	98	95	20-120	15	50,000
Anti-Vehicular	90	80	70	60	50	40	30	20	1500	-/-	98	95	4-24HP	15	60,000
Biological	90	80	70	60	50	40	30	20	1500	-/-	98	95	Special	15	30,000
Chemical	90	80	70	60	50	40	30	20	1500	-/-	98	95	Special	15	30,000
Incendiary	90	80	70	60	50	40	30	20	1500	-/-	98	95	2-24	15	60,000
Napalm	90	80	70	60	50	40	30	20	1500	-/-	98	95	1pt/Area	15	8,000

## MISSILES - REFLEX MISSILES PG. 78

TYPE	1	2	3	4	5	6	7	8	Speed	ECM/ ECCM	MN	SS	DAM	ENC	COST
Chaff Missile	85	85	85	85	85	85	85	85	300	-/-	98	95	Special	7	5,000
Harm Sensor System	-	-	-	-	-	-	-	-	Varies	Varies	-	-	Varies	0	+500 or 50%
Mirv-2	80	80	80	80	80	80	80	80	300	20/30	99	98	10-60	7	35,000
Super Mirv	95	95	95	95	95	95	95	95	500	10/20	99	99	60-360	7	40,000

## AMMUNITION: SMART GUN, TYPE A

TYPE	DAM	SEEK%	COST
Marker Round	Spec	N/A	500
Safety Plus	2-7	25%	1,500
Safety Plus II	1-6	20%	2,000
Seeker Special	1-6	40%	5,000
Standard	1-8	25%	1,000

## AMMUNITION: SMART GUN, TYPE B

TYPE	DAM	SEEK%	COST
Marker Round	Spec	N/A	1,000
Safety Plus	4-10	35%	3,000
Safety Plus II	2-8	35%	5,000
Seeker Special	2-8	45%	10,000
Standard	4-14	35%	2,000

## AMMUNITION: WEB GENERATOR

ITEM	UNIT/#	ENC/UNIT	COST/UNIT
Corrosive	Can/1 Shot	1	2x
Explosive	Can/1 Shot	1	1,150
Riot Foam	Can/1 Shot	1	1,000
Slick Spray	Can/1 Shot	1	350
Spy Glue	Can/1 Shot	1	2x
Vector Glue	Can/1 Shot	1	500

## MISSILE TECH - REFLEX MISSILE RACKS

TYPE	EXT THR	ENC	COST
Reflex Pack	25	6	5,000
Reflex Tube	15	4	1,000

# ARMOR

**Arm Rockets & Reflex Missiles have been moved to the Ammunition Section.**

**Arm Rocket Racks and Reflex Missile Racks that can be utilized without wearing armor are in the Weapons Section.**

### ARMOR PG. 3

TYPE	TL	AV	COST
Improved Gemini Armor	Varies	R	20K + 3x

### ARMOR - SPECIALIZED

**Improved Gemini Armor:** Any armored suit can be custom tailored for the discriminating Gemini that wants only the best. The manufacturers at Tri-corp will take an off-the-rack suit and install a special air intake that sucks in air through an elaborate filtration and purification system. Treat as Environmental Containment. The gas is then sprayed out through hundreds of small nozzles that cover the inside of the armor. This allows the Gemini to stay in their armor for three times as long as normal. Thanks to technology adapted (stolen) from the Conehead helmet, generation inside the armor only costs double the normal number of power points. The suit's interior is lined with the same material used to make T-12 sonic suits, reducing the damage from any concussive or sonic attack that breaches the armor (breach = destroys all ABS in a section) by half. The armor comes complete with a pair of ultra-dark sunglasses, and they'll tint your helmet visor for free! 20,000 credits plus 3x the cost of the off-the-rack suit.

Balance Rating: 3

### ARMOR - HELMETS PG. 3

TYPE	TL	AV	COST
Bite Helm	4-5	UC	3,000
Bite Helm Heavy	4-6	UC	50,000
Bite Helm Custom	var	var	+20%

### ARMOR - HELMETS

**Bite Helm:** Now you no longer risk exposure to chemical or biological agents by wearing an open face helmet, just because you want to be able to bite someone's jugular out! The Bite Helm is a helmet with a hinged, articulated jaw that fits in the user's mouth and allows them to actually bite opponents while wearing a full-coverage helmet. The user's teeth fit into the reinforced metal teeth in the artificial jaw of the helmet. Though the helmet can be environmentally sealed it is very difficult to talk while wearing one. They are also uncomfortable to wear for more than a few hours, but all bite helmets are equipped with automatic drool removal systems! As a result, most users extract the biting mechanism when not in use. The metal jaws slide forward on rails (half action) allowing the user to talk normally. Unfortunately, in this position the helmet tends to look like a duck's head, with the metal jaws protruding out the front of the helmet like a bill. At least with the Python Lizard's it looks more like an alligator than a duck because of the lizard's head shape. These helmets must be custom fitted to the mouth of the wearer. Though they were originally designed for Cizerack, the bite helm has caught on with their old enemies the Rams and Pythons.

Balance Rating: 3

**Bite Helm Heavy:** This tougher version of the standard bite helm has more armor and a hydraulically articulated jaw to improve biting power allowing the user to bite though heavy armor! These Bite Helms do 3d4 points of damage on a bite (no STR bonus) and affect heavy armor normally. THR 12.

Balance Rating: 3

**Bite Helm Custom:** The manufacturer Bite Helms, Inc. will install their patented bite mechanism in just about any helm on the market other than resonance helms and helmets that have special properties for matrix users. The base cost is the same as purchasing a standard Bite Helm or Bite Helm Heavy, depending on how much biting power you want, plus the cost of the helmet of your choice. Finally they add a premium for the custom work, which is an additional 20% of the total cost. The Bite Helm Mechanics reduce the helmet's THR, ABS, and all SMRs by 15%. ENC is also increased by 10%. That's the price you pay for cutting up a perfectly good helmet so you can bite stuff with it.

Balance Rating: 3

### ARMOR - MAZIAN ARMOR RULES CLARIFICATION

#### Mazian Armor

You may have seen this on the forums, but we felt it was important enough to reprint here. Mazians need as much press as they can get! The description of baggie armor for Mazians purposefully leaves a lot up to the Battle Master, so whatever works in your campaign is ok with us.

There are really two types of Mazian armor. Here's how they work, and the differences between them.

#### Type 1: Baggie Armor

**Step 1:** Select an off-the-shelf armored suit with a THR of 4 or less. Modern armor only, please. No platemail or bulletproof vests!

**Step 2:** Now take the Mazian, put it in the baggie, and "attach" the armored plates and absorption polymers from the suit you selected to the outside of the baggie. Strap your voice emitter (every Mazian gets one free) to the outside of the suit and you're almost ready to go.

**Step 3:** Last step. If your suit is environmentally contained you'll need a camera system to allow you to see outside of the suit since the blob's sonar won't work. A camera system costs 4,000 credits and has an ENC of 1.

**Note 1:** The baggie is still flexible, but the Mazian can not change shape while inside the baggie, though it can use sonar (unless the armor is environmentally sealed). The baggie just allows the Mazian to kind of roll around and it has hatches that can be opened to allow a pseudopod to be extended out of the baggie, but that would compromise any environmental containment. Arguments can be made for limited shape change while in a baggie as well, with the permission of a benevolent BM.

**Note 2:** The unique properties of the armored suit, if any, are carried over into the new baggie armor *within reason*. Obviously you wouldn't be able to "run" with Guisarme Jump Suit's enhanced speed, but you could take

advantage of the Protecon's "impact plating." It's really up to the BM what he allows to carry-over from the stock suit to the baggie version. Infiltrator armor is a toss up. I probably would not allow Infiltrator in baggie form.

## Type 2: Mini-Tank

**Step 1:** Take any suit of Heavy or Mechanized armor.

**Step 2:** Rebuild that suit in the form of a tank. Basically knock the arms and legs off, sealing up the holes, put a hatch where the helmet used to be,

### TACTICS TO PRACTICE

**Mazian Armor:** Who needs Mazian armor? Really, your best option is to buy an IFN for your Mazian and have it assume a humanoid form. Then buy a suit of off-the-shelf armor and walk around in it like everybody else does!

**Step 1:** Buy an IFN. It increases your Shape Change skill check by 20%. It only costs a piddly 300 credits.

**Step 2:** Make a Shape Change skill check with a level 5 difficulty to assume size class 1 humanoid form.

**Step 3:** Hop into any off-the-shelf size class 1 armor you can find and go to town. No need to worry about loss of any of the armor's unique abilities now! It's the same as if Mike the Human was wearing one, other than the fact it's size class 1

**Step 4:** Oh yeah... If the suit is environmentally contained you'll need to install a camera system (4000 credits, ENC 1) so you can see outside. You can't use your sonar in an environmentally contained suit. This kind of eliminates the Mazians' ability to pass for somebody else while wearing their armor, so either leave the helmet visor up, hide the camera, or buy a suit of Infiltrator Armor.

The idea of using standard humanoid armor and an IFN opens up a lot of possibilities, since you could have the Mazian inhabit only the arms and legs and abdomen leaving room for all kinds of stuff in the head and chest. Perhaps you could have a Mazian running the show and a Pascian sticking out of the neck hole in the suit annoying people? Maybe a flamethrower or Claymore mine behind the helmet visor? Fun stuff.

Want some advice? Assuming your Mazian is a starting character, go ahead and buy 3 more levels of Shape Change (SC 3) to get your character to the level-6. Three levels of a racial skill, plus a maximum of three additional levels for any non-human starting character.

Now when you make a Shape Change skill check you've got an 80% chance as a starting character to assume humanoid form.

Base of 50% + 60% for 6 levels + 20% for the IFN - 50% difficulty to assume a simple humanoid form = 80% chance of success.

Not bad. After your first mission that 3-level limit will disappear and spend as much time and experience as your character has got to get more Shape Change skill levels!

and streamline what's left into a vaguely tank-like shape. Add some treads and you're almost done. All that's left to do is to strap your voice emitter to the outside of the suit and you're ready to go.

**Note 1:** If the suit is environmentally contained you'll need to install a camera system (4000 credits, ENC 1) so you can see outside. You can't use your sonar in an environmentally contained suit.

**Note 2:** Since this suit is rigid, it offers more protection than a baggie suit, hence the higher Threshold. However, it also prevents the Mazian from being able to change shape.

**Note 3:** The unique properties of the armored suit, if any, are carried over into the new baggie armor within reason. Obviously you wouldn't be able to "run" with CD-2 Commando's enhanced speed, but you could take advantage of the Mist's "anti-plasma spray." It's up to the BM what he allows to carry-over from the suit to the mini-tank. Infiltrator armor's special abilities would probably be allowed on mini-tank armor.

### ARMOR OPTIONS PG. 2

TYPE	TL	AV	COST
Anti-Laser Coating	4-6	UC	40,000
Anti-A/R Grenades	4-5	UC	200
Anti-Wave Generator	4-6	UC	2,000
Chaff Ejectors	3-5	C	20,000
Crystalline Coating	5-6	R	3,000*
Crystal Shield	5-6	R	10,000
Feynman Field Generator	6-7	VR	20,000
Fire-Control Computer	4-7	R	120,000
Flux Shield 2	6-7	R	1.0M
Flux Shield 3	6-7	R	1.5M
Flux Shield 4	6-7	R	2.0M
Flux Shield 5	6-7	R	2.5M
Frictionless Flux	6-7	R	1,500
Grenade Pusher	4-6	R	20,000
Grounding System	3-6	C	6,000
Halon System	3-6	C	300
Hard Point	3-4	C	var
Heat Sinks	4-6	UC	500*
Internalized Weapon	3-5	UC	250 x Size
Jammer Detector	5-6	R	2,000*
Liquid Rad Liner	6-7	UC	5,000
Lizard Tail Plating	3-5	UC	500*
Mine Detector	4-6	C	10,000
NEC	5-6	R	30,000
Non-Stick Coating	4-6	UC	100
Polymerized Armor	4-6	R	spec
SAWM (Small)	4-6	UC	20,000
SAWM (Large)	4-6	R	35,000
Spikes	2-3	P	1000 x SC
Toaster System	4-6	UC	10,000



## ARMOR OPTIONS

**Anti-Laser Coating:** A thick coating that covers the entire surface of the armor, raising the Threshold vs. lasers by 2. Can be added to any suit of armor (not Reflection or Opticon, and depending on existing armor options), all for the low price of 40,000cr! You should note that it makes you very shiny, and all sighting checks against you are at +20.

**Balance Rating:** 2

**Anti-A/R Micro-grenades:** Tiny, explosive micro-grenades are mounted on the outside of your armor. When an A/R beam begins *pulling* you with consistent pressure (not shaking you), the micro-grenades are activated and pulled free from the armor...right down the barrel of the A/R weapon. Each micro-grenade on your armor has a 10% chance that will reach the A/R Beam. Each microgrenade that does reach the weapon forces a System Shock check at -50. They are sold in bundles of 5 for 200cr, weigh next to nothing, and take up negligible space. These grenades only protect the section of armor they are mounted on. A/R beams that hit all sections simultaneously can be affected by multiple grenades. Effective Damage: 1-4 points.

**Balance Rating:** 3

**Anti-Wave Generator:** This device generates a counter-pulse sound wave that cancels out Sonic Disruptor and Sonic Scrambler attacks. This device allows the user to ignore all consecutive attacks made by a sonic weapon other than the initial attack. Once an attacker learns that an enemy is equipped with an anti-wave generator they will fire, wait one second for the unit to deactivate, and then fire again. As a result, users of these devices are told to attack the sonic weapon or it's user immediately after their anti-wave generator kicks in.

**Balance Rating:** 1

**Chaff Ejectors:** This handy little armor option is a tube mounted on the shoulder of your armor that launches a cloud (3 meter dia.) of radar scrambling metallic chaff around you (Q=15). The chaff ejector can be triggered by radar lock-on or manually. In addition, the tube has two positions; one position that launches the cloud in front and above the character, and a second position that places the character in the middle of the cloud. The snow-like chaff will stay airborne for about 3 seconds, during which time all incoming and outgoing radar passing through the cloud suffers a 40 point penalty to its Track percentage. All other attacks through the cloud – in either direction – suffer a 10 point penalty for the minimal concealment the cloud offers.

**Balance Rating:** 3

**Crystalline Coating:** Identical in function to Crystal Shields, this armor option coats a suit of armor and any attached armor options and missile racks, with a layer of ultra-hard crystal that reflects and diffuses laser beams. Any laser hits against a protected armor section have their damage reduced by 25%. When a laser hits an protected section 1d4 beams are reflected away from the armor. Take 25% of the original laser damage and divide that number by the number of beams reflected from the armor to determine how much damage each reflected beam does. Anyone standing within 2 meters of the armor is likely (50%) to be hit by a single beam. Anyone within Range Bracket 1 has a 10% chance to be hit by a reflected beam. Beyond that hits are unlikely. Chatilians prefer crystal coating to reflective armor, because it's more

effective at reducing laser damage at higher yields, the diffused beams are less likely to injure bystanders, and it just looks much cooler!

The armor provides a +30 bonus to sighting checks for anyone looking for the armor since it's constantly catching and reflecting the light. Crystalline armor also reduces AGL by 15 points because of its bulk and increases the time required to draw a weapon or anything else strapped to the armor by 1d4/2 seconds. The crystals add 5 points of Threshold to each section of the armor against all non-laser attacks. The crystals covering each section of armor must make a System Shock every time a weapon impacts the armor, excluding weapons that cause damage via heat. Failure indicates that the crystal covering that section of the armor is shattered and no longer provides any protection after that hit to that section of the armored suit. The crystals cause an additional point of damage in hand-to-hand attacks, but using them in this manner requires that the crystals make a System Shock roll.

The cost of Crystalline Coating is 3,000 credits per section. Each armor section covered in crystals adds 2 points of ENC to the total ENC of the armored suit. The crystals have a System Shock rating 75.

**Balance Rating:** 4

**Crystal Shields:** These unique crystal shields were first produced by the Chatilians. The crystals are grown to exacting specifications and their final shape is determined using complex mathematical equations. The crystals have incredibly high melting points function as prisms, reflecting and defusing laser beams that hits the shield. Lasers that hit the shield have their damage reduced by half and applied to the section hit. The other half of the laser damage is diffused and reflected away from the shield user in 2d4 separate beams. Divide half of the laser damage by the number of beams emitted from the shield to determine how much damage each reflected beam does. Anyone standing in front of the shield bearer is likely to be struck by a single beam, if they are within the first range bracket. Targets standing directly in front of the shield (less than 1 meter away) are likely to be hit by half of the beams emitted from the shield after a laser hit. The shield provides a +20 bonus to sighting checks for anyone looking for the user since it's constantly catching and reflecting the light. The shield has a Threshold of 5 and a System Shock of 80. A System Shock roll must be made every time the shield is used to defend against weapons that cause an impact. The shield does not require an SS check for weapons that cause their damage through heat (Thermatic, Flamethrower, Pulse, etc.). Failure indicates the shield shatters and is rendered useless.

**Balance Rating:** 3

**Feynman Field Generator (FFG):** New and experimental technology deserves an experimental defense. The FFG is a small unit designed to counter the effect of Atomic Displacers. The FFG attempts to detect the incoming particles before they are displaced, and generate a powerful but otherwise harmless field of energy in the displacement area, thus preventing the displacement from happening. How can the system detect the particles before they arrive? Quantum particles deal very fast and loose with time, and only a few Melonheads really understand these things. 50% effective at negating particle beams that are intended to be displaced within 3m of the unit (whether the attack is directed at the wearer or not). When this happens, the particles simply do not return from their displacement. (Where do they go? Ask a Mutzachan.) The FFG does nothing to stop Atomic Displacer beams that strike you from farther out than 3m. **Balance Rating:** 1

**Fire Control Computer (FCC):** The Fire Control Computer (FCC) is like an HIC that is dedicated to finding targets for weapons mounted on SAWMs. The Fire Control Computer not only finds targets for the SAWM weapons, but it can automatically fire the SAWM-mounted weapons as well. The Fire Control Computer includes both the targeting computer and its own sensor systems. Developed by Warmonger, Inc. the Fire Control Computer uses the same target identification systems built into their smart weapons.

Before combat the FCC records the target profile of all team members in their full combat gear and marks each of those profiles as friendly. Any target with a friendly IFF beacon is also recorded as a "friendly" profile once that IFF beacon is detected. All other targets are considered potentially hostile. The system gives the user the ability to select a new target on the battlefield and designate it as a friendly or hostile target, at which point the target's profile is recorded and appropriately marked.

When the weapon finds a potentially hostile target, it places an image of the target along with other relevant information on the user's Heads-Up-Display (HUD) inside his helmet visor. With the safeties on, the weapon will not engage any potential target until it the user gives the weapon the authority to fire, at which point the target's profile is switched from "potentially hostile" to "hostile". This can be a real pain when your FCC is taking out targets quickly and is constantly cluttering up your HUD with new potential targets - especially when you're trying to concentrate on not getting killed. As a result, the safeties on the FCC can be disengaged and the weapon will no longer ask the user to approve a potentially hostile target as a hostile target. With the safeties off the FCC will simply engage potentially hostile and hostile targets automatically in the order designated by its firing mode (see below). Just make sure your reinforcements are wearing their IFF beacons once the safeties are off!

The weapon has three modes of target prioritization. In the first mode the weapon will attack the most threatening targets first (based on proximity and probable weapon type). In the second mode, the FCC will attack secondary targets, attacking closest targets first. Secondary targets are any potentially hostile and hostile targets that the user is not currently engaging with his or her primary (i.e. hand-held) weapon. In the last mode, which is affectionately referred to as "clean-up" mode, the weapon will engage targets from the easiest to kill to the hardest to kill. This determination is based primarily on armor type and Flux shield strength, but range is also a factor.

The sensor system functions identically to the HIC armor option except it has a range of 800m and is 175% accurate in detecting a target. However, if hooked up to a radar package potential targets outside of the 800m sensor range that can be detected. However, targets beyond the 800m range of the built-in sensor systems can only be identified by their radar signature and speed. This makes it difficult to determine whether targets are actually hostile. An HIC and an FCC can not share the same Radar Package.

Similarly, the FCC uses active sensors, so your enemy will know your position if he has the proper equipment, like an HIC. The designers felt a passive FCC didn't make much sense, since it would give away your position the moment it started firing anyway. If you don't want to advertise your presence, just turn the system off until you need it.

All forms of concealment and cover, whether natural or electronic (Camo Unit, IR Dampener, etc.) are subtracted from the accuracy of the sensor system on a point-for-point basis. So a stationary size class 4 tar-

get with 75% cover (-40) and a camo unit (-50) will reduce the chance of the FCC detecting him to 85%. If that target turns on his IR Dampener (-30), the chance of detection is further reduced to 55%. As you can see despite the high accuracy of the sensor systems they are not infallible. Like the smart guns the system was patterned after, FCCs are usually fooled by Infiltrator armor. However, once a target is detected its defensive and offensive capabilities are determined accurately about 90% of the time by a FCC (not using radar).

The base model FCC can aim all attached SAWMs at a single target. For each additional 20K the FCC can engage an additional target, dividing the weapon's fire from each SAWM as designated or pre-designated by the user between the targets. So for an additional 60K above the list price an FCC could simultaneously engage 4 targets - assuming it was connected for four or more SAWMs. There is really no point in having a FCC with the ability to engage more targets than it has SAWM weapons available. So even though an FCC could theoretically track and engage thousands of targets, the practical limit is about nine targets.

**Balance Rating: 5**

**Flux Shield 2:** This Flux shield offers 7HP of protection, bridging the gap between early PDS systems and the Force Shield armor option.

**Balance Rating: 4**

**Flux Shield 3:** This Flux shield affords the user 10HP of protection.

**Balance Rating: 4**

**Flux Shield 4:** This Flux shield offers 13HP of protection.

**Balance Rating: 4**

**Flux Shield 5:** This Flux shield offers 17HP of protection.

**Balance Rating: 4**

**Frictionless Flux:** This modified Flux mechanism emits a very low powered, ultra-low-friction, Flux shield that is 100% effective in preventing web gun glue and other adhesive-based attacks from attaching to the armor. However, the user can not move when the frictionless Flux is active. Because this Flux is so low powered it is not capable of stopping any attacks other than those from web-guns or other adhesives.

**Balance Rating: 2**

**Grenade Pusher:** This device is a specialized magnetic deflection generator, which is designed to repel grenades. A specialized sensor system is designed to recognize grenade and grenade-like objects, aim, and activate the magnetic pusher. Any grenade that comes within 2-meters of the user is magnetically repelled away 2d6 meters in a random direction (roll 1d12 to determine direction). The system also works against "bouncing-betty" type mines. Because of the recharge time the system can not be used more than once per segment. The grenade pusher can be used a total of 10 times before it runs out of power, unless it is connected to a Mrs. Fusion (Q = Unlimited). The Grenade Pusher can be used simultaneously with field generating devices without problems.

**Balance Rating: 4**

**Grounding System:** This simple mechanism prevents the character inside an armored suit from taking the full brunt of a thunderbolt gen-

## 2 • ARMOR OPTIONS

erator attack. The grounding system does not protect the wearer's armor or armor options, but does protect the combatant inside the armor. The grounding system allows the user to ignore up to 20 body points caused by a single thunderbolt generator while wearing their grounded armor. If a thunderbolt generator does enough damage to the armor to cause the wearer more than 20 body points of damage, the excess damage goes straight to the wearers body points. For example, if someone using grounded armor is struck with a thunderbolt genera-

### TACTICS TO PRACTICE

**Armor Options** Forget Ablative Liner and hard to find Cracite™ absorption. Buy yourself an Electromagnetic Converter and fill your armor to the max with absorption polymers! Sure it costs more, but you'll be able to take 100 points of laser fire per second without sacrificing any of that wonderful absorption to take those Omega weapon hits!

With Ablative Liner and your typical size class four armor you're packing on over a 100 ENC! Use the Electromagnetic Converter (EMC) and extra absorption in that same size class 4 suit and you've only got to deal with a little over 50 more ENC! Even better, that absorption is much cheaper than that expensive ablative liner, and less than half the cost of rare Cracite™ absorption! Half the cost and half the weight! What more could you ask for? Wait there's more!

Let's say you've got size class 4 Bear armor. You cram the arm sections completely full of ablative liner, and end up with a measly 20 points of ablative liner. Now fill it full of extra absorption and you've got 33 points of absorption in there that you can use to take laser hits with the EMC!

I know you're asking, "What's the catch? There's always a catch." All right, we're up front and honest around here. Other than price, the downside to this arrangement is that somebody with a weenie bargain basement laser is chewing through your absorption polymers that you're going to need for those multi-million dollar, Omega cannon-toting jerks. But, hey, we've got you covered!

Add on a Polymizer Dispenser and you're refilling that absorption as fast they can take it out - up to a maximum of 100 additional points of absorption. Problem solved. Ok, ok, so the Polymizer is harder to find than the Cracite™ but you only need to find one Polymizer instead of 544 boxes of Cracite™ to deck out a size class 4 suit! Still, that theoretically gives you 133 points of absorption in the arm of your Bear armor that you can use to take laser fire! One hundred and thirty-three! That's a lot better than 20! Just don't take more than 100 points of laser fire in a single segment!

Total price for an EMC, Polymizer, and all the absorption you can fit in a SC4 suit: 273,200 cr. (ENC 64.8). Total price for filling your SC4 suit with ablative liner: 136,000 cr. (ENC 108.8). Sure it costs a little more, but it's worth it! Lastly, if you want to just wade through laser-wielding bozos with a smile on your face add a Power Omega system, assuming you can find one. You know you want to.

tor that does destroys all the absorption in a section of armor and does 25 points of the armor's wearer. The wearer only suffers 5 points of damage because the armor is equipped with a grounding system. The grounding system is not a one-use device, and will function until the armor option is destroyed. Grounding systems can not be destroyed by a thunderbolt generator attack.

**Balance Rating: 2**

**Halon System:** Though technically this system doesn't actually use Halon gas to extinguish flames, the marketing guys just couldn't pass up the obvious reference. This system covers the surface of an armored suit with dozens of small jets that spray an oxygen-displacing gas over the surface of the armor to help extinguish flames.

The system is triggered automatically when the armors' surface continuously exceeds a set temperature for a specified amount of time. The original system was almost always set off prematurely by sustained pulse weapons fire, plasma-based grenades, and Thermatic attacks. Unfortunately the system was, and still is, *useless against these attacks*. Modern versions use a combination of chemical sensors and temperature monitors to determine whether the system needs to be triggered to handle a flamethrower attack or other fire-based threats. This system has a 75% chance (once per segment) to extinguish flames near or on the armor's surface. Flamethrower attacks that are not extinguished do full damage. Flames that are extinguished by the system do no damage. The system can be used five times before its empty.

**Balance Rating: 1**

**Hard Point:** The eternal problem of every Battlelord - not enough hands to hold all those wonderful weapons. Worse yet, even if you're big enough to carry all those great guns you have to take time to draw or un-sling them. That's just a few more seconds lost where you could have been shooting at stuff. Let's think about it. If you spend millions of credits on that state-of-the-art, carnage spitting, arachnid slaying, shiny tool of death-and-destruction you want to get as much use out of it as possible. Well now you can!

Warmonger, Inc. can add a hard point to the outside of your armor, usually on the forearm (or tentacle) armor of the suit that you can use to mount weapons. Then we'll attach the weapon of your choice (no AHWs) to the hard point. Now when you want to use that beauty all you have to is point at the target and activate the weapon! BAM! Hard point weapons can be mounted in other locations on your armor, but since they're in a fixed position, the character must move his body rather than just his arm to aim. This imparts a -40 accuracy penalty in all ranges but the first and a +3 initiative modifier regardless of range. Don't forget that the weapon's ENC is now added to the ENC of your armor!

Just to make sure you hit the target, the hard point comes with an aiming monacle or can be wired into the HUD in your helmet so you can see exactly your weapon is pointing at. -20 to hit without the aiming device. The hard point has an INT of 5 and a THR of 8. Weapons mounted on hard points are always considered to be "drawn." For double the price of a standard hard point you can get a quick-change hard point that allows you to remove the currently mounted weapon and replace it with another weapon equipped for hard-point use. Requires 1d4+1 seconds.

In theory you can mount just about any weapon light enough for you to lift with one arm on a hard point, but in practice you want to



keep the ENC of the mounted weapon below a certain level or it becomes unwieldy. The ENC of any weapon should not exceed the Size-Class of the character plus two, or it becomes unwieldy and can off-balance the character. For each point of ENC that exceeds the character's size class plus 2, subtract 10 points from the character AGL while wearing the armor. For example, Thug the Ram who is size class 8, could mount a weapon with an ENC of 10 without any AGL penalties.

In addition, the ENC of any weapon mounted on the hard point should be equal to less than the character's STR divided by 10. Otherwise the weapon is simply too heavy for the character to wield efficiently. For each point of ENC above the character's STR/10 they take a 1 point initiative penalty when using the mounted weapon and any other weapon on the arm the weapon is mounted on. So if Bob the human has a STR of 50, and he mounts an ENC 7 weapon on his hard point, he'll take a 2 point penalty (+2) to his initiative when he uses that arm ( $50/10 = 5$ .  $7 - 5 = 2$ ).

Hard points require 1 space in the arm and have an ENC of 1. The cost to modify a weapon for hard point is 500 credits for hard point use only, or 1000 credits if you still want to be able to use the weapon "normally" by pulling the trigger. Add 150 credits to the cost of the weapon modification if it's a quick-change mount. Obviously the more expense of the two options is usually reserved for quick-change mounts. That being said, most people opt for the hard-point use only mount for two reasons. The first is the external firing assembly is removed from the weapon reducing its ENC by 1 (to a minimum of 1). The second is it looks really dorky to have an unmodified weapon attached to the outside of your armor, handle and all. Hey, Battlelords have style too!

**Balance Rating: 4**

**Heat Sinks:** These simple devices help radiate heat away from a section of combatant's armor that has been hit by a thermatic, flamethrower, or pulse weapon. A heat sink must be purchased for each armor section, and only the section where the heat sink is mounted is protected by it. Damage from flamethrowers and thermatic attacks are reduced by half (round normally). This damage reduction includes thermatic damage taken after the initial hit. Heat sinks only reduce damage from pulse and other plasma-based weapons by 10% (round down). The super-heated plasma typically destroys the heat sink before it can be of any real benefit. Heat sinks can not be used with Reactive armor. This system can not be mounted on a suit of armor with a Toaster System.

**Balance Rating: 1**

**Internalized Weapon:** An internalized weapon is a weapon that is mounted on a hard point, and then covered by armor. As a result the weapon is protected by the THR of the armored suit. Almost any pistol, with the exception of Static Pistols can be converted into an internalized weapon. This is custom work so your results may vary. You get what pay for. The weapon's SS is permanently reduced by 3d20. The SIZE of the newly mounted weapon is equal to the weapon's original ENC + 1d6 - 2.

Internalized weapons are treated like armor options and take up space inside the armor, in addition to the 1 space required for the mount. To convert a standard weapon into an internalized weapon a highly skilled weaponsmith removes the outer shell housing the weapon's delicate internal mechanisms along with the weapon's trigger assembly. The weapon's internals are then mounted in a custom-

## ✓ DIY: DOING IT YOURSELF ✓

**Internalized Weapon:** This is advance stuff. Heck even the game mechanics get ugly. You've been warned!

**Remounting the weapon:** Repair (Weapon) skill check at a level 15.

Failure indicates you fubar'd the weapon and it will need to be repaired or replaced depending on how badly you failed. The rule of thumb is the amount by which the character failed their roll indicates the percentage of the weapon's original cost required to repair it. That doesn't include labor, that's just the parts. So if you needed to roll a 54 to succeed and you rolled a 24, then you'll have to spend 30% of the weapon's original cost to get the parts you need to fix it. If you're paying someone else to do the job, you'll get another bill for their time... unless they screwed it up to begin with.

Success indicates you have remounted the weapon.

- Reduce the SS of the weapon by 75 minus the amount by which you made your roll. So if you made your skill check by 50 points, the weapon's SS is reduced by 25. Min. SS of 1.

- Determining the new SIZE of the weapon. Determine the number you need to roll under to succeed (target number). Subtract the number rolled from the target number to determine the amount you made your roll by. For example, Buzzard Beard the Goola needs to roll under a 75 to succeed in making this weapon repair check. Buzzard rolls a 30, so he made his roll by 45. Divide that number by 100. So in this case we get 0.45 and drop it into the following formula in place of X to get your new weapon SIZE.

Original ENC x (2 - X) = New SIZE

-Round normally. Regardless of the results of the formula, the minimum SIZE of a weapon is ENC minus one.

**Modifying the armor:** To modify the armor you must make an Armor (Repair) skill check with a difficulty level of 15. Success indicates there were no problems. Failure indicates you screwed something up. The problem with armor repair, unlike weapon repair is that screw-ups may not be immediately recognizable. With a weapon you just see if the thing shoots, but with armor people get annoyed when you blow holes in their armor to test it. Failure by more than 50 indicates an obvious screw up. Failure by less than 50 probably won't be obvious until that section of the armor takes a weapon hit, at which point the armor plate is likely to become dislodged reducing the THR in that section of armor to zero! Costs for repairs use the same rule of thumb as listed above with weapons.

**Evil BMs:** If the characters seek out an armorsmith and weaponsmith to do the job, A truly evil, er... gifted BM may determine the skills of the smith(s) and then use the above Calculations to determine the results based on the rolls he makes for the smith(s).



designed fitting. An armorsmith then removes a section of the armor plating on your suit, attaches the weapon, and then painstakingly rebuilds the armor plate so that it covers the weapon. The armorsmith also includes a firing port that pops open to expose the weapon's barrel just before firing, and an ammunition port that allows you reload. As you can see the process requires a great deal of custom work from highly skilled tradesmen. In other words, it's not cheap. A weapon modified in this way typically takes an amount of space (SIZE) equal to the ENC of the weapon multiplied by 2 minus 1d4/2 points (Minimum SIZE of ENC minus 1).

An internalized weapon functions as a standard hard point in all other ways including mount-location penalties, Strength limitations, and ENC limitations. The cost is 250 credits multiplied by the final SIZE of the weapon.

**Balance Rating: 5**

**Jammer Detector:** This device doesn't stop the jammer from getting to you, but sticking the cigarette lighter-sized magnetic box to your armor or the side of your weapon will help you know when you've been 'jammed'. The box will light up and emit a low beeping sound (easily distinguishable from the high beeping sound of most malfunctioning weapons) when a jammer has successfully snuffed out your weapon. (Sold in pairs. 0.25 Encumbrance added to weapon or armor.)

**Balance Rating: 3**

**Liquid Rad Liner.** This rad liner circulates an ultra-dense mercury-like liquid in a thin layer between the outer shell of the armor and inside of the suit. When the liquid liner becomes radioactive, it can simply be drained and discarded... or safely and legally disposed of. The user then refills the liner with a fresh jug of liquid liner and he's on his way, eliminating the fear of radiation poisoning. The downside to this system is that if you don't have a QSU that repairs Integrity, weapon hits that penetrate the armor will cause all of your liquid liner to leak out. Replacement liners come in really heavy 5-gallon jugs. Replacement liner costs half the price of a new system.

**Balance Rating: 1**

**Lizard Tail Plating:** This system protects the user against A/R beam attacks. Much like a lizard can break off its tail when it is snagged by a predator, these metal plates are designed to break away from the armor when hit by an A/R beam, allowing the user to free himself from the A/R attack and suffer no damage. The system can only be used once per armor section. Replacements can be purchased at half-price. This system can not be used with reactive armor.

**Balance Rating: 1**

**Mine Detector:** This highly specialized and sensitive sensor system must be mounted in the boot of the user's armor. The system is 50% effective in detecting modern buried mines within 2 meters. Older mines are easier to detect. Unfortunately most modern mines are designed to explode when mine-detecting sensor systems are near-by. The system has a 25% chance detonate a modern mine when active.

**Balance Rating: 1**

**NEC:** Stands for 'Nuclear Effect Cancellor'. The NEC works by generating an electrical field of opposite polarity from the one generated in your armor by a disintegrator. Currently, an NEC has a 75% chance of

working, halving the damage from each disintegrator hit.

**Balance Rating: 1**

**Non-stick coating:** This non-stick coating is applied to the outside of an armored suit. It has an extremely low coefficient of friction. This is coating has a 50% chance to keep web-gun glue or other adhesives from sticking to the armored suit. The non-stick coating can not be applied to a suit of armor that also has corrosive protection. Some Phentari have commented that this armor option allows them to cook prey on their armor without having to worry about cleanup!

**Balance Rating: 1**

**Polymerized Armor:** Warmonger, Inc. has developed a process of replacing the external plating on an armored suit with a polymer-metal matrix composite. This allows the armor to vibrate and flex, but not lose its Integrity when under the stress of an A/R attack. Polymerized armors take no damage from A/R beams, but their Threshold and Integrity in all sections are reduced to 75% of their original values (round down) as a result of the polymerization process. Polymerization of the armor increases the cost of the suit by 15%.

**Balance Rating: 2**

**Self-Articulating Weapon Mount (SAWM):** A serious step up from a standard Hard Point, the Self-Articulating Weapon Mount or SAWM for short (pronounced SA-WOM) is a weapon mount that turns and swivels so that any attached weapon is always pointed where the user is looking. It's kind of like a BMH (look-and-shoot) harness, but this mount works for bipeds as well as Cizeracks!

How does it work? When you're aiming your primary weapon, every weapon on a SAWM is aimed at the same target. Pull one trigger and they all fire! SAWM mounts use triangulated laser range finders to get a fix on the target the user is looking at. If the lasers can't reach the target (smoke, etc) or the user doesn't want to advertise his presence (laser range finder turned off) then all SAWM mounted weapons take a -25 to hit. The cost modify a weapon for a SAWM is 1500 credits. Quick-change mounts are not available for SAWMs.

The SAWM comes in two sizes, small and large. The large mount can only be attached to the shoulder (Upper Arm) of the armor. The small mount can be attached to the outside of the thigh (Upper Leg), calf (Lower Leg), upper arms, and even on top of helmet (Head). Both mounts are "free-floating" which means their default position will always parallel with the ground and they're also gyro-stabilized. This allows weapons on the SAWM to accurately fire at targets even while the user is running! Burst and auto-fire penalties are halved.

However, mounting weaponry to the outside of your body tends to throw you off-balance. The total ENC of all weaponry mounted on SAWMs is applied as a penalty to any Agility checks the character has to make. Furthermore, if the character is not braced when firing SAWM weapons, he must make an immediate Agility check with an additional penalty equal to the combined Automatic Fire Penalties of all the SAWM weapons being fired (See pg. 191 in *Battlelords*). This penalty applies whether they SAWM weapons are firing on full auto or not, and a failed Agility check indicates the character has been knocked over. Both of the above penalties are doubled for head mounted weapons.

The large mount can only be attached to size class 4 armor or larger. A size class 4 large mount can hold any weapon (no AHWs) with an ENC of 12 or less. The size class 5 large mount can hold any weapon

with an ENC of 14 or less, and so on. Each additional size class above 4 adds 2 points to the maximum ENC the mount is capable of carrying. Thus, a size class 8 Ram could mount a weapon with an ENC of 22 or less.

The small mount can be attached to a suit of armor of any size class. The small mount is capable of holding any weapon (no AHWs) as long as the ENC of the weapon does not exceed the character's size class.

**Balance Rating: 5**

**Spikes:** This idea has been used by the Phentari since the days of hunting their prey with pointy sticks. Come to think of it, they still hunt their prey with pointy sticks. Anyway, the basic idea is you leave your armor with the local armorsmith for about a week or two and he can cover the suit from head to toe with large metal spikes. Sure you look like a porcupine with a gun, but nobody will want to engage in hand-to-hand combat with you. The spikes do 1d8 points of damage (plus STR bonuses) when used to punch and 1d8 points of damage (double STR bonus) when used to kick. Targets that blunder into you make contact with 1d6/2 body sections, each doing 1d8 points of damage.

The wearer must make a STR check with a penalty equal to the damage done in a "spike" attack otherwise they're stuck to whatever they just impaled on the spikes. The victim can make a similar STR check to free themselves when it's their initiative. For one quarter the price the spikes can only be applied to just your gauntlets and boots if you don't want to look like an echidna. Just pray your opponent doesn't have a GEW or he'll spend all day throwing your buddies into you. Oh yeah, and carrying cases for spiked armor cost double the normal amount. The ENC of the spikes is equal to twice the character's size class. Spiked gauntlets and boots only add 2 points to the armor's ENC.

**Balance Rating: 1**

**Toaster System:** This system uses heating elements mounted just under the surface of the armor to reduce damage sustained from frost gun attacks. When the temperature of the armor drops below a certain temperature the surface of the armor begins to heat up. The system allows the user to ignore up to 30 points of damage caused by a frost gun or other "frost-based" attack. The system does not prevent the armor from suffering INT damage due to a frost gun attack. In fact the rapid heating and cooling caused by the system means that frost gun attacks do 1/2 their damage, rather than 1/3 their damage to the armor's Integrity. The Avalanche frost gun still only does 1/2 its damage to armor Integrity.

**Balance Rating: 2**

## ARMOR OPTIONS - OPTIONAL RULES

**Removing Armor Options:** Any armor option that is listed as 'Built-in' (with a 'B' under size) may be removed from the armor, at a cost of half of the total price of the option. You will need to pay full price again to have the option reinstalled later. This includes having an option removed in order to install a second option in the required order. Example: Anti-Laser Coating must be installed before Corrosive Protection. If you already have Corrosive Protection and want to have Anti-Laser Coating installed, you must pay 500cr to have the current Corrosive Protection removed, and another 1,000cr to have it installed again after the Anti-Laser Coating is installed.

## FALLING DAMAGE - OPTIONAL RULES

The following rules modify the falling rules on page 70 of *Lock-N-Load: Weapons & Tactics*. Falling damage is doubled for characters in heavy armor, and tripled for characters in mechanized armor. Maximum damage in an environment with standard atmospheric pressure is 60d6 for a character wearing body armor, 80d6 for a character wearing heavy armor, and 100d6 for a character wearing mechanized battle armor. There is no maximum damage limit for characters that fall in a vacuum. For characters that fall extreme distances *into* an atmosphere from space (say from 10km above the planet's surface), they gain speed outside of the atmosphere and therefore all maximums listed above are quadrupled.

**Balance Rating: 3**

## FLUX SHIELDS - OPTIONAL RULES

**Breach Value:** When the editors were toying around with different ways to revamp the Flux shield rules this was one of the ideas we came up with. In the end, we went for the simple, more elegant approach, but some may prefer the following method.

Using these optional rules, kinetic attacks do no damage to a Flux shield unless the attack exceeds a certain amount of damage. The amount of damage a kinetic attack is required to do to affect the Flux is equal to 10% of their Flux shield's *current* point total (regular, not heavy points). This value is called the Flux shield's "breach value." Once a kinetic-based attack has exceeded the breach value it does *half* damage to the Flux shield's remaining point total, which further reduces the breach value.

Though this system is relatively simple there are lots of tweaks the BM can apply to his or her liking. He may choose to have the breach value be based of the Flux shield's *original* point total rather than the field's current point total. This means the shield's resistance to kinetic attacks doesn't dwindle as the field loses strength. In addition, the BM may choose to have kinetic attacks that exceed the breach value do full damage to the shield or do their full damage *minus the current breach value*. Heck you can even change the breach value to be a set number, like 12. Combine this with the option to subtract the breach value from a kinetic attack that exceeds the breach value and you've just given your Flux a Threshold vs. kinetic attacks. Maybe you want the breach value to be a set, unchanging number, but you want that number to change from model to model. You can also change the breach value as a percentage but change it to some other value like 5% or 20% - even 200%! The possibilities are nearly limitless. Feel free to tinker if you get bored one day. **Balance Rating: 5**

## Nesting Flux Shields

OK, here is a more practical optional rule for Flux shields. Using these optional rules Flux shields can be linked together to provide additional protection to the user. Nesting Flux shields is accomplished by linking the Flux controllers together to form an array. One controller manages the power from additional power cells that are shunted together. However, because of the overlap in the shields, the total power of the array is only equivalent to 80% of the total of all fields. For example, two 20 HP Flux shields linked together would result in a 32 HP (20 x 2 x 0.8 = 32HP) nested Flux shield. In addition, the field generator is

designed to only handle so much power so no more than four fields can be linked together.

Otherwise there is a 3% chance of total field failure for each additional generator beyond the first. For example, four nested Flux shields would have a 9% chance of field failure  $[(4 \text{ shields} - 1) \times 3\% = 9\%]$ . The user must roll each round to determine if his field has collapsed if there is a chance of failure.

Linking Flux shields requires a Level 10 Computer Check, along with a level 11 Electrical Engineering check. The Flux controllers and associated power cells have to be physically connected. The parts to link two Flux shields typically cost 10% of the largest Flux shield's original value. Obviously buying a larger Flux shield is a much more efficient option than to use an array. **Balance Rating: 5**

### HEAVY ARMOR - OPTIONAL RULES

Rather than having archaic hand weapons do no damage vs. Heavy Armor, some Battle Masters may simply opt to double the Threshold of the armor vs. archaic hand weapon attacks. This allows massive hits from AHWs, like a hit from a cybernetic Ram Python wielding a Thwack'em stick, to knock armored characters on their ass.

**Balance Rating: 4**

### IFF RULES

The IFF beacon armor option can be set to active mode, passive mode, or inactive. In active mode the transmitter broadcasts a signal that can be recognized as friendly by all other friendly IFF receivers. Active mode has a range of 300 km under ideal conditions. Active IFF beacons are easily identified by most sensor systems. As a result, personnel who don't want their presence known will often turn their IFF beacon off (inactive mode). In passive mode, the IFF can be detected and identified by sensor systems that are *actively scanning* the area, like an HIC or similar active sensor system.

### LAMS - ADDITIONAL RULES

Even with radar systems LAMS will not identify a missile by its type (Sabot vs. Saylor for example). As a result, LAMS can not avoid missiles that are less of a threat to attack missiles with higher damage yields first. LAMS always fire at missiles in the order they come into range. Some Radar Packages feature "priority targeting" that allows you to target missiles moving at or above a certain speed over other missiles, but they can't distinguish between two missiles with different warheads moving at the same speed. A LAMS that is hooked up to a Radar Package that is connected to HIC can determine what kind of Reflex missile is headed toward you, but only once the missile is closer than 500m - the HIC's range.

In this case the HIC will automatically target missiles that have the largest warhead first and then progress to the next largest until all the targets have been eliminated, unless the character specified otherwise (half action). However, since about half of the Reflex missiles travel faster than 500m/sec waiting for the missile to come into range of your HIC doesn't give you a second chance if you miss the first time or fail to destroy the missile. If a missile is traveling faster than 500m/sec you've

got one burst of LAMS fire (full ROF) before it impacts. If it travels slower than 500m/sec you may get two or even three bursts at it before impact.

### Order of Fire with Multiple LAMS

If multiple LAMS are present and they are targeting the same missiles, just fire them in the order of each character's initiative. Alternatively, for more realism the LAMS will fire in the order of their proximity to the missile, with the LAMS that is closest to the missile going first and the LAMS that is farthest away from the missile firing last. Last but not least, the easiest way to avoid Reflex missiles is to get behind cover or stay in doors. Radar systems can't see through solid objects. Watch out for windows though! For those who are counting, we're up to about 1.25 acronyms per paragraph in this section!

### TACTICS TO PRACTICE

**Laser Anti-Missile Systems (LAMS):** Unlike ECM character's can benefit from each other's LAMS, because these anti-missile systems are constantly scanning for incoming targets that match the radar signature of a missile. Any missile headed remotely in the character's direction (BM's discretion) will be targeted by his LAMS assuming his radar system detects it. This is true even if the missile is not aimed at him. Therefore, each member of the party who can afford a LAMS should have a LAMS.

LAMS with higher ROFs are better. If you're low on credits, the Dissector is the best buy for the cash. Larger characters can mount two LAMS. With each character mounting a LAMS (or two) the overlapping field of fire created by the multiple LAMS should keep incoming missiles from getting to the party. Even when opponents use the "MIRV followed by a larger missile" technique, you should have enough combined ROF to take down all the incoming missiles.

### PMS2 Missiles

LAMS have a 50% chance to destroy any PMS2 missile struck.

# EQUIPMENT



## CYBERNETICS PG. 2

TYPE	TL	AV	COST
Mental Trigger	6-7	UC	varies

## CYBERNETICS: MENTAL TRIGGER

**Mental Trigger:** A mental trigger is a cybernetic triggering system that allows the operation of systems through the use of mental commands. The controller is priced based on the number of interfaces, the number of commands available on each interface, and finally the initiative modifier of the system as a whole. A basic two-command interface is standard on the mental trigger, while multi-command (Capacity > 2) interfaces are rare and cost much more.

A mental trigger is only capable of giving simple commands to an attached electronic device. A mental trigger can not perform any physical actions. Most of the time a mental trigger is simply a substitute for a button or trigger. A mental trigger does not add functionality to a device. In other words, using a mental trigger can not make a device do something it couldn't do before. For example, a mental trigger could fire your weapon (replaces a trigger), but not instruct the weapon to reload itself (physical action) or scan for enemy combatants, which is a feature the weapon never possessed in the first place. Lastly a mental trigger communications are one-way. The trigger can give commands to an attached device, but it can not receive feedback from the device. The BM will be the final arbitrator of exactly what commands a mental trigger is capable of giving. All commands must be pre-programmed ahead of time and it takes two full actions to change a single command on a single interface. A list of a few common commands follows. This list is by no means exhaustive and possible commands are only limited by your imagination... and your BM's attitude.

**Weapons:**

Fire once  
Fire on fully automatic  
Stop firing on fully automatic  
Engage safety

**Bio Scanner:**

Scan for life forms  
Activate  
Deactivate  
Display range on bioscanner to nearest life form other than user

The interface system is standardized on most electronic devices across the Alliance. Devices that are Tech Level (TL) 4 or higher are already equipped with a standard interface – it's the same interface used to connect a device to a body computer using an EDM. TL 4 devices require a 500 credit adapter, and TL 5 devices require a 100 credit adapter to communicate with the mental trigger. Devices with a lower TL can still be equipped with an interface, but it requires some custom work. Note: When determining the TL of a device to be used with a mental trigger always use the highest TL if more than one is listed.

Any device attached to the mental trigger gets to take advantage of the initiative reduction, if any, offered by the mental trigger. Devices are normally connected to the mental trigger wirelessly, but they may be

physically connected to the user via reinforced fiber optic cables if the user doesn't want all the wireless transmissions to give away their position to scanning equipment or if the enemy is using jamming equipment. See the Body Computers section in the *Lock-N-Load: Armor, Equipment, & Cybernetics* for more info on jamming. It takes a half action to hook up or unhook a cabled device from the mental trigger. The cable jacks can be installed nearly anywhere on the user, but are typically on the wrist, shoulder, or chest.

Custom interfacing for TL 3 or lower TL devices requires a level 15 Computer Programming check in addition to a level 10 Electrical Engineering. If the target is a weapon a level 13 Weapon Repair check must also be made. A custom interfaces can be expensive and they can't be installed on everything (BMs discretion). I mean, you can't honestly expect to mentally control your spear? The device must have a trigger or activation button of some kind to have an interface installed. The cost of a custom interface increases as the TL of the device decreases. For really primitive devices it's not uncommon for an interface to cost more than the device! Putting a custom interface on a device raises its Tech Level to 6.

**Cost for custom interface (BMs discretion):**

$(7 - TL) \times (5d4) \times 1\% \times \text{item's cost.}$

**Minimum cost for a custom interface is 500 credits.**

Actions on interfaced items that are *not a weapon* are free actions during combat. Non-combat actions with weapons are also free actions. Shooting a weapon is a combat action. It is important to note that even though giving commands may be free actions the actual execution of the command may take longer. For example, telling your weapon to initiate self-diagnostic procedures may be a free action, but the weapon may take several minutes before the results of the diagnostic appears on the weapon's display panel. Commands that are free actions can be given to any interfaced device on any combat segment, and do not subtract from the character's available actions during a combat segment.

Firing weapons still requires actions; half actions or full actions as appropriate, but like all devices attached to the interface they get to take advantage of initiative reductions, if any. Using weapons requires actions because you still have to point them in the general direction of the enemy. The mental trigger only activates the weapon. In theory a weapon could be fired as a free action, but the shooter could not aim the weapon – not even for a snap shot. The target would have to be standing directly in the weapon's line of fire to have any hope of hitting the target.

For Example, Timmy the rich Orion, has decided that his fingers are far too delicate and important to be wasted on time pushing buttons and pulling triggers. That's time taken away from playing cards! Considering his latest windfall from gambling, he's taken the opportunity to get the cybernetic mental trigger option. Since Timmy wants to interface his Balshrom laser pistol, medical injector, smoke generator, and Flux shield, he's got a total of 4 devices. That would mean he would need to use the 5 interface unit (he'd have one spare). In addition, since Timmy wants to be able to pick which of the medical injector injections he wants to use, and how much, he'll need to use the multi-command (4 commands on interface) option on one of the interfaces. In addition, he'll need to purchase the companion interface for each device attached, depending on its TL.

**MENTAL TRIGGER: CAPACITY**

NUMBER OF INTERFACES	COST
2 Interfaces	No Cost
3 Interfaces	25,000
5 Interfaces	40,000
10 Interfaces	80,000
25 Interfaces	100,000

**MENTAL TRIGGER: COMMANDS**

NUMBER OF COMMANDS	COST
Choose one for each interface, you can select the same one more than once.	
1 Command on Interface	10,000
2 Commands on Interface	20,000
4 Commands on Interface	50,000
8 Commands on Interface	85,000
10 Commands on Interface	120,000

**MENTAL TRIGGERS: INITIATIVE MOD**

INITIATIVE MODIFIER	COST
Choose one from the list below	
IM = 0	No additional cost
IM = -1	100,000
IM = -2	200,000
IM = -3	350,000
IM = -4	550,000

**Timmy's Mental Trigger**

5 Controller Interface package - 40,000 cr.  
 4 commands on interface 1 - 50,000 cr.  
 1 command on interface 2 through 5 (10,000 x 4) - 40,000 cr.  
 Interface for Balshrom BS-2 (TL 4) - 500 cr.  
 Interface for Medical Injector (TL 6) - 0 cr.  
 Interface for Smoke Generator (TL 5) - 100 cr.  
 Interface for Flux Shield (TL 7) - 0 cr.  
 Initiative Modifier of -1 - 100,000 credits  
 Total cost = 230,600 cr.

**Interface 1: Medinjector**

Commands:

- Inject one dose of drug #1
- Inject one dose of drug #2
- Inject two doses of drug #2
- Inject one dose of drug #3
- Inject one dose of drug #4

**Interface 2: Balshrom laser pistol**

Commands

- Fire one shot

**Interface 3: smoke generator**

Commands

- Activate

**Interface 4: Flux shield**

Commands

- Activate

**Interface 5: unused**

**Balance Rating: 5**

**CYBERTRONICS PG. 2**

TYPE	ELE	EMP	SPACE	COST
External Output Coil	15	20	0.1	250,000
External Range Coil	12	12	0.1	50,000
HUD Contact Lenses	20	20	0	2,000
Surprise Trigger	45	45	0.3	45,000

**CYBERTRONICS**

**External Output Coil:** Identical to the external range coil, the external output coil increases matrix strength by 50%. This device can not be worn with the external range coil.

**Balance Rating: 4**

**External Range Coil:** The original prototype for the cybernetic Range Coil wasn't a cybernetic at all. It was worn externally like a hat and was not surgically implanted. After the concept was proven, the project went onto its next logical progression, which was direct access to matrix generation pathways through surgical implantation of the device. The external prototype was quickly discarded after the results of the cybernetic prototype far exceeded expectations. After rediscovering and purchasing the old prototype, Tri-Corp quickly patented the device on an obscure world outside of the Alliance, which gives them a legitimate claim to the tech if it ever becomes legal in the Alliance. After a few modifications and some further refinement the device can now be placed inside a standard helmet. While wearing the helmet matrix users will receive a 50% increase in the range of their matrices. Sure it's not as efficient as the cybernetic version, but not everybody wants to set off the metal detector at the spaceport and be arrested for having illegal cybertronics.

**Balance Rating: 4**

**HUD Contact Lenses:** These contact lenses display information on the back of the lenses so the user can see it. The displays are only visible from the inside-out, so people observing the user can not tell they're wearing the HUD contacts. The lenses can display anything from current temp, to the text of a book, to text messages, and tons of other info. If the user desires, the contacts can be voice-activated, or thought-activated with small invasive surgical procedure (triple the cost).

Information is broadcast to the contacts by a small unit worn elsewhere on the body (ENC 1). The unit can be connected to almost any other TL 4 or higher level device either wirelessly or via a cable. The unit can be mounted subdermally, but this restricts it wireless connections to other devices that can be detected with the proper sensor gear. All actions while the lenses are active are at -30 because information on the lenses can, and often does, block your field of vision.

**Balance Rating: 1**

**Surprise Trigger:** A surprise trigger is a device developed by the paranoid Chatilian weapon's designer named Bartoxk the Paranoid. This device monitors a Chatilian's brain waves and watches for any sign of anxiety. The minute the Chatilian's becomes scared the device triggers a preset piece of equipment or weaponry. Typically this is a Flux shield or PDS, but it's not unheard of for a Chatilian to have it activate a weapon or a communication device. Bartoxk's surprise

trigger activated his suicide device – he was *really* paranoid, and so were his many clones. Since Chatilians are aware of the thoughts of those within 2 meters, the aggressive intentions of an assassin is sufficient to activate the device preventing the Chatilian from being taken by a surprise attack. Hence the name of the device, the “surprise trigger.” The device is often used in combination with the ESP matrix, which increases the range of the Chatilian’s natural telepathic abilities. Before you ask, yes the device can be used by other species once it is tuned to their brain waves, but since only a Chatilian can sense aggressive thoughts before an aggressor acts on them, it really doesn’t work as well for other species. When used by non-Chatilians typically the device activates after you’re already being shot at!

**Balance Rating: 5**

#### DETECTION EQUIPMENT PG. 2

TYPE	TL	AV	COST
Bomb Detonator	3-4	UC	1,000
Explosives Detector	4-7	UC	35,000

#### DETECTION EQUIPMENT

**Bomb Detonator:** This device sends a radio transmission out on every frequency in rapid succession, automatically detonating any explosive device armed with a TL 3 or lower radio detonator.

**Balance Rating: 1**

**Explosives Detector:** This chemical sniffer is able to detect the nitrates and chlorates used in common explosives as well as the more complex compounds used in modern explosives. It also uses dielectric analysis to test materials in physical contact with the sniffer. These tests will not cause the explosives to detonate. This highly sensitive device is able to detect traces of the explosive compounds in the air down to a few parts per million. The amount of explosive in the air along with the proximity of the detector to the source determines its effectiveness. The system is 100% accurate in detecting and identifying the explosive compound if it is in direct contact with the explosive or it is touching a material that an explosive has been in direct contact with. The accuracy drops by 10% for every meter of distance between the detector and the source. When not in direct contact with the source, the system is affected by wind conditions, ventilation, and other environmental effects that would change the amount of explosive residue in the air (BMs discretion).

**Balance Rating: 1**

#### PILOTING SKILLS: DROP POD

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Drop Pod Pilot	1	25	3wk	1.5	MD	-	10	-	-

#### DROP PODS

A Drop Pod is essentially a vehicle used for fast orbital insertion of a Strike Team. Pods have enough room for up to 4 mercs and their gear. In theory the pod will look like a meteor burning up on re-entry to most observers and scanning systems. That way no one would suspect an insertion team is being dropped planetside to bring the pain. Mind you on high-tech worlds drop pods are almost useless, as a detailed scan will reveal its true nature. However, for insertions on those back-water worlds to there’s nothing better... or cheaper. Drop pods were originally developed before displacer technology was commonplace. Back then the military would make frequent use of drop pods for fast insertions. Once they’ve landed, drop pods can be quickly converted into handy bunkers (THR 15, INT 40) or make-shift quarters for extended campaigns. More advanced drop pods often have chaff ejectors, camo units, and similar equipment that make them more usable on high tech worlds.

Your typical pod has maneuvering thrusters to keep it level and drogue-chutes to slow it down before it hits the ground. The thrusters fire at the last possible minute to keep up the appearance of meteor impact. This makes for a wild and bumpy ride down through the atmosphere. Anyone with Fighter, Spacecraft or Transcruiser can easily pilot a drop pod without the Drop Pod piloting skill.

**Balance Rating: 1**

#### ESPIONAGE EQUIPMENT PG. 2

TYPE	TL	AV	COST
Biomech Duplicator	5-7	R	100,000
Booby-Trap Trigger	3-7	UC	2,000
Coloring Agents	3-4	C	300
Texturizing Agents	4-6	UC	1,000

#### ESPIONAGE EQUIPMENT

**Biomech Duplicator:** Scientists at Warmonger Industries got this idea after the resident Mazian swallowed an Imagizer. The device is set for a particular species, activated, and then the Mazian envelopes the unit. Once activated this device allows a Mazian to pass as the species of its choice under the scrutiny of a Bio-Scanner, X-ray, and infrared analysis. Unless the Mazian has changed its physical shape to mimic the species the Duplicator is set for, it will obviously be visually identified as a Mazian. However, assuming the Mazian is mimicking the same species set on the Duplicator, the blob will look like the target species and pass for that species even when scanned. Biomech Duplicators are expensive but only a tissue sample will identify the blob’s true nature while using one. These devices bypass anti-espionage laws by also allowing the Mazian to mimic the infrared and bio mechanisms signatures of animals native to their homeworld, allowing them to escape from predators.

**Balance Rating: 2**

**Booby-Trap Trigger:** Commonly referred to as an “Eridani trigger” these devices are inserted into the handles of AHWs or in the grips of high-tech weapons. Any Phentari that touches the handle/grip of the weapon causes it to self-destruct (immediate Malfunction roll at +90). Any non-Eridani that touches the handle/grip of the weapon causes it to emit a powerful electrical shock. Treat the shock as a hit from a Thunderbolt Generator that does 1-4 points of damage (Q of 3).

Weapons that don’t blow in spectacular ways when they malfunction can be equipped with the grenade of the user’s choice that’s triggered when a Phentari attempts to use the weapon. The grenade is installed in the handle/grip of the weapon and it’s ENC and cost is added to the cost of the weapon. Typically most Eridani are content with their swords shattering dramatically when the “self-destruct” is triggered since they don’t want to touch anything a Phentari has been wrapping its tentacles around.

The system works by using a short-range sensor that can scan the DNA of the target, even through an armored suit. Since you can’t pick a weapon up and use it without dropping your Flux shield first there’s no need for the device to scan through Flux shields. Special order versions (double the price) can also be set to allow only a single user or a pre-selected set of users to wield the weapon without any consequences. Though originally designed for use only with Eridi-corp weapons and equipment, Balshrom has now copied concept and is making a version available to the general public that’s a little friendlier to non-Eridani.

**Balance Rating: 2**

**Coloring Agents:** Similar to Tri-Corp’s texturizing agents, these agents only change the color of the Mazian, not its texture. Mazians typically color their bodies to suit their mood and more adventurous Mazians will swirl different colors in their body to create a “really far-out effect, man.” Color agents last for 4d20 minutes and are also available in photo luminescent (they glow in the dark) or UV active varieties (only visible with UV optics) for twice the price.

**Balance Rating: 1**

**Texturizing Agents:** Tri-Corp has developed a number of pre-mixed texturizing agents available for Mazians that help them mimic the appearance of other aliens. The agent is consumed by the Mazian and changes both the color and texture of the Mazian’s surface, allowing the Mazian to look and feel more like the species it’s impersonating. Tri-Corp has over 400 texture agents available. That’s almost 15 different color and texture combinations per species. Tri-Corp employees would be happy to help you pick out the best match. Just bring in a picture of your mimic target and we’ll do the rest. The agent provides a +30 bonus to Impersonation attempts and lasts for 3d10 minutes before it degrades.

**Balance Rating: 2**

## OPERATIONS EQUIPMENT PG. 2

TYPE	TL	AV	COST
Passive IFF Receiver	3-6	UC	500
Radar-Laser Sight	4-6	R	1,500
Target Locator	5-7	UC	2,000
Target Locator PLUS	5-7	UC	10,000

## OPERATIONS EQUIPMENT

**Passive IFF Receiver:** Most weapons can be equipped with a passive IFF receiver, which detects only *active* IFF beacons. A red warning light on the weapon or inside the user’s helmet is activated when the weapon is pointed at a target with a friendly active IFF beacon. The system can be set to automatically engage the weapon’s safety to prevent it from being fired in addition to turning the warning light on, but most mercs opt to simply have the warning indicator light activate. It’s “safer” to risk killing a teammate than having your weapon lock-up on you because that charging arachnid ate Bob and his IFF transmitter. The cost is 500 credits per weapon. **Balance Rating: 1**

**Radar-Laser Sight:** This accessory combines a laser sight with line-of-sight motion detection. The sight detects motion in objects, and the beam pulses brightly when directed at a moving object. This laser sight affords a +12 bonus to attack rolls in range brackets 1-4, and snap shots are made at a -30 as per normal laser sights. Beyond range bracket 4, a scope must be employed to gain the bonus (and see the laser dot). The laser has a range of 500m. The sight is sensitive enough to distinguish between a deceased body and an unmoving (yet still breathing) body, but it should be noted that many situational modifiers can nullify this function: onboard an accelerating spacecraft (everything shakes), a Ram Python walking by (everything shakes), etc. Note that the sight does not distinguish between friend or foe, or even between living and non-living matter. Sure, *something* is moving down that dark hallway, you can see the laser dot pulsing on whatever it is in the darkness... to shoot or not is another matter (I say shoot... friends don’t sneak up on you in the dark).

**Balance Rating: 1**

**Target Locator:** Identical to the K-Sat accessory of the same name. The Target Locator is about the size of a paperback book and must be kept at least 5 meters away from the target. The unit will not correctly identify the target’s location if it is closer than 5 meters, eliminating the +20 bonus to hit and rendering the unit useless for Rad Cannon and Atomic Displacer targeting. The user must manually aim the device at a target in range using a vid screen (with passive night vision capabilities) built into the device. Once a target has been designated the device needs no other interaction and is usually camouflaged. The incoming attack will hit where the device is aimed at (assuming the gunner hits the mark) so if the target moves and you don’t re-aim the Target Locator you’re out of luck. Max Range: 30 meters.

**Balance Rating: 4**

**Target Locator PLUS:** Identical to the K-Sat accessory of the same name, with the same restrictions as listed above for the Target Locator.

**Balance Rating: 4**



### 3 • WEAPON DESCRIPTIONS

#### PERSONAL EQUIPMENT PG. 2

TYPE	TL	AV	COST
Za'l Stasis Generator	6-7	R	30,000
Zombie Generator	7	VR	50,000

#### PERSONAL EQUIPMENT

**Za'l Stasis Generator:** Developed by the famous Andromeni scientist named Za'l while he was in possession of a dead Mutzachan's body, the stasis generator allows an Andromeni to temporarily inhabit a body without expending a body point. The device must be placed on temporary host, after which it allows the body to be inhabited for 1d4 minutes, before the Andromeni is expelled. An Andromeni does not have access to the skills or memories of a host that is temporarily inhabited, but they have full motor control over the host's body. The Andromeni still has to spend a body point to inhabit a new host once it is expelled from its temporary home, but none of its body points are lost for the temporary possession. **Balance Rating: 4**

**Zombie Generator:** Another device created by the Andromeni scientist Za'l. The Zombie Generator allows an Andromeni to possess a body that has been dead for up to 120 days. The results of these possessions are often gruesome, when the decomposing corpse gets up and walks around. Corpses this old and decayed tend to fall apart, because the state of decay is often beyond an Andromeni's ability to fully repair. Assume the corpse loses one body point from its current total for each week spent decomposing after its demise. This can drop the corpse's body points into negative numbers. If the Andromeni fails to increase the corpse's body point total to a positive number it can not inhabit the corpse, but still loses on its own body points for the attempted inhabitation. If the Andromeni does get the corpse up and moving around, but it has not been returned to its original, undamaged, body point total the corpse has a 25% chance to lose a body part once per day until fully healed. Roll on the Hit Location Chart to determine which body part has fallen off the poor departed Andromeni's host. **Balance Rating: 4**

#### PERSONAL DEFENSE SHIELDS PG. 2

TYPE	TL	AV	COST
Marshal	6-7	R	1,000,000
Secret Service	6-7	R	1,500,000
Panther	6-7	VR	2,000,000
Costner	7	U	2,500,000

#### PERSONAL DEFENSE SHIELDS

Using newly refined PDS technology the 5HP limit has finally been broken. These second-generation PDS units are available in field strengths up to 17HP! The downside to this newer technology is that these units take twice as long to recharge, and can only receive an "instant charge" at TL 6+ Armor Repair Stations. Recharge costs for all second-generation PDS units is 10 credits per point.

**Balance Rating: 4**

**Marshal:** The first of the second-generation PDS units to hit the market. This briefcase-sized unit emits a 7HP field. Sure it's bulky, but isn't your safety worth the inconvenience?

**Balance Rating: 4**

**Secret Service:** A step up from the Marshal PDS. This unit has a field strength of 10HP and is about the size of a 20th century paperback book, and can be clipped to your belt.

**Balance Rating: 4**

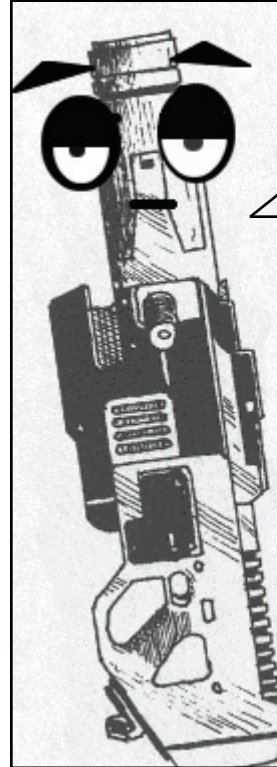
**Panther:** Named after the Alliance light battle tank, the Panther packs a respectable 13HP of protection into a small package. It's about the size of red stapler; just don't let anybody wander off with it.

**Balance Rating: 4**

**Costner:** The best money can buy. This PDS unit is capable of generating a 17HP protective field. The standard model straps to the user's belt and is a little bulky. Custom-made versions can be ordered for three times the price and can be installed into anything with more volume than a baseball. Installing the unit into sword scabbards or in the soles of dress shoes is becoming increasingly popular. It shows up like a strobe light under ultra-violet scanners, but who cares because it's nearly impenetrable, right?

**Balance Rating: 4**

#### INTRODUCING PULSIE



"Hi, I'm Pulsie, the Battlelords Armor and Weapons Assistant. Throughout this book, I'll be providing helpful hints about the weapons used by Battlelords, and how to defend yourself against them. These hints just may save your life! Remember, typically your best bet will be to pony up the credits and buy a Flux shield or a PDS. These will stop most forms of attack while the shield is functioning, and are a lot less expensive than paying some Zen for reincarnation. Manufacturers are constantly expanding product lines. You can now buy a PDS in the following new sizes: 7HP, 10HP, 13HP, and 17HP."

# WEAPONS

## ARCHAIC HAND WEAPONS PG. 3

TYPE	ER	TL	AV	COST
Bayonet	-	3-4	P	10
Crystal Dagger	-	3-5	UC	500
Double Sword	-	1	UC	120
Flash Crystal	5	3	R	250
Hot Rocks	1/4 STR	3	UC	1,000
Kizanti Phase Weapon	var	var	VR	100x
Mazian Horse Shoes	25	2	UC	15
Razor Whip	5	3-4	UC	500
Shatter Dagger	10	5	R	50

## ARCHAIC HAND WEAPONS

**Bayonet:** Where are the Bayonets? Treat a bayonet as a spear but it has a -20 to hit and can not be thrown. If a bayonet is used to attack, the weapon it is attached to is required to make a SS roll after each hit.

**Balance Rating:** 1

**Crystal Dagger:** These Chatilian weapons are crystalline stabbing weapons resembling daggers. The amazingly hard crystal is grown to the size and the shape required by the user. These weapons are primarily designed for stabbing soft targets as any hard impact requires a System Shock roll, with failure indicating that the weapon has shattered. Similarly, a System Shock roll is required when damage done by the weapon fails to exceed the Threshold the target.

A well-grown dagger is balanced enough to be thrown, but this costs double the price. If a thrown dagger isn't purchased, ignore all accuracy stats for every range bracket but the first. Clever Chatilians have been known to pay handsomely for a dagger that they can also use as a generation focus crystal. Daggers of high enough quality to be used as focus crystals cost four times the normal price.

**Balance Rating:** 3

**Double Sword:** Ashanti weapon, these swords have a blade on both end of the handle. In other words if you were to hold the weapon vertically in your hand, you would have a blade attached to the "top" of the handle pointing up and another blade attached to the "bottom" of the handle pointing down. The weapon's design allows Ashanti to engage multiple targets, even targets in front and behind them simultaneously. Because the weapon is well balanced it can also be thrown.

An Ashanti can attack two targets with a single attack roll with this weapon as long as both targets are within the 2 meter range of the Ashanti's spatial awareness. Ashanti attacking multiple targets in this fashion must make a single attack roll taking into account only the target that is hardest to hit when determining attack penalties.

**Balance Rating:** 2

**Flash Crystal:** A favorite of Chatilian's everywhere. When this crystal is thrown against a hard object, shattering it, it releases a blinding flash. Any target within 5 meters that was not aware of the imminent flash is entitled to a Radiation SMR. Failure indicates that target has been blinded for 2d4 seconds.

**Balance Rating:** 2

**Hot Rocks:** Hot rocks are dense geode-like rocks (hollow spheres) that are filled with tar and uranium particles. Gemini use these rocks as weapons, throwing them at opponents with sufficient force to break them open. On impact the rocks break apart releasing its sticky payload of uranium-impregnated tar over the surface of the target. The lead-infused crystals inside the rock help keep the radiation from escaping until the rock is cracked open. In addition, hot rocks come in their very own lead-lined storage case! A hot rock can be thrown 1/4 of ones Strength in meters.

The rock must do at least 2 points of damage to the target before it impacts with enough force to crack open. If the impact does less than two points the rock doesn't break. That being said hot rocks are heavy and a Gemini or Ram chucking one could easily kill an unarmored human with a hit to the head or chest. Assuming the rock impact doesn't kill you, if it breaks open any target without a Rad Liner must make an immediate Radiation SMR. Failure indicates the target has contracted radiation poisoning. See the Rad Cannon entry for more information on radiation poisoning. The target must make an SMR once per day to avoid radiation poisoning until the sticky tar is cleaned off the armor, which is no easy job without getting it stuck to everything else. A Decontamination skill check with a level 5 difficulty is required to clean the target. Failure indicates additional exposure requiring another Radiation SMR to prevent radiation poisoning. Armor sanitizers are not effective in cleaning up radioactive threats.

Gemini and Mutzachans must fail two Radiation SMRs in a row before they contract radiation poisoning. Characters that have open face helmets (ouch) are not protected from radiation poisoning by a Rad Liner if they are hit in the head. Characters without environmental containment within a 3 meter radius of the target may breath in radioactive dust released by the rock's impact (assuming it breaks open) and must make a Radiation SMR or contract radiation poisoning. However, characters that inhale the dust receive a +30 to their SMRs because of the reduced nature of the exposure. Filter masks, gas masks, and O2 or Methane masks completely protect the character from inhaling the harmful dust.

**Balance Rating:** 3

**Kizanti Phase Weapons:** When commercial Rift runs were still legal, it was routine for science teams to gather samples of anything they came across while in the Rift, and asteroids were no exception. During a Rift run the crew of the survey ship *Stellar Explorer* was busy cataloging and boxing up mineral samples from the Rift. The ship encountered a Rift storm and the hull of the cargo bay was breached. The blast doors of the ship automatically sealed off the cargo bay from the rest of the ship when the depressurization was detected. One of the crewmembers, a Kizanti, instinctually began to prepare for displacement to the other side of pressure door. To his surprise the Rift minerals he was still holding became transparent and intangible about half way though his preparations for displacement – and thus phase weapons were discovered. Oh, the Kizanti was partially sucked out into space through the 3" hole in the hull, but the security cameras recorded the event for posterity.

Further experimentation revealed that Kizanti could indeed cause certain minerals mined from the Rift to shift phase during preparation for displacement. Soon Kizanti began forging weapons out of the Rift minerals, turning them intangible, and then sticking through unsuspecting targets. As soon as the Kizanti released his grip on the weapon it rematerialized inside the target typically destroying both the target

and the weapon. Damage to the target is equal to the ENC of the weapon and is applied directly to the character's Body Points, as well as the armor's Integrity *and* Absorption. The part of the weapon stuck in the target is effectively useless even if cut out of the target. As a result phase weapons are typically large and heavy items like two-handed swords, though lately staffs have been becoming popular as the user can cut off the useless bit and still have a functional, albeit a shorter, weapon. In a phased state the weapon can pass through any material object regardless of Threshold, but is stopped by Flux, PDS, or kinetic energy shields.

Kizanti can still move the weapon while it is intangible, but he does not actually displace anywhere if he continues to prepare for displacement. Any attempt to "activate" a phase weapon causes the Kizanti to sacrifice one of his two daily displacements whether the attempt was successful or not. To make a phase weapon become intangible the Kizanti must make a Displacement skill check with a level 7 difficulty. The weapon remains in its phased state for 3d4 seconds. Unlike displacement, activating a phase weapon only requires 1 second.

Since the Alliance has banned non-military Rift runs the cost of Kizanti phase weapons has skyrocketed. Nearly any metal archaic hand weapon made from metal can be constructed as a phase weapon by using Rift minerals in the alloy. However, the cost is typically 100 times the standard price of the weapon, because weapon manufacturers are limited to purchasing minerals extracted before the ban or harvesting material ejected from the Rift, which is rare. Though everyone else calls these things Kizanti phase weapons, the Kizanti still refer to them as "hull pluggers" in memory of their departed discoverer.

**Balance Rating: 3**

**Mazian Horse Shoes:** These horseshoe shaped implements are typically thrown by Mazians as weapons. The tips of the horseshoe are pointed and the inner edge is sharpened to allow for deeper penetration. Skilled Mazian shape shifters can use their bodies like a rubber band to propel the device at their target. Each level of shape change skill adds +1 to the accuracy of the weapon in all range brackets. For every 5-levels of Shape Change the weapon does an additional point of damage.

**Balance Rating: 1**

**Razor Whip:** An Ashanti weapon, this metal cable has razor sharp blades down its entire length. The blades in the whip can be retracted back into the cable by pressing a button in the handle. The whip's length can be changed from half a meter to 5 meters by contracting or compressing the segmented cable using a dial on the base of the handle.

The Ashanti's spatial awareness ability combined with some unique hand-to-hand training allows them to target opponents within 360 degrees with this deadly weapon. For every three skill levels in AHW (Razor Whip) an Ashanti can strike an additional target after the first with a single flip of the whip, as long as all the targets are within the 2 meter range of the Ashanti's spatial awareness. Ashanti attacking multiple targets in this fashion must make a single attack roll taking into account only the target that is hardest to hit when determining attack penalties. An attack roll that fails by more than 30 indicates the user has struck himself with the whip.

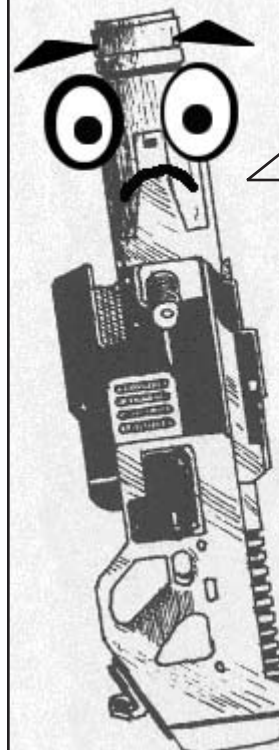
**Balance Rating: 2**

**Shatter Dagger:** Identical to a crystal dagger except the crystal in this dagger is grown around a small shaped charge. When the dagger is stabbed into a target the impact on the tip of the weapon causes it to explode, showering the target with 1d6 penetrating crystal fragments each shard doing 1d4 points of damage. The crystal shards are blown away from the user by the shaped charge. Any impact of the tip of this dagger will cause it to explode.

A well-grown dagger is balanced enough to be thrown, but this costs double the price. If a thrown dagger isn't purchased, ignore all accuracy stats for every range bracket but the first.

**Balance Rating: 3**

## PULSIE ON ARCHAIC POWDER WEAPONS



"Everyone's first thought is the KE Shield, and that can be effective here, too. But if you don't want to be hit at all, you might consider the Magnetic Deflection Generator. This armor option gives you an 85% chance of not being hit by any bullet fired at you. It's a trade-off, because those that do hit will do full damage (and you can't operate two energy field armor options at the same time, so no stacking the KE Shield and the MDG)."

## ARCHAIC POWDER WEAPONS - OPTIONAL RULES

### He had an automatic weapon!

OK, Rant time. I keep hearing on the nightly news about people running around with "automatic" weapons. It drives me nuts. With a few exceptions, all weapons are automatic. They're either semi-automatic or fully automatic. There is a big difference, and evidently most newscasters don't know it. Unfortunately this gives the impression that people are running around the streets with fully automatic machine guns, when most of the time it's a semi-automatic pistol. So let me explain the difference between a semi-auto and fully automatic weapon.

With a semi-automatic weapon every time you pull the trigger the weapon will fire one, and only one, projectile. Then you must let go of the trigger and pull it again to fire another—single—projectile. With fully automatic weapons you squeeze and hold the trigger and the weapon will continue to fire bullets at a set rate for as long as the trigger is held or until it runs out of ammo. Typically the rate of fire on fully automat-



ic weapons is set at the factory and it is generally higher than you could achieve with a semi-automatic weapon. You'd have to pull the trigger really fast on your handgun to achieve the rate of fire of say, a Mac-10, on full auto.

Burst fire has functionality of both fully automatic and semi-automatic fire. With burst fire a single pull of the trigger will fire a set number of projectiles, usually two or three, after which the weapon will stop firing. To fire another burst the shooter must release the trigger and pull it again to fire another burst. Burst fire allows the shooter to fire more projectiles without the aim hindering recoil of fully automatic fire. If the weapon is well designed all projectiles will have left the barrel of the weapon before the shooter even feels the recoil when firing in burst mode. This allows the shooter to fire multiple projectiles simultaneously with close to the accuracy of semi-automatic fire.

So now you'll know when you hear a news caster talking about someone using an "automatic" weapon that they aren't really telling you much. It's kind of like telling you there was a chase involving a "vehicle." Was it a car or a tank? Both are vehicles.

### Realistic Semi-Auto Fire – Rapid Fire

OK, let's face it. Just about anybody can pop off more than 2 shots in a 3-second combat round when firing a semi-auto weapon. The rules are fairly realistic if you're shooting at a target in the first range bracket where you don't take a snap shot penalty. This simulates two well-aimed shots every three seconds, which is pretty realistic – assuming you're aiming. Now if you're in real combat and the feces has struck the rotary cooling device then you're probably yanking on that trigger as fast as you can while hiding behind any available cover. To hell with aiming! I'll bet you a credit most people are going to get off more than 2 shots in three seconds. It's probably going to be more like four to six shots! Now you have the option to fire more than twice!

When a semi-automatic weapon is fired more than twice per combat round it is referred to as Rapid Fire.

### The optional Rapid Fire rules are detailed below.

- When using these optional Rapid Fire rules all APW pistols that don't specifically state they are capable of fully automatic or burst fire have an ROF of 1.
- To find the number of shots your character can shoot in a single combat round when Rapid Firing take your character's Manual Dexterity primary attribute and divide by 30 (round normally). This number is called your character's Rapid Fire Speed or RFS.
- When Rapid Firing each shot after the first takes the burst penalty, if any, as appropriate for that weapon system. Snap shot penalties are applied as normal.
- Only the first shot in any Rapid Fire attack can be aimed. The character must still take time to aim. The time required to aim is described in the main rulebook.
- Characters can choose to Rapid Fire for a half action or as a full action. If the character Rapid Fires as a full action for more than one round any burst penalties carry over from round to round, since it is assumed the character didn't stop firing between rounds. This means the character can not aim the first shot fired during any combat round

after the first during consecutive rounds of full action Rapid Firing.

- If Rapid Firing as a full action divide the character's RFS as evenly as possible between the three fire segments, with any excess shots occurring in the earlier segments. For example, a character that could Rapid Fire 8 rounds per combat round would fire 3 in the first segment, 3 in the second segment, and 2 in the last segment - assuming you have enough ammo in the weapon.
  - If Rapid Firing as a half action divide the character's RFS by 3 and round up if a fractional result is obtained. This is the number of shots a character can Rapid Fire in a half-action, assuming they have enough ammunition in the weapon.
  - **Munchkin Clause:** The number of shots fired when Rapid Firing, whether as a half-action or full action, can not exceed the *available* Q of the weapon being fired. The number of shots actually fired will be equal to either the RFS that is appropriate for the action length or the *available* Q, whichever is lower. Once the weapon's Q has been exhausted the weapon must be reloaded before the character can fire the weapon again.
  - The RFS is typically depicted in the following manner: RFS 8/3, with the number in front of the slash indicating the number of projectiles that can fired in a full action and the number after the slash indicating the number of projectiles that can be fired in a half action.
  - BMs may rule that only APWs can be Rapid Fired because other semi-automatic (ROF 1) weapons require time to recharge between shots.
  - Remember that some weapons, like most machine guns, are only capable of full-auto or burst fire, making them ineligible for Rapid Fire.
- Balance Rating: 4**

### Realistic Semi-Auto Fire – Designers Notes

There are a couple of things to keep in mind when looking at the rate of fire of weapons in Battlelords, especially with archaic powder weapons (APWs). Most of the APWs that are capable of fully automatic fire have had their rates of fire (ROF) reduced from their real-world values. This has been done for a couple reasons.

First any increase in the rate of fire is going to dramatically increase the lethality of archaic powder weapons, which are already incredibly lethal. Second, figuring out where all those bullets go can be a real drag on the speed of game play. Some real world chain guns are capable of firing more than 50 bullets a second. Do you really want to roll up to 150 hit locations for each target hit by a chain gun every combat round? I don't think so! As a result the RFS calculations in the Rapid Fire rules have been artificially constrained to make sure they don't overpower the capabilities (and lethality) of the fully automatic weapons. Most fully automatic weapons are likely to be far more lethal than a semi-automatic weapon no matter how fast you can pull the trigger. So even though your character with a 150 Manual Dexterity should be easily able to pop off more than 5 bullets in a combat round with their semi-auto it's not going to happen. Sorry. It's another suspension of realism we must make to maintain game balance. If you want a more realistic number at the expense of some game balance divide a character's Manual Dexterity by 15 or 20 to obtain a higher RFS.

## ARM ROCKET RIFLES (ARR) PG. 3

TYPE	TL	AV	COST
Freefire Rifle	4-6	UC	6,000
Freeshoot Rifle	4-6	UC	10,000
Porcupine	4-6	UC	3,000

## ARM ROCKET RIFLES (ARRs)

Arm Rocket Rifles are rifles that can be loaded with arm rockets, allowing a soldier to fire arm rockets without the need for armor or a rack. The goal of these weapons was to equip unarmored or lightly armored soldiers with inexpensive fire-and-forget weaponry. The weapon designers at Warmonger Industries decided to design a weapon that utilized existing rockets in order to keep the development cost of the weapon low. Any arm rocket can be used with Arm Rocket Rifles.

**Balance Rating:** 4

**Freefire Rifle:** This rifle is the first magazine-fed arm rocket rifle. The standard magazine holds four arm rockets. A much larger 8-rocket magazine, and 12 shot drum were eventually released for the Freefire.

**Freeshoot Rifle:** An improvement over the Freefire rifle, the Freeshoot has a much faster rate of fire. The Freeshoot has magazines that will hold the same number of rockets as the Freefire, but the magazines are not interchangeable between the two weapons. The Freeshoot has an attached folding bipod and comes with a self-destruct system (treat as a Super Plas grenade).

**Porcupine:** The Porcupine is a unique concept in arm rocket rifles. The Porcupine looks like a rifle with a large box on the end of the barrel. The front of the box, where the rifle's barrel would normally end, has a honeycomb lattice. Each cell in the lattice is large enough for one arm rocket. When the weapon expends all of its arm rockets, new rockets can be dropped back down into each cell of the box, or the entire box can be replaced with a fresh, pre-loaded box using a quick-change mount. The stock of the weapon is weighted to counter-balance the heavy box on the front of the weapon, making it surprisingly well balanced, but still heavy.

The goal of the Porcupine was to minimize breakdowns as well as simplify maintenance and repairs by eliminating the complex ammunition feeding mechanisms associated with other arm rocket rifles. Another advantage of the Porcupine is that the box mechanism allows the shooter to fire all of the arm rockets at once. The Porcupine is available with 4, 6, 8, 10, and 12 shot boxes, and each box comes with the appropriate size counter-weight that can be installed in the stock of the weapon.

## ATTRACTOR/REPRESSOR BEAMS PG. 3

TYPE	ER	TL	AV	COST
Able Positive	550	7	R	400,000
BC-Shatter	120	7	U	5.0M
Mixmaster	275	7	VR	1.0M
Nutcracker	300	7	VR	600,000
Rattler	60	7	UC	800,000
Ravager II	300	7	UC	160,000
Soulshaker	175	7	U	1.5M

## ATTRACTOR/REPRESSOR BEAMS

**Able Positive:** Like the Ravager II, this A/R beam is in a gatling configuration. Able Corp built this weapon from three Able Plus A/R beams mounted in a single chassis. Other than its price the only other downside to this weapon is its very limited number of shots.

**Balance Rating:** 4

**BC-Shatter:** The BC-Shatter is the ultimate in A/R beam weaponry. Like the Earthquake and Milkshake, the BC-Shatter affects all of the target's armor sections. Guaranteed to liquefy organs and destroy absorption polymers faster than a Ram vs. naked Human wrestling contest. Get yours today! This weapon is tunable.

**Balance Rating:** 4

**Mixmaster:** The newest A/R beam on the market, the Mixmaster comes in a massive carrying case and includes a built-in 100 point Flux shield. It's also equipped with a radar detector, so you'll know when your million dollars worth of weaponry is about to be scragged by an incoming Reflex missile. This weapon is tunable.

**Balance Rating:** 4

**Nutcracker:** The nutcracker is a high-end, narrow-beam, A/R weapon just released on the market. Sales are brisk so far. Maybe it's the name. This weapon is tunable.

**Balance Rating:** 4

**Rattler:** The Rattler will rattle the hell out of whatever it hits. The weapon's damage yield exceeds any previously released A/R beam. Oh, it's also one of the heaviest A/R beams out there. This weapon is tunable.

**Balance Rating:** 4

**Ravager II:** A gatling configuration A/R beam weapon that combines three standard Ravager A/R beams with a single trigger assembly and power supply. The three Ravager cores built into the weapon's chassis fire in sequence, one after another. This means, while the first Ravager core is being fired, the second is charging, and the third is preparing to fire. This allows the Ravager II to achieve a much higher rate of fire than any A/R beam currently on the market. The downside is the three A/R cores draw power from the single power cell three times as fast as a single core, limiting the number of shots in the weapon.

**Balance Rating:** 4

**Soulshaker:** The Soulshaker is the heaviest A/R beam ever produced. It also has the highest damage yield of any A/R beam ever made. It's

## 4 • A/R BEAM OPTIONAL RULES

expensive and suffers from the same slow rate of fire as most of the early A/R beams but it is highly-reliable... and did we mention heavy? This weapon is tunable and is the only A/R beam that's theoretically capable of pushing a heavily encumbered Ram Python!

**Balance Rating:** 4

### PULSIE ON ATTRACTOR/REPRESSORS



"There's nothing short of a Flux shield or the new Lizard Tail Plating that will work against the "shake" function of A/R beams. An Orion invented a nice method of dealing with those clever people who use these to pull you around: Anti-A/R Micro-grenades. Tiny, explosive micro-grenades are mounted on the outside of your armor that are pulled free by an AR beam set to "pull" and fly right down the barrel of the weapon. The problem with both of these two new armor options is that they work once per section hit, then you have to replace them."

## A/R BEAMS - OPTIONAL RULES

### Removing Metal Armor Options

A/R beams can still be used to attack non-metallic armors if the armored suit is mounting one or more metal armor options. However, using the following optional rule there is a chance that an A/R attack targeted specifically against a metal armor option will tear it right off of the suit. These rules can be utilized whether the armor is metallic or not and help make up for atrocious ROF of most A/R beams. It's also a good way to make repairs really expensive for your opponents in addition to tearing big holes in their armor – hope they've a QSU.

If an A/R attack is targeted specifically at a metal armor option on an armored suit the following rules apply:

**Rule 1) Flux:** A/R beams do **not** work through Flux shields. If your opponent has a Flux up don't even bother trying any of following A/R beam tricks.

**Rule 2) Called Shot:** Attacking an armor option requires a called shot with a penalty as determined by the following table.

### COMBAT MODIFIERS: CALLED SHOT

ARMOR OPTION SIZE	MODIFIER
0.1 - 0.2	-90
0.3 - 0.4	-80
0.5 - 0.8	-70
0.9 - 1.2	-60
1.3 - 3.5	-50
3.6 - 7.5	-40
7.6 - 15.0	-30
15.1 - 30.0	-20
30.1 - 66.0	-10
66.1 - 136.0	00
Armor Options with a SIZE of B (Body) have the same modifier as the Size Class modifier of armor they are mounted on.	

**Rule 3) Removal:** If the damage from a single A/R attack is equal to or exceeds the ENC of the armor option multiplied by 10 it has been torn from the armor and rendered useless.

- Armor options with a size of Body (B) can *not* be removed in this manner.
- System plating, even non-metallic system plating, does not protect metal armor options from removal in this fashion.
- Assuming you're sticking with the weapons in LNL, no A/R beam currently produced can do more than 36 points of damage in a single hit, thus armor options with an ENC greater than 4 are assumed to be so well attached to the armored suit that they can not be removed in this manner.
- Sadistic BMs may rule that additional hits from an A/R beam against the same armor option are cumulative. Thus an A/R beam that attacked the same armor option twice, doing 30 points of damage each time, would be capable of removing an armor option with an ENC of 6 or less. Using this rule makes A/R beams *really* nasty. You have been warned.

**Rule 4) Damage:** If an armor option is removed in this manner the armor takes AI damage to the section where the armor option was mounted. AI damage from armor option removal is equal to twice the armor option's original, unmodified ENC value. *If the A/R beam fails to remove the targeted armor option the armor's Absorption takes normal damage from the A/R beam hit.*

- Since armor options are typically mounted on the outside of the suit their removal only has a 50% chance of breaching the suits environmental containment, if any is present.
- The moral of this story is buy a QSU or spend the extra cred for a non-metallic version of your armor options if they're available. Otherwise expect your armor to be a little more drafty than normal when you run across an A/R beam wielding opponent.

**Rule 5) Repair:** Once removed the armor option is considered useless until repaired, which typically costs [2d4 x (10% of the device's original cost)] and requires an Armor Repair check with a penalty equal to 3d6 levels.

High-end Attractor/Repressors that attack every section of an armored suit are a special case. Because of the wide dispersion of these A/R beams they are assumed to attack every metal armor option on the suit simultaneously. **All** armor options are **automatically** hit and may be removed depending on the damage done by the A/R beam (see Rule 3). If a hit from one of these high-end A/R beam manages to remove *every single* metal armor option from a suit of non-metallic armor the wearer suffers no Absorption damage. Otherwise A/R beams that hit more than one section simultaneously are always assumed to do their standard A/R damage to each section **in addition** to any AI damage done by the forced removal of any armor options.

Sure this makes the Milkshake and the Earthquake A/R weapons incredibly nasty, but if your opponent is running around with 2 to 5 million credits worth of A/R weaponry you better have a Flux shield up, otherwise you've got bigger things to worry about. If your Flux goes down you're probably hosed anyway, but look on the bright side... at least you've got six seconds before he can tag you again with that A/R beam!

**Balance Rating: 5**

## Knockback Damage from Immobilization

If you're using the Knockback rules presented in the Appendix of *Lock-N-Load: Weapons & Tactics* there is something you should make note of. If you use the immobilization feature of your A/R beam to attack a character that was moving very quickly it has the same effect as if that character had run into a brick wall. Coming to an instantaneous stop from even 10m/s (about 25 mph) is likely to jar the crap out of you. Now going from 100m/s (about 225 mph) to a dead stop is really likely to seriously ruin your day.

To determine damage from deceleration take five times the damage rolled for the weapon. This is the "push value" of the weapon. Next subtract the target's total ENC from the push value to get the number of meters per second subtracted from the target's speed. If you get zero or a negative value the A/R beam doesn't have enough power to slow the target, its has simply got too much inertia.

The target takes 1d6 points of damage for every 5 meters per second you reduced their speed. Damage is divided across all of the character's body sections (BMs Discretion).

**Balance Rating: 2**

## A/R BEAMS - RULES CLARIFICATION

### Pushing and Pulling

A/R beams that are "tunable" can be used to push or pull objects rather than shaking them senseless. To push or pull the target, you first determine your weapon's push value. Take five times the damage rolled for the weapon. This is the "Push Value". Next subtract the target's total ENC from the Push Value to get the number of meters per second you can push or pull the target. If you get zero or a negative value the A/R beam doesn't have enough power to move the target. It's too heavy.

So if you rolled 24 points of damage with a tuned A/R beam set to "push" your Push Value would be 120. Let's say the target's weapons, armor, and equipment have a combined ENC of 150, but he's wearing a heavy belt, which reduces his ENC to 110. We subtract the target's ENC from the push value (120 - 110 = 10)

to determine the number of meters per second we can move the target. So in this case the target can be pushed or pulled at 10 meters per second. If the target didn't have an a-grav belt, he would have been too heavy to move.

For our purposes the target takes 1d6 points of damage for every 5 meters per second they're traveling if they hit a stationary object. Damage is applied across three random sections (BMs Discretion).

**Balance Rating: 1**

## CAROUSEL GUNS PG. 3

TYPE	ER	TL	AV	COST
Archer II	650	5-6	R	750,000
RockRocket	850	5-6	R	620,000
SlugCharger	625	5-6	R	420,000
SlugGun	600	5-6	R	250,000
Titanus	600	5-6	R	550,000
Tornado	900	5-6	R	450,000
TripleShock	500	5-6	R	400,000

## CAROUSEL GUNS

**Archer II:** Another Balshrom carousel gun, the Archer II features a state-of-the-art superconducting magnetic charging chamber to accelerate the slug beyond the speeds attainable by previously produced carousel weapons. It's rated a best buy by Arms Review Quarterly!

**Maximum Charge Time: 10 seconds**

**Balance Rating: 3**

**RockRocket:** The RockRocket features the same charging technology utilized in the Titanus Carousel gun. The RockRocket is more accurate than the Titanus, lighter, and holds more ammo. Probably the best Carousel Gun on the market.

For every second spent charging this weapon it reduces the target's Threshold by TWO points, rather than the normal one point, when determining penetration (THR is not permanently reduced). Damage is also increased by *two* points for every second the weapon spends charging.

**Maximum Charge Time: 6 seconds**

**Balance Rating: 3**

**SlugCharger:** A highly accurate slug thrower, with a respectable damage yield that offsets its low ammo capacity.

**Maximum Charge Time: 7 seconds**

**Balance Rating: 3**

**SlugGun:** The SlugGun features a much larger charging chamber and a larger power supply that can accelerate a slug to much faster speeds than a standard carousel gun, but it takes awhile to get the slug up to full speed. When fully charged the damage from this weapon is equivalent to a high-end gauss weapon loaded with DEP+ rounds at a fraction of the cost. OK, so you have to wait a veritable eternity for the thing to charge, but if you've got the time to wait you can save yourself a lot of credit verses buying a gauss weapon.

**Maximum Charge Time: 10 seconds**

**Balance Rating: 3**



**Titanus:** The Titanus features a newly designed charging chamber that is able to accelerate slugs much more quickly than previous designs without blowing itself apart. For every second spent charging this weapon it reduces the target's Threshold by *two* points, rather than the normal one point, when determining penetration (THR is not permanently reduced). Damage is also increased by two points for every second the weapon spends charging.

**Maximum Charge Time: 5 seconds**

**Balance Rating: 3**

**Tornado:** The Tornado has the highest damage yield of any carousel gun currently on the market, and that's whether it's fully charged or not! Don't be on the receiving end of this weapon. It sounds like a tornado when it starts charging (+3 to Noise Level). That's the problem with a tornado. Everybody hears it coming, which makes it hard to hide while you charge the weapon and it's roaring like a jet turbine.

**Maximum Charge Time: 5 seconds**

**Balance Rating: 3**

**TripleShock:** This carousel gun has several unique features that set it apart from other weapons in its class. The weapon has three charging chambers side by side and three barrels lined up horizontally across the top of the weapon. Each barrel is connected to a separate charging chamber. Each chamber can charge a separate projectile, allowing the user to fire up to three slugs a segment if he fires a slug from all three chambers simultaneously (ROF 3). In effect, the weapon functions like three carousel guns that have been strapped together but share a common trigger.

Alternatively, a shooter can fire one chamber, while the other two are charging, or fire two chambers while the remaining chamber is charging. Obviously, this requires the shooter to keep track of how long each chamber has been charging.

The most unique feature of the weapon is that the chambers can be set in "synchronized mode" which locks them together so they simultaneously charge a *single* slug in the center chamber to full power in one-third the time (2 seconds) it normally takes. Despite its versatility the gun's complexity has prevented it from seeing widespread adoption, but in competent hands it's a formidable weapon.

**Maximum Charge Time: 6 seconds**

**Balance Rating: 3**

## CHEM/BIO WEAPONS PG. 4

TYPE	TL	AV	COST
Self-Assembling Virus	5-7	R	10x
Shape Lock	4-5	UC	1,000

## CHEMICAL/BIOLOGICAL WEAPONS

**Self-Assembling Viruses:** Time for a short and highly simplified lesson in virology. Viruses are basically composed of two parts: a protein shell and a core of RNA or DNA that the virus inserts into your cellular machinery to trick it into reproducing more of the virus. Among other things, the protein outer shell protects the delicate RNA or DNA inside from being denatured, or breaking down. Without the protective outer

shell the soft squishy genetic material of the virus breaks apart when exposed to whatever environment they happen to be in. So how does this help us?

With a little help from our genetic engineers, Warmonger Industries has developed a self-assembling virus. Basically we take the protein shell of a virus, split it in half, and molecularly "glue" the RNA or DNA to the left half of the shell. Then we take the left half with the RNA/DNA attached and put it in container #1 and then we take the other half of the protein shell and put it in container #2. A special fluid in the containers keeps the genetic material and the partially assembled protein shells from breaking down.

Next we duplicate this process about a million times and you've got two containers full the world's safest-to-handle biological weapon. Now if we've done our job right, the virus should not be able to assemble the protein shell with two "left" halves or two "right" halves. You need a right half and a left half to make a complete protein shell, and those are safely stored in separate containers.

Now if you break open either container, there's no threat of viral infection because one container doesn't contain any genetic material, and the other container that does contain the genetic material lacks a complete protein shell and breaks down rapidly. Even if you break both containers and their contents mix, without the special fluid in the containers protecting the virus there's an 80% chance that you won't get enough halves to "match up" before the genetic material breaks down. Even if you do get some viral product from the accidental mix, it won't be more than a moderate exposure.

The viruses can only be reliably assembled by screwing the collar of container #1 into container #2 and giving it a good shake. This allows the millions of protein shell halves to meet, mix, and join in the friendly environment of our fluid filled containers. If our genetic engineers have done their jobs right the right and left protein halves should actually be drawn together due their opposite electrical charges! Some viruses will do this without any help from us! Brilliant!

Now get in your HAZMAT suit and open the container you just shook, or better yet set the timer to automatically open the lid and walk away. We've even got an attachment built into the containers that allows you to safely inject the assembled virus into a Toxin Dispenser Mag Gun round. Oh, by the way, if you change your mind a neutralizing agent is included with the container that turns the substantiating fluid acidic and destroys the virus, even if it's already been assembled.

Our scientists can convert most viruses into a self-assembling version. The cost is ten times the price of the normal virus, but isn't your safety worth it? The process of creating and growing the new virus takes 4d8 weeks, and of course we'll require your Alliance authorization papers for any military grade bug you'd like us to work with. Also remember that unlike bacteria, viruses are species specific, so you'll need a batch for each species you plan on exposing to the virus. Warmonger Industries: Better Living Through Science.

**Balance Rating: 2**

**Shape-Lock:** Shape-lock is an organic, non-toxic, epoxy-like hardener which, when injected into a Mazian, locks them into their current shape, preventing all motion and preventing the Mazian from changing shape. Typically used in Toxin Dispenser Mag Gun rounds or in breakable vials that can be thrown like a grenade. A direct hit is required to get enough stiffener in and on the Mazian to be effective when used as

a grenade. The Mazian is entitled to a Bio SMR with success indicating no effect. Failure indicates that Mazian becomes somebody's yard ornament for 6d6 minutes.

**Balance Rating: 3**

## CHEMICAL/BIOLOGICAL WEAPONS - RULES

"Ok, my character has got these nifty skills for treating victims of biological and chemical attack, but I have no rules on how to use them!" First thing's first. A character that is trained in the skill Medical (Biological Attack) can not use these rules when dealing with a Chemical Attack or vice-versa.

### Reducing Exposure

When a biological or chemical agent is affecting a victim, the medic giving treatment can rely on their quick thinking and training to minimize their exposure. Effects to minimize exposure must be made *during* the attack. Unless the medic has reason to know that an attack is imminent no actions can be taken before the actual attack.

Victims must still make their SMR checks as normal when exposed to a biological or chemical agent. Next the medic can attempt to reduce the exposure by one level (heavy to moderate, moderate to mild, etc.) by making a successful Medical (Biological Attack) or Medical (Chemical Attack) skill check as appropriate. Mild Exposure reduced by one level is treated as "No Exposure." Reducing the exposure level may entail covering the victim, immediately hosing them off, blasting them with fire extinguisher, holding closed their mouth and nostrils, etc. A medic can only treat one victim at a time, though if he was aware of the attack before it happened he could take preventative measures with multiple party members as time permitted.

The BM will be the final arbitrator on whether the medic has the proper tools to minimize the threat. Though medics are entitled to an INT check to see if they can find items in their environment that might be used in place of more orthodox tools. In addition, the medic may expose himself to the agent in the process of treating a victim that is being exposed to a chemical or biological agent. By making a successful Medical (Biological Attack) or Medical (Chemical Attack) skill check as appropriate, the BM must inform the medic on whether it is likely he will be exposed to the agent while treating the victim. A failure indicates the medic is unable to determine what his chances of exposure will be.

**Balance Rating: 3**

### DIAGNOSIS MODIFIERS

MODIFIER	DIAGNOSIS BONUS/PENALTY
Select any that apply	
Effects of agent are readily apparent	+50
Agent has incubation period	-50
Medic witnessed method of exposure	+25
Agent is species-specific	+20
Paramedics Kit	+10
MASH	+20
Hospital	+50*
*additional +10 for each TL of facility above 5	

### Diagnosing the Victim

Medics with the Medical (Biological Attack) or Medical (Chemical Attack) skills are also trained to treat victims who have *already* been exposed to these threats (after an attack is over). By making a successful Medical (Biological Attack) or Medical (Chemical Attack) skill check as appropriate, the medic can determine the general type of agent he is dealing with (bacterial vs. viral, nerve agent vs. blood agent, etc.). If the medic has made his check by more than 30 points he can determine the likely effects the exposure will have on the victim. If the medic made his check by more than 60 points he can determine the amount of time the victim has been exposed and how long it will take the agent to run its course. If the medic made his check by more than 100 points he knows the exact agent the victim was exposed to and the medic can act as if he was aware of what the BM rolled for damage and duration.

### TREATMENT MODIFIERS

MODIFIER	TREATMENT BONUS/PENALTY
Select one from each category, if appropriate	
<b>Agent</b>	
Biological agent is a virus	-40
Biological agent is bacterium	+20
Chemical agent is a nerve agent	-40
<b>Incubation</b>	
Incubation period is less than 50% done	-20
Incubation period is more than 50% done	-40
Incubation period is over	-50
<b>Victim's Health</b>	
Victim has lost more than 50% of their CON	-20
Victim has lost more than 75% of their CON	-40
<b>Exposure Level</b>	
Heavy Exposure	-25
Massive Exposure	-50
<b>Facilities</b>	
Paramedics Kit	+10
MASH	+20
Hospital	+50*
*additional +10 for each TL of facility above 5	

### Treating the Victim

If the medic has successfully diagnosed the victim, he can attempt to treat him, assuming he has the proper medical tools and equipment. The medic will know what drugs to administer to best help the patient. In addition, by making a successful Medical (Biological Attack) or Medical (Chemical Attack) skill check as appropriate the medic can treat the affliction as follows. A medic is only allowed one attempt to treat the victim, unless he gains access to helpful medical tools and/or drugs that he did not have access to during the initial treatment.

**Continuous-Effect Agents:** Agents that cause their effects through continuous exposure, like poison gasses, can not be treated – though exposure can be minimized as detailed above. Only by removing the victim from continued exposure to the agent (i.e. pulling the poor sap out of the cyanide gas) can further damage be stopped. If the victim continues to damage or suffer ill effects after exposure has ceased these effects may be treated.

If the medic makes his check by more than 30 points he may do **one** of the following:

- He can reduce the duration of an agent by 25% if it will be beneficial.
- Victims of agents that have immediate effects after exposure are entitled to another SMR check to avoid further effects.
- Agents that have an incubation period, have their incubation time increased by 25%.

**Note:** This level of success does not prevent death due to agents that kill the victim after a certain amount of time has elapsed.

If the medic made his check by more than 60 points he may do **one** of the following:

- He can reduce the duration of an agent by 50% if it will be beneficial.
- Victims of agents that have immediate effects after exposure are entitled to another SMR check at +25 to avoid further effects.
- Agents that have an incubation period, have their incubation time increased by 50%.
- Agents that result in death after a certain amount of time has elapsed, no longer cause the victim to expire, but the victim will still suffer the effects of the agent until the point just before they would normally die. At that point the agent's ill effects will stop, the victim will not die, and they can begin the recovery process.

If the medic made his check by more than 100 points he may do **one** of the following:

- He can reduce the duration of an agent by 75% if it will be beneficial.
- Victims of agents that have immediate effects after exposure are entitled to another SMR check at +50 to avoid further effects.
- Agents that have an incubation period, have their incubation time increased by 75%.
- Agents that result in death after a certain amount of time has elapsed, no longer cause the victim to expire, and the agent's ill effects will cease immediately. There will be no permanent reduction in vital statistics from Heavy or Massive exposure.

**Balance Rating: 5**

## TACTICS TO PRACTICE

**Compact Artillery:** Compact artillery is a great way to clear minefields! You can dramatically improve the effectiveness of your "arty" by using Target Designator mag gun rounds or gauss shells to mark potential victims! This is especially true with Bunker Buster shells!

## COMPACT ARTILLERY/MORTAR - OPTIONAL RULES

These rules apply to both Compact Artillery, Mortars, and PMS systems (excluding the new PMS2 systems). In addition, these rules replace the normal forward observer rules presented in the description of Mortars in *Lock-N-Load: Weapons & Tactics*.

## Scouting Skill (Forward Observer)

On the modern battlefield no skill is more overlooked than the abilities of a talented forward observer. Though these brave men, women, and blobs have been replaced by K-Sats and Fly Cambots in later years, their skills are still of value. Anyone with the Scouting skill is trained as a forward observer.

When you are acting as a forward observer and you see an artillery barrage or mortar shell miss the target, you can tell the gunner how far off you estimate the barrage was from the target – assuming you can see the target. The gunner then uses this information to correct his aim and try again. The higher your skill, the better your estimation. The better your estimation, the faster that gunner is going to zone in on that target.

A scout or someone with the Scouting skill viewing the barrage through the visual remote of a K-Sat is also entitled to a skill check to determine the accuracy of their estimate.

Take the amount you made or failed your roll by and divide this number by 10 (round normally) to get the Aim Modifier. A successful roll indicates a bonus, whereas a failure indicates a penalty. The Aim modifier is then applied to the gunner's next shot in place of the normal 10% bonus applied for each miss, using the old forward observer rules. All Aim Modifiers are cumulative.

For example, your character has 4 levels of the Scouting skill. Assuming no intuition bonus that gives him or her a 90% chance to succeed while making a forward observation check. You roll a 44, and successfully make your roll by 46 points. Divide by 10 and round up, and we get a 5% bonus on the gunner's next shot based on your information. Hey, 5% isn't much but you're only a level 4 scout. Now let's assume you flub your roll and get the dreaded double-zodd. That equates to 100, so you missed your roll by 10 points. So your gunner will receive a 1% penalty to hit based on your crappy estimate of where he needs to aim. Since penalties are cumulative, this reduces the gunner's bonus from 5% to 4%. This all assumes you can communicate your estimate to the gunner.

If the target is marked with a Target Locator, the mortar operator still gets the +20 bonus on the initial hit, but after that he has to rely on your forward observing skills to guide the round. The +20 bonus applied for misses is not used with these optional rules.

**Balance Rating: 3**

## DISINTEGRATORS PG. 4

TYPE	ER	TL	AV	COST
Backup Mark V	15	5-6	R	40,000

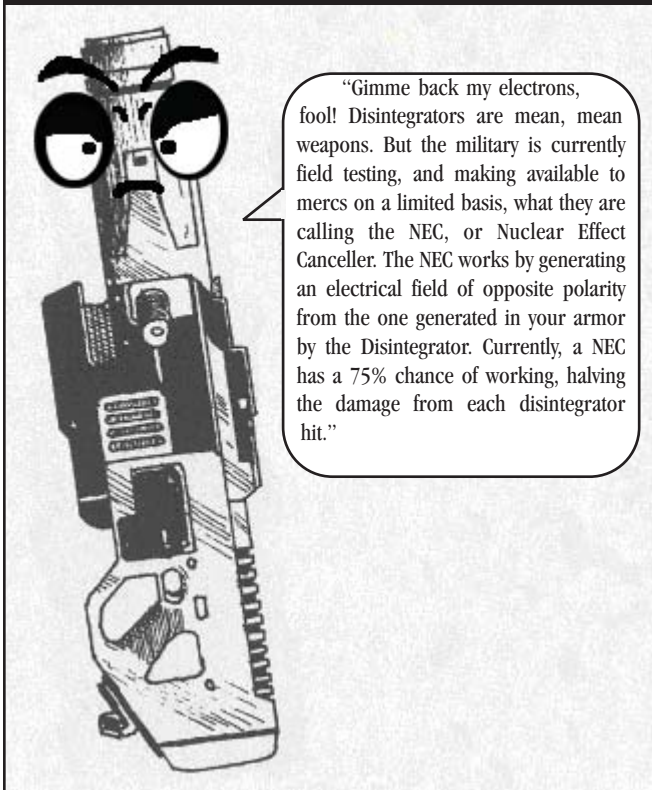
## DISINTEGRATORS

**Backup Mark V:** Come on let's face it. Who wouldn't want a highly concealable disintegrator as their backup weapon? Sure the range sucks, it's as fragile as a glass vase, and you'll pay through the nose for it but who in their right mind isn't going to back off when you pull that disintegrator out of nowhere and stuff it up their nose? This thing does enough damage to vaporize an unarmored human in a single shot and you can fit it in your pocket. Go ahead and buy one, you know you want to!

**Balance Rating: 1**



## PULSIE ON DISINTEGRATORS



## DISPLACEMENT WEAPONS PG. 4

TYPE	ER	TL	AV	COST
AD-1812	2150	7	UC	280,000
AD-214	2550	7	R	70,000
Xile	300	7	UC	40,000
Xpatriot	2050	7	U	400,000
Xpulse	450	7	UC	80,000
Xpulse 2	2150	7	UC	130,000

## DISPLACEMENT WEAPONS

The technology to move particles almost instantaneously from one place to another has been in use by a number of races for centuries. Humans were teleporting quantum particles as early as the late 20th century. Of course, the Mutzachans had developed working quantum teleportation of large objects before humans even knew what a star really was. Displacement, on the other hand, wasn't developed until much later, around the 22nd century. It wasn't until late in the 23rd century that this technology was employed in a weapon system. The theory is simple enough: the faster you get the ammunition to the target, the more effective the weapon is. Displacement weapons are very new, very cutting-edge science, and as such are expensive and hard to find. The manufacturers don't even consider the weapons to be out of the 'field testing phase' yet, but most of the results are already quite positive.

In order to get the displacers to move the projectiles such extreme distances with such a limited power supply, only low mass objects can be used as ammunition in these weapons. As a result, current displace-

ment weapon technology is limited to applications of particle weapons using atomic or subatomic particles.

**Note:** The particles being displaced are small enough to ignore the effects of a phase nullification unit, which stops macro-sized objects from displacing.

**Balance Rating:** 5

## Atomic Displacers

Particle displacement is new and still experimental. Using the same Bose-Einstein particles as Atomic Particle Weapons, the Atomic Displacer utilizes a unique method of delivery. The particles are accelerated towards the end of the barrel but displaced before they reach it, reappearing at any point the user chooses along the vector of the barrel, out to the weapon's maximum range. Typically, the particles are fired to reappear directly in front of the target, from meters to millimeters away. This means that Atomic Displacers can be used to fire past intervening objects, such as walls, vehicles, living beings, etc. The only problem is targeting. The targeting computers for Atomic Displacers are on-gun. Intervening objects impede the targeting computers, and must be accounted for using the manual controls. Any attempt to make the beam reappear on the other side of an intervening object adds a penalty to the shot (generally -30, but see individual weapons for specific penalties). This penalty is in addition to any penalties to the attack roll from cover or concealment, and increases to -40 if the intervening object is in close proximity to the target (the target is hiding immediately behind a large rock, for example). This reflects the difficulty of trying to displace the particle stream in between the target and his cover. Note that particle beams can be used to fire 'blind' past obstacles the user cannot see through or around, although considerable penalties apply. See Rad Cannons for more info on "Blind Shots."

Problems with electrical field discrimination means that the particle beams may not be made to displace *inside* of electrical fields, solids, or liquids. The beams may be fired through such things after displacing, however. They also cannot be displaced inside of active Flux shields (although a Flux shielded target may be fired 'past' by displacing the beam on the other side of the shielded being or item). Powerful electromagnetic fields can also hinder the displacement (at the BM's discretion). As with Atomic Particle Weapons, armor Threshold is reduced by 2 when determining damage, and absorption polymers are ignored (due to the speed of the particles). All damage that passes Threshold does straight body damage. The B-E particles do full damage to Flux shields.

The beams of particle weapons are a bright, intense blue, and users have reported an unexplained crackling of energy at the other end of the displacement.

**Xile:** AKM made a very Balshrom-ish move, beating everyone else to the punch by releasing the Xile (pronounced 'eks-ile') into the field test stage before primary testing results were completely analyzed. They dodged a bullet, and the weapon functions as intended. As the first Atomic Displacer put into use, it understandably utilizes a less-than-optimal targeting system, increasing the penalty for shooting past intervening objects to -35. The rate of fire is also lacking, and the weapon can only displace the particle beam in a direct line with the barrel. But it's the cheapest option in this market.



**AD-1812:** Ah, nothing like corporate espionage to make everyone feel warm and fuzzy. A few months before the Xpulse 2 began field testing, Balshrom, makers of a number of the leading models of K-Sats, quite mysteriously found themselves in possession of some schematics that allowed them to synch up their Displacer targeting systems with remote satellites. Imagine that. When employing the K-Sat equipped with a Target Locator (available for only 1,500cr after mail-in rebate with proof of purchase of the AD-1812), penalties are reduced as for the Xpulse 2. Beam may be vectored (see Xpulse for more info).

**AD-214:** Balshrom lost a little revenue by waiting to release their first Displacer until their testing was complete, but the result is a better weapon all-around. The accuracy and damage are better than AKM's low-end Displacer, but the AD-214 can still only displace the beam in a direct line with the barrel.

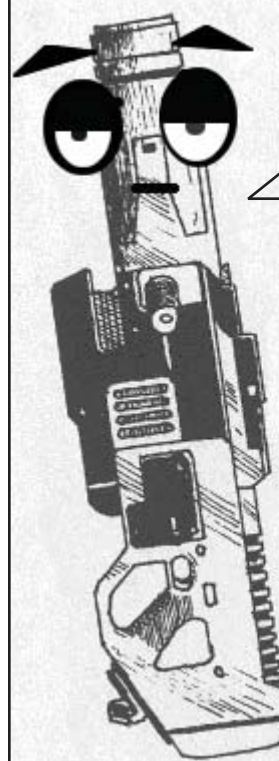
**X-patriot:** Highly experimental, representing AKM's attempt to stay ahead of the curve with Atomic Displacer tech. In addition to the normal particle beam, the Xpatriot features an under-barrel mounted projectile launcher which is also designed to be utilized with the displacement generator. This secondary weapon fires tiny lightweight plastic flechettes which are available in standard (IR 1) or high-explosive (1-8 damage - concussive, IR 0). The plastic used to make the flechettes prevents them from penetrating armor with a Threshold of 3 or more.

The particle beam and flechette launcher cannot be fired simultaneously without risking a system overload (30% chance of a serious malfunction-roll on the energy weapon malfunction table, re-rolling any result below 50). Both the beam and the flechettes may be vectored. However, since the flechettes have a much higher mass than the particles fired by this weapon, use of the flechette launcher reduces the weapons Q by 5 per shot when used with the vector system. The standard Xpatriot is not K-Sat compatible, but that feature may be added for another \$20,000cr (in addition to the cost of the K-Sat equipped with a Target Locator). Particle Beam Effective Range: 400m. Flechette Launcher Effective Range: 700m

**Xpulse:** The first major improvement in Displacer weapons didn't involve damage or targeting, but an improved ability to displace the B-E particles. AKM's Xpulse can displace the particle stream to contact the target on any vector. In other words, the beam can be adjusted to hit the target from any direction, not just in a straight line from the weapon's barrel. This can, among other uses, reduce the penalty to fire past objects that are very close to the target to -30, provided that there is at least one direction from which the target is not occluded by the nearby object. In the case of the target hiding behind the large rock, for example, the penalty is reduced given that the target isn't completely surrounded by large rocks. You can simply hit him from behind.

**Xpulse 2:** A further upgrade to AKM's line, featuring built-in compatibility with K-Sats to increase targeting accuracy. A K-Sat can be purchased with a Target Locator, which will transmit targeting coordinates back to the Displacer, reducing penalties for hitting targets behind cover to -15 (additional features may be added to the K-Sat as per the listings in *Lock-N-Load: Weapons & Tactics*). As with the Xpulse, the particle stream may be vectored. Damage and range have also been improved.

## PULSIE ON DISPLACEMENT WEAPONS



## EXPLOSIVES PG. 4

TYPE	DET	UNIT	DAMAGE	ENC	COST
Aerosol	E F	Can	2-12*	3	2,200

## EXPLOSIVES: DETONATORS PG. 4

TYPE	TL	AV	COST
Atmopspheric Pressure Detonator	3	R	200

## EXPLOSIVES

**Aerosol Explosive:** This explosive is contained in a gas form and held inside a spray can. The can is available in a number of container designs that make it look like a common household items such as paint, cleaning supplies, or even spray deodorant. The gas is colorless, odorless, and the contents of the entire container take 10 seconds to expel. The nozzle can be set to the "open" position so that it does not have to be held down manually for the whole 10 seconds. The gas is designed to be used in an enclosed space, usually where an explosive device would be too obvious. Winds or ventilation systems will eventually disperse the gas (BM's discretion). For each second the can's contents are expelled enough explosive gas is emitted to do 2d6 points of damage, with the entire can capable of doing 20d6 points of damage (2d6 dam/sec x 10 seconds to empty can = 20d6).

A single can of gas will fill a 5m x 5m x 5m room (125 cubic meters). Anything in the room will take damage when the gas is ignited. If the room is doubled in size, then everyone in the room will take 1/2 damage as the gas is more dispersed. If the room is tripled the specified size, everyone takes 1/4 damage. If the room is quadruple the specified size the gas will "flash burn" catching everything on fire, caus-

ing 1d6/2 points of fire damage to each exposed body area, but it will not actually “explode.” The dispersion effect in larger rooms can be counter-acted simply by using one additional can for each additional 125 cubic meters of space you need to fill.

The explosive is heat sensitive and is typically set off with a carefully placed sniper shot (incendiary round or laser), since a detonator would be equally as visible as normal explosive. The armored can has a THR of 3 and an INT of 1. Don't try lighting this spray from this can with your cigarette lighter.

**Balance Rating: 2**

**Atmospheric Pressure Detonator:** This detonator is programmed to activate when the atmospheric pressure on the detonator reaches a pre-set value. The detonator can be set from 0 to 100 atmospheres in increments of 0.10 atmospheres. The unit is water-tight so it can also be used underwater or in other liquids, which means the detonator is good for building make-shift depth charges.

**Balance Rating: 1**

## FLAMETHROWERS PG. 4

TYPE	ER	TL	AV	COST
Backup Fire	5	3-4	UC	450
FL-52 “Friendly Fire”	75	5	UC	20,000

## FLAMETHROWERS

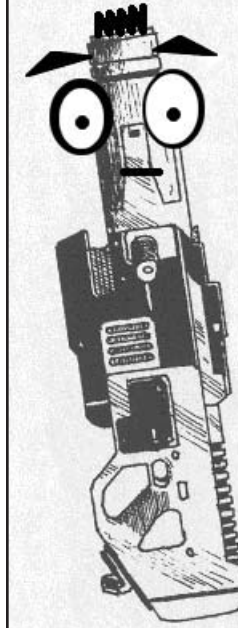
**Backup Fire:** Another weapon in Tri-Corp's backup series this weapon is a tiny, three-shot flame-thrower, pistol. The pistol is easily concealable and like its name implies it is designed to be used as a last-ditch weapon, when nothing more suitable is available. Refill canisters fit in the top of the pistol and require a half-action to exchange. The cone of flame emitted by this pistol is only 0.5 meters wide.

**Balance Rating: 1**

**Friendly Fire:** This weapon is actually designated the FL-52, but it's easy to see how it got its name. Designers at Tri-Corp, an upstart mega-corporation testing the waters of weapons development, designed this flamethrower around a single concept: keeping the user alive in the event of a tank rupture. To that end, taking a cue from frost gun designs they placed a thick sheet of polymer-embedded flexsteel between the tank and the user, and dramatically strengthened the side of the tank closer to the user, leaving the back of the tank less armored (Threshold of 15). The results? In the event of a tank rupture, the flaming gases are vented to the rear and sides of the wielder, who takes no damage (roll for concussion damage as normal). The downside? The added protection sent the encumbrance through the roof, so the tank doesn't hold as much fuel as other flamethrowers, and it's heavy. Worse yet, your buddies take all of that flame damage that was meant for you. Anyone within 15m of the back or sides of the tank when it is ruptured takes full damage as usual. Everyone loves using the Friendly Fire, but no one likes anyone else using one. The Friendly Fire can fire continuously for up to 12 seconds. Due to the specialized design, more heavily armored tanks are not available.

**Balance Rating: 1**

## PULSIE ON FLAMETHROWERS



“Oh, flamethrowers. Good choice. Being set on fire is never fun, which is why Balshrom offers the Halon Mist armor option. Within milliseconds of detecting a fire on your armor, this system sprays a dense fog of halon-like gas from dozens of nozzles embedded all around the armor. This system usually puts out armor fires in 1 second, and has enough gas for 5 uses. The gas can be harmful to oxygen breathers, but the mist does not last long enough to harm unprotected sentients.”

## FLUX INTERFERENCE GENERATORS PG. 4

TYPE	ER	TL	AV	COST
Backup (FIG) Series II	40	5-6	R	18,000

## FLUX INTERFERENCE GENERATORS (FIGs)

**Backup (FIG) Series II:** Designed as a last-resort weapon, this FIG is a small pistol that is designed to be easily concealed. It has a very limited power supply. It can come in handy on occasion.

**Balance Rating: 1**

## FIGs - OPTIONAL RULES

**Alternate FIG Damage System:** An alternate way to use Flux Interference Generators is to have them weaken Flux shields against other attacks, rather than ablate (damage) them like weapon's fire. This alternate damage system requires a little more bookkeeping, but can add an exciting, new, tactical element to the game.

- When a Flux shield is hit by a FIG, roll for damage normally and multiply the total by four.
- The amount of damage done by the FIG, as detailed above, is subtracted from the Flux shield's point total. *Be sure to record this number, you may need it later!*
- Damage to the Flux shield from other weapons, before or after the FIG hit(s), is subtracted from the Flux shields *current* point total just as it is normally.
- A FIG that has struck a Flux shield will **not** do any more damage to the Flux after the initial hit.

## 4 • FIGS - GAUSS GUNS (OPTIONAL RULES)

- A successful attack roll must be made each segment to maintain the reduction to the enemies' Flux caused by the FIG.

- If the FIG fails to hit the Flux for any reason then the Flux shield immediately gains a number of points equal to damage initially done by that FIG. This can occur if the FIG shooter misses their target, the FIG runs out of power ( $Q = 0$ ) or is destroyed, or the target moves out of range or behind cover.

- If a Flux is reduced to zero or less points at any time it immediately ceases to function and no longer protects the user. *Be sure to keep track of the total amount of damage done to the Flux at that point, even if it drops the Flux's point total into negative numbers!*

- Remember that if a FIG fails to successfully attack the Flux for any reason after a previous successful attack then the amount of damage done by FIG is immediately added to the Flux's point total. If the Flux was inactive at that time because its point total was zero or less and the addition of the FIG damage to the Flux's point value brings it up to a positive number then the Flux immediately reactivates and again protects its user.

- If the damage to the Flux by weapons other than the FIG has brought the Flux's point total to zero or less then it can not be reactivated, even if the FIG shooter stops firing.

- Flux shields that are deactivated (Flux points  $\leq 0$ ) by FIG fire can not have their point total further reduced by weapon's fire. For example, if a FIG reduces a Flux shield from 100 points to -30, the Flux becomes inoperable. If that FIG stops attacking the Flux its point value returns to 100. However, while the Flux is inoperative there is no way to reduce those 100 points of remaining power.

- BMs may decide that they want the damage done by FIGs to be a constant. In that case simply take the maximum damage of your Flux interference generator quadruple it. The weapon will do exactly that amount of damage to any Flux it hits.

**Balance Rating: 4**

For example, your character has a FIG that normally does 4-40 point of damage. Your opponent has a Flux shield that provides 1000 points of protection and has taken 100 points of damage, reducing its level of protection to 900 points. You blast your opponent with your FIG and do 30 points of damage. We multiply 30 by 4 and get 120 points. So your opponent's Flux is reduced by 120 points for as long as you keep hitting it with your FIG. So he's down to 780 points left in his Flux. That means you'll have to make a successful Weaponry (Energy Weapons) skill check every second to keep the beam pointed your target's Flux.

Now let's say your opponent gets hit with a Reflex missile that does 800 points of damage. His Flux is reduced to -20. Yes, it's important to keep track of even negative Flux values using these rules. Now your opponent's Flux is useless. Your buddies can blast away at him with abandon. Now let's assume you miss your attack roll and your FIG does not hit your opponent this segment. His Flux regains the 120 points of damage caused by your FIG, which brings his Flux shield point total up to +100 at which point his Flux reactivates.

### TACTICS TO PRACTICE

**Gauss Guns:** EMP rounds make excellent K-Sat killers. With the threshold reduction they also work well for punching through the enemy's missile racks too.

## GAUSS GUNS - OPTIONAL RULES

### The Flux Stop Principle

If the target has an active Flux shield OR armor with a THR higher than the THR-R of the weapon, the round does double damage. Subtract the THR-R of the weapon from the target's THR before applying the "doubled" damage. This is because the target must absorb ALL the energy of the projectile in order to stop it. If the target does not have a THR higher than the weapons THR-R or a Flux, then the projectile is assumed to have passed through it and thus do less damage. This rule only applies if the round being fired is capable of doing damage to the target. For example, an EMP round would NOT do double damage on impact with a Flux or armor, since it doesn't do damage to the target as the result of its impact. Your EMP is not going to get any bigger whether the gauss shell stops or not.

**Balance Rating: 5**

### Silent Mode

Though it is not recommended by most manufacturers, gauss weapons may be fired nearly silently, by reducing the speed of the projectile. When fired in this mode gauss weapons lose all threshold reduction and range is reduced by 50%. So a gauss weapon that could originally reach targets in range bracket 8 could only reach a target in range bracket 4 (round down for odd numbers) when fired in silent mode. The problem with firing the projectile at a slower speed is that it may not have enough momentum to keep it from being welded to the rails used to propel it. When fired in silent mode an immediate malfunction roll must be made. Failure (rolling over the weapon's MN number) indicates that the projectile has been melted to the firing rails and the weapon has been rendered useless. Only by replacing the expensive firing rails can the weapon be repaired. This costs 35% of the original cost and takes 2d4 weeks to receive the parts.

**Balance Rating: 1**

## GEWs - OPTIONAL RULES

**A-Grav Cancellation:** By modulating the beam (half-action) a GEW can also be used to counter-act the effects of a-grav systems as well as a-grav belts. When used in this manner GEWs don't move a target, but the GEW will cancel out a-grav on a point-for-point basis, to a minimum of zero. So if a target has an a-grav belt that reduces their ENC by 40 and they are hit by a 15 point GEW set to cancel out a-grav, their a-grav belt now reduces ENC by only 25 points. This effect remains in play for as long as the target is being struck by the GEW. Hits from multiple GEWs configured to cancel out a-grav are cumulative.

**Balance Rating: 4**



## GRENADES PG. 5

TYPE	TL	AV	COST
Bomb Mat	3-4	UC	150
CSG (Flesh-Eating)	4-5	VR	7,000
CSG (Suffocation)	3-5	R	3,500
CSG (Bio-Luminescent)	3-5	R	450
Corrosive Smoke	3-4	R	1,800
EMP	5-6	R	60,000
Immobilizer	3-4	P	900
Impact Foam	4-5	UC	750
Laser	4-5	UC	60,000
Magnetic Modification	3-4	P	+50
MDD	6	VR	250,000
Nanoid Delivery	5-6	UC	2,000
Neuro	5-6	VC	N/A
Neuro Elite	5-6	R	N/A
Paint	3	UC	250
Phase Nullification	7	VR	300,000
Rad Pulse	5-6	VR	20,000
Scatter Smoke	5-6	UC	400
Seismic	5-6	UC	300
Sting Ball	3-4	C	300
Stun Mat	3-4	C	300
Stun Grenade	5-6	C	5,500
Super Sonic Pulse	5-6	UC	5,500
Vulcan G1	5-6	UC	800
Vulcan G2	5-6	R	3,000

## GRENADES

**Bomb Mat:** The bomb mat is basically a thin strip of explosive material, about the size of a news magazine. The device can either be pressure activated or remotely activated. These are great for stashing under vehicle tires, door mats, and seat cushions. Any pressure above 20-psi triggers the device once it's armed. The possibilities are endless, and no doubt the Orion in your group will have fun thinking of them. The mat is available in two varieties. The first model is does concussion damage only. The second model does both concussion & frag damage because it includes a thin metal plate that's anchored to the top of the explosive and breaks up on detonation creating metal shrapnel. Treat the Bomb Mat exactly like a M-75 frag grenade, except the concussion-only model does no fragmentation damage.

**Balance Rating: 1**

### Cizerack Spore Grenades

The Cizerack homeworlds, while often appearing to be lush paradises worthy of retirement or vacationing, are in reality home to some of the nastier biological entities that any of the Alliance races have learned to coexist with. The Cats, in tune with their surroundings, have learned to harness many of these 'biologics' and turn them into rather gruesome and effective weapons. While originally jealously safe-guarded and used only by the Cizeracks themselves, these weapons have lately begun finding their way into the mainstream arms race.

**Cizerack Spore Grenade (Flesh-Eating):** This grenade releases a cloud of bacterial spores that quickly reanimate when exposed to oxygen (even the oxygen in methane atmospheres). The newly active airborne bacteria attack the flesh of most carbon-based lifeforms in the area of effect, eating it away at a rapid pace. The bacteria are short-lived, dying off 3-seconds after release. Damage is 1d12 (straight body point damage) to anyone in the grenade's 3 meter radius. Gemini are completely immune, and due to a physiological quirk, Mazians suffer only half damage. The bacteria ignore all clothing, but full-body armor that is not environmentally sealed reduces damage by half. Anyone who does not specifically attempt to hold their breath before the grenade detonates risks inhaling the bacteria (50%) for an additional 1d4 points of damage (this damage is not halved by armor). Environmentally sealed armor negates *all* damage. The damage inflicted by these grenades causes terrible scarring if left to heal naturally (i.e. not via matrix or BRI), resulting in a Charisma penalty of 2d10. Damage from inhalation left to heal naturally causes a Constitution loss of 1d10, as the scarring on the surface of the lungs inhibits efficient breathing. Note that these grenades cause no damage to a target's weapons or equipment.

**Balance Rating: 1**

**Cizerack Spore Grenades (Suffocation):** Designed by the Cats as a 'peaceful' way to end hostile engagements, this grenade causes no direct bodily damage, but is instead intended to render the victim unconscious. This is accomplished through the release of the Bolial mold spore, which acts as an extreme irritant to the mucous membranes of the victim. The spores cause the mouth and nose (or equivalent) of the target to swell shut, cutting off all breathing. The swelling reduces to normal in 1d4+1 minutes, after which most sentient beings have been rendered unconscious, and most of those are still capable of being revived. Peaceful, maybe. Humane? That depends on how you view suffocating until you pass out.

A successful Biological SMR reduces the duration of the swelling by half. Holding one's breath before detonation provides only a 40% chance of avoiding the effects, as the spores are still able to invade the target's orifices. Covering one's orifices brings the chance of avoidance to 60%. Gemini, Mazians, and any being who has no need to breathe are immune to all effects of this grenade, as are those in environmentally contained armor or clothing. The spores stay active in a 5 meter radius after detonation for a full 2 minutes, after which time they die. Anyone still within that radius who manages to avoid the initial attack by holding their breath and/or covering their orifices must roll (40% or 60%) every round until they are out of the area of effect, or the spores have died. BMs should feel free to impose penalties to skill checks made while a character is holding his breath, taking into account both how long he has been holding his breath, and the maximum duration he may hold his breath. (See the Breathing skill for guidelines on holding one's breath. Note that all characters will breathe normally once they can no longer hold their breath.)

**Balance Rating: 1**

**Cizerack Spore Grenade (Bio-Luminescent):** Cizeracks see fairly well in the dark, but any advantage helps. This grenade releases bio-luminescent plant spores upon detonation. The spores settle harmlessly within a 5 meter radius, coating everything in range. They are photo- and heat sensitive, meaning that they begin to glow as the ambient light



decreases, and they glow brighter the warmer they get. The effect is to provide anyone viewing the detonation sight with a rudimentary heat-vision. At night all warm-blooded creatures within the radius will easily stand out from the non-living and immobile matter around them, and will become even more visible should they leave the blast area. While within the grenade's original 5 meter blast radius, all affected beings have +5% added to the accuracy of all weapons targeting them. If they leave the area, the spores are even easier to spot, and the bonus rises to +10%. The spores are quite tacky, sticking to all surfaces until scrubbed off with soap and water or a solvent, and they remain bioluminescent for 1d4 days. Note that no benefits are gained in full daylight or the equivalent artificial light, and BMs may feel free to adjust the bonuses to reflect varying degrees of ambient light in-between daylight and complete darkness.

**Balance Rating: 1**

**Corrosive Smoke Grenade:** This grenade is identical to the Corrosive Smoke mag gun munition, except it is capable of filling 80 cubic feet.

**Balance Rating: 1**

**EMP:** This grenade generates an EMP pulse that requires all electronic weapons and equipment within a 10 meter area to make an EMP SMR with a -30 penalty or cease functioning. It can be thrown 1/8 of one's Strength in meters. No launched version available.

**Balance Rating: 2**

**Immobilizer Grenade:** This grenade is identical to the immobilizer mag gun munition, except the darts shoot up to 3 meters and 3d6 darts anchor each target. Darts do 1d2 points of damage to objects hit.

**Balance Rating: 1**

**Impact Foam Grenade:** This grenade exudes an impact retarding, air-filled, 3m x 3m x 3m foam cushion that is used to absorb falls or collisions. The foam cushion slowly dissipates after impact leaving only a transparent, wet, residue. The foam is only able to absorb impacts from large "bulky" items, like personnel or vehicles. Projectile weapons and edged melee weapons will pass through the foam cushion with no reduction in velocity and no affect on the cushion. Impacts from larger weapons or explosions will cause the cushion to deflate and dissipate making it useless. The foam cushion is able to absorb 100 points of impact damage. Any excess damage is applied to the item or items that hit the cushion. Any collision with the cushion that does more than 40 points of damage will cause it to deflate and dissipate. Heavy rains will also cause the cushion to dissolve within 30-60 seconds.

Before the advent of displacer technology these devices and drop pods were used as the standard means of quickly and quietly inserting personnel into a hostile combat zone. Whereas drop pods were typically used from orbit, impact foam is used to break the falls of armored soldiers from jumps out of low-flying, combat skimmers. Soldiers would leap from their vehicles and fire an impact foam grenade (usually from a M-203) at the ground directly below them to break their fall. Editors Note: A failed Direct Fire skill check (no called shot penalties) indicates you miss the cushion and take normal falling damage. The grenade is rated to safely catch falling armored personnel up to size class 8 from a height of 50 meters, though the cushion is theoretically capable of breaking falls from up to 100 meters. This grenade is avail-

able only as a launched grenade. Too many Ram Pythons dropped the thrown version at the same time they jumped out the combat skimmer. Ram impacts. Cushion inflates. This grenade is still occasionally used by special ops forces across the Alliance when the situation requires it.

**Balance Rating: 3**

**Laser Grenade:** Commonly referred to as the Hot Echidna because of its shape, this grenade is actually a series of bundled lasing rods connected to common power source. When the grenade "detonates" the light from the explosion hits the lasing rods causing them to fire simultaneously a fraction of a second before they are vaporized in the explosion. The grenade is weighted so it always lands business-side up.

The grenade does 2-12 points of concussion and releases 1d4 fragments that do 1d4 points of damage. The real damage from this grenade comes from the multiple laser beams emitted as the grenade detonates, which do 2-12 points of damage (per beam hit). The lasers go out to range bracket 4 and the beams become more widely dispersed the farther away from the grenade you get. Targets within 2 meters are hit by 1d4 beams. Any target in Range Bracket one has an 80% chance to be struck by 1d4 beams. In Range Bracket two, targets have a 40% chance to be struck by 1d4/2 beams. In Range Bracket three, targets have a 20% chance to be struck by a single beam. In Range Bracket four, targets have a 5% chance to be struck by a single beam. This grenade can be thrown 1/8 of one's Strength in meters.

This grenade can not be purchased in a launched configuration because it is too bulky and fragile. The manufacturer suggests that you throw it and get behind some serious cover, or use it as a spider (aka robot) grenade. The manufacturer is not responsible for any injuries that result from the use of this weapon. There are multiple lawsuits and bans against this weapon in the works. Get 'em while you can.

**Balance Rating: 3**

**Magnetic Grenades:** Most major weapons manufacturers have begun offering their standard grenades in magnetic versions, for only a slight cost increase. Slightly larger than the standard versions, these grenades activate a powerful electro-magnet shortly after being thrown, thus enabling the attacker to stick a thrown grenade to a target's armor, weapons, or to vehicles or other metal targets. The magnet isn't strong enough to increase the attacker's range bracket numbers, but does firmly affix the grenade to the target with a successful attack roll. The grenade may be removed using the same methods as with mag rounds, but the strength check only needs to be made at a -60. Damage is also not increased. The main benefit being that you prevent your target from escaping the blast. The cost of magnetic grenades is 50 credits above the cost of the normal version of the grenade. They are not available in launched versions, due to a conflict of interests with the Mag Gun market.

**Balance Rating: 2**

**MDD Grenade:** Perhaps one of the most expensive grenades ever developed the MDD grenade is equipped with a small MDD-24 that allows it to create a temporary hole in solid objects. The grenade is typically armed with an impact fuse and is designed to create the hole in the first object that it comes in contact with once activated and thrown. The grenade is capable of creating a temporary "hole" that is 15cm thick x 0.5 m wide x 1 m high. The grenade has enough power for 3 seconds of run time, before the field collapses along with the hole. The grenade is reusable up to 5 times before being permanently burnt out,

but requires a recharge (3 hours at the outlet, or 1 hour with a Mrs. Fusion) between activations. This grenade can not be purchased as a launched grenade as the electronics are too fragile to survive the G-forces of being launched. The grenade does no damage to living targets. The grenade disappears once activated, and reappears after 3-seconds. Objects, including characters, that are movable can be moved away from the blast site, but the "hole" stays at site of grenades detonation for the entire 3-seconds.

**Balance Rating: 3**

**Nanoid Delivery Grenade:** This grenade sprays nanoids up to 3 meters in all directions when it detonates. The grenade can be filled with up to 100 points of nanoids. All targets without 100% cover are automatically struck by 4d6 points of nanoids. Targets are hit in a random order, until no targets remain or the supply of nanoids (max 100) is exhausted. The effects vary depending on the type of nanoids used. This grenade can be reloaded and reused.

**Balance Rating: 2**

**Neuro:** A thrown or launched version of the Neuro mag round. Radius and effects are identical.

**Balance Rating: 2**

**Neuro Elite:** A thrown or launched version of the Neuro Elite mag round. Radius and effects are identical.

**Balance Rating: 2**

**Paint Grenade:** Identical to the Paint Round mag gun munition except the payload is larger. The range is doubled to 30 meters and the grenade has a 75% chance to cover the face-plate of anyone in range.

**Balance Rating: 1**

**Phase Nullification Grenade:** This grenade is identical to the Phase Nullification mag gun munition except it will function for 30 rounds before requiring a recharge. A favorite of special ops and SWAT teams everywhere. It can be thrown 1/6 of one's Strength in meters.

**Balance Rating: 1**

**Rad Pulse:** This grenade generates an intense pulse of radiation that does 4 points of damage to every living thing with 10 meters. The pulse has the exact same effects as a Rad Cannon including ignoring Absorption, Threshold, and cover. Only a Flux shield or a rad-liner provides any protection from the pulse. The manufacturer highly suggests purchasing these grenades only in a spider or launcher-ready form so you don't cook yourself. These grenades are highly illegal within Alliance space, but Tri-Corps manufacturing facilities located beyond the territorial rim are more than happy to build one for you.

**Balance Rating: 5**

**Scatter Smoke Grenade:** This grenade is identical to the Scatter Smoke mag gun munition, except it is capable of filling 40 cubic feet of space with smoke.

**Balance Rating: 1**

**Seismic Grenade:** Phentari rarely make big waves in the world of weapons R&D, typically being content to find new and interesting ways to kill with the inventions of others. But when they do make the effort,

the results are horribly successful. Witness as an example the seismic grenade. This grenade unleashes a powerful sonic wave when triggered, a sonic wave with a very carefully structured resonance. The wave passes almost harmlessly through metal and flesh, but inflicts terrible damage to bone, enamel, and other similar substances. At maximum yield, a seismic grenade can completely shatter the target's bones. It can be thrown 1/4 of one's Strength in meters.

Damage to bones and other hard tissue is 3-12, divided among all affected sections. Damage is handled exactly like standard concussion, including reducing damage as the distance to the target increases, with the following exceptions: Damage to soft tissue is negligible (0-1 points added to total damage, and applied across all affected sections). Metal armor is undamaged, both in Integrity and Absorption, but intact absorption does reduce the damage yield by half (still 0-1 points of soft tissue damage). Ceramic armor takes integrity damage normally. Armor Threshold in both cases is ignored. If a critical hit is inflicted, re-roll any results that do not indicate bone damage. Damage is doubled for Gemini (they are made of rock!), and halved for Phentari (their skeletons are more like cartilage than bone). Mazians, on the other hand, are completely unaffected by this grenade.

Do to the vicious nature of these weapons and the extremely painful and gruesome damage they cause, the Alliance Government is currently being lobbied to outlaw seismic grenades. The push is being led by the Ashanti and the Zen. Seismic grenades also inflict double structural damage to rock, cement, glass, and other similar substances. Phentari love them, but almost everyone else doesn't. These grenades are very hard to find on non-Phentari planets, and many local governments have already declared them illegal.

**Balance Rating: 4**

**Stingball:** The Stingball is a non-lethal grenade designed to disperse hostile crowds. The grenade uses a low power explosive charge to disperse 60 rubber balls, each about a half inch in diameter. The projectiles hit anything within a 9 meter radius of the grenade when it goes off. A target within 1 meter of the grenade is hit by 2d4 projectiles. A target within 2 meters of the grenade is hit by 1d6 projectiles. Targets between 3 and 5 meters are hit by 1d4 projectiles, and targets beyond 5 meters are hit by 1d6/2 projectiles. Even partial cover may not protect a target inside the grenades blast range when in an enclosed area as the rubber balls bounce off most hard surfaces.

Each ball causes 1d4+1 points of temporary damage. Victims that take damage must make an Aggression check with a penalty equal to the damage sustained in the attack to avoid fleeing. It can be thrown 1/4 of one's Strength in meters. Armor negates all damage to protected areas.

**Balance Rating: 1**

**Stun Mat:** This device is a thin mat that can be slid under a door. Anyone within 3 meters must make a Sonic SMR or be stunned (unable to act) and deafened for 1d4 rounds. In addition, targets within 3 meters must also make a Radiation SMR or be temporarily blinded for 2d4 seconds. Also available as a standard thrown (flash/bang) grenade.

**Balance Rating: 1**

**Super Sonic Pulse Grenade:** This grenade is identical to the Super Sonic Pulse mag gun munition except it has a range of 10 meters.

**Balance Rating: 1**

**Vulcan G1:** The thrown grenade version of the Vulcan mag round, this grenade duplicates metal gun effects. Because of size limitations, the G1 uses the same technology as the mag round, transmitting the magnetic disruptor pulse directly through the armor of the target, rather than through the air. To this end, the G1 is only available as a magnetic grenade, and thus is not available in a launched version. The grenade reduces Threshold by 2 and Integrity by 10. It can be thrown 1/3 of one's Strength in meters.

**Balance Rating:** 3

**Vulcan G2:** A larger, more powerful version of the G1, the G2 reduces Threshold by 4 and Integrity by 20. The G2 can only be thrown 1/4 of one's strength in meters. Only available as a magnetic grenade, and only in a thrown version.

**Balance Rating:** 3

## GRENADES - LAUNCHED GRENADES

TYPE	TL	AV	COST
Ballistic Bag	3-5	UC	50
OC	3-5	UC	100
Rubber Baton	3-5	UC	75
Shot	3-4	R	150

## GRENADES - LAUNCHED GRENADES

**Ballistic Bag:** This M-200 series grenade shoots a lightweight ballistic bag at target that causes a painful, blunt-force impact. The bag causes 2d4 points of temporary damage. If the target is hit in the head, chest, or abdomen and takes Body Point damage (Temp or Real), they must make a System Shock check. Failure to make the System Shock check results in the target being stunned and unable to act for 3d4 rounds. If the target is hit in another area, subtract the damage done by the projectile from the target's AGL when using the appendage struck. This effect lasts for 4d4 hours. The projectile has a range of about 12 meters. Armor negates all damage to protected areas. **Balance Rating:** 1

**OC:** This M-200 series grenade fires a cloud of tear gas directly at targets within 6 meters of the shooter. The tear gas that causes the eyes to water, coughing, and a burning sensation on exposed skin. Targets are entitled to a Poison SMR. Those who fail their SMR receive a -50 penalty to their AGL, MD, and visual modifier for 2d4 minutes. Targets that remain in the cloud or are significantly covered by the OC dust must make an SMR once a round until they fail or the dust is washed off. Reduce the duration of the penalties by half, if the target washes out his eyes and rises off exposed skin. Environmental containment prevents this round from having any effect. **Balance Rating:** 1

**Rubber Baton:** This M-200 series grenade fires three rubber projectiles, which can travel up to 10 meters. The batons can be bounced off solid surfaces, and spread further apart the farther they travel allowing them to hit multiple targets at extreme ranges. If the target is within 5 meters he is struck by all three batons. If the target is between 6 and 7 meters two batons strike him, and anyone standing directly next to him (BMs discretion) is struck by a single baton. At distances farther than 7 meters the target will be struck by one baton and anyone standing

either side of the target will be struck by one baton.

Each baton causes 1d6+1 points of temporary damage. If the target is hit in the head, chest, or abdomen and takes Body Point damage (Temp or Real), they must make a System Shock check. Failure to make the System Shock check results in the target being stunned and unable to act for 3d4 rounds. If the target is hit in another area, subtract the damage done by the projectile from the target's AGL when using the appendage struck. This effect lasts for 4d4 hours. Battle Masters may require that victims struck make an Aggression check with a penalty equal to the damage sustained in the attack to avoid fleeing. Armor negates all damage to protected areas.

**Balance Rating:** 1

**Shot:** Designed as a weapon of last resort, this M-200 grenade is loaded with 00 buckshot which can be fired directly at an attacker. The weapon does 6d4 points of damage, and has an effective range of about 20 meters. The launcher must make a System Shock roll after firing this round. **Balance Rating:** 1

## K-SAT OPTIONS PG. 4

TYPE	TL	AV	COST
Cargo Space	3-4	P	Varies
Target Locator	5-7	C	1,850
Target Locator PLUS	5-7	UC	8,000

## K-SAT OPTIONS

**Cargo Space:** We thought to ourselves, "Self. What else could you possibly add to a K-sat to make it little classier? Burlwood veneer?" Then the idea struck us. A glove compartment. That's what K-Sats need! A place to stick grenades, ammo, maps... Mazians. You can devote a portion of a K-Sats ENC load to empty storage space. Ten percent of the ENC allocated to the Cargo Space is used for lockable doors and hinges and such, but the rest can be used for cargo. So say you have a BattleSphere K-Sat that can hold 100 ENC. You've already used up 20 ENC and want to devote the remaining 80 ENC to cargo. So you lose 8 points of ENC for the door mechanism and other modifications necessary to install the cargo space, leaving you with a K-Sat that can tote around 72 ENC of equipment. Unlike the Mazaround, a Mazian in a cargo space can not use its sonar or pilot the K-Sat. This K-Sat option has a cost equal to twice the ENC devoted to the Cargo Space.

K-Sats with cargo spaces are a great way to get equipment to a buddy that's pinned down without risking your own neck. Mark it with a red cross and use it deliver medical supplies to the Zen treating the wounded. Fill it full of booze and have it hover just out of reach of the Orion. The possibilities are endless. Admittedly this makes for a really expensive self-propelled suitcase, especially when you could just go buy a PTB (Personal-Transport-Bot), but try putting a Flux shield on one of those and flying it through enemy territory at 100kph looking for its owner. "Excuse Me." "My owner is..." BOOM! THUD. Dead PTB - along with all your gear. Not a good idea.

**Balance Rating:** 1

**Target Locator:** This little accessory allows a K-sat to radio the coordinates of an enemy back to the targeting computer of any friendly mortar, artillery, PMS2 launchers, Rad Cannons, or K-Sat compatible Atomic



Displacer in range. A K-Sat using a Target Locator has to be between 5 and 30 meters of any target it designates for incoming fire. K-sats with Target Locators are capable of communicating with any friendly targeting computer within 5,000 meters. Targeting computers that are out of range can be reached by relaying the signal off of another K-Sat or K-Sats equipped with a Target Locator.

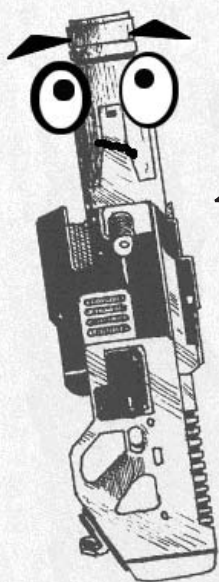
Only one target can be designated per Target Locator installed in the K-Sat. K-sats must make a sighting check to identify targets. K-sats that are piloted manually by a visual remote require that the operator make the sighting check. K-sats with AI systems, including both pAI systems, a Brain Module, or a Genius Module are assumed to have a visual modifier of zero, plus any bonuses or penalties from their Intuition score. K-sats equipped with UV or IR optics allow their AI systems or manual operators to make sighting checks using the bonuses provided by those optics. See the Missile Technology section in this PDF for more information on sighting checks in the UV and IR spectrum. Cam Flybots can also be equipped with a Target Locator or Target Locator PLUS (see below) but unlike a K-Sat they can only hold one.

Though encrypted, a Target Locator transmission can still be detected – though not deciphered - by a HIC. There's nothing more disturbing than an HIC telling you that something in your area is sending transmissions to the enemy. You don't know if it just sent in your coordinates to that artillery cannon. Better start running and looking for that damn K-Sat spotter! A Target Locator increases the gunner's chance to hit by 20%. This bonus does *not* apply to Atomic Displacers or Rad Cannons.

**Note:** Remember that K-Sats with Guidance Packages 1 through 3 can only designate preset targets, so you have to already know where they are before you send the K-Sat in to mark them. Better hope they don't move. **Balance Rating:** 4

**Target Locator PLUS:** This Target Locator is identical to the standard Target Locator, but it has a far superior range. The Target Locator PLUS has a communication range of 10,000 meters and a single "PLUS Locator" can identify three targets simultaneously, rather than one. Lastly, this model can specify any target it "sees" between 5 and 300 meters. **Balance Rating:** 5

## PULSIE ON BEAM WEAPONS



"Looks like you're interested in lasers! Ab Liner is the obvious choice, and is near the top of Pulsie's recommended armor options. Nothing else stops laser beams after they have penetrated your armor...period. Laser shields can be handy if you have a free arm, and smoke generators can cover your butt nicely. But the makers of the Reflection Suit and Opticon armor have released a new armor add-on: highly reflective Anti-Laser Coating. It works great if you don't mind being shiny!"

## LASERS - IMPACT LASERS PG. 4

TYPE	ER	TL	AV	COST
Savage-E	200	7	R	150,000
Shotgun-1	25	7	UC	500,000
Sherman	45	7	R	2.5M

## LASERS - IMPACT LASERS

**Savage-E (Pistol):** The first impact laser pistol on the market the Savage-E is really just a BC-Violator that has been chopped down to pistol size. It lacks the amazing reliability of the standard Savage series, but people are willing to pay through the nose-equivalent regardless for a concealable, one-handed, impact laser.

**Balance Rating:** 4

**Shotgun-1:** The first widely available impact laser shotgun, the Shotgun-1 is a formidable weapon that is capable of dishing out the damage. The weapon emits 2d4 beams doing 4d6 damage per beam. Like all shotgun lasers the range is crappy and the ammo supply is limited, but the weapon is comparably light compared to conventional laser weapons.

**Balance Rating:** 4

**Sherman:** The most powerful shotgun laser available, the Sherman packs a wallop. With every pull of the trigger it fires 1d4 beams doing 6d6 points of damage each. It's expensive and you've only got ten shots, so you better hit what you aim at, and carry extra power packs.

**Balance Rating:** 4

## LASERS - PAINTING LASERS PG. 4

TYPE	ER	TL	AV	COST
BC-Aim Master	350	4-5	C	18,000
Target Plus	1000	4-5	C	25,000
Target Super	1230	5-6	R	75,000
Able Culprit-D	1400	7	VR	2.0M
BC-Spotter	2600	4-5	R	100,000

## LASERS - PAINTING LASERS

A painting laser is a laser that "paints" the target with a dot of laser light, rather than actually damaging the target. Reflex missiles in UV tracking mode will home in on the laser dot, increasing their chance to hit the target. Once the missile comes into line-of-sight with the target an attack roll must be made each second by the painting laser shooter to keep the laser dot on the target. This attack roll requires a full action and must be successful each second up until the missile(s) impacts the target. The damage rolled for the Painting Laser is applied as a bonus to the missile's accuracy. There is no need to re-roll the damage each round. Apply the damage rolled from the first hit to the missiles accuracy for as long as the laser is on the target. If the character with the Painting Laser misses, a new damage roll must be made when the laser



again hits the target. Painting lasers do absolutely no damage to the target they hit – the damage rolled is *only* applied to the accuracy of the missile.

Each time you fail your attack roll, the amount by which you failed your roll is subtracted from the missile's accuracy, the bonus for the painting laser is subtracted from the missile's accuracy, and the missile must make a new attack roll. Failure indicates that the missile has veered off target to follow your errant laser dot and misses the target. Success indicates the missile has compensated for your error. As you can see, the more often you fail to keep the dot on the target the more you reduce the bonus the painting laser provides. In fact, repeated failures may actually reduce the missile's chance to hit below the missile's inherent accuracy (without the painting laser) because the missile keeps trying to follow your marker!

The best part about using a painting laser is that the missile will hit exactly where you put the dot on the target. There is no need to roll randomly for the missile's hit location. Whatever area the painting laser is on just before the missile impact is the area the missile strikes. So it's that much sweeter when you make that called shot to the head of your unsuspecting victim with your painting laser just before that Sylon missile hits.

Though painting lasers are a great way to make sure your indirect ordnance hits the target, some poor S.O.B. has to be in line of sight with the target to hit it with the laser. It's a great job until the guy you're painting figures out what you're doing. Anybody with UV optics is likely to see your painting laser beam (+75 to sighting checks) and since it's always on rather than a quick pulse they can follow the beam right back to your location. You should also take note that it's usually easier and cheaper, to take you out than the missile. Painting lasers make good weapons to mount on automated SAWMs. There is no reason you should waste time shooting something that does no damage, when the targeting computer can do it for you.

Note: If a target is covered by more than one painting laser, only apply the accuracy bonus from the beam that did the most "damage." Do not add the aiming bonuses of the lasers together. From that point on the missile will only follow the beam with the highest damage, unless a "stronger" painting laser hits the target. Missiles can differentiate between "friendly" and "enemy" painting lasers based on the wavelength of the laser beam, which is programmed into the missile before launch.

**BC-Aim Master:** Another quality Balshrom product. This painting laser is based off of the popular BC-Vindicator impact laser chassis. The output has been reduced for use as a painting laser, which allows the batteries to last a lot longer.

**Balance Rating:** 3

**Target Plus:** Tri-corp is billing this new weapon as being built from the ground-up as a military-grade painting laser (Editor's Note: What else would you use a painting laser for if not a military application?) It's a decent entry-level painting laser on par with its low-end Balshrom-made competitors. It comes with an anti-missile flare launcher (treat as the armor option) in case the enemy spots you and decides to return the favor.

**Balance Rating:** 3

**Target Super:** This Tri-corp painting laser is probably the best painting laser on the market. It's lightweight and durable, and comes with all kinds of goodies, including a built-in radar/laser detector so you know when the enemy is tagging you back! The weapon has an excellent range and is also equipped with a UV optics scanner that gives an estimate of how well you're painting the target based on the amount of surface covered by the laser dot, as well as the curvature and reflective properties of that surface. (**Editor's note:** In game terms this allows the character to know what the player rolled for damage.)

The scanner also allows the user to identify and mimic the wavelength of an enemy painting laser so an incoming missile can be distracted. To distract an incoming missile the character must make a successful attack roll against his comrade who is being "painted" by the enemy laser. If the damage rolled exceeds the damage of the enemy painting laser the missile will lock onto mimic painting laser and ignore the enemy painting laser. The UV scanner in the weapon will let you know if your painting laser is "brighter" than your opponents. The character can then intentionally move the beam away from the target in hopes of drawing the missile off course. It's a big gamble as you could actually help the missile home on in your buddy, but at least it's an option. To draw the missile off course, the character must make another attack roll (ignoring situational modifiers), and then subtract the amount by which they succeeded from the missile's accuracy.

**Balance Rating:** 4

**Able Culprit-D:** Able Corporation has taken the aiming laser concept to the next level. The Able Culprit-D is a standard Able Culprit impact laser (yes it does damage) that can be switched to "designator" mode; hence the "-D" in the name, and used as a painting laser. In designator mode the weapon is capable of firing every second because of the reduced power requirements. In impact laser mode the weapon's ROF is the normal 1/3. When in designator mode the damage rolled is doubled before it is added to the missile's accuracy.

Note: Firing the weapon in impact mode, then switching it designator mode, and then back to impact mode does not allow the impact laser to recharge any faster. You're still stuck with the 1/3 ROF. Able says the Culprit's range and accuracy make it a natural platform for a Painting Laser.

**Balance Rating:** 3

**BC-Spotter:** A massive painting laser, the beam illuminates the target with a spot so bright, it can blind nearby UV optics. Critics have complained about the sheer size and weight of the weapon, but there's no doubt that its accuracy at extreme ranges and target identification abilities are unequaled. However, it's also important to note that the character using this puppy might as well be standing next to a lighthouse; if the enemy is equipped with UV optics they are going to see you (+100 to sighting checks). As a result, Balshrom encourages BC-Spotter users to "paint" their targets from behind, that way they're less likely to notice the beam. You can't make a sighting check to see a target if you're not looking in that direction, unless you're a Phentari. The problem is the minute you miss the target and the beam zips by his head, if he has UV optics the jig is up.

**Balance Rating:** 3

## LIGHTSWORD - OPTIONAL RULES

**Field Integrity:** The plasma in a light sword is contained within a Flux shield. In the rare case when the light sword is struck by something that damages Flux shields (omega weapons, plasma weapons, other light swords, etc.) the Flux containment shield takes damage. The shield can take 50 points of such damage before failing. If the shield fails on an activated sword, the plasma erupts in a 2m radius, doing 3-18 points of damage to all in the area. Deactivating the sword for a half hour recharges the Flux shield.

The theory is that the Flux shield on the sword is turned inside out thus allowing things *in*, but not *out*. Think of a Flux shield as a sheet of sand paper. Rough on one side. Smooth on the other. You can push objects through the sheet of sand paper as long as you start on the smooth side. So you could take a nail and drive it through the sand paper if you pushed it through the smooth side. If you try pushing it through the rough side the sand paper becomes amazingly tough and the nail won't penetrate. A Flux shield works in basically the same way.

Now to see how a light sword works, let's use that sandpaper analogy again. Take that piece of sandpaper and roll it into a cylinder with the smooth side facing out. Now fill that "Flux cylinder" represented by our sandpaper sheet with super-heated plasma! Mmm... good. Using our same nail & paper analogy, we try and take a nail and push it through the cylinder. Since the smooth (weak) side is outside, the nail effortlessly pushes through the paper. However, once the nail hits the other side of the cylinder it's the rough side of the paper. Remember the rough side of the sandpaper is on the inside of the tube. As a result, the nail stops moving once it hits the other side of the cylinder on the *inside*. This is how you can parry with a light sword. Once the object passes through the field and into the plasma, it can not pass out the "back" of the field. Now if we used a needle instead of a nail, the needle will pass into the cylinder and then be incinerated by the plasma. So if you swing your light sword at say... a tree limb, the limb will be incinerated and your swing will not be stopped when it hits the limb. If you swing at somebody's arm that's covered in MBA armor, the sword swing will be stopped when it impacts the armor because the armor isn't destroyed in the plasma stream so it impacts the back of the field and stops the forward movement of the sword. It will however still take damage from its little plasma bath while it is in contact with the sword.

**Balance Rating:** 4

## MAG GUNS pg. 5

TYPE	ER	TL	AV	COST
BC-Monster	1,700	4-6	VR	500,000

**BC-Monster:** Simply referred to as "The Monster," this fully automatic magnetic grenade launcher is the largest Mag Gun ever made. The Monster is designed as an infantry support weapon and can be used in place of a machine-gun in many situations. Police tactics are to "show-er a target" with mag grenades, to make it absolutely clear they have no chance of escape. Similarly, the military has complained that the mag gun's effectiveness suffers in situations where a large number of armored infantry have to be repulsed. In both situations the problem is the same. It requires that multiple personnel are deployed, all

equipped with mag guns. This is a difficult and costly proposition, not to mention the problems of coordinating all that outgoing fire between individual shooters. That's not a problem anymore. A single soldier equipped the BC-Monster can offer massive fire support to his teammates by showering a single perp with less-than-lethal rounds, or spraying offensive munitions into the ranks of charging arachnid troops!

The Monster is very heavy and is typically carried into battle by two to three individuals, one of which is solely responsible for carrying and reloading the massive ammo box. The Monster comes equipped with a bipod, though it can easily be mounted on a tripod or vehicle. Once in combat a single trooper can aim and fire the weapon, but typically a second trooper stays with the weapon to assist in swapping out the heavy ammo boxes. A full ammo magazine for this weapon has an ENC of 30 and a Threshold of 5. By the way, the ammo's ENC of 30 is not included in the ENC of the weapon!

The Monster has a variable rate of fire. Right out of the box the weapon is set for a ROF of 2. However, by disengaging the overheat safeties the shooter can manually increase the rate of fire. The faster the ROF the more likely the weapon will malfunction. The weapon must make a System Shock roll after each second if the ROF is set higher than 2. The penalty for this System Shock check is -10 for each point of ROF above 3. So firing the weapon with a ROF of 3 would require a

## MORE TACTICS TO PRACTICE

**Mag Guns:** There are a couple of things to remember when dealing with mag guns and their ammunitions. The first is that mag guns were really designed to be dual purpose weapons. Their ability to stick to metal stuff makes them ideal for taking out armored personnel and lightly armored vehicles. As a result there are a number of mag gun rounds with purely military applications – i.e. blowing stuff up.

On the other hand, the mag gun round's ability to stick to their targets rather than instantaneously detonating on impact makes them an excellent non-lethal weapon system. This means mag guns have applications outside of "blowing metallic stuff up."

Typically the military has always used non-lethal weapons to augment the lethality of their primary weapons, where as law enforcement utilizes non-lethal weapons to avoid unnecessary loss of life. For instance, the military might use tear gas to flush an enemy out of a fox hole so he can be shot at more easily. In contrast, law enforcement might use tear gas to "convince" a perp to surrender or to reduce his ability to resist arrest, so lethal force isn't required. Mag guns are no different, and this dual-purpose helps explain the wide variety of munitions available. So be sure to pick your munitions based on your goal – they've probably built one to fit your needs. Why use a brick to drive a nail, when you've got a hammer?

Because the Monster has such a high rate-of-fire it works great with mag grenades that have a cumulative affect like the a-grav cancellation round, Immobilizer rounds, MAR rounds, and Parasite rounds. However, they work just as well to frag a target with multiple hits from Disintegrator rounds, EMP rounds, and Freezy Pop rounds.

Safety First: Never load your mag gun with both helpful & harmful rounds.

System Shock check with no penalty. A ROF of 4 would impart a –10 penalty. A ROF of 5 would impart a –20 penalty and so on.

If you fail the System Shock roll, take the amount by which you failed and divide that number by 10 (round normally). Then subtract that number from the weapons manually set ROF to determine how many grenades were fired before the weapon malfunctioned. So let's say you're firing the weapon with a ROF of 6. That imparts a –30 penalty to your System Shock check. So you needed to roll a 67 or lower to successfully make your System Shock check. Now let's assume you rolled a 84. You missed your target by 27 ( $84 - 67 = 17$ ). Divide 17 by 10, rounding normally and we get 2. So we subtract 2 points from the weapon's ROF of 6, and discover the weapon got off 4 grenades before it locked up. Also remember that any time you fail a System Shock roll for a weapon you have to roll on the Malfunction Table, which means your weapon is probably going to be out of commission for a while, if not ruined. Mag guns have an Automatic Fire penalty of -50 (See pg. 191 in the main rulebook).

**Balance Rating: 4**

## MAZIANs - OPTIONAL COMBAT RULES

**Increased Durability:** To increase the Mazian's combat efficiency Battle Masters may rule that Mazians gooey physical bodies make them more durable to certain attacks than other races.

When a Mazian is cut with a knife or sword apply the damage as you normally would. However, if the Mazian is able to get back into physical contact with the section that was sliced off within 1d4 combat rounds they can rejoin it to the central mass. The Mazian immediately recovers any Body Points that were lost when that section was cut off.

- This only applies to attacks that physically separate the Mazian into one or more pieces.
- If an attack does enough damage to kill the Mazian then they are dead and can not attempt to reattach severed pieces.

Mazian's squishy bodies make them relatively immune to impacts, concussion, and puncture wounds.

- Weapons that puncture the Mazian do an amount of damage to the Mazian equal to their Integrity reduction. Examples include stabbing weapons, bullets, non-explosive projectiles, spears, grenade fragments, etc. This rule assumes that a projectile takes a piece of the Mazian with it when it exits the Mazian's body.
- Weapons that use the force of their impact or cause concussion to damage their target do 1/4 their normal damage to Mazians. Examples include clubs, Omega weapons, and concussive explosions.

Beam weapons, energy weapons, particle weapons, electrical damage, fire damage, and plasma-based weaponry do full damage. Explosions that don't specifically mention concussion or fragments should be treated as fire damage when dealing with Mazians.

**Balance Rating: 5**

**Mazians and Falling:** Mazians who make a shape-shifting roll with a level 15 difficulty can ignore all falling damage as long as they have room to glide. Mazians who make a shape-shifting roll with a level 10 difficulty can turn into a parachute shape and ignore 80% of any falling damage they receive. Both maneuvers assume the blob isn't wearing

constrictive armor or carrying any heavy equipment. A falling Mazian always has the option to drop/expel any equipment carried.

**Balance Rating: 1**

**Mazians and Paralyzing Attacks:** An attack that paralyzes a body area is assumed to entirely paralyze a Mazian since they have one shared nervous system throughout their whole body. However, Mazians get a +20 to any SMR check that might result in paralysis.

**Balance Rating: 3**

**Mazians and Web Generators:** If a web gun hit doesn't anchor a Mazian to another object, like the ground, it's not going to do much. Mazian's who are anchored to the ground or other immovable object can not move from the spot unless they break free. Each web gun hit, regardless of whether it anchors the Mazian to another object or not, reduces a Mazian's Agility by 1d8 points, up to a maximum reduction of 50 points. The above penalty is also applied to any Shape Change skill checks the Mazian attempts.

**Balance Rating: 3**

**Shape-shifting attack:** Mazians can make hardened stabbing or bludgeoning weapons out of their body by making a shape change skill check with a level 20 penalty. For every 3 points under the required target number (the number you have to roll under to succeed) the Mazian can cause one point of damage or reduce the Threshold of the target by 1 point when determining whether the attack penetrates.

**Balance Rating: 5**

## METAL GUNS PG. 5

TYPE	ER	TL	AV	COST
BC-DistortionMG	200	4-6	VR	1.6M
BC-Gatlin	50	4-6	UC	400,000
BC-Metalaser	100	7	U	1.5M
BC-MetalSurge	95	4-6	UC	140,000
UB-Twister	50	4-6	UC	40,000

## METAL GUNS

**BC-DistortionMG:** The most expensive metal gun ever created. Balshrom took three of their top-of-the-line BC-Distortion metal guns and slapped them together in a gatling configuration. The three barrels are assembled in a triangle configuration, and each metal gun is fired one after another, giving a much higher overall rate of fire. The weapon comes with a removable tripod and 100 point Flux shield. The weapon's power supply isn't huge, but by the time you've exhausted it your target should be reduced to wearing nothing but their skivvies. If you're not wearing Dreadnought armor or better, two hits from this weapon to the same section of armor will remove the armor entirely.

**Balance Rating: 4**

**BC-Gatlin:** This weapon is another gatling configuration metal gun, built on nine Twister metal guns in a circular configuration. The design philosophy is identical to the other Balshrom gatling metal guns. Multiple weapons linked to a single trigger assembly, fired in sequence to yield a much higher rate of fire. Again, the weapon is heavy and the



power pack has been reduced in size to save weight. Find a target, unload on it, and ditch the weapon. The weapon comes with a removable tripod.

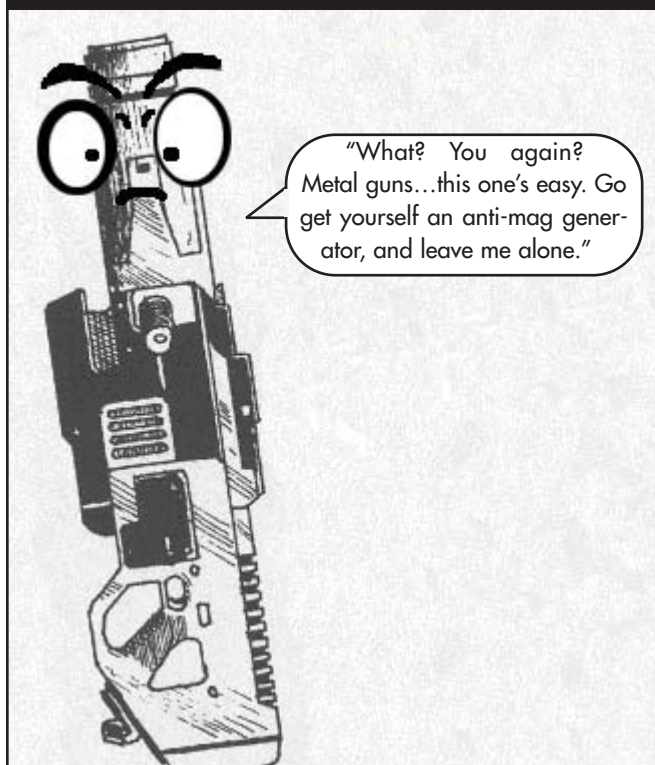
**Balance Rating: 4**

**BC-Metalaser:** The sick bastards at the Balshrom experimental weapons division could only have developed this incredibly nasty weapon. The Metalaser is a massive rifle built around the BC-Shock Therapy impact laser and the BC-Distortion metal gun. The Shock Therapy's laser shield was removed to reduce the overall weight of the weapon. Despite the modifications, the Shock Therapy's short range and massive integrity reduction make it ideal for a metal gun/laser combo. When the weapon is fired, the metal gun discharges a split-second before the laser, reducing the target's Threshold for the beam attack. When calculating damage from the laser hit (6d6 dam), assume the Threshold of the section hit has already been reduced by 16 points from the metal gun attack. Total integrity reduction is 90 points per hit! Eat your heart out Deception-2 owners. You'll pay through the nose for this baby, but it's worth every penny and then some. Buy two!

**Balance Rating: 4**

**BC-Metalsurge:** The first metal gun in a gatling configuration released on the market. This weapon actually consists of 6 BC-Render metal guns, which are fired in sequence, one after another. This means while one metal gun is charging, the next one in line can be fired, greatly increasing the weapon's overall rate of fire. The gatling configuration means the weapon is incredibly heavy for a metal gun. To help eliminate some of the weight, the energy pack powering the weapon has been reduced in size, which unfortunately limits the weapon's ability to dish out fire for a sustained period. The weapon comes with a foldable bi-pod. **Balance Rating: 4**

## PULSIE ON METAL GUNS



**UB-Twister:** Nearly identical to the standard Twister metal gun, except this version has been placed inside a different shell that allows it be mounted under the barrel of a large rifle.

**Balance Rating: 4**

## MICRO-GRENADES PG. 5

TYPE	TL	AV	COST
High-Explosive	6	R	100
Mega-Explosive	6	R	200
Ultra-Explosive	6	VR	400

## MICRO-GRENADES

It's never enough, is it? Tiny grenades that do a few points of damage aren't bad, but you just knew that someone had to cram more micronite into these babies, eventually resulting in a grenade that can take out a Ram Python. All three of these larger micro-grenades are about the size of a quarter, and come in both timed and impact versions.

**High-Explosive:** Utilizes micronite to deliver 1d6+1 points of explosive damage (no frags) to all within 2m (1-3 body areas affected). The micronite accounts for the price, so the impact version costs the same as the timed version.

**Balance Rating: 3**

**Mega-Explosive:** Packed with micronite, these tiny wonders deliver 2d6 points of explosive damage (no frags) to all within a 3m radius (1-3 body areas affected). Impact version is the same price as the timed version.

**Balance Rating: 4**

**Ultra-Explosive:** Even more micronite, for a damage yield of 2d12 (no frags) in a 3m radius (1-3 body areas affected). Impact version is the same price as the timed version.

**Balance Rating: 5**

## MICRO-GRENADE LAUNCHERS PG. 5

TYPE	ER	TL	AV	COST
Lincoln Thrower	100	3-5	UC	1,000
Lobber	50	2-5	C	300
Penny Ante	75	3-6	R	1,550

## MICRO-GRENADE LAUNCHERS

With new ammunitions come new ways to deliver them to the target. Micro-grenade launchers are really little more than advanced slingshots...highly durable, extremely concealable slingshots with a high rate of fire. The launchers utilize simple mechanical launching systems, electrically powered, to throw the impact versions of micro-grenades like miniature discus. Thus, the ranges and accuracies are not stellar, but more than adequate for weapons the size of a .22 caliber pistol.



## 4 • MICRO-GRENADE LAUNCHERS - MINES

Keep in mind that although the launchers are relatively cheap, the ammo is quite expensive. Micro-grenade launchers are currently only being produced by a subsidiary of Orionus Konglomerates.

**Lobber:** The first micro-grenade launcher. The range is limited, and the firing mechanism cycles too slowly. But it delivers the goods. Metal construction.

**Balance Rating:** 3

**Lincoln Thrower:** 'Lincoln' is slang for 1/100 of a credit, stemming from an ancient human monetary system. It's also what the humans used to call a coin that was about the size of a micro-grenade. The Lincoln Thrower has good range and is very reliable. Made out of high-impact plastic, it's durable as all get-out.

**Balance Rating:** 3

**Penny Ante:** Humans and Orions laugh at the name of this micro-grenade launcher, and no one else knows why. A high rate of fire means you'd better have deep pockets to afford to feed this thing. Effective

**Balance Rating:** 3

### MINES PG. 5

TYPE	ER	TL	AV	COST
ABA	-	5-6	R	350,000
Bullet	-	3	R	50
Clumpy II	-	4-6	R	16,000
Disintegrator	-	5-6	UC	10,000
Displacer	-	5-6	VR	100,000
Firestorm Clay.	-	3	UC	50
Floater	-	6-7	UC	500,000
Flux Cage	-	6+	VR	350,000
IMFIB	-	4-6	C	100,000
Neuro	-	5-6	R	N/A
Neuro Elite	-	5-6	VR	N/A
Phase Null.	-	7	R	1.5M
Riot Foam	-	5-6	R	15,000
Self-Healing	-	5-6	R	5x

### MINES

**ABA (Anti-Body Armor):** After producing a mag round using metal gun technology (see the Vulcan and Vulcan Plus), upstart Tri-Corp put their patent to further use, developing a mine designed to soften up enemy personnel on a larger scale. Upon being activated, this mine utilizes a rapidly rotating magnetic disruption pulse generator to send out multiple metal gun pulses. Like a Bouncing Betty, the ABA mine pops up from the ground, sending its metal-damaging pulses in all directions. The poor soul who triggered the mine is hit by 1-3 pulses, and anyone within 10m has a 35% chance of being hit by a pulse as well (if the dice roll is less than 10%, two pulses hit instead of one). Each pulse reduces Threshold by 4 and Integrity by 20 points.

**Balance Rating:** 2

**Bullet Mine:** This homemade mine is basically a zip gun that's been buried in the ground and equipped with a pressure trigger. When the victim steps on the trigger the bullet or shotgun shell is fired upwards into the foot. The damage is based on the type of cartridge or shotgun shell that is loaded into the mine. Because they're homemade these mines are reliably triggered only about 75% of the time.

**Balance Rating:** 1

**Clumpy II:** This mine holds up to 6 mag gun rounds, which are triggered when an unfortunate victim steps on the mine. The person (or item) that triggers the mine is struck by 1d6/2 mag gun rounds, randomly chosen from the mines payload. The remaining rounds have a 50% chance to strike anyone with a 5 meter radius. Each potential target rolls percentiles (1d100) in the order the BM determined (usually randomly or from closest to farthest), with a roll of 51 or higher indicating a miss, until all the remaining mag rounds are expended or until no targets remain, whichever occurs first.

**Balance Rating:** 1

**Disintegrator Mine:** Stepping on this mine triggers a single shot, high-powered, disintegrator that fires (20 meters) straight up. The mine does 40-160/20-80 points of damage to any target unfortunate enough to trigger the mine.

**Balance Rating:** 1

**Displacer Mine:** Anyone that steps on this mine is displaced up to 40 meters to a pre-selected destination. Targets are typically displaced into prison cells, off cliffs, or other equally unpleasant destinations. The mine is **not** sophisticated enough to strip the victim of their armor or equipment. If the victim has a phase nullification armor option activated or is displaced into or out of an area protected by a phase nullification system they suffer the unfortunate effects of phase nullification. The mine has enough power to facilitate 5 displacements.

**Balance Rating:** 3

**Firestorm Claymore:** Rather than being filled with steel balls, the firestorm claymore is filled with phosphorous pellets, which burst into flame once they are ejected from the mine. This turns the claymore into an incredibly effective incendiary device. The damage is identical to the standard claymore except integrity reduction is 4 points per fragment and any materials caught in the blast that are even remotely flammable are automatically ignited. If the contents of the firestorm claymore are exposed to an oxygen rich atmosphere, say from being shot or punctured, prior to detonation the mine will explode prematurely.

**Balance Rating:** 2

**Floater:** This mine uses a combination of a-grav fields and attractor beams to "float" a target in the air. This mine is the bane of most Battlelords, not because it's dangerous but because it's so damn embarrassing. Floating there, suspended a few meters in air, helpless. Worse yet, most Battlelords are equipped with thousands of credits worth of state of the art weaponry and armor, all of which is useless to get them out of their predicament. Without something to push (Jet Pack) or pull (Grappling Hoist) the character free of the mine, they'll be stuck there. Anyone who is close enough to grab the character will also become a victim of mine. Shooting the mine is designed to trigger an overload

sending the victim 3d20 meters into the air. This can be... unpleasant, especially when the mine is placed indoors.

Normal falling damage is applied if the target doesn't impact a roof of some kind. If the target impacts an overhead structure, they take falling damage as if they had obtained the height rolled on the dice when they impact the ceiling, and then they take falling damage *again* when they hit the ground, with damage for the second fall based on the actual height of the ceiling. See the Knockback rules in LNL:W&T Appendix for info on being thrown into objects that can't withstand the force impact.

This mine is capable of suspending up to 1,000 encumbrance. There is nothing funnier than watching two Ram Pythons suspended in the air, without a clue about how to get down. Without a dedicated power supply the floater mine has a run time of 20 minutes. Because of the cost of these mines they are usually reserved for permanent installations where non-lethal incapacitation or delay of intruders is required.

**Balance Rating: 2**

**Flux Cage:** This round is almost identical in function to the mag round version, but envelops the target in a 200 point Flux cage and can power that cage for up to 1 hour. The mine itself, which must be just below the surface of the ground, is also contained within the cage. Like the mag round (See Ammunition chapter), the mine comes paired with a remote for deactivation.

**Balance Rating: 5**

**IMFIB:** Often called "the Fibber", IMFIB is an acronym for Instant Mine Field In a Box. The box is propped up on one edge using an included bipod that is attached on the bottom of the unit. The soldier then presses a button on the box to activate it. Once activated the side of the box facing away from the user flips open and two dozen small, self-burying mines are ejected. The launching mechanism is designed to disperse the mines so that they cover a roughly 20 square meter area. Anyone passing through the area has a 60% chance to step on a mine. Each fibber mine has the same stats as a plasmore mine.

**Balance Rating: 1**

**Neuro:** Identical in effect to the Neuro mag round, but the radius is increased to 7m. (See Ammunition chapter)

**Balance Rating: 3**

**Neuro Elite:** Identical in effect to the Neuro Elite mag round, but the radius is increased to 10m. (See Ammunition chapter)

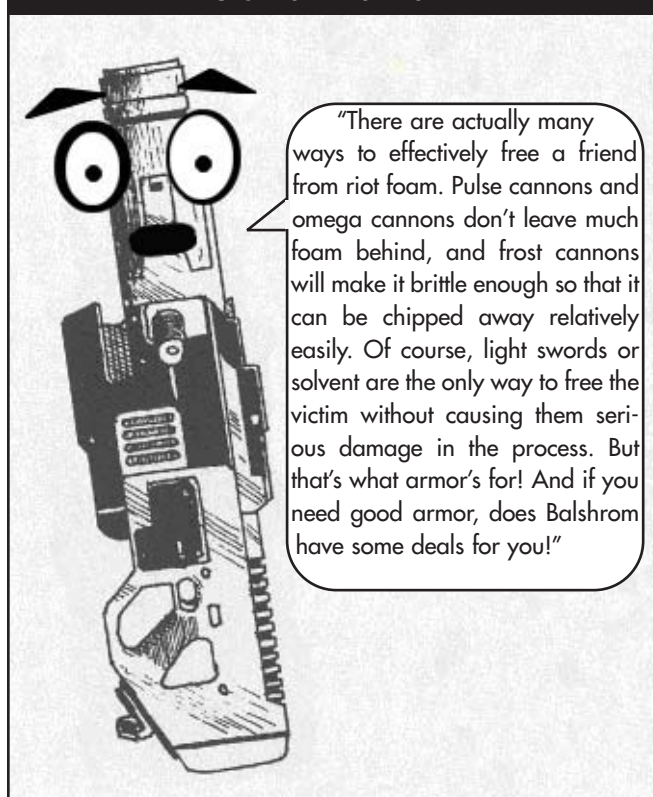
**Balance Rating: 3**

**Phase Nullification Mine:** This mine works identically to the Phase Nullification armor option, except it has a range of 300 meters and does 4-24 points of damage. A single mine planted in a base camp almost guarantees a grisly death to anyone who displaces anywhere close. Sure they're expensive, but can you afford to set up camp without one? Truly vindictive mercs will plant a Phase Nullification mine in the center of their base camp and then line the perimeter with displacer mines. Ouch! Remember that damage from displacing into an area protected by phase nullification ignores Flux shields, PDS units, and armor.

**Balance Rating: 1**

**Riot Foam Mine:** This mine releases rapidly expanding adhesive foam to entangle targets and block halls. The foam fills up to 15 cubic meters of space, centered on the mine. The foam is porous and victims covered in the foam will not suffocate. In addition, gas attacks can be delivered through the foam to target. Any target that is within 5 meters of the mine will become **completely enveloped** in the sticky foam when the mine is activated. Strength Checks to break free of the foam must be made at -100. Each successful strength check frees **one** body section.

### PULSIE ON RIOT FOAM



Riot foam remains sticky for days and anything touching the foam is likely to become entangled. It is nearly impossible to cut someone free from riot foam with a knife or sword. If you can pull your cutting hand free (Strength check at -100) and then pull your light sword from its sheath (Strength check at -100), well then you can start cutting. In addition the foam is non-flammable so it can not be burned away. Only riot foam solvent or items like light swords can be used to effectively cut a victim free. Riot foam solvent is a relatively simple compound, and the cops typically spray it around with fire hoses after the trouble-makers have been 'neutralized'. It's not readily available to the public, however, and the formula isn't well known. Those not having law enforcement connections can expect to pay about 500 credits for enough solvent to clean up 20 size classes of beings. The alternative, of course, is to wait a few days until the foam breaks down on its own. Heavy rains can also weaken the strength of the foam by 10 to 50%.

**Balance Rating: 3**

**Self-Healing Field Mines:** The main problem with mine fields is that once a path through the field has been cleared the other mines are no threat. Self-Healing Field mines fields were designed in the early 21<sup>st</sup> century to fix that problem. These mines periodically communicate

with each other in order to make sure they are evenly dispersed. If a mine or mines have been detonated or disturbed, the other mines will crawl around in the dirt to redistribute themselves into the most effective coverage pattern. Redistribution usually takes about 1d4 rounds. These mines have self-burying mechanisms that make sure they are well hidden. The movement of the mines can be detected by astute observers and their occasional transmissions can be detected by those with the proper equipment if they are close enough (> 2 meters). As a result, Self-Healing Mines are usually placed in locations where the need to prevent an enemies passage through the area outweighs the need for surprise. Obviously mine fields that are clearly marked with warning signs are an ideal spot for these little monsters. Self-Healing mines cost 5 times the list price of the mine being used and also increase the ENC of the mine by 20%.

**Balance Rating: 1**

## MISSILE TECH - ARM ROCKETS PG. 8

TYPE	ENC	TL	AV	COST
M-260	1	4-6	UC	100
WARS	2	4-6	UC	300
WARS MINI	1	4-6	UC	150
WARS PLUS	3	4-6	UC	400

## MISSILE TECHNOLOGY - ARM ROCKETS

### Weapon-Attached Arm Rocket Racks

**M-260:** The M-260 is a breech-load, single shot, arm rocket launcher that is designed to be attached under the barrel of any rifle using a universal mounting system. The concept is identical to the M-203 under-barrel grenade launcher, only in this case the weapon is loaded with a single arm rocket. External Threshold of 15.

**Balance Rating: 1**

**WARS:** The WARS or Weapon-Attached Arm Rocket System is an arm rocket rack that can be mounted to a rifle or other large weapon. The WARS is a small rack that holds up to 4 arm rockets. It is usually attached to the top of the weapon and utilizes a high, arch-shaped, mounting system so that iron sights or scopes can still be used. The WARS can also be mounted under the barrel but its weight often makes this arrangement cumbersome. The WARS system is capable of firing all its rockets simultaneously or individually. The manufacturer contends that their WARS series of rocket racks is superior to conventional designs because it allows a soldier access to the heavy firepower provided by their arm rockets even if they have to blow out of their armor. External Threshold of 15.

**Balance Rating: 1**

**WARS MINI:** The WARS MINI is identical to the standard WARS, except the rack holds two missiles. The rack can be mounted either dorsally or ventrally on a rifle. The WARS system is capable of firing its rockets individually or simultaneously. External Threshold of 15.

**Balance Rating: 1**

**WARS PLUS:** The WARS PLUS is a large 8-shot rack that can be mounted on the top of crew served weapon or very large rifle. Its size and shape makes it immediately recognizable. The WARS system is capable of firing its rockets individually or simultaneously. External Threshold of 15.

**Balance Rating: 1**

## MISSILE TECH - REFLEX MISSILES PG. 8

TYPE	ENC	TL	AV	COST
Reflex Pack	6	4-6	UC	5,000
Reflex Tube	4	4-6	UC	1,000

## MISSILE TECHNOLOGY - REFLEX MISSILES

### Man-Portable Reflex Missile Launchers

**Reflex Pack:** The Reflex pack is identical to the Reflex tube except it has four tubes encased in a large box, rather than a single tube. The Reflex pack has a 5km radar package (Track: 85%, single target) with a 180-degree scanning arc. This weapon's size makes it bulky and unwieldy – Pythons love it.

**Balance Rating: 3**

**Reflex Tube:** A Reflex tube is a large bazooka-like missile launcher that is open on both ends. A single Reflex missile can be loaded into the tube and fired by a lone soldier. The Reflex tube allows soldiers to aim and fire Reflex missiles without need for a Reflex rack to hold the missiles. It takes 5 rounds to load a Reflex missile into a Reflex tube. The tube is reusable and includes a radar package (Track: 65%, single target) with 2km range that scans a 45-degree arc directly in front of the launcher.

**Balance Rating: 3**

## MISSILE TECH - PMS2 PG. 6

TYPE	ER	TL	AV	COST
Ballista	Varies	5-6	UC	20,000
Long Bow	Varies	5-6	C	11,000
Short Bow	Varies	5-6	P	8,000
Trebuchet	Varies	5-6	R	45,000

## MISSILE TECHNOLOGY - PMS2

Let's face it, with the growing popularity of Reflex missile systems and the decline of artillery in general, Reflex development is beginning to overtake the niche once filled by Personal Missile Systems (PMS). Well, thanks to Balshrom's R&D team, with the release of our Improved Personal Missile System or PMS2, all that has changed.

Redesigned from the ground up, the Improved Personal Missile Systems are fully-automated rocket launchers, loaded with missiles designed to carry a mission-specific payload to targets over the horizon. Further PMS2 launchers can hold up to 20 missiles depending on the model of the launcher and have optional auto-loaders allowing the user to leave the system unattended for long periods of time while it engages targets automatically. PMS2 launchers are capable of both direct fire

and indirect fire. They are designed to attack enemy assets with pinpoint accuracy, actually landing the missile on the target. They are not like artillery, which uses an area-covering blast to make up for poor accuracy.

The user can manually command the unit using the included remote control by selecting objects and personnel that have been identified by a K-Sat as the target for the PMS2 launcher. Alternatively, the user can simply switch the launcher(s) to automatic mode where it will attack any target without a friendly IFF transmitter. In automatic mode the PMS2 units attack the targets located by K-Sat spotters that are closest to the launcher first, and then work their way out to targets that are farther away. The launcher will automatically select the rocket with the most appropriate warhead to destroy the target. So unless you want the launcher to level every building it range, it's a good idea to leave the launcher on manual if you've loaded it with anti-structure rockets.

Unlike their counter-parts, PMS2 units can use K-Sats equipped with Target Locator systems to spot the enemy and relay the location of the potential target back to the launcher. These K-Sats are used in place of the older, hard-wired guidance systems found in standard PMS launchers. A single PMS2 system can be linked to more than one K-Sat, and any properly equipped K-Sat can relay target coordinates to other "spotter" K-Sats and eventually back to the PMS2. The K-Sat can send updated information to the launcher, which can then be relayed to the missile even while it's in flight.

This allows PMS2 launchers to target enemy personnel, structures, and vehicles beyond line-of-sight. In addition, multiple PMS2 launchers can share K-Sats, allowing any PMS2 launcher to target any enemy position within its range regardless of which K-Sat spotted the target. PMS2 systems can be linked to an effectively unlimited number of K-Sats, and as a result are only limited by the K-Sats ability to find targets and the launchers ability to hit the target given its accuracy, and the rocket's range. Note, however, that enemy K-Sats can not "talk" to friendly K-Sats and vice-versa without some hacking (lvl 20 check).

The new PMS2 systems use larger rockets to achieve far longer ranges than the older PMS versions. In fact, there is no backward-compatibility at all between the older PMS units and PMS2 units.

When purchasing a PMS2 system, you'll need to pick out at least one launcher, as many missiles as you want, and equip at least one K-Sat with the Target Locator hardware to find targets for the system. Don't forget you can add auto-loaders to your launchers for a nominal fee and the more K-Sats you have the better chance you have of spotting your target! PMS2 systems use artillery Range Brackets, not missile Range Brackets. **Balance Rating: 3**

Just remember our marketing pitch. "Do you PMS? I PMS2!"

**Cost-Effectiveness:** Balshrom has done its best to keep the cost of the rockets low, so once you invest in a PMS2 launcher you can fire missiles with abandon at your enemy without fear of exhausting your credit! The missiles used in all PMS2 systems are identical, which saves on production and development costs. In addition, the missiles don't have the expensive guidance and target-acquisition systems used in Reflex missiles. The targeting computer in the launcher tells the missile where to go and they follow a path from the launcher directly to that spot. Don't let their lack of sophisticated maneuvering systems fool you. These missiles will hit within a few centimeters of where you aim them, which allows them to directly strike individual infantry with ease! In addition, there's no need to spend money on expensive radar packages

## PMS2 Launchers

**Ballista:** The Ballista has excellent range and accuracy, but a slower rate-of-fire than other high-end PMS2 systems. Still the range is long enough that you'll be toasting those Reflex-using weenies before they can spot you! The Ballista is usually mounted on an a-grav platform that makes it very easy to pull into position. The auto-loader (and ammo bin) costs another 2,500 credits. You can use the missile bin to store up 30 missiles for the loader, or remove the bin and use an ammo cart to ferry missiles from your ammo dump to the auto-loader.

**Long Bow:** The Long Bow is a 12-shot PMS2 launcher capable of launching half its payload in 60 seconds. Ideal for when you need to

## TACTICS TO PRACTICE

**PMS2 Systems:** The Lure. First, put your PMS2 system beyond the enemy's line-of-sight. That way they can't take it out from a distance. Put a remote Flux or PDS on the unit to protect it from enemy fire. Then mine the route the enemy is most likely to take when they eventually come looking for the launcher. Spend the extra money for the auto-loader option and the ammo cart. Set up your ammo dump and tell the Ram to reload the cart with missiles every time it shows up. Next set the launcher on automatic and let it rain death and destruction down on your enemy for a while. Eventually this will really annoy your enemy, and he'll send out a party to take out your artillery. As soon as they hit the minefield, wait for one to step on a planted surprise. Once they realize they're in a minefield they'll be hesitant to move – forward or back. That's when you open fire on them from your concealed positions and take out their entire scout team.

**The Softener.** Set up a line of PMS2 systems and send in a wave of small, cheap, K-Sats with Target Locators. Use anti-structure rounds to obliterate any buildings, emplacements, or cover the enemy might have. These are hard to miss, even for dumb K-Sats. Then send in smarter K-Sats to look for personnel and armored vehicles that have dug-in. Once you've found them, let them have it with the PMS2, while you march forward under the cover of the bombardment – pulling your Compact Artillery with you. As you get closer dump the Compact Artillery and have your snipers use Gauss weapons with Target Designators to "tag" hostile targets. Once you enter the city, stop the PMS2 fire and switch to Compact Artillery. Engage the enemy at close range – which isn't too hard in an urban environment, and prey those TD rounds work to keep those Compact Artillery shells from blowing you up.

**The Double-Whammy!** Set up a line of PMS2 launchers and shell the enemy emplacement, biding your time. When the enemy moves to attack, send out another wave of K-Sats to designate targets using Video Remote systems and have their operators specify targets that will cause the most trouble. Then use your PMS2 systems to lay the hurt down by concentrating their fire on specific targets.

**Rule of Thumb:** Use Reflex missiles to engage any armored targets in range. They're too expensive to waste on lightly armored chumps. Use PMS2 systems for blasting any fixed or slow-moving targets beyond your line-of-sight at extreme ranges, whether they're lightly armored or not.



suppress enemy advances by showering them with missiles or tag a single target until it's a smoldering crater. The auto-loader (and ammo bin) costs another 3,000 credits. You can use the missile bin to store up 36 missiles for the loader, or remove the bin and use an ammo cart to ferry missiles from your ammo dump to the auto-loader.

**Short Bow:** The Short Bow is a base-model, 8-shot, PMS2 system. It is lightweight enough that it can be carried into the field by two personnel when unloaded. It has no a-grav system, but it does include the automatic aiming and firing system built into all PMS2 systems. The auto-loader (and ammo bin) costs another 1,200 credits. You can use the missile bin to store up 24 missiles for the loader, or remove the bin and use an ammo cart to ferry missiles from your ammo dump to the auto-loader.

**Trebuchet:** Our top-of-the-line PMS2 launcher, the Trebuchet is capable of handling any problem that can be solved by a volley of missiles armed with explosive warheads. High reliability combined with a high rate-of-fire and large payload. The Trebuchet is usually mounted on a-grav platform that makes it very easy to pull into position. The auto-loader (and ammo bin) costs another 10,000 credits. You can use the missile bin to store up 60 missiles for the loader, or remove the bin and use an ammo cart to ferry missiles from your ammo dump to the auto-loader.

### MISSILE TECH - PMS2 ACCESSORIES

TYPE	THR	TL	AV	COST
Ammo Cart	15	5-6	C	15,000

### PMS2 Accessories

**Ammo Cart:** This automated, self-propelled, a-grav cart can be filled with PMS2 missiles and drive a pre-set route between your ammo dump and your launcher system. Once it arrives at the launcher it mates with autoloader and the rounds are automatically pulled from the cart and loaded into the launcher, even while the system is firing! The cart can hold up to 40 missiles and moves at 30 kph. Once the cart is empty it will return along the preset route back to your ammo dump. This little baby can keep a remote PMS2 emplacement running on automatic mode for as long as you can load missiles into the cart. Just remember have a spotter make sure no one is following the cart back to your camp.

**Balance Rating:** 2

### TACTICS TO PRACTICE

**Reflex vs. PMS2:** The difference between PMS2 systems and Reflex missiles systems are as follows:

- Reflex missiles are more accurate
- PMS2 systems are less accurate
- Reflex missiles are intermediate range battlefield weapons
- PMS2 missiles are extremely long-range battlefield weapons.
- Reflex missiles must have line-of-sight to their target before they can fire (unless you're using a Farsight Combat Array).
- PMS2 missiles do not require line-of-sight to their targets, if their "spotting" K-Sat can see it.
- Reflex missiles rely on sophisticated target detection hardware built-into the missile to find their target.
- A PMS2 missile simply flies from Point A to Point B, hitting the target you designate for it, though the missile is capable of changing targets in mid-flight if you designate a new one.
- Reflex missiles rely on Radar Packages and onboard sensors to find targets.
- PMS2 missiles rely on a specially equipped K-Sat to spot targets for the missiles.
- Reflex missiles don't have a problem hitting fast moving targets, including aircraft.
- PMS2 missiles need a K-Sat to identify the target's location, so if the K-Sat can't keep up with the target or loses sight of it you're SOL.
- Reflex missile racks are mounted to your armor and can fire while you move.
- PMS2 systems must be in a fixed location when they are fired.
- Reflex systems are difficult to reload in the field since they're on your back.
- PMS2 systems can be equipped with autoloaders and ammo "caddies" to keep them filled.
- Reflex racks are lightweight
- PMS2 launchers are heavy, and some require a-grav sleds just so you can move them.
- Reflex missiles vary in accuracy and range from model to model
- PMS2 missiles all have the same accuracy and range, varying only warhead type.
- Both systems can be set to automatically engage targets that meet certain parameters.

## MISSILE TECHNOLOGY - RULES CLARIFICATION

### Direct Fire

Note that on page 144 of *Lock-N-Load: Weapons & Tactics* that the Direct Fire skill is used for Reflex missiles. Ordinarily, Reflex Missiles must use a radar (pg. 48 LNL:AEC) to lock onto a target before they can be fired. Using radar to fire a Reflex missile does not require a skill check. Simply roll under the radar's Track number, modified by any ECM\* and ECCM\*, to fire the missile. Without a radar lock the missile will not fire.

However, if you can see your target, or in other words you have Line-of-Sight (LOS) to that target, then you have the option to fire the missile at that target without using radar. This requires that the character firing the missile make a successful Direct Fire skill check to launch the missile. This Direct Fire skill check is not affected by enemy ECM. Once the missile is fired and airborne it uses its *own* attack number (see below), not the character's Direct Fire skill, to determine if it hits the target. The use of a Radar Package is *required* to fire at targets that are not in Line-of-Sight. Reflex Missiles can not be "Direct Fired" at targets beyond Line-of-Sight.

### Standard Tracking

The following rules clarify the notes on page 46 and 47 of *Lock-N-Load: Armor, Equipment, & Cybernetics*. When a missile is headed towards a target it initially tracks the target using radar. On its way to the target the missile quickly scans the target using its sensors that analyze the visible light spectrum, the IR spectrum, and the UV spectrum to determine if the target is easier to track using one of those methods. If the missile determines that one of those methods of target acquisition is more likely to result in a hit (higher accuracy after modifiers have been applied) than the radar currently being used it will switch to the best tracking method.

The accuracy of the missile does not change depending on whether it is tracking the target using radar, IR, UV, or the visual spectrum. However, the modifiers applied to each type of tracking are likely to be very different. A list of modifiers for each method of target acquisition are listed below. These penalties are in addition to any standard modifiers that would apply like modifiers for cover, concealment, and size class. If the target's signature for the tracking method being

employed changes dramatically (i.e. new modifiers are applied to target while the missile is in flight) the missile will again cycle through the various methods of tracking the target to determine the best option.

\* ECM protects only the user from incoming radar guided weapons. It does not protect other friendly forces. Similarly, your ECM does not hinder other friendly forces from obtaining target locks on hostile targets – but it would hinder them from getting a target lock on you. ECM penalties do not stack. If you have an Electronic Warfare Computer (75% ECM) and the armor option ECM (45%) you only get 75% ECM, *not* 120%! Lastly ECCM, like ECM, does not stack and it can not be combined or shared between different individuals. ECCM that exceeds an opponents ECM does NOT increase your chance to hit beyond the accuracy of the weapon.

### SIGHTING CHECKS - UV

MODIFIER	UV BONUS/PENALTY
UV Scrambler (when active)	-90%
Null Suit	-60%
Painting Laser (for object hit)	+Dam
UV Laser Fire	+5%
Reflection Armor	+30%
UV Flare (pg. 83, LNL:A,E,&C) (when lit)	+50%
PDS (when active)	+PDS Field Strength (Max.+100%)
A-Grav Systems (when active - Select only one)	-
Anti-Grav Belt	+40%
Heavy Belt	+75%
Xtra Heavy Belt	+100%
Weapon with A-Grav (TL4+)	+ENC of Weapon (Max.+40%)
Other A-Grav System	+ENC of Object (Max.+100%)

### SIGHTING CHECKS - RADAR

MODIFIER	RADAR BONUS/PENALTY
<b>The following modifiers are applied to the missile's accuracy or to the Radar Package's track value.</b>	
* ECM	Typically up to -75%
-Armor Option	Up to -50%
-Electronic Warfare Computer	-75%
-Other ECM ?	Varies
Radar absorbent coating	-20%/10%/05%

### SIGHTING CHECKS - VISUAL

MODIFIER	VISUAL BONUS/PENALTY
Null Suit	-100%/-140%
Armor Option Smoke Generator (when active)	-100%
Chameleon Skin (if majority is exposed)	-90%
SpyMaster	-60%/-80%
Camo Unit	-30%/-50%
Cybernetic Smoke Generator (when active)	-30%
Reflection Armor	+30%
Kinetic Energy Shield (when turned on)	+30%
SearchLight (when turned on)	-
At night	+50%
During the day	+15%
Weapons Fire (BM's Discretion)	+5%

### SIGHTING CHECKS - IR

MODIFIER	IR BONUS/PENALTY
Infrared Dampening Skin (if majority is exposed)	-90%
Null Suit	-75%
IR Dampener	-30%
Thermal Generator (when turned on)	+25%
Reflection Armor	+30%
IR Spotlight (pg 83, LNL:AE&C) (when turned on)	+50%
Weapons Fire (Hot weapons - BM's discretion)	+5%
Lightswords	+10%
Flamethrowers & Reflex Missile Launches	+25%
<b>Special</b>	
Bio 1 Armor - No heat signature at all unless other IR source present.	
Bio 2 Armor - No heat signature at all unless other IR source present.	
Body Flares - 15% chance to cause missile to miss entirely.	

## MODERN HAND WEAPONS PG. 6

TYPE	ER	TL	AV	COST
Custom Light Weapon	Varies	5-6	U	x100
Hand Charge	-	4-6	UC	500
Icicle	-	6	R	40,500
Laser Dagger	400	5-6	R	1,500
Monofilament Whip	-	6-7	R	3,000
Nanoid Dagger	-	6-7	VR	500
Pifaang-ulu	5	4-5	UC	140
Plasma Jet II	3	5-6	VR	1,500
Prism Dagger	400	5-6	VR	1,500
Water Spear	20	3-4	C	90

## MODERN HAND WEAPON

## Custom Light Weapons

**Editors Note:** Before reading these next paragraphs please remember that when we use the word “light” we’re referring to plasma-based melee weaponry, *not* light-weight melee weaponry.

Just about any archaic hand weapon that has a sharp edge can be remade as a “light” weapon. Just as a light sword is a plasma-based version of a long sword, you can have plasma-based hand-weaponry custom made to look and handle like other edged weapons. The possibilities are nearly limitless. Light daggers, light spears, even light talons (armor option) can be created by using a magnetically bottled plasma surge to replace the blade of these weapons.

There are lot of advantages to light weapons. Let’s compare the standard light sword with the long sword it’s modeled off of. Both weapons have identical accuracy and parrying ability, because the light sword was designed to mimic the handling characteristics of the long sword. Even the encumbrance of the weapons is identical, but that’s where the similarities end. The light sword is more durable than the long sword, it does more damage, it’s better at tearing through armor, and you can bring it to bear on your opponent faster than a traditional long sword (Light Sword has higher ROF). Oh yeah, and there’s that whole cut off a limb clause if you do enough damage to your opponent.

There are down sides to the light sword compared with the long sword. The first drawback is you can only use your light sword for an hour before it’s out of power and you have to sit around while it charges for 20 minutes. The other drawback is cost. The light sword costs 100 times the amount of a standard long sword, but obviously you get what you pay for. Below you will find an outline that walks you through creating your own light weaponry. Enjoy!

**Balance Rating:** 4

## Steps to create a custom “light weapon”

**Step 1)** Choose an archaic hand weapon that’s got a sharp edge.

**Step 2)** Base percentage to strike a target for each range bracket remains unchanged. Parry (P) also remains unchanged

**Step 3)** The new weapons System Shock (SS) is increased by 35 points to a maximum of 100.

**Step 4)** The weapon is given a Malfunction number (MN) equal to its new SS value.

**Step 5)** ROF is increased by one level.

1/6 becomes 1/4.

1/4 becomes 1/3.

1/3 becomes 1/2.

1/2 becomes 1.

1 becomes 2.

2 becomes 3.

**Step 6)** Light weapons have no Quantity value (Q = “-”). The have a run time of one hour.

**Step 7)** Damage dice (or die) are reduced by 1 die size, unless d4s are already being used, and one an additional die is added.

d20s become d12s

d12s become d10s

d10s become d8s

d8s become d6s

d6s become d4s

d4s stay d4s

For example, an archaic hand weapon that did 2-12 points (2d6) of damage would do 3d4 as a light weapon. The 2d6 become 2d4 and an additional d4 is added. A weapon that did 3-12 damage (3d4) would do 4-16 (4d4) points of damage as a light weapon.

**Step 8)** The Integrity Reduction (IR) of the weapon is tripled!

**Step 9)** The ENC remains unchanged.

**Step 10)** The cost of the original weapon is multiplied by 100. BMs may feel free to add a healthy premium for this custom work an additional 100% cost increase.

**Step 11)** All light weapons have the following feature. “If the weapon inflicts 1/2 of the target’s Body Points to the same section during a combat segment, it cuts off the appendage or body part being attacked.”

**Hand Charge:** A hand charge is basically an explosive version of a joy buzzer, with a small shaped charge instead of the buzzer. The device is held in your palm by a ring that fits around the user’s index finger or tentacle. As a result the device is easily concealable, because it looks like a simple decorative ring unless the user’s open palm can be viewed, revealing the device. Slapping your opponent with palm of the hand containing the device activates the weapon. On impact the hand charge detonates doing 1d3 points of damage. A cushioned, metal plate on the back of device protects the user from the blast, but activating the device still stings like the devil if you’re not wearing an armored glove. Fear not, your target will be far worse off than your stinging hand. The hand charge is designed to be used against unarmored or lightly armored opponents. An Orion favorite... naturally.

**Balance Rating:** 1

**Icicle:** The icicle is an ultra-modern staff weapon that is a little shorter than 2 meters in length. Highly sophisticated cooling units draw heat out of the ends of the staff, cooling the end caps to nearly 2 degrees Kelvin. In fact the staff uses some of the absorbed ambient heat energy to help run the onboard power systems.

When the staff ends impact a material object the effects are the same as being hit by a frost weapon. The staff does 2d8 points of damage to any target struck (1/2 damage to Flux shields) and ignores

Threshold. Because of the staff's unique power conservation systems it can be used for several (1d4) days before it needs recharged, which costs 50 credits. Integrity reduction is 1/3 of the weapon's damage

**Balance Rating: 3**

**Laser Dagger:** Yet another Chatilian crystal weapon, this one features a one-shot laser in the handle. The beam travels down the crystal blade and into the target. This weapon has all of the same crystal-related advantages and disadvantages of the standard crystal dagger. The stats listed are for the beam weapon. See Archaic Hand Weapons listing in this book for the stats on using this weapon as a dagger.

**Balance Rating: 3**

**Monofilament Whip:** This ultra-thin, ultra-strong monofilament whip does 1d4 points of damage to any object struck and reduces Threshold by 5 points when determining penetration. The end is weighted to make the whip easier to swing. However the whip is notoriously hard to control. Any attack roll of 92 or higher indicates that you've struck yourself with the whip. This number is raised by 1 point for every two levels of skill you possess in Archaic Hand Weapon (Whip). **Balance Rating: 4**

**Nanoid dagger:** This Mutzachan weapon is a small dagger that contains a small vial of nanoids (20 points). The nanoids are kept inert until an opponent is stabbed with the dagger, which breaks the vial and releases the nanoids into the wound. Though one would assume that destructive nanoids are a natural payload for this dagger, clever Mutzachan's (aren't they all) will fill the dagger with nanoids designed to repair the skin of the victim. This way they can stab their opponent, damaging his internals, but the nanoids almost instantly repair the punctured skin making it look as though no attack occurred. Perfect for your subtle assassinations. If no one sees you stab the poor S.O.B. he'll just fall over in the crowd. Not a mark on him. Discard the dagger where it won't be found and you're off scott free!

**Balance Rating: 1**

**Ptfaang-ulu:** This weapon is a variation on the standard Phentari spear. The Ptfaang-ulu is built like a normal Ptfaang, with the spear head being composed of four pieces that pop open. However, with the Ptfaang-ulu the pop-open spear head is not used to injure an opponent, but to conceal a surprise. When the Phentari presses a button on the shaft of the spear the pointy end pops open igniting an ultra-bright magnesium flare concealed inside. The flare causes blindness for 1d4 rounds, and reduces the targets Visual Modifier by 2d10 points for 1d4 minutes after vision is restored. The target is entitled to a Radiation SMR with penalty equal to the "damage" rolled for the flash (2d10) to avoid the effects. A roll of Double-Zodd (00) indicates the damage to the victim's Visual Modifier is permanent. Once the target has been blinded the Phentari can close the end of the spear and begin stabbing away at his helpless target.

**Balance Rating: 3**

**Plasma-Jet II:** Commonly referred to as the Kizanti dueling sword, this weapon works on the same principle as a Plasma Jet, but it is much larger. The Plasma Jet II resembles a hollow short sword. The sword can be used to cut, but it is primarily designed for stabbing. Once an opponent is impaled on the Plasma Jet II a button on the handle is pressed that shoots plasma out through a large hole in the pointy end

of the sword. The plasma is under pressure and quickly fills the wound area, which is usually the victim's chest cavity. The damage from this weapon is often catastrophic, charring and incinerating the target's internal organs almost instantly. The plasma does 4d6 points of damage, and can actually be sprayed at a target (75% accuracy, Range 3m), rather than injected into them. Like the plasma jet, if the initial sword hit gets through Threshold and Absorption of the target's armor and reduces the victim's body points, then the plasma shot ignores the THR and ABS of any armor worn. Plasma reload canisters cost 40 credits a piece and it takes a full action to remove the old canister from the handle of the weapon and insert a new one.

**Balance Rating: 3**

**Prism Dagger:** Identical to the standard laser dagger, except the tip of this model is a prism, which splits the beam into multiple beams in a cone-like pattern away from the user. Target's are struck by 1d6 beams, each doing 1d4 points of damage. Targets that have been stabbed with the dagger are hit by all six laser beams if the laser weapon is activated. The advantage to this dagger over the standard laser dagger, is that this model is more likely to do a critical hit when it's stuck in someone and then activated. However, this weapon is not really meant to be used at a distance. The beam splitter sends the laser beams in a diverging pattern, which makes it difficult to get all of the beams on the target the farther away it is from the shooter. For every 2 meters away from the user subtract one from the number of beams that hit after a successful ranged attack, to a minimum of 1 beam. This weapon has all of the same crystal-related advantages and disadvantages of the standard crystal dagger. The stats listed are for the beam weapon. See Archaic Hand Weapons listing in this book for the stats on using this weapon as a dagger.

**Balance Rating: 3**

**Water Spear:** The water spear is a large self-propelled spear used by Python Lizards when hunting large prey underwater. The shaft of the spear contains a large compressed air canister that propels it through the water or air towards an opponent. The range of the spear is reduced to the first range bracket when used underwater. An optional tether can be attached to the spear in essence making it a self-propelled harpoon. Pythons adept at using the weapon have learned to tug the tether to "steer" the spear in flight. When the tether is attached the accuracy of the weapon increases by 1 point in all range brackets per level of skill the user possesses. The tether has an INT of 3 and a THR of 2. Air canisters cost 5 credits and take one Full Action to replace.

**Balance Rating: 1**



## NEURO CANNONS PG. 6

TYPE	ER	TL	AV	COST
Ceiling Stunner	20	4-5	P	25,000

## NEURO CANNONS

**Ceiling Stunners:** A standard fixture on most worlds with a tech level above 4, and the bane of Orion Rogues everywhere, the Ceiling Stunner is a way for “The Man” to keep the peace. Most secure buildings including government offices, corporate headquarters, public assembly areas, stadiums, and even light poles in parks are equipped with these stunners. Anywhere the police or the property owner wants the capability to stop a crime or keep the peace using non-lethal force you’ll find a Ceiling Stunner. The weapon utilizes one of the few legal applications of the waveform technology found in most Neuro Cannons to safely debilitate a target. When ceiling stunners were first installed in public areas, there was understandably a huge outcry by privacy and civil rights activists. Now that time has shown the weapons to be safe and effective, the public has come to rely on them for their safety.

Most Ceiling Stunners are attached to an AI-controlled sensor system that automatically engages targets that fit certain “hostile” profiles, like brandishing or firing a weapon, fighting with another individual, or destroying public property. Basically any individual that is breaking the law or disturbing the peace in a potentially violent or destructive way is likely to be zapped. These systems are typically about 80% accurate.

Any target hit by a ceiling stunner must make a Biological SMR or be paralyzed for 1d4/2 minutes. Repeated blasts from Ceiling Stunners have no ill effects on the target. The AI systems are programmed not to attack targets under a certain age (varies with race), nor will they attack targets where rendering them paralyzed would put them in harms way. If a fight breaks out stunners are programmed to attack all of the combatants to prevent one combatant from taking advantage of another’s paralyzed state. Ceiling stunners have a range of 20 meters.

**Balance Rating: 1**

## PARASITE LAUNCHERS PG. 6

TYPE	ER	TL	AV	COST
Able Shot-put	290	6-7	UC	25,000
Balshrom Thrower	550	6-7	R	50,000
Disk Flinger	150	6-7	C	15,000
Shooter 1	50	6-7	P	10,000
Shooter 2	400	6-7	VR	55,000

## PARASITES

Parasites can be devastating in the hands of a competent assault team, but they typically require a coordinated team attack to be used to their full potential. These anti-weapon systems are designed to deprive the enemy of firepower by firing an energy-draining disk that adheres to the target. Parasite disks utilize a combination of Flux magnets and electromagnets so they can stick to whatever they hit, including metal armor, weapons, and even Flux shields! Once attached the parasite disk begins to generate a damping field designed to drain energy sources of their power. Depending on the type of disk being used the

energy is either expelled, usually as heat, or is stored in the disk’s internal batteries for later use.

There are three unique qualities that dictate the capabilities of a parasite disk. The first statistic is **Duration (DUR)**, which denotes the length of time they can adhere to the object struck. It is important to note that some parasite disks have the capability to use the power they drain to feed their magnets, allowing them to increase their duration as long as they receive sufficient power. If this is the case it will be noted in the disks description. The next statistic is the disk’s **Drain Coefficient (DC)** that indicates the amount of energy that the disk can drain per second. Finally each parasite disk has a **STR rating**. If someone attempts to remove a parasite disk from their Flux, armor, or weapon they are required to make a Strength check with the parasite’s STR rating as a penalty. A parasite stuck to a Flux can be removed by deactivating the Flux (see below).

If a parasite hits a target it attaches itself and begins draining power out of the target’s weapon systems. However, a parasite disk can only drain weapons that are in physical contact with the target, even through a Flux shield. So if you get nailed in the chest with a parasite disk you can always drop your weapon to keep it from being drained. Once attached to a target, the parasite’s drain coefficient is rolled every second for as long as the parasite disk remains attached to the target. The amount rolled is subtracted from the Quantity (Q) of every weapon carried by the target. Lasers require less overall energy than most other energy-based weapons and therefore lose 3 times as many shots as other weapons because there is less energy in their power packs to begin with.

Disks can remain attached to a target for a number of seconds equal to the Duration of the weapon, unless the disk is removed or destroyed. After the disk has remained attached for a number of seconds equal to its Duration it will release from the target and fall to the ground. Targets that have a parasite attached to their Flux shield can remove it automatically without a Strength check by deactivating their Flux shield, which causes the parasite to drop to the ground. However, the parasite disk remains active. During the next combat segment the parasite will begin scanning for an active Flux shield. If a Flux shield isn’t detected within 2 meters of the disk its electromagnet will activate and it will attach to the closest metal object up to 2 meters away. Parasite disks can be remotely deactivated at any time by punching in a code on the weapon that fired the disk, as long as the disk is within the firing range (last range bracket) of the weapon.

An interesting side effect of a parasite strike is that it also drains all other external equipment in physical contact with the target. Because most equipment requires much less power than modern weapon systems, equipment other than weapons will be completely drained after the first second. So if you plan on using that bio-scanner later you better have a Mrs. Fusion handy to recharge it! Equipment and devices that are located *inside* the target’s armor are unaffected. In addition, though a parasite can stick to a Flux shield, the Flux is not adversely affected in any way by the parasite.

Parasite disks follow industry standard specifications for size, weight, and shape so that they can be fired from any parasite disk launcher. Soldiers need only select a launcher and load it with disks that meet their requirements. Parasite launchers require the Direct Fire skill to use. The capabilities, Threshold, and Integrity of the parasite disks varies from model to model, but because of their uniform size all parasite disks have a -60 penalty to hit if you want to shoot one off your armor.

Optional energy consumption rules have been provided in the back of *Lock-N-Load: Weapons & Tactics* that provide more details on the amount of power in a weapon's energy pack. Parasites become a truly effective weapon system when used in combination with these optional rules. Adventurous BMs and players may want to try using these optional energy consumption rules in conjunction with parasites. **Balance Rating: 5**

## Parasite Launchers:

**Able Shot-put:** The range, accuracy, and a fast rate of fire make this the best weapon of its class for the price. This weapon uses a large drum-magazine.

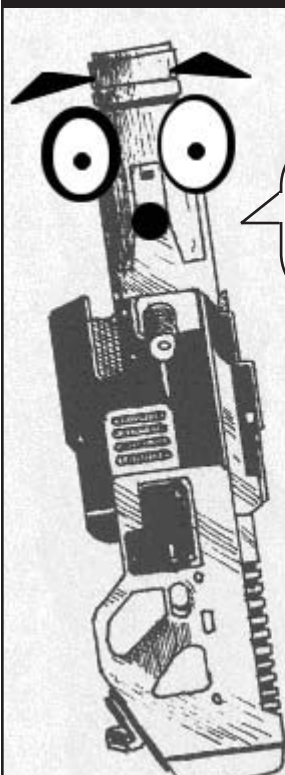
**Balshrom Thrower:** The price is high, but the value is unquestionable, and the results will keep you coming back for the upgrade. Superb as usual - Balshrom is truly a company without an equal. The parasites are stored in a magazine.

**Disk Flinger:** A short to medium range launcher. Three shot device with a burst fire option that fires a single spread of all three disks (roll to hit for each disk separately). Rounds have to be loaded into the weapon one at a time, requiring a full action to completely load. This is a good choice if you plan on doing a New York reload; shoot one gun until its empty, drop it, and grab a new gun.

**Shooter 1:** A no frills short-range parasite launcher. The disks are stacked horizontally in a 6-shot magazine.

**Shooter 2:** Currently the longest range disk thrower on the market. The rate of fire isn't as fast as the Balshrom Thrower, but there's nothing out there than can chuck a disk farther. Magazine fed.

## PULSIE ON PULSE WEAPONS



"Pulse weapons are the single greatest weapon system in existence! Nothing can stop pulse weapons. Nothing at all."

## POISONS - ADDITIONAL RULES

Insinuating poisons will not work if ingested by the target: these poisons are not designed to be ingested and will be destroyed by the victim's digestive system. Ingestive poisons likewise are not designed to be delivered on a knife blade or dart point. If, however, one has the opportunity, a full syringe of most ingestive poisons injected directly into the bloodstream would be enough to induce the full effect of the poison. (Such opportunities are rare, however.)

**Balance Rating: 1**

## RAD CANNONS PG. 6

TYPE	ER	TL	AV	COST
Death Slinger	350	7+	R	250,000
EM Blaster	120	5-6	UC	200,000
EM Engager	135	7+	UC	250,000
Quark Cannon	275	6-7	R	300,000
Rad Pulse "Standard"	280	6-7	VR	350,000
Rad Pulse "Turbo"	295	6-7	U	400,000

## RAD CANNONS

Life in the jungle is hard, especially for a Battelord. Weapons designers like to make it harder, and have found an especially devious way about doing so. Initially developed by the Mutchachans as a 'feel good' toy, they found it doesn't feel that great on anyone else other than themselves.

Rad Cannons fire unstable sub-atomic particle combinations (quark/anti-quark pairs for those scientifically curious) at the target. Since the system utilizes combining streams of sub-atomic particles, most solid matter tends to be an annoyance, rather than a barrier. In other words, it can shoot through intervening solid objects. Pretty handy when those pesky bunkers, trees, rocks, armor, absorption polymers, or whatever is gets between you and your soon-to-be dead target.

Unfortunately, shooting through matter isn't necessarily easy, and therefore, tends to require additional help (in the off chance you can't do the three layer Euclidian geometry and integral Calculus in your head). Cheaper units require external targeting systems such as a K-Sat or a Cam FlyBot that allows the shooter to see a target that is behind an obstruction, and provide its exact location to the targeting system. Higher end models offer more sophisticated sensor packages, which can utilize a myriad of techniques to see through intervening material objects. Needless to say, this is a weapon of choice for many assassins, who tend to have the time to gather the necessary intel before baking their target from a distance.

## Damage

Absorption and Threshold are ignored, and these weapons do no integrity damage. Damage is subtracted directly from body points. The sub-atomic particle stream can however, be stopped on a point-by-point basis by Flux technology (which for some reason cause the particles to decay within the shield rather than beyond it). In addition, Rad Liners are 100% effective in protecting the user from the direct effects, but will eventually become radioactive due to the constant influx of gamma radiation from taking repeated hits (just like Chernobyl!!).

Mutzachans and Gemini are naturally immune to radiation, but even the high levels of radiation emitted by this weapon can eventually prove lethal (much to the chagrin of the Mutzachan product developers, who initially attempted to sell it as a intimacy enhancement device...whoops!). These races are entitled to a Radiation SMR when hit by this weapon. Success indicates that take no damage from that hit, failure indicates they take 50% damage (rounded down). An SMR check is required for each hit from a Rad Cannon.

Damage is reduced by one point for every 5 meters of low-density material (wood, plastic, dirt, aluminum, Mylar, igneous rock, sandstone, glass, etc.) or 3 meters of high-density material (such as concrete, brick, granite, marble, lead, steel, ceramics, etc.) the beam passes through. As always the BM will make the final determination of just how much crap you're trying to shoot through.

## Targeting

There is no 'kick' associated with firing the weapon, even on fully automatic. Targets that are completely obscured (100% cover) can only be attacked by using a "thru-matter" targeting system or by using Cam FlyBot or K-Sat to "spot" the target (see below).

**Best-Guess Shot:** Characters that have a good idea of where their target is hiding can make a "best-guess" shot. These blind shots have a -100 to hit plus an additional penalty based on the size of the cover, using the table below. (BM's discretion). Best-guess shots require that the character know generally where the target is. For example, if the target ran behind a dumpster and didn't come out from behind the dumpster, you're pretty sure they're still behind that dumpster. However, if a target runs into a building you can't make a best-guess shot because the target could be anywhere in the structure. There are simply too many places for the target to hide for your character to have a general idea of his exact location. Making best-guess shots against targets hiding behind cover larger than Size Class B is typically prohibited. (BM's discretion). That's where thru-matter targeting system comes in handy.

**Thru-matter targeting system:** When attacking a target with thru-matter targeting system the character must make a successful Sighting check to spot the target while looking through the scope. A -40 penalty is applied to the Sighting checks because the scope restricts the shooter's field of view and they must scan the area in small sections. While using the thru-matter scope the character (obviously) ignores any penalties for concealment and cover. The thru-matter sensor systems in Rad Cannons are assumed to have an adjustable zoom up to 20x. Attacking a target in this fashion requires the shooter to aim using the scope rules presented on page 190 in main Battlelords rulebook.

**K-sat spotter:** A Cam Flybot or a K-Sat can be equipped with a Target Locator (See K-Sat Options in this PDF) so they can identify targets and radio their exact position back to the shooter - assuming the Bot or K-Sat can actually visually see the shooter. Cam Flybots included with a Rad Cannon are already assumed to have a Target Locator. Because the beam of radiation emitted by the Rad Cannon is invisible

even under IR and UV scrutiny, you can't use a forward observer to help you aim.

## Radiation Effects

Just because your Rad liner stopped you from becoming a charred mass of particular matter, doesn't mean you can just continue on as if nothing happened (which considering how silent and invisible these weapons are, tends to be the case). The intense Gamma radiation emitted from these Rad Cannons causes the Rad Liners to become 'irradiated'.

Each day the wearer continues to use an armored suit with an irradiated liner, the wearer must make a Radiation SMR. The target's Radiation SMR is reduced by 10 points for each day after the first, for as long as they continue to use the irradiated liners. Failure indicates they now have radiation poisoning (See Radiation Poisoning sidebar). Scrubbing or decontaminating the armor does not remove the radiation. The Rad Liner must be replaced to eliminate the radiation.

As I'm sure you can guess, because of the tendency of the weapons to irradiate anything and everything in their line of fire they're highly illegal. These weapons still see use on Mutzachan worlds, where they're expecting "radiation susceptible foreigners" and worlds on the rim of Alliance space where the lack of any population density makes them more tolerable.

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**Cost Effectiveness:** Only slightly less illegal than Grav Shears, they can fire much faster, but tend to do less damage on a per-shot basis. In addition, they are much lighter, and work in just about any environment (including artificial gravity). The downside to the high rate of fire is that you drain the power from the batteries that much faster. Let's not mention the Mutzachan and Gemini species immunity either. Needless to say, although its total damage output and per-shot damage isn't as high as other weapons, the fact that it can shoot through solid matter, ignores armor, and is invariably stealthy tends to make up for its short comings.

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**Death Slinger:** An assassin's weapon of choice these days, this rifle-configuration Rad cannon has an integrated "thru-matter" sensor package for use with short-range targets (200 meters or less), and can also be equipped with an optional longer-range sensor package (out to 350 meters) for another 500,000cr.

**Balance Rating: 5**

**EM Blaster:** Another Tri-Corp weapon, this submachine gun styled Rad Cannon has a tremendous rate of fire, which more than makes up for its slow radiation output. It's designed for close combat where you're engaged with a target that is behind cover. Simply point the weapon where you think the target is and unload! The EM Blaster does not include a "thru-matter" sensor system, but it can be linked up to a Cam Flybot (not included) or K-Sat with a Target Locator (also not included). **Balance Rating: 5**

**EM Engager:** Another SMG-like Rad Cannon the Tri-Corp EM Engager comes complete with a stealth Cam Flybot, which is equipped with a camo unit (-40 to sighting checks) to make it harder to spot. The Engager can also be linked up to a K-sat with a Target Locator. The weapon does not include a "thru-matter" sensor system.

**Balance Rating: 5**

## COMBAT MODIFIERS: BLIND SHOT

ACTUAL SC	PENALTY (BLIND SHOT)	EQUIVALENT SC
A	-40	10 (Car)
B	-80	25 (Moving Van)
C	-120	100 (Building)



**Quark Cannon:** The Quark Cannon is a highly accurate, rifle-sized, Rad Cannon. The weapon has exceptional range for a Rad Cannon as well as a respectable rate of fire. The weapon can be equipped with an optional, state of the art, “thru-matter” sensor system that increases the price tag by 300,000 credits. Unfortunately the weapon’s range far exceeds the range of the sensor system, which is limited to about 200 meters. The sensor system’s range is halved when used through low-density materials and quartered for high-density materials.

**Balance Rating: 5**

**Rad Pulse Standard:** A smaller version of the Rad Pulse Turbo that includes a Cam Flybot. Get a 10% discount on any K-Sat when you purchase one at the same time as this weapon! Offer not valid on Earth. While supplies last. **Balance Rating: 5**

**Rad Pulse Turbo:** This immense Rad Cannon spits out a flesh melting blast of radiation that’ll flash fry a Ram Python. The weapon can be linked to a Cam Flybot (included), K-Sat with Target Locator (not included), or equipped with an optional “thru-matter” sensor system for another 500,000 credits.

**Balance Rating: 5**

## RADIATION POISONING

If a character succumbs to the effects of radiation exposure and develops radiation poisoning they will lose two points of Constitution and one point of Strength per day. Treating radiation poisoning requires a Medical (Radiation) skill check with a level 4 difficulty. The difficulty of the check increases by 1 level for every two days that the radiation poisoning has gone untreated.

Alternatively, a player may chose to make an attempt to treat the radiation poisoning using Rad Serum, which requires the player to make a Radiation SMR check with a +50 bonus (See LNL:AEC). If successful the serum will halt further effects of the radiation poisoning, however, previous damage remains until full treatment can commence.

Fredd the Python has radiation poisoning. At the end of the first day, he loses two points of Constitution, and one point of Strength. Fredd decides that this is okay and continues without treatment. On the end of the 2nd day, Fredd loses another two points of Constitution, and one point of Strength. This is starting to take its toll, and Fredd decides to use a Rad Serum his buddy gives him. He rolls his SMR check with the additional 50% the serum gives him and succeeds. This halts any further effects, however Fredd has still lost 4 Points of Constitution, and 2 Points of Strength, and the serum does not return these stats to the original pre-radiated values. As a result, Fredd decides to see his local Zen for further treatment. Smart move Fredd!

**Note 1:** If the characters are unaware that they have been exposed to radiation, a Diagnose Disease skill check (level 5 difficulty) may be required to determine that the victim has radiation poisoning.

**Note 2:** Characters with the Paramedic skill can also attempt to treat a victim of radiation poisoning, but the difficulty levels are doubled. You’re much better off using the Radiation treatment skill than the Paramedic skill.

## TACTICS TO PRACTICE

**Target Designators vs. Target Locators:** Target Locators are different that the Target Designator (TD) rounds and it’s important to know the differences. First we’ll cover some physical and functional differences between the two devices.

- Target Designators or “TD rounds” are a type of ammunition used with Gauss weapons and Mag Guns.
- Target Locators are devices installed in K-Sats.
- Shells used with Target Designators have steering mechanisms bolted onto them allowing the munition to home in on the Target Designators.
- Target Locators use standard, off-the-shelf munitions and are dependent on the gunner’s skill to hit. No modification is made to the shell.
- Target Locators are too big to be used in Mag Gun or Gauss munitions because of the long-range transmitters they need to send the enemy’s coordinates back to the gunner’s targeting computer.
- Target Locators require an “external” reference point to compute the target’s exact location, which prevents them from functioning accurately if they’re stuck to the actual target. This also prevents Target Locators from being used as a Mag Gun or Gauss round.

Now that we’re finished with the science lesson the important thing to remember are the practical differences between the two systems. Target Designators (TDs) are designed primarily to protect friendly personnel from being hit by an area effect weapon. Area-effect munitions that target an enemy too close to a friendly trooper will not detonate and the round may have a chance to find another enemy target that won’t endanger friendly personnel before it runs out of momentum. Use Target Designators when you have friendly troops interspersed with enemy troops and you still want to use your artillery to its maximum effectiveness.

In contrast, Target Locators are designed signal the location enemy personnel and assets (buildings & vehicles) for weapon systems that are usually beyond that enemy’s line-of-sight. These systems give you a target to shoot at that would otherwise have been beyond your capability to spot. They do not offer any protective measures for friendly troops that happen to be in the blast area.

Use Target Locators to find hostile personnel and equipment in enemy-controlled territory so you can blast them with your artillery from a safe distance. You should also use Target Locators in urban environments to seek out victims for your snipers equipped with Rad Cannons and Atomic Displacers.



## SMART GUNS PG. 6

TYPE	ER	TL	AV	COST
Assault Special	700	4-6	UC	20,000
Close Combat Special	300	4-6	UC	14,500
Rogue Catcher	700	4-6	C	12,500
Run-Away Mark I	300	4-6	C	6,500
Run-Away Mark II	300	4-6	C	7,200

## SMART GUNS

Smart Guns employ highly sophisticated micro-missiles, which are programmed to attack only enemy combatants and avoid friendly targets. The advantages of being able to spray fire into a crowd of people and hit only your intended targets is obvious. Despite their “smart” capabilities there are a number of disadvantages to Smart Guns. Smart Gun ammunition is relatively large and the number of shots in a magazine is limited compared to more conventional projectile weapons. Granted, this isn’t much of a disadvantage if every round you fire hits your intended target without you having to aim. A more serious drawback is that highly complex ammunition used by smart guns is expensive. Again, this isn’t too detrimental since the weapons are highly accurate, but if you want to take advantage of that “I spray shots on full-auto into a crowd and only hit the bad guys” feature it’s going to get expensive fast. The primary drawback of Smart Guns is that there isn’t much room in the ammunition for explosive payload after cramming in propulsion systems, steering systems, sensors, and target analyzers. Compared to their conventional counter-parts Smart Guns don’t pack much of a punch and the availability of specialize payloads is limited due to space constraints in the ammunition.

A Smart Gun basically has two modes of operation. The first mode is referred to as “friendly mode.” When in friendly mode the weapon’s ammunition will avoid anyone wearing the appropriate friendly transmitter. These transmitters, which work identically to military IFF systems, send out a signal that identifies the wearer as friendly to the weapon. Each transmitter has a unique signal that is recorded by the weapon before use. Typically the transmitter device must be in physical contact with a weapon in order to add it to the weapon’s list of friendly transmitters. Only transmitters that have been programmed into the weapon before firing will be considered friendly targets. This prevents enemy personnel from purchasing transmitters of their own in order to avoid Smart Gun fire. Transmitters are available in many shapes and sizes and are commonly disguised as other items, like police badges or belt-buckles, in order to prevent their theft should a user be incapacitated. If a friendly target is hit by a Smart Gun munition the round will not detonate, though some earlier munitions may still fly through the target like a bullet. Some munitions will actually self-destruct or fire breaking-thrusters if they are about to hit a friendly target to minimize damage.

The second mode of operation for Smart Guns is called “seeker mode” and is employed when a specific hostile target or targets has been identified. When in seeker mode the weapon will still attempt to avoid targets with friendly transmitters, but its primary goal is to seek out a target matching a specific profile. When in seeker mode Smart Guns can be set to ignore friendly transmitters in case a hostile target has acquired one.

To use a Smart Gun in seeker mode, the user need only point the weapon at the target and make a successful attack roll, to record the target’s profile. It’s up to the shooter whether or not he wants to actually fire a projectile at the target when recording their profile. The projectile is programmed with all recorded profiles, including the one the user just obtained by pulling the trigger, a split-second before firing.

Once the weapon has recorded at least one target profile all munitions fired from that weapon after that point attempt to seek out targets matching the recorded profiles for as long as the weapon remains in seeker mode. The chance to hit a target with a smart projectile in seeker mode is dependent on the ammunition fired from the Smart Gun, not the weapon itself. However, the shooter’s skill and the weapon’s accuracy are still used when *recording* target profiles.

When fired in seeker mode Smart Gun munitions will actually fly around searching for an available target that matches any recorded profile. The shooter can set the order they want the round to seek out the recorded target profiles (full action), but most shooters opt for the default setting. In the default setting the weapon will seek out the last recorded target profile first, and then will attack any other matching profiles after that.

When creating a profile the weapon records a number of characteristics, only a few of which are known to anyone outside of the manufacturer’s engineering team. The specific information the weapon records about a target and the process it uses to match a target to a recorded profile is a closely guarded trade secret of Warmonger Industries. The munitions’ are very sophisticated and highly accurate in their assessment of a potential target. Even changing clothes or wearing a disguise appears to have little chance of fooling the Smart Gun ammunition. Infiltrator armor appears to be one of the few ways to reliably fool a Smart Gun. Multiple profiles can be stored in the weapon and a profile can be deleted manually by the user should the need arise. Some newer models will actually relay this profile information to other Smart Guns that have an identical list of friendly transmitter signals.

Smart Guns are available in both rifle and pistol configurations. Most smart weapons have a unique key code that must be entered by anyone who wishes to activate the weapon. The key code is also programmed into other devices to identify the weapon as friendly, but the weapon and the device must be in physical contact. Though originally designed for law enforcement applications military versions (+1 to ENC, +2 to SS, +10% cost) of most Smart Guns are available and new models for both professions are being released at rapid pace. Smart gun ammunition can not be reused after firing.

**Balance Rating: 4**

**Smart Guns:**

**Assault Special:** The Assault Special is a Smart Gun rifle that uses Type B ammunition. The Assault Special trades accuracy for a higher rate of fire and a larger box magazine. A special feeding mechanism was designed for this weapon, which allows it to fire on fully automatic. The Assault Special has the capability to transmit target profiles to all other smart weapons, other than the Mark I, out to 150 meters.

**Close Combat Special (CCS):** This SMG-sized weapon is capable of firing Type A ammunition on fully automatic. The CCS has the capability to transmit target profiles to all other smart weapons, other than the Mark I, out to 150 meters.

**Rogue Catcher:** The Rogue Catcher was released at the same time as the Mark II, and is the rifle version of the Mark II. The rifle configuration allowed the Rogue Catcher to use larger ammunition than the Mark I and Mark II. The Rogue Catcher has all the same features as the Mark II, but can transmit a target profile to other friendly weapons, except the Mark I, within 300 meters. The Rogue Catcher uses Type B ammunition.

**Run-Away Mark I:** Designed specifically for law enforcement the Run-Away Mark I Smart Gun was the first model released by Warmonger Industries. The weapon won praise for its ease-of-use and effectiveness from law enforcement personnel despite many industry analysts that claimed a “smart weapon” would become an unreliable crutch for police forces. The Mark I is a very large, but relatively light-weight pistol. The standard magazine holds 4 rounds, but 6 and 8 round mags are available. The sensor system in this weapon is a modular unit that is easily replaced if damaged. The electronics inside the unit are designed to self-destruct if the unit is tampered with. The Run-Away Mark I is not capable of receiving target profiles from other sources and only recognizes profiles recorded by the weapon’s built-in target scanner. In addition, the Mark I does not feature the ability to lock the weapon using a key code. The Run-Away Mark I only uses Type A ammunition.

**Run-Away Mark II:** Capitalizing on the popularity of the Mark I model, Warmonger Industries quickly set their designers on the task of improving upon the Mark I. The Mark II is the result of two years of extensive improvements and design testing. The Mark II introduced several new changes to smart weapons technologies that would become standard on all future models. The Mark II has the ability to wirelessly transfer target profiles to other friendly Mark II’s within 80 meters. In addition, the Mark II can not be fired before the user inputs the key code that unlocks the weapon. Once unlocked the weapon can be fired by anyone until its current user relocks the weapon, or it is dropped. Holstering the weapon does not lock it. The Mark II is also lighter and slightly smaller than the Mark I. The Mark II uses Type A ammunition.

## SMART GUN ACCESSORIES PG. 7

TYPE	TL	AV	COST
Identifier System	4-6	UC	3,500
Security Rack (Armory)	4-6	UC	15,000
Security Rack (Baracks)	4-6	UC	30,000
Targeting Wand	4-6	C	1,500

### Smart Gun Accessories:

**Identifier System:** Also known as an IS system, this lunch box-sized device is used to scan an area for individuals that match a known target profile. Individuals that match a profile are highlighted in red on the device’s viewing screen. Police often use identifier systems to look for known targets in a crowd. Use of an Identifier System to pick out a target in a crowded room tends to panic the public a lot less than waving your gun around.

The IS System can receive target profiles from all friendly smart guns that are capable of broadcasting target profiles to other devices. The IS system must be within range of the broadcasting device in order

to receive its target profiles. Like the targeting wand, friendly smart guns must be identified to the IS System *before* it is used and requires the friendly weapon and the IS system to be in physical contact while the weapon’s key code is entered on the IS System keypad.

Since Warmonger Industries has refused to release the means by which the smart technology identifies targets the IS system is only supposed to be used to help the police locate potential suspects and is not considered a legal means of positive identification.

**Balance Rating: 1**

**Security Rack:** The security rack stores Smart Weapons when not in use. Weapons in the rack are locked in place and can not be forcefully removed without destroying them. The activation code must be typed into the rack’s keypad in order to release the weapon with the matching code. In addition, the rack allows the controller with the proper authorization codes to program all the devices in the rack with friendly weapon codes and target profiles simultaneously. As long as the smart devices are in the rack together they do not need to be in physical contact in order to be programmed.

The security rack is available in two sizes, the barracks model and the armory model. The barracks model holds up to 12 rifles and 8 pistols. The armory model holds 4 rifles and 6 pistols. Both racks are fully enclosed. The armory model has a Threshold of 8 and an Integrity of 15. The barracks model has a Threshold of 15 and an Integrity of 45.

**Balance Rating: 1**

**Targeting Wand:** The flashlight-sized device can be used to identify targets for Smart Guns. The profile of the target the device records is sent via an encrypted wireless transmission to all the “friendly” smart guns within its range. The list of weapons the wand considers friendly must be programmed into this unit before use. Programming the friendly weapons list into the wand is a simple procedure, but requires the wand and friendly weapon to be in physical contact while the weapon’s key code is entered on the wand’s keypad. The wand has a broadcast range of 150 meters.

**Balance Rating: 4**

## SPECIALIZED WEAPONRY PG. 7

TYPE	ER	TL	AV	COST
Sonic Scrambler	20	4-5	VR	10,000

## SPECIALIZED WEAPONRY

**Sonar Scrambler:** When aimed at Mazian this weapon records the frequency of the Mazian’s sonar and then generates a counter-wave, which effectively renders the Mazian’s sonar useless. The blob is entitled to a Sonic SMR to avoid the effects of the attack. The effect lasts for as long as the weapon is pointed at the Mazian, but the user must make a successful attack with the weapon once per second in order to continue the effect.

**Balance Rating: 4**

## THERMATICS PG. 7

TYPE	ER	TL	AV	COST
BC-Godsfire	1,750	6-7	VR	3.0M
BC-Hades	2,000	7	UC	1.6M
BC-Inferno	1,900	7	UC	2.0M
BC-Solaris	1,200	6-7	R	2.5M

## THERMATICS

**BC-Godsfire:** The Godsfire is the latest release from the Balshrom thermatics lab. The weapon's thermal output is incredible as is its range and accuracy. The Godsfire is heavy and has a limited number of shots, but a single shot is likely to cook through anybody not wearing mechanized battle armor – you just have to survive 4 seconds to watch the roast.

**Balance Rating:** 3

**BC-Hades:** Balshrom has decided that they're getting tired of getting pushed out of the market by smaller more aggressive competitors and have begun to firmly establish their grip on particular segments of the weapon's market. The first segment of the weapon's market they're putting their mark on is the thermatics market. The BC-Hades is Balshrom's first attempt to out-design their competitors by producing a weapon beyond the capabilities of any previously released thermatic on the market. Expensive and quite large for a beam weapon.

**Balance Rating:** 3

**BC-Inferno:** The second in the series of new Balshrom thermatics, the BC-Inferno doesn't have the accuracy of the Hades thermatic, but it does do significantly more damage on average. Like all of the new Balshrom thermatics, the Inferno is a robust weapon – especially for a thermatic, but it's also huge.

**Balance Rating:** 3

**BC-Solaris:** Probably the best thermatic weapon on the market, the Solaris is highly accurate and does hordes of damage, slowly roasting your target until they're a nice golden brown. Unfortunately, it's still as big as a house compared to most impact lasers with similar damage yields. **Balance Rating:** 3

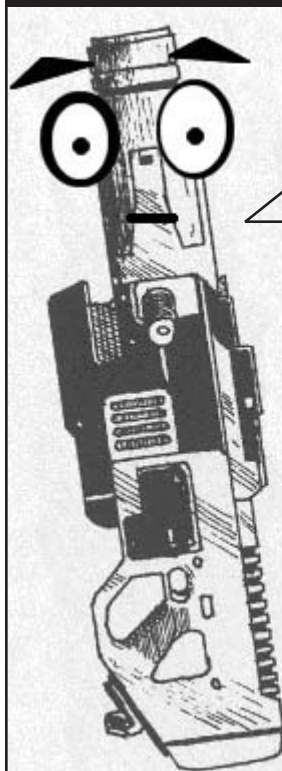
## WEB GENERATORS - OPTIONAL RULES

Targets hit in the face by web glue who are not wearing a helmet or who are wearing an open face helmet, begin to suffocate until the glue is pulled free. Ouch. Remind me to shave.

**Suffocation:** Opponents lose 1d10 points of Constitution per second while suffocating or drowning. This CON loss is only temporary and is recovered at the same rate it was lost once the source of the asphyxiation is removed. When an opponent's Constitution reaches zero, he is unconscious. When his Constitution reaches the negative of its original value, the opponent is dead. So if Fredd had a 150 CON to start out with (before *any* CON loss) and it drops to -150 due to suffocation, Fredd is dead.

**Balance Rating:** 2

## PULSIE ON THERMATICS



"Getting hot under the collar? You don't want to let the enemy get you steamed, not when things are really cooking. Oh Pulsie, stop! Seriously, the best defense against thermatics is the Heat Sink. A Heat Sink is a surprisingly low-tech device which gathers the thermal energy from the surrounding metal and allows it to dissipate harmlessly. The concept has been used by a number of species for centuries. Heat Sinks are compact metal devices that only protect the section of the armor they are attached to. They are sold individually, meaning that 7 units must be purchased to cover all of the armor of a typical biped."

# AMMUNITION & MISSILES



## AMMUNITION: APWS PG. 7

TYPE	TL	AV	COST
Disarm Bullets	3-4	R	x5
Bio-Mercuric Ammo	5-7	U	x100

## AMMUNITION: APWs

**Disarm Bullets:** A similar concept to the Door Breacher shotgun shells, these bullets are composed of highly compressed powdered metal. Crack snipers can shoot weapons out of the hand(s) of the target using these bullets, with reduced chance of causing a severe injury to the target should a miss occur. The force of the impact dislodges the gun from the victim's hand tossing it a distance in meters equal to the damage done by the weapon minus the ENC of the weapon. The victim takes 1d4 points of temporary damage to the appendage(s) holding the weapon. Typically the weapon shot by a Disarm Bullet isn't destroyed but must make an immediate System Shock roll. If the sniper misses the weapon and hits the target directly, they only take one quarter of the damage normally caused by the APW being used, but it's real damage not temporary. A target who is aware that their weapon may be shot out of their hand is entitled to a Strength check with a penalty equal to three times damage done by the weapon to retain hold of the weapon. This is, admittedly, a pretty rare occurrence all things considered.

**Balance Rating:** 3

**Bio-Mercuric Ammunition:** Bio-mercuric ammunition functions like normal mercuric bullets except in this ammunition the metallic mercury has been encapsulated in genetically engineered bacteria that are resistant to the toxic effects of the mercury. Once released into a target, the bacteria facilitate a more rapid distribution of the mercury throughout the body, carrying the mercury to the target's tissues and organs. Eridani and Phentari hit with bio-mercuric rounds must make their SMR at a -30 penalty as opposed to the normal -10. In addition, failure indicates coma and death in the 1d4 days, not the normal 1d6. These rounds are highly illegal and rumors abound that they were developed by the Phentari and distributed to forces hostile to the Eridani. No wonder the Eridani don't like archaic powder weapons!

**Balance Rating:** 5

## AMMUNITION: COMPACT ARTILLERY

TYPE	TL	AV	COST
Anti-Personnel Shot	3-4	C	800
Omega Pulse	7	VR	200,000
Planar Explosive	5-7	UC	10,000
Naplam	3-4	C	12,000
Bunker Buster	3-5	VC	110,000
EMP	6	UC	100,000
BX-1	4-6	R	50,000
CR-3	4-6	UC	50,000
Spider	4-5	C	3,000
Glitter Dust	4-6	C	750
Illumination Round	6-7	C	2,500

## AMMUNITION: COMPACT ARTILLERY

The statistics listed below are for 85lb Carinade shells. The statistics for Mini-Howitzer shells will appear next to the 85lb shell stats in brackets. For example, a shell whose damage is listed as "5d4 [7d4]" would indicate that the 85lb shell does 5d4 damage, where as the Mini-Howitzer shell does 7d4 points of damage. Mini-Howitzer shells cost 33% more than the price listed for the 85lb Carinade shells.

**Anti-Personnel Shot:** Designed as a last-defense shell for artillery crews that are being over-run, this shell allows an artillery piece to work like a giant shotgun, spraying .50 caliber slugs (steel balls) down range. Any unarmored target struck is usually dismembered by the blast. The shell is only effective against targets within 100 [150]meters of the gun. Slugs do 5d4 [7d4] points of damage (IR 1) and affect Heavy Armor normally. Roll random hit locations for each slug hit.

- Targets that are within 5 meters of the weapon are hit with 5d10 [7d10] slugs. At this range the spray of slugs spread out horizontally to about 1 meter across (wide).
- Targets between 6 and 20 meters away take 2d10 [3d10] hits. Four meter horizontal spread.
- Targets that are between 21 and 50 meters are hit by 1d10 [2d10] slugs. Eight meter horizontal spread.
- Targets that are between 51 and 75 meters are hit by 1d6 [2d6] slugs. Sixteen meter horizontal spread.
- Targets beyond 75 meters are hit by 1d4 [2d4]slugs. Twenty-four meter horizontal spread.

What's the moral of this story? Don't rush the artillery unless you're sure you can take them out before they can fire. Artillery typically incurs a -40 penalty when being direct fired, as opposed to its normal mode of indirect fire. If you can get the shot off with the -40 penalty, all targets in the spread range are *automatically* hit. BM's discretion.

**Balance Rating:** 4

**Omega Pulse:** This shell is actually a large Omega Canister, like the one used in the Street Howitzer Omega weapon. The round has a proximity sensor that detonates it about 1 meter above the ground where it generates the omega pulse. The pulse does 4d6\*10 [5d6\*10]points of concussion to everything within 5 meters. Targets between 6 and 10 meters take half damage. Targets between 11 and 20 meters take one-quarter damage. Balshrom is selling these shells faster than scotch at an Orion bachelor party!

**Balance Rating:** 4

**Planar Explosive:** This shell is a shaped charge designed to propagate outward horizontally cutting everything in half. Works great for deforestation as well as anti-infantry. A proximity fuse detonates the round 1 meter above the ground. Any target struck with a Threshold lower than 8 is automatically severed. The blast does 8d10 [11d10]points of dam-

age and reduces Integrity by 40 [50] points. It has a blast radius of 10 meters, but damage and Integrity reduction are reduced by half beyond 5 meters.

**Balance Rating: 5**

**Napalm:** This shell explodes in an incendiary firestorm, charring everything within 40 [55] meters. Everything caught in the inferno takes 5d4 points of damage, and will continue to burn for another 1d4 rounds taking another 5d4 points of damage each round spent on fire. Targets within 10 meters of the shell when it explodes take 1d4\*10 [2d4\*10] points of concussion damage.

**Balance Rating: 3**

**Bunker Buster:** This hardened artillery shell is designed to bury itself 2-meters in the dirt (or whatever else it hits) before it explodes. The shell will pass through any material with a Threshold of less than 40 points. Any object directly hit by the shell takes 60d4 [80d4] points of damage (50 points of Integrity damage), but the chances of anything smaller than a building being directly hit is unlikely. Once the shell reaches two meters in depth it explodes causing 4d6\*10 [5d6\*10] points of concussion damage to everything within 10 [13] meters. Works great for flushing people out of buildings and bunkers! If the round fails to penetrate the target it will explode when its downward momentum ceases.

**Balance Rating: 4**

**EMP:** This shell explodes releasing an EMP pulse. All items within 30 [40] meters that are susceptible to EMP must make an immediate SS/SMR with a penalty equal to 4d40 [5d40]. The shells are a great way to convince your opponent to surrender without having to fire a shot.

**Balance Rating: 4**

**BX-1:** Identical to the BX-1 (Biological) grenade, except these shells spew the bio-hazardous material over a 20 [25] meter area. Don't you feel so much safer with the ability to shoot these suckers over the horizon with your artillery piece rather than chucking one like a rock and having it end up only a few meters away?

**Balance Rating: 3**

**CR-3:** Identical to the CR-3 (Chemical) grenade, except these shells spew the chemo-hazardous material over a 20 [25] meter area.

**Balance Rating: 3**

**Spider:** This shell bursts open about 5 meters above the target releasing three-dozen [50] plasma grenades with the spider modification. The spiders fall to the ground and crawl up to 300 meters away from the impact site looking for potential targets before detonating. The spiders will move towards any obvious personnel or lightly armored vehicles. Spider shells are a great way to maximize your shot-to-kill ratio. Spider shells can be special ordered and filled with the grenade of your choice, except Super-Plas or Omega grenades. The cost for a custom grenade load is 2,500 plus the cost of the grenades.

**Balance Rating: 4**

**Glitter Dust:** Paranoid? Are you always under the impression that the enemy is stealthily closing on your position under the cover of darkness? Well now you can find out. Lob one of these arty shells over a

target area and it explodes releasing a 40 meter [55 meter] diameter cloud of dust that rains down on the landscape. The dust is phosphorescent, heat-reactive, and will glow brightly if exposed to ultraviolet light, energy fields, or strong heat sources. Anybody wearing an a-grav unit or with an active Flux/PDS will light up like a Christmas tree once this dust settles on them. The dust will also illuminate hot weapon barrels, as well as hot vehicle engines and exhaust. These are a great way to identify UV and IR sources out in the darkness. The dust gives a +25 to all Sighting checks against coated targets if it's dark outside.

**Balance Rating: 3**

**Illumination Round:** This round activates deceleration thrusters and an a-grav unit once it's about 30 meters above the ground. The a-grav allows the round to float, suspended in the air. Once in position the round pops open and ignites an incredibly bright, sustained flare-furnace. The light from the furnace will illuminate a 60 meter [80 meter] diameter circle on the ground below the round as if it was daylight. Assuming it's dark outside, characters that find themselves in the illumination zone must make a Radiation SMR. Failure indicates they've been temporarily blinded for 1d4 [2d4] seconds. Like all arty-rounds these make that telltale whistle that indicates their approach, so many inexperienced soldiers will be looking up when the round goes off (see below).

The rounds can be easily shot down, but looking directly at them can cause blindness. A Radiation SMR is required if a character looks directly at the round and failure indicates a permanent reduction of the observer's visual modifier by 15d4 [20d4] points. These rounds are pretty cheap, so if the enemy takes one out you can always lob over a few more. The round has a lifespan of 20 minutes before it expends its batteries, snuffs out, and drops the ground. The rounds can be reused if you can manage to find it. These are a lot of fun to direct fire through windows, to scare the beejeezus out of the room's occupants and force them to make a SMR to avoid blindness. These rounds hover at ceiling level if trapped in an overhead environment.

**Balance Rating: 3**

## AMMUNITION: GAUSS GUNS pg. 7

TYPE	TL	AV	COST
Mega-High Explosive	4-7	UC	9,000
Target Designator	4-7	UC	1,500

## AMMUNITION: GAUSS GUNS

**Mega-High Explosive:** This round does 7d6 points of damage.

**Balance Rating: 3**

**Target Designator:** These gauss rounds function identically to the TD rounds used in mag guns. The version of the round is designed for gauss weapons and hardened to absorb the impact associated with these high-speed projectiles. The threshold reduction of the gauss guns allows these rounds to be imbedded in vehicles, armored suits, buildings, and other structures.

**Balance Rating: 2**

## AMMUNITION: MAG GUNS PG. 7

TYPE	ER	TL	AV	COST
Aerosol Sprayer	2	4-6	C	6,500
A/R Round	10	7	R	2,000
Bio Weapons Detector	-	4-6	C	800
Buddy Killer I	15	4-6	R	1,850
Buddy Killer II	15	4-6	R	2,000
Chemical Weapons Detector	-	4-6	C	350
Camera	-	4-6	C	1,200
Chaff	3	4-6	UC	1,000
Detonator Time Adjuster				Special
ECCM				3,000
ECM				2,500
FIG Round				500
Fire Retardant				100
Flux Activation Scrambler				7,500
Flux Cage	-	6+	VR	100,000
Homing Device	-	4-6	C	3,500
Intruder Detector	-	4-6	C	850
Jumper	2	4-6	R	750
Med Mag MID	-	4-6	UC	14,000
Mine Mag Round	-	4-6	UC	2,500
Mr. Stinky (Pine Scent)	-	4-6	C	10
Mr. Stinky (New Car Scent)	-	4-6	C	10
Mr. Stinky (Ocean Breeze)	-	4-6	C	10
Mr. Stinky (Ram Phermones)	-	4-6	R	1,500
Neuro	-	5-6	VR	N/A
Neuro Elite	-	5-6	VR	N/A
Psycho Killer	-	5-6	U	N/A
Pulse Attractor	-	5-6	VR	10,000
Radio Jammer	-	4-6	C	850
Riot Foam	-	5-6	UC	1,000
Screamer		4-6	C	500
Sounder Plus	-	4-6	C	500
Spider	-	4-6	R	15,000
Spotting Paint Round	-	3-6	VC	350
Target Designator (TD)	-	4-7	UC	1,000
Toxin Dispenser MID	-	4-6	C	5,000
Thunderbolt	-	4-5	C	1,500
Ultra Mag Modification	-	7	U	+300
Vulcan	-	4-6	UC	1,000
Vulcan Plus	-	4-6	R	3,500

## AMMUNITION: MAG GUNS

**Aerosol Sprayer:** After impact this mag round sprays a fine mist of gas. Unless the target has environmental containment they are affected as if a CR-3 grenade had hit them. Anyone within 2 meters of the round when it detonates that doesn't have environmental containment is affected. A biological version of the grenade is also available, which has the same effects as the BX-1 grenade. **Balance Rating: 4**

**A/R Round:** After attaching to its target this round starts randomly emitting attractor and repressor beams in various directions, one beam is emitted every second for 10 seconds. The round does not fire the damaging attractor/repulsor combo beams like the weapon of the same name. The beams emitted by this round push struck objects away or pull them closer, depending on whether the beam fired was a repressor or attractor respectively. Any movable object that's size class 8 or smaller and is within 10 meters of the grenade has a 50% chance to be hit. Targets are either pushed (1-50%) away from the grenade, or pulled (51-100%) towards the grenade. Objects are moved a distance equal to 2d10 meters minus their size class. Objects that strike an immovable object may take damage. In this case damage is equal to the number of meters the target would have moved had they not hit the immovable object minus the number of meters they actually moved before striking the immovable object. Damage is applied to a random hit location. An Orion Rogue favorite.

**Balance Rating: 3**

**Bio Weapons Detector:** Let's face it. One of the main advantages of a mag gun is the ability to precisely place a piece of equipment farther away than you can throw it. Sure there's the ability to blow things up in new and unique ways, but this round might come in handy too. If this round comes into contact with a toxic or dangerous airborne biological agent it has a 75% chance to detect what the compound is and sound an audible alarm.

**Balance Rating: 1**

**Buddy Killer I:** Does nothing for 5 to 15 minutes, then releases a pulse blast straight out from the target (90% to hit anyone in the line of fire in the first two range brackets), doing 6d6 points of damage. The pulse is also released if this mag gun round is tampered with before the time expires.

**Balance Rating: 2**

**Buddy Killer II:** This improved version of the Buddy Killer round is equipped with a small sensor designed to recognize and fire at anything which is "roughly humanoid" in appearance. The round's sensor is primitive at best and has a 20% chance to fire prematurely if *anything* size class 1 through 8 moves in front of it (including Cizeracks and Mazians) regardless of shape. All other statistics are identical to the Buddy Killer I. The legality of these munitions is dubious at best.

**Balance Rating: 3**

**Chemical Weapons Detector:** If this mag gun round comes into contact with a toxic or dangerous airborne chemical it has a 75% chance to detect the compound and sound an audible alarm.

**Balance Rating: 1**

**Camera:** This mag gun round contains an impact-resistant camera with a wide-angle lens (70 degree arc). Once attached to a target the camera is activated and begins transmitting encrypted video. Any body computer with the proper de-encryption code can be used to view the video transmission. The camera has enough power for 10 hours of use, and can broadcast its signal up to 100 meters under ideal conditions.

**Balance Rating: 1**

**Chaff Mag Gun Round:** This mag gun round emits a chaff cloud that surrounds the target. The cloud functions identically to the cloud emitted by the Chaff Ejector armor option.

**Balance Rating: 3**

**Detonator Time Adjuster (DTA):** This option is available as a factory-installed upgrade (takes 3d6 weeks) to your stock mag gun. It allows you to manually set the detonation time of your mag gun munitions, as well as changing the default setting for all mag gun munitions loaded into the weapon. The timer can be set from 1 second all the way up to 120 seconds. Once set all the mag rounds in the weapon default to that value. You can change the timer setting on individual mag gun rounds to be different than the default setting. Any changes from the default are lost if the mag round is unloaded from the weapon. Changing the timer on individual munitions in the magazine from the weapon's default setting can be done before firing (half-action per round). The cost is 300 to 1500 credits for the weapon upgrade, depending on manufacturer and weapon model (BM's discretion).

**Balance Rating: 5**

**ECCM:** Each round attached to the target cancels out 10 points of the target's ECM. Additional rounds are cumulative up to 50 points worth of ECCM.

**Balance Rating: 4**

**ECM:** Each round attached to the target give it an ECM rating of 10. Additional rounds are cumulative up to 50 points worth of ECM.

**Balance Rating: 3**

**FIG Round:** This mag gun round remains dormant after hitting a target unless that target activates a Flux or PDS, which triggers the round's activation. Once activated the round utilizes a specialized Flux Interference Generator (FIG) to attack that target's Flux shield. The FIG in this round has been specially modulated to affect a target's Flux from the inside of their shield. The round does 6d6 points of damage to the Flux or PDS. The round will not function if the target's Flux or PDS is active *before* the round hits. The round must anchor itself to the actual target to be functional. Pepper the target with enough of these babies and he'll think twice about putting up a fight.

**Balance Rating: 4**

**Fire Retardant:** This round expels potent, fire-retarding, foam on impact. The foam will extinguish any flames within a 2 meter radius of the round. I said *flames* – as in camp fires, house fires, napalm, etc. You can't extinguish light swords with this round, so don't even try it!

**Balance Rating: 1**

**Flux Activation Scrambler:** This highly popular, and expensive, round is used by SWAT and special forces teams all over the Alliance. The round is designed to prevent the activation of Flux and PDS devices. Once attached to a target any attempt by that target to turn on their Flux or PDS has a 15% chance to fail. This penalty to activation applies until this mag gun round is removed from the target. The target may attempt to activate their Flux or PDS once per second (Requires one action using BTR combat rules). The device has no effect on Flux or PDS systems once they've successfully been activated. Hits from multiple Flux activation scramblers on the same target have a cumulative effect. If the

Flux or PDS is deactivated and this mag gun round has not been removed the penalty to activation again applies. Despite the cost and limited effectiveness of these rounds they can pay off in spades. The ability to prevent an armored target from activating their Flux for a few seconds can make the difference between an easy capture or a fire-fight with heavy weapons. It's standard procedure in galactic law enforcement to hit any armored target with at least one of these rounds before an arrest is attempted – just in case. The round may be recharged (1 hour) and reused.

**Balance Rating: 5**

**Flux Cage:** A highly experimental round, the Flux Cage represents the first apparently successful modification of the standard Flux shield. By decreasing the regularity of the energy matrices involved in creating a Flux shield, Mutzachan scientists have been able to produce an energy field that not only prevents weapons fire from escaping, but also prohibits movement from within the field.

In layman's terms, the Flux Cage is a "rigid" Flux shield that has been turned inside out. Weapon's fire can pass freely from the outside of the field to the target encased inside. However, weapon's fire originating from inside the field is blocked, unless the total damage done to Flux exceeds the field strength. The inverted field allows law enforcement to "neutralize" a trapped target by firing non-lethal weaponry unhindered through the field from the outside.

In addition the Flux is also form-fitting and rigid, preventing the being surrounded by the cage from moving more than a fraction of an inch. Persons surrounded by Flux cages can breathe normally (if shallowly), can see (if their eyes were open when the field was established), and can hear normally, but are unable to move even a finger. Weapons, other than those thought-activated triggers, cannot fire from within a Flux cage.

The mag round version of this weapon envelops a single target in a 100 point Flux cage, and contains enough energy to power that cage for an hour. The round comes with a remote deactivator which may be used to power down the cage before then. These rounds are currently being field tested by Alliance police, the Galactic Military, and select bounty hunters who are considered to be 'trustworthy'. 200 point rounds, and even stronger ones, are also being tested.

**Balance Rating: 5**

**Homing Device:** This homing device allows the target to be tracked with a body computer from up to 300 km away. The target's direction and speed are also indicated.

**Balance Rating: 1**

**Intruder Detector:** This mag gun round houses a sophisticated, impact resistant sensor that detects both heat and movement. The sensor is triggered by anything larger than a basketball that moves within 4 meters of the round. In addition, the presence of any warm-blooded creature within 4 meters of the round will also set it off. The round can be programmed to emit a really annoying, high-pitched, shriek or broadcast a radio message (range: 4km) once the sensor has been triggered.

**Balance Rating: 1**



**Jumper:** Probably the most disturbing mag gun round ever invented, the Jumper round was designed to keep personnel from helping pry a mag gun round off one of their comrades. Once the Jumper round hits a target it remains inert until an armored combatant moves to within 2 meters of the original target. The technology the Jumper round uses to identify whether armored personnel move into range is a closely kept secret of the manufacturer (Warmonger, Inc.), but it is 80% accurate in *identifying* potential targets (20% chance to remain dormant).

Once an eligible target is detected in range the Jumper round detaches from the electromagnet anchoring it to its original target. The round then activates a second electromagnet with the opposite polarity that pushes the round away from its original target towards the new victim. The powerful magnets in the round draw it towards the closest metal object other than the original target. The sensor systems in the round waits until the opportune moment to jump, helping to ensure that the closest metal target is someone in armor, but it is only 75% accurate when jumping to a new target. Once the round reaches its new target (must be metal) the mag round detonates in 1d3 seconds doing 2d6 points of concussive damage. Load a couple Jumper rounds randomly into your mag gun and your opponents will think twice about helping their buddy remove an attached mag grenade.

**Balance Rating: 2**

**Laser Designator:** This mag gun round opens up and emits a bright light in the UV spectrum, which has the same effects as marking the target with a painting laser. This round provides +40 bonus to hit for all incoming Reflex missiles using UV tracking and provides the same +40 bonus to any UV-based sighting checks. Cost is mere 500 credits.

**Balance Rating: 2**

**Med Mag MID:** Identical to the standard Med Mag, but capable of piercing armor with a Threshold of 14 or less.

**Balance Rating: 1**

**Mine Mag Round:** These mag gun rounds are designed to be shot at the ground, rather than at metal targets. Once they hit the ground these rounds will automatically bury themselves. Any metal object that passes within 1 meter of the round will trigger the magnet and the round will fly from the dirt and attach itself to the closest metal target. Once anchored to a metal target the round will detonate in 1d6/2 seconds causing 4d6 points of damage. The round will remain active for 3 days. These rounds are illegal on most civilized worlds.

**Balance Rating: 2**

**Mr. Stinky Mods:** My professional opinion is that this round stinks. Sorry. I couldn't resist. The Mr. Stinky mag gun round can also be purchased in following scents: Pine scent, new car scent, ocean breeze, and Ram pheromones. With the latter, Rams who successfully make their Smell check must immediately make an Aggression check. If the Ram successfully makes its Aggression check it feels the urge to mate. The Ram must now make an Intuition check. A failed INT check indicates that the Ram must attempt to mate with the mag round's target. The Ram may attempt to make another INT check once each following round. Success indicates that the Ram has come to his or her senses and stops attempting to copulate with the poor target. Rams that fail their initial Aggression check or successfully make an Intuition check after exposure are no longer affected by the pheromones.

Below is an excerpt of an audio-clip taken from an SSDC merc helmet cam in a combat zone showing the usefulness of the nasal-friendly version of the Mr. Stinky loads.

Soldier 1: "Dude, the skimmer reeks! The Ram has been in here again!"

Soldier 2: "Wait a minute I can fix that. \*CHUNK\* \*WHACK\* \*SSSSssssss\*"

Soldier 2: "Ah. Ocean breeze."

Soldier 1: "Good choice."

Soldier 2: "Thanks"

AV: C (R for Ram Pheromone version)

Cost: 1,500 for Ram Pheromone version

**Balance Rating: 1 (5 for the Ram Pheromones)**

**Neuro:** Three seconds after adhering a Neuro round emits a synaptic waveform similar to a neuro cannon, affecting all beings within 5m. Affected beings that fail a Mental SMR are either knocked unconscious or paralyzed for 1d4 minutes (01-50: unconscious, 51-00: paralyzed). It is illegal for anyone not in the Alliance military or anyone not employed by the Alliance government to possess these rounds.

**Balance Rating: 4**

**Neuro Elite:** A highly illegal, extremely powerful version of the Neuro mag round. Treat as a Neuro-Cannon 1 (see *Lock-N-Load: Weapons & Tactics*) with a 7m radius.

**Balance Rating: 4**

## TACTICS TO PRACTICE

**Orion Special Mag Gun Round:** With a few simple modifications this mag gun munition can go from being an Orion's best friend into an instrument of mental warfare. Read on!

If you really want to torture an Orion, shoot him with one of these rounds filled with 18-year-old single-malt scotch after disabling the magnet release. Nothing's funnier than watching that Orion take off his armor chest plate during a fire-fight and hold it over his head, trying to drink out of the mag gun round still stuck to it!

Also of note the famed assassin, Deb Tai once used an Orion Special in the assassination of Berinious Dar, the now deceased head of the Balshrom R&D team. She placed a null stone in an Orion Special round to keep Berinious from activating his PDS before she plugged him with her APW sniper rifle. It's an expensive way to guarantee a kill, but what better way to cement your rep as one of the best in the biz. Rumor is the assassin later broke into the police evidence locker and recovered the artifact!

**Psycho Killer:** Developed by Phentari weapon manufacturers, this round emits an oddly pulsing yellow light which only effects Eridani...but the effects are wonderful! Any Eridani who catches even a glimpse of the round will suffer the effects of the following table:

**Mental SMR**

**01-20:** No effect

**21-50:** Severe migraines resulting in a 2d20 penalty to all actions and to vision modifier

**51-80:** Seizures! The Swordsaint is unable to take any action other than flop around like a fish out of water for 1d4 minutes

**81-95:** Berserk. The Eridani flies into an uncontrollable berserk combat rage (as per the Aggression stat, but this time the Swordsaint takes the penalties too), attacking friend and foe alike.

**96-99:** Suicidal. The Eridani goes on a suicidal killing spree (as per the Aggression stat again with penalties as well), attacking anything that moves.

**00:** The Eridani is pushed into a normal Eridani Berserk state. He recognizes friend from foe, and probably has a good idea who fired that nasty mag round.

The Psycho Killer round is, almost needless to say, extremely illegal. To possess one will land you a cool 20-30 years in the Bighouse. Using one will get you life, or the death penalty (depending on the judge), but the squids love 'em!

**Balance Rating: 5**

**Pulse Attractor:** Acts on the same principle as an Anti-Plas Generator, only with opposite polarity. Pulse Weapons fired at the same target this round is anchored to after it has activated have +20 added to their accuracy. Additional hits from this round do **not** have a cumulative effect.

**Balance Rating: 4**

**Radio Jammer:** Jams radio transmissions in a 15m radius at 110% effectiveness.

**Balance Rating: 1**

**Riot Foam:** This mag gun round releases rapidly expanding, adhesive foam to ensnare a target. Multiple hits from a riot foam mag gun round can quickly fill up rooms or hallways blocking exits and restricting movement. The foam fills up 1 cubic meter of space per shot, centered on the location hit. Unlike normal web gun glue the foam is porous and victims covered in the foam will not suffocate. In addition, gas attacks can be delivered through the foam to target.

The foam has a 50% chance to stick to another 1d4/2 body sections as it expands (roll on the splatter table) and all Strength checks to break free of the foam must be made at -50. A check must be made for *each* section hit. Anyone within 1-meter of a target hit with riot foam has a 50% chance per hit (each hit rolled for separately) to have 1d2 body sections entangled in the foam.

So if Bob is standing within 1 meter of Geex who gets hit twice with riot foam from a web gun, Bob must make two d100 rolls. If both rolls are 50 or under then Bob is not stuck to Geex.

Riot foam remains sticky for days and anything touching the foam is likely to become entangled. It is nearly impossible to cut someone free from riot foam with a knife or sword. In addition the foam is non-

flammable so it can not be burned away. Only riot foam solvent or items like light swords can be used to effectively cut a victim free. Riot foam solvent is a relatively simple compound, and the cops typically spray it around with fire hoses after the trouble-makers have been 'neutralized'. It's not readily available to the public, however, and the formula isn't well known. Those not having law enforcement connections can expect to pay about 500 credits for enough solvent to clean up 20 size classes of beings. The alternative, of course, is to wait a few days until the foam breaks down on its own. Heavy rains can also weaken the strength of the foam by 10 to 50%.

**Balance Rating: 2**

**Screamer:** The evolution of the Sounder series into a damaging round. The Screamer emits a sonic disruptor pulse (as the weapon of the same name - see *Lock-N-Load: Weapons & Tactics*) effective to a 10m radius for a user-programmable duration of up to 1 minute. The round can also be set before firing to emit a standard Sounder pulse for up to an hour after the completion of the disruptor pulse. **Balance Rating: 2**

**Sounder Plus:** A suped-up version of the Sounder. Emits a loud, high-pitched whine for up to 60 hours straight, audible from 5km away and nearly deafening from up close. Pythons love the highly illegal 'anti-Cizerack' version of this round that is so high-pitched only the Cizerack's and Fotts can hear it. All Cizerack within 100m of this version of the Screamer must make an SMR at a +20 or be stunned and unable to act for 3-12 minutes. Fotts are immune to the stunning affects of this round, though it's still really annoying. (Treat as the tuning fork under the Cizerack racial description.)

**Balance Rating: 3**

**Spider:** Once the spider mag round hits a target it extends its mechanical legs and proceeds to crawl over the target towards the most powerful energy source on the target. The spider will seek out an energy-based heavy weapon, Flux generator, or Mrs. Fusion in that order of preference before detonating. Once the spider has found a suitable power source it detonates. Armor options and equipment must make a System Shock check with a penalty of 5d10 or be destroyed. If a weapon is attacked by the spider a roll on appropriate malfunction table (pg. 231 in the main Battlelords book) must be made immediately, adding 5d10 to the roll result. **Balance Rating: 5**

**Spotting Paint Round:** Identical to the standard paint round, except the instant-drying paint in this round glows in the dark (+20 to Sighting checks at night).

**Balance Rating: 1**

**Target Designator (TD):** This round functions similarly to an IFF beacon. You simply shoot a target with one of these puppies to identify it as hostile or friendly, depending on the round you hit it with. The next step is to equip a mortar shell or compact artillery shell with a maneuvering system and a special TD-Aware warhead that can sense these little mag rounds on potential targets. Once fired, a properly modified round will be drawn toward TDs that are broadcasting the "hostile" signal and avoid targets with a TD that is broadcasting the "friendly" signal.

Friendly and Hostile Target Designator rounds must be purchased separately and one type can **not** be converted to the other type for safe-

ty reasons. The TD-aware warhead and maneuvering systems for mortar shells and compact artillery shells adds an additional 300 credits to the cost of the shell. The maneuvering thrusters are attached to the back of the shell, allowing the TD warhead in the front of the shell to “steer” the projectile while it is in flight. TD-warheads and maneuvering systems are being developed for launched grenades.

Typically TD sensors are used with “area-affect” weapons since these are likely to strike more than one target in the detonation area. If a TD-aware warhead detects any Friendly TDs in the detonation area, then the ordinance will not explode.

Despite their “intelligence” mortar and artillery shells equipped with a TD aware warhead must still be fired at a specific target in order to arm. This first target is referred to as the weapon’s “original target.” The original target is not required to have a Hostile or Friendly TD mag gun round attached to it. The weapon may select an alternate target after it is fired based on the rules below. The following rules only apply to mortar and artillery shells that have been equipped with a TD-aware warhead, which *must* follow these specific set of rules to find an eligible target.

**Note 0:** The weapon receives a +20 bonus to hit targets that are equipped with a Hostile TD.

**Rule 1:** The warhead is not capable of detecting TDs that are more than 20 meters away from any point along its flight path. This rule takes precedence over all of the following rules.

**Note 1:** The mag gun that fired the TDs and the weapon system that fired the TD-aware ordinance are always considered Friendly TDs.

**Rule 2:** The weapon will select the Hostile TD that is closest to its point of origin. Basically it attacks the first Hostile TD it “sees.” If multiple Hostile TDs are equidistant from the weapon, the target is selected randomly from the eligible, equidistant, Hostile TDs.

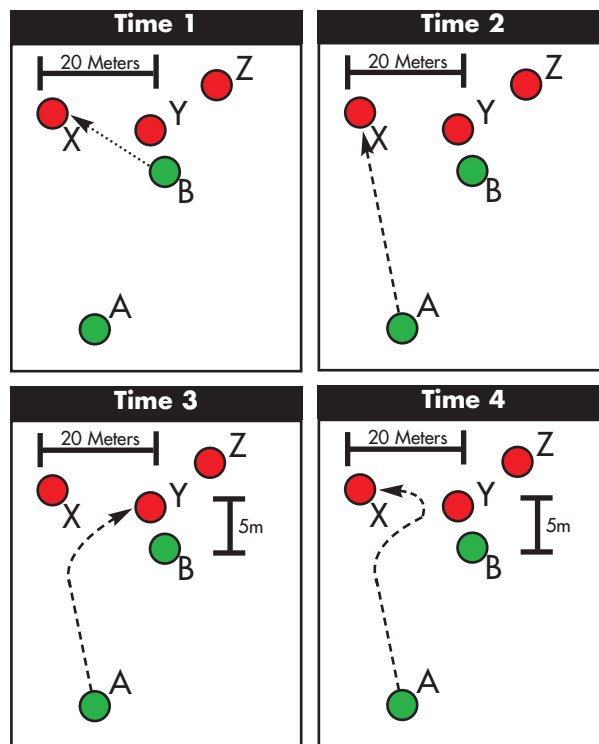
**Rule 3:** If the warhead determines that a Friendly TD may be hit by its detonation, then the ordinance will not explode – even if a Hostile TD would be hit.

**Note 2:** It is assumed the weapon is pre-programmed with its maximum blast radius and it is accurately able to measure the distance from itself to any TDs within 20 meters.

**Rule 4:** If the weapon fails to detonate due to a Friendly TD in the blast radius it will continue on to the next closest, detectable Hostile TD. If no Hostile TD is detected the weapon will continue onto its original target. If the weapon comes into contact with a Hostile TD before it hits its original target the new Hostile TD will be selected as the target unless it violates Rule 3, at which point the weapon will continue onto its original target.

**Note 3:** Because of the limited guidance and propulsion systems of typical TD-equipped weapons, these weapons can never attempt to attack more than three targets before they lose all momentum and self-destruct.

**Rule 5:** If the weapon reaches its original target, but is prevented from detonating because it detects a Friendly TD in the blast radius it will **not** continue to look for other eligible targets. At this point the round veers off slightly to avoid the original target and propulsion, if any is being used, is shut off. As a safety mechanism the electronics and the detonator in the warhead self-destruct to prevent the round from exploding and to keep the TD sensor from being salvaged.



**Example:** Mercenary B successfully fires Target Designator mag gun rounds and hits Arachnids X and Y. (Let’s assume, that the Arachnids are wearing metal armor and have no Flux shields up). Mercenary A subsequently fires a mortar shell equipped with a TD-aware warhead at Arachnid X. Mercenary A gets a +20 to his hit roll because Arachnid X is “tagged” with a Hostile TD (See Note 0). If the shooter fails his attack roll (+20) to hit Arachnid X, the weapon doesn’t arm or fire. Write down the amount you rolled when you made your attack roll. It will come in handy later. The mortar shell’s flight path is shown by the dashed line from A to X. Let’s assume that Mercenary A successfully makes his attack roll and the round fires.

First we start with **Rule 1**. We can see that Arachnid Y is within 20 meters of mortar shells, flight path. Mercenary B is slightly beyond 20 meters. Thus the warhead will “see” both Arachnids, but be unaware of Mercenary B.

Next we go to **Rule 2**. Remember that the TD-aware projectile selects the target closest to its point of origin with a detectable Hostile TD. If no Hostile TD can be “seen” the weapon heads for the target it was originally aimed at. This means the weapon picks its target before it is even fired, and only deviates from this course of action if it finds a closer target on its way there. In theory, this allows the weapon to take out the threats that are closest to the shooter first.

Since Arachnid Y is actually closer to the shooter (Mercenary A) than Arachnid X, the weapon will veer towards Arachnid Y - even though Arachnid X is the original target. Since Arachnid Y has a Hostile TD we add the +20 bonus to hit and make a new attack roll to determine if our attack still hits taking into account any other situational modifiers that apply to Arachnid Y. If the attack misses Arachnid Y the round simply misses the target entirely and self-destructs (see below).

The TD warhead becomes aware of *any Target Designators within 20 meters of its flight path*. This means that once the warhead veers towards Arachnid Y, it's going to "see" Mercenary B for the first time.

It is important to remember that Target Designators are designed to prevent friendly-fire accidents and clearly identify enemy troops for incoming weapons fire. Target Designators are attached to weapons with little or no propulsion and limited maneuverability. They will NOT circle continuously in the target zone like a smart missile looking for a target to attack. They attack the *closest* target of opportunity unless there is a Friendly TD in the blast radius.

Onto **Rule 3**. Let's assume that Mercenary B is within 5 meters of Arachnid Y. The warhead computes the distance between the hostile TD attached to Arachnid Y and the Friendly TD built into Mercenary B's weapon. Remember according to **Note 1**, the weapon that fires a TD is always designated as a friendly target. Mercenary Y is well within the blast radius of the weapon, and the warhead is aware of this fact. As a result, the weapon will NOT detonate because it might injure Mercenary B, who is designated as a friendly target.

Ok, so what now? **Rule 4** states that the weapon will begin looking for another Hostile TD. Since it can't find one, it will attack its original target. So in our example, because Mercenary B prevents the weapon from detonating on Arachnid Y, it will again attack Arachnid X.

Since Mercenary B is well out of the weapon's blast radius when it attacks Arachnid X, it will detonate normally.

For the sake of argument, let's say there is a "Mercenary C" who is equipped with a Friendly TD and is in the blast radius of the warhead when it attacks Arachnid X. In that case the weapon would self-destruct, causing no damage to anyone. (See Note 3). However, if Mercenary C forgot to wear his Friendly TD that day, the weapon would detonate normally.

Since we're dealing with hypotheticals here, let's say before the mortar shell is fired, Mercenary B successfully shoots Arachnid X and Z with a Hostile TD. The same sequence of events will occur up to a point. The weapon will be fired at Arachnid X, it will then veer towards Arachnid Y, but fail to detonate because of Mercenary B's proximity to Arachnid Y. Here is where the story changes. Instead of going back after Arachnid X, the weapon would attack Arachnid Z. Remember according to Rule 4 the weapon looks for the next closest Hostile TD, and that's attached to Arachnid Z. Assuming Mercenary B is *not* in the blast radius of the weapon when it hits Arachnid Z, we make an attack roll at +20 to determine if the round hits. If the round hits, Arachnid Z is paste. If it misses, well then it's time to shoot another round (see below).

Note that if Mercenary B was in the blast radius of the weapon when it veers toward Arachnid Z, the weapon would have self-destructed and not returned to its original target. Note 3 indicates that the weapon could not have attacked any more targets - three attempts is all you get.

**Balance Rating: 2**

**Toxin Dispenser MID:** This round has an improved laser drill over the standard Toxin Dispenser and can pierce armor with a Threshold of 14 points or less. It is identical to the standard Toxin Dispenser round in all other ways.

**Balance Rating: 1**

**Thunderbolt:** This round emits an electrical charge, like a Thunderbolt Generator, after attaching to the target. The target the round is attached to suffers 8d6 points worth of translatative damage (ignores Threshold). The weapon, armor section, or piece of equipment struck must make a SS/SMR roll as detailed in the description of Thunderbolt Generators in *Lock-N-Load: Weapons & Tactics*.

**Balance Rating: 3**

**Ultra Mag Modification:** This modification dramatically increases the strength of the magnet used in the standard mag gun round. The magnet is so strong it will actually draw the round towards any metal object within 1 meter granting a +40 to hit the target. Characters attempting to remove an Ultra-Mag grenade must make a Strength check with a -180 penalty!

Any mag gun that fires Ultra-Mag rounds must be equipped with a laser rangefinder (300 credits). The rangefinder determines the distance to the target and instantly plugs that information into the Ultra-Mag round. Once programmed and fired the round will not activate its magnet until just before it hits the target. If the range finder is not able to determine the range to the target, due to smoke or for other reasons, the Ultra-Mag round will stick to the first metal object it encounters within 1 meter of its flight path, excluding the shooter and his gear.

Ultra-Mag rounds increase the cost of any standard mag gun round by 500 credits. In addition, the larger magnet decreases the amount of space left in the grenade for the warhead. As a result, all standard rounds that are converted to Ultra-Mag rounds will have their payload decreased by half. For example, any round that fires multiple projectiles, like the Immobilizer, will fire half as many. Any round that does a single damaging attack will have the damage of that attack reduced by half. The volume of smoke emitted by a smoke round would be decreased by half and so on. As always the Battle Master will be the final arbitrator of just what effects converting a standard mag gun round to an Ultra-Mag round has.

**Balance Rating: 4**

**Vulcan:** Smaller megacorps know how difficult it is to compete with the big boys on their own ground. This is particularly true in the area of weapons development. One way to compete is via corporate espionage, stealing and implementing another company's plans before they can be stolen back. Another way is to corner small markets, one at a time. Tri-Corp is such a small megacorp, and their weapons division, while not without their penchant for espionage, has used a bevy of lawyers to make a small move in the world of weapon research and development. They have managed to obtain patents for the production of metal gun



technology in any weapon system utilizing an 'automatically timed or remotely activated trigger' to directly emit the magnetic pulse. The Vulcan is one such product. Upon sticking to the target's armor, this round fires a magnetic disruption pulse, destroying the armor around it. Much of the power use in a metal gun comes from the need to transmit the pulse across long distances. The Vulcan mag round gets around this power usage problem by using the armor itself as a substrate. The pulse is generated through the armor, not broadcast through the air. Thus the round is able to inflict damage comparable to a metal gun, while retaining its small size. The downside is that the pulse is restricted to the armor section the round is affixed to. The Vulcan reduces armor Threshold by 3, and destroys 15 points of Integrity. Papers have been filed by a number of other corporations to challenge the patent, but the case is currently tied up in red tape.

**Balance Rating:** 3

**Vulcan Plus:** Operates as the Vulcan round, but reduces Threshold by 6 and destroys 30 points of Integrity in the section it adheres to.

**Balance Rating:** 3

**Zen Slayer:** The concept behind this round is simple. If you take out your opponents medic, your dramatically reduce his ability to wage sustained combat against your forces. The Zen Slayer is a highly modified version of the "Toxin Dispenser +" round. Once it attaches to a target a small laser bores a hole through the armor and injects a tiny amount of a powerful tranquilizer. The laser is able to penetrate armor Thresholds up to 14. Victims must make a Bio SMR or pass out for 2d4 seconds. Though the sedative used in the round is harmless, it gives the appearance that the victim has suffered a heart attack or some other immediately life threatening condition. The effect is so convincing that most medical devices (including autodoes) will conclude that the target is in imminent risk of dying. Those who observe the attack can make a Paramedic skill check with a level 15 difficulty or a Poison skill check with a level 10 difficult to detect the ruse.

Here is where the round gets its name. Once the round detects another life form (presumably the medic) within 1 meter of the original target it uses the same technology employed in the Jumper round to leap to the new target. Once there the round immediately injects one dose of poison (your choice) after boring through the Threshold of the targets armor (up to THR 14). Because there's not enough room for a full dose of poison, treat as Mild Exposure. Another insidious munition brought to you by Warmonger, Inc.

**Balance Rating:** 4

## AMMUNITION: MORTARS

Any grenade that is "launch-able" and has an ENC of 2 or less can be obtained as a 85lb mortar shell. Any grenade that is "launch-able" and has an ENC of 3 or less can be obtained as a Mini-Howitzer mortar shell. These mortal shells cost six times as much as their grenade equivalent, and their availability is increased by one level, making them more difficult to find. They're exorbitantly expensive, but if you need to inaccurately lob a grenade-like munition thousands of meters as opposed to the few hundred you achieve with a grenade launcher, then Warmonger, Inc. will whip you one up!

**Balance Rating:** 2

## AMMUNITION: PARASITE DISKS PG. 8

TYPE	ER	TL	AV	COST
Balshrom Diskus	-	7	UC	12,000
Blood Sucker	-	7	UC	15,000
Mexican Worm	-	6-7	C	5,000
Skeet-1	-	7	C	7,500
Tequila Sunrise	-	7	UC	10,000
Trap Shoot	-	7	R	24,000
Trap Shoot II	-	7	UC	24,000

## AMMUNITION: PARASITE DISKS

**Balshrom Diskus:** This state of the art parasite disk is another quality Balshrom product. The diskus uses drained energy to power its magnets. Once the diskus reaches the end of its Duration it can utilize stored energy to extend its Duration. The diskus can run for another combat segment beyond its listed Duration for every 20 points of stored energy in its power pack. In theory the diskus can continue to drain energy out of the target as it uses stored energy to prolong the drain – in effect draining the target until no more power remains. The disk is capable of storing up to 60 points of energy. If the batteries in the diskus become full it will expel the excess energy as heat (see Mexican Worm for more info). THR: 18, IN: 12.

**Balance Rating :** 5

**Blood Sucker:** The Blood Sucker features an enhanced battery pack that allows it to stay attached to the target for up to 10 seconds. Though its power draw is less rapid than other parasites, soldiers who make the mistake of forgetting about the blood sucker in the heat of battle will eventually end up with drained batteries. The Blood Sucker expels drained energy as heat, just like the Mexican worm. THR: 15, IN: 10.

**Balance Rating :** 4

**Mexican Worm:** The worm is your basic, no frills, parasite disk that uses a thermal exhaust to bleed off drained power. This disk drains 3d6 Q per second, and can stay attached for 5 seconds. Drained energy is expelled out the rear of the disk as thermal energy. Damage from this thermal output is equal to the combined Q drained from the target's weapons during the last second. Anything used to remove the parasite disk (hands, crowbar, etc) will be burned by the damaging thermal exhaust as long as the worm has drained power that second. THR: 15, IN: 10.

**Balance Rating :** 4

**Skeet-1:** The Skeet-1 channels more power to the Flux magnets and electromagnets, which makes it harder to remove. However, this reduces the amount of power the skeet can drain per second. The Skeet-1 has also been hardened against external attacks at the expense of structural integrity. Drained power is expelled out the back of the disk in an identical fashion to the Mexican Worm. THR: 20, IN: 5.

**Balance Rating :** 4

**Tequila Sunrise:** This parasite disk stores drained energy rather than expelling it. The disk can be recovered at a later time and the stored

energy can be used to recharge the shooter's power packs. The disk is capable of storing 60 points worth of drained energy. THR: 15, IN: 10.

**Balance Rating : 5**

**Trap Shoot:** This weapon was recently released to incredible controversy, and has been officially banned by the Alliance government pending a full investigation of the weapon's capabilities. The trap shoot is a standard parasite disk with a special feature. The parasite disk can be equipped with either a launcher grenade or a mag gun munition. If the parasite attaches to a target's Flux and then the target drops his Flux to rid himself of the annoying device, the attached grenade or mag gun munition is fired towards the parasite's original target. Other parasite manufacturers contend that this device serves as a deterrent for a parasite victim to lower their Flux shield, thus defeating the purpose of using a parasite in the first place. They also contend that combatants hit by this parasite may wish to surrender but are attacked when they deactivate their Flux shield, violating the rules of warfare. This weapon uses launcher grenades, but will not accept grenades from grenade machine guns. Mag Gun munitions adapted for this round cost 4x their normal price. THR: 15, IN: 10.

**Balance Rating : 5**

**Trap Shoot II:** In order to capitalize on the popularity of the original Trap Shoot parasite the manufacturer quickly released the Model II. By greasing some palms and using some political lobbying the manufacturer was able to sneak this version by the ban on the original Trap Shoot parasite. This model stores drained energy until the onboard battery is full. Once the battery is full the parasite disk uses the power stored in the battery to detonate the disk.

The irony of stealing an opponent's own power to attack their Flux has not been lost on the hordes of Orions and Phentari that purchase these devices in droves. With a little tinkering the device can be configured to detonate if an opponent drops their Flux shield to free themselves of the parasite (Level 4 electronics check). Though the manufacturer claims the round was not designed to detonate when a target lowers their Flux, the apparent ease with which the parasite can be modified suggests otherwise. Damage from the exploding disk is equal to the total Q drained by the parasite up to that point. Any attack that penetrates the disks Threshold has a 50% chance to cause it to detonate. THR: 5, IN: 10.

**Balance Rating : 5**

## AMMUNITION: SHOTGUN SHELLS PG. 8

TYPE	TL	AV	COST
Door Breacher	3-4	UC	100
Flash-bang	3-4	UC	50
Flamethrower	3-4	UC	50
Garrote	3-4	UC	40
Mercuric	3-5	VR	1,000
Plastic	3-4	UC	10
OC	3-4	UC	125
Roadblocker	3-4	UC	35
Rubber	3-4	UC	15

## AMMUNITION: SHOTGUN SHELLS

**Door Breacher:** These 12-gauge shotgun slugs consist of iron dust held together by a ceramic binder. The slugs disintegrate on impact, but allow the weapon to transfer almost all of its energy into the target. They were designed for blowing off door locks and hinges. These slugs only do 1d4 points of damage, but cause 4 points of Integrity damage.

**Balance Rating: 1**

**Flash-bang shells:** Believe it or not, these 12-gauge shotgun shells were originally designed for farmers. It's true. The round travels 50 meters down range and then explodes with a flash and loud report. Used to frighten off birds that eat your crops... or to scare the hell out of your enemies. Not nearly as potent as a stun grenade, but they'll still make you brown your shorts if your not expecting one. They're also handy for clearing birds away from airport runways... but don't worry – they'll be back. Cheaper than a bird dog and you don't have to feed them. Targets within 4 meters of the shell when it detonates must make a Sonic SMR or be deafened for 2d10 minutes. Targets must also successfully make a Radiation SMR or be blinded for 1d4 rounds. Targets who roll double-zodd (aka double zeros) permanently lose 2d10 points from their hearing (1-50%) *or* visual (51-100%) modifier.

**Balance Rating: 2**

**Flamethrower shells:** These 12-gauge shells were originally designed for firefighters, who used the shells to ignite fire breaks. A fire break is used to burn away all the flammable growth in the area away so that an oncoming fire can not burn past the break. They obviously have other, more colorful, uses. The round spits a cone of flame about 3 meters out of the end of the weapon so you have to get close to your target to use it.

**Balance Rating: 1**

**Garrote shells:** These 12-gauge shotgun shells were originally designed for the U.S. Coast Guard in the late twentieth century. The cartridge contains two .50 cal spheres that are connected together by 12" of 3-strand steel wire. When fired the spheres pull the wire taut and it strikes the target horizontally. The Coast Guard used these shells to destroy sails and rigging. The shell is a modern version of a cannon load used on sailing vessels a century earlier. The concept must work because these rounds have been around for hundreds of years and they're not going out of style yet. Useful for decapitating your enemies or cutting them off at the ankles or the knees. A favorite of Phentari everywhere. If this shell does enough damage to reduce the target's body points by half of their original (pre-damaged) total the area hit is assumed to be severed from the body.

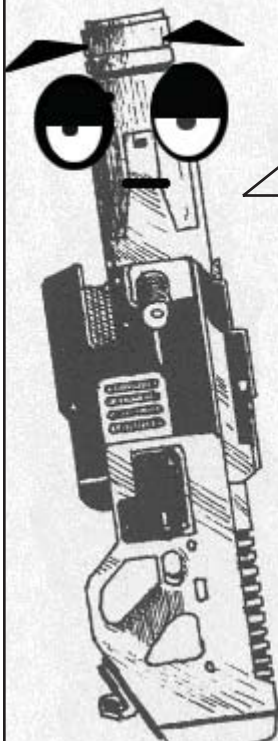
**Balance Rating: 2**

**Mercuric:** This 12-gauge shotgun shell is filled with small metal spheres or pellets that have been impregnated with mercury. The spheres break apart on impact, releasing their liquid payload into the wound. These shells are highly lethal to Eridani, and they're not healthy for anyone else either. You can fit a lot of mercury in a shotgun shell, and with the amount in this shell the toxicity levels are far above those of mercuric bullets. However, these shells don't have nearly the penetration of a mercuric bullet. This shell is useless against targets with a Threshold of 6 or higher.. Needless to say, these babies are highly ille-

gal and any Eridani that catches you with them is likely to stuff them up your a\$\$ while they're still in the shotgun. Phentari and Eridani receive a -20 to their Bio SMRs when hit by this shell. There is so much mercury in these shells that species other than the Phentari and Eridani must made a Bio SMR or else suffer the effects of mercury poisoning. Victims suffering from mercury poisoning lose 1d10 points of CON per day unless they receive proper medical treatment. At 0 CON the victim dies. These shells can also be purchased with other toxins. When loaded with a poison other than mercury the shell delivers two doses per hit, with no SMR modifier.

**Balance Rating: 3**

### PULSIE ON MERCURY POISONING



"Methane breathers are particularly vulnerable to what is 'elemental' or 'metallic' mercury, which is pure mercury in its liquid state. That's what's in these shotgun shells and mercuric bullets. Poisoning with metallic mercury, is usually is not fatal to oxygen breathers. Even deposits in the brain may be tolerated without causing any neurologic or psychological symptoms. However, other long-term side effects may occur, including urticaria, dermatitis, leukopenia, anemia, diarrhea, salivation, liver and kidney damage, nervous system damage including tremors, and mood and personality alterations. But what Battlelord lives long enough to worry about long-term side effects?"

**Plastic Slugs:** Plastic slugs were originally designed for home defense. These lightweight 12-gauge slugs will not pierce exterior walls. The slugs do normal damage to soft targets, but are completely stopped by armor of any kind. These shells have found resurgence in popularity onboard interstellar vessels, where they can be used without fear of rupturing the hull.

**Balance Rating: 1**

**OC:** It's not just a TV show! When fired this 12-gauge shell emits a cloud of tear gas that causes the eyes to water, coughing, and a burning sensation on exposed skin. Targets are entitled to a Poison SMR. Those who fail their SMR receive a -50 penalty to their AGL, MD, and Visual Modifier for 1d4 minutes. Reduce the duration of the penalties by half, if the target washes out his eyes and rises off exposed skin. This shotgun shell can only be used against targets within 3 meters.

**Balance Rating: 2**

**Roadblocker slugs:** These 12-gauge shotgun slugs are pointed and hardened to allow them to penetrate further into hard targets. The roadblocker slug was originally designed for law enforcement on Earth in the late twentieth century. In theory the design of the slug helps to insure a flat when fired at car tires because the rim is pierced in addition to the tire. They also work well for destroying automobile engines. These slugs reduce the Threshold of the target by 1 (not perm.) when determining penetration and do 1 extra point of Integrity damage.

**Balance Rating: 1**

**Rubber Slug:** This less-than-lethal 12-gauge shotgun shell fires a relatively soft, fin-stabilized, slug that deforms on contact with the target to transfer the force of the impact into the target more effectively. In essence, it's used to knock the crap out of you without causing any permanent damage. The projectile has a range of about 8 meters. The slug causes 1d4 points of temporary damage and requires the target to make a successful System Shock check if hit in the head, chest, or abdomen to avoid becoming stunned and unable to act for 2d4 rounds. If the target is wearing armor, the round must do body point damage to have any affect.

**Balance Rating: 1**

## SMART GUN AMMUNITION, TYPE A

TYPE	TL	AV	COST
Marker Round	5-6	C	500
Safety Plus	5-6	UC	1,500
Safety Plus II	5-6	UC	2,000
Seeker Special	5-6	UC	5,000
Standard	5-6	UC	1,000

## SMARTGUN AMMUNITION

### Smart Gun Ammunition, Type A (Length 18cm):

**Marker Round:** Target's hit by a Marker Round become much easier prey for smart projectiles in seeker mode. When a Marker Round hits a target it dispenses a cocktail of quick-drying UV paint, nanoids, and some noxious chemicals. The mix of materials inside a marker round and exactly how they identify the impact site as potential target to smart rounds is an industry secret. Regardless, a Type A Marker Round increases the effectiveness of any round in seeker mode by 20%. Additional hits from marker rounds further increase the effectiveness of seeker rounds, but only by 5% for each additional hit, up to a maximum bonus of 50%. A marker round does 1d4/2 points of damage to an unarmored target, but does no damage to armored targets – though it still marks armored targets normally. This round can not be fired in seeker mode and has no mechanism to prevent it from hitting friendly targets.

**Safety Plus:** This ammunition is identical to the standard ammunition, but Safety Plus ammo will detonate prematurely if the round is about to hit a designated friendly target. The self-destruct explosion does 1d3 points of concussion damage to the friendly target and to anything within a meter of that target. These rounds do 1d6+1 points of concussion damage to hostile targets. No Integrity damage.

When fired in seeker mode Safety Plus ammunition has a 25% chance to hit a target with a matching target profile. The round will



attempt to search for a target for 3 seconds before it runs out of fuel. If the round attempts to hit a target *but misses* there is a 50% chance the round will strike something other than target preventing it from attempting another attack on the target next combat segment, assuming it hasn't run out of fuel.

**Safety Plus II:** Standard Safety Plus rounds rely on an explosive charge to damage targets or self-destruct in the event of an imminent impact with a friendly target. This explosive charge can still damage nearby targets. The Safety Plus II round does not carry an explosive charge, but relies on its speed of impact to the damage the target, much like a conventional bullet. If a Safety Plus II round is about to impact a friendly target small breaking rockets in the nose of the projectile fire to rapidly slow it. If impact still occurs after the breaking rockets fire a bruise is the only damage an unarmored target is likely to suffer. The breaking thrusters also trigger a mechanism that destroys tracking systems in the round. Like all smart gun ammo these shells can not be reused after firing, whether they hit their target or not. These rounds do 1d6 points of damage to hostile targets (1 point of Integrity damage), and no damage to friendly targets.

When fired in seeker mode Safety Plus II ammunition has a 20% chance to hit a target with a matching target profile. The round will attempt to search for a target for 3 seconds before it runs out of fuel. If the round attempts to hit a target *but misses* there is a 50% chance the round will strike something other than the target preventing it from attempting another attack on the target next combat segment, assuming it hasn't run out of fuel.

**Seeker Special:** This ammunition is a modification of the Safety Plus ammunition, but features a more advanced target acquisition and navigation system. The self-destruct explosion does 1d3 points of concussion damage to the friendly target and to anything within a meter of that target. These rounds do 1d6 points of concussion damage to hostile targets. No Integrity damage.

When fired in seeker mode Seeker Special ammunition has a 40% chance to hit a target with a matching target profile. The round will attempt to search for a target for 3 seconds before it runs out of fuel. If the round attempts to hit a target *but misses* there is a 40% chance the round will strike something other than target preventing it from attempting another attack on the target next combat segment, assuming it hasn't run out of fuel.

**Standard Ammunition:** This ammunition does 1d8 points of damage to any target struck (1 point of Integrity damage). It has no built-in safety features and will do full damage to any target struck, friend or enemy.

When fired in seeker mode standard ammunition has a 25% chance to hit a target with a matching target profile. The round will attempt to search for a target for 3 seconds before it runs out of fuel. If the round attempts to hit a target *but misses* there is a 50% chance the round will strike something other than target preventing it from attempting another attack on the target next combat segment, assuming it hasn't run out of fuel.

## SMART GUN AMMUNITION, TYPE B

TYPE	TL	AV	COST
Marker Round	5-6	C	1,000
Safety Plus	5-6	UC	3,000
Safety Plus II	5-6	UC	5,000
Seeker Special	5-6	UC	10,000
Standard	5-6	UC	2,000

### Smart Gun Ammunition, Type B (Length 30cm):

**Marker Round:** Identical to the Type A round except it increases the effectiveness of any round in seeker mode by 25%. Additional hits from marker rounds further increase the effectiveness of Seeker Rounds, but only by 10% for each additional hit, up to a maximum bonus of 75%. A marker round does 1d4 points of damage to an unarmored target, but does no damage to armored targets – though it still marks armored targets normally.

**Safety Plus:** The Type B version of the Safety Plus ammo does 2d4+2 points of concussion damage to hostile targets, and 1d4 points of concussion damage to friendly targets - No Integrity damage.. Damage is also applied to anyone within 1 meter of the target. In seeker mode it will search out a target for up to 4 seconds and has a 35% chance to hit a target with a matching target profile. If the round attempts to hit a target *but misses* there is a 65% chance the round will strike something other than target preventing it from attempting another attack on the target next combat segment, assuming it hasn't run out of fuel.

**Safety Plus II:** The Type B version of the Safety Plus II ammo does 2d4 points of damage to hostile targets (1 point of Integrity damage), but will not damage friendly targets. In seeker mode it will search out a target for up to 4 seconds and has a 35% chance to hit a target with a matching target profile. If the round attempts to hit a target *but misses* there is a 65% chance the round will strike something other than target preventing it from attempting another attack on the target next combat segment, assuming it hasn't run out of fuel.

**Seeker Special:** The Type B version of the Seeker Special ammo does 2d4 points of concussion damage to hostile targets, and 1d4 points of concussion damage to friendly targets. No Integrity damage. In seeker mode it will search out a target for up to 4 seconds and has a 45% chance to hit a target with a matching target profile. If the round attempts to hit a target *but misses* there is a 55% chance the round will strike something other than target preventing it from attempting another attack on the target next combat segment, assuming it hasn't run out of fuel.

**Standard Ammunition:** Identical to the Type A ammunition of the same name, but the larger round body allows for more fuel, payload, and larger sensor systems. The Type B version of the standard ammo does 2d6+2 points of damage (1 point of Integrity damage). In seeker mode it will search out a target for up to 4 seconds and has a 35% chance to hit a target with a matching target profile. The round's larger size has some disadvantages. If the round attempts to hit a target *but misses* there is a 65% chance the round will strike something other than target preventing it from attempting another attack on the target next combat segment, assuming it hasn't run out of fuel.



# AMMUNITION: WEB GENERATORS PG. 8

TYPE	TL	AV	COST
Corrosive	4-6	UC	2x
Explosive	4-6	R	1,150
Riot Foam	5-6	R	1,000
Slick Spray	4-6	UC	350
Spy Glue	4-6	UC	2x
Vector Glue	4-6	UC	500

## AMMUNITION: WEB GENERATORS

**Corrosive Web Generator Ammo:** This organic-based adhesive is highly corrosive and does 2d6 points of Integrity damage per second to any armor section struck. The effect lasts for 3 seconds. Corrosive Liners completely negates all damage caused by corrosive webbing. Multiple hits to the same area are cumulative, up to a maximum of 6d6 per second. Corrosive web generator glue can be purchased in same varieties as normal web generator glue, but the STR penalties for removing the glue is reduced by 15 points for all varieties. A special solvent can be purchased to dissolve this organic-based adhesive. It works identically to the standard glue solvent, but can not used on standard web generator glue. **Balance Rating: 2**

**Explosive Web Generator Ammo:** This web generator glue sticks the target and hardens instantly. It has a 75% chance to splatter. Any attempt by the target to move an appendage covered by the hardened glue causes the substance to explode. Any outside force that impacts or breaks the hardened glue also causes it to explode. The explosive glue does 3d6 points of concussive damage per section per glue gun hit. Additional hits in the same area are cumulative up to a maximum of 9d6 per area, which means two hits to the arm would cause 6d6 points of damage if the glue explodes. A special solvent is available to dissolve the explosive glue, but it takes 2d4 minutes per section per glue gun hit. Dissolving glue on a section of armor that was hit three times by explosive glue would take 6d4 minutes. Once dissolved the explosive glue is rendered inert. The glue is also inert and non-explosive in its liquid form, so shooting a glue gun loaded with explosive glue won't cause it to explode. However, if you fail to roll under the weapon's MN minus the damage the weapon took, it has sprung a leak. Once the glue leaks out of the damaged weapon and hardens one second later it becomes explosive. Web generators that are not dropped *automatically* stick to the shooter one second after they begin leaking. My advice, if your web generator takes a hit, drop it fast and get back. Damage from an exploding web generator is equal to the weapon's Q minus the number shots already fired multiplied by 3d6. Unless the weapon is immediately dropped after being hit, damage is applied to the arm(s) holding the weapon and 1d4 other body sections take half damage – all concussive. **Balance Rating: 3**

**Riot Foam:** This web generator ammunition works identically to standard web generator glue except that it rapidly expands to ten times its normal volume once it leaves the weapon. Multiple hits from a glue gun loaded with riot foam can quickly fill up rooms or hallways blocking exits and restricting movement. The foam fills up 1 cubic meter of space per shot, centered on the target. Unlike normal web generator

glue the foam is porous and victims covered in the foam will not suffocate. In addition, gas attacks can be delivered through the foam to target.

The foam has a 50% chance to stick to another 1d4/2 body sections as it expands (roll on the splatter table) and all Strength Checks to break free of the foam must be made at -50. A check must be made for each section hit. Anyone with 1 meter of a target successfully hit with riot foam has a 50% chance per successful hit to be entangled in the foam (roll 1d4/2 hit locations). So if Bob is standing within 1 meter of Geex who gets hit twice with riot foam from a web generator, Bob must make two d100 rolls. If both rolls are 50 or under then Bob is not stuck to Geex.

Riot foam remains sticky for days and anything touching the foam is likely to become entangled. It is nearly impossible to cut someone free from riot foam with a knife or sword. In addition the foam is non-flammable so it can not be burned away. Only riot foam solvent or items like Light Swords can be used to effectively cut a victim free. Riot foam solvent is a relatively simple compound, and the cops typically spray it around with fire hoses after the trouble-makers have been 'neutralized'. It's not readily available to the public, however, and the formula isn't well known. Those not having law enforcement connections can expect to pay about 500 credits for enough solvent to clean up 20 size classes of beings. The alternative, of course, is to wait a few days until the foam breaks down on its own. Heavy rains can also weaken the strength of the foam by 10 to 50%.

**Balance Rating: 2**

**Slick Spray:** This new twist on web generator ammunition, this fluid is actually designed to make objects hit slippery rather than sticky. If a character's hand is hit by this oily spray they must make a MD check at -75 to grab any object that is not already held. The same penalty is applied to grab an object that has been struck with slick spray. Once an object is successfully grabbed, the character still suffers a -40 to use (or shoot) the object because it is so slippery. If a character's legs are struck by slick spray they must make an AGL check at -75 or fall over if they attempt to move from the spot. BMs may require this roll if characters shoot a weapon with significant recoil. A magnetic version of the fluid is also available (double price) that "sticks" to armor and metal weapons, while still making them slippery. Slick spray does not splatter so the shooter must hose down each area they want slick.

**Balance Rating: 2**

**Spy Glue:** This type of web generator glue is transparent, odorless, colorless, and remains sticky for days - a great way to stop pursuers after that botched industrial espionage mission or to keep people from stealing your stuff. Spy Glue can be purchased in the same varieties as normal web generator glue, but the STR penalties for each variety are reduced by 15 points from their normal listing. If shot at a stationary object, like the floor or a door, each shot of spy glue will cover about 1 square meter of surface area regardless of glue type. Ignore the splatter rules when shooting spy glue at targets other than personnel. Sighting checks must be made at -100 to spot a surface covered by spy glue.

**Balance Rating: 1**

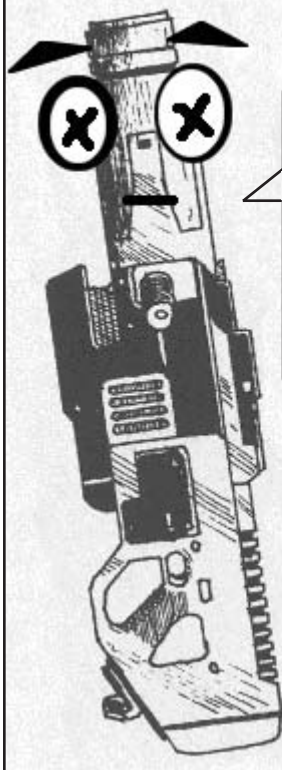
**Vector Glue:** This chemically inert web generator glue can be impregnated with any insinuating poison. When the glue hardens it develops small, sharp, needle-like, protrusions that puncture the skin and cloth-

ing of any unarmored target (1d4/2 dam/section struck). Each *additional* body area past the first that is successfully poisoned counts as *one additional dose* successfully delivered to the target's blood stream. Each *additional hit to the same body area* also counts as *one additional dose* of poison that has been successfully delivered to the target's blood stream. If a target moves an area that has been struck, an additional dose of poison is delivered due to the body's motion working the glue's hard protrusions into the skin.

This glue will still stick to armor like normal web generator glue, but it will not be able to deliver it toxins to the target unless an unarmored section is struck. The glue is 90% *ineffective* against unarmored, living, targets with a natural Threshold. However, Gemini are totally immune to this method of poisoning. Vector glue can be purchased in the same strengths as normal web generator glue. Vector glue requires 3 "doses" of poison for every shot in the weapon, in order to fully saturate the glue (3 x Q = # poison doses for a full magazine). The poison and glue must be mixed before the weapon is loaded and fired. Vector glue does not splatter and requires a STR check with a -40 penalty to remove. Attempting to remove the glue with an unarmored appendage will lead to an additional dose being injected into that appendage.

**Balance Rating: 4**

## PULSIE ON WEB GENERATORS



"Sometimes, you gotta be slick...oh yeah! The best defense here is to have your armor Teflon coated. It's very cheap and pretty effective at keeping glue rounds (and mega-glue or tape!) from sticking to your armor. Plus, if you're one of those melee types, it's easier to clean off the blood and entrails later!"

## PMS2 MISSILES PG. 8

TYPE	EMP	THR	IR	ER	ENC	COST
Anti-Armor	85	20	35	45,000	15	32,000
Anti-Personnel	85	20	35	45,000	15	8,000
Anti-Structure	85	20	40	45,000	15	50,000
Anti-Vehicular	85	20	35	45,000	15	60,000
Biological	85	20	35	45,000	15	30,000
Chemical	85	20	35	45,000	15	30,000
Incendiary	85	20	35	45,000	15	60,000
Napalm	85	20	35	45,000	15	8,000

## PMS2 MISSILES

PMS2 missiles are not affected by ECM. The missile has been programmed with its flight path and destination before it is even launched, and is simply traveling from point A to point B. Radio jamming aimed at the missile, launcher, or updating K-Sat/Cam Flybot will prevent the missile from being updated with new target information while in flight. EMP affects PMS2 missiles normally. All PMS2 missiles have the following statistics: SMR vs. Electrical = 50. SMR vs. EMP = 45.

**Anti-Armor:** These puppies are designed to take out those jerks that think they're so tough in their fancy mechanized battle armor behind their precious Flux shields. BAH! These rockets will do 1d4 HP to any target they hit! Integrity is reduced by 35 points.

**Balance Rating : 3**

**Anti-Personnel:** This round is designed to take out lightly armored targets, and it's cheap, cheap, cheap! You can fire these all day and not have to worry about checking your credit. An excellent choice for taking out the enemy's light-infantry. These rounds do 6d6 points of damage to a single target. Integrity is reduced by 35 points.

**Balance Rating : 3**

**Anti-Structure:** This very unique warhead is made to level buildings and other enemy fortifications. The weapon's hardened nose cone is designed to allow the warhead to penetrate a few meters into the target before it explodes. Once it detonates, the shaped charge in the weapon releases a blast that travels horizontally outward 20 meters from the impact sight severing structural supports and conveniently eliminating any personnel in the path of the blast. The Explosion does 20d6 points of damage, and anything damaged in the blast area also takes 40 points of Integrity damage. Any object *directly* hit by this shell suffers 10d6 points of damage. Integrity is reduced by 35 points for direct hits.

**Balance Rating : 4**

**Anti-Vehicular:** This PMS2 missile is designed specifically to take out enemy armored vehicles and light-tanks. It does 4d6 HP of damage to anything it hits. Integrity is reduced by 35 points.

**Balance Rating : 3**

**Biological:** Balshrom may know state-of-the-art, but they also know when "old school" works fine and doesn't need changin'! Another hold over from the old PMS days, the biological round was kept because it

was a warhead that set the PMS systems apart from other long-range artillery systems. Cost and weapon-effects are identical to the old PMS Biological missile.

**Balance Rating : 3**

**Chemical:** Even though Balshrom's new focus with PMS munitions is pinpoint accuracy, these area-effect warheads were retained because of their popularity... and their unique ability to spew chemical weapons on unsuspecting victims over 28 miles away. Cost and weapon-effects are identical to the old PMS Chemical missile.

**Balance Rating : 3**

**Incendiary:** Ok, so not every PMS2 round is designed to affect only a single target, but their inherent accuracy means that you can deliver an area-effect munition to an exact spot, maximizing its effect – for instance you could shoot one of these through a building window, setting all the occupants of that building on fire. Always fun unless you're one of the building's occupants. This warhead releases a highly compressed flammable gas upon detonation. The gas is blasted out of the warhead, out to 10 meters before it ignites which automatically sets anything flammable on fire and the explosion does 2d12 damage to anything in the blast radius. Armored suits hit by this round must make a Fire SMR as detailed in the main rulebook.

**Balance Rating : 3**

**Napalm:** Unlike the incendiary warhead, this warhead carries just enough gelled napalm to envelope a single target. Any target struck by the missile is immediately set ablaze, with every body section automatically covered in flames. Anyone with 2 meters is also likely to set on fire (1d4 body sections). The napalm will burn for 2d4 rounds causing 1 point of damage to every body area or armor section that is on fire – ignoring Threshold. Hope your target has a closed-face helmet and environmental containment because there won't be any air left to breathe when they're covered in flames. Immersing the target in water or using the stop-drop-and-roll technique will not extinguish the burning napalm, but a Halon System will. Armored suits hit by this round must make a Fire SMR as detailed in the main rulebook.

**Balance Rating : 3**

## REFLEX MISSILES pg. 8

TYPE	EMP	THR	IR	ER	ENC	COST
Chaff Missile	35	-	25	1,000	7	5,000
Harm Sensor	-	-	-	-	-	spec
Mirv-2	35	-	25	15,000	7	35,000
Super Mirv	35	-	25	20,000	7	40,000

## MISSILE TECHNOLOGY - REFLEX MISSILES

**Chaff Missile:** This missile explodes about 5 meters over the target releasing a cloud of radar scrambling chaff that covers the target and anything within 15-meters of it. The chaff remains airborne for 1 combat round before it all falls to the ground. Anything in the cloud or scanning through the cloud has its radar systems reduced by 50% (treat

as ECM of 50, but is not negatable by ECCM). This reduces the chance for the target's radar to home in on incoming Reflex missiles. It also reduces the chance for incoming Reflex missiles to hit the target when using radar by 50%, but the missiles can use their optical target acquisition (UV, IR, Visual) systems with only a 15% penalty from the snow-like cloud.

**Balance Rating: 4**

**HARM Sensor System:** A HARM sensor replaces the standard radar/IR/UV/TV sensor array found in a warhead. HARM is an acronym for Homing-Anti-Radar-Missile. It used to stand for Homing-Anti-Radiation-Missile. The HARM missile follows enemy radar back down to the emitter. It's a great way to take out the guy with the laser anti-missile system if you can get one through to the target. The chance for the shooter's HARM-equipped Reflex Missile to hit the target is equal to the Track number of the Radar Package on the *target's* Radar Package, **not** on the shooter's Radar Package. The stronger the radar the easier it is to find. These missiles are also a great way to take out the expensive Farsight Combat Array if you use a missile that can get through its Flux shield. A HARM sensor system costs 500 credits. For an additional 50% increase to the cost of the missile you can add the HARM sensor in addition to the existing radar/IR/UV/Visual tracking system, rather than replacing it. Reflex missiles equipped with a HARM sensor in addition to their existing sensors will still use the tracking method that provides the best chance of hitting the target (highest accuracy after modifiers applied).

**Balance Rating: 2**

**Mirv-2:** Sure Reflex missiles are cheap compared to the LAMS and Radar Packages needed to defend against them, but that doesn't make you feel any better when those damn LAMS are shooting down every single missile you launch at the target. That bill starts to add up and soon you're thinking that the guy who spent half a mil on his LAMS got the better end of the deal. To address that problem Warmonger Industries has introduced the Mirv-2. This Reflex missile breaks apart the instant it's tagged with enemy radar and releases 8 smaller missiles that continue to the target (each hitting a random location). Each of the sub-munitions does 1d6x10 points of damage (5 points of Integrity damage) and has an accuracy of 80% out to 15km. Sure, they may not do much damage, but pop off one of these babies followed by something big and by the time the enemy LAMS have worked on the Mirv-2's sub-munitions, there will be no time to take out the follow-up missile.

**Balance Rating: 4**

**Super Mirv:** This Mirv system was designed to deal with LAMS. When the MIRV is hit by radar it releases 6 dummy sub-munitions that fly ahead of the primary warhead. LAMS will strike the closest targets (the 6 dummy warheads) before they will fire on the primary warhead. The dummy warheads do 1d8 points of damage through the sheer force of their impact (1 point of Integrity damage). The primary warhead does 6d6x10 points of damage. The weapon has an 95% accuracy out to 20km.

**Balance Rating: 5**

# RULES



## A-GRAV VS. I-GRAV

Why can't you "stack" a-grav systems? If I pick up my weapon with a built-in-a-grav unit and I'm wearing a heavy belt why doesn't the weapon get even lighter? The answer to that question is complicated, but let's use an analogy to simplify things a bit. A-grav is short for Anti-Gravity, which is not the same thing as negative gravity. A-grav units don't stack because they act like gravity filters. The more gravitrons an a-grav unit filters out, the less an object under its effects weighs. However, putting a smaller filter in line with a larger filter does nothing, since the larger filter is going to filter out anything the smaller filter would have affected. So, in other words, adding an A-grav Belt and a Heavy Belt together would only result in the same affect as a Heavy Belt itself, because it's more powerful than the smaller A-grav Belt. If you want more Anti-Gravity, you need to buy a more powerful a-grav system, in this case an Xtra Heavy Belt. Note: All armor-option a-grav systems are more powerful than any weapon mounted a-grav system.

Inertial Gravity Units, which are mounted on some high-end weapon systems, serve a different purpose than a-grav systems. Inertial Gravity or I-grav units soaks up the recoil from the weapon fire, thus allowing the weapon to be more accurate. However, these devices do not reduce the weapon's weight with respect to gravity. In fact, the gravity pulse generated by an I-grav system actually increases the weight of the weapon using the system, but it's only for a very short period of time — about a millionth of a second. This short-term increase in weight is enough to counter the inertial force, but not enough to cause the weapon to drop out of your hands.

## DAMAGE-TO-DIE-ROLL CONVERSIONS - PRIMER

In order to preserve game balance, Battlelord's game mechanics sometimes require non-standard rolls: multiple rolls of the same die, or single/multiple rolls of a die with more points added on at the end. The easiest way to figure out odd die combinations is to go through the following steps:

- 1) Start by dividing the maximum by the minimum. Often this will result in the die you need to roll (ex: 4-48. Divide 48 by 4, and you get 12. So roll 4d12.) The minimum damage, which in this case is 4, is the number of times you need to roll that die.
- 2) If that doesn't get you a standard die result, find the difference between the minimum and 1. Subtract that difference from the maximum. If this leaves you at a standard die number, roll that die and add that difference between the minimum and 1. (Ex: 3-10. Subtract 1 from 3 to get 2. Subtract 2 from 10, and you get 8, a standard die. So roll 1d8 and add 2 or 1d8+2)
- 3) If this doesn't work, find the difference between the minimum and 2. Subtract that number from the maximum, and then divide by 2. (Ex: 4-26. Subtract 2 from 4 to get 2. Subtract that 2 from 26, then divide by 2 to get 12. So the roll is 2d12+2.
- 4) In a very few cases, you will need to try finding the difference between the minimum and 3, subtracting that number from the maximum and dividing by 3, or finding the difference between the minimum

and 4, subtracting that difference from the maximum and dividing by 4, etc.

- 5) There may be cases where multiple die combinations will work. For example, 3-12 could be rolled as 1d10+2 or as 3d4. In these instances, pick whichever method you prefer if none is specified.

That being said, we'll really try to keep weird die rolls to a minimum and from now on we'll list the actual dice to roll in the description.

## DISPLACEMENT DEVICES - OPTIONAL RULES

### Using your displacer as a weapon

If the safety features are removed (level 25 check) from a displacement device it functions like a disintegrator — assuming it still works. The displacement device must be in contact with the target/victim in order to damage it. Displacement devices, when used as a weapon, will do damage to the target equal to its range in meters. This damage is applied directly to the object or armor/body section the displacement device is in contact with. Displacement devices can not be used bypass armor except under certain conditions (see below). The damage done by the displacement device when used in the fashion is in Body Points or AI; Whichever is appropriate for the target.

### Removing the safeties

Removing the safety mechanisms from a displacement device is extremely difficult. They are specifically built to prevent this from happening. To deprogram the safety features out of a displacement device requires a successful Computer (Basic/Coding) check at level 25. Failure to make this programming check indicates the device malfunctions and activates attacking the deprogrammer (random location). A roll of 00 indicates the device has been destroyed and it does double damage to the deprogrammer.

### Using the Device after deprogramming

Take the amount by which the user succeeds at their programming check (level 25 difficulty) and divided this total by 3. This is the percentage chance for the displacement device to work after the tampering, up to a maximum of 75%. Failure of the device to function correctly after a successful programming check indicates the device malfunctions and does not activate. A roll of 00 indicates the device has been destroyed. For example, If I have a target number of 140 and I roll a 92, then I made my skill check by 48 points. As a result I have a 16% chance ( $48 / 3 = 16$ ) for the displacement device to function as a weapon after I finish screwing with it. **Balance Rating: 4**

**Bypassing Armor:** Ok, let's assumed you've successfully disabled the safeties on your personal displacement device and it still manages to function correctly. If you want to get really nasty, you can hook it up to your bodycomp or PCD and make a programming check (level 20 difficulty) and instruct the device to bypass the armor worn by a target. You still have to stick the thing to the target and activate it. Obviously the target can't have a Flux up for that to work, and you can't attack them through a Flux no matter how long you tinker with it so don't even try. Once it's attached to the target, if it successfully activates, it will teleport away a portion of the target inside the armor doing damage equal to its range in meters. **Balance Rating: 5**

## ENERGY CONSUMPTION - ADDITIONAL RULES

**Note:** The following example is an extension of the rules found on page 140 of *Lock-N-Load: Weapons & Tactics*. The rules shown below assume you have already read the aforementioned text.

**Partial Charge Fire:** As a side note if you had if you had 5 points of power left in the laser weapon as a result of a parasite attack you could still fire it but the weapon would do a maximum of 5 points of damage.

12 max damage at full charge

12 points of energy for a full power shot (1 point energy / 1 point dam)

5 points of energy remaining

$5/12 = 0.42$

$0.42 \times 12 = 5$  points max damage.

MN roll penalty: +7 (See below).

If you had 5 points of energy left in the Omega weapon you would be in far worse shape.

24 max damage

120 points of energy for a full power shot.

5 points of energy remaining

$5/120 = 0.041$

$24 \times 0.041 = 1$  point max damage.

MN roll penalty: +115. Ouch. (See below).

**MN Roll Penalty:** The weapon must make an immediate malfunction roll if it fires with a partial charge, adding a penalty to the roll equal to the difference between EC required to fire the weapon with a full charge and the energy used to fire the partial charge shot. For example, if a weapon requires 25 points to fire a fully-charged shot, and it was fired with only 5 points of energy left in the power pack, the malfunction roll must be made with a 20 point ( $25 - 5 = 20$ ) penalty added to the MN roll. If the roll and the penalty exceed the MN value for the weapon the player must immediately roll on the Malfunction Table (*Battlelords*, Pg 231) for the appropriate weapon system. No penalty is applied to rolls made on the Malfunction Table, but any result is applied *before* the weapon fires with its partial charge.

**Balance Rating: 1**

## EC FOR NEW WEAPON SYSTEMS

WEAPON SYSTEM	EC
Atomic Dispacers	5
Lasers - Painting Lasers	0.5
Parasites	2
Rad Cannons	3

## EXPLOSIONS & CONCUSSIVE DAMAGE

Unless a weapon *specifically* says it ignores Threshold than you should always assume that damage from the weapon will be reduced by the Threshold of any armor hit. Weapon descriptions that specifically lists the damage as "concussive," "transnational," or "omega-pulse" ignore the target's Threshold. This rule also applies to explosives and explosions.

The above rule also works when dealing with Absorption. Unless a description *specifically* says that Absorption is ignored, then the damage is reduced by the target's absorption polymers (if any).

## FIRE - OPTIONAL RULES

When dealing with *unarmored* characters that are set on fire, the fire has a 50% chance to spread to an adjacent body area every second. Each body area that is on fire causes 1 point of damage every second. The fire will continue to spread, one body area per second (50% chance), until it is extinguished or the character is entirely engulfed in flame. This rate of spreading assumes that *no effort* is made by the character to extinguish the flames.

Unarmored characters that are on fire must succeed in making an Aggression check or panic. Characters that panic can **not** attempt to extinguish the flames. Panicked characters can do nothing but flail wildly or run, until they succeed in making an Aggression check. On panicked characters the flames will *automatically* spread to an adjacent body area once per second, due to the character's wild flailing, which fans the flames. No roll is necessary to determine if the flames spread.

Unarmored characters that have their heads covered in flames must make a Constitution check at -50 for every second their head is on fire. Failure indicates the character has passed out from lack of breathable air. Once the character has failed this check they can not be revived until the flames have been extinguished.

Unarmored characters that succeed in making their Aggression check can attempt to extinguish the flames or ignore them. Characters may attempt to pat out the flames with whatever is available by making a successful Agility check at -40. Success indicates that the fire has been extinguished on *one* body area. Additional successful Agility checks will be required if more than one body area is on fire. Obviously, since the fire continues to spread the "pat the fire out" method does not work well when a character has more than one body area on fire. Alternatively, characters can use the stop-drop-and-roll technique, by making an Agility check at -20. Success with the stop-drop-and-roll method indicates that the fire has been extinguished on 1d4 body areas (randomly determined).

Typically, jumping into water will automatically extinguish normal flames, but will not extinguish flames caused by napalm, flame-throwers, or other military fire-based weapons. In these special cases the flames may be more difficult to extinguish. Be sure to check with your BM and the weapon's description.

Most of the time armored characters are not required to make Aggression checks if they are on fire. They must still make a successful Agility check, as described above, in order to extinguish the flames.

However, under certain conditions *armored* characters are required to make an Aggression check when on fire.

- 1) The character's body is totally engulfed in flame
- 2) If the character's head is engulfed in flame and they do not have Environmental Containment on their armor.
- 3) If the character's armor does not completely cover their body (open-faced helmet, street clothes, etc.) and an exposed body part is on fire.

Failure to make a successful Aggression check under these conditions means the character has panicked. **Note:** Armor doesn't burn and must be covered in napalm or some other fuel-source to sustain the fire and for the fire to spread. **Balance Rating: 1**

## HUMOR

**Mutzachan terms for falling:**

"Lateral Torsion Adjustment"

"Kinetic Energy Dump"

"Inertial Mass Transference"

"Quantum HeteroDynamic Gluon Amalgamation"

"It's not that falling is bad, the problem is the Deconstructive Lithobraking at the end..."

- J. Random Mutzachan

**The Battlelord's Random Weapon Generator!**

<http://www.byov.com/cgi-bin/lnl.pl>

**QUESTION: How do Thermatics work?**

**ANSWER:** They will work by beaming dozens of munchkin-like questions into the brain of the target in a really annoying voice, utilizing the increased body heat generated from the target's intense frustration, eventually leading to spontaneous combustion.

**New Archaic Hand Weapon:**

The 12' pole of Battlelords. Now 20% better than the 10' pole!. A favorite of bomb squads everywhere! TL: 1, AV: U (10' = P)

**Balance Rating: -1**

**Ammunition: Mag Gun**

**Flux Capacitor:** Anyone struck by this round who later reaches a speed of 88mph will be transported to 1955. TL: 3, AV: U

**Balance Rating: 600**

## PROTECTIVE COATINGS FOR WEAPONS

Certain protective armor options can also be applied to weapons. These include Anti-Laser Coating, Anti-A/R Grenades, Corrosive Protection, Crystalline Coating, Insulation (EMP), Radar Absorbent Coating, and even Spikes can be affixed to weaponry (BM's discretion). The list is not exhaustive, and the BM is the final arbitrator of what armor options can and can not be applied to your weapon systems, and the final effects of doing so.

Typically, the cost to apply an armor option to a weapon is 1/4 the normal price. The same armor option compatibility rules that apply to armor still apply when you use those options on your weaponry. See Appendix A for more information.

## RECOVERING FROM BERSERK/SUICIDAL

Once a character has gone berserk or suicidal, he remains in that state until the situation that caused him to go berserk or suicidal ends. Note that the situation needs to be specific; being in combat is not an exact enough situation, being in combat and stuck in a foxhole, wounded, with someone charging you would be. When the situation has ended, an Aggression roll must be made. A success (rolling under your character's AGG score) means you have recovered from being berserked or suicidal. A failure indicates your character continues their madness.

You cannot decide when your character goes berserk or suicidal just to gain the combat bonuses. The BM determines if the situation warrants an Aggression check based how high your character's Aggression Primary Statistic is and on the situation.

## SPACE ALLOCATION FOR ARMOR OPTIONS

It is important to note that some sections of an armored suit have been subdivided into even smaller sections when dealing with Space. For example, the Hit Location table on page 280 of the main *Battlelords* rulebook indicates that you can hit the left arm and the right arm. However, the armor option Space Allocation table on page 105 of the same book indicates that there are upper and lower sections for both arms and both legs. Dividing the arms and legs into even smaller sections than what is depicted on the Hit Location chart is *only* relevant when dealing with Space.

This is because it is impractical to mount an armor option that spans the entire length of your arm or your leg. If you have an option that runs the full length of your arm, it makes it very hard to bend at the elbow. There are some exceptions. Armor options like Ablative Liner and additional Absorption are counted as affecting the arm or leg as a whole, regardless of whether they're mounted in the upper or lower section of that arm or leg.

Typically players will not be allowed to "spread" the required space for an armor option between multiple Space Allocation sections. This means that some larger armor options can not be used by characters with smaller Size Classes. For example, Size Class 3 and smaller characters are prevented from utilizing things like Jet Packs, simply because they lack the available space to house it in a single section.

Benevolent BMs, of course, have the option of allowing armor options to be modified or make different sized versions available. Obviously a Jet Pack that can be mounted on a Size Class 2 armored suit wouldn't have as good of capabilities as the standard one, otherwise everyone would just buy the smaller version to save the space. As a result, some fiddling with the options statistics and capabilities is required on the BMs part. It is a free-market Alliance, so if there is a need for something, chances are you can find it somewhere.

Lastly, it's important to reiterate that arms and legs are only treated as having upper and lower sections when dealing with Space allocation and armor options. For purposes of hit locations, critical hits, etc. each arm and each leg are treated as a whole (1 section).

# APPENDICES



## 7 • APPENDIX A: ARMOR OPTION COMPATIBILITY

### ARMOR OPTION COMPATIBILITY

The following chart lists which “field generating” armor options can not be in use simultaneously, as well as other armor options that may not play nice together.

#### Table Key:

N: Cannot be mounted on the same suit of armor

A: Cannot be activated simultaneously

#: Refer to the notes below the table for specific issues.

An empty cell in the table indicates no compatibility issues.

### ARMOR OPTION COMPATIBILITY TABLE

	Anti-A/R Grenades	Anti-Grav Belt	Anti-Laser Coating	Anti-Mag Generator	Anti-Plas Generator	Anti-Wave Generator	Camoflage Unit	Combat Shield	Corrosive Protection	Electromag Converter	Feynman Field Generator	Flux Shield	Force Shield	Frictionless Flux	Grounding System	Halon System	Heat Sink	Heavy Belt	KE Shield	Laser Shield	Lizard Tail Plating	Mag Deflection Generator	Mag Distruptor	Mine Detector	Molecular Phase System	NEC	Non-Stick Coating	Phase Nullification System	Polymerized Armor	Radar Absorbent Coating	Shield	Smoke Generator	Thermal Generator	Toaster System	Xtra Heavy Belt	
Anti-A/R Grenades												3																								
Anti-Grav Belt																		A																	A	
Anti-Laser Coating						N		1													4						N			N						
Anti-Mag Generator				A					A	A	A	A	A						A			A	A		A	A		A					A			
Anti-Plas Generator			A						A	A	A	A	A						A			A	A		A	A		A					A			
Anti-Wave Generator																																				
Camoflage Unit		N																			4						N			N						
Combat Shield																				N										N						
Corrosive Protection		1																			4						N			1						
Electromag Converter			A	A						A	A	A	A						A			A	A		A	A		A					A			
Feynman Field Generator			A	A					A		A	A	A						A			A	A		A	A		A					A			
Flux Shield	3		A	A					A	A		A	A						A			A	A		A	A		A					A			
Force Shield			A	A					A	A	A		A						A			A	A		A	A		A					A			
Frictionless Flux			A	A					A	A	A	A							A			A	A		A	A		A					A			
Grounding System																																				
Halon System																																A				
Heat Sink																																			2	
Heavy Belt		A																																		A
KE Shield			A	A					A	A	A	A	A									A	A		A	A		A					A			
Laser Shield						N																								N						
Lizard Tail Plating																																				
Mag Deflection Generator			A	A					A	A	A	A	A						A			A			A	A		A						A		
Mag Distruptor			A	A					A	A	A	A	A						A			A			A	A		A						A		
Mine Detector																																				
Molecular Phase System			A	A					A	A	A	A	A						A			A	A			A		A						A		
NEC			A	A					A	A	A	A	A						A			A	A		A			A						A		
Non-Stick Coating		N				N		N													4									N						
Phase Nullification System			A	A					A	A	A	A	A						A			A	A		A	A								A		
Polymerized Armor																																				
Radar Absorbent Coating		N				N		1													4						N									
Shield							N													N																
Smoke Generator																A																				
Thermal Generator			A	A					A	A	A	A	A						A			A	A		A	A		A								
Toaster System																	2																			
Xtra Heavy Belt		A																A																		

1: Corrosive Protection is a clear coating, and as such may only be installed over the top of the other coating.

2: Heat Sinks cut the effectiveness of Toaster Systems in half.

3: Microgrenades surrounded by a flux shield will not be activated by an A/R beam.

4: Surface coating armor options may be purchased to coat the lizard tail plating, the armor under the plating, or both. Note that any coatings on the Lizard Tail Plating will be lost with the plating, and any coatings under the plating will not be effective until the plating is lost.

## METAL ARMOR OPTION LISTING

If you're packing an A/R beam or plan on buying organic armor then you're going to want to take a look at these charts, which summarizes what armor options are metal and whether they can be purchased in a non-metal form.

**METAL** = If it says "Yes" then it's made out of metal!

**MOD** = Additional cost to purchase non-metal version. If a non-metallic version of the armor option is available add 100% to the cost mod and multiply the original cost by that percentage to determine the price of the non-metallic version. (Example: 100% + Mod of 25% = 125%. 125% x Cost = Price for non-metal version)

**NM Avail?** = Yes indicates that a Non-metallic version of the armor option is available.

**COST** = Option's original cost

**Note:** Most modern mines are non-metallic as well.

## METAL ARMOR OPTIONS - LNL: RL

ARMOR OPTION	METAL	MOD	NM Avail?	COST
Anti-Laser Coating	Yes	75%	Yes	40,000
Anti-A/R Grenades	Yes	N/A	No	200
Anti-Wave Generator	No	N/A	No	2,000
Chaff Ejector	Yes	N/A	No	20,000
Crystalline Coating	No	N/A	No	3,000*
Crystal Shield	No	N/A	No	10,000
Feynman Field Generator	No	N/A	No	20,000
Fire Control Computer	No	N/A	No	120,000
Flux Shield 2	Yes	N/A	No	1.0M
Flux Shield 3	Yes	N/A	No	1.5M
Flux Shield 4	Yes	N/A	No	2.0M
Flux Shield 5	Yes	N/A	No	2.5M
Frictionless Flux	Yes	N/A	No	1,500
Grenade Pusher	Yes	N/A	No	20,000
Grounding System	Yes	75%	Yes	6,000
Halon System	Yes	100%	Yes	300
Hard Point	Yes	25%	Yes	var
Heat Sinks	Yes	75%	Yes	500*
Internalized Weapon	Yes	N/A	No	250 x Size
Jammer Detector	No	N/A	No	2,000*
Liquid Rad Liner	Yes	N/A	No	5,000
Lizard Tail Plating	Yes	N/A	No	500*
Mine Detector	Yes	25%	Yes	10,000
NEC	No	N/A	No	30,000
Non-Stick Coating	No	N/A	No	100
Polymerized Armor	No	N/A	No	spec
SAWM (Small)	Yes	75%	Yes	20,000
SAWM (Large)	Yes	75%	Yes	35,000
Spikes	Yes	75%	Yes	1000 x SC
Toaster System	Yes	50%	Yes	10,000

## METAL ARMOR OPTIONS - LNL: AE&C

ARMOR OPTION	METAL	MOD	NM Avail?	COST
Ablative Liner	Yes	25%	Yes	250
Air Supply	Yes	25%	Yes	750
Altimeter	Yes	N/A	No	200
AMM	Yes	N/A	No	25,000
Anti-Grav Belt	Yes	N/A	No	75,000
Anti-Magnetic Generator	No	N/A	No	25,000
Anti-Plas Generator	Yes	N/A	No	75,000
Auto Doc	Yes	25%	Yes	5,000
Auto Injector	Yes	25%	Yes	3,500
Auto Laser Cannon	Yes	N/A	No	1.2M
Auto Minelayer	Yes	25%	Yes	15,000
BMH (basic)	Yes	50%	Yes	1,500
BMH (look and shoot)	Yes	50%	Yes	35,000
BMH-Ultra	Yes	50%	Yes	60,000
Body Flares	Yes	50%	Yes	10,000
Camouflage Unit	No	N/A	No	3,500
Carrying Case	Yes	-25%	Yes	10,000
Combat Shield	Yes	50%	Yes	5,000
Corrosive Protection	No	N/A	No	1,000
Cryo Option	No	N/A	No	25,000
Defoliator	No	N/A	No	3,000
Displacement Device	Yes	N/A	No	75,000
Drop Bag	Yes	N/A	No	5,000
ECM (Cost per +01 mod)	No	N/A	No	2,000
Electromag Converter	Yes	N/A	No	25,000
Emergency Exit	Yes	50%	Yes	2,500
Environmental Containment	No	N/A	No	1,400
EZ-IFF	No	N/A	No	4,000
Flotation Device	No	N/A	No	2,000
Flux Shield	Yes	N/A	No	150,000
Foot Claws	Yes	N/A	No	4,000
Force Shield	Yes	N/A	No	3.0M
Gills	No	N/A	No	2,500
Grappling Hoist	Yes	50%	Yes	1,500
Grenade Launcher	Yes	N/A	No	5,000
Gyro Stabilizer	Yes	N/A	No	2,000
Heavy Belt	Yes	N/A	No	125,000
Holographic Generator	No	N/A	No	250,000
HIC	No	N/A	No	80,000
Hover Jets	Yes	N/A	No	18,000
IFF Beacon	No	N/A	No	3,500
Infrared Dampener	No	N/A	No	4,500
Infrared Discriminator	No	N/A	No	15,000
Insulation (EMP)	Yes	75%	Yes	20,000
Integron	No	N/A	No	2,500
Internal Flotation Systems	No	N/A	No	8,000
Internal Food Processor	No	N/A	No	1,000
Jet Pack	Yes	N/A	No	35,000
Jump Pads	Yes	50%	Yes	10,000
Kinetic Energy Shield	Yes	50%	Yes	20,000

### METAL ARMOR OPTIONS - LNL: AE&C

ARMOR OPTION	METAL	MOD	NM Avail?	COST
Laser Shield	Yes	50%	Yes	10,000
Launch Pads	Yes	N/A	No	20,000
Magnetic Deflection Gen.	No	N/A	N/A	30,000
Magnetic Disrupter	No	N/A	N/A	425,000
Mental Targeting System	No	N/A	N/A	250,000
Molecular Phase System	No	N/A	N/A	2.0M
Phase Nullification System	No	N/A	N/A	750,000
Planar Explosive	Yes	10%	Yes	5,000
Polymizer Dispenser	No	N/A	N/A	175,000
Portable Fusion Gen.	No	N/A	N/A	80,000
Power Omega	No	N/A	N/A	500,000
Protection (plating)	Yes	50%	Yes	spec
Protection (servos)	Yes	75%	Yes	spec
Quick Draw	Yes	50%	Yes	15,000
QSU (E)	No	N/A	N/A	1,500
QSU (I)	No	N/A	N/A	2,000
Rad-Liner	Yes	75%	Yes	250
Radar Absorbent Coating	No	N/A	N/A	1,000
Radar Detector	No	N/A	N/A	3,000
Rebreather	Yes	50%	Yes	1,000
Sanitizer	No	N/A	N/A	8,000
SDLU	Yes	N/A	No	40,000
Search Light	Yes	10%	Yes	500
Shield	Yes	50%	Yes	50
Shoos	No	N/A	N/A	200
Skalers	No	N/A	N/A	2,000
Smoke Generator	Yes	10%	Yes	3,250
Strength+	No	N/A	No	150,000
Suicide Bomb	Yes	15%	Yes	40,000
Systems Analyzer	No	N/A	No	15,000
Systems Repair Unit	No	N/A	No	30,000
Tac-Net	No	N/A	No	25,000
Talons	Yes	N/A	No	5,000
Thermal Generator	No	N/A	No	30,000
Thermometer	No	N/A	No	50
UV Scrambler	Yes	10%	Yes	15,000
Vizex	No	N/A	No	12,000
Xtra Heavy Belt	Yes	N/A	No	325,000

### NOISE LEVEL

The Noise Levels listed below are typical for the systems listed. Levels may vary from weapon to weapon or with ammunition type (BMs discretion). Positive Noise Levels indicate loud weapons that are easier to hear. Negative Noise Levels indicate exceptionally quiet weapons. Weapons marked "Silent" make no noise and can not be detected by making a hearing check, though sometimes silent weapons give themselves away in other ways.

Multiply the level listed by 10% to determine the amount to apply to the character's hearing check. For example, a Noise Level of +5 would impart a 50% bonus to the character's chance to hear the weapon being

fired. A Noise Level of -3 would reduce the character's chance to hear they weapon being fired by 30%.

All modifiers assume the characters are standing next to the weapon (within 1 meter). At this range the listener has a base of 100% to hear anything, modified by their Hearing Modifier, which is based on the Character's Intuition (Mental Bonus) and species. Obviously if you're standing right next to the weapon you're likely to hear it being fired unless it is totally silent or you are deaf.

The Noise Level for the weapon being fired decreases by 1 for every 5-meters of distance between the weapon and the listener. So if a weapon had a Noise Level of 5 and the listener walked 10 meters away the target the Noise Level of the weapon would decrease by 2 points down to a Noise Level of 3. This gives the listener only a +30% to hear the weapon at that range.

### Optional Rules: Hearing Loss.

Guns, in general, are loud and noisy things. Shooting them without proper hearing protection will eventually lead to permanent hearing loss. You think the guy with the machine gun has it bad, now imagine shooting anti-tank rockets all day. "He's over there!" "What?"

Characters that fire loud weapons without hearing protection may be temporarily deafened. Take the Noise Level of the weapon being fired, multiply it by 10, and subtract it from the character's hearing modifier. This temporary penalty is applied for 1d4 hours. Additional penalties are not cumulative, but a new penalty will override a previous penalty if it is worse - adding another 1d4 hours to any remaining penalty time. This is why nobody stands next to the artillery piece if they don't have to.

For example, if your hearing modifier is reduced to -70 for one hour by firing a machine gun without any hearing protection then you won't take any further penalty for again firing a machine gun, until 1 hour has elapsed and your hearing has recovered. Now let's assume that your character drops the machine gun 30 minutes after initially firing it and picks up an Omega weapon. The Omega weapon imparts a -90 penalty to your hearing, thus it overrides the previous penalty because the new penalty is worse (larger value, ignoring the negative sign). Remember that if a new penalty overrides a previous one its duration adds to any duration remaining from the original penalty. Let's assume in this case the Omega weapon's penalty will last for two hours. So now the character's hearing modifier is temporarily reduced to -90 for two and a half hours (30 minutes left from the machine gun plus two hours for the Omega weapon). Despite your character's previous (temporary) hearing loss from firing the machine gun, the Omega weapon is so loud it further deafened the character. In essence, the Omega weapon is more deafening than the machine gun.

Weapons that have a Noise Level of 5 or more will cause permanent hearing loss if fired by a character without hearing protection. Take the Noise Level of the weapon and subtract 4 from it to determine the amount that is permanently subtracted from the character's hearing modifier. Do not multiply this penalty by 10! Penalties that cause permanent damage are cumulative regardless of severity. Penalties that cause permanent reduction in a character's hearing modifier are not applied until after the character recovers from any temporary hearing loss.

For example, a character's hearing modifier is temporarily reduced by 80 points for three hours from firing a SAM (Noise Level 8) without any hearing protection. Once the character recovers from the tempo-

## NOISE LEVEL

WEAPON SYSTEM / EVENT	NOISE LEVEL
APW – Machine Guns	7
APW – Pistols	5 (Silenced 2)
APW – Rifles	6 (Silenced 3)
APW – Shotguns	6
APW – Sniper Rifles	6 (Silenced 3)
APW – Submachine guns	5 (Silenced 2)
Atomic Particle Weapons	3
Attractor/Repulsors	2
Carousel Guns	5
Chain Guns	8
Compact Artillery	10
Disintegrators	3
EMP Cannons	4
Explosives	*
Flamethrowers	4
Flux Interference Generators	1
Frost Guns	2
Gauss Rifles	5 (1 silent mode)
Gravitational Effect Weapons	Silent
Grav Sheers	3
Grenades	8 or 9 Typically
Grenade Launchers	7
Grenade Machine Guns	8
Implosion Field Technology	9
Jammer	1
Juicers	3
Lasers	Silent
Mag Guns	4
Metal Guns	3
Micron Body Weapons	-11
MicroGrenade Launchers	2
Mines	7 or 8 Typically
Missiles – Anti-tank	8
Missiles – PMS	8
Missiles – PMS2	10
Missiles – Rocket Launchers	8
Missiles – SAMS	8
Modern Hand Weapons	Varies
Mortars	9
Neuro Cannons	Silent
Omega Cannons	9 (Silenced 4)
PADS	Varies
Pulse Cannons	5 (Silenced 2)
Pulse Cannons – PAWS	6
Pulse Cannons – Pulse Blasters	4 (Silenced 1)
Pulse Cannons – Static Pistols	5 (Silenced 2)
Rad Cannons	Silent
Smart Guns	4
Thermatics	Silent
Thunderbolt Generators	4
Web Generators	2

rary hearing loss in three hours their hearing modifier will be permanently reduced by 4 points ( $8 - 4 = 4$ ). Now lets say the character fired a machine gun two hours after they first fired that SAM, again without hearing protection. The machine gun (Noise Level 7) could temporarily reduce their hearing modifier by 7 points, but since its penalty is not worse than the current penalty ( $70 > 80 = \text{no effect}$ ) it would have no effect on the character's hearing modifier. However, the Noise Level of the weapon exceeds 4 so it will cause permanent hearing loss regardless of whether the character's hearing modifier is affected. The weapon permanently reduces the character's hearing modifier by *another* 3 points ( $7 - 4 = 4$ ).

Hearing protection is rated by its Protection Level. The Protection Level of any hearing protection is subtracted from the *actual* Noise Level of the weapon being fired to determine the *effective* Noise Level. It is important to note that most helmets provide some level of hearing protection. Modern helmets, those that cost 8,000 credits or more, provide protection level 8 without imparting any penalty to the character's hearing checks. However, unless it states otherwise in the helmet's description no protection is provided against other sonic or deafening attacks made against the character. Ear plugs are assumed to provide protection against Noise Levels up to 5. Shooting muffs provide protection against Noise Levels up to 7. Ear plugs and shooting muffs worn simultaneously provide protection against Noise Levels up to 9. Ear plugs and shooting muffs reduce the character's hearing modifiers by the ten times their protection level, or ten times their combined protection level if worn simultaneously. Thus if you're wearing ear plugs, you would take a -40% penalty to your hearing checks. If you're wearing ear plugs and shooting muffs you would take a -70% penalty to your hearing checks. Helmets that have a bonus vs. sonic attacks have 10% of their sonic attack bonus added to their protection level.

In order to be sneaky you have to be able to hear. You have to hear the enemies approaching or hear if you're making enough noise to give your position away. The moral of this story is that if you're trying to be stealthy and you don't have a lot of cash to buy a nice helmet then you shouldn't pack an APW or an Omega weapon. Not only will you give away your position, but you're likely to deafen yourself so much you'll never hear the enemy coming even when you're not shooting at them. Use your head; don't abuse it!

\* Non-HP Explosions have a Noise Level equal to their minimum damage or the damage rolled divided by ten, whichever is higher. This not only includes explosives, but also includes anything that "explodes," such as grenades, mortar shells, artillery shells, certain Mag Gun and Gauss Rifle rounds, malfunctioning weapons, PADS, Missile detonations, exploding APW rounds, etc. Remember that for explosions, the Noise Level is determined by the character's proximity to the explosion, not the weapon firing the explosive munition. HP explosions use the same rule for non-HP explosions, but have a minimum noise level of 10.

## SPARE MAGAZINES AND SPARE BATTERIES

Certain weapons in Battlelords list in their description the cost for spare magazines or clips, while others do not. That's because some weapons have magazines or Battery Packs built into the weapon. These "internal" magazines and Battery Packs are not removable. Characters may still purchase and carry spare ammunition for weapons with internal magazines but they must load it one shell at a time.



Because of the time required to reload these weapons most users opt for a “New York reload”, which entails dropping the weapon with the internal magazine after all of its ammunition has been expended and drawing a new, fully-loaded weapon. Typically performing a “New York reload” is faster than reloading a weapon with an internal magazine, especially if you’re an Eridani! Listed below are some different magazine and Battery Pack configurations found in Battlelord’s weapons.

## Energy-Based Weaponry

**Backpack-Mounted Battery Pack:** These large Battery Packs are worn on the soldier’s back and are typically associated with body-mounted weaponry.

- Cost to recharge Battery Packs can be found on page 32 of *Lock-N-Load: Weapons & Tactics*
- The cost of spare battery backpacks varies from weapon to weapon. If the cost is not listed in the weapon’s description assume that a spare battery backpack costs 5% of the weapon’s cost.
- It requires three full actions for a buddy to exchange backpacks. If you have to do it yourself, it’ll still take two full actions for the exchange, but you’ll require another two full actions to remove the body-mount harness before you can get to the backpack.

**External Battery Pack:** This device functions identically to an External Magazine, except it stores electricity rather than ammunition. Just like an External Magazine, an empty External Battery Pack can quickly be exchanged for a full Battery Pack. Empty Battery Packs are recharged rather than reloaded.

- It takes two full actions to exchange Battery Packs.
- Cost to recharge Battery Packs can be found on page 32 of *Lock-N-Load: Weapons & Tactics*.
- The cost of spare Battery Packs varies from weapon to weapon. If the cost is not listed in the weapon’s description assume that a spare Battery Pack 2% of the weapon’s cost.
- It typically takes 1 round per unit or power to recharge a Battery Pack. (See page 32 in *Battlelords*)

**Freestanding Battery Pack:** Much like an External Battery Pack, a Freestanding Battery Pack is a large battery or fusion reactor that is separate from the weapon and attached via a shielded (and usually armored) power cable. A Freestanding Battery Pack is usually found on crew-served weapons, where one of the crew is responsible for carrying the large Battery Pack into the combat zone and attaching it to the weapon.

- It takes two full actions to exchange Battery Packs.
- Cost to recharge Battery Packs can be found on page 32 of *Lock-N-Load: Weapons & Tactics*.
- The cost of spare Battery Packs varies from weapon to weapon. If the cost is not listed in the weapon’s description assume that a spare Battery Pack costs 5% of the weapon’s cost.
- It typically takes 2 combat rounds per unit to recharge a Freestanding Battery Pack.

**Internal Battery Pack:** This device is the functional equivalent of an Internal Magazine, only it stores electricity rather than ammunition. Like an Internal Magazine, an Internal Battery Pack can not be removed

from the weapon – at least not without tools and some considerable time. When the weapon exhausts its available Q it must be physically plugged into a power source to recharge the internal battery. Needless to say, this can be a real drag on the combat zone – especially if you don’t have a Mrs. Fusion to plug your weapon into!

- Cost to recharge Battery Packs can be found on page 32 of *Lock-N-Load: Weapons & Tactics*.
- It typically takes 1 round per unit of power to recharge a Battery Pack.

## Projectile Weapons

**Belt:** A belt is mechanism used to string together multiple cartridges or grenades. As the ammunition is fired, the belt breaks apart and falls away from the weapon. Multiple belts can be linked together to form longer belts.

- It takes one round to switch Belts
- It takes three rounds to link two belts together.

**Box:** A box is simply a container that can be attached to the side or bottom of a weapon to hold a belt or belts of ammunition.

- It takes two rounds to switch Boxes and reattach the belt to the weapon.

**Breech Load:** These weapons are hinged allowing the user to open the weapon up and exchange expended cartridges/shells for new cartridges/shells.

- It takes one second per Q to fully reload a breech load weapon.

**Clip:** Originally “a clip” was a metal bracket that held together a small number of cartridges for archaic powder weapons. These clips of ammunition could then be more easily inserted into a weapon’s Internal Magazine. However, in Battlelords clips have become outdated and the term is now synonymous with “Magazine.”

- Treat as magazine

**Drum:** Drum is short for “Drum Magazine,” which is simply a large Magazine. Ammunition inside a drum is typically stored in a spiral pattern. Drums are treated exactly like external magazines, but they take longer to reload because they typically hold more ammunition.

- Treat as magazine

**External Magazine:** An External Magazine, or simply a “Magazine,” is a small, external, box that holds ammunition for projectile weapons. Once a Magazine is empty it can be exchanged for a full magazine, which eliminates the time-consuming proposition of reloading ammunition, one shell at a time, into the empty magazine.

- It takes two half actions to exchange magazines.
- It takes 1 second per Q to reload ammunition into an empty magazine.
- The cost of spare magazines varies from weapon to weapon. If the cost is not listed in the weapon’s description assume that a spare Magazine costs 1% of the weapon’s cost.

**Internal Magazine:** An Internal Magazine is a built-into the weapon and can not be removed or exchanged with a “full” magazine. Once a weapon’s Internal Magazine is empty ammunition must be loaded into the weapon one shell at a time. As a result, it is much more time con-

suming to reload a weapon with an Internal Magazine.

- It takes 1 second per Q to reload ammunition into an internal magazine.
- You can not purchase “spare” magazines for weapons that use Internal Magazines.

**Internal Reservoir:** These weapons have an internal tank that contains the liquid or molten ammunition the weapon fires. When the weapon exhausts its supply of fluid ammunition, new ammunition must be poured into the reservoir after removing the reservoir cap. Basically, what you’ve got here is a high-tech squirt-gun.

- It takes one second per Q to pour new ammo into weapons with Internal Reservoirs.

**Muzzle Load:** Ammunition in for this weapon must be loaded down the muzzle or barrel of the weapon. Typically the projectile and propellant are loaded separately and pushed down the barrel with the use of a ramrod. Typically Muzzle Load weapons must be reloaded after each shot.

- It takes three rounds to Muzzle load a weapon.

**Removable Bolt:** These weapons are single-shot bolt-action rifles where the bolt mechanism must be completely removed from the weapon in order to insert a new cartridge into the chamber. Once a new cartridge is inserted the bolt is re-inserted into the weapon so that it can be fired.

- The reload time of these weapons is typically reflected in their low rate of fire. Assume one round to reload, or an ROF of 1/3.

**Revolver:** Revolvers are similar to breech load weapons, in that each cartridge must be loaded into the weapon one at a time. Revolver-users can avoid this problem by purchasing a speed-loader (50-100 cr.). A speed-loader is a small hand-held device that secures ammunition in an arrangement so that each cartridge (aka ammunition or “bullet” or “round”) will line up perfectly with each empty chamber in a revolver cylinder. Once the cartridge in the speed-loader is aligned with the empty chambers in the cylinder, the user simply pushes the loader forward, inserting the cartridges into the revolver chambers and then releases a locking-mechanism that holds the cartridges to the speed loader. The cartridges then fall free from the loader and into their respective chambers in the revolver. A revolver shooter skilled with a speed-loader can dramatically decrease his reloading time using this device

- It takes one second per Q to fully reload a revolver, unless using a speed-loader.
- Speed-loaders reduce the reload time to one Full Action

**A note on Battery Packs in Archaic Powder Weapons:** The cost to recharge Battery Packs in weapons not listed here, like some electric motor driven machine guns, is typically a flat 20 credits if not specified. A single battery will last for a number of shots equal to the weapon’s Q multiplied by 10 when dealing with APWs.

WEAPON	AMMO LOADOUT
APW-MGS	ALL USE BELTS UNLESS LISTED BELOW
ASP 20	Also requires a Freestanding Battery Pack
MAW MG Shell	Belt or External Magazine
Riddler	Box Only
SAW	Box or External Magazine
Ultimax	Drum
XM-214	Belt-fed from backpack & Internal Battery Pack
APW-PISTOLS	ALL USE EXTERNAL MAGAZINES UNLESS LISTED BELOW
.454 Casull	Revolver
Colt .357 Magnum	Revolver
Derringer .44 Cal.	Breech Load
NightStalker	Internal Magazine
Police .38 Cal.	Revolver
Punk	Revolver
Smith & Wesson .22	Breech Load
Smith & Wesson .44 Magnum	Revolver
APW-RIFLES	ALL USE EXTERNAL MAGAZINES UNLESS LISTED BELOW
.700 Nitro Express	Breech Load, Full Action
Fu Fu Gun	Muzzle Load
APW-SHOTGUNS	ALL USE EXTERNAL MAGAZINES UNLESS LISTED BELOW
Franchi Spas 12g	Internal Magazine
H&K Bulwark	Internal Magazine
Ithaca Hammerless 10g	Breech Load
Remington M870 12g	Internal Magazine
APW-SNIPER RIFLES	ALL USE EXTERNAL MAGAZINES UNLESS LISTED BELOW
M880 Mjolnir	Single Shot, Removable Bolt
MTW-20	External Magazine, but requires full action to change
ATTRACTOR/REPRESSORS	ALL USE INTERNAL BATTERY PACKS
CAROUSEL GUNS	ALL USE INTERNAL MAGAZINES
CHAIN GUNS	ALL USE BELTS FED FROM A BACKPACK WHEN USED AS A PERSONNEL WEAPON
DISINTIGRATORS	ALL USE EXTERNAL BATTERY PACKS UNLESS LISTED BELOW
K-8 Vaporizer	Backpack-Mounted Battery Pack
Rommel	Backpack-Mounted Battery Pack
Patton	Backpack-Mounted Battery Pack
EMP CANNONS	ALL USE INTERNAL BATTERY PACKS
FLAMETHROWERS	ALL USE A BACKPACK FUEL TANK UNLESS LISTED BELOW
A-2	Internal Reservoir
Charbroil	Internal Reservoir
Sizzler	Internal Reservoir

WEAPON FLUX INTERFERENCE GENERATOR	AMMO LOADOUT ALL USE INTERNAL BATTERY PACKS UNLESS LISTED BELOW
Pulsar	Backpack-Mounted Battery Pack
Quasar	Backpack-Mounted Battery Pack
FROST GUNS	ALL USE A BACKPACK FUEL TANK UNLESS LISTED BELOW
Avalanche F1	External Battery Pack
BC-Artic	Drum
BC-Winterdom	Drum
CG-911	Breech Load
CG-911 Trubo	External Magazine
CG-X2	External Magazine
GAUSS RIFLES	ALL USE EXTERNAL MAGAZINES
GRAVITATIONAL EFFECT WEAPONS	ALL USE BELT-MOUNTED BATTERY PACKS
GRAVITATIONAL SHEERS	ALL USE INTERNAL BATTERY PACKS
GRENADE LAUNCHERS	ALL USE EXTERNAL MAGAZINES UNLESS LISTED BELOW
M-79	Breech Load
M-203	Breech Load
GRENADE MACHINE GUNS	ALL USE BELTS
IMPLOSION FIELD TECHNOLOGY	ALL USE INTERNAL BATTERY PACKS OR FREESTANDING BATTERY PACKS
JAMMERS	ALL USE INTERNAL BATTERY PACKS
JUICERS	ALL USE INTERNAL BATTERY PACKS AND INTERNAL FUEL RESEVOIRS
LASERS	ALL USE EXTERNAL BATTERY PACKS UNLESS LISTED BELOW
RKM 50G	Backpack-Mounted or Freestanding Battery Pack
Shalkon Heavy	Backpack-Mounted or Freestanding Battery Pack
Valley Green Assault Gun	Backpack-Mounted or Freestanding Battery Pack
Valley Green Express	Backpack-Mounted or Freestanding Battery Pack
Viceroy	Backpack-Mounted or Freestanding Battery Pack
XR-20 Auto Laser	Backpack-Mounted or Freestanding Battery Pack
MAG GUNS	ALL USE EXTERNAL MAGAZINES
METAL GUNS	ALL USE EXTERNAL BATTERY PACKS
MICRON BODY WEAPONS	ALL USE INTERNAL MAGAZINES
NEURO CANNONS	ALL USE INTERNAL BATTERY PACKS
OMEGA CANNONS	ALL USE BACKPACK- MOUNTED BATTERY PACKS UNLESS LISTED BELOW
Boa	Internal Battery Pack
Street Howitzer	Breech Load, 2 full actions to reload
Strikeforce	Internal Battery Pack
Widow Maker	Internal Battery Pack

WEAPON PULSE CANNONS	AMMO LOADOUT ALL USE BACKPACK- MOUNTED BATTERY PACKS UNLESS LISTED BELOW
1-Shot Wonder	Internal non-rechargeable Battery
BC-Heat	Internal Battery Pack
BC-Heatwave	Internal Battery Pack
Mentar-A3L Assault Cannon	Internal Battery Pack
PC-3 Pulse Rifle	Internal Battery Pack
PC-6 Pulse Rifle	Internal Battery Pack
PC-9000	Internal Battery Pack
Plasma Dealer	Internal Battery Pack
RP-4 Masher Cannon	Internal Battery Pack
BC-Abuser	Internal Battery Pack
BC-Destroyer	Internal Battery Pack
BC-Enforcer	Internal Battery Pack
BC-Engager	Internal Battery Pack
M-19 Pulse Rifle	Internal Battery Pack
PULSE CANNONS- BARGAIN BASEMENT	ALL USE BACKPACK- MOUNTED BATTERY PACKS UNLESS LISTED BELOW
BC-Thumper	Internal Battery Pack
Popgun	Internal Battery Pack
PULSE CANNONS- PULSE AUTOMATIC WEAPONS	ALL USE EXTERNAL BATTERY PACKS UNLESS LISTED BELOW
PULSE-PULSE BLASTERS	ALL USE INTERNAL BATTERY PACKS UNLESS LISTED BELOW
Marathon	Backpack-Mounted Battery Pack
PULSE-STATIC PISTOLS	ALL USE EXTERNAL MAGAZINES
THERMATICS	ALL USE EXTERNAL BATTERY PACKS
THUNDERBOLT GENERATORS	ALL USE INTERNAL BATTERY PACKS
WEB GENERATORS	ALL USE EXTERNAL MAGAZINES WHICH FUNCTION AS AMMUNITION RESEVOIRS

## Optional Rule (Reloading Under Combat Conditions)

Sadistic BM's may require a shooter unfamiliar with his weapon or under stress to make a successful Manual Dexterity check to load each round into the weapon or exchange batteries or magazines under combat conditions. Failure indicates the user has missed the magazine opening or dropped the ammunition/magazine/battery they're trying to insert, depending on the severity of the failure.

## Optional Rule (Rush Reload)

The time to reload any weapon can be reduced by shooters who want to rush the reloading process. The standard reload time assumes that there is no likelihood of error, unless using the optional rule. Rushing the process leads to a chance for failure. Characters that successfully make a Manual Dexterity check with a -25 modifier can reduce the reloading time by half. Failure indicates the user has missed the magazine opening or dropped the ammunition/magazine/battery they're trying to insert, depending on the severity of the failure.

## APPENDIX E - GRENADE SUMMARY TABLES

WEAPON SYTEMS	SPARE MAGAZINE/ BATTERY PACK COST
APWs Magazine	5 credits
Disintegrator Backpack-mounted Battery Pack	5% of weapon's cost
Disintegrator Battery Pack	500 credits
Flamethrower Tank	500/2000 credits
Laser Pistols	50 credits
Laser Rifles	300 credits
Mag Gun Drum	100 credits
Metal Gun Battery Pack	200 credits
Omega Weapon Backpack-mounted Battery Pack	5% of weapon's cost
Pulse Weapon Backpack-mounted Battery Pack	5% of weapon's cost

### GRENADE SUMMARY TABLES

The first table summarizes the damage done by explosive grenades based on the distance between the target and the grenade. The second table summarizes the effects of specialized grenades, including their maximum effective "detonation" range, damage type, and effects.

GRENADE TYPE	THROW RANGE	DAMAGE/ FRAGMENT	1M	2M	3M	4M	5M	6M	7M	8M	9M	10M	11M						
			FRAGMENTS CONCUSSION	FRAGMENTS CONCUSSION	FRAGMENTS CONCUSSION	FRAGMENTS CONCUSSION	FRAGMENTS CONCUSSION	FRAGMENTS CONCUSSION	FRAGMENTS CONCUSSION	FRAGMENTS CONCUSSION	FRAGMENTS CONCUSSION	FRAGMENTS CONCUSSION							
Bomb Mat	N/A	1d4	8	2d12	8	1d12	7	1d6	6	None	5	None	4	None	3	2	1	0	0
M-202	Varies by weapon	1d4+1	8	1d8+1	8	1d4+1	7	1d4/ 2+1	6	None	5	None	4	None	3	2	1	0	0
M-205	Varies by weapon	1d4	8	1d8+1	8	1d4+1	7	1d4/ 2+1	6	None	5	None	4	None	3	2	1	0	0
M-383	Varies by weapon	2d4	9	2d6	9	1d6	8	1d6/3	7	None	6	None	5	None	4	3	2	1	0
M-430*	Varies by weapon	1d4	9	2d6	9	1d6	8	1d6/3	7	None	6	None	5	None	4	3	2	1	0
M-75 (Frag)	1/2	1d4	9	2d6	9	1d6	8	1d6/3	7	None	6	None	5	None	4	3	2	1	0
M-85 (Frag)	1/2	1d6	8	2d6	8	1d6	7	1d6/3	6	None	5	None	4	None	3	2	1	0	0
M-90 (Concussion)	1/2	1d4	8	3d6	8	3d6/2	7	3d6/4	6	None	5	None	4	None	3	2	1	0	0
M-95 (Frag)	1/2	2d4	8	2d6	8	1d6	7	1d6/3	6	None	5	None	4	None	3	2	1	0	0
Micro (Explosive)	1/2 (Max 15m)	0	0	1d2	0	1	0	0	0	None	0	None	0	None	0	0	0	0	0
Micro (High- Explosive)	1/2 (Max 15m)	0	0	1d6+1 across 1d3 areas	0	1d6+1 across 1d3 areas	0	0	0	None	0	None	0	None	0	0	0	0	0
Micro (Mega- Explosive)	1/2 (Max 15m)	0	0	2d6 across 1d3 areas	0	2d6 across 1d3 areas	0	2d6 across 1d3 areas	0	None	0	None	0	None	0	0	0	0	0
Micro (Ultra- Explosive)	1/2 (Max 15m)	0	0	2d12 across 1d3 areas	0	2d12 across 1d3 areas	0	2d12 across 1d3 areas	0	None	0	None	0	None	0	0	0	0	0
Omegaton	1/4	3d4	8	60d6	8	60d6	7	30d6	6	30d6	5	15d6	4	15d6	3	2	1	0	0
P-4	1/2	2d4 & -2THR	8	2d4	8	1d4	7	1d4/2	6	None	5	None	4	None	3	2	1	0	0
Plasma	1/3	4d4	8	3d6	8	3d6/2	7	3d6/4	6	None	5	None	4	None	3	2	1	0	0
Plasma Seduction	1/6	6d6	10	8d6	10	4d6	9	2d6	8	None	7	None	6	None	5	4	3	2	1
Super Plas	1/4	4d6	8	4d6	8	2d6	7	1d6	6	None	5	None	4	None	3	2	1	0	0

\* Direct hits to targets do 8d6 damage



## 7 • APPENDIX E - GRENADE SUMMARY TABLES

GRENADE	THROW RANGE	DAMAGE TYPE	DAMAGE	OTHER DAMAGE	EFFECT RANGE
Ballistic Bag (M-200 series)	Varies by weapon	Temporary	2d4 Temp	SS, AGL Penalties	12m
BX-1	1/2	Biological	Bio SMR	2d6 STR & Con per Day	3m
Corrosive Smoke	1/2	Corrosive	6d6 Corrosive	-60 Sighting, -30 Attack	1m per Second (30m Max.)
CR-3	1/2	Chemical	Chem SMR	4d4 BP	3m
CS-7	1/2	Chemical	Poison SMR	Incapacitation	1m per Second (30m Max.)
CSG (Bio-Luminescent)	1/2	Illumination	+5/+10 to hit	-	5m
CSG (Flesh-Eating)	1/2	Biological	1d12 BP	-	3m
CSG (Suffocation)	1/2	Suffocation	Unconscious	-	5m
EMP	1/8	EMP	-30 EMP SMR	-	10m
Immobilizer	1/2	Special	-50 STR per dart	-	2.26 cubic meters
Impact Foam	1/2	Special	N/A	-	3.0 cubic meters
Laser	1/8	Laser	2d12/1d4 + 2d12 laser	Laser Damage	50m
M-80 (Smoke)	1/2	Smoke	N/A	-	1m per Second (30m Max.)
MDD	1/2	Special	N/A	-	Contact
Micro (Flash)	1/2 (Max 15m)	Flash	+5 to Initiative (1 round)	-	15cm thick x 0.5 m wide x 1 m high
Micro (Knockout)	1/2 (Max 15m)	Chemical	+10 Bio SMR	Unconscious	Contact
Micro (Smoke)	1/2 (Max 15m)	Smoke	N/A	-	0.5m per Second (10m Max.)
Molotov Cocktail	1/2	Fire	See Fire rules in this PDF	-	3m
Nanoid Delivery	1/2	Special	4d6 nanoids	Varies	3m
Neuro	1/2	Mental	Mental SMR	Unconscious or paralyzed (1d4 Min.)	3m
Neuro Elite	1/2	Mental	See pg. 104 LNL:W&T	-	7m
OC (M-200 series)	Varies by weapon	Chemical	Poison SMR	-50 AGL, MD, Visual Mod (2d4 Min.)	6m Cone
Paint	1/2	Special	N/A	70% chance to obscure vision	30m
Phase Nullification	1/6	Phase Null.	Phase Nullification	1d6 dam. to 2 areas (displacement)	25m
Rad Pulse	1/2	Radiation	4 BP	Radiation Poisoning	10m
Rubber Baton (M-200 series)	Varies by weapon	Temporary	1d6+1 Temp	SS, AGL Penalties	10m
Scatter Smoke	1/2	Smoke	75% Laser Dam. Reduction	-60 Sighting, -30 Attack	1.13 cubic meters
Seismic	1/4	Special	3d4 concussion to bone	See Description	3m
Shot (M-200 series)	Varies by weapon	Special	6d4	-	20m Cone
Sting Ball	1/4	Temporary	1d4+1 Temp	AGG Check	9m
Stun Grenade	1/2	Temporary	Sonic SMR	Stunned & Deafened	3m
Super Sonic Pulse	1/2	Sonic	Sonic SM R	Unconscious	10m
T-3 Blinder	1/2	Flash	Blinded for 2d4 minutes	Chance of perm. blindness	Sighting Check
Viscosity-1	1/2	Glue	STR -30	50% Splatter	3m
Viscosity-2	1/2	Glue	STR -50	40% Splatter	3m
Viscosity-3	1/2	Glue	STR -75	30% Splatter	3m
Viscosity-4	1/2	Glue	STR -100	-	3m
Vulcan G1	1/3	Metal Gun	-2 THR, -10 IN	-	Contact
Vulcan G2	1/4	Metal Gun	-4 THR, -20 IN	-	Contact

## OPTIONAL RULES CHECKLIST

BMs can feel free to print off the following three sheets and circle “Yes” or “No” to indicate what rules and items from this book they’ll be allowing in their Battlelords game. The Game Balance Rating, if any, is listed for each item/rule.

ITEM NAME	GBR	ALLOWED?
<b>ARMOR</b>		
Improved Gemini Armor	3	YES / NO
<b>HELMETS</b>		
Bite Helm	3	YES / NO
Bite Helm Heavy	3	YES / NO
Bite Helm Custom	3	YES / NO
<b>ARMOR OPTIONS</b>		
Anti-Laser Coating	2	YES / NO
Anti-A/R Grenades	3	YES / NO
Anti-Wave Generator	1	YES / NO
Chaff Ejectors	3	YES / NO
Crystalline Coating	4	YES / NO
Crystal Shield	3	YES / NO
Feynman Generator	3	YES / NO
Fire-Control Computer	5	YES / NO
Flux Shield 2	4	YES / NO
Flux Shield 3	4	YES / NO
Flux Shield 4	4	YES / NO
Flux Shield 5	4	YES / NO
Frictionless Flux	2	YES / NO
Grenade Pusher	4	YES / NO
Grounding System	2	YES / NO
Halon System	1	YES / NO
Hard Point	4	YES / NO
Heat Sinks	1	YES / NO
Internalized Weapon	5	YES / NO
Jammer Detector	1	YES / NO
Liquid Rad Liner	1	YES / NO
Lizard Tail Plating	1	YES / NO
Mine Detector	1	YES / NO
NEC	1	YES / NO
Non-Stick Coating	1	YES / NO
Polymerized Armor	2	YES / NO
SAWM (Small)	5	YES / NO
SAWM (Large)	5	YES / NO
Spikes	1	YES / NO
Toaster System	2	YES / NO
<b>OPTIONAL RULES</b>		
Falling in Armor	3	YES / NO
Flux Shield: Breach Value	-	YES / NO
Flux Shield: Nesting	-	YES / NO
Heavy Armor vs AHWs	4	YES / NO
<b>CYBERNETICS</b>		
Mental Trigger	5	YES / NO
<b>CYBERTRONICS</b>		
External Output Coil	4	YES / NO
External RangeCoil	4	YES / NO
HUD Contact Lenses	1	YES / NO

ITEM NAME	GBR	ALLOWED?
<b>CYBERTRONICS</b>		
Surprise Trigger	5	YES / NO
<b>DETECTION EQUIPMENT</b>		
Bomb Detonator	1	YES / NO
Explosives Detector	1	YES / NO
<b>ESPIONAGE EQUIPMENT</b>		
Biomech Duplicator	2	YES / NO
Booby-Trap Trigger	2	YES / NO
Coloring Agents	1	YES / NO
Texturizing Agents	1	YES / NO
<b>OPERATIONS EQUIPMENT</b>		
Passive IFF Receiver	1	YES / NO
Radar-Laser Sight	1	YES / NO
Target Locator	4	YES / NO
Target Locator PLUS	4	YES / NO
<b>PERSONAL EQUIPMENT</b>		
Za’l Stasis Generator	4	YES / NO
Zombie Generator	4	YES / NO
<b>PERSONAL DEFENSE SHIELDS</b>		
Marshal	4	YES / NO
Secret Service	4	YES / NO
Panther	4	YES / NO
Costner	4	YES / NO
<b>ARCHAIC HAND WEAPONS</b>		
Bayonet	1	YES / NO
Crystal Dagger	3	YES / NO
Double Sword	2	YES / NO
Flash Crystal	2	YES / NO
Hot Rocks	3	YES / NO
Kizanti Phase Weapon	3	YES / NO
Mazian Horse Shoes	1	YES / NO
Razor Whip	2	YES / NO
Shatter Dagger	1	YES / NO
<b>APW OPTIONAL RULES</b>		
APWs - Rapid Fire	-	YES / NO
<b>ARM ROCKET RIFLES (ARR)</b>		
Freefire Rifle	4	YES / NO
Freeshoot Rifle	3	YES / NO
Porcupine	4	YES / NO
<b>ATTRACTOR/REPRESSOR BEAMS</b>		
Able Positive	4	YES / NO
BC-Shatter	4	YES / NO
Mixmaster	4	YES / NO
Nutcracker	4	YES / NO
Rattler	3	YES / NO
Ravager II	5	YES / NO
Soulshaker	3	YES / NO

ITEM NAME	GBR	ALLOWED?
<b>A/R BEAMS OPTIONAL RULES</b>		
Removing Armor Options	5	YES / NO
Knockback Immobilization	1	YES / NO
<b>CAROUSEL GUNS</b>		
Archer II	3	YES / NO
RockRocket	3	YES / NO
SlugCharger	3	YES / NO
SlugGun	3	YES / NO
Titonus	3	YES / NO
Tornado	3	YES / NO
TripleShock	3	YES / NO
<b>CHEMICAL/BIOLOGICAL WEAPONS</b>		
Self-Assembling Virus	2	YES / NO
Shape Lock	3	YES / NO
<b>CHEM/BIO WEAPONS RULES</b>		
Treatment Rules	5	YES / NO
<b>COMPACT ARTY - OPTIONAL RULES</b>		
Scouting (Forward Observer)	3	YES / NO
<b>DISINTEGRATORS</b>		
Backup Mark V	1	YES / NO
<b>DISPLACEMENT WEAPONS</b>		
AD-1812	5	YES / NO
AD-214	5	YES / NO
Xile	5	YES / NO
Xpatriot	5	YES / NO
Xpulse	5	YES / NO
Xpulse2	5	YES / NO
<b>EXPLOSIVES</b>		
Aerosol	1	YES / NO
<b>EXPLOSIVES - DETONATORS</b>		
Atmospheric Pressure Det.	1	YES / NO
<b>FLAMETHROWERS</b>		
Backup Fire	1	YES / NO
Friendly Fire	1	YES / NO
<b>FLUX INTERFERENCE GENERATORS</b>		
Backup (FIG) Series II	1	YES / NO
<b>FIGS - OPTIONAL RULES</b>		
Alternate Damage System	-	YES / NO
<b>GAUSS GUNS - OPTIONAL RULES</b>		
Flux Stop Principle	5	YES / NO
Silent Mode	1	YES / NO
<b>GEW - OPTIONAL RULES</b>		
A-Grav Cancellation	4	YES / NO
<b>GRENADES</b>		
Bomb Mat	1	YES / NO
CSG (Flesh-Eating)	1	YES / NO
CSG (Suffocation)	1	YES / NO
CSG (Bio-Luminescent)	1	YES / NO

## 7 • APPENDIX F - OPTIONAL RULES CHECKLIST

ITEM NAME	GBR	ALLOWED?
<b>GRENADES</b>		
Corrosive Smoke	1	YES / NO
EMP	2	YES / NO
Immobilizer	1	YES / NO
Impact Foam	3	YES / NO
Laser	3	YES / NO
Magnetic Modification	2	YES / NO
MDD	3	YES / NO
Nanoid Delivery	2	YES / NO
Neuro	2	YES / NO
Neuro Elite	2	YES / NO
Paint	1	YES / NO
Phase Nullification	1	YES / NO
Rad Pulse	5	YES / NO
Scatter Smoke	1	YES / NO
Seismic	4	YES / NO
Sting Ball	1	YES / NO
Stun Mat	1	YES / NO
Stun Grenade	1	YES / NO
Super Sonic Pulse	1	YES / NO
Vulcan G1	3	YES / NO
Vulcan G2	3	YES / NO
<b>GRENADES - LAUNCHED GRENADES</b>		
Ballistic Bag	1	YES / NO
OC	1	YES / NO
Rubber Baton	1	YES / NO
Shot	1	YES / NO
<b>K-SAT OPTIONS</b>		
Cargo Space	1	YES / NO
Target Locator	4	YES / NO
Target Locator PLUS	4	YES / NO
<b>LASERS - IMPACT LASERS</b>		
Savage-E	4	YES / NO
Shotgun-1	4	YES / NO
Sherman	4	YES / NO
<b>LASERS - PAINTING LASERS</b>		
BC-Aim Master	3	YES / NO
Target Plus	3	YES / NO
Target Super	4	YES / NO
Able Culprit-D	3	YES / NO
BC-Spotter	3	YES / NO
<b>LIGHTSWORDS - OPTIONAL RULES</b>		
Field Integrity	4	YES / NO
<b>MAG GUNS</b>		
BC-Monster	4	YES / NO
<b>MAZIANs - OPTIONAL RULES</b>		
Increased Durability	5	YES / NO
Reduced Falling Damage	1	YES / NO

ITEM NAME	GBR	ALLOWED?
<b>MAZIANs - OPTIONAL RULES</b>		
Paralyzing Attacks	3	YES / NO
Vs. Web Generators	3	YES / NO
Shape-shifting Attack	5	YES / NO
<b>METAL GUNS</b>		
BC-DistortionMG	4	YES / NO
BC-Gatlin	4	YES / NO
BC-Metalaser	4	YES / NO
BC-MetalSurge	4	YES / NO
UB-Twister	4	YES / NO
<b>MICRO-GRENADES</b>		
High-Explosive	3	YES / NO
Mega-Explosive	4	YES / NO
Ultra-Explosive	5	YES / NO
<b>MICRO-GRENADE LAUNCHERS</b>		
Lincoln Thrower	3	YES / NO
Lobber	3	YES / NO
Penny Ante	3	YES / NO
<b>MINES</b>		
ABA	2	YES / NO
Bullet	1	YES / NO
Clumpy II	1	YES / NO
Disintegrator	1	YES / NO
Displacer	3	YES / NO
Firestorm Clay.	2	YES / NO
Floater	2	YES / NO
Flux Cage	5	YES / NO
IMFIB	1	YES / NO
Neuro	3	YES / NO
Neuro Elite	3	YES / NO
Phase Null.	1	YES / NO
Riot Foam	3	YES / NO
Self-Healing	1	YES / NO
<b>ARM ROCKET LAUNCHERS</b>		
M-260	1	YES / NO
WARS	1	YES / NO
WARS MINI	1	YES / NO
WARS PLUS	1	YES / NO
<b>REFLEX MISSILE LAUNCHERS</b>		
Reflex Pack	3	YES / NO
Reflex Tube	3	YES / NO
<b>PMS2 LAUNCHERS</b>		
Ballista	3	YES / NO
Long Bow	3	YES / NO
Short Bow	3	YES / NO
Trebuchet	3	YES / NO
<b>PMS2 ACCESSORIES</b>		
Ammo Cart	1	YES / NO

ITEM NAME	GBR	ALLOWED?
<b>MISSILE TECH - RULES CLARIFICATION</b>		
Direct Fire	-	YES / NO
Standard Tracking	-	YES / NO
<b>MODERN HAND WEAPONS</b>		
Custom Light Weapons	4	YES / NO
Hand Charge	1	YES / NO
Icicle	3	YES / NO
Laser Dagger	3	YES / NO
Monofilament Whip	4	YES / NO
Nanoid Dagger	1	YES / NO
Pfaang-ulu	3	YES / NO
Plasma Jet II	3	YES / NO
Prism Dagger	3	YES / NO
Water Spear	1	YES / NO
<b>NEURO CANNONS</b>		
Ceiling Stunners	1	YES / NO
<b>PARASITE LAUNCHERS</b>		
Able Shot-put	5	YES / NO
Balshrom Thrower	5	YES / NO
Disk Flinger	5	YES / NO
Shooter 1	5	YES / NO
Shooter 2	5	YES / NO
<b>POISONS - ADDITIONAL RULES</b>		
Insinuitive vs. Ingestive	1	YES / NO
<b>RAD CANNONS</b>		
Death Slinger	5	YES / NO
EM Blaster	5	YES / NO
EM Engager	5	YES / NO
Quark Cannon	5	YES / NO
Rad Pulse "Standard"	5	YES / NO
Rad Pulse "Turbo"	5	YES / NO
<b>SMART GUNS</b>		
Assault Special	4	YES / NO
Close Combat Special	4	YES / NO
Rogue Catcher	4	YES / NO
Run-Away Mark I	4	YES / NO
Run-Away Mark II	4	YES / NO
<b>SMART GUN ACCESSORIES</b>		
Identifier System	1	YES / NO
Security Rack (Armory)	1	YES / NO
Security Rack (Baracks)	1	YES / NO
Target Wand	4	YES / NO
<b>SPECIALIZED WEAPONRY</b>		
Sonic Scrambler	4	YES / NO
<b>THERMATICS</b>		
BC-Godsfire	3	YES / NO
BC-Hades	3	YES / NO
BC-Inferno	3	YES / NO

## APPENDIX F - OPTIONAL RULES CHECKLIST

ITEM NAME	GBR	ALLOWED?
<b>THERMATICS</b>		
BC-Solaris	3	YES / NO
<b>WEB GENERATORS - OPTIONAL RULES</b>		
Suffocation	2	YES / NO
<b>AMMO - APWS</b>		
Disarm Bullets	3	YES / NO
Bio-Mercuric Ammo	5	YES / NO
<b>AMMO - COMPACT ARTILLERY</b>		
Anti-Personnel Shot	4	YES / NO
Omega Pulse	4	YES / NO
Planar Explosive	5	YES / NO
Napalm	3	YES / NO
Bunker Buster	4	YES / NO
EMP	4	YES / NO
BX-1	3	YES / NO
CR-3	3	YES / NO
Spider	4	YES / NO
Glitter Dust	3	YES / NO
Illumination Round	3	YES / NO
<b>AMMO - GAUSS GUNS</b>		
Mega-High Explosive	3	YES / NO
Target Designator	2	YES / NO
<b>AMMO - MAG GUNS</b>		
Aerosol Sprayer	4	YES / NO
A/R Round	3	YES / NO
Bio Weapons Detector	1	YES / NO
Buddy Killer I	2	YES / NO
Buddy Killer II	3	YES / NO
Chemical Weapons Detector	1	YES / NO
Camera	1	YES / NO
Chaff	3	YES / NO
Detonator Time Adjuster	5	YES / NO
ECCM	4	YES / NO
ECM	3	YES / NO
FIG Round	4	YES / NO
Fire Retardant	1	YES / NO
Flux Activation Scrambler	5	YES / NO
Flux Cage	5	YES / NO
Homing Device	1	YES / NO
Intruder Detector	1	YES / NO
Jumper	2	YES / NO
Laser Designator	2	YES / NO
Med Mag MID	1	YES / NO
Mine Mag Round	2	YES / NO
Mr. Stinky (Pine Scent)	1	YES / NO
Mr. Stinky (New Car Scent)	1	YES / NO
Mr. Stinky (Ocean Breeze)	1	YES / NO
Mr. Stinky (Ram Phermones)	5	YES / NO

ITEM NAME	GBR	ALLOWED?
<b>AMMO - MAG GUNS</b>		
Neuro	4	YES / NO
Neuro Elite	4	YES / NO
Psycho Killer	5	YES / NO
Pulse Attractor	4	YES / NO
Radio Jammer	1	YES / NO
Riot Foam	2	YES / NO
Screamer	2	YES / NO
Sounder Plus	3	YES / NO
Spider	5	YES / NO
Spotting Paint Round	1	YES / NO
Target Designator (TD)	2	YES / NO
Toxin Dispenser MID	1	YES / NO
Thunderbolt	3	YES / NO
Ultra Mag Modification	4	YES / NO
Vulcan	3	YES / NO
Vulcan Plus	3	YES / NO
Zen Slayer	4	YES / NO
<b>AMMO - MORTARS</b>		
Grenade Conversion	2	YES / NO
<b>AMMO - PARASITES</b>		
Balshrom Diskus	5	YES / NO
Blood Sucker	4	YES / NO
Mexican Worm	4	YES / NO
Skeet-1	4	YES / NO
Tequila Sunrise	5	YES / NO
Trap Shoot	5	YES / NO
Trap Shoot II	5	YES / NO
<b>AMMO - SHOTGUN SHELLS</b>		
Door Breacher	1	YES / NO
Flash-bang	2	YES / NO
Flamethrower	1	YES / NO
Garrote	2	YES / NO
Mercuric	3	YES / NO
Plastic	1	YES / NO
OC	2	YES / NO
Roadblocker	1	YES / NO
Rubber	1	YES / NO
<b>AMMO - SMARTGUN TYPE A</b>		
Marker Round	4	YES / NO
Safety Plus	4	YES / NO
Safety Plus II	4	YES / NO
Seeker Special	4	YES / NO
Standard	4	YES / NO
<b>AMMO - SMARTGUN TYPE B</b>		
Marker Round	4	YES / NO
Safety Plus	4	YES / NO
Safety Plus II	4	YES / NO

ITEM NAME	GBR	ALLOWED?
<b>AMMO - SMARTGUN TYPE B</b>		
Seeker Special	4	YES / NO
Standard	4	YES / NO
<b>AMMO - WEB GENERATORS</b>		
Corrosive	2	YES / NO
Explosive	3	YES / NO
Riot Foam	2	YES / NO
Slick Spray	2	YES / NO
Spy Glue	1	YES / NO
Vector Glue	4	YES / NO
<b>MISSILES - PMS2</b>		
Anti-Armor	3	YES / NO
Anti-Personnel	3	YES / NO
Anti-Structure	4	YES / NO
Anti-Vehicular	3	YES / NO
Biological	3	YES / NO
Chemical	3	YES / NO
Incendiary	3	YES / NO
Napalm	3	YES / NO
<b>MISSILES - REFLEX</b>		
Chaff Missile	4	YES / NO
HARM Sensor	2	YES / NO
Mirv-2	4	YES / NO
Super Mirv	5	YES / NO
<b>RULES</b>		
A-Grav vs. I-Grav	-	YES / NO
Damage-to-Die Roll Conv.	-	YES / NO
Deprogrammed Displacer	4	YES / NO
By-Passing Armor - Displacer	5	YES / NO
Partial Charge Fire	1	YES / NO
Fire vs. Unarmored Characters	1	YES / NO
Humor	-	YES / NO
Protective Weapon Coatings	-	YES / NO
Recovering from Berserk	-	YES / NO
Space Allocation	-	YES / NO
<b>APPENDICES</b>		
Armor Option Compatibility	-	YES / NO
Metal Armor Option Listing	-	YES / NO
Noise Level	-	YES / NO
Optional Hearing Loss	-	YES / NO
Spare Magazines	-	YES / NO
Optional Reload Check Rule	-	YES / NO
Rapid Reload Rules	-	YES / NO
Grenade Summary Tables	-	YES / NO