BATTLE LORDS
of the 23rd century

QUICKSTART RULES

CREDITS AND TOC

Grab your pulse rifle and your mechanized battle armor and kick some ass in the universe of Battlelords of the 23rd Century. These Quick-Start Rules will teach you the basics of Battlelords. Included are six sample characters and a starter adventure. When you're finished here check out the complete Battlelords of the 23rd Century, from 23rd Century Productions, LLC!

Battlelords of the 23rd Century

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

The Battlelords setting and meta-plot are presented in non-human Alliance species languages throughout the book. Decipher them and get the inside scoop on what's really going on.

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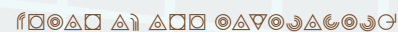
"This book was designed as a game. The information portrayed doesn't in any way reflect the beliefs of the author or the company. We don't support cannibalism, racism, sexism, and/or any other "ism" that has negative social consequences." -Larry Sims

QUICK START CONTENTS

RAAZET

PYTHON LIZARD

GAME OVERVIEW

WHAT IS A ROLEPLAYING GAME?

Roleplaying is interactive story telling! The narrator tells a story. You and your friends play the parts of characters in that story. The narrator presents a puzzle and you and your team try live solve it. Sometimes solving it means your character survives, other times they don't. It's like playing a part in a movie, except you don't know what the ending is or what will happen next. We give the narrator the fancy name of Game Master (GM). The Game Master's job is to unveil the plot bit by bit, and to describe the environment the characters find themselves in and leads you on a journey of discovery.

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

USING THE QUICKSTART RULES

These Quick-Start Rules and some gaming dice are all you need to play Battlelords. This book contains pre-generated characters to allow you to play the game quickly with a minimum of reading.

WHAT IS BATTLELORDS?

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

THE BATTLELORD UNIVERSE

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

- **Cizerack:** The cat-like Cizerack with their grace, speed, and hunting instincts. The ultimate scouts.
- **Chatilians:** The empathic Chatilians, whose mental abilities allow them to manipulate the minds of others.
- **Eridani:** The militaristic Eridani, and their samurai-like Swordsaints, who provide their military might to the Alliance.
- **Fott:** The genetically-engineered Fotts. Rabbit-human hybrids created as the galaxies biggest practical joke by the nihilistic mad genius, Uncle Ernie Freilberg.
- **Keen:** The bat-like Keen. Unseen, the Keen can glide though the darkness, blending into the background with chameleon like skin.
- **Humans & Gen-Humans:** The prolific and industrious Humans and their genetically-engineered brethren, the Gen-Humans. Backbone of the Alliance's production capabilities.
- **Mazians:** The shape shifting Mazians which are capable of replicating the appearance of nearly anything. The ultimate infiltrator.
- **Mutzachans:** As the founders of the Alliance, the Mutzachans possess technology beyond comprehension. Furthermore, they have the ability to manipulate energy with a thought and drain batteries with a touch.
- **Orions:** The culture-copying Orions. Renowned tricksters and party animals, the Orions flirt with danger and attractive aliens with equal zeal.
- **Phentari:** The cunning and ruthless Phentari. Providing the Alliance with no shortage of assassins, spies, and bounty hunters.
- **Python Lizards:** The amphibious Python Lizards serve as police throughout the Alliance and make up a significant portion of the Galactic Marine Corps.
- **Ram Pythons:** The massive Ram Pythons are the larger, dumber, terrestrial cousins to the Python Lizards. When you need someone who can carry a bigger gun, the Ram Pythons are your go-to alien.
- **Raazet:** The winged, insect-like, Raazet can repair a broken starcruiser with gaffer's tape and a Yummy bar.

- **Zen Rigeln & Tza Zen:** The benevolent Zen Rigeln. Creators of amazing medical technology and powerful matrices which manipulate organic matter into healing injuries. Included among the Zen are the ostracized Tza Zen, who do not follow the Rigeln teachings and aren't nearly as benevolent.

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

The Alliance is a bureaucracy of monumental proportions. There's a bureau or agency for everything. To complicate matters, the Eridani military aesthetic pervades much of the government and corporate structure within the Alliance. As a result, there is a bureau or agency for everything, all with their own ranks and acronyms for everything. You'll get used to it.

THE MEGA-CORPS

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

WHAT CAN I DO IN THE BATTLELORDS UNIVERSE?

The Battlelords universe is vast and the possibilities for adventures in it are nearly limitless. Players can take on the role of Galactic Alliance soldiers, corporate mercenaries, spies, pirates, privateers, bounty hunters, explorers, search & rescue personnel, treasure hunters, or just about any occupation they think would be fun. Become a hired gun working as a corporate mercenary. Explore the universe, discovering new species and potential allies in the war against the 'Nids. Protect the bottom line of your company as you engage in corporate espionage. Research the hidden threat that the Atlanteans pose to the Alliance by working as a Galactic X agent. Maybe plunder is more your style. There's always room for another pirate out on the frontier. The possibilities are as limitless as the universe.

WHAT IS A BATTLELORD?

Everyone wants to become a Battlelord. They're the subject of Tri-V documentaries. They're celebrities. They're damn near kings. So, what are they? A Battlelord is an honorary rank in the Galactic Armed Forces, outside the normal chain of command. The rank of Battlelord is only accorded to the most loyal and capable of Alliance military personnel. A Battlelord has exceptional battlefield prowess and a proven ability to win battle after battle despite overwhelming enemy forces. These are elite military veterans who tactically access a situation, quickly devise a response, and act decisively without hesitation in any setting. Preference is given to personnel who have repeatedly dealt with and defeated numerically superior foes, since Battlelords are almost always outnumbered.

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

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

KEEN

RE-OCCURRING THEMES OF BATTLELORDS

Theme 1: In the Trenches

Battlelords has a "grunt in the trenches" feel. Characters, with the possible exception of Galactic Armed Forces personnel, are usually under-trained and under-equipped to handle the threats thrown at them. Most characters make do with the equipment they have and salvage equipment they come across. Characters persevere using skill, ingenuity, and determination to overcome their shortcomings and lack of experience.

"I'm not trained for this!' should be embroidered on the back of every SSDC jumpsuit."

Theme 2: Overcoming Racism & Stereotypes

Perhaps it's more correct to say overcoming speciesism and stereotypes. Many of the species in the Alliance don't get along. Some outright hate each other. This adversity in many cases is the result of direct conflict between two species, but just as often the latent hostility is furthered by belief in stereotypes about the other species. Pythons are always big and dumb. Some are actually quite smart. Orions don't care about anything but having fun. Actually, Orions have responsibilities and families just like many of the other species. The characters will eventually have to look past these stereotypes, or at the minimum, learn to work together with species they dislike.

"Phentari aren't dangerous unless they get behi…..."

Theme 3: Runaway Capitalism

The Alliance is run by corporations. Pervasive and omnipresent businesses that are so expansive – hell, we call them "Mega-corps" – that they infiltrate every facet of a typical Alliance citizen's life. Most characters will be employed by a Mega-corp or supported by one indirectly. The Mega-corps only look at their bottom line in the accounting ledgers. Sure, it's a paycheck, but characters can count on the Mega-corps screwing them every chance they get. They couldn't care less about the characters, and your butt belongs to them for the term of your contract, which is often measured in Galactic years.

"I did not give you permission to die!"

Theme 4: The Haves vs. The Have Nots

The universe that Battlelords inhabit is far from a utopia. The galaxy is at war, corporations run the government from behind the scenes, and the Mutzachan ban on nanotechnology has stifled any chance of eliminating material scarcity. Between the war effort getting the lion's share of material goods and the Mega-corps getting all the money, income inequality is a very real issue in the Battlelord's universe. The upside is that an adventurer, pirate, mercenary, corporate spy, privateer, salvager, treasure hunter, and just about any other career in the Battlelords universe offers at least the potential for your characters to make it big.

"The cities of the Alliance are, in fact, a paradox of beauty and desolation."

Theme 5: Dark Humor

Combat in Battlelords is violent, gritty, and very often lethal. Soldiers faced with the ugly truths of combat often use humor, even inappropriate humor, as a coping mechanism and to relieve stress. Combat-hardened mercs and soldiers in Battlelords are no different.

"I skillfully blocked the Eridani's sword with my heart."

THE RULES (THE SHORT VERSION)

THE '150 RULE'

Unless it's explicitly stated in a description, nothing can increase a character's Statistic or Skill beyond 150%. A score of 50 is Human average and a score of 100 is Human maximum, except for Aggression which is max out at 150 for all species.

PERCENTILES (D100)

The rules often call for a player to roll percentiles, which generates a result between 1 and 100. The roll determines the success or failure of your actions. To do this, roll two ten-sided dice (d10s). One die represents the tens digit and the other die represents the ones digit. Make sure you decide which die will represent the tens and which die will represent the ones before you roll. For example, a roll of 5 (tens die) and 6 (ones die) would be read as 56. A roll of 00 is treated as 100 and referred to in Battlelords as a "Double Zodd" which is an automatic failure. A roll of 01 is an automatic success. Other required dice are 4-sided die (d4), 6-sided die (d6), 8-sided die (d8), 12-sided die (d12), and on rare occasion a 20-sided die (d20).

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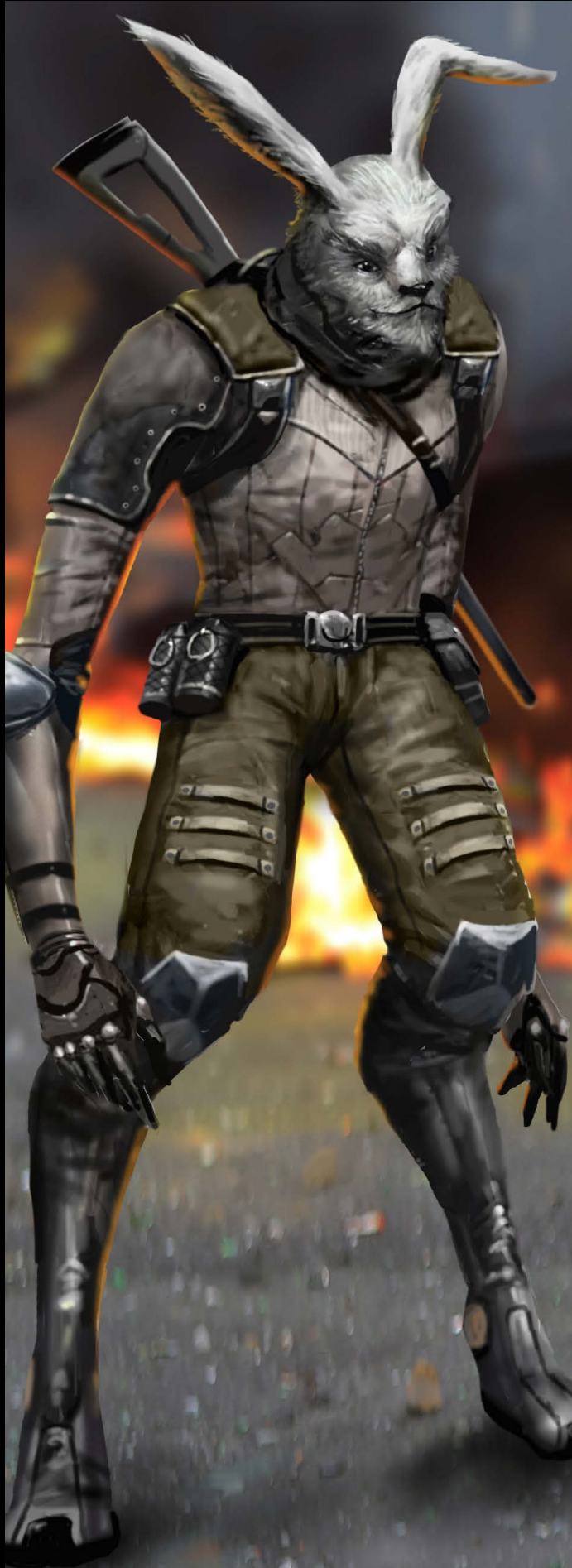
ZEN

CHARACTER STATS

Each character has eight Vital Statistics that define their physical and mental capabilities. Vital Statistics range from 0 up to 150. The eight vital statistics are:

STRENGTH (STR)

The Strength statistic is a measure of a character's physical power. This includes how much weight your character can move, push, lift, etc. Anytime a character needs to do something physical that relies purely on strength, you use their Strength statistic.

Strength Multiplier: Python Lizards and Ram Pythons are very strong. We add a X2 after their Strength score, which denotes they get double the lift capacity and hand-to-hand damage adjustment of other species.

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

MANUAL DEXTERITY (MD)

A high Manual Dexterity is vital for surgery, mechanics, or any skill requiring hand-eye coordination. A low score assumes that the character is clumsy when handling things. Furthermore, Manual Dexterity has a limited effect on an individual's ability to use ranged weaponry. Manual Dexterity has absolutely no effect on melee weapons such as swords.

AGILITY (AGL)

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

CONSTITUTION (CON)

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

AGGRESSION (AGG)

Aggression measures the tendency for a particular individual to attack another under provocation. The higher the Aggression statistic the less provocation is required to set your character off. If your character's Aggression statistic is high (over 80), the character may "go berserk" and fly off into a violent rage when provoked. If your character's Aggression is over 100, the character can go into a suicidal rage, lacking any concern for their own life and safety as long as they can vent their anger through unbridled violence. Characters with low Aggression scores tend to freeze or flee during violent encounters.
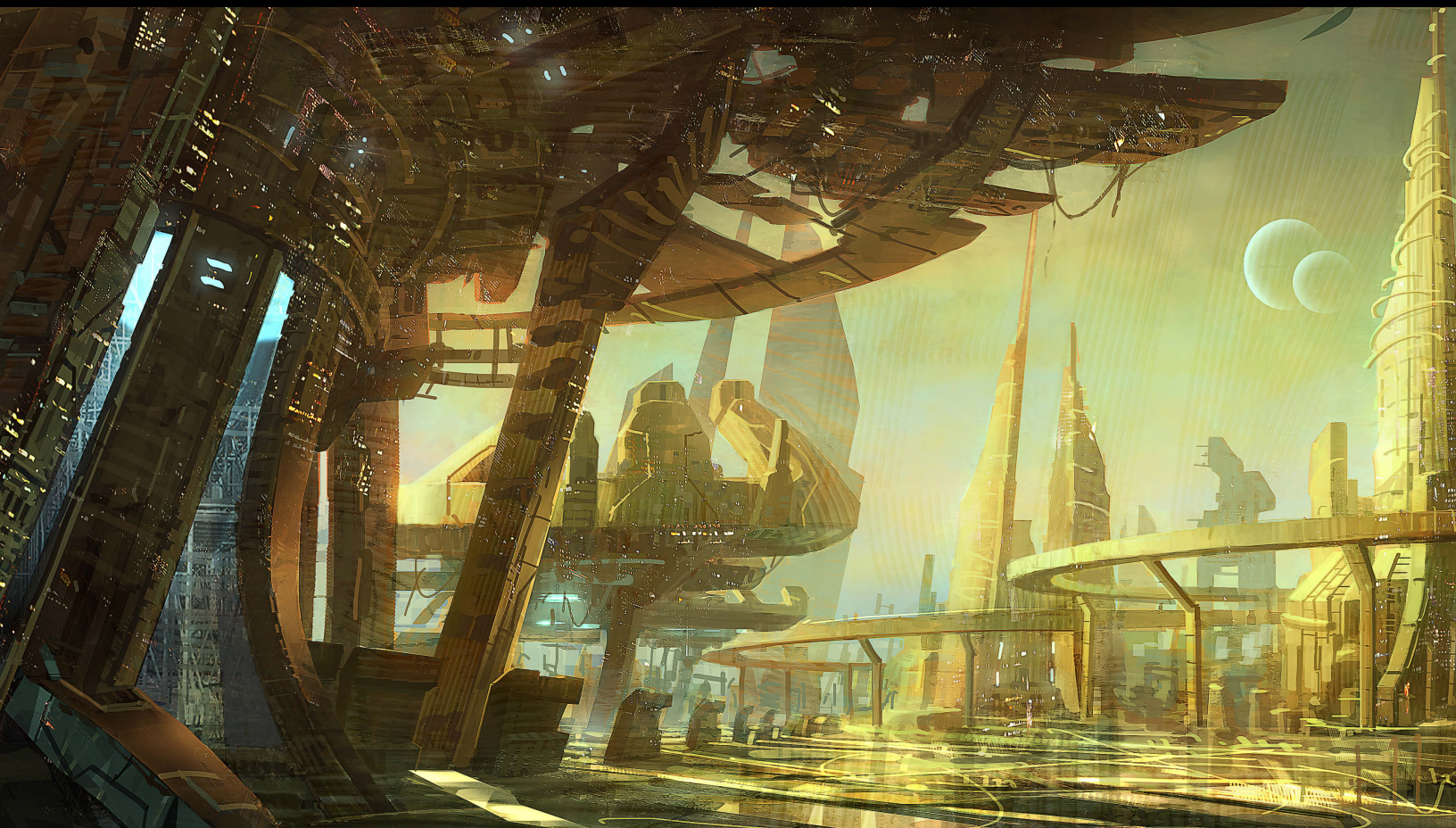
INTELLIGENCE QUOTIENT (IQ)

IQ is the most important vital statistic in Battlelords. It encompasses reason, knowledge, and memory. A high IQ is vital for Mutzachans, Chatilians, and Zen Rigeln characters. It represents the mental power of an individual and therefore, has a direct effect on the number of Matrix powers that they can learn.

INTUITION (INT)

Intuition defines a character's awareness, perception, and instincts. It is the ability to "feel" what is the best answer to a dilemma without having enough information. It is of utmost importance in situations where the best choice isn't clear. Intuition has a direct effect on a character's ability to spot things that are out of the ordinary. Characters use their Intuition to utilize their senses, resist mental attacks, and perceive clues.

CHARISMA (CHA)

Charisma is a measure of a characters physical attractiveness, charm, and sense of humor. It represents the ability to get along with others.

OTHER STATISTICS

DAMAGE ADJUSTMENT (DA)

The character's Damage Adjustment indicates the bonus or penalty to damage, due to high (bonus) or low (penalty) Strength, when using melee weapons or hand-to-hand attacks.

INITIATIVE MODIFIER (IM)

Your character's Initiative Modifier is subtracted from their Initiative roll when determining who goes first during combat. The lower your Initiative Modifier, the faster your character reacts.

SIZE CLASS (SC)

Size Class, which is sometimes abbreviated 'SC', gives an approximation of an creatures overall size and mass. The larger a character's Size Class, the easier they are to hit.

BODY POINTS (BP)

Body Points (BP) represent the total amount of Damage that a character's body can withstand before the character falls unconscious. Body Points are reduced when a character is shot, stabbed, blown up, run over, set on fire, sat on by a Ram Python, or otherwise injured in some other grievous fashion. A character loses consciousness when their Body Points are reduced to zero.

DEATH'S DOOR (DD)

A character dies when their Body Points are reduced to a negative number equal to their Death's Door rating.

MOVEMENT RATINGS (MOV)

Each species has three listed Movement Ratings that are RUN, JUMP, and FLY. Each represents how far that species can travel in meters per second using the specified form of locomotion as a Free Action. If a Species has a 0 listed for any of their three Movement Ratings, then that mode of locomotion is not possible for that species.

Sprinting, which triples their listed RUN speed, occurs by spending ALL Actions to move at their maximum speed, but the character may take no other Actions that Combat Round. A character can double their listed horizontal JUMP speed by spending ALL Actions to make a running jump. A character can triple their listed FLY speed by spending ALL Actions, but they may do no other Actions that Combat Round.

OBSERVATION CHECKS & SENSORY MODIFIERS (OBS)

Each species has three sensory modifiers – Vision, Smell, and Hearing indicate the acuity of a particular species senses. A species with a positive modifier has sense that is superior to your average Human. A species with a negative modifier has a sense that is worse than your typical Human. These bonuses or penalties are applied to the character's Observation checks, depending on which sense they're using to make the Observation check.

ACTIONS (# OF ACTIONS)

Actions indicate the number of activities your character can perform in a Combat Round.

ENVIRONMENTAL CONDITION ROLL (ECR)

Characters are often subjected to different environmental conditions or forms of attack beyond the puncture, slash, and crush injuries seen on the battlefield. These include exposure to extreme cold or heat, biological weapons, chemical weapons, sensory attacks, and even mental attacks. Each species has a set of Environmental Condition Rolls (ECRs) that represent how resistant or vulnerable they are to particular environmental conditions or exotic attack forms. The higher the ECR, the more resistant that species is to that type of environment or condition.

When faced with the attack or condition that calls for an ECR check, the player must roll under the character's appropriate ECR value, after the GM applies any penalties.

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

- **Chemical ECR (CHEM):** Indicates a species' resistance to chemical threats, including chemical weapons, tear gas, and exposure to harmful chemicals such as acids or caustic compounds.
- **Cold ECR (CLD):** Indicates a species' resistance to withstand cold environments.
- **Electricity ECR (ELE):** Indicates a species' resistance to damaging electrical currents and weapons that injure their targets via electrical discharge.
- **Fire ECR (FIRE):** Indicates a species' resistance to hot environments but also their resistance to weapons that use heat or fire to damage their targets.
- **Mental ECR (MEN):** Indicates a species' resistance to psychic attacks and devices that inhibit or interfere with their brain (or equivalent organ).
- **Radiation ECR (RAD):** Indicates a species' resistance to damaging radiation.
- **Sensory ECR (SEN):** Indicates a species' resistance to sensory overload, including being deafened or stunned by loud noises, blinded by bright lights, or overcome with nausea from noxious smells.

STATS AND SKILLS

MAKING STAT CHECKS

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

First, find the Vital Statistic being used to accomplish the task (GM's discretion). Second, roll equal to or less than the value of your Vital Statistic on a percentiles (d100) roll. That's it. Pretty simple.

MAKING SKILL CHECKS

First, find the Skill being used to accomplish the task (GM's discretion). Second, roll equal to or less than the value of your Skill on a percentiles (d100) roll.

A full list of skills can be found in core rules for Battlelords of the 23rd Century. For now, you can just use the skills provided in the sample characters.

DETERMINING SKILL PERCENTAGE

For this Quick-Start, all of the sample character's skill percentages are already calculated, but if you want to determine a character's chance to succeed with a skill you can use the following rules. Every skill uses one of your character's Statistics (STR, MD, AGL, etc.) to determine their base chance of success. The Statistic used by the skill is called the Link Stat. To determine your chance of success with a skill, first find the Link Stat being used by the skill and divide it in half. Next add 5% for every level of the skill you have. The resulting number is your Percentage Chance to Succeed.

UNSKILLED CHECKS

There may be times when your character attempts to perform a task that would require a skill they do not possess. In these cases, the GM will determine the Link Stat for the skill that would normally be used to resolve the task. The character must then roll equal to or under half of that Vital Statistic that is the Link Stat for the relevant skill.

OPPOSED CHECKS

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

SKILL DIFFICULTIES

Sometimes your GM may decide to make your roll a little easier or more difficult based on the situation. The Check Modifiers described below can be applied to both Statistic Checks and Skill Checks and are referred to collectively as Check Modifiers or just Modifiers.

SKILL DIFFICULTY

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

COMBAT

"We are not outnumbered. We are operating in a target-rich environment."

COMBAT ROUND

Combat is divided up into 2-second rounds, called Combat Rounds.

ARE YOU IN RANGE

The first step is to determine what range bracket your opponent is in. Battlelords has eight Range Brackets. Hand-to-hand attacks and most melee weapon attacks need a target in Range Bracket 1 (RB 1). Beyond Range Bracket 1, a ranged weapon will be needed that is capable of reaching a target in that bracket.

INITIATIVE

Characters act in order of the Initiative score, from lowest to highest. Characters with identical Initiatives act simultaneously. Characters can only spend Actions to attack during their Initiative, but they can defend at any time as long as they have Actions remaining.

DETERMINING INITIATIVE

Each player rolls 2d10, adds them together, and subtracts your character's Initiative Modifiers.

SPENDING ACTIONS TO ATTACK

Every character has a number of Actions they can spend on attack and defense. When attacking, decide how many Actions to spend on the attack, and how many to save for later in case you need them to defend. Once you run out of Actions, you can't do much else that Combat Round.

SPENDING SINGLE ACTIONS TO ATTACK

By spending a single Action, a character may strike once in hand-to-hand combat (HTH) or with a melee weapon attack. Alternatively spending a single Action, a character may fire a single shot with a Ranged Weapon. To make the attack take your chance to succeed with the appropriate weapon skill and add in the Accuracy of the weapon in that Range Bracket. Each attack

you make costs 1 Action and each attack, after the first, incurs a -20 penalty to hit. If you succeed, roll a d6 to determine your hit location, unless you made a called shot to a specific location (see Combat Modifiers).

SPENDING HALF OF ALL YOUR ACTIONS TO ATTACK

By spending HALF of all their Actions, the character can launch a combo of hand-to-hand or melee weapon attacks or fire a burst from weapons that have this feature. If the character does not have half their Actions left when their Initiative comes around, they can not choose this option.

A single attack roll is made, but it uses up HALF of all your Actions for that Combat Round. The number of attacks made during a HTH combo or Melee Weapon combo is equal to the number of Actions spent, which is half your character's total. The number of round fired from a weapon shooting a burst is listed as the weapon's BURST value. If the weapon does not have a BURST value, then it can not be used to make Burst attacks.

When determining the hit location for a combo you roll a d10 instead of a d6. When making a burst attack with a weapon use the Rate-of-Fire Die (ROF-D) listed for the weapon. Since there are only 6 hit locations in Battlelords, any roll higher than a 6 is a miss. We'll cover a way around this later.

SPENDING ALL YOUR ACTIONS TO ATTACK

By spending ALL of their Actions, the character can launch a chained combo of hand-to-hand or melee weapon attacks or fire a full-auto barrage from weapons that have this feature. If the character does not have all their Actions left when their Initiative comes around, they can not choose this option.

A single attack roll is made, but it uses up ALL of your Actions for that Combat Round. The number of attacks made during a HTH combo or Melee Weapon combo is equal to the character's total number of Actions. The number of rounds fired from a weapon shooting a full auto barrage is listed as the weapon's FULL value. If the weapon does not have a FULL value, then it can not be used to make full-auto attacks.

RANGE BRACKETS								
	RB 1	RB 2	RB 3	RB 4	RB 5	RB 6	RB 7	RB 8
DISTANCE (M)	00-05	06-15	16-25	26-50	51-150	151-300	301-750	751-4,000

COMBAT

When determining the hit location for a chained combo, you roll a d10 instead of a d6. When making a full auto barrage attack with a weapon, use the Rate-of-Fire Die (ROF-D) listed for the weapon. Since there are only 6 hit locations in Battlelords, any roll higher than a 6 is a miss.

HAND-TO-HAND DAMAGE

Punches do 1 point of damage. Mutzachans can head-butt for 3 points of damage. Remember to apply the character's Damage Adjustment to the damage.

COMBAT MODIFIERS

Your GM will have you apply any appropriate Combat Modifiers to your Hand-to-Hand Combatives Skill Check or weapon Skill Check that would affect the roll (GM Discretion). An abbreviated version of the Combat Modifiers chart is presented here.

HIT LOCATION DIAGRAM

Anytime you strike an opponent with an attack, you must determine where you hit them. For single attacks, a d6 is used to determine hit location. For burst or full auto, the ROF-D in the weapon type header provides the dice to roll. The body is divided into six Body Sections, numbered, one to six, as shown below:

Bump Diagram

Missed Shots
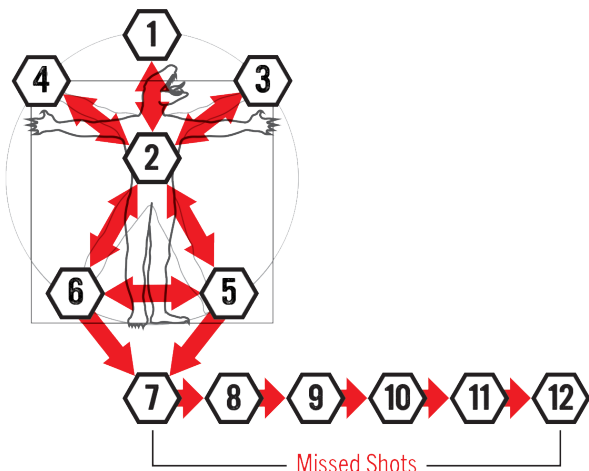
MULTIPLE ARMS

Rolling a 3 or 4 Hit Location on a Phentari or Keen means you hit an arm. To determine whether you've hit the upper or lower arm, roll another d6. If you roll an even number (2,4,6), then you've hit the upper arm on the rolled hit location. If you roll an odd number (1,3,5), then you've hit the lower arm at the hit location. Each arm has 1/2 the armors total arm SI/ABS.

COMBAT MODIFIERS

SITUATION		MOD
Aimed Shot (per HALF spent aiming, Max +20)		+10
Braced Shot		+10
Hard Cover	1 Section behind cover	-15
	2 Sections behind cover	-30
	3 Sections behind cover	-45
	4 Sections behind cover	-60
	5 Sections behind cover	-75
	Completely Covered	N/A
Using a 2-handed weapon with one hand		-50
Snap Shot (Cumulative)		-40
Jog (RUN in meters)		-40
Switch targets (in turn)		-40
Surprised		-40
Actively Dodging		-40
Target Prone (Beyond RB 1)		-30
Target Prone (RB 1)		+20
Target Dodging		-¼ OPP AGL
Target Stationary		+10

TARGET SIZE	MOD
Size Class 1	-15
Size Class 2	-10
Size Class 3	-5
Size Class 4	0
Size Class 5	+5
Size Class 6	+10
Size Class 7	+15
Size Class 8	+20
Size Class 9	+25
Size Class 10	+30

CALLED SHOTS	MOD
Arm	-50
Torso	-20
Eye	-90
Foot	-60
Groin	-80
Hand	-60
Head	-50
Leg	-20
Throat	-80
Tail	-30
Weapon (Rifle)	-50
Weapon (Pistol)	-70
Backpack/Missile Rack (From side)	-50
Backpack/Missile Rack (From rear)	-20

OFFENSIVE BUMPS

Highly skilled characters can obtain tighter shot grouping when making HALF or ALL Action attacks. This is represented by the game mechanic called Bumping. When you have a weapon skill or a hand-to-hand skill at level 6 you get one Bump. When it reaches level 11, you get another Bump. You can not bump attacks made using Single Actions.

- Your Bumps may be applied to each Hit Location roll you make in an attack.
- You can bump an on-the-body hit (Hit Location 1-6) to one adjacent Body Section for each Bump spent.
- You can subtract 1 from the die roll of an off-the-body hit (Hit Location Die value of 7+) for each Bump spent.

NOTE: When Bumping an off-the-body hit back onto the body, you can choose to bump the shot onto either leg once the die value is reduced to 6. Once the hit is back on the body, it can be moved to adjacent sections (see above).

- You get one free Bump when using a Ranged Combat weapon against a target in Range Bracket 1.

  EXAMPLE: Fredd receives a single Bump when using is sword to make a Combo or Chained Combo. The first Hit Location roll for Fredd's attack is a 5. With his single Bump, Fredd could move the strike that hit Body Section 5 into Body Section 6 or Body Section 2. Fredd opts for Body Section 6.

  EXAMPLE: Henry the Mutzachan is shooting at Fredd the Python with his laser rifle on full-auto and rolls an 8 on his Hit Location roll. Henry has two Bumps. Normally an 8 would be a miss because it does not correspond to any Body Section (1-6). However, with his two Bumps, Henry could subtract 2 from the roll of 8 and ends up with a 6, pushing the hit back onto the target.

DOING DAMAGE

Once you land a hit, subtract the listed damage (DMG) from the target's Body Points (BP). When a target hits zero Body Points, they're unconscious. When they hit the negative number of Body Points equal to their Death's Door rating, they are dead.

LIMB LOSS

If a character loses more than half of their maximum Body Points in any attack on an arm, leg, tentacle, tail, or wing, the character only loses half of their maximum Body Points. Unfortunately, at that point the limb is considered severed or mangled beyond saving.
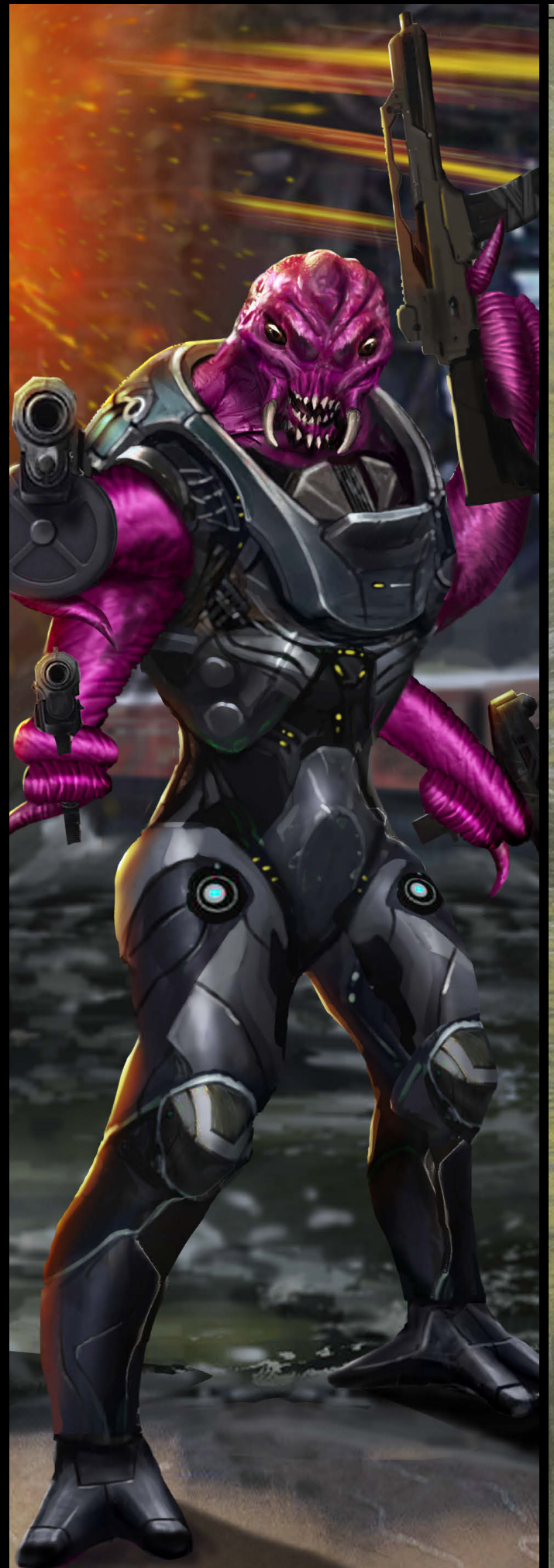
ATTACKING SUMMARY

SINGLE STRIKE OR SINGLE SHOT

# of Actions Spent:	1
Penalty to Hit:	-20, Cumulative, to each attack after first
Hit Die:	d6
Restrictions:	No Bumping
# of attacks made:	1

COMBO OR BURST

# of Actions Spent:	HALF
Penalty to Hit:	None
Hit Die:	d10 or ROF-D for ranged weapon
Restrictions:	No Called Shots
# of attacks made: (HTH or melee weapon)	Equal to number of Actions spent.
# of attacks made: (ranged weapon)	Equal to weapon's BURST value

CHAINED COMBO OR FULL AUTO

# of Actions Spent:	ALL
Penalty to Hit:	None
Hit Die:	d10 or ROF-D for ranged weapon
Restrictions:	No Called Shots
# of attacks made: (HTH or melee weapon)	Equal to number of Actions spent.
# of attacks made: (ranged weapon)	Equal to weapon's FULL value

CRITICAL HITS

Each time a character loses ¼ of their original Body Point total in a single hit or they are reduced to zero Body Points, they must roll on the Critical Hit Table. When determining what constitutes ¼ of a character's total Body Points, ignore the "always round down" rule and use normal rounding rules.

In addition, each time a character suffers a Critical Hit, they must make a Vital Statistic check using their Constitution, aka a "CON Check." Failure indicates the character has passed out from shock or is struggling so much with the pain of the injury that they are unable to take any Actions. Success indicates that the character remains conscious.

AKNAR-RYN (ARACHNIDS) MINIONS

CRITICAL HIT TABLE

D100	D10	DESCRIPTION	CON CHECK PENALTY	TEMP EFFECTS	PERM EFFECTS	TREAT SKILL	DIFF
HEAD							
1	1	Head Removed from the Shoulders. You can't walk around like a chicken with its head cut off. (Roll up new character)	N/A	–	SLAIN!	–	–
2	2	Top of Head Blown Off! You're history pal! There is all kinds of neat stuff oozing everywhere.	N/A	–	SLAIN!	-–	–
3	3	Temple	-80	Concussion. -15 to all skill checks for 2d4 days	-1 INT	Paramedic	-40
4	4	Forehead	N/A	Unconscious for 2d4 rds	-10 IQ and INT	Paramedic	-30
5	5	Enters Eye and Exits Back of Skull	N/A	–	SLAIN!	-	-
6	6	Jaw Shattered	-40	Cannot eat or speak until repaired	–	Physician	-40
7	7	Face Partially Removed	N/A	Unconscious 2d4 rounds	-20 CHA	Paramedic	-40
8	8	Mouth	0	Cannot eat solid foods until repaired	-10 CHA	Paramedic	-40
9	9	Neck	-40	-10 AGL	–	First Aid	-80
10	10	Throat	-30	Can't speak for 2 weeks	–	Paramedic	-80
TORSO	**D20**						
11-13	1	Collar Bone. Clean Break	0	-20 AGL and MD until healed; one arm useless until healed	–	Paramedic	-30
14-15	2	Lung Punctured	-80	-20 CON; Asphyxiation from drowning in blood in 8d10 rounds	–	Paramedic	-40
16-17	3	Lung	-30	-50 CON; RUN is halved	–	First Aid	-40
18	4	Struck Spinal Cord	-40	-50 CON; 50% chance of paralysis if you move at all	-	–	–
19	5	Spinal Cord Cut. Now in two distinct sections.	N/A	-50 CON	Paralyzed from mid-chest down. Mov = 1. -80 AGL	Physician	-120
20	6	Heart	N/A	Unconscious for 1d4 hours; loss of 1d4 BP/rd. from blood loss		Paramedic	-120
21	7	Blows Heart Apart.	N/A	–	SLAIN!	–	–
22-23	8	Multiple organs struck. Internals reduced to a jelly-like mixture.	N/A	–	SLAIN!	–	-–
24-25	9	Ribs Cracked. You got lucky!	0	-20 AGL	–	First Aid	0
26-27	10	Ribs Shattered	-30	-30 CON; Move and the chips have a 50% chance of puncturing a lung (see 13-15 above for effect).	–	Physician	-40
28	11	Groin, Clean	-30	-20 AGL	–	First Aid	-80
29	12	Groin, Removed	-80	RUN is halved, No sprinting, JUMP = 0;-75 AGL	-10 AGL	Physician	-120
30-35	13	Lower Abdomen, Clean	0	-10 CON	–	First Aid	-80
36-37	14	Stomach Punctured	-30	CHEM ECR or die in 1d4 days	–	Physician	-40
38	15	Stomach Ruptured	-40	CHEM ECR or die in 1d4 hours	–	Physician	-80
39-40	16	Liver	-30	-30 CON and BIO ECR or lose 1 BP/rd. from blood loss.	–	Paramedic	-40
41-42	17	Liver. You are spilling blood everywhere and making quite a puddle.	-40	-50 CON and BIO ECR or lose 1d4 BP/rd. from blood loss.	–	Paramedic	-80
43-44	18	Intestines	-30	CHEM ECR or lose 1d4 BP/round	-15 CON	First Aid	-80
45	19	Multiple Organs	-80	-60 CON, -60 AGL, Death in 1d4 min.	–	Physician	-80

D100	D10	DESCRIPTION	CON CHECK PENALTY	TEMP EFFECTS	PERM EFFECTS	TREAT SKILL	DIFF
46	20	Lower Spine. Forget walking or doing the wild thing.	-40	–	Paralyzed from waist down, -50 AGL, MOV = 1	Physician	-120
RIGHT ARM							
47	1	Right Shoulder Broken	0	-25 STR; -20 AGL; Arm is useless	–	Paramedic	-40
48	2	Right Shoulder, Clean Break	0	-10 STR; -20 MD and AGL	–	First Aid	-30
49	3	Right Elbow Shattered	0	-25 STR, MD, and AGL; Arm is useless.	-10 MD	Paramedic	-80
50-51	4-6	Right Arm. Messy Break	0	-25 STR; -20 MD and AGL; Arm is useless	–	Paramedic	-40
52-54	7-9	Right Arm. Clean Break	0	-10 STR, MD, and AGL	–	First Aid	-30
55	10	Right Hand Shattered	0	-50 MD; lose one digit	-10 MD	First Aid	-80
LEFT ARM							
56	1	Left Shoulder Broken	0	-25 STR; -20 AGL; Arm is useless	–	Paramedic	-40
57	2	Left Shoulder, Clean Break	0	-10 STR; -20 MD and AGL	–	First Aid	-30
58	3	Left Elbow Shattered	0	-25 STR, MD, and AGL; Arm is useless.	-10 MD	Paramedic	-80
59-60	4-6	Left Arm. Messy Break	0	-25 STR; -20 MD and AGL; Arm is useless	–	Paramedic	-40
61-63	7-9	Left Arm. Clean Break	0	-10 STR, MD, and AGL	–	First Aid	-30
64	10	Left Hand Shattered	0	-50 MD; lose one digit	-10 MD	First Aid	-80
RIGHT LEG							
65	1	Right Hip Bone Shattered	0	-60 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-5 AGL	Physician	-80
66-67	2	Right Hip Bone Chipped	0	-30 AGL	-1 AGL	First Aid	0
68-69	3	Right Thigh, Artery Struck	0	-25 AGL; lose 2 BP/rd. from blood loss	–	Paramedic	-80
70-72	4	Right Thigh, Clean	0	-15 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	–	First Aid	+30
73-75	5	Right Thigh Bone Shattered	0	-25 STR and -60 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-10 AGL, -5 STR	Physician	-80
76	6	Right Knee Shattered	0	-60 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-10 AGL	Physician	-80
77	7	Right Calf, Artery	0	-25 AGL; lose 1 BP/rd. from blood loss	–	Paramedic	-40
78-79	8	Right Shin Bone Shattered	0	45 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-5 AGL	Physician	-80
80-81	9	Right Calf, Clean Break	0	-15 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	–	First Aid	-30
82	10	Right Foot Shattered	0	-35 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-10 AGL	Physician	-80
LEFT LEG							
83	1	Left Hip Bone Shattered	0	-60 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-5 AGL	Physician	-80
84-85	2	Left Hip Bone Chipped	0	-30 AGL	-1 AGL	First Aid	0
86-87	3	Left Thigh, Artery Struck	0	-25 AGL; lose 2 BP/rd. from blood loss	–	Paramedic	-80
88-90	4	Left Thigh, Clean	0	-15 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	–	First Aid	+30
91-93	5	Left Thigh Bone Shattered	0	-25 STR and -60 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-10 AGL, -5 STR	Physician	-80
94	6	Left Knee Shattered	0	-60 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-10 AGL	Physician	-80
95	7	Left Calf, Artery	0	-25 AGL; lose 1 BP/rd. from blood loss	–	Paramedic	-40
96-97	8	Left Shin Bone Shattered	0	45 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-5 AGL	Physician	-80
98-99	9	Left Calf, Clean Break	0	-15 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	–	First Aid	-30
100	10	Left Foot Shattered	0	-35 AGL; RUN Score is halved, No Sprinting, JUMP = 0.	-10 AGL	Physician	-80

DEFENDING AGAINST ATTACKS

DEFENSIVE BUMPING

When defending against hand-to-hand and melee weapon attacks, a character can choose to spend HALF or ALL their Actions to defend using a Defensive Bump. You can not use a Defensive Bump to defend against attacks from ranged weapons.

A Defensive Bump works in the opposite manner as a Offensive Bump. Each Defensive Bump allows you to add, rather than subtract, one to your opponent's hit location die. Alternatively, you can use your Defensive Bump to move your opponent's hit to an adjacent Body Section, which is hopefully better armored or at least something you can live without until it grows back.

- If the character spends HALF their Actions to Defend, they receive one Defensive Bump.
- If the character spends ALL their Actions to Defend, they receive two Defensive Bumps.
- A melee weapon provides one additional Defensive Bump per Combat Round.

ACTIVELY DODGING

Targets of attacks, including ranged combat attacks, may attempt to Actively Dodge, if they are aware of the imminent attack. To Actively Dodge, the defending character must spend HALF of their total Actions. The attacker receives a penalty to hit equal to ¼ of the dodging character's Agility. This is called the character's Dodge score and is noted on the character sheet. Note: Fott get to use half their AGL when dodging.

AGGRESSION CHECKS

Whenever there is a chance a character may panic or fly into a rage, the GM may require that they make an Aggression check.

FREEZE, FLEE, OR PANIC

Characters who fail their Aggression check will panic or flee and are unable to take any Actions that don't involve running away or gibbering like an idiot. The player gets to choose whether the character panics or flees, though in either case they can still take defensive actions.

BERSERK OR SUICIDAL

When making an Aggression check, if the roll succeeds by a large margin (80 or more), the character goes Berserk. If a character's margin of success is 110 or higher, they become Suicidal instead of Berserk. Suicidal always trumps Berserk. Just remember if the Berserk/Suicidal character can't get to the target of their fury, your character may be the next best thing.

While Berserk a character receives the following modifiers:

Berserk Summary

- The character's total number of Actions increases by 2.
- If using a melee weapon or fighting empty handed, the character's Damage Adjustment is doubled.
- When a Character goes Berserk, roll a d6. The character remains conscious and continues to fight into negative Body Points, until they reach the value rolled on the d6. For example, if you rolled a 5, your Berserk character will fight until they reach -5 Body Points.
- No skills can be utilized. The individual can only attack.
- If an opponent incited the character's rage, the enraged character will attack that opponent first.
- If the opponent that incited the character's rage is unreachable, the character will attack the nearest target, friend or foe.
- Berserk characters will attack a target until it is dead or unconscious. They may attack other characters that come into their field of vision if they are in reach of the weapons the character has in hand. If there is only a single available target, the character will attack it until it is dead or destroyed.
- Berserk characters attack with whatever they have in hand at the time they become enraged.
- A Berserk character using a ranged weapon will fire it as fast as possible, with no regard for ammunition or power consumption.
- If the character has a weapon capable of fully automatic fire, they will attempt to hose down as many targets as possible (Spread Fire) until they are out of ammo.
- Berserk characters that have Matrices will only use Matrices that directly damage opponents and can be completely generated in a single Combat Round or less.
- Skill checks, other than physical skills or combat skills, are usually not possible (GM Discretion), though repeatedly driving a vehicle back and forth over an enemy is not unheard of.

In addition to the all penalties and bonuses listed for Berserk, characters who are Suicidal have additional limitations.

Suicidal Summary

- Characters who are Suicidal are incapable of blocking attacks.
- Characters who are Suicidal can not Actively Dodge.
- Characters who are Suicidal can not use Defensive Bumps.

HEALING INJURIES

BODY REHABILITATION INJECTION

The unofficial motto of the infantry corpsman is "Blessed be the BRI." Perhaps the greatest piece of medical technology ever developed by any species, the Body Rehabilitation Injection (BRI) can rapidly regenerate and repair lost or damaged tissue. It can't regrow new limbs or set broken bones, but that is about the extent of their limitations. You need a corpsman to set any broken bones before administering a BRI or you'll end up looking like a pretzel. Massive doses of BRIs, sometimes called an mBRI, can even be used to jump start a recently deceased soldier, thereby returning them to life.

CRYO INJECTION

Along with the Body Rehabilitation Injection, perhaps the most famous piece of Zen Rigeln medical technology is the Cryogenic Injection or Cryo. Cryo's are usually administered to a character when they're at negative Body Points. Cryo injections have even been administered to characters who are below their Death's Door score. If a character has reached Catastrophic Damage, there's usually not enough of the character left to stick with a Cryo (GM's discretion).

THE HAT BOX

The ability of the Zen to repair injuries is probably best summed up by standing Alliance military order A-8-61(b)-2, which the grunts call the "save the head" order. The order states that if a soldier is so seriously injured that their body is destroyed or if the body cannot be recovered for whatever reason, medical personnel are to cryo the head and bring it back for body regrowth. That's right. Given the proper medical facilities with a regen tank, a Zen can regrow a new body from the neck down. The process of saving the head is facilitated by a device which is placed over the head of the injured soldier. A cryo injection is administered, and then the grunt is decapitated. The device then seals itself and can be carried back to base with a convenient handle. Alliance soldiers refer to it as the Hat Box. Despite the fact that it has probably saved tens of thousands of lives during a campaign, military personnel do not view the device with much affection.

"You mean I'm dead-equivalent?"

ARMOR AND WEAPONS

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

ARMORED SUITS & ARMOR OPTIONS

The core rules contain stats for Body Armor, Heavy Armor, and Mechanized Battle Armor (MBA). In addition, there are over a hundred different Armor Options you can install in your suit to customize it. From Flux Shields to Flight Systems to integrated P-AI computers and medical support systems, they may not get you back in one piece, but you'll sure look good trying.

ARMOR COVERAGE

A suit of armor is broken down into sections that match the Body Sections of a character: head, arms, legs, and torso. Attacks that would strike a specific Body Section of character strike the armor worn over that Body Section instead, if any is present.

ARMOR ECRS

If you get hit by an attack that calls for an ECR check, you may substitute your armor's ECR for your character's ECR – though you don't have to do this. In some cases, the character may have a higher ECR than their armor.

ARMOR STATS

In addition to ECRs, some suits of armor will have their own AGL score, STR score, and MOV scores, which can be substituted for the characters.

THREE ARMOR COMPONENTS – THRESHOLD RATING, ABSORPTION, & STRUCTURAL INTEGRITY

THRESHOLD RATING (THR)

Think of an armored suit's Threshold Rating as the hard, outer shell of the armor. Suits with high Threshold Ratings are good at deflecting attacks designed to punch holes in armor, like bullets and laser beams.

> **01.** Represents the "hard outer shell" of an armored suit.
> **02.** Threshold Rating not typically reduced during combat.
> **03.** Threshold Rating is the same for each section of the armored suit except helmet (usually).

ABSORPTION (ABS)

Absorption represents the ability of an armored suit to cushion its wearer from impacts and attacks. Absorption in modern armor, which is composed of high-tech polymers, dampens impact by rapidly hardening and increasing density at the point of impact.

The polymers also serve to insulate the user from the effects of rapidly changing temperatures.

> **01.** Absorption is reduced on a point-for-point basis by damage that exceeds the suit's Threshold Rating.
> **02.** The amount varies from section to section and is reduced by damage.
> **03.** When Absorption is reduced to 0 in a section, other armor stats are unaffected.

STRUCTURAL INTEGRITY (SI)

Structural Integrity represents the amount of material in the armor and how well a suit holds together as it takes damage.

> **01.** Structural Integrity is reduced by certain types of weapons that are designed to tear up armor.
> **02.** When Structural Integrity is reduced to 0 in a section, that section falls to pieces and no longer provides any protection to that section.
> **03.** All Threshold Rating and Absorption in a section with zero Structural Integrity are also reduced to zero.

DAMAGING ARMOR

The mnemonic for applying the armor's statistics to damage as described above is referred to as TAB. TAB is an acronym for Threshold, Absorption, Body Points, and describes the order in which the armor's attributes affect damage. The damage done in an attack is reduced by the Threshold Rating in the section hit. Remaining damage is subtracted from the Absorption, which is used up as it takes damage. Once Absorption is reduced to zero any remaining damage from the attack is subtracted from the target's Body Points. Some weapons, like pulse weapons and disintegrators, also reduce Structural Integrity.

ARMOR AND WEAPONS

TAB = Threshold Rating (subtracted from damage) (remaining damage subtracted from) Absorption (remaining damage subtracted from) Body Points

EXCEPTIONS TO THE TAB RULE

There are certain weapon systems that bypass one of more of the protective layers of modern armor. Here is a quick summary.

Laser Weapons: Lasers ignore Absorption. They're called Damage Type: A weapons, because they ignore Absorption.

Omega Weapons: Propel small Flux shield disks at supersonic speed to destroy targets with tremendous concussion. Omega Weapons ignore the target's Threshold Rating. They're called Damage Type: T weapons, because they ignore Threshold Rating.

Disintegrators: Ignore Threshold and Absorption. They apply their damage directly to the Structural Integrity of the section hit. If no Structural Integrity is left the damage is applied to the target's Body Points.

Pulse Weapons: In addition to their normal damage, which follows the TAB rule, pulse weapons also reduce the Structural Integrity of the Armor section hit. The amount they reduce the Structural Integrity is listed under SI DMG.

Weapon Systems: The core rules feature over twenty different weapon systems, many of which have multiple subtypes. From plasma-spewing pulse weapons, to Flux projecting Omega weapons we have the tools you need to find the chink in your opponent's armor. Other options include Lasers, Reflex Missiles, Scramblers, Grav Sheers, Disintegrators, and even old-school Archaic Powder weapons. No one can have every defense. Keep your weapons loadout diverse and you'll find a way through the absorption polymers.

MALFUNCTION NUMBER (MN)

When attacking with your weapon, if your attack roll exceeds the weapon's Malfunction Number, stop the attack immediately. Your weapon is jammed for 1d4 Combat Rounds. The core rules contain expanded rules for weapon malfunctions.

"What does it mean when it's beeping faster and faster, like this?"

MATRICES

Mutzachans, Chatilians, and Zen Rigelns possess the ability to harness power from the environment and extra-dimensional sources and manipulate it to achieve amazing results. Humans from the 20th century would have called these abilities psychic powers. Most civilized 23rd century individuals recognize these abilities as Matrices.

Each of the three Matrix Controlling species can achieve a different and unique effect using their Matrices. For example, Mutzachans can manipulate raw energy. Chatilians focus on mental control, sonic, and sensory manipulation. Zen Rigelns have the ability to rebuild or alter cellular tissue on a molecular level, which allows them to literally heal wounds with a touch.

ENERGY BRACKETS

Matrices are divided into nine numbered categories called Energy Brackets. The higher the Energy Bracket the more powerful the Matrices it contains. As characters advance in skill level, they gain access to higher Energy Brackets that contain more powerful Matrices.

POWER POINTS

Power Points denote the amount of psycho-kinetic energy that a character can generate per standard day. Each time a character wants to generate a Matrix they must spend a number of Power Points equal to the Energy Bracket of the Matrix. For example, a Matrix from the 3rd Energy Bracket costs 3 Power Points to generate. Once the character is out of Power Points, they can not generate any additional Matrices that day.

USING A MATRIX

After you spend the required number of Power Points to power the Matrix, you may have to make a Stat or Skill check to generate it. The three listed below are the most common:

Aimed: Point your finger (or tentacle) at the target and make a Skill Check equal to half of your Manual Dexterity plus 5% per level of Generation skill.

Gen. Skill: Make a successful Generation Skill check

Hand-to-Hand Skill Check (HTH): Make a successful hand-to-hand skill check.

MATRIX STATS

Matrices will include a description of its effects, a Range, an Area of Effect (AoE), and a Duration. These should be self-explanatory in most cases. Matrices also have a Generation Time, which is expressed as either half of all Actions (HALF), all Actions (ALL), or non-combat. Generating a Matrix always requires at least HALF of all the character's Actions. The time required to generate a non-combat Matrix is measured in minutes and we won't go into it in these quick-start rules.

MATRIX MANIPULATION

In the core rules we have rules for customizing the effects of Matrices on the fly.

CHATILIAN

SCENARIO: LAST RESORT

SCENARIO: LAST RESORT ON THE SPACE RESORT

If you're not going to be the Game Master running this scenario and you don't want to spoil some of the surprises you may want to stop reading here.

THE GAME MASTER ROLES/ROLLS

In this scenario, the Game Master will control all of the characters that don't belong to the players, including the hostile aliens. If those characters need to make stat or skill checks the GM will roll for them. An Operations Order Sheet is included for the players at the end of this chapter.

THE PLAYER'S CHARACTERS

This scenario assumes the players will be using the mercenary team provided at the end of this booklet. Those characters were built with a ▽150,000 gear budget and 30 EXP worth of experience. If the players want to use their own characters the GM may have to adjust the opposition accordingly.

Thing to remember

01. The goal is to have fun!
02. A character will inevitably screw up. It's OK. That's when things get fun and interesting.
03. Characters in this scenario are over equipped and under trained. Players have to think on their feet.
04. Getting wounded is normal. Getting killed requires the player to do something really stupid.

ACT 1: INTRODUCTION

THE MISSION

"You have been hired by Space Systems Development Corporation (SSDC) to quietly exterminate a dangerous pest infestation on a deep space resort, called the Crystal Palace. The Crystal Palace resort is actually a very old model station. Though the guest areas have been renovated, the station itself is a bit of antique. It is a small wheel & hub configuration, despite having artificial gravity. The outside of the wheel is transparent so guests can view the impressive nebula the station orbits. Your orders specifically state that you are to eliminate any unauthorized foreign organisms without alerting or disturbing the guests."

WHAT THE PLAYERS DON'T KNOW

The pests in question are actually several new, hostile alien lifeforms (HALs) created by the nihilistic genius, "Uncle Ernie" Freilberg. He is testing them by releasing them on the station. The creatures are hiding in the "steam tunnels" of the station.

To make matters worse, while the PC's are romping through the station's insides, a group of pirates will attack the resort. By the time the characters realize what is going on the pirates will have taken over the resort and have the guests pacified with knock-out gas.

THE TOUR

As you exit the shuttle in the landing bay of the Crystal Palace you see three men waiting for you. The first one you notice is a young Human, barely an adult, who appears uncomfortable. The second is a burly looking Orion who sports a constant frown and impressive muttonchops. The last is a tall Human with brown hair and a mustache. He strides forward confidently and introduces himself.

"Hello, my name is Captain Smith, this is my Communication Officer, Roger (pointing to the short, Human who looks no older than 18), and my second in command, 1st Mate Clemens (pointing to the stocky Orion, who grunts in response.")

"Now if you'll follow me I'll take you to the command center."

Captain Smith guides you from the well-appointed hanger to a plush elevator. The elevator stops one floor down. There you exit, pass through three security stations and enter the command center. All your weapons are placed on an a-grav cart before you can enter. Smith has you gather around the holo-viewer, and begins to speak in a somber voice.

"Here's the problem. As you know this station is apparently infested with a hostile organism. This is a luxury vacation spot, and we don't want our passengers alarmed. As a result, you will be requested to wear civilian attire or one of our uniforms. We don't want you toting heavy weaponry in front of the guests, and you are to discuss this with no one else.

Here's what we know. About three weeks ago we were hit with an odd small interstellar debris storm. Evidently, it crosses our orbital path once every 1000 years, so no one actually worried about it. Unfortunately, we didn't know that we were already 999 years into the count. Anyway. Passengers begin to complain about strange noises two days later. Roll the audio feed from the tunnels Roger."

Roger, who appears to be the comms officer clumsily presses buttons. Music begins to play. He curses. Presses another button. The captain visibly sighs and rolls his eyes. Clemens starts cracking his knuckles. Roger presses yet another button

"These noises were recorded over the past two weeks."

The sound of metal bending, followed by a low booming rumble can be heard

"We originally thought the station had undergone metal fatigue, possibly from small interstellar debris hits. So, we sent in a repair team. The computer picked this up on audio an hour after they went in."

Smith gestures to Roger, who presses a button. Screams and growling can be heard.

"It appears our case of metal fatigue developed attitude and claws. We sent in a security team to recover the bodies and seal the area. They only found two of the three, and none of those were in one piece. Here are the photos from the scene."

Smith throws the pictures on the holo-viewer obstructing its projected image.

"The Doc says they've been ripped to shreds."

GM NOTE

Characters must make a CON check or vomit.

"Here's the location of the attacks and the noises. Roger will guide you from here using your comms. He'll also tell you if it's safe to shoot without endangering the structural integrity of the station. The station is old. This resort is actually built on a retrofitted mining station, and the guts of the old girl are quite antiquated. There is no surveillance or monitoring in the maintenance tunnels, and most of the gear down there was designed to be manually operated. They, of course, installed pressure loss sensors but that's about the extent of our monitoring down there. We'd like you to get started as soon as possible. Clemens will get you jump suits you can wear over your uniforms and he'll escort you and your gear to the access point"

ACT II: IN THE TUNNELS

Roger and Clemens escort the team to the access point for the maintenance tunnels. The weapon cart is covered with a tarp. Clemens responds to most questions with a grunt or monosyllabically. He presses the key code to open the door, and pushes the cart through. As the door closes, he can be seen shaking his head dismissively.

As the characters are making their way into the tunnels Roger will incompetently guide them to the location where they last recorded the noises. There will be a lot of "left, er… no wait. Right. Definitely Right… I think" from Roger who is not terribly competent or experienced.

The tunnels are long, poorly lit corridors, only about 2 meters wide and 3 meters tall. They are lined with pipes of all diameters. Occasional locked metal doors are periodically encountered.

THE BODY

Not long after the characters enter the tunnels, they will encounter the body of someone as they round the corner. It is not the missing maintenance worker. It is clearly a guest. He is a male Human, and he is missing his head. His ID identifies him as Alfred Manford. A blood trail leads from a nearby storage room.

Inspection of the small storage room reveals that it is empty, but does have a large hole (1.5m) in the ceiling, which is 3m above the floor. The hole appears to have been clawed through the ceiling.

GM NOTE

If any of the Characters look through the hole they can see inside the low grav racquetball court. If the Characters tell Roger this, he will start to panic and run off to tell the captain, leaving the Characters on their own.

THE VENTILATION ROOM

As the characters continue their inspection through the maintenance tunnels they will encounter an open door, with the words VENTILATION ROOM stenciled on it. The hum of the air compressors, rotor fans, and the whoosh of air being pushed through the duct work creates a deafening din. The characters will be unable to hear each other, even through their headsets.

GM NOTE

Characters who take their helmets off suffer permanent hearing damage (-100 Hearing Mod).

Upon closer inspection, the automated alarm system that monitors entrance reads "All Systems Nominal." The Room is roughly 10 m x 10 m. Many of the pipes from the hallway stream into this room, converge on the far wall, and run down multiple, dark, maintenance corridors running off into the station.

Inside on the floor is a body. The body appears to belong to a 170 cm, 18 year old, Human male. The body wears a uniform with pirate colors and insignia. His head sits some 1.5 m from the rest of his corpse. Blood and guts have been strewn throughout the room covering all surfaces. He lies…well most of him lies about 1 m from the main control panel. Next to his body lay two cannisters. Characters will see that one of the cannisters has been hooked into the station's air supply. It appears as though the pirate was dismembered before connecting the second container. Once the characters or a large group of them are in the ventilation room a single HAL will rush out of the tunnels to attack.

GM NOTE

Slipping Hazard: If the characters enter the room, they will have to make an AGL roll to avoid falling. Every time a character attempts to move through the room, they will have to make an AGL check. If they fall, they will get covered in blood and guts. The blood and guts are still warm. They will need to make another AGL check to get back up.

GM NOTE

Skill Checks: A Computer Operation check will show the contents of the connected container have been emptied into the ventilation system. A Science: Physical or Weapons: Chemical check is needed to identify the container. The empty container is labeled broad spectrum knockout gas. The other container is nerve gas. Quite deadly, quite illegal, and quite out of place.

GM NOTE

During the initial HAL Encounter, Characters that fail their INT will be taken by surprise. This means they act last for that Combat Round. Remember that Characters will be on a very slick surface requiring an AGL check every time they move.
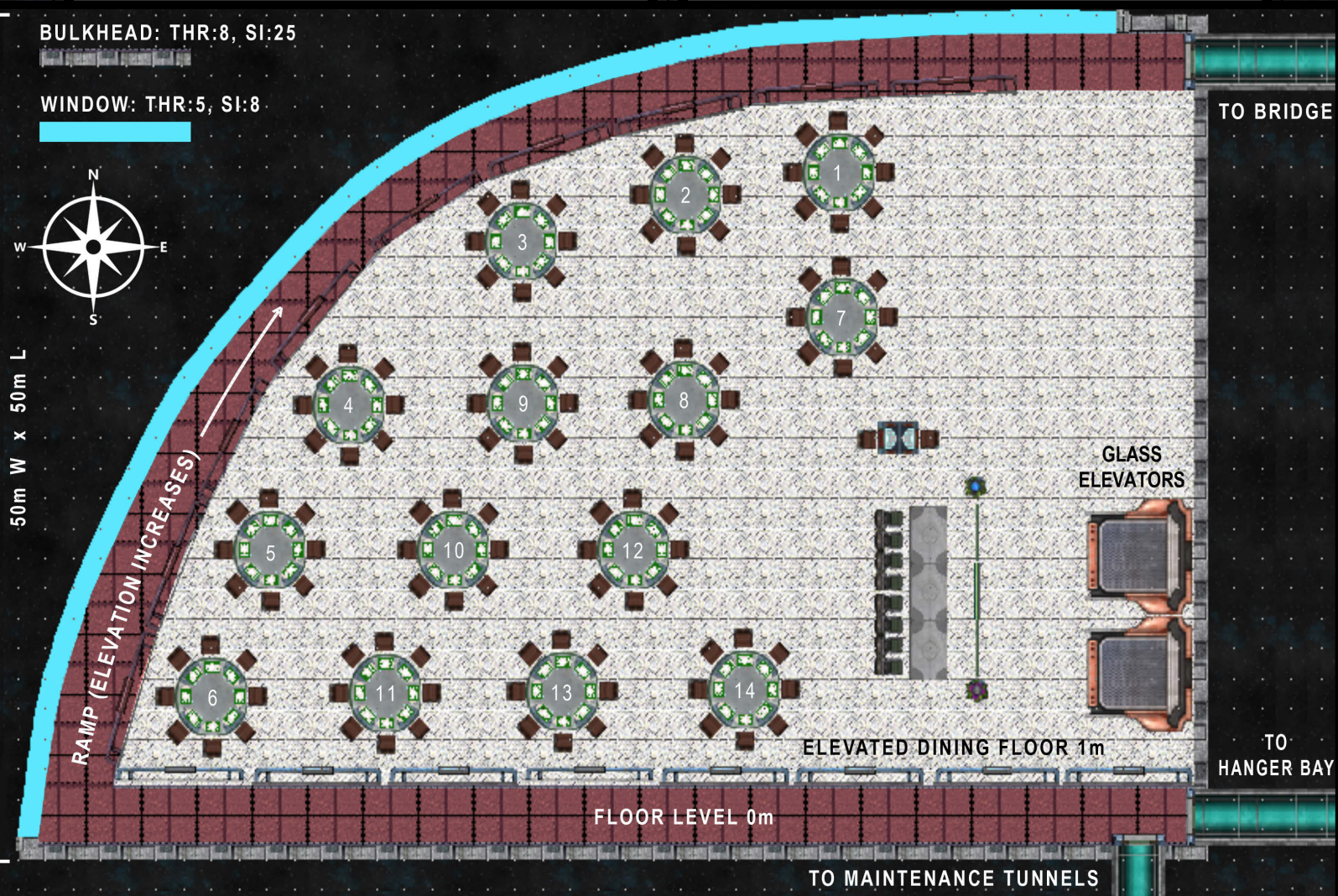
DOWN THE RABBIT HOLE

Once the Characters dispatch the HAL they will likely want to contact the resort crew. They will be unable to establish contact with anyone in the command center. Smarter characters will surmise that pirates have likely debilitated the crew and guests with the gas. At this point the characters will probably want to either flee the resort (they are mercenaries) or investigate. Either course of action will require them to exit the maintenance tunnels. On the way to the exit, unless the characters backtrack, characters risk falling into a 3m hole in the floor. The pit is actually a 3m deep breaching pod used to deliver the HALs to the resort. It is impaled through the bottom of the station and sealed the gap around the pod immediately after impact. Handwritten on the bottom of the pod in large letters are the words, "Uncle Ernie Loves Ya', Baby!"

There is a HAL in the bottom of the pod and he will not be pleased to have the characters land on it. NOTE: If you are pressed for time or the characters were mauled badly during the last encounter you can remove the HAL from this set piece.

GM NOTE

Seeing the Hole: Unless the lead character makes a Visual Observation check they will fall into the pit. If the second character doesn't make a Visual Observation check they will meet the same fate. The following characters are entitled to an INT check or Observation check (Vision or Hearing) to realize that people in front of them are screaming as they plunge into a pit.

BULKHEAD: THR:8, SI:25

WINDOW: THR:5, SI:8

50m W x 50m L

RAMP (ELEVATION INCREASES)

TO BRIDGE

GLASS ELEVATORS

ELEVATED DINING FLOOR 1m

FLOOR LEVEL 0m

TO HANGER BAY

TO MAINTENANCE TUNNELS

ACT III: DINNER IS SERVED

SET PIECE: THE NEBULA DINNING ROOM

The Nebula dining room is a pie slice shaped room that takes up ¼ of the resort's outer disk. The point of the pie shaped room connects with the central spire elevators and the outer "Crust" of the pie is a 1 story tall transparent window along the outer hull of the station which constantly faces the gorgeous nebula outside. This allows guest to enjoy the view while they dine. The dining room is elevated approximately 1 meter above floor level. There is a ramp that leads around the edge of the outer wall where patrons can walk up the ramp from floor level to dining level, enjoying the view the whole way. A decorative (and functional) wrought iron railing rings the perimeter of the dining area to keep guests from tumbling to the floor from the elevated dining platform.

As the Characters open the doors to the dining room there are two pirates in armor facing the dining room with their backs to the door. They are chatting idly about what easy pickins all these sleepin' rich folks are. Other pirates, roughly a dozen, can be seen looting the unconscious bodies of the diners who are slumped over their tables or on the floor. Most of the pirates appear to be Human or Orion. The maintenance corridors are at "ground" level so the dining room floor is elevated and about 1 meter above the floor the Characters are standing on. The Characters also have to look through a 1m tall, antique wrought iron railing to see the diners.

This being Battlelords, the Characters usually waste no time in dispatching the two pirates immediately in front on them and then start on the rest, but your needs may vary.

Things that can happen in this set piece

- The PCs will have trouble shooting through the railing at the Pirates. Each 1 meter section of the railing can sustain 15 Structural Integrity damage before it is destroyed.

- Someone will inevitably put a hole through the window between the vacuum of space and the diners. Unlike the movies people don't get sucked through the hole, but they will start to lose atmosphere. To prevent this blast shields will drop down to cover the broken section of window. The blast shield has a THR of 20, and SI of 100. The shields will crush anything in their path to ensure a good seal. As a result, they close slowly to give people time to evacuate the general area.

- Once the gas is cleared, diners will be trying to get into the elevators and out through either door.

- Fire Suppression system may activate, which fills the area with a thin fog. This does not affect the ability to breathe, but does give a -20 to -40 on all Attacks and Visual Observation Checks, depending on how far into the room you go.

- The Pirates will be using a lot of non-lethal weapons. PCs can expect to get…
    - Glued to the floor.
    - Glued to a table.
    - Glued to each other.
    - Glued to a diner.
    - Glue on their faceplate.
    - Glued to Hostile Alien Lifeforms.

UNEXPECTED COMPANY

Once the firefight is in full swing, the Hostile Alien Lifeforms, drawn by the ruckus, will come barging through the maintenance doors into the dining room. This is the same door the Characters entered through, which means the HALs will be coming up behind the Characters.

GM NOTE

Characters can make a Hearing Check at -75 to detect the HALs coming over the sound of the gun fire. The creatures have poor vision and, in their haste to join the fray, may run past any Characters that are still in the dark corridor. It's usually fun to glue a few characters in the corridor or to have mag grenades go off just as the creatures run through, drawing their attention to the characters. The creatures will attack anything they see indiscriminately and they will fight till they die.

ANTAGONISTS

Uncle Ernie's latest monstrosity is the Harberdine's Warrior MK III. Dropping them off here is his latest marketing ploy. Throw as many of these big, scaly beasts at your player as you need to get them running for the exits!

The Pirate Scum are there to make sure nothing goes right for the players. Their non-lethal weapons are meant to cause havoc and slow the players down. Use them well.

Armor Options: Armor Options are enhancements that are added to an armored suit to improve the survivability or lethality of the soldier. There are hundreds of them, as armor in Battlelords is highly customizable. Too many to cover here. Here's a quick summary of some you'll encounter in this booklet that may need further explanation.

- **AutoDoc:** A device that can automatically inject BRIs and set broken bones.
- **Auto Injector:** A port in your armor that allows medics to administer medication without taking your armor off.
- **Body Mount Harness:** Allows Cizeracks to mount weapons to their backs. Fits like a saddle.
- **Camo:** A camouflage unit. It makes you difficult to spot. -50 to opponent's visual observation checks.
- **Commo:** A communication device that allows you to talk to teammates and other commo users
- **Enviro Containment:** Makes your armor airtight and protects you from gas attacks.
- **Methane Supply:** Like an air supply, but for methane breathers like Eridani and Phentari.
- **QSU:** Quick sealant unit. Automatically plugs holes and tears in your armor.
- **Spymaster Camo:** The ultimate in camouflage systems. -75 to opponent's visual observation checks.

ACC + Skill: Weapon Accuracy lists the chance to hit in each Range Bracket, and the character's skill is already factored into the chance of success.

For example, if a weapon listed 100/90/50/-30, the chance to hit in Range Bracket 1 would be 100% before Combat Modifiers were applied. The Chance to hit in Range Bracket 2 would be 90, and so on. This weapon would have a -30 chance to hit targets in Range Bracket 4. In addition, it would be incapable of hitting targets beyond Range Bracket 4 since no additional percentages are listed.

Q: The Quantity (Q) of shots the weapon is capable of firing with its standard ammo supply and/or a fully charged battery.

HARBERDINE'S WARRIOR MK III

SPECIES OVERVIEW

G-TAG	5P-40-8
Origin	N/A
Sale Price	Taking Pre-Orders!
Threat Level	3
Identification Modifier	-40
Height	Varies
Weight	350kg
Size Class	8
Matrix Use	N/A
Power Points	N/A
Average Skill Level	5 (Physical Skills)

VITAL STATISTICS / ECRS

VITAL STATISTICS		ECRS	
STR	150 X2	BIO*	55
MD	50	CHEM	35
AGL	120	COLD	10
CON	150 X2	ELE	35
AGG*	120	FIRE	35
IQ*	30	MEN*	75
INT*	40	RAD	35
CHA*	15	SEN	25

OBSERVATION CHECKS

SENSE	TOTAL
Vision	25
Smell	115
Hearing	85

WEAPONS

NATURAL ATTACK	ACTION	%	DAMAGE	NOTES
Talon	1	85	3d6	Affects Heavy Armor

SPECIAL ABILITIES

Pain Immunity

STINKY, FOUL-MOUTHED, PIRATE SCUM

OVERVIEW

Species:	Human
Rank:	Scum
Position:	Pirate
Size Class:	4
VISION/SMELL/HEARING	50 / 50 / 50
Average Skill Level:	5
Berserk / Suicidal:	0% / 0%

VITAL STATISTICS / ECRS (NPC/ARMOR)

VITAL STATISTICS		ECRS (NPC/ARMOR)		
STR	50	BIO	25	0
MD	50	CHEM	25	25
AGL	50	COLD	25	15
CON	50	ELE	25	25
AGG	50	FIRE	25	15
IQ	50	MEN	20	-
INT	50	RAD	25	30
CHA	50	SEN	25	-

COMBAT INFORMATION

# of Actions	4	Body Points	10
No. of Bumps	0	Death's Door	-10
Initiative Mod.	5	Threshold Rating	0
Dodge	12	RUN/JUMP/FLY	8/2/0

ARMOR

HELM (THR):	TRI-LAR / (5)
ARMOR (THR):	COMBAT 1 (2)

WEAPONS (#):

- **Dialomatic Fluid Gun ACC + Skill:** 107/92/67/27/-23, MN 96, DMG Varies with fluid ammunition, Burst: 3, Full: 6, Q:50, DMG Type: Varies with fluid ammunition

    OR

- **Turbo Plus Grenade Launcher ACC + Skill:** 120/120/110/65/35, MN 96, DMG Varies with fluid ammunition, Burst: -, Full: 2, Q: 12, DMG Type: Varies with fluid ammunition

FLUID GUN AMMUNITION (#):

- **Freezy Pop Fluid** (COLD@-20; 4d6, -10 AGL; Instantaneous) Damage Type T

Target's struck must make a COLD ECR at -20, or suffer 4d6 damage. Threshold Rating is ignored.

- **Glue Goo Fluid** (STR@-30; -100 AGL & MOV = 0 if Leg is struck; Instantaneous) Damage Type S

The hit locations rolled for the target are glue to each other. Hit Locations of 7 and 8 are not considered misses, but rather indicate the target has been glued to the spot or their surroundings. Hits to the face can obscure vision.

Targets must make a Strength Check at -100 to break free. Failure indicates their AGL is reduced by 100 and MOV scores are reduced to 0 if a leg is struck. Damage ignores the target's armor.

LAUNCHED GRENADES (#):

- **Freezy Pop Grenades:** FREEZE (COLD@-20; 6d6 damage, 1d10 AGL) Damage Type T

Target must make a COLD ECR @ -20 or suffer 6d6 damage and lose 1d10 AGL. This damage ignores the target's Threshold Rating.

- **Zapper Grenades:** SHORT (ELE@-20; 2d4) Damage Type T
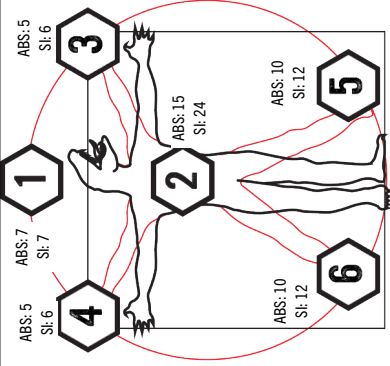
Target must make a ELE ECR @ -20 or suffer 2d4 damage and lose an armor option in the section hit. Weapons hit must make an immediate MN roll, adding 20 to the roll result.

ARMOR STATS:

Helm: ABS 7, SI 7, **ARM:** ABS 5, SI 6, **LEG:** ABS: 10, SI 12, **TORSO:** ABS 15, SI 24

ARMOR OPTIONS:

No Space: Camo, QSU, Enviro Containment, **L ARM:** Injection Port

"PETE" PIRATE #1 — CURRENT BP 10 — ARMOR — HELM THR: 5 — ARMOR THR: 3
Part 3: ABS:5 Sl:6 | Part 1: ABS:7 Sl:7 | Part 2: ABS:15 Sl:24 | Part 4: ABS:5 Sl:6 | Part 5: ABS:10 Sl:12 | Part 6: ABS:10 Sl:12

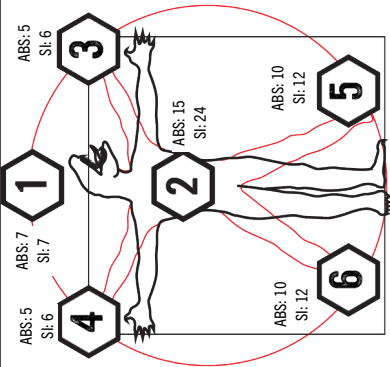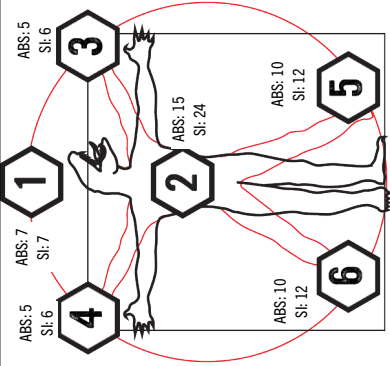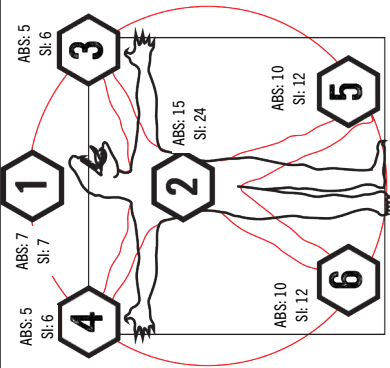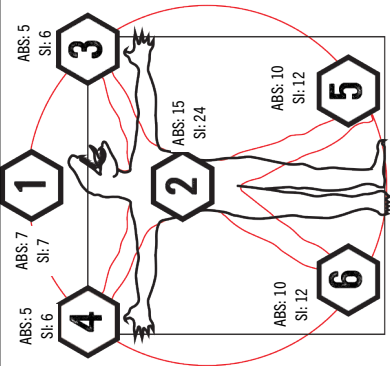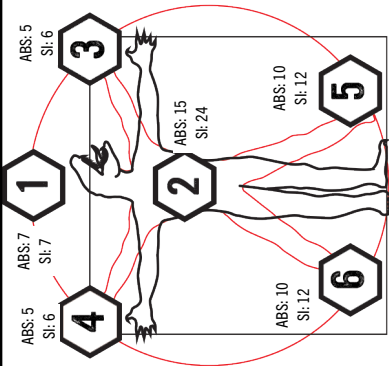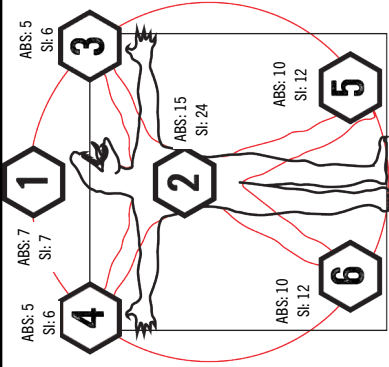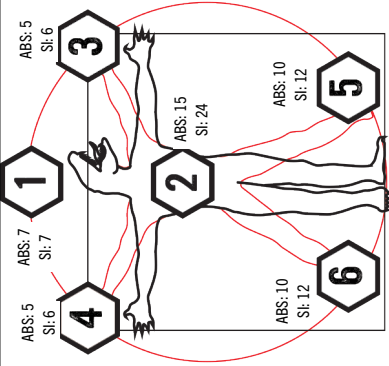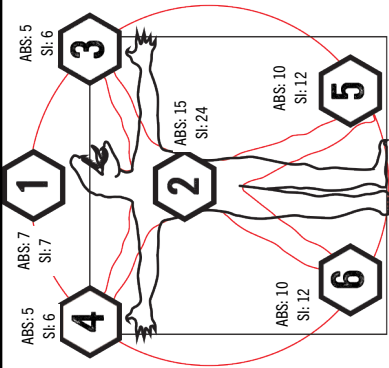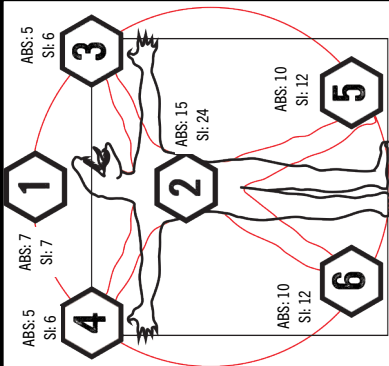**"BOB" PIRATE #2** — CURRENT BP 10 — ARMOR — HELM THR: 5 — ARMOR THR: 3
Part 3: ABS:5 Sl:6 | Part 1: ABS:5 Sl:6 | ABS:7 Sl:7 | Part 2: ABS:15 Sl:24 | Part 4: ABS:5 Sl:6 | Part 5: ABS:10 Sl:12 | Part 6: ABS:10 Sl:12

"ED" PIRATE #3 — CURRENT BP 10 — ARMOR — HELM THR: 5 — ARMOR THR: 3
Part 3: ABS:5 Sl:6 | Part 1: ABS:5 Sl:6 | ABS:7 Sl:7 | Part 2: ABS:15 Sl:24 | Part 4: ABS:5 Sl:6 | Part 5: ABS:10 Sl:12 | Part 6: ABS:10 Sl:12

"RAY" PIRATE #4 — CURRENT BP 10 — ARMOR — HELM THR: 5 — ARMOR THR: 3
Part 3: ABS:5 Sl:6 | Part 1: ABS:5 Sl:6 | ABS:7 Sl:7 | Part 2: ABS:15 Sl:24 | Part 4: ABS:5 Sl:6 | Part 5: ABS:10 Sl:12 | Part 6: ABS:10 Sl:12

"SCHMITTY" PIRATE #5 — CURRENT BP 10 — ARMOR — HELM THR: 5 — ARMOR THR: 3
Part 3: ABS:5 Sl:6 | Part 1: ABS:5 Sl:6 | ABS:7 Sl:7 | Part 2: ABS:15 Sl:24 | Part 4: ABS:5 Sl:6 | Part 5: ABS:10 Sl:12 | Part 6: ABS:10 Sl:12

"GARTH" PIRATE #6 — CURRENT BP 10 — ARMOR — HELM THR: 5 — ARMOR THR: 3
Part 3: ABS:5 Sl:6 | Part 1: ABS:7 Sl:7 | Part 2: ABS:15 Sl:24 | Part 4: ABS:5 Sl:6 | Part 5: ABS:10 Sl:12 | Part 6: ABS:10 Sl:12

"WAYNE" PIRATE #7 — CURRENT BP 10 — ARMOR — HELM THR: 5 — ARMOR THR: 3
Part 3: ABS:5 Sl:6 | Part 1: ABS:5 Sl:6 | ABS:7 Sl:7 | Part 2: ABS:15 Sl:24 | Part 4: ABS:5 Sl:6 | Part 5: ABS:10 Sl:12 | Part 6: ABS:10 Sl:12

"JOHNNY" PIRATE #8 — CURRENT BP 10 — ARMOR — HELM THR: 5 — ARMOR THR: 3
Part 3: ABS:5 Sl:6 | Part 1: ABS:5 Sl:6 | ABS:7 Sl:7 | Part 2: ABS:15 Sl:24 | Part 4: ABS:5 Sl:6 | Part 5: ABS:10 Sl:12 | Part 6: ABS:10 Sl:12

"BILL" PIRATE #9 — CURRENT BP 10 — ARMOR — HELM THR: 5 — ARMOR THR: 3
Part 3: ABS:5 Sl:6 | Part 1: ABS:5 Sl:6 | ABS:7 Sl:7 | Part 2: ABS:15 Sl:24 | Part 4: ABS:5 Sl:6 | Part 5: ABS:10 Sl:12 | Part 6: ABS:10 Sl:12

"TRENT" PIRATE #10 — CURRENT BP 10 — ARMOR — HELM THR: 5 — ARMOR THR: 3
Part 3: ABS:5 Sl:6 | Part 1: ABS:5 Sl:6 | ABS:7 Sl:7 | Part 2: ABS:15 Sl:24 | Part 4: ABS:5 Sl:6 | Part 5: ABS:10 Sl:12 | Part 6: ABS:10 Sl:12

AKKAN-IDAN "RAGE"

COMBAT INFO

Species:	Eridani	# of Actions	4
Size Class:	6	No. of Bumps	1
Berserk / Suicidal:	49% / 24%	Initiative Mod.	13
Rank:	Staff Sergeant	Dodge	30
Position:	Infantry	Body Points	15
VISION/SMELL/HEARING	50 / 60 / 45	Death's Door	-25
Threshold Rating	0	RUN/JUMP/FLY	10 / 3 / 0

VITAL STATISTICS		ECRS: PERSONAL / ARMOR		
STR	108	BIO	35	-
MD	84	CHEM	50	55
AGL	120	COLD	45	25
CON	100	ELE	45	25
AGG	124	FIRE	20	20
IQ	68	MEN	30	-
INT	40	RAD	35	55
CHA	16	SEN	35	-

NOTES:

Special Abilities: Infravision

ARMOR:

Armor: Bear, **THR:** 5, **ARM ABS/SI:** 18/16, **LEG ABS/SI:** 36/32 **TORSO:** ABS/SI: 54/48

Helm: TH-90 **THR:** 10, **ABS/SI:** 40/24

No Space: QSU, **Enviro Containment, Every Section:** Camo

Helm Loc: Commo 3, **R Arm Loc:** Rocket Rack, **R Leg Loc:** Auto Injector, **TORSO Loc:** Methane Supply

"Incoming Fire has the right of way."

SKILL [LVL] %

SKILL [LVL]	%	SKILL [LVL]	%
Alertness [1]	-	Ambush [2]	44
Body Equilibrium [2]	46	Climbing [2]	70
Demolition [2]	30	First Aid [1]	47
Navigation (Land) [1]	44	Observation [2]	40
Physical Fitness [2]	60	Scouting & Tracking [1]	25
Stealth & Concealment [1]	65	Survival (Urban) [1]	25
		Throwing [1]	65
Weapon: Beam [1]	47	Weapon: Direct Fire [2]	52
Weapon: Melee (Sword) [6]	90	Weapon: Pulse [2]	52

WEAPONS (#)

- **Mentar Pulse** ACC + Skill: 92/62/42/7/-23, MN: 95, Burst: 2, Full: 4, ROF-D: d10, Q:12, DMG: 5d6 & 8 to SI, DMG Type: '-'

- **Interferon Arm Rockets (1)** ACC + Skill: 149/139/119/79, MN 100, DMG: 7d6, DMG Type: '-'

- **Plasma Sword** ACC + Skill: RB1 only 130, MN 100, DMG 2d6+6, DMG Type: '-', Actions: 1,

- **Natural Attack:** Punch - Action: 1, RB1 only 60%, DAM: 6 (Temp), Kick - Action: Half, RB1 only 60%, DAM: 7 (Temp)

AMMO (#)

Pulse Rifle mag (1)

EQUIPMENT (#) [DESCRIPTION]

Blow Torch, BRI (1) [Heals 2d4, No Crits], Compass, First Aid kit [+40 to First Aid Checks], Flex Rope (50 m), Emergency Transmitter, Coolant Injection, Methane Injection, mBRI (4) [Heals 3d6 BP], Reflex tablets (2) [+2 IM for 10 minutes]

BACKGROUND

You're an Eridani. A superb swordsman and trained soldier from a proud warrior species. You breathe methane, but as long you take your injections or stay inside your airtight armor, you function just fine in an O2 atmosphere.

You pride yourself on your martial skills, but you're a bit of an ignorant bonehead with a bad complexion. You've admittedly made some poor life choices. The warts that cover your face make you less than attractive, you'll admit. And there was that time you volunteered for that "pain tolerance" experiment. On the upside you rarely, if ever, lose consciousness from combat related injuries now. You're also up to your mohawk in debt to keep your killing hardware top shelf the way you like it... Oh, and did we mention your anger control issues?

TAKASIS "TAC"

COMBAT INFO

Species:	Cizerack	# of Actions	6
Size Class:	7	No. of Bumps	1
Berserk / Suicidal:	00% / 00%	Initiative Mod.	16
Rank:	Major	Dodge	34
Position:	Command	Body Points	23
VISION/SMELL/HEARING	101 / 96 / 91	Death's Door	-14
Threshold Rating	0	RUN/JUMP/FLY	20 / 5 / 0

VITAL STATISTICS		ECRS		
STR	88	BIO	30	-
MD	44	CHEM	30	60
AGL	136	COLD	20	25
CON	96	ELE	30	20
AGG	44	FIRE	35	15
IQ	68	MEN	25	25
INT	92	RAD	30	65
CHA	60	SEN	10	-

NOTES:

Helmet Sensor: Active: 25%, Passive: 25%, Degree: 180, Range 2km
Target/Data Acquisition +15 to targeting
Special Abilities: Natural Night Vision, Good Jumper

ARMOR:

Armor: CD2, **THR:** 7, **ARM ABS/SI:** 20/20, **LEG ABS/SI:**40/340, **TORSO ABS/SI:** 60/60

Helm: TDA **THR:** 8, **ABS/SI:** 40/8

No Space: QSU, Enviro Containment, **Every Section:** Camo

Helm Loc: Commo 1, **R Arm Loc:** Talons, **L Arm Loc:** Talons, **R Leg Loc:** Auto Injector, **TORSO Loc:** Air Supply, Body Mount Harness

SKILL [LVL] %			
Alertness [3]	-	Climbing [3]	83
Acrobatics [5]	73	Leadership, Military [2]	40
Ambush [3]	39	First Aid [3]	37
Navigation (Land) [5]	59	Physical Fitness [3]	53
Scouting & Tracking [3]	66	Stealth & Concealment (2)	56
Survival (Temperate Plain) [2]	56	Observation [1]	51
Hand-to-Hand Combatives [3]	83		
Weapon: Direct Fire [3]	65	Weapon: Energy [8]	66

"Prey always makes the best tasting food."

WEAPONS (#):

- **K-4 Proton Cannon Disintegrator** ACC + Skill: 121/71/41/01, MN: 99, Burst: -, Full: -, Q:25, DMG: 6d4 to SI, DMG Type: T.A.
- **Armor Talons** ACC + Skill: Actions: 1, RB1 Only 83%, MN 100, DMG 2d6+3, DMG Type: '-',

AMMO (#)

Spare E-mag for Disintegrator (1)

EQUIPMENT (#) [DESCRIPTION]

BRI (1) [Heals 2d4, No Crits], Compass, First Aid kit [+40 to First Aid Checks], Emergency Transmitter, mBRI (4) [Heals 3d6 BP], Reflex tablets (2) [+2 IM for 10 minutes]

BACKGROUND

You learned to fend for yourself at an early age, and you were good at it. Despite your humble beginnings you achieved success in the arts and in your current career as a corporate mercenary. You are confident in your abilities. Nothing scares you. Employed as a scout in a SSDC expeditionary force before your transfer to officer training school, your talents saw you promoted rapidly. You are a cunning and skilled combatant. You are capable of both great stealth and great carnage if the need arises. Now you're in charge of this rag-tag group of misfits on a bug hunt. Time to prove yourself as an officer once again.

SNARK "CHAOS" ZOUS

COMBAT INFO

Species:	Orion	# of Actions	4
Size Class:	5	No. of Bumps	0
Berserk / Suicidal:	00% / 00%	Initiative Mod.	9
Rank:	Corporal	Dodge	20
Position:	Saboteur	Body Points	10
VISION/SMELL/HEARING	70 / 70 / 70	Death's Door	-11
Threshold Rating	0	RUN/JUMP/FLY	8 / 3 / 0

VITAL STATISTICS		ECRS: PERSONAL / ARMOR		
STR	51	BIO	20	-
MD	100	CHEM	25	25
AGL	83	COLD	35	5
CON	67	ELE	25	50
AGG	56	FIRE	25	5
IQ	62	MEN	25	-
INT	100	RAD	30	10
CHA	99	SEN	10	-

NOTES:

This Armor provides a -75% penalty to Visual observation checks and a -50% Penalty to Hearing Observation Checks, when attempting to spot it.

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

ARMOR

Armor: Spymaster, **THR:** 6, **ARM ABS/SI:** 13/15, **LEG ABS/SI:** 26/30, **TORSO ABS/SI:** 39/45

Helm: Rangemaster **THR:** 12, **ABS/SI:** 5/12

No Space: QSU, Enviro Containment, **Every Section:** SM Camo

Helm Loc: Commo 1, **L Arm Loc:** Autodoc, **TORSO Loc:** Air Supply

SKILL [LVL] %

SKILL [LVL]	%	SKILL [LVL]	%
Alertness [1]	-	Climbing [3]	56
Combat Engineering [3]	46	Impersonation & Disguise [3]	64
Computer Operation [1]	36	First Aid [1]	55
Physical Security [3]	65	Intelligence Gathering [1]	36
Language (Cizerack) [3]	46	Language (Eridani) [3]	46
Language (Phentari) [3]	46	Scouting & Tracking [1]	55
Lip Reading [2]	41	Stealth & Concealment [4]	61
Navigation (Land) [3]	46	Survival (Urban) [3]	65
Observation [3]	65	Pick Locks [3]	65
		Persuasion [1]	53
Hand-to-Hand Combatives [1]	46	Throwing [1]	46
Weapon: Direct Fire [3]	65	Weapon: Energy [3]	65

WEAPONS (#):

- **BC-Duster Disintegrator** ACC + Skill + 15 (TDA): 135/125/75/40, MN 100, DMG 10d4 to SI, Burst: -, Full: -, Q:10, DMG Type: T.A.
- **Long Ranger Under Barrel Grenade Launcher** ACC + Skill + 15 (TDA): 130/130/105/75/70/40, MN: 100, Burst: -, Full: -, Q:25, DMG: varies with ammo, DMG Type: varies with ammo
- **Natural Attack:** Punch - Action: 1, RB1 only 46%, DAM: 2 (Temp), Kick - Action: Half RB1 only, 46% DAM: 3 (Temp)

LAUNCHED GRENADES (#):

- **Freezy Pop Grenades:** FREEZE (COLD@-20; 6d6 damage, 1d10 AGL) Damage Type T, Target must make a COLD ECR @ -20 or suffer 6d6 damage and lose 1d10 AGL.
- **Smoke Grenades:** -30 to Visual and Smell Observation checks in a 30m radius.

EQUIPMENT (#) [DESCRIPTION]:

BRI (1) [Heals 2d4, No Crits], Compass, Dummy Grenades (2), Electronic Lock Picks, Flask (Mad Jax Liquor), First Aid kit [+40 to First Aid Checks], Emergency Transmitter, mBRI (4) [Heals 3d6 BP], Handcuffs, Infrared Goggles, Mega Glue, Day Glo Orange Spray Paint, Reflex tablets (2) [+2 IM for 10 minutes]

BACKGROUND:

You're an Orion. Pointy ears. Seven fingers. You're good at what you do, and what you do is cause chaos. You excel at remaining unseen in your cloaked Spymaster® armor, providing distractions, and fire-support for your team. You're also multi-lingual and a master of disguise. You're just as at skilled fast-taking some dim-witted fool into doing what you want him to do, as you are throwing the enemy into a panic. Most people would be amazed what kind of disruption you can cause armed only with some fake grenades, Mega glue, and orange spray paint. Your penchant for causing chaos and doing as you please extends to all aspects of your life, including your career. You've been demoted at least twice.

"They say always bet on the house, but I never lose."

GUF "CHIEF"

ARMOR

Armor: Combat 2, **THR:** 5, **ARM ABS/SI:** 12/40, **LEG ABS/SI:** 24/80, **TORSO ABS/SI:** 36/120

Helm: TDA **THR:** 8, **ABS/SI:** 16/8

No Space: QSU, Enviro Containment, **Every Section:** Camo

Helm Loc: Commo 1, **L Arm Loc:** Autodoc **TORSO Loc:** Air Supply, Reflex Missile Rack

"Guf Thwack'em good!"

WEAPONS (#):

- **Valley Green Ox Omega Weapon** ACC + Skill: 101/76/46/1/-19, MN 97, DMG 5d6, Burst: -, Full: -, Q:12, DMG Type: T
- **Digiton Reflex Missile** ACC + Skill: 106/86/66/36, MN: 100, Burst: -, Full: -, Q:1, DMG: 10d8, DMG Type: '-'
- **Thwack 'em Stick** ACC + Skill: RB1 only 96%, MN 100, DMG 2d6+19, DMG Type: '-', Actions: HALF
- **Natural Attack:** Punch - Action: 1, RB1 only 46%, DAM: 19, Kick - Action: Half, RB1 only 46%, DAM: 21

EQUIPMENT (#)

BRI (1) [Heals 2d4, No Crits], Compass, First Aid kit [+40 to First Aid Checks], Emergency Transmitter, mBRI (4) [Heals 3d6 BP], Reflex tablets (2) [+2 IM for 10 minutes]

CYBERNETICS: RAAZET-DESIGNED LEFT EYE

Raises Visual Observation check to 50%, but only works 50% of the time. Each Combat Round roll percentiles. If you roll higher than 50, it doesn't work.

BACKGROUND:

The stereotypical big, dumb, overly-muscled, lizard-like, brute. That stereotype is BS and you're living proof that not all Rams are idiots. Half the human race is dumber than you, and you're still four times as strong as an average human. Who's on the short end of the Thwack 'em stick now humans? You tend to be a little impatient and aggressive and may have made some hasty choices in the past. Using Raazet made cybernetics was not among your best decisions, but you were in a hurry. You showed an aptitude for science and mechanics at an early age, and eventually joined up with SSDC's naval corps. You learned to repair nearly everything. Computers, weapons, spacecraft. You name it. You even got trained by gunnery crew on the smaller vessels in case they needed a hand in combat.

REDSPARZ "SPAZ"

COMBAT INFO

Species:	Mutzachan	# of Actions	2
Size Class:	2	No. of Bumps	0
Berserk / Suicidal:	00% / 00%	Initiative Mod.	6
Rank:	Primary Operative	Dodge	16
Position:	Technical Officer	Body Points	5
VISION/SMELL/HEARING	58 / 53 / 48	Death's Door	-8
Threshold Rating	0	RUN/JUMP/FLY	6 / 2 / 0

VITAL STATISTICS / ECRS: PERSONAL / ARMOR

VITAL STATISTICS		ECRS: PERSONAL / ARMOR		
STR	32	BIO	5	-
MD	84	CHEM	10	90
AGL	64	COLD	35	30
CON	48	ELE	60	30
AGG	44	FIRE	60	40
IQ	128	MEN	70	90
INT	96	RAD	99	80
CHA	68	SEN	20	95

NOTES:

Armor Sensor: Active: 35% Passive: 70%, Degree: 180, Range: 70 km

Special Abilities: Matrix Controller, Highly resistant to radiation, Energy Drain, Energy based weapons cost 50% more, Wearing Armor doubles Matrix generation cost, Engineering Skills cost 1 point less per level

There is nothing more stimulating than the feel of power coursing through my body!

ARMOR

Armor: Mesh Gen-com, **THR:** 10, **ARM ABS/SI:** 16/10, **LEG ABS/SI:** 32/20, **TORSO ABS/SI:** 48/30

Helm: MOH-3 **THR:** 12, **ABS/SI:** 72/17

No Space: QSU, Enviro Containment, **Every Section:** Camo

SKILL [LVL] %

SKILL [LVL]	%		
Academic Studies (Physics) [2],	74	Navigation (Land) [5]	89
Computer Operation [1]	59	Impersonation & Disguise [3]	64
Engineering: Structural [1]	74	First Aid [1]	55
Engineering: Power [1]	74	Intelligence Gathering [1]	36
Generation [3]	79	Observation [1]	48
Paramedic [4]	62	Matrix Manipulation [3]	79
		Weapon: Chemical [1]	47

Helm Loc: Commo 1, **L Arm Loc:** Autodoc, **TORSO Loc:** Air Supply

WEAPONS (#)

- **Dialomatic Fluid Gun** ACC + Skill: 107/92/67/27/-23, MN 96, DMG Varies with fluid ammunition, Burst: 3, Full: 6, ROF-D: d8, Q:12, DMG Type: Varies with fluid ammunition
- **Natural Attack:** Punch - Action: 1, RB1 only 26%, DAM: 1 (Temp), Kick - Action: Half, 26% DAM: 1 (Temp), Headbutt - Action: Half, 26% DAM: 1 (Temp)

FLUID GUN AMMUNITION (#):

- **Hellava Fluid** (FIRE@-20; 4d4 to each Body Section; 1d6 Combat Rounds or until extinguished) Damage Type T, Target's struck must make a FIRE ECR at -20, or suffer 4d4 damage to each section struck. Threshold Rating is ignored.

EQUIPMENT (#) [DESCRIPTION]:

BRI (1) [Heals 2d4, No Crits], Compass, Paramedic Aid kit [+40 to Paramedic Checks], Emergency Transmitter, mBRI (4) [Heals 3d6 BP]

BACKGROUND

Slightly Psychotic & Distrustful is a good description for you. A former undercover agent for the Alliance government in Galactic X, large portions of your memory were erased when you left your job. You remember your youth spent in the countryside, and that's about it. Apparently in your old job you did something that angered Telydyne Syndicates, because they want to kill you. Because you don't remember much, you're distrustful of others. Since leaving Galactic X you've obtained a job as a radiation specialist on an SSDC mining ship. That was until SSDC discovered you possessed some "special" skills. They moved you into a combat team position and along with the new job you got a pay raise. You still have periodic episodes of unexplained bloodlust, but your insight into what triggers it was erased along with your prior career. That's why they call you "Spaz."

MATRICES

MATRIX	SHORT DESCRIPTION	PP	RANGE	AOE	ACTIONS	DURATION
Asnobian's Vice	Creates a crushing vice around any object SC 1 or smaller. 1 Dam. (1 SI), Damage Type T	1	RB 1	Target	HALF	10 Combat Rounds
Chilled Veins	MC lowers the body temperature of the target. Targets who fail their COLD ECR are racked with chills and unable to act.	1	Touch	Target	HALF	10 Combat Rounds
Glue	MC secures the target to another object. Target must make a STR check with a high Average (-25) difficulty. Each level of Gen. Skill beyond first increases difficulty by 5%.	1	RB 1	Target	HALF	10 Combat Rounds
Kinetic Energy Barrier	Target obtains a THR of 6 vs. Physical attacks. THR increases by 1pt for every level of Gen. Skill beyond the first. For purposes of this Matrix, physical attacks are attacks made using solid matter. Examples include falling debris during a cave-in, ballistic weapons, fragments from grenades (but not the concussion), melee attacks (e.g., Tail, pseudo pod) and most hand weapons. Plasma and Omega based weapons function normally.	1	Touch	Target	HALF	10 Combat Rounds
Light	MC can create light or increase or decrease the amount of light in the area. +/- 25 to Observation checks using the Visual Modifier.	1	Self	20 m radius	ALL	10 min.
Metal Detection	A successful Generation Skill roll reveals all metal in the AOE to the MC	1	Self	20 m radius	HALF	10 min.
Plasma Pulse	MC can generate a plasma pulse doing 2d6 damage (8 SI). Damage Type '-'	1	RB 1	Target	ALL	Instant

CRACASSARIOUS "SLITHER"

COMBAT INFO

Species:	Phentari	# of Actions	4
Size Class:	5	No. of Bumps	0
Berserk / Suicidal:	00% / 00%	Initiative Mod.	8
Rank:	Corporal	Dodge	22
Position:	Infantry	Body Points	19
VISION/SMELL/HEARING	82 / 82 / 77	Death's Door	-14
Threshold Rating	0	RUN/JUMP/FLY	12 / 4 / 0

VITAL STATISTICS

STR	63
MD	125
AGL	88
CON	90
AGG	69
IQ	104
INT	104
CHA	33

ECRS: PERSONAL / ARMOR

BIO	40	-
CHEM	30	90
COLD	55	30
ELE	35	30
FIRE	15	40
MEN	35	-
RAD	35	80
SEN	35	-

NOTES:

Can engage 2 targets simultaneously without penalty, using 360° vision

Must wear an atmospheric processor in oxygen environments

Regeneration of lost tentacles

A single tentacle can not lift more 2 kilograms

"Killing, its my fun... And if your good at something, never do it unless you get paid for it."

ARMOR

Armor: Combat 3, **THR:** 6, **ARM ABS/SI:** 12/15 per set, **LEG ABS/SI:** 48/60, **TORSO ABS/SI:** 72/90

Helm: Shalkon **THR:** 8, **ABS/SI:** 1/12

No Space: Environmental Containment, Radiation Shielding, QSU, **Every Section:** Camo

SKILL [LVL] %

SKILL [LVL]	%	SKILL [LVL]	%
Alertness [2]	-	Ambush [3]	67
Climbing [3]	59	First Aid [1]	67
Computer Operation [1]	57	Language (Cizerack) [5]	77
Language (Eridani) [5]	77	Observation [3]	67
Persuasion [2]	31	Physical Fitness [3]	60
Scouting & Tracking [3]	67	Science: Criminal [2]	62
Survival (Mountain) [2]	62	Stealth & Concealment [3]	59
Hand-to-Hand Combatives [3]	59	Weapon: Melee (Chainsaw) [2]	54
Weapon: Beam [4]	82	Weapon: Direct Fire [4]	82

Helm Loc: Rebreather, **Torso Loc:** Methane Supply, Planar Explosive, **R Arm Loc:** Scalers, **L Arm Loc:** Scalers, **L Leg:** Auto Doc

WEAPONS (#):

- **Savage B Laser (2)** ACC + Skill: 137/137/132/122/117/87/42, MN 99, DMG 2d4, Burst: 3, Full: 6, ROF-D: d8, Q:15, DMG Type: A
- **MARS 12 ga. Shotgun** ACC + Skill: 157/127/52/19, MN 95, DMG 3d4, Burst: 2, Full: 3, ROF-D: d8, Q: 6, DMG Type: A
- **Long Ranger Grenade Launcher** ACC + Skill: 15/157/122/92/87/57, MN 100, DMG Varies with grenade, Burst: -, Full: -, ROF-D: -, Q:1, DMG Type: Varies with grenade
- **Natural Attack:** Tentacle Whip - Action: 1, RB1 only 46%, DAM: 2, (Temp), Kick - Action: Half RB1 only, 59% DAM: 3 (Temp)

LAUNCHED GRENADES (#):

- Acid Magnetic Grenade (6) (CHEM@-20; 4d6 damage to SI) Damage Type T.A, Target's struck make a CHEM ECR at -20, or take 4d6 damage to the Structural Damage of the section hit. Once SI is gone, the remaining damage is applied to the target's Body Points. Threshold Rating is ignored.

EQUIPMENT (#)

BRI (1) [Heals 2d4, No Crits], Compass, First Aid kit [+40 to First Aid Checks], Emergency Transmitter, mBRI (4) [Heals 3d6 BP], Reflex tablets (2) [+2 IM for 10 minutes]

CYBERNETICS

Adrenal Implant [Increase Initiative Modifier by -4 & AGG stat +20. Duration: 1d4 Combat Rounds. 3 Min. recharge.]

BACKGROUND:

Tall and thin for a Phentari, you felt the need to establish your capability for violence early on to prove your worth. Once you obtain your bounty hunter's license you will end your tenure with SSDC. Your appetites for slaughter will be better served bringing the corpses of pathetic dead fugitives in for pay.

ORDER: LRSS-448-564-113A

ORIENTATION

Space Station ███████ ███████ owned by the ███████ ████ corporation has requested armed assisted from SSDC. The nature of the threat is likely to be relatively harmless but any kind of "bug" or "rodent" would disturb their exclusive passengers in this luxury station. Your team will assess the risk and aid station security as directed.

SITUATION

A maintenance crew on the station has disappeared in the maintenance tunnels. Organic growling has been detected in the tunnels via drones before the drones lost contact. No sign of the workers were found. The last instance like this was the result of one of the guest's pet Narffet getting loose into tunnels.

ENEMY FORCES

Narffett: GTag: 54-331a, Threat Level: -5, Damage: 0, Attacks: 0, Special abilities: Cuteness Stare (causes even a perturbed Phentari to pick it up and cuddle), Lick of Love (Triggers endorphin release in recipient spurring loving feelings towards Narffett.) Special liabilities: This creature likes to play hide and seek with anyone.

FRIENDLY FORCES

- Captain Smith is silver haired and soft. He runs the space station with bureaucratic precision. Follow his orders.
- 1st Mate Clemens is clean and well dressed. He gets the job done.
- Commo Officer Roger is clean cut but unsure. He was promoted after his boss went into the tunnels the other day.

MISSION

- Find the missing maintenance crew.
- Neutralize any threats to the passengers and station.
- Avoid damage to the station.
- Protect the VIPs.

EXECUTION

Follow Captain Smith's boarding protocols and orders. Weapons and armor are not allowed in guest areas unless permitted by the Captain or 1st Mate.

- Investigate and report back the nature and origin of the threat.
- Any damage to the station attributed to you will come out of your pay, so watch your fire.
- Kill or capture the narffett in the tunnels.

- Avoid interaction with VIPs except to preserve their lives.

Bottom line: You're flying solo on this mission. You're replaceable, however the station and its VIPs are not.

ADMINISTRATION

As a Merc unit, you are responsible for the procurement and maintenance of your own equipment. Our standard space cargo transport will be dropping supplies and you on the station with a piloted shuttle. This shuttle will serve as your quarters for the 3 days you will be on the station. The shuttle has a pilot and a built in paramedic kit. Treatment will be provided during the mission at 1/2 the normal cost.

COMMAND & SIGNAL

Once the mission is complete, signal SSDC for pickup on the next cargo ship pass through in three days.

BATTLELORDS OF THE 23RD CENTURY IS A SCIENCE–FICTION TABLETOP ROLEPLAYING GAME WHERE PLAYERS CAN ASSUME THE ROLE OF MERCENARIES, MISFITS, SOLDIERS, SPIES, PIRATES, AND HEROES ADVENTURING IN A WAR–TORN UNIVERSE.

"The soldier of the future will be more like a medieval knight in ultramodern armor than a soldier of the 21st century. Operating autonomously, they will be light years from their commanders and support."

-Military Scientist, Howard Dickenson. Earth, Year 2083.

By the year 2282 humanity has spread among the stars and joined The Alliance of Allied Species. The Alliance is composed of over a dozen species, who pool resources and technology, to expand across the galaxies and defend themselves against the threat of galactic war with the hostile Ak-Nar-Ryn. The Ak-Nar-Ryn, who are more commonly called the "Arachnids," have destroyed worlds and decimated populations as they advance into Alliance territory. More recently the Alliance has been faced with a new threat, that is even more insidious than even the Arachnids. The shapeshifting, nanite swarms of the Atlanteans, which are capable of devouring entire cities.

Many member species of the Alliance have longstanding rivalries, conflicting agendas, and a few have even gone to war with each other in the past. However, each species brings something unique to the coalition, but all must overcome their bias and speciesism if they are to cooperatively achieve their goal of survival. In the midst of it all, the mega-corporations run the show from behind the scenes and cash in every chance they get. If you're not living in a colony town on some backwater world on the frontier, you're probably working for a mega-corp on a long-term contract. They own and run nearly everything, including you… for as long as you're under contract.

Against the backdrop of war, you can take the fight to the Arachnids as soldiers of the Galactic Armed Forces. Become a hired gun working as a corporate mercenary. Explore the universe, discovering new species and relics of past civilizations. Protect the bottom line of your company as you engage in corporate espionage or research the hidden threat the Atlanteans pose to the Alliance working as a spy.   Maybe plunder is more your style? There's always room for another pirate out on the frontier. The possibilities are as limitless as the universe.

INSIDE THE BATTLELORDS RULEBOOK YOU'LL FIND

- A complete timeline of the Battlelord's universe and detailed setting information.
- 14 different highly detailed species to choose from for your character.
- Character development tables and nearly 100 skills to make each character unique.
- An expansive, galaxy spanning setting, with limitless potential.
- Dozens of high-tech armored suits and helmets to choose from for your character.
- Unique armor game mechanics allow players to customize their suit's resistance to different methods of attack.
- Armor ranges from light body armor, to mechanized battle armor, to the massive walking tanks called Ultra Armor.
- Each suit of armor is highly customizable, with over a 150 options to choose from.
- Dozens of weapon systems, and hundreds of weapons to equip your character.
- Arm yourself with lasers, disintegrators, pulse weapons, grav sheers, grenade launchers, fluid guns, and Omega weapons, just to name a few.
- Find the chink in your opponent's armor by choosing the weapon that exploits a weakness in their defenses.
- Equipment, cybernetics, and vehicles.
- Spacecraft of all types, including deck plans, and rules for using them.
- Hundreds of Matrices. The psychic powers used by a few species within the Alliance.
- Information on the techno-organic, bio-engineered soldiers of Arachnid hordes and the Atlantean nano-swarms.

Battlelords of the 23rd Century is a complete, self-contained, roleplaying game. All you need besides this book is some gaming dice. The rulebook includes detailed setting information for running a campaign in the 23rd Century for:

- Galactic Armed Forces Soldiers
- Mega-corp Mercenaries
- Pirates and Privateers
- Alliance Spies and mega-corp espionage agents
- Pre-made, ready-to-play teams.

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