

The following information is presented for use with Battlelords of the 23rd Century. It is not official game material, and has not been approved (to my knowledge) by ODS. All the material here was created or adapted to Battlelords by Tom Javoroski, and is presented merely for your perusal, use, and enjoyment, by the friendly folks at BYOV Games.



Equipment

Radars Laser Sight (RLS)

This moderately costly feature can be added to any weapon able to mount a magnifying or laser sight. It acts as a normal laser sight, with the addition of line-of-sight motion detection. Using technology similar to police "laser radars" of late 20th century Earth, the RLS detects motion in objects, and pulses brightly when directed at a moving target.

This pulse affords the user an additional +2% accuracy out to range bracket 4. Beyond that, the pulse is not clearly visible enough to grant the bonus. Note that this bonus is above and beyond any bonuses your GM may give laser sights. The RLS also reduces snap shot penalties to -30%.

The RLS is sensitive enough to distinguish between a deceased body, and an unmoving (yet still breathing) body, but it should be noted that many situational modifiers can affect this ability for brief amounts of time, usually a matter of seconds before the RLS can compensate: onboard an accelerating spacecraft (everything shakes), a Ram Python walking by (everything shakes), etc.

Note that the RLS does not distinguish between friend or foe, or even between living and non-living matter. Sure, something is moving down

that dark hallway, you can see the pulse...to shoot or not is another matter (I say shoot...friends don't sneak up on you in the dark).

For examples of the usefulness of this item, refer to the novel *Eyes of Light and Darkness* by Ivan Cat, or consider the following: the scene in *Aliens* where the marines get ambushed below the reactor, how differently would that have turned out had the soldiers' sights been able to pick out the unmoving aliens hidden in the walls/ceiling?

- **Cost:** Cost of normal laser sight +200cr
- **Availability:** Usually for military use only (yeah, right). Consider it as Uncommon.
- **Other stats as laser sight** (see Excessive.txt by Mad Dog for a good example)

Magnesium Cigarettes

A must-have for the Orion Rogue who has everything. Magnesium cigarettes come in standard size, unadorned packs, and are visually indistinguishable from normal cigarettes. There is approximately a quarter of an inch of tobacco at the end of the cigarette, and even a standard filter on the other end. However, the remainder of the "cancer stick" is filled with magnesium powder, the same kind used in T-3 Blinder grenades. A barely visible line running around the outside of the cigarette marks the end of the tobacco, and lets the Rogue know when to close his eyes.

Many a Rogue keeps a pack of these handy for those unfortunate times when the law manages to catch up to him, despite his wit and charm. After all, who would deny a captive something as harmless as a "smokie treat"? Anyone who has seen these before, that's who. Treat the effects as a T-3 Blinder grenade, but potential victims gain a +10 to SMRs, and the blindness lasts for 1-4 minutes. The chances for permanent blindness are halved as well.

Note that it is impossible to actually smoke the tobacco in these cigarettes, and the magnesium powder does not allow air flow. The Rogue must let it burn down on its own. It can look suspicious to ask for a cigarette, and then not inhale (they may suspect you're a government official).

- **Cost:** 1,000cr per pack
- **Availability:** Rare
- **Burn Time:** 3 seconds (spit it out!)

Artifacts

TSD-01 "The Shroud"

Tri-Tech Intergalactic, a top twenty mega-corporation, was known to have made only four prototypes of their much vaunted Total Spectrum Deceiver, more commonly known as a "Shroud." Tri-Tech officials hoped that the

system would catapult them into the top ten. However, after only five months of field testing, the government decreed that the system was a Danger to Galactic Security, and Tri-Tech was forced to stop production. The mega-corp was barely able to keep the government from confiscating the four prototypes, and the project was mothballed.

The TSD-01 is a remote-operated android, equipped with state of the art “light bending” technology (LBT). The operator dons a form fitting body glove covered with “translational pressure sensors”, and is suspended in a virtual reality gyroscope. His movements are translated to the TSD via the suit’s radio linkup, and he is able to see, hear, and feel via the TSDs sensory equipment. The control center is very large, and may be contained, gyroscope and all, in a semi trailer. (The TSD may also be operated using only the suit and a keyboard sized hand held controller, at a significant reduction of ability.)

The most advanced feature of the TSD-01, and the reason it was blackballed by the government, is it’s ability to become virtually undetectable to almost every frequency of light. Mutzachan inspectors employed by the Alliance in their investigation claimed that the technology was based on a theory that was “very similar” to the Mutzachan Invisibility matrix. (a few of the TSD’s proponents claimed that the Mutzachan government worked to ban the technology simply to keep that ability in their hands alone).

The TSD-01 is designed from state-of-the-art robotics, and the operator is able to carry and lift objects, and make fine manipulations; nearly anything the operator himself can do can be performed through the TSD. This includes firing weapons, picking locks, walking tightropes, or hopscotch.

The TSD can usually only “shroud” itself. If the operator wishes any objects the TSD carries to be included, the system must be programmed beforehand. There is a limit of approximately 20 pounds, or 4 cubic feet, of additional material that may be included.

Unshrouded, the TSD-01 appears very similar to an environmentally contained suit of armor, with a fine mesh of wires embedded in the surface. Visual and audio receptors are not evident.

Tri-Tech hoped to both expand the variety of TSDs (a cizerak version was in the works, and the rumor mill tells of plans to incorporate the system into a more “human looking” body, perhaps an I-Bot), and to improve their range (current range from the control center is just under 2 miles), but the Alliance stepped in before the project got off the ground. The last known location of the TSD-01s was at Tri-Tech’s sector headquarters on the planet Naxtar, in the Industrial Sector of No Man’s Land. Corporate spies, however, claim that the systems have been move to the company’s secluded research base on Gumrana (why move a mothballed system to a research facility? Hmmm...)

- **Threshold: 3**

- **Body Points:** Arms:10 each Chest & Ab: 20 each Legs: 20 each Head: 10
- **SMR:** as I-Bot (no mental SMR)
- All sensory checks made through the TSD (vision, hearing, touch) are made at -10%.
- The TSD imposes a +1 IN penalty to all actions.
- All actions are performed at -10%, including firing weapons, and any skill checks. (this may be modified by skill: see below)
- The TSD has an almost unlimited power supply, including solar cells which may be used to recharge the power cells whenever the system is not “shrouded.”
- The system is EMP shielded (90%), but any EMP damage is likely to knock out both the LBT and motor functions (70% chance of this happening if the EMP shielding fails in any way).
- The TSD has a strength of 130 (all other statistics are per the operator).
- Tri-Tech utilized a modified version of the Guisarme propulsion, allowing the TSD speeds up to 50kph, and offering a maximum vertical leap of 10 meters.
- Low-light and Infrared visual capability is included, at the same penalties.
- Operating the TSD via the hand-held keyboard unit confers a -30% to skills involving only the hands, and a -50% to all other skills. This penalty may **not** be offset with a skill bonus (see below).
- **Light-Bending Technology (LBT)**
 - The Shroud’s LBT is extremely effective, rendering the system 95% undetectable to normal vision, infrared, and UV. (NOTE: The TSD **will** set off any credible infrared trip-wire, as the angle of incidence into the sensor is changed slightly from the light bending around the TSD.)
 - Beam weapons are **completely nullified** when the LBT is active.
 - The TSD may remain shrouded for 60 minutes, in any combination, before needing to be recharged. Note that other system functions continue to operate after power to the LBT is lost.
 - The TSD requires 3 seconds in which to power the LBT up or down. During this time, the TSD appears to slowly wave and warp in front of the viewer.
 - Vision checks are at an additional -10% (-20% total) while shrouded. This includes any skill checks that rely on vision, such as scouting, detect concealment, weapons skills, etc.

- **New Skill: Operate TSD-01**

Skill	S	L	T	\$	PS	JA	M	JS	BC
Operate TSD-01	3	5	2wk	NA	IN	*	NA	10	*

The interface system for the TSD-01 is very user-friendly. Most operators take only a few weeks before they are familiar with the system. Intuition as the primary statistic represents the need to “get the feel for the system,” more than learn any particular do’s and do not’s. This is also reflected in the inability of any operator to really teach the skill to anyone else. The new operator must simply use the system frequently before gaining competence.

Every skill level gained grants the operator a +4%, which works to offset any penalties to skill checks involved in operation. This does not affect straight sensory checks. Furthermore, the skill works only to offset the penalties—never may a user gain any bonus to skills through the TSD (with the exception of a skill bonus from a higher strength).

The lack of a cost for each level reflects the fact that there is no school for this skill. If you are learning it, you either own the unit, or work for someone who does. If they charge you to learn its operation, you’re getting screwed. This is the same reason for the asterisks under Job Availability and Business Contacts. The system is illegal; therefore, few people place want ads for operators. If any Skill Chips exist, Tri-Tech is keeping them a secret.