



Battlelords of the 23rd Century Conversion Guide: Prior editions to Kickstarter Edition (aka 7th Edition)

CHARACTERS

The bonus that character species receive in the 7th edition is different than in prior editions. We have compiled the following charts to let you convert 6th edition and earlier characters to 7th edition.

VITAL STATISTICS

Find the appropriate species and add the number listed below for the appropriate Vital Statistic. Values that are negative are subtracted. Ignore stat minimums and maximums from prior editions, but stats can not be raised above 150.

SPECIES	STR	MD	AGL	CON	AGG	IQ	INT	CHA
Chatilian	0	0	0	0	0	0	40	0
Cizerack	0	-5	0	-2	0	0	0	-5
Eridani	0	0	0	0	0	0	0	0
Fott	0	0	0	0	15	0	0	0
Gen-Human	-8	-7	+10	-10	0	-7	0	-10
Human	0	0	0	0	0	0	0	0
Mazian	-5	15	30	0	0	-10	20	0
Mutzachan	-5	0	0	-15	0	20	0	0
Orion	0	0	0	0	0	0	-15	-5
Phentari	0	0	0	0	0	-2	0	0
Pythonian (Lizard, Aquatic)	0	0	0	20	0	0	0	0
Pythonian (Ram, Terrestrial)	0	0	0	0	0	0	0	0
Zen Rigel	0	0	0	0	0	0	0	15
Zen Rigel (Tza)	0	0	0	0	0	0	0	15

SECONDARY STATISTICS

The secondary statistics for characters prior to 7th edition are discarded. Terrestrial Knowledge, Persuasion, Military Leadership, and Bargaining are represented by skills in the newest edition of Battlelords of the 23rd Century.

BODY POINTS

Gen-Humans lose 2 Body Points, to a minimum of 1. All other species Body Point Totals remain the same. Discard the value listed for the character's Death Door and determine the new version using the character's revised Constitution and Unified

Statistic Table on page 74 of the newest edition of Battlelords of the 23rd Century.

HEIGHT, WEIGHT, AND SIZE CLASS

These values remain unchanged, though players may opt to use the average Size Class listed for the appropriate species in the newest edition of Battlelords of the 23rd Century.

MOVEMENT

Movement speeds listed for each species in the newest edition of Battlelords of the 23rd Century replace the prior values.

SPECIES	SIGHT	HEARING	SMELL
Chatilian	30	0	5
Cizerack	-10	-105	-10
Eridani	0	0	0
Fott	-15	40	-20
Gen-Human	-5	-5	-5
Human	0	0	0
Mazian	-10	0	0
Mutzachan	0	0	0
Orion	5	5	5
Phentari	15	10	30
Pythonian (Lizard, Aquatic)	0	0	0
Pythonian (Ram, Terrestrial)	20	-45	-55
Zen Rigel	0	0	0
Zen Rigel (Tza)	0	0	0

VISION, HEARING, AND SMELL MODIFIERS

The Sense Modifiers listed for each species in the newest edition of *Battlelords of the 23rd Century* replace the prior values. Alternatively, the following modifiers can be applied to the old modifiers to get the new values. Use the rules in the newest edition when making Observation checks.

ATTACKS & DAMAGE

Number of attacks and damage done when attacking is determined entirely using the standard rules in the newest edition of *Battlelords of the 23rd Century*. Discard all previous values.

SPECIES ABILITIES & SPECIES LIABILITIES

The Species Abilities and Species Liabilities in the newest edition of *Battlelords of the 23rd Century* replace any Special Abilities and Liabilities listed for the player races in prior editions.

SMRS

Survival Matrix Rolls (SMRs) are called Environmental Condition Rolls (ECRs) in the newest edition of *Battlelords of the 23rd Century*. The Poison and Acid SMRs are discarded. These have been rolled into the BIO and CHEM ECRs in the newest edition. Determine the characters ECRs using rules in the newest edition of *Battlelords of the 23rd Century*.

SMRS were lowered when changed to ECRs because characters can avoid damage from attack form that uses an ECR condition (cold, fire, etc.) by making a successful roll – though usually a penalty is implied. This is change from the prior rules, and the high SMRS in prior editions would have allowed characters to walk through fire and shrug off frost gun hits. For races that have not yet appeared in the newest edition of *Battlelords of the 23rd*

Century, just keep in mind that 25 is the average for ECRs now. 40 is considered excellent, 60 is considered downright amazing, and 99 renders the character nearly totally immune to any attack using that attack form that wouldn't stop a tank-equivalent.

SPECIES	SKILL POINTS
Chatilian	15
Gen-Human	10
Human	20
Mutzachan	5*
Orion	10
Zen Rigel	10*
Zen Rigel (Tza)	5*

*As a result, these additional points are usually ignored when doing a conversion from a prior version of the game.

SKILLS

The number of Skill Points characters have in prior editions is mostly unchanged, though there are a few exceptions. The more “human-looking” species ended up with more Skill Points in the newest edition of *Battlelords of the 23rd Century*. In addition, many of the Matrix Controlling species ended up with more Skill Points, but in the newest edition they have to spend these points to purchase Matrices so it's a bit of a wash.

RANK & SALARY

Obtaining rank in the newest edition of *Battlelords of the 23rd Century* is a little more difficult than in prior editions. If all the characters on the team are being converted from prior editions, feel free to retain prior rank. If only a few characters from prior editions are being converted to join an existing team made using the newest edition of *Battlelords of the 23rd Century* we'd suggest using the newer rules to determine their rank. This will likely result in their old rank being downgraded to a lower rank.

Salary was calculated differently in prior editions of *Battlelords of the 23rd Century*, but the differences shouldn't be that dramatic. If the Game Master feels the salaries of converted characters are too out of line with the other characters in their game, they should feel free to recalculate the salary using the rules in the newest edition of *Battlelords of the 23rd Century*.

GENERATION SKILL & MATRICES

Matrix Controllers in the newest edition of *Battlelords of the 23rd Century* use the Generation Skill when using Matrices. To determine what level of Generation Skill a converted character would possess, use their current Energy Bracket and consult the table below.

All Matrices for Empaths, Energy Controllers, and Healers were converted from previous editions to the current edition via a complicated process meant to balance their capabilities with their cost. In addition, many were renamed so that their titles

ENERGY BRACKET	GENERATION SKILL
1	1
2	2
3	4
4	6
5	8
6	10
7	12
8	14
9	15

were more reflective of their effect. We suggest replacing any prior matrices with the equivalent matrix the newest edition of Battlelords of the 23rd Century, keeping in mind that the Power Point costs of many Matrices have changed, and some old Matrices may no longer be available to the character at their current level due to increased cost. As always, the Game Master has the final say on what can and can't be done when converting an old character to the new version of the game.

Lastly, characters in the newest edition of Battlelords of the 23rd Century are required to have many more Matrices than prior characters before they can advance to the next Energy Bracket. Prior characters are likely to be severely short of the number of Matrices they need just to be at their current Energy Bracket. This can make determining eligibility for advancement for converted characters difficult. We suggest allowing the player to select a number of Matrices that they would need to reach eligibility for their current Energy Bracket.

ARMOR & ARMOR OPTIONS

Many of the armored suits that appeared in previous versions of Battlelords of the 23rd Century are in the current edition. If you'd like to convert a suit that hasn't appeared in the current version, the GM will need to assign it an Actual Weight, Effective Weight, and a couple ECRs (CHEM & RAD). Suits of Heavy armor will also need assigned a LIFT rating. Suits of mechanized armor will need STR, LIFT and possibly an AGL stat assigned as well. Helmets will need to be assigned a Actual Weight, MEN ECR, and SEN ECR.

In the newest edition of Battlelords of the 23rd Century armor costs and stats have formulated to reflect areas of specialties and known deficiencies in suits by certain manufacturers, as well as bit of random market price fluctuation. A lot of math went into the determination of armor costs as stats. As a result, there no easy guidelines available for converting a suit of armor from prior editions of the game to the current edition. The GM will need to use their best guest, all of the values they will need to add to the suit typically increase as the cost of the suit increases.

Armor Options: Real estate inside suits for upgrades is more limited than in prior editions. Most armor options that appeared in previous versions of Battlelords of the 23rd Century are in the current edition. If you're converting an armor option that doesn't exist in the current version of the game, keep in mind that SIZE has generally been dramatically reduced.

WEAPONS

In the newest edition of Battlelords of the 23rd Century the mechanics for Skill Checks were unified, making weapon Skill Checks work identically to non-weapon Skill Checks. This resulted in the average chance to hit with a weapon increasing, so... we reduced the chance to hit with every weapon in every Range Bracket. If you're going to covert weapons from prior versions of the game to work in the newest edition, you're going to have to do the same. Reduce the chance to hit in every Range Bracket by 35. In addition, the GM will have to come up with BURST and FULL values for weapons they think are capable of firing bursts or on full-auto. If a weapon has a ROF greater than 1, this is typically their burst number. The FULL value is twice the BURST value. Calculating the average damage for the weapon $(\text{minimum damage} + \text{maximum damage}) / 2$ will also be helpful.

An awful lot of math went into determining what Q a given weapon would get from a given power pack, so you're probably going to have to fudge that part. Just assume that pistols take standard pistol sized batteries, rifles take standard rifle sized batteries, and so on. This will result in some weapons getting way too many shots out of a given battery and others not receiving enough, but until we release a book with "all the guns" it's the best fix we've got.

Weapon weight (WGT) will have to be estimated. Typically its 1/4 of ENC. Non Machine Gun (MG) APW are 1/2 the ENC. MG APW vary to much to estimate so its up to the BM. Energy use can be extrapolated from devices shot quantity.

A Note About ECRs

The Sensory SMR did not exist in the prior edition of the game. If a weapon, Matrix, or other in game effect from a prior version of the game, blinds, deafens, or disorients via their senses the GM should replace the listed SMR with the Sensory ECR when the character makes that check. Similarly, the ACID and POISON SMRs were removed from the newest edition of Battlelords of the 23rd Century. If a weapon, Matrix, or other in game effect from a prior version of the game calls for an ACID or POISON SMR the GM should instead require the targeted character to make a BIO