

SCIENCE-FICTION
ADVENTURE IN
THE FAR FUTURE

TRAVELLER

BOOK I: MERCENARY

SECOND EDITION

TRAVELLER

BOOK I: MERCENARY SECOND EDITION

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INTRODUCTION

In the universes of Traveller there are countless souls sailing across the sea of stars in search of fame, fortune and perhaps some deeper meaning to it all. Some are looking for the answer to the eternal questions of their civilisation, others simply want to get away from it all and find something better in the void. Anything can happen in the stretches of emptiness between worlds, and sometimes this can mean trouble. For the unprepared, this is often fatal. If someone cannot protect themselves from the dangers of the universe, there are always others who will – for a price.

Book 1: Mercenary Second Edition is a guide to the gritty life of the hired gun. These specialised few are often more than just soldiers looking for some side money, they are frequently members of units of like-minded militants that devote their lives to pulling the trigger. It is a hard life to enjoy, and a harder one to be successful at. Wherever there are spacefarers, there will be violence; where there is violence there is a need for mercenaries.

From freelance soldiers of fortune to ranking grunts of a structured military charter, there are mercenaries from all walks of life across the universe. It is a good life of adventure for most travellers, and for those fortunate enough to survive a long enough while in 'the life', wealth, fame and adventure is almost certainly assured. Of course, there is always the chance that the mercenary dies a horrible death fighting a battle they never should have been involved with – but that is just the hazards of the job, is it not?

MERCENARIES WITHIN TRAVELLER

From the basic character creation methods and tables found in the *Traveller Core Rulebook*, players can create military-minded or combat-oriented characters from all walks of life. Although anyone can sell their services to the highest (or not so highest) bidder to become a mercenary by the strictest definition of the term, true mercenaries are a lot more than just a gun looking for a paycheque.

Traveller allows any character to become a gunslinger or swordsman if they wish to practice those skills, but mercenaries are dedicated to making it their livelihood. They require more focussed training and attention than a common soldier would;

they are mostly fighting for the credits – not for orders, their planet or the Emperor. This makes them invest far more to protect their own skins, and they have to be sure their training is better than anyone they might go up against.

Mercenaries are commonly stereotyped as being violent, callous and purely self-serving. Although some may fall into this category, it is not always the case. Groups of mercenaries can be tighter and more fraternal than familial brothers, and some charters have been around long enough to have multiple generations of mercenaries raised in their ranks. Just as it would be in the military, mercenaries must decide what is more important to them on a ticket – their morals or their bank accounts?

In Traveller, mercenaries are generally accepted by spacefaring cultures. They are a monitored and standardised private force that the rich and powerful can call upon to help with military needs. The types of groups that hire mercenaries are vast; as are their reasons for doing so. Companies might require a group of escorts to protect something from rivals, or they could seek someone to strike at the competition in a more direct fashion than price wars or corporate takeovers. Governments often use mercenaries to do what their armed services cannot, either morally or sometimes legally. Private parties rarely have the funds or connections to acquire a mercenary ticket, but those that do can have the strangest and most unique motives. In effect, mercenaries are far more prevalent than in our world; they exist to fill the roles others fall short of.

The use of mercenaries is a vital part of small skirmishes that often take place on the frontier borders of expanding space. Full militaries are too structured or limited in their abilities to function as they should; their hands commonly tied with political or corporate red tape. As interests move beyond the limits of law and government, mercenaries are the best solution for many of the hazards found in the less well-travelled regions of space. The mercenaries do the job, the employers reap the rewards, and everyone goes home happy; in theory, at least.

Mercenaries do what they feel they can and must do in order to pay their bills, fill their stomachs and pass the time. While this makes them individualistic and unpredictable, it also makes them numerous and somewhat expendable – all perfect traits for players in a *Traveller* game.

MERCENARY SLANG AND LEXICON

The following is a short collection of common terminology used by many mercenaries and their allies in the Third Imperium. Players of mercenary characters should pay attention to these words and phrases, as their employers, partners and employees will often use them in common parlance.

Ace(d) – Any one-shot/one-strike kill; as in *'I aced him with my seventy-six, right in the eye!'*

'Act the Part' – Overplaying a dramatic stance as a mercenary in order to earn a bigger reputation

Aggro – Becoming overly violent or aggressive; as in *'Whoa! Why all the aggro? It was just a joke!'*

Bar Tab – A tongue-in-cheek term used to describe the amount of money spent on supplies for a specific ticket

Black Op – Any ticket that cannot be officially or legally claimed; most often also a 'wet ticket'

Camo Job – Any ticket that will require the use of standard military fatigues, uniforms or other apparel; alternatively a ticket where the mercenary is hired by an armed service branch

Cloak and Dagger – Any ticket that requires stealth or anonymity

Dead Ticket – A mission that has been tried and failed; also used to describe a ticket that has passed its expiration without being undertaken

ETC – Anagram for 'estimated time to conflict'; as in *'I have the convoy in my sights, what is our ETC?'*

FUBAR – Anagram for 'fouled up beyond all repair'; can also be used as a profanity; as in *'The evacuation site is crawling with hostiles, this ticket is FUBAR.'*

Glassing – The use of high explosives or incendiary devices to deal with a lightly or unarmoured target

Heat/Hot – Slang term for violent conflict, as in *'Negative, I cannot get in yet. Too much heat out here to ignore. I could use some help.'*

'High Tide' – A description of very high or unexpected activity in a conflict situation; as in *'Get that PGMP up here, it is pretty damned high tide outside that bulkhead!'*

Ice Cold Ticket – A mission that requires a low sense of morals and likely a great deal of violent action

JIR – Anagram for 'justifiable immediate response'; or the level of violent action that should be taken in response to opposing stimuli

'Low Tide' – A description of little or low activity in a possible conflict; as in *'Holster up your big guns guys, its nothing but low tide the rest of the way.'*

Meatmonger – Derogatory term for any mercenary that is overly violent in situations where it is not necessary

Merc – Slang term for any mercenary; sometimes used by non-mercenaries in the derogatory

One-off Job – Any ticket from a new employer that has no current plans of re-hiring the mercenaries afterward

Park Walk – Any ticket that is appraised as being far easier than the overall skill level of the mercenary group signed on to it

Sandbag – Extremely derogatory term for a mercenary who is not holding up his share of a specific ticket; as in *'Move your sandbag ass Hawkins! You are slowing us all down!'*

'Take Two' – Anytime a skilled mercenary fails at a simple task and is forced to perform it again

Trial by Fire – A mercenary's first combat-based ticket

Zoo Trip – Any ticket that takes the mercenary to an unknown location with unknown flora/fauna that must be dealt with in some way



CAREER OPTIONS

There are many roads to becoming a mercenary, and not all mercenaries have the traditional army or marines background. Indeed, the choices made even before someone enters their first career can have a profound effect upon the rest of their lives.

This chapter looks at a variety of options that may be used by a player during character creation. Most lean toward army and marine careers or the mercenary way of life, but may be taken by any character who qualifies for any prerequisites.

PRE-CAREER EDUCATION

Before a character embarks on a lifelong career, there are several educational options that it may be worth considering. These include going to university, attending a military academy, and perhaps engaging in further education beyond this to better prepare for careers ahead.

This usually takes place in a character's first term, though it can be delayed up until the third term if a term or two in a career is desired. From term four and onwards, these options are no longer available.

A character can select one of the options below, making a dice roll for successful entry. If this is failed, the character must immediately attempt entry into a career and, failing that, be drafted as normal. Further attempts can be made in terms two and three if desired but only one attempt can be made at entry to one of these pre-career options in any one term.

Once successful entry has been achieved, the character will gain any skills noted and roll on the Events table on page 6. Upon successful graduation, one or more benefits will be awarded. Unlike a career, there is no mustering out or gaining of anything else other than the benefits listed. If graduation is not achieved, then no benefits are gained though the character may still have earned some skills during this time.

After successful graduation, a character may attempt to enter a career of their choice as normal, though pre-career options often given bonuses or automatic entry to certain careers, as listed under their benefits.

UNIVERSITY

Most worlds have one or more universities within their major settlements but even citizens of the most remote system can engage in university education through the use of computer

networks and interstellar communications. A university education will channel a character's efforts into a narrow range of skills but there are few other ways to become more skillful within them so quickly.

Entry: Edu 8+.
DM-1 if in Term Two, DM-2 if in Term Three
DM+1 if Soc 9+

Skills: Choose a level 0 and a level 1 skill from the following list;

Admin, Advocate, Animals (farming or veterinary), Art (any), Astrogation, Broker, Comms, Computers, Engineer (any), Language (any), Life Sciences (any), Navigation, Physical Sciences (any), Social Sciences (any), Space Sciences (any), Trade (any).

Increase Edu by +1

Graduation: Int 8+. If 10+ is rolled, graduate with honours.

GRADUATION BENEFITS

- Increase the skills chosen above to level 1 and level 2 respectively.
- Increase Edu by +1
- Graduation allows attempt to enter medical or flight schools.
- Graduation grants DM+1 (DM+2 if graduation was with honours) to qualify for the following careers; Agent, Air Force, Army, Citizen (corporate), Entertainer (journalist), Marines, Navy, Scholar, Scouts, Wet Navy.
- Graduation allows a Commission roll to be taken before the first term of a military career, so long as it is the first career chosen after university. Success will mean the character enters the career at officer rank (O1). If graduation was with honours, a DM+2 is granted on this first Commission roll.

MILITARY ACADEMY

For those who are looking to dedicate their lives to military service, there is no better option than joining an academy to round out an education. This is a popular choice for those coming from 'military' families or those having grown up never considering anything other than a life in uniform. A term within a military academy can set a recruit's career for great things, so competition to gain one of the limited number of open student slots is fierce.

Before joining a military academy, you must decide whether it is an academy of the Air Force, Army, Marines, Navy or Wet Navy.

Entry: Air Force Dex 9+, Army End 9+, Marines End 10+, Navy Int 10+, Wet Navy End 9+
DM-2 if in Term Two, DM-4 if in Term Three

Skills: Gain all Service Skills of the military career the academy is tied to at level 0, as with basic training.

Graduation: Int 9+. DM+1 if End 9+, DM+1 if Soc 9+. If 10+ is rolled, graduate with honours.

GRADUATION BENEFITS

- If entering the same military career the academy is tied to, for basic training the character may select any three Service Skills and increase them to level 1.
- Increase Edu by +1.
- Graduation allows attempt to enter medical school.
- Graduation in an Air Force or Navy academy allows attempt to enter flight school.
- Graduation allows automatic entry into the military career the academy is tied to, so long as it is the first career attempted by the character after graduation.
- Graduation allows a Commission roll to be taken before the first term of a military career, so long as it is the first career chosen after university, with DM+2. Success will mean the character enters the career at officer rank (O1). If graduation was with honours, the character will automatically pass this roll.

ADVANCED EDUCATION

Successful graduation in university or a military academy gives characters a chance to enter advanced education in a highly prestigious flight or medical school. These choices are for characters determined to dedicate their lives to becoming a pilot (of aircraft or spacecraft) or doctor respectively. This consumes another four years of a character's life but ensures they are highly specialised with automatic entry to the career of their choosing should they be successful.

FLIGHT SCHOOL

For both air forces and the Navy there exist flight schools designed to produce the very best pilots. The most famous of these cater to fighter pilots of agile aircraft and small space-going craft, but no less important are the schools that concentrate on the deft skills needed to manoeuvre the largest warships.

Entry: Edu 8+
DM+1 if Dex 9+
DM+2 if graduated with honours.

Skills: Admin 0, Physical or Space Sciences (any) 1, and either Flyer (any) or Pilot (any) 1

Graduation: Int 8+. If 10+ is rolled, graduate with honours.

GRADUATION BENEFITS

- Gain two more levels to either Flyer or Pilot (any); these two levels must be put into different specialities.
- Graduation grants automatic enlistment to the Navy (line/crew or flight) if the character has at least one Pilot skill, or the Air Force (air lift or flight) if the character has at least one Flyer skill, with an automatic commission before the career's first term, allowing the character to start at officer rank (O1). Graduating with honours increases this to officer rank 2 (O2).

MEDICAL SCHOOL

There is more than one route to becoming a doctor, be it specialist or researcher, but the very best tend to be those who graduate from a respected medical school. Successful graduation at medical school will guarantee a high-flying career.

Entry: Edu 8+
DM+1 if Int 9+
DM+2 if graduated with honours.

Skills: Admin 0, Life Sciences (any) 1, Medic 1

Graduation: Int 8+. If 10+ is rolled, graduate with honours.

GRADUATION BENEFITS

- Gain Medic 2 and two more levels to Life Sciences (any); these two levels may be put into a single Life Science or split between two Life Sciences.
- Increase Edu by +1
- Graduation grants automatic enlistment to any military career (if the character went to a military academy, this must be the same career the academy is tied to). Graduating with honours grants an automatic commission before the military career's first term, allowing the character to start at officer rank (O1).
- Graduation grants automatic enlistment to the Scholar career, starting at rank 1. Graduating with honours means the character will start at rank 2.

EVENTS DURING PRE-CAREER AND ADVANCED EDUCATION

For every term a character spends in pre-career or advanced education, roll on the following table to generate an event. As with career events, other characters may be linked to with the connections rule – perhaps they even spent time in the same university or academy!

2D	Event
2	You are approached by an underground (and highly illegal) psionic group who sense potential in you. You may test your Psionic Strength (as described on page 152 of the <i>Traveller Core Rulebook</i>) and attempt to enter the Psion career in any subsequent term.
3	Your time in education is not a happy one and you suffer a deep tragedy; perhaps you become hopelessly addicted to drink or drugs, a failed romance leaves you in tatters, or a fatal accident involving a close friend shakes your confidence. You crash and fail to graduate.
4	A supposedly harmless prank goes wrong and someone gets hurt, physically or emotionally. Roll Soc 8+. If you succeed, gain a Rival. If you fail, gain an Enemy.
5	Taking advantage of youth, you party as much as you study. Gain Carouse 1.
6	You become involved in a tightly knit clique or group and make a pact to remain friends forever, wherever in the galaxy you may end. Gain D3 Allies.
7	Life Event. Roll on the Life Events table (see page 34 of the <i>Traveller Core Rulebook</i>).
8	You join a political movement. Roll Soc 8+. If successful, you become a leading figure. Gain one Ally within the movement but gain one Enemy in wider society.
9	You develop a healthy interest in a hobby or other area of study. Gain any skill of your choice, with the exception of Jack-of-all-Trades, at level 0.
10	A newly arrived tutor rubs you up the wrong way and you work hard to overturn their conclusions. Roll 9+ on any skill you have learned during this term. If successful, you provide a truly elegant proof that soon becomes accepted as the standard approach. Gain a level in the skill you rolled on and the tutor as a Rival.
11	War comes and a wide-ranging draft is instigated. You can either flee and join the Drifter career next term or be drafted (roll 1D: 1-2 Army, 3 Marines, 4 Navy, 5 Air Force, 6 Wet Navy). Either way, you do not graduate this term. However, if you roll Soc 9+, you can get enough strings pulled to avoid the draft and complete your education – you may attempt graduation normally and are not drafted.
12	You gain wide-ranging recognition of your initiative and innovative approach to study. Increase your Social Standing by 1.

SKILLS AND SPECIALITIES

The military requires individuals to not only adhere to discipline but also exhibit initiative to overcome obstacles. Personnel must learn to adapt existing skills to evolving situations and, if necessary, specialise in entirely new areas.

This sections introduces some new ways of handling existing skills and new skill specialities that will allow characters to expand what they are capable of doing. Those with the skills already will be able to use these specialities at level 0, while new characters or those undergoing training can go straight into a new speciality and perhaps get an edge on the enemy.

USING EXISTING SKILLS

The following are all suggestions for using skills within the *Traveller Core Rulebook* to cover a wider range of situations and tasks.

COMBAT ENGINEERING

Combat engineering is the rapid construction of field fortifications, large-scale camouflage, appraisal of a structure's ability to withstand enemy fire, and landmine placement and removal – the ability to mould a battlefield to best effect. This may be used defensively, to create a series of trenches and bunkers to resist attack, or offensively, breaching similar defensives as quickly as possible to allow an assault to take place.

This covers an enormous range of disciplines and so cannot be covered by a single skill or speciality, so a dedicated combat engineer needs to be well-versed in a range of skills. Instead, referees should call for checks on different skills according to what a player is attempting. A few examples are given below. All of these assume the players have appropriate equipment to hand.

Physically detecting mines during an assault on an enemy stronghold: Recon, Int, 10-60 minutes, Difficult (-2).

Using specialised equipment to detect mines on a road: Sensors, Int, 10-60 minutes, Average (+0).

Safely defusing discovered mines: Explosives, Dex, 20-120 minutes, Very Difficult (-4)

Build a short line of defensive trenches, barricades and obstacles: Trade (military engineering), Str, 1-6 hours, Average (+0).

Build a small bunker: Trade (military engineering), Str, 1-6 hours, Average (+0).

INSTRUCTION AND TRAINING

The transference of new skills and education is a vital one for any organisation, be it a small and tight-knit crew of a tramp freighter or a sector-wide military force. Although this can be attempted by anyone, some will always be better teachers than others.

Principally, training subjects in a new skill requires an understanding of the skill being taught (at least level 1) and use of Education and the Leadership skill. Those lacking levels in Leadership may still instruct subjects but will do so with the usual DM-3.

A character can learn new skills on their own, as covered on page 59 of the *Traveller Core Rulebook*, but having an instructor or tutor can speed this up the process considerably. A good instructor can also teach skills to more than one subject at a time.

An instructor can teach one level of one skill at a time, starting at level 0 and going up to the same level as the instructor has himself in the skill being taught.

Teaching a level in a skill takes half the time it would normally take the subject to learn the skill by themselves, again as covered on page 59 of the *Traveller Core Rulebook*.

The instructor must then make a Leadership check, modified by their Education and the factors listed below.

Teaching a single student	+1
Teaching 5-10 students	-1
Teaching 11-30 students	-2
Teaching more than 30 students	-4
Instruction time cut in half	-2
Other activities undertaken during instruction	-4

Each subject being taught must then make either an Intelligence or Education check, modified by the Effect of the instructor's own check. Success will result in the skill being gained, while failure will mean the lesson must be taught again, from scratch.

Quick and efficient training, therefore, requires a good teacher and a bright and receptive student.

INTERROGATION

The majority of interrogations can be handled using the Persuade skill. However, other skills can be brought into play by

skilled interrogators to create a task chain, depending on how far they are prepared to go to get the information they want.

Most commonly, Deception is used to convince a subject that they should divulge information, perhaps suggesting that the lives of their comrades may be saved if they talk, or that the subject will in some way be rewarded. This also covers the classic Good Cop/Bad Cop approach, with one interrogator using Deception to soften the subject up, beginning a task chain that will end with another interrogator using Persuade. Social Science (psychology) is also a common skill among good interrogators and one that can be integrated into such a task chain.

The use of extreme methods of interrogation is not only controversial but their effectiveness is also disputed by some. One school of thought suggests that a subject will reveal everything if under enough stress or pain. The other counters that a subject will say anything it thinks the interrogator wants to hear. Nonetheless, some interrogators swear by these methods, which can be reflected by adding new checks into a task chain before the final Persuade check is attempted.

Typically, these will be skills such as Life Science (biology) and Medic, both being applied not for the benefit of living things but for deeper knowledge into the application of pain and the limits to which a subject can be pushed. Both may also be used to introduce chemicals and drugs into the interrogation to alter the subject's mental state while leaving no visible marks of abuse.

SPECIALITIES

The following specialities are intended for military characters (in service or mercenary) though others may find a use for many of them. Referees should also feel free to create their own and respond to requests for new specialities from players. Just remember – if it is already covered by a skill or existing speciality, you do not need a new one!

Athletics (archery): The use of bows and crossbows for hunting or in combat.

Drive (hover): For hovercraft and other ground-repulsion vehicles. *Weaving through a wooded area at speed:* Dexterity, 1-6 minutes, Very Difficult (-4)

Seafarer (personal): Used for any man-powered craft, such as canoes, kayaks, and rowboats.

COMBAT SKILLS

Since the release of the first edition of *Book 1: Mercenary* and the *Traveller Core Rulebook*, many thousands of players have played many thousands of games. We have received a great deal of feedback and one area where many players have said they wanted a tweak was with the specialities of the various combat skills.

The various combat skills for hooting weapons are now divided into the following specialities. We recommend existing characters either stick to similar specialities they have already chosen or, if desired, be allowed to make appropriate changes.

Melee weapons remain unchanged, as do ship-based weapons under the Gunner skill.

ATHLETICS

Athletics (co-ordination) is used for all thrown weapons, including grenades, as described on page 52 of the *Traveller Core Rulebook*. Archery is a new speciality introduced above.

GUN COMBAT

Gun Combat now comprises just the following specialities.

- **Energy:** Energy-based weapons such as lasers and plasma rifles.
- **Slug:** Weapons that fire a solid projectile, such as modern day pistols and submachine guns.



HEAVY WEAPONS

Heavy Weapons have the following specialities.

- **Man Portable:** Man portable heavy weapons such as plasma launchers, flamethrowers and missile launchers.
- **Artillery:** Field-based artillery such as fixed guns, howitzers and mortars.
- **Vehicle:** Large weapons typically mounted on vehicles or strongpoints such as tank guns and autocannon.

Note that many different weapons can be mounted on vehicles and whenever this is done, the weapon will always use the Heavy Weapons (vehicle) skill, regardless of what skill it usually uses when not mounted on a vehicle.

The Appendix on page 109 lists all the weapons that have appeared in Traveller, alongside which speciality they now use under these rules.

EXPANDING GUN COMBAT

Campaigns which concentrate on combat and feature wide-ranging battles may benefit from expanding the Gun Combat specialities beyond the simple energy and slug divisions featured here. While we assume that anyone sufficiently skilled in Gun Combat to rate level 1 in a speciality (which is a significant level of experience in itself) will be at least familiar enough with a variety of weapons that a little practice will acquaint them with a new gun's foibles, some players may wish to expand the skill further.

We recommend such players introduce a shortarm and longarm division into the specialities, effectively splitting weapons down further into pistols and rifles. This would then give the following specialities.

- **Energy Shortarm:** Energy-based pistols, such as the laser pistol and stunner.
- **Energy Longarm:** Energy-based rifles such as the laser carbine and laser rifle.
- **Slug Shortarm:** Smaller weapons that fire a solid projectile, such as modern day pistols.
- **Slug Longarm:** Larger weapons that fire solid projectiles, such as shotguns and assault rifles.

This is an easy set of specialities to add to the existing weapons listed on page 109, and most will break down between pistols (shortarms) and rifles (longarms). The referee is the final arbitrator as to whether a weapon is a shortarm or longarm, though we recommend that, if in doubt, place a weapon under longarm.

CAREERS IN THE ARMED FORCES

Technologically advanced societies tend to fold their planetside military forces into one service, covered by the Army career in the *Traveller Core Rulebook*. Once cheap and efficient grav vehicles become readily available, both air and naval forces become quickly outmoded in increasing degrees.

Provided here are the Air Force and Wet Navy careers for players looking to portray characters from worlds that have

not yet developed the technology needed to outmode these services or have not subsumed them into other services for cultural reasons.

Also provided are expanded 'D66' Event Tables for use with characters using the Army and Marine careers in the *Traveller Core Rulebook*.

We start with a special Wartime Event Table that ties all Air Force, Army, Marine and Wet Navy characters together. This table may be rolled upon when called for by the Events Tables further on.

WARTIME EVENTS

2D	Event
2	Just a Flesh Wound: You are grazed by shrapnel or stray munitions. Roll two dice on the Injury Table, choosing the higher result.
3	Heartfelt Confession: Someone close to you, likely within your unit, is fatally wounded and dies in your arms. Whilst dying, he or she confesses something previously unknown to you; perhaps knowing about a traitor or explaining where stolen treasures might be.
4	Double-cross: Someone on your side in a conflict turns on you at the last moment, causing tension and violence within the unit. This causes paranoia and distrust in the ranks for some time to come.
5	Impressive Scar: You were wounded by an alien weapon that left a strange scar on your face or neck. It does not hurt anymore, but it does give you a rough exterior that is sometimes difficult to ignore.
6	Camaraderie: You become closer to your unit than you thought possible, and such fraternity is rewarded with unquestioning acceptance. Gain D3 Allies.
7	New Ally: You gain a new Ally.
8	Weapon Cache: You stumble upon a stockpile of weaponry and armament. When no one is looking, you manage to claim a piece of the find for yourself. Add the Armour, Combat Implant or Weapon bonus to any one Benefit roll result.
9	Employment Offer: You are approached by a potential future employer, and the unit is set up for another conflict before the current one is even concluded. You gain DM+2 to your next Qualification roll.
10	Heroic Stand: You are caught alone in a fire fight in which you hold off enemy forces for a prolonged period of time. Increase Social Standing by 1 and gain +1 to a single Benefits roll.
11	Trouble with Authorities: Your unit is arrested and detained for alleged illegal wartime activities. Lose one Benefit roll or reduce your Social Standing by 1.
12	Unusual Event: Something odd has occurred. Roll 1D 1 – Meta-Intelligence Officer. You encounter a psionic officer, who offers to spend some time with you. You may immediately test your Psionic Strength (see page 152 of the <i>Traveller Core Rulebook</i>) and can, if you qualify, take the Psion career in your next term. 2 – Alien Mercenaries. You are saddled with a small unit of alien mercenaries for a few tickets. Gain Life Science (any) and a Contact among the alien race. 3 – Military Black Market. You are approached by a black marketeer who has advanced technology for sale - cheap. You may choose any piece of equipment that is TL12 or less instead of taking cash from a Benefits roll. 4 – Shell Shock. You were knocked into a short coma by artillery, and lost several weeks of your memory. 5 – Governmental Award. You and your unit is publicly heralded by the government you were serving. This ruins any anonymity, but increases Social Standing by 1. 6 – Ancient weapon technology. You discovered a weapon older than your civilisation. Now, if you could only figure out how to use it..

AIR FORCE

An air force is a government's atmospheric aerial armed forces. Whether a pilot of an attack fighter or rescue helicopters, or a tactician who masters the sky against the enemy, the personnel of the air force are used to dealing with relatively high-technology equipment that allows them to control the skies of their world.

Enlistment: Dex 6+
DM-2 if you are aged 30 or more
DM-1 per previous career

ASSIGNMENTS:

Choose one of the following:

FLIGHT: You are a pilot, one of those skilled aviators that form the front line of any air force.

SUPPORT: You are the back bone of the air force, the support personnel, one of the many who enable the few to fly.

AIR LIFT: You serve in an air wing that specialises in the transport of material via the use of air transportation assets.

CAREER PROGRESS

	Survival	Advancement
Flight	Dex 7+	Int 5+
Support	Int 5+	Edu 7+
Air Lift	Dex 6+	Int 6+

Commission: Soc 8+

MUSTERING-OUT BENEFITS

1D	Cash	Other Benefits
1	3,000	+1 Dex
2	6,000	+1 Int
3	11,000	+1 Edu
4	11,000	Weapon
5	11,000	Air/Raft
6	22,000	+1 End or Combat Implant
7	35,000	+1 Soc

SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer (Commissioned Only)
1	+1 Edu	Drive (any)	Sensors	Tactics (military)
2	+1 Dex	Athletics (any)	Comms	Leadership
3	+1 End	Gun Combat (any)	Computers	Advocate
4	+1 Soc	Recon	Remote Operations	Diplomat
5	Gambler	Mechanic	Mechanic	Tactics (military)
6	Carouse	Medic	Navigation	Admin

1D	Specialist: Flight	Specialist: Support	Specialist: Air Lift
1	Sensors	Gun Combat (any)	Admin
2	Flyer (any)	Recon	Drive (any)
3	Navigation	Navigation	Flyer (any)
4	Comms	Mechanic	Medic
5	Computers	Drive (any)	Sensors
6	Heavy Weapons (vehicle)	Medic	Navigation

RANKS AND BENEFITS

Rank	NCO	Skill or Benefit	Officer	Skill or Benefit
0	Aircraftman	Gun Combat (any) 1 or Heavy Weapons (vehicle) 1		
1	Senior Aircraftman	Recon 1	Flight Officer	Admin 1
2	Sergeant		Flight Lieutenant	
3	Chief Technician	Tactics 1	Squadron Leader	Leadership 1
4	Flight Sergeant		Wing Commander	
5	Master Aircrew	Leadership 1	Group Captain	
6	Warrant Officer		Air Marshall	Social Standing 10 or +1 Social Standing, whichever is higher

MISHAPS

1D Mishap

1	Severely wounded (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	An investigation goes critically wrong or leads to the top, ruining your career. Roll Advocate 8+. If you succeed, you may keep the Benefit roll from this term.
3	You unknowingly pass on information to a spy within the service. You are disgraced when their activities come to light and it is obvious your lack of caution was partly to blame for the damage caused.
4	You are tormented by or quarrel with an officer. Gain that officer as a Rival as he drives you out of the service.
5	A series of treaties or political measures causes the air force to be downsized. You are one of those forced to leave the service as a result.
6	Injured. Roll on the Injury table.

EVENTS

D66 Events

11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	You are placed on duty as part of the chief of the air force's staff. Increase your Social Standing by 1.
13	You have the opportunity to aid in the attack of some major enemy assets on the ground, but to do so will inflict significant civilian casualties as collateral damage. If you attack, gain DM+2 to your next Advancement roll but decrease your Social Standing by 1.
14	Your current airbase is not a safe place due to the proximity to the enemy. Throw Flyer 8+ or Gun Combat 8+. If successful, you gain DM+2 to your next Advancement roll. If you fail, you suffer a DM-2 on your next Survival roll.
15	Your air group is disbanded due to political pressure. You can either request a transfer to a different posting or accept your fate and lose your job and gain a sizeable severance package. Gain DM+4 to a Cash Benefits roll before being ejected from this career if you choose to accept the loss of your job.
16	You are on a flight that puts you in a prime spot for enemy air defences. Throw Heavy Weapons or Flyer 8+. If you succeed, gain DM+2 to your next Advancement roll. If you fail you are shot down and roll on the Injury Table.
21	You are stationed at an airbase outside hostile territory that keeps you somewhat removed from any action. Training, however, continues. Gain one of Explosives 1, Gun Combat (any) 1, Heavy Weapons (any) 1 or Recon 1.
22	You are assigned to aid with sorties in a war zone that has been deemed 'tactically useful'. Gain one of Comms 1, Flyer (any) 1, Recon 1 or Sensors 1.
23	You meet all your targets in a new incentives program introduced by the civilian government. Gain a DM+1 to any one Benefit roll.
24	A group of businessmen from an aeronautics company offers you a job as a consultant. If you accept you must leave the service, but gain DM+1 to one Benefit roll.
25	You are unofficially ordered by your wing commander to aid in an attack on civilian targets supporting enemy insurgent forces. If you refuse, increase your Social Standing by 2 from the media attention that your choice brings, but you are ejected from the service. If you agree, you are automatically promoted or commissioned.
26	Your unit is pitched against enemy units for a prolonged period of time while being stationed close to the front lines. Throw Dexterity 8+ to avoid a roll on the Injury Table; if you succeed, gain a level in either Gun Combat (any) or Heavy Weapons (any).
31-36	Life Event. Roll on the Life Events table (see page 34 of the <i>Traveller Core Rulebook</i>).
41-46	Wartime Event. Roll on the Wartime Events table.
51	You are grounded long enough to see many of the local sights. Gain one of Carouse 1, Gambling 1, Language (any) 1 or Streetwise 1.
52	There is a fuel-leak in the craft you are flying within. Throw Investigate 8+ to notice it and avoid rolling on the Injury Table. Success saves millions of credits, earning you DM+2 to your next Advancement roll and the airfield chief as an Ally.
53	You are assigned to a teaching post. Throw Education 8+. Success leaves your pupils well prepared for their future roles, gaining you 1D3 Contacts.
54	You are shot down in enemy territory, but manage to find your way back to friendly lines. Gain DM+2 to your next Advancement check.
55	You are assigned to the legal offices of the airbase, helping with court martial services. Gain one of Admin 1, Advocate 1, Investigate 1 or Deception 1.
56	You are sent to college for more training. Gain Flyer (any) 1, Leadership 1 or Recon 1.
61	Your squadron was put into reserve this term. Gain one of Admin 1, Mechanic 1 or Computers 1.
62	Due to budget cuts, you are assigned to older craft that are difficult to pilot and maintain. Throw Flyer 8+ or Mechanic 8+ to avoid rolling on the Injury Table. Success earns you the recognition and increases your Social Standing by 1.
63	You oversee the retrofitting of new weaponry to the aircraft in your squadron. Throw Intelligence 8+. If you succeed, you gain one level in Mechanic, Leadership or Science (electronics).
64	You get into a major argument with your superior over standing orders. Throw Social Standing 8+. Fail and your commanding officer automatically passes you over when promotions are considered and you cannot pass your Advancement roll this term. Succeed and your successful argument manages to change procedures on base. You gain DM+4 to your next Advancement roll.
65	You are given a temporary supervisory position and many watch your career closely. Either gain a level in Leadership, or gain DM+2 to your next Advancement roll due to your performance.
66	You display heroism in battle. You may gain a promotion or a commission automatically.

WET NAVY

The wet navy forms a planet's hydrospheric defence and tactical forces. Sailors and seamen act in a similar fashion to ground forces, but do so upon or beneath the oceans.

Enlistment: End 5+
DM-2 if you are aged 30 or more
DM-1 per previous career

ASSIGNMENTS:

Choose one of the following:

SURFACE CREW: You are a crewman on surface-skimming boats, ships or foils.

SUBMARINER: You serve in depth-scouring submergible vehicles.

NAVAL AVIATOR: You are an atmospheric pilot who specialises in over-sea patrols and conflict.

CAREER PROGRESS

	Survival	Advancement
Surface Fleet	End 5+	Edu 7+
Submariner	End 6+	Edu 6+
Naval Aviation	Dex 8+	Int 5+

Commission: Soc 8+

MUSTERING-OUT BENEFITS

1D	Cash	Other Benefits
1	2,000	Combat Implant
2	5,000	+1 Int
3	10,000	+1 Edu
4	10,000	Weapon
5	10,000	+1 End
6	20,000	Combat Implant or +1 End
7	30,000	+1 Soc

SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer Skills (Commissioned Only)
1	+1 Str	Seafarer (any)	Comms	Tactics (military)
2	+1 Dex	Athletics (any)	Sensors	Leadership
3	+1 End	Gun Combat (any)	Navigation	Advocate
4	Gambler	Mechanic	Mechanic	Comms
5	Carouse	Melee (any)	Computers	Tactics (military)
6	Melee (unarmed)	Heavy Weapons (any)	Survival	Admin

1D	Specialist: Surface Crew	Specialist: Submariner	Specialist: Naval Aviator
1	Navigation	Navigation	Navigation
2	Seafarer (any)	Melee (any)	Athletics (any)
3	Gun Combat (any)	Heavy Weapons (any)	Heavy Weapons (any)
4	Athletics (any)	Sensors	Sensors
5	Comms	Athletics (any)	Recon
6	Medic	Seafarer (submarine)	Flyer

RANKS AND SKILLS

Rank	NCO	Skill or Benefit	Officer	Skill or Benefit
0	Seaman Recruit	Seafarer (any) 1		
1	Able Seaman	Recon 1	Ensign	Leadership 1
2	Petty Officer, 3 rd Class		Lieutenant	
3	Petty Officer, 2 nd Class	Leadership 1	Lieutenant Commander	Tactics (military) 1
4	Petty Officer, 1 st Class		Commander	
5	Chief Petty Officer		Captain	
6	Master Chief Petty Officer		Admiral	Social Standing 10 or +1 Social Standing, whichever is higher.

MISHAPS

1D Mishap

1	Severely wounded (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	You are caught doing something you should not have done and are dishonorably discharged from the navy.
3	Your ship was sunk and many of your friends perished, for which you blame your captain – though he pins the blame on you. Gain him as an Enemy, as he has you removed from the service.
4	You are shipped to a turbulent part of the ocean to battle what you were told were pirates preying on civilian craft. They turn out to be militia boats and the navy makes you and your crew the scapegoats. Increase Seafarer (any) or Flyer (any) by one level, but also gain the militia as an Enemy.
5	Governmental cutbacks hit the navy and an economic depression leads it to being reduced in scale. Your ship is put into storage and you are not assigned to a new posting.
6	Injured. Roll on the Injury table.

EVENTS

D66 Events

11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	Your ship is in a dry dock for most of your next term, being refitted. You will automatically pass your next Survival roll should you serve another term in the wet navy.
13	After an especially long posting away from your home port you are given extra weeks of shore time. Gain one of Carouse 1, Gambling 1 or Streetwise 1.
14	There is a hostile stowaway on your ship. Throw Investigate 8+. If successful, you catch the troublemaker, and gain DM+4 to your next Advancement roll. If you do not, your ship is sabotaged and you must roll on the Injury table.
15	You are offered a temporary desk job. If you accept, you do not have to make a Survival roll next term. If you turn down the posting, you are sent back onto the sea and gain a level of Seafarer (any).
16	Your ship is attacked several times. Throw Heavy Weapons 8+. If you succeed, gain DM+2 to your next Advancement roll. If you fail, roll twice on the Injury table and take the higher result.
21	You are assigned to a ship stationed in waters where hostile weather conditions are the norm. Gain one of Athletics 1, Engineer 1, Seafarer 1 or Sensors 1.
22	You are involved in a major coastal battle that has your ship under fire for days at a time. Gain one of Engineer 1, Heavy Weapons 1, Mechanic 1 or Medic 1.
23	You are given a special assignment or duty on your ship. Gain DM+1 to any one Benefit roll.
24	The ship you have been assigned to is a high-tech prototype. Gain one of Comms 1, Computers 1 or Sensors 1.
25	Your commanding officer asks for volunteers to sail into troubled waters. If you volunteer, your ship is tossed about badly and you must roll on the Injury table, but gain +1 Social Standing as people recognise your bravery.
26	Your ship is sent into a brutal battle that sees many ships sunk on both sides. Throw Endurance 8+ to avoid rolling on the Injury table; if you avoid injury, gain a level in Gun Combat (any) or Tactics (military).
31-36	Life Event. Roll on the Life Events table (see page 34 of the <i>Traveller Core Rulebook</i>).
41-46	War-time Event. Roll on the War-time Events table.
51	You are assigned as a naval liaison officer at an embassy. Throw Education 8+. Success means you gain one of Carouse 1, Diplomat 1, Language 1 or Streetwise 1.
52	Your ship is damaged in a surprise attack, forcing you and the engineering staff to quickly patch the damage to get to shore. Throw Mechanic 8+. Failure means the ship sinks and you must roll on the Injury table. Success means you are awarded for your ingenuity, earning DM+4 to your next Advancement roll.
53	Your ship is boarded by hostiles. Throw Melee 8+ to avoid rolling on the Injury table. Success means you can either increase your Social Standing by 1 or gain a level in one of Gun Combat (any) or Melee (any).
54	Your ship is sunk and you swim to a float, holding on until relief arrives. Gain DM+2 to your next Advancement check.
55	You are assigned to the brig's office of advocates. Gain one of Admin 1, Advocate 1, Investigate 1 or Deception 1.
56	You are involved in the rescue of a stricken civilian vessel carrying a valuable cargo. You can either sell part of the cargo for your own financial reward, gaining DM+1 to one of your cash Benefit rolls, or you can hand over all that you find, gaining DM+2 to your next Advancement roll.
61	Your main helmsman is injured early on during a long posting, and you replace him. If you throw Seafarer 8+, you earn automatic success on your next Advancement roll.
62	You become gambling buddy to the captain's best friend. Gain him as an Ally, and the captain as a Contact.
63	You are placed on technological detail in the ship's lower decks. Throw Mechanic or Intelligence 8+. If you succeed, you gain one level in Computers, Mechanic or Science.
64	You get into a political debate with a member of the bridge staff. Throw Social Standing 8+. Fail and you say something you will quickly regret, and cannot pass your Advancement roll this term. Succeed and you are looked at more favourably, gaining DM+2 to your next Advancement roll.
65	Your ship's captain takes an interest in your career. Either gain a level in Tactics (military) or DM+4 to your next Advancement roll thanks to his aid and advice.
66	You display heroism in battle. You gain a promotion or commission automatically.

EXPANDED EVENT TABLES

These two event tables may be substituted with those given for the Army and Marine careers in the *Traveller Core Rulebook*. They provide many new events, making for more interesting and varied characters following these careers, which will be of particular interest to groups who have a higher proportion of military characters.

NEW ARMY EVENTS

D66	Events
11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	You are assigned to an urbanised warzone. Gain one of Stealth 1, Streetwise 1, Persuade 1 or Recon 1.
13	You are assigned to a planet with a hostile or wild environment. Gain one of Vacc Suit 1, Engineer (electronics or life support) 1, Animals (riding or training) 1 or Recon 1.
14	You are given a special assignment or duty in your unit. Gain DM+1 to any one Benefit roll.
15	You are thrown into a brutal war. Throw Endurance 8+ to avoid rolling on the Injury table; if you succeed, you gain one level in Gun Combat (any) or Leadership.
16	You are given advanced training in a specialist field. Throw Education 8+ to increase any one skill you already have by one level.
21	Surrounded and outnumbered by the enemy, you hold out until relief arrives. Gain DM+2 to your next Advancement check.
22	You are assigned to a peacekeeping role. Gain one of Admin 1, Investigate 1, Deception 1 or Recon 1.
23	Your commanding officer takes an interest in your career. Gain either Tactics (military) 1 or DM+4 to your next Advancement roll, thanks to his aid.
24	You are chosen for cross training in a different role. Roll for a specialist skill in an assignment other than your own.
25	You are assigned to protected forces training; gain one of Vacc Suit 1 or Zero-G 1.
26	You are named in a law suit alleging war crimes against your unit. You gain D3 Enemies, despite your proclamations of innocence (whether they are true or not).
31-36	Life Event. Roll on the Life Events table (see page 34 of the <i>Traveller Core Rulebook</i>).
41-46	Wartime Event. Roll on the Wartime Events table.
51	You are assigned to Officer Training and gain a commission if you roll Soc 8+. If you are already an officer, you are automatically promoted this term.
52	You are given special forces training. Gain one of Melee (any) 1, Gun Combat (any) 1, Survival 1, Trade (military engineering) 1 or Explosives 1.
53	You are assigned to a teaching post. Throw Leadership 8+. Success increases your Leadership skill by one level.
54	A posting far from any conflict on an idyllic world leaves you with plenty of downtime. Gain one of Gambling 1, Carouse 1 or Streetwise 1.
55	You are assigned to the legal offices of your base, helping with court martial services. Gain one of Admin 1, Advocate 1, Investigate 1 or Deception 1.
56	You are assigned to Military Intelligence. Gain one level in Streetwise, Computer, Persuade or Deception.
61	You are assigned a position at an embassy. You are automatically promoted this term and gain Social Sciences (any) 1.
62	Your unit is sent to combat insurgents. Throw Gun Combat or Stealth 8+ to avoid rolling on the Injury table; if you succeed, you gain one level in Gun Combat (any) or Tactics (military).
63	Your ability at the card table makes you a legend amongst your unit, but not everyone is a good loser. Gain one rank in either Gambling or Carouse, but also gain D3 Enemies.
64	A revolution overthrows the legitimate government of the world you are serving on. Your unit backs the government as it attempts to regain power, and you must throw Tactics (military) or Gun Combat (any) 8+ to avoid rolling on the Injury table. You gain both an Ally and an Enemy as a result of the fighting.
65	Your immediate superior is a drunkard and incompetent. If you report him, you gain DM+2 to your next Advancement roll. If you say nothing and protect him, gain him as an Ally.
66	You display heroism in battle. You gain a promotion or commission automatically.

NEW MARINE EVENTS

D66 Events

11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	You are given advanced training in a specialist field. Throw Education 8+ to increase any one skill you already have by one level.
13	Your commanding officer takes an interest in your career. Gain either Tactics (military) 1 or DM+4 to your next Advancement roll, thanks to his aid.
14	You are chosen for cross training in a different role. Roll for a specialist skill in an assignment other than your own.
15	You are assigned to protected forces training; gain one of Vacc Suit 1 or Zero-G 1.
16	You are assigned a position at an embassy. You automatically are promoted this term and gain +1 Soc.
21	Trapped behind enemy lines, you have to survive on your own. Gain one of Survival 1, Stealth 1, Deception 1 or Streetwise 1.
22	While serving in a task force, you join a gambling circle on board your vessel. Gain Gambler 1 or Deception 1. If you wish, throw Gambler 8+. If you succeed, gain an extra Benefit roll from this career; but if you fail, lose one Benefit roll from this career.
23	You are engaged in a series of battles with alien forces. Roll Gun Combat (any) or Tactics (military) to avoid rolling on the Injury table. Success leaves you able to interrogate enemy prisoners and learn from them. Gain Diplomat 1, Language (any) 1 or a Contact from the alien species.
24	Your unit becomes involved in a spiralling vendetta against local guerrillas. Gain D3 Enemies and D3 Allies.
25	You spend this term entirely on board naval vessels and are given the opportunity to learn new skills. You may roll for a skill on any Navy specialist skill table.
26	You are assigned to an assault upon an enemy fortress. Throw Melee (any) or Gun Combat (any) 8+ and gain Tactics (military) or Leadership if you succeed. If you fail, you are slightly injured and lose 1 point from any one physical characteristic.
31-36	Life Event. Roll on the Life Events table (see page 34 of the <i>Traveller Core Rulebook</i>).
41-46	Wartime Event. Roll on the Wartime Events table.
51	You are on the front lines of a planetary assault and occupation. Gain one of Recon 1, Gun Combat (any) 1, Leadership 1 or Comms 1
52	A mission goes disastrously wrong due to your commander's error or incompetence, but you survive. If you report your commanding officer for his failure, gain DM+2 to your next Advancement roll. If you say nothing and protect him, gain him as an Ally.
53	You are assigned to a black ops mission. Gain DM+2 to your next Advancement roll.
54	You foil an attempted crime on base, such as sabotage, smuggling or espionage. Gain an Enemy, but also DM+2 to your next Advancement roll.
55	The entire term is spent planet bound and you have plenty of time to yourself off base. Gain one of Carouse 1, Gambling 1 or Streetwise 1.
56	Stuck in an isolated position, your ammunition runs out during a fire fight. Throw Melee (any) 8+ as your enemies overrun your position. Failure earns a roll on the Injury table but success grants DM+4 to your next Advancement roll.
61	You are seen as good leadership material and assigned to Officer Training and gain a commission. If you are already an officer, you are automatically promoted.
62	You are pitted against a firmly established target with many layers of defence. Throw Endurance 8+ to avoid rolling on the Injury table; if you succeed, gain one level in Explosives, Gun Combat (any) or Heavy Weapons (any).
63	You are part of a force heavily engaged in anti-pirate raids and patrols. Roll Zero-G 8+ to avoid rolling on the Injury table. If you succeed, gain one level in Zero-G, Tactics (military) or Gun Combat (any).
64	You are given advanced training in a specialist field. Throw Education 8+ to gain any one skill of your choice at level 1.
65	You are assigned to the security staff of a space station. Increase Vacc Suit or Zero-G by one level.
66	You display heroism in battle. You gain a promotion or commission automatically.

MEDALS AND AWARDS

There is a long tradition of awards for achievement in military service, be it incredible heroism, survival of a campaign or simple long service.

Those detailed here are those presented by the Third Imperium to its armed forces. Different militaries in different universes will have rewards with different titles, so referees can create their own award systems simply by substituting new names. Many mercenary units also have their own award structure, allowing the referee to use award systems to help sculpt the background and themes of the mercenary companies in his universe.



Medals are awarded whenever a character rolls a combat-related event (as defined by the referee) during a career term in the Air Force, Army, Marines, Navy or Wet Navy. At his discretion, the referee can allow other events to qualify, and may allow other careers access to these medals if appropriate. A scout involved in a dangerous confrontation in unexplored space might be a suitable candidate but a rogue is unlikely to receive an award no matter how deadly an event.

Whenever an event is rolled that might be worth a medal, the character may make a check using any one of the following skills. Any speciality of a listed skill may be used.

Athletics, Battle Dress, Drive, Explosives, Flyer, Gunner, Gun Combat, Heavy Weapons, Leadership, Medic, Melee, Pilot, Recon, Seafarer, Tactics, Zero-G.

The Effect of this check, if successful, will determine which medal has been awarded as shown on the table below. Medals often lead to promotions and when awarded a medal, a character will also gain a DM to his next Advancement roll, dependant on the award won.

Effect	Medal	Abbreviation	Promotion DM
0-1	Combat Ribbon	CR (or CCR for officers)	+1
2-3	Meritorious Conduct under Fire	MCUF	+2
4-5	Medal for Conspicuous Gallantry	MCG	+4
6 or more	Starburst for Extreme Heroism	SEH	Automatic
-	Purple Heart	PH	+1

If a character is forced to roll on the Injury table during an event that may award him a medal, he will automatically receive a Purple Heart in addition to any other medal. However, a Purple Heart's Promotion DM is not added to that of any other medal earned.

COMBAT RIBBON

A Combat Ribbon includes a citation that details the recipient's name, rank, unit and the name and date of the action. Although the Imperium keeps track of such awards, they are not

advertised greatly, although on smaller planets or settlements a well-travelled favourite son may well get a mention in the local news media if he receives a Combat Ribbon. Officers are instead awarded a Combat Command Ribbon. This recognises the fact that the recipient has led troops into battle but will otherwise have the same details as a Combat Ribbon.

MERITORIOUS CONDUCT UNDER FIRE

This is the first medal for bravery awarded to those who show valour on the field of battle. Although many thousands of these are awarded every year within the Imperium, they are nonetheless considered a great honour to receive, and is very highly regarded in both military and civilian circles. An individual awarded such a medal will be honoured by his community with, at the least, a public reception by local dignitaries.

MEDAL FOR CONSPICUOUS GALLANTRY

Awarded for acts of great heroism, the recipient of this medal is a very notable indeed. The bravery of those given this award is unquestioned and those that receive it are likely to get widespread recognition, with larger media outlets at least noting the reward.

STARBURST FOR EXTREME HEROISM

The Starburst is the highest honour that can be achieved by an individual under arms in the Imperium. Generals, Admirals and Subsector Dukes will all salute the man or woman who has shown the outstanding heroic qualities necessary to win the award. Despite the vast nature of the Imperium and its many conflicts, an individual receiving the Starburst is still notable enough to be reported in major news media and recipients can expect a (deserved) hero's welcome when they return home. A mercenary unit will welcome a bearer of the medal into its ranks, the prestige alone being worth the cost.

PURPLE HEART

This includes all the details of the character and his incident, and is considered a more notable reward than the Combat Ribbon by most civilians. Mercenary units tend to be less impressed though, although they will respect a man willing to risk his life and shed blood for his cause/regiment/comrades. The award is more likely to be featured in local media and any character returning home is more likely to receive a hero's welcome.

BECOMING A MERCENARY

After a fruitful, varied and interesting military career, most servicemen and women enter civilian life. However, there are many for whom the call of military life never really goes away. Unable to return to their previous military service, perhaps because of age, unfortunate events, or a desire to put some

space between themselves and regular military discipline, joining a mercenary unit can hold a great deal of appeal.

Contracts of employment with a mercenary unit tend to be a lot looser than those binding service personnel to governmental military forces – and they are far more lucrative.

This is the main draw to the mercenary life, and the sums of money that can be earned by even relatively junior personnel can seem a fortune to those used to military life. Higher up the ranks, it can seem like a fortune to anyone and the best commanders of mercenary forces are fully capable of funding their own armed spacecraft.

Individually, a mercenary force can be very specialised, and the general rule of thumb is the smaller the force, the more specialised it has to be. A force consisting of just a single company of infantrymen, for example, will have little use for a tank driver or combat pilot. However, a regimental-sized mercenary force is far more likely to have use for both these types of asset, and many more besides. The largest mercenary forces will have fully-fledged administration and accounts departments that may seem more at place within a civilian corporation, but this is an important point to consider – mercenary forces are businesses as much as a brokerage or retail chain. Their method of business is just a lot bloodier.

Therefore, military training is not an absolute prerequisite to employment within a mercenary force nor even is combat experience. Mercenaries have a similar need for mechanics, medics, cooks and other auxiliaries as any government military, but there are differences.

The military has, sometimes seemingly endless, governmental funding. Mercenaries cannot afford to throw money away as that means a loss of profit which is the whole point of them fighting in the first place. Personnel tend to be far more adaptable, with junior support roles often performed by frontline combat troops when they are not actively fighting. The same applies to the equipment they use and while very successful units can often seem better equipped than standard army troops, more often they have to make do with whatever comes to hand at an affordable price – again, there is no point to purchasing the most technologically sophisticated weaponry to guarantee the completion of a mission if doing so would drain every last credit earned from that mission. Running a mercenary force is a constant balancing financial balancing act but one, fortunately, most in the force never have to worry about. That is why the overall commander is paid the biggest bucks.

The final consideration prospective recruits should bear in mind is that mercenaries have a reputation for moral bankruptcy, taking any job, no matter how heinous, no matter what atrocities

might be involved, so long as they get paid. There is a common belief that mercenaries are used not to bolster (or even, to an extent, replace) conventional military forces but to perform acts that 'proper' soldiers would not sully themselves with.

Again, the truth is far more varied. There certainly are mercenary forces that have very black names, normally either very desperate ones on the verge of bankruptcy or newly created units whose owner/commander intends to become rich in as shorter time as possible. Neither tends to be too fussy when selecting contracts from questionable dictators.

There are also those units who strive to keep the purest conscience and record. They are very few in number and even fewer become truly successful. Most scratch a living, barely making payroll every month and hunting for the cash to keep their weapons supplied with ammunition before they finally fail and are either bankrupted or forced to contravene their ideals.

Most mercenary forces instead operate in morally grey areas, careful to avoid contracts that lead to inevitable atrocity (whether this be through the commander's own moral guidance or a simple wish to avoid bad publicity, it makes little difference in the end) and yet be prepared to break local laws and launch missions that might not be considered by 'civilised' military forces when the need arises. New recruits need to make themselves aware of the limits of what is permitted by their new unit, as well as what they will be required to do.

In the end, it is likely that recruits to a mercenary force will find the life a short, sharp introduction into military life while, perversely, those coming from a military background may well find discipline is less restrictive than they are used to and that the support of an entire military arm is something they will have to live without.

Ultimately, fame and fortune among the stars await those who choose the military life – that, or a cold, unmarked grave on a distant, alien world.



BETTER COMBAT POTENTIAL

Those with military training, whether formal or informal, are inherently more effective in battle than amateurs, even when deprived of the presence of a larger unit. They prove there is a world of difference between being a good shot, and knowing exactly where to place a bullet to do the most damage.

This chapter looks at different types of weapons and the techniques involved in using them.

ARMOUR PIERCING

The technology of warfare is a constant battle of technology between attacker and defender, with one gaining an advantage before scientists and engineers come up with new ways of killing and surviving. At the level of small arms, this means a swaying between armour to protect from incoming fire and shells or energy blasts designed to blast through that armour.

Those weapons capable of defeating armour to any degree have an Armour Piercing (AP) trait added to their Damage scores. Each ignores the listed amount of Armour when striking a target.

For example, if a weapon is listed as having Damage 3D6 AP5, it will ignore 5 points of Armour when damage is rolled for.

If a weapon is listed as being Weak, all Armour values against it are doubled.

DESTRUCTIVE WEAPONS

Some weapons are so powerful, they are capable of blasting apart small vehicles with a single shot. Such weapons are referred to as being Destructive.

A Destructive weapon is noted in its Damage score with two Ds (for example, if a weapon was listed as having Damage 3DD, it would be Destructive, rolling three dice for damage).

A Destructive weapon multiplies the total rolled for Damage by 10.

SPACECRAFT

Book 2: High Guard allows for the placement of several anti-personnel weapons upon spacecraft and, with the new Destructive rules, this could allow relatively small fighters to mount enough spacecraft scale weaponry to cause damage out of all proportion with their size!

However, these weapons are designed for use within an atmosphere against targets on the ground or in the air, not spacecraft in the void of space. They may therefore only be used on targets at Adjacent range when engaging targets on spacecraft scale.

BLIND FIRE

This technique allows a character to fire a weapon from behind cover without exposing himself to the enemy. To do this, a character merely holds his weapon to fire over or around cover without aiming or even looking.

When blind firing in this way the skill used for the weapon is treated as being maximum level 0 for this attack. In addition, three dice are rolled when making the attack, with the highest rolling die being discarded (thus making the attack less likely to succeed). In the event of a successful attack where several targets are present in the line of fire, a random target will be hit.

AUTOMATIC FIRE

When blind firing with an automatic weapon, an extra dice is rolled for every pair of dice in the attack and, again, the highest of each trio is discarded.

FLECHETTE ROUNDS

Some weapons, notably shotguns, are capable of firing flechette shells. These rounds fragment quickly after leaving the barrel, creating a hail of metallic slivers that expand outwards and shred multiple targets.

Any weapon using flechette rounds fire as though they were normal rounds up to Short range. At Medium and Long ranges, these rounds gain DM+1 on their attack rolls and have the number of damage dice they roll halved (rounding down, minimum of 1D).

Flechette rounds may not be used beyond Long range as the slivers disperse too much to cause any significant damage,

FORWARD OBSERVERS

On the battlefields of the far future, immense and powerful weapons can be deployed against the enemy. However, whether they be missiles or bombs from fast-flying aircraft, massive shells from artillery or apocalyptic energy blasts from orbiting spacecraft, they all still need eyes on the ground to be delivered accurately and effectively. This is where forward observers come in.

A forward observer is anyone who has a direct line of sight to a target and a communications link to a weapon delivery system capable of attacking the target but otherwise unable to make the attack due to being beyond line of sight (for artillery), travelling too fast (aircraft) or simply being too far away to gain an accurate visual sight (spacecraft in orbit).

The forward observer makes a Comms check, using Intelligence as a modifier. Additional modifiers may be included as if this Comms check was an attack roll, including those for battlefield conditions, cover, and any other factors the referee feels relevant.

This check is then used as the start of a task chain, to be followed by a straight attack roll by the aircraft, artillery or orbiting spacecraft. The only modifiers applied to this attack roll are from the task chain and the skill of the attacker using the weapon.

If the attack roll misses the target, roll a dice for each point of negative Effect, then multiply the total by 10 if the attack was from aircraft or artillery and 100 if it were from a spacecraft.

This is the number of metres the attack misses by. The referee can randomly determine in which direction the attack actually lands.

FUSION WEAPONRY

All fusion weapons use the same underlying technology, firing what is effectively a directed nuclear explosion. While extremely potent, these weapons are also highly dangerous to their users and anyone else standing nearby if they do not possess radiation shielding.

When a fusion weapon is fired, anyone close to the firer, target and the line of fire in-between the two will receive $2D \times 20$ rads. This effect extends from the firer, target and line of fire a distance of ten times the number of dice the weapon rolls for Damage. If the fusion weapon is Destructive, this distance becomes a hundred times the number of dice rolled for Damage.

INDIRECT FIRE

Some weapons, such as grenades, grenade launchers, howitzers and mortars, have highly accentuated arcs when fired, effectively 'lobbing' their shells up so they fall upon their targets rather than travelling in a near straight line. While harder to use effectively, these weapons do have the advantage of being able to target enemies behind walls, buildings and within trenches. This is called indirect fire.

Given that these weapons are often high explosive in nature, the attacker does not even need to be able to see his target, just know roughly where the shell or grenade must land.

When attempting indirect fire, the attack suffers a DM-2 penalty. In addition, if the precise location of the targets is not known (enemies are behind a wall or have ducked down into a trench, for example) then the attack will land 1D metres in a random direction away from them for every range band after Short, minus the Effect of the attack roll. A negative Effect will, of course, add to this distance instead.

It is worth remembering that knowing where targets may be does not necessarily mean they need to be physically seen. The use of battlefield sensors, as described on page 63 of the *Traveller Core Rulebook*, can provide a very good indication where enemies are lurking.

PANIC FIRE

Emptying a magazine of ammunition wildly toward the enemy is called panic fire. While it consumes a large amount of ammunition and is wholly inefficient, sometimes the sheer weight of fire can get results. This is the only rule in this section that can be used by characters unskilled in Gun Combat. Referees may decide that a Non-Player Character may literally panic and discharge their weapon with these rules.

When a weapon is panic fired, the weapon's Auto score is treated as being 2 higher than normal and all remaining rounds are used (to a maximum of five times the new Auto score). If a weapon does not usually have an Auto score, it gains Auto 2.

However, all attacks made during panic fire suffer DM-3.

Panic fire can be combined with blind fire for those truly scared by attacking forces!

SCALING BATTLES

Traveller operates on two different scales when it comes to combat. First, there is the 'personal' level where characters battle one another. Vehicles also operate on this scale. Above this, there is the spacecraft level, where ships carry enough weaponry to boil a tank in one blast (note that a third scale, mass battles, is introduced later in this book, but that is really a subset of the personal scale combat rules).

Because spacecraft scale weaponry is so lethal to ground forces, it is not often that a vehicle (much less characters!) will ever want to make a stand against a ship. Most smaller weapons simply do not have the power to blast through the thick armour of spacecraft. In fact, they can do little more than scratch its paint. This is because spacecraft are shielded from the void of space and layered in thick armour designed to withstand the raw radiation of a star and absolute zero temperatures – a bullet or laser blast just pales in comparison.

The only weapons capable of damaging the exterior of a spacecraft are Destructive weapons, detailed on page 19.

Note that when engaging spacecraft engage personal scale targets or vice versa, combat is played with rounds of six seconds, not the usual six minutes of spacecraft scale.

PERSONAL VS. SPACECRAFT

If a Destructive weapon targets a spacecraft, it loses its Destructive trait but its damage is treated as if it were a spacecraft scale weapon, rolling as normal on the table on page 150 of the *Traveller Core Rulebook*.

SPACECRAFT VS. PERSONAL

If a spacecraft weapon targets anything on the personal scale, be it a vehicle or a (very unlucky!) character, it gains the Destructive trait and then rolls for damage normally, likely vaporising any character it strikes or seriously damaging even the most heavily armoured vehicle.



BUILDING A MERCENARY FORCE

A mercenary force (often, and usually incorrectly when used in modern military parlance, called a company) can be as small as a squad or comprise a number of regiments, though most tend to lie somewhere between a single platoon and two or three companies.

RECRUITING

People are at the heart of a mercenary force, be they frontline soldiers or support personnel. Well-defined recruitment procedures will ensure these employees will also be steady when under fire.

Going to planets in the hopes of finding the right personnel to hire, recruiters are often charismatic and persuasive, and attempt to get as many recruits as possible from each trip. To do this depends on the type of world they visit, the nature of mercenaries they are after, and their own personality. On a low-technology world, a charismatic recruiter might do a lot worse than visit settlements with the equivalent of a soap box, and harangue gathered crowds with stories of riches among the stars. On more developed planets, ploughing through networked databases and scattering advertisements online will likely prove more fruitful.

Recruits will have their resumes reviewed, checked and vetted before being passed on to the next stage where their skills are tested. This usually takes the form of several exercises designed to highlight any potential weaknesses and demonstrate the necessary skills, and it is at this point that a number of recruits will be dismissed, having failed to demonstrate those skills or shown to be mentally or psychologically unsuitable for the unit.

After this, recruits will be indoctrinated into the unit and taught how their skills will be applied within the context of other serving personnel. The ethos of the unit will also be made clear, as well as any rules or regulations they will be expected to follow.

Only after this lengthy process can the mercenary force be sure the new recruits will be a worthy investment.

THE RECRUITING PROCESS

Despite any glamour that may be attached to the role of a dashing recruiter hitting a new world and beguiling young men and women to fight for his force across the stars, most of the work during recruitment involves going through reams of resumes drawn from immense databases.

To recruit personnel, a character must select the type of mercenary he is looking to recruit from the list on page 25, or agree a new type with the referee, then make an Admin check.

This takes 1-6 weeks and includes selection, basic training and induction, assessment and shake-out of anyone who does not make the grade. However, multiple recruitment campaigns may be performed during this period, either for different types of mercenary or to gain larger numbers of the same type. The recruiter may make a number of *additional* Admin checks equal to the level of their Admin skill to recruit mercenaries during these 1-6 weeks.

A number of modifiers are applied to the Admin check, starting with either the recruiter's Int or Soc modifier.

The rest are dependant on the type of mercenaries being recruited and the world on which recruitment is taking place, as shown opposite. The referee is free to add further modifiers, dependant on his campaign and the actions of the players.

The Effect of a successful Admin check after all these modifiers have been applied will determine how many recruits have been found with the necessary skills and attitude. Roll a number of dice equal to the Effect – this is how many suitable recruits have been gained.

The recruiter is under no obligation to accept them all, but this is the maximum that can be hired with this recruitment campaign.

Planetary Population: The number of people living on a planet has a fundamental effect upon the efforts of a recruiting mercenary. The larger a population, the more likely there will be potential recruits. Planets with negligible populations (0 or 1) will usually have no chance of producing recruits, simply because there are not enough people to draw upon.

Government: The government of a world can affect the attitude of potential recruits. A democracy might give its citizens the freedom to choose a mercenary's life, but a balkanisation of warring states might not take too kindly to mercenaries stealing their soldiers.

Law Level: Worlds with laxer laws, especially those based around the freer use of personal weaponry, tend to be happier hunting grounds for recruiters rather than those whose citizens enjoy a safer, if stricter, way of life.

RECRUITING MODIFIERS

Population Code	Recruiting DM
0 (Few) or 1 (Tens)	-
2 (Hundreds)	-4
3 (Thousands)	-3
4 (Tens of thousands)	-2
5 (Hundreds of thousands)	+0
6 (Millions)	+0
7 (Tens of millions)	+2
8 (Hundreds of millions)	+2
9 (Billions)	+4
10 (Tens of billions)	+4
11 (Hundreds of billions)	+6
12 (Trillions)	+6

Government Code	Recruiting DM
0 (Anarchic)	+2
1 (Company or Corporation)	+0
2 (Participating Democracy)	+1
3 (Self-perpetuating Oligarchy)	-1
4 (Representative Democracy)	+0
5 (Feudal Technocracy)	-2
6 (Captive Government)	-2
7 (Balkanisation)	-2
8 (Civil Service Bureaucracy)	+2
9 (Impersonal Bureaucracy)	+2
10 (Charismatic Dictator)	-2
11 (Non-charismatic Leader)	+2
12 (Charismatic Oligarchy)	+0
13 (Religious Dictatorship)	-4

Starport	Recruiting DM
A	+2
B	+1
C	+0
D	+0
E	-2
X	-4

Starport: Better facilities at a starport can greatly aid a recruiter's efforts, while the lack of a well-functioning starport often means a population is not used to space travel and will be far less willing to leave their world.

MISCELLANEOUS MODIFIERS

The referee is free to impose additional modifiers to recruitment, or to change and ignore those on the table, to fit in with his existing adventures and campaign.

For example, it is very hard to recruit within a religious dictatorship. However, the players may be on a world whose

Law Level	Recruiting DM
0	+2
1	+2
2	+1
3	+1
4	+0
5	+0
6	-1
7	-1
8	-2
9	-3

Miscellaneous	Recruiting DM
Rich planet	-2
Poor planet	+2
Scout or Naval Base present	-4
Pirate Base present	+2
Halve recruiting time	-4
Double recruiting time	+2
Pay 10% higher salary	+1
Pay 25% higher salary	+2
Pay 50% higher salary	+3
Pay 100% higher salary	+4
Pay 10% lower salary	-2
Pay 25% lower salary	-4
Pay 50% lower salary	-6
Pay signing bonus (2 months salary up front)	+1
Pay signing bonus (3 months salary up front)	+2
Recruits to have Tough +10 trait	-2
Recruits to have Tough +20% trait	-4
Recruits to have Weak -10% trait	+1
Recruits to have Weak -20% trait	+2

religion actively encourages military or even mercenary service. It may be a religious dictatorship against whose enemies the players will soon be fighting – either could change the negative modifier to a positive one.

The politics of a world, local tensions, impending war and fluctuations in its economy could all have powerful, if sometimes temporary, effects upon an attempt to run a recruiting campaign, and the innovative actions of players may add just as many new factors. The referee should be prepared to make such adjustments to recruitment modifiers to match what is happening in his campaign.

Remember, the result of recruitment rolls will not unbalance a campaign by themselves. Ultimately, the real limits of recruitment are the numbers players are willing to recruit and the numbers they can *afford* to recruit.

SPECIALISTS AND LEADERS

When players run recruitment campaigns, they will likely be looking to fulfil specific areas in their growing mercenary force, usually by squad, platoon or company, with any excess being used to replace casualties suffered in previous missions.

However, a squad (for example, the same applies to larger units), is more than just 8 or 10 men able to use a rifle. They will have a squad leader, likely a combat medic, and very possibly someone skilled at using heavy support weapons.

Rather than run separate recruitment campaigns for each of these positions, players can instead assume that up to a third of the recruits (rounding down) they attract will be specialists and/or leaders, with the same skills as the rest of the recruits,

but with additional skills to reflect their rank or specialisation. Though recruited at the same time, they will have higher salaries than the rest of the recruits, as determined by the guidelines on page 23.

For example, the players are looking to recruit a simple squad of riflemen, with the skills Gun Combat (slug rifle) 1 and Recon 1. They end up finding 16 such recruits, of which up to 5 may be specialists and leaders. They decide to keep the squad the same size as the rest of the squads in their force and hire just 10, at a salary of Cr2,000 each.

They can choose to have up to 5 of these recruits be specialists or leaders, so they make one a Corporal, giving him Tactics (military) 1 and a Cr1,000 increase in salary for the Tactics skill, and an additional Cr500 for being a Corporal (see page 26 for suggested NCO pay scales). They also decide to take a Combat Medic, who adds Medic 1 for an additional Cr1,000 of salary.

SALARIES AND EQUIPMENT

Once recruits have been brought on board, they must be paid their agreed salary (the standard rate listed on page 25, plus or minus any adjustments made by the recruiter) and equipped. It is up to the owner of the mercenary force as to what equipment recruits are given, from weapons and armour to basic kit. However, referees will have the option to increase or decrease the effectiveness of mercenary units in battle if their equipment is markedly above or below the standard expected for those troops.

The table below lists typical mercenaries that can be recruited, but both players and referees should create their own to suit the requirements of the campaign and their own mercenary company.

In general, a monthly salary should be Cr1,000 for a recruit with a primary skill (the skill most applicable to the role they are being recruited for) of level 0, Cr2,000 for skill level 1, Cr3,000 for skill level 2, and Cr5,000 for skill level 3.

Skills the referee deems harder to acquire or otherwise be rarer in the marketplace (such as perhaps Heavy Weapons or Flyer) should command up to a 50% higher salary, as should recruits with multiple primary skills. The Tough +10% and +20% traits should typically command +25% and +50% higher salaries, respectively. In all such cases, the referee should be prepared to make final arbitrations for salaries of unusual recruits.

Recruits of skill level 4 and higher should be extremely rare, few in number and extremely expensive – mercenary forces are normally better off recruiting lower skilled personnel and increasing their skill levels through training and battle experience.



The Recruiting DM listed on the following table is a guideline only, and referees should use this modifier to control the availability of particular recruits in his campaign. Those with common skills should be easy to recruit in number and so have a positive DM, whereas those with rare or high level skills should be proportionally harder for recruiters to attract.

The referee should always keep an eye on the Tech Level of the world being recruited from, as this could very likely affect skills available to recruits. A Tech Level 3 world, for example, is unlikely to have recruits with access to Gun Combat (energy),

Flyer (grav) or Computers. At Tech Level 15, it is entirely possible no one will know how to use Drive (wheeled). This can be used to add flavour to recruits and, of course, make life more difficult for players, forcing them to accept slugthrowing (or even arrow-firing) troops, rather than the battle dressed combat monsters they are really after.

NCOS AND OFFICERS

Mercenary forces are not undisciplined rabbles (or, at least, they should not be), and require just as many NCOs and officers as government-backed military forces.

Recruit	Salary	Skills	Recruiting DM	Standard Equipment
Accountant	Cr3,000	Admin 2, Advocate 1	+0	
Combat Engineer	Cr4,500	Explosives 2, Gun Combat 1, Sensors 1, Trade (military engineering) 2	-2	Autopistol, flak armour, knife, tool kit
Combat Medic	Cr3,000	Gun Combat 1, Medic 1, Recon 1	+0	Assault rifle, knife, flak armour, medikit
Computer Operator	Cr2,000	Admin 1, Computers 1	+2	
Drill Instructor	Cr4,000	Gun Combat 2, Leadership 2, Melee 2, Recon 1	-2	Autopistol, cloth armour, knife
Drone Operator	Cr3,000	Recon 1, Remote Ops 1, Sensors 1	+1	
Electronic Warfare Operator	Cr4,000	Comms 2, Sensors 1	-1	
Forward Observer	Cr4,000	Comms 2, Gun Combat 0, Recon 1, Stealth 1	+0	Assault rifle, knife, flak armour
Gunship Pilot	Cr3,000	Flyer, Heavy Weapons 1	-1	Autopistol
Heavy Assault Soldier	Cr3,000	Battle Dress 1, Explosives 1, Heavy Weapons 1, Melee 1	-3	Battle dress, PGMP-12, TDX
Heavy Weapons Soldier	Cr2,500	Gun Combat 1, Heavy Weapons 1	+0	Machinegun, knife, flak armour
Intelligence Analyst	Cr4,500	Recon 1, Sensors 2, Tactics 2	-2	
Marine	Cr2,500	Gun Combat 1, Melee 1, Vacc Suit 1, Zero-G 1	+0	Combat armour, cutlass, laser rifle
Mechanic	Cr2,000	Engineer 0, Mechanic 1	+0	Tool kit
Militiaman	Cr1,000	Gun Combat 0, Melee 0	+2	Assault rifle, knife, cloth armour
Raw Recruit	Cr500	-	+4	
Rifleman	Cr2,000	Gun Combat 1, Melee 0, Recon 0	+1	Assault rifle, knife, flak armour
Scout	Cr3,500	Gun Combat 1, Recon 2, Stealth 2	-1	Binoculars, flak armour, knife, laser rifle,
Shuttle Pilot	Cr3,000	Flyer 0, Pilot 0	+1	Autopistol
Sniper	Cr3,000	Gun Combat 2, Recon 1, Stealth 2	-1	Sniper rifle, flak armour
Special Forces Soldier	Cr5,000	Explosives 2, Gun Combat 3, Melee 2, Recon 3, Stealth 2	-4	Assault rifle, knife, flak armour
Tank Crewman	Cr3,000	Drive (tracked or wheeled) or Flyer (grav) 1, Heavy Weapons (artillery or vehicle) 1	+0	Autopistol, flak armour
Truck Driver	Cr1,000	Drive or Flyer 0	+3	

In general, NCOs should have the same skills (combat or otherwise) as the people they lead, along with one or more levels in Tactics (military), and perhaps a level in Leadership (the latter becomes more important the higher in rank they are).

Officers should have at least basic combat skills and one or more levels in both Leadership and Tactics (military). Effective officers should also have a level in Admin, though some mercenary forces have dedicated administrators to take this burden away from the fighting men.

NCOs and officers receive a salary dependant on their skills, as detailed previously, but gain an additional amount due to their given rank, as shown on the table below.

Rank	Salary Increase (Cr.)
Corporal	+500
Sergeant	+1,000
Gunnery Sergeant	+1,500
Sergeant Major	+2,000
Lieutenant	+2,000
Captain	+3,000
Major	+4,000
Lieutenant Colonel	+6,000
Colonel *	+8,000

* The Colonel of a mercenary force is often the owner or, at least, one of the owners and so will also receive a proportion of the profits the entire force earns. The salary, in comparison, is mostly symbolic and some Colonels forgo it altogether.



MERCENARY LICENCES

The arrival of an armed force on an inhabited world is never something to be taken lightly. The presence of high-powered weaponry along with personnel trained to use it is a potential threat to the existing military, civil law enforcement and, more importantly to the decision makers, the ruling government. Mercenary forces are therefore strictly regulated and licenced.

As a roleplaying game, we want to concentrate on the more exciting aspects of mercenary life, from recruitment and building up of a force to the taking and execution of tickets, not burying players under the mountain of paperwork their characters will have to endure. To this end, we assume the players are successful in their application of licences to each world they visit, and that the costs of doing this business is folded into the running costs of the entire force.

That said, the referee may take the opportunity to use licences as an adventure hook or even a stick with which to batter the players. For example, if the players fail to complete a ticket or do so in a particularly gruesome manner, they are likely to find licences being cancelled on that world, thus being unable to take further tickets there or even, in extreme cases, being banned from traveling there. What they may not know, in the case of a particularly vengeful government official, is that allied worlds will also be encouraged to turn down licence applications, possibly denying entire areas of space to them.

Reversing this is likely to take a great deal of diplomacy and, depending on the type of governments involved and the nature of their atrocities, maybe a great deal of money.

RUNNING COSTS

There are more costs for a mercenary force than just its salary and hardware. The recruits need feeding, training and entertaining, vehicles need fuel and maintaining, support staff need computers, software and, yes, paper clips. Some worlds will require that the very air the mercenaries breathe be paid for. On top of all that, mercenary forces are not simply free to roam the galaxy to ply their trade. Most worlds require them to be licensed, which can be an expensive and legally fraught side of the business.

Rather than force players to keep track of every bullet, bolt and stapler, running costs are treated as a fixed monthly cost to the mercenary force. Simply total the value of all vehicles (except space craft, these already have their maintenance costs dealt

with, as described on page 137 of the *Traveller Core Rulebook*) and salaries of all members of the force.

The monthly running costs of the mercenary force will be 10% of this total.

The referee is free to change the running costs of a mercenary force depending on circumstances. For example, a ticket against a dreadful, punishing enemy on a dangerous world with highly corrosive atmosphere may justify a doubling of running costs as more ammunition is used, vehicles have to be proofed against the environment and equipment failure skyrockets.

Alternatively, running costs may be reduced if the patron of the ticket also offers accommodation and board for all soldiers, a free supply of ammunition and other subsidised supplies.

ALTERNATIVE PAY METHOD

In an effort to defray starting costs, some mercenary forces operate on a split salary and share scheme for their recruits. While each member of the mercenary force is paid less on a monthly basis, they have a direct share of the (perhaps not inconsiderable) revenue the force brings in. A referee may choose to impose DM-1 to recruiting checks if this method is used, particularly if rival mercenary forces are not using it.

Under this salary-share scheme, salaries are halved.

Total payments to a mercenary force, after salaries and expenses have been paid, are divided up into equal shares. Each recruit receives one or more shares according to their rank and skill specialisations.

Before shares are determined, the mercenary commander (and possibly his business partners) take 50% of all revenue after salaries and expenses as profit. Salaries of deceased members of the unit are paid to next of kin or another designated recipient; only surviving members of the unit receive shares. The remainder are divided into equal shares, with each recruit receiving one or more shares dependant on their rank in the force and level of skill, as shown on the table below.

Rank	Number of Shares
Private	1
Lance Corporal	2
Corporal	3
Lance Sergeant	3
Sergeant	4
Gunnery Sergeant	4
Sergeant Major	5
Lieutenant	5
Captain	7
Major	8
Lieutenant Colonel	9
Colonel	10

Recruits with a primary skill of levels 2-3 will receive shares equal to one rank above their actual position. Recruits with higher levels in a primary skill will receive shares equal to two ranks above their actual position.

FAILURE TO PAY RUNNING COSTS

If monthly costs are not met, the mercenary force will quickly run into trouble. If it happens between tickets, recruits will quickly realise something is financially wrong and this will have an immediate impact upon morale. Some, perhaps 5-10% of the force, will start to drift away, quit, run, or otherwise find alternative means of employment. If the situation is allowed to continue, the number leaving will double or triple each time, going from a trickle to a flood.



If the running costs are not met while a ticket is being worked upon, the consequences can be far more tragic. Men will be more ready to leave the force as soon as they get a chance, vehicles will run out of fuel, possibly leaving men and equipment stranded, and ammunition will become depleted, leaving the force literally unable to fight.

Mercenary force commanders are advised to plan ahead, prepare a business plan with projected expenditure, and *always* have a reserve of cash that can be tapped if the worst happens.

RECRUIT PERSONALITIES

When a large number of recruits are brought together and placed into a single unit, dominant personalities can arise, especially if they are all recruited from the same place at the same time. A referee may choose to roll on the Mercenary Personality table below (or select suitable entries) to add some instant flavour to a new unit or group of recruits. In many cases there will, of course, be no need to inform the players of certain dominant personalities until they have got to know the new unit.

D66	Personality	D66	Personality
11	Untrustworthy	41	Well-protected
12	Bigoted	42	Well-equipped
13	Overestimated	43	Well-informed
14	Dangerous	44	Well-travelled
15	Overeager	45	Well-spoken
16	Soft-hearted	46	Well-trained
21	Loyal	51	Third Party Backed
22	Aggressive	52	Big Spenders
23	Helpful	53	Drunkards
24	Cautious	54	Untrustworthy
25	Easily Distracted	55	Profiteers
26	Technophiles	56	Privately Owned
31	Criminal	61	Xenophobic
32	Religious	62	Xenophiles
33	Fanatical	63	Heroic
34	Mistrustful	64	Destined for Greatness
35	Violent	65	Psionically Inclined
36	Battle-scarred	66	Imperial Agents

Untrustworthy: The recruits have backstabbers and double-crossers in their ranks.

Bigoted: The recruits have some kind of distaste or hatred for one or more alien races.

Overestimated: The recruits are known for skills or abilities they do not actually possess.

Dangerous: The recruits inflict great amounts of collateral damage, to both targets and bystanders.

Overeager: The recruits tend to bite off more than they can chew, rushing forward into battles prematurely.

Soft-hearted: The recruits dislike wanton destruction, and attempt to take prisoners whenever possible.

Loyal: The recruits stick to the letter of their orders, even if their employer's intentions are morally wrong.

Aggressive: The recruits seek resolution through combat whenever possible.

Helpful: The recruits go out of their way to help outsiders and civilians.

Cautious: The recruits act slowly, but rarely makes mistakes.

Easily Distracted: The recruits takes too long on missions due to becoming involved in outside matters.

Technophiles: The recruits are obsessed with advancing their possession and use of technology.

Criminal: The recruits are rooted in illegal services, goods or members.

Religious: The recruits follow some kind of belief structure devoted to a higher power.

Fanatical: The recruits are blindly devoted to a cause or belief, willing to die for it.

Mistrustful: The recruits double-check all information and reports unless it comes from another unit member.

Violent: The recruits tend to inflict great bodily harm on their enemies, even when unnecessary.

Battle-scarred: The recruits are covered with scars from numerous battles and missions.

Well-protected: The recruits have some kind of agreement, charter or treaty with locals to keep them safe, physically as well as legally.

Well-equipped: The recruits already have access to a variety of equipment before being hired.

Well-informed: The recruits have several rumour mongers and informants loyal to them.

Well-travelled: The recruits have been active on multiple worlds and systems.

Well-spoken: The recruits have a good public image and members play well in the media.

Well-trained: The recruits have one or more skills in areas other than they were recruited for.

Third Party Backed: The recruits are financially or politically backed by an alien species, local military agency, corporation, government or religion.

Big Spenders: The recruits rapidly gain a reputation for blowing their pay at the first area of 'leisure' they come across, having to scrimp and save for the rest of the month.

Drunkards: The recruits have a serious drinking problem, and always seem to be able to find a source of alcohol.

Untrustworthy: While they are well paid, the recruits will *probably* stay loyal. However, the first time they get a better offer...

Profiteers: The recruits are in business for themselves as much as the force, and run a fine-tuned black market operation to other members of the force.

Privately Owned: The recruits are actually the project of a single wealthy person or small group of people.

Xenophobic: The recruits are afraid of aliens or bear a hatred of them.

Xenophiles: The recruits are obsessed with alien species and cultures, often trying to emulate them.

Heroic: The recruits will volunteer for the most difficult missions, so long as they feel they are doing the 'right thing'.

Destined for Greatness: The recruits have been prophesised or claim to serve the main role in a greater fate.

Psionically Inclined: The recruits have one or psions within their ranks and try to get more recruited.

Imperial Agents: The recruits are actually a secret unit of the Imperium, reporting to their superiors frequently.

OTHER SOURCES

Depending on the nature of the campaign and the mercenary force the players are putting together, the recruitment rules outlined here are not necessarily the only way new recruits can be added to a mercenary force. A few ideas are outlined here about how players may come across ways to swell their ranks without direct recruitment.

- The local government might have a vested interest in sending recruits to the mercenaries (they may well be supplying the force's ticket!), or perhaps the players have a 'friendly' government for whom they have done favours in the past. In both cases, the usual Admin check for recruitment may perhaps be replaced with a Diplomacy check instead, maybe with a different set of modifiers.
- If the players can whip the local population into a frenzy against a nearby enemy, they may find themselves flooded with volunteers. Of course, the quality of those volunteers may take some time to assess.
- Wily players may keep an eye out for other mercenary forces, likely small ones, that seem to be in financial trouble, either making an offer to take on the salaries of already recruited and battle-tested troops, or simply swallowing up the entire force by paying off its debts. Capitalism can be a harsh mistress.

FORCE ORGANISATION

Once you have recruited your first few soldiers, you will need to organise them into a fighting force. These will be formed into one or more units within the mercenary force.

Units are used in larger battles to handle dozens, hundreds or even thousands of fighting men without players and referees rolling for the attacks of each one. By organising a mercenary force into one or more distinct units, it will be all set to take missions and launch attacks (or fight defensive actions) against any enemy it is contracted to take on.

STANDARD ORGANISATION

A mercenary force may ultimately be organised into any pattern its commander chooses as his whim, but there are certain accepted formations that have withstood the test of time, and most forces mirror these in at least some fashion.

The basic unit of any military force, mercenary or otherwise, is the squad (sometimes called a section). The size of a squad can vary wildly, dependant on the nature of the force it is part of, casualties sustained and its precise role on the battlefield. Squads typically contain between 6 and 20 fighting men (any more and it is probably best termed a horde), with 8-12 being most common. Larger formations are built by bringing a number of squads together to form a larger cohesive unit.

Again, how larger units are composed is up to the mercenary commander but there are tried and tested formations that have been proven in battle.

Platoon: 3-5 Squads

Company: 3-5 Platoons

Battalion: 3-6 Companies

Regiment: 2-5 Battalions

Larger formations, such as Divisions or Armies exist, but it is very rare for mercenary forces to reach such huge sizes. Many struggle to stay at Company size and most are based around a single platoon or two.

UNITS IN TRAVELLER

All units, regardless of size, are represented the same way in Traveller, with a unit roster. An example of a unit, in this case a squad of mercenary light infantry, is shown here.

Unit Name: Rawshack's Razors

Organisation: Squad

Type: Light Infantry

Size: 12

Morale: 7

Endurance: 12

Attack/Damage: +1/3D

Traits: None

Skills: Gun Combat (slug) 1

Weapons: Assault rifle (3D-3)

Armour: Cloth TL10 (5)

UNIT NAME

This is the designation used to identify the unit, whether in official terms (1st Platoon, C Company, for example) or a nickname, as shown for Rawshack's Razors.

ORGANISATION

This is used as an easy reference to define the unit, based upon its organisational size (squad, platoon, etc.). As with the unit's name, this can be, in theory, anything the mercenary commander desires but most follow the standard organisation model described earlier.

TYPE

This is the unit's role on the battlefield and, again, its definition is largely down to the mercenary commander.

SIZE

This is the number of men or robots within the unit.

MORALE

Even the most hardened soldiers have their limits. Morale represents the unit's continued willingness to fight in extreme conditions. Most units will have a Morale of 7, though this can change depending on conditions and experience.

A unit's basic Morale of 7 is modified by the factors shown on the table below. Other circumstances can affect Morale as shown on page 51.

Unit	Morale Modifier
Leadership	+ Unit leader's Leadership skill level *
Unit paid 10% higher salary	+1
Unit paid 25% higher salary	+2
Unit paid 50% higher salary	+3
Unit paid 100% higher salary	+4
Unit paid 10% lower salary	-2
Unit paid 25% lower salary	-4
Unit paid 50% lower salary	-6
Highest combat-related unit skill level 0	-1
Highest combat-related unit skill level 2	+1
Highest combat-related unit skill level 3	+2
Highest combat-related unit skill level 4	+3

* Note that if the unit leader does not have the Leadership skill, the normal DM-3 for not having the skill applies.

Morale is treated as a new characteristic, and checks are made with it in the same way as other characteristics, such as Strength and Intelligence, using a modifier based upon its score as shown on page 6 of the *Traveller Core Rulebook*.

ENDURANCE

This represents the amount of casualties a unit can sustain before it ceases to be a functioning fighting force. Normally, Endurance is equal to the Size of the unit.

ATTACK/DAMAGE

This is a quick reference that shows how skillful a unit is in battle and how much damage it deals. Combat between units

is covered on page 50. Attack is equal to the skill level of the unit's main Gun Combat, Heavy Weapons or Melee skill, and Damage is equal to the damage of the weapon used by that skill. It is possible for a unit to have multiple Attack and Damage scores to reflect different weapons it carries.

This Damage Score is modified by the size of the unit, as shown on this table.

Unit Score	Damage
10 or less	-5
11-20	-3
21-50	+0
51-100	x2
101-250	x3
251-500	x4
501-1,000	x5
1,001-2,500	x6
2,501-5,000	x7
5,001-10,000	x8
10,001-20,000	x9
20,001 or more	x10

TRAITS

These are a number of special rules some units have to reflect their capabilities in battle. Traits are covered fully on page 31.

SKILLS

While the individuals of a unit will have a lot of different skills between them, this lists just relevant battle skills that all share, taken as an average. It is assumed that some members may well have higher or lower skill levels but the skill level of the majority is used.

WEAPONS AND ARMOUR

While a unit is likely to be carrying a great deal of varied equipment, only its main weapons and armour are recorded here, together with the damage and armour protection for easy reference.

CREATING A MERCENARY FORCE

When starting a mercenary force from scratch, it is likely individual squads will be created from individuals recently recruited. A newly formed mercenary force, therefore, is likely to have just a squad or two, meaning it can be represented by just one or two unit rosters.

As mercenary forces grow in size, things can get a little more complicated and players may find it useful to have several unit rosters, each representing different levels of the force as a whole.

For example, let us return to Rawshack's Razors, introduced above and assume they were the first squad recruited for a new mercenary force.

Two more identical squads are later recruited, Talman's Tigers and Banoi's Badgers. They all have the same unit rosters as the Razors, meaning this mercenary force has three unit rosters, one for each squad.

However, there will be times when the whole mercenary force fights as a single unit – under the standard organisation model, three squads make a platoon, so a new unit roster is created to represent all three squads fighting together as a platoon-sized force.

This can be done whenever you have several units with identical Morale, Traits, Skills, Weapons and Armour, combining them into a single larger unit.

Unit Name: Rawshack's Regulars

Organisation: Platoon

Type: Light Infantry

Size: 36

Morale: 7

Endurance: 36

Attack/Damage: +1 (3D)

Traits: None

Skills: Gun Combat (slug) 1

Weapons: Assault rifle (3D)

Armour: Cloth TL10 (5)

Because we have brought together three identical squads, we can simply add their Size (and thus their Endurance) together to create the platoon. When this mercenary force is used in battles, its player can decide whether to use the platoon as a single, large unit which will be more powerful than its constituent squads, or break it back down into squads for greater flexibility.

This is why it is useful to have not only a single roster representing the bulk of a mercenary force, but also rosters to

cover smaller units within the greater organisation, that can be broken off for individual missions and battles.

Note that if Rawshack's Regulars were to add a different type of squad, perhaps a heavy weapons squad, it would need its own unit roster and could not be combined into the platoon as it would have different skills and weapons.

TRAITS

Some units have traits, additional rules that represent equipment and abilities not reflected elsewhere in the unit roster. Many can be added to a unit simply by recruiting people with the relevant skills and equipping them accordingly. For example, to add the Support trait to a platoon-sized unit, a player need only recruit a number of people skilled with heavy weapons, such as rocket launchers, and then purchase those weapons.

MARKSMEN XD

The unit has several designated marksmen within its ranks, soldiers trained to pick out specific enemy targets or those within cover. These marksmen are armed with weapons designed to take advantage of their skills, typically with either dedicated sniper rifles or scoped versions of the main squad weapon.

The presence of marksmen allows one or more of the dice used to deal damage to be re-rolled upon a successful attack. The number of dice that can be re-rolled depend on the number of marksmen present, as shown on the table below.

Number of Support Weapons	Number of Re-rolls
One per 5 men	3D
One per 10 men	2D
One per 20 men	1D

SUPPORT +XD

This unit has several members who carry support weapons such as machine guns and rocket launchers to lend a greater weight of firepower to the unit's attacks. This increased the Damage dealt by the unit according to the number of support weapons in the unit and the damage they deal, as shown on the table below. Support weapons must either deal more damage or have a higher Auto score than the rest of the weapons carried by the unit.

DAMAGE OF SUPPORT WEAPONS

Number of Support Weapons	3D or less	4-6D	7-8D	9-10D	12D or more
One per 5 men	Support +1D	Support +1D	Support +2D	Support +3D	Support +4D
One per 10 men	-	Support +1D	Support +1D	Support +2D	Support +3D
One per 20 men	-	-	Support +1D	Support +1D	Support +2D

TOUGH +XX%

The unit has exceptional tough members within its ranks who are able to shrug off adversity. If the unit has a majority of members with individual Endurance scores of 9 or higher, then the unit gains the Tough +10% trait. If their Endurance scores are 12 or higher, this increases to Tough +20% and if their Endurance scores are 15 or more, this becomes Tough +30%.

A unit's own Endurance is increased by its Tough trait. For example, a unit that normally has Endurance 20 but also has the Tough +20% trait will instead have Endurance 24.

WEAK -XX%

The unit has members within its ranks who are noticeably weak and susceptible to adversity. If the unit has a majority of members with individual Endurance scores of 5 or less, then the unit gains the Weak -10% trait. If their Endurance scores are 3 or less, this decreases to Weak -20%.

A unit's own Endurance is decreased by its Weak trait. For example, a unit that normally has Endurance 20 but also has the Weak -20% trait will instead have Endurance 16.

LEADERS AND AUXILIARY POSITIONS

Behind every fighting force is a number of non-combatant auxiliary roles to handle the more mundane aspects of mercenary life, such as cooks to prepare food, drivers to get the food to cooks, and administrators who make sure everything gets to where it needs to be and is paid for.

A proportion of this can be done by recruits in the fighting units but over reliance on this, while cheaper, can degrade the effectiveness of the mercenary force in battle – a backward step.

In addition to these roles, leaders need to be appointed from squad level to the highest echelons of the entire mercenary force. Once again, recruits can have more than one role placed upon them but they will tend to do none effectively.

The table below lists these auxiliary positions and higher ranks, and how many should be present in the mercenary force based upon the total number of recruits present (including other auxiliaries!). If a mercenary force has fewer recruits than listed, the position or rank is not necessary and can be disregarded. While the tasks it handles may still be present, they can be safely divided between other recruits without impacting upon the force as a whole.

The referee is at liberty to require different positions be filled to ensure an effective force, depending on the campaign and the nature of the force the players have put together. For example, if the players wish to have a force that is completely air-mobile, it will require a large proportion of pilots and, perhaps, less drivers.

RANKING

As a matter of tradition, mercenary officers do not usually hold the rank of any kind of General, instead stopping at Colonel, who will be the officer in command of the entire force. Technically, the officer in command will only call himself a Colonel if he leads a regimental-sized force but, mercenaries being the egomaniacs they often are, it is not uncommon to find Colonels in command of companies, along with a few (faintly ridiculous) Colonels leading platoons.

Position/Rank	# of Recruits per Position
Administrator	50
Cook	30
Doctor	100
Driver	30
Combat Medic	10
Corporal	10
Sergeant	30
Gunnery Sergeant	100
Sergeant Major	300
Lieutenant	30
Captain or Major	100
Lieutenant Colonel	300
Colonel	300

For smaller mercenary forces, players might find that many of these positions can be fulfilled by themselves, with those possessing few combat skills handling all the 'backroom' tasks.

EFFECTS OF UNFILLED POSITIONS

Should there be insufficient auxiliaries or NCOs and officers present in a mercenary force, the well-oiled military machine will begin to break down. In general, the effects of this should be left to the referee, especially as players will no doubt have ingenious ploys to get around the deficiencies – at least for a while. However, some general guidelines are presented below.

AUXILIARIES

The first effect will almost always be upon the morale of the units in the mercenary force. A unit forced to do its own food preparation on a constant basis might justifiably suffer a -1 penalty to its Morale. On the other hand, a unit without adequate medics in their squads or doctors waiting for them in forward bases may go into battle with -2 Morale or even less if the lack of medical support is allowed to continue.

Units tasked with several roles will begin to feel as if they are being taken advantage of, with a corresponding loss of morale.

This may be ameliorated by an increase in salary, but there may be other effects too. In the example above, where a unit looks after its own food preparation, individuals are merely being tasked with extra duties outside of combat. However, if they are also responsible for providing drivers for the force's supply train, there may well be fewer individuals within the unit when the bullets begin to fly, thus reducing its Endurance.

Soon after morale begins to fail, running costs of the entire force will begin to increase. The work the auxiliaries do will be keenly felt as the costs rise due to inefficiencies creeping in to the administration and paperwork. The monthly running costs of a mercenary force may double or even triple without sufficient 'back room' boys keeping everything running smoothly.

NCOS AND OFFICERS

Many soldiers may joke that a unit without adequate officers or NCOs will be a happier one and, indeed morale might increase slightly – until the unit enters combat. The absence of personnel with Tactics and Leadership skills will greatly affect the ability of a unit in battle, no matter how skilled or tough its soldiers are, and without the inherent discipline present in well-led units, morale will soon plummet to below average levels.

Thus, units without sufficient command personnel may do well enough while the going is good in combat, but as soon as losses start to mount, they will be in serious danger of routing or otherwise removing themselves from trouble in a disorganised manner, rapidly becoming combat ineffective.

CREATIVE SOLUTIONS

When confronted with problems, the average group of players is nothing if not creative and they are likely to come up with all sorts of solutions if money begins to run low. In practice, they may well try a number of methods to keep their costs low *before* cash starts to dry up. As always, the referee must remain flexible and allow the players to try their ideas out, even if doomed to failure. A few ideas are detailed below, along with how a referee might approach them.

- Players may be tempted to leave a rearwards position relatively unattended with the idea that if it is attacked, administration staff, cooks and drivers will pick up rifles to defend it. The chances are such people will be just as likely to decide they are paid to file/cook/drive, not fight, and surrender immediately.
- Auxiliary positions may be filled very cheaply if the players decide to use the local population on a temporary basis. This may work out well, especially on Poor worlds, but operational security will always be a concern if there are any workers who are naturally (and no doubt secretly) aligned with the force the players are employed to fight against.
- Some military units are proponents of the idea that every man is a soldier first, and something else second, thus providing the auxiliary staff needed to run the force efficiently. With mercenary forces (who will be less likely to follow this ethos), this is possible though expensive, as players can counter

morale-sapping extra duties with higher salaries. Even so, they may find this a very practical solution as savings can be made in other areas – getting one man to do two roles may be cheaper than employing two men, and shipping one man between the stars is certainly cheaper than shipping two. The obvious downside is that a single man cannot fulfil both duties at the same time and extended combat operations may mean auxiliary jobs are left undone.

- Creative solutions to very real problems should not necessarily be punished. For example, the players may find their communications constantly intercepted or jammed when fighting a technologically superior enemy. In such cases, they may find that going backwards, technologically speaking, may provide a perfectly workable solution – using runners and bikers to ferry important messages to units rather than trust the now unsafe airwaves.
- If the players propose something truly awful to their employees (and a combination of seeming little things can soon grate on employees' nerves), then the referee may choose to make Morale checks for units, even if they are not engaged in battle. The first failure may lead to perhaps just 5-10% of individuals within the unit disappearing – either openly quitting or slipping away when an opportunity presents itself. Subsequent failures (likely on a Morale score that has been modified even lower) will see this trickle become an avalanche, with larger proportions of the unit downing weapons (or tools) and leaving. Players may find that a combination of poor decisions and lack of pay will destroy their unit faster than the most punishing battle.



VEHICLES IN FORCES

Though some vehicles can be incredibly expensive to purchase, they can greatly expand the capabilities and reach of a mercenary force, whatever its size.

Vehicles are purchased in the same way as any other hardware and, once appropriate crew have been recruited, can be added to a mercenary force in the same way as infantry units described before. In general, vehicles within a unit should all be of the same type.

Vehicles operate a little differently from infantry and so they use the modified unit roster shown here.

Unit Name: 1st Grav Assault Squadron

Organisation: Squadron

Vehicle: G/AV

Size: 3

Morale: 7

Hits: 42 (14)

Armour (F/S/R): 20/20/20

Crew Skills: Flyer (grav) 1, Heavy Weapons (vehicle) 1

Weapons: Advanced Light Autocannon x 2 (+1, 6D+4), Light Tac Missile x 2 (+3, 9D)

UNIT NAME

As with infantry units, this is the designation used to identify the unit. Again, this can be an official designation, as shown here with the 1st Grav Assault Squadron, or a nickname.

ORGANISATION

This is used as an easy reference to define the unit, based upon its organisational size (squadron, company, etc.). As with the unit's name, this can be, in theory, anything the mercenary commander desires but most follow the standard organisation model.

VEHICLE

This is the type of vehicle within the squadron, in this case a G/AV from *Supplement 5-6: Vehicle Handbook*.

SIZE

This is the number of vehicles within the unit.

MORALE

Vehicles are subject to Morale in the same way as infantry. Morale represents the unit's continued willingness to fight in extreme conditions. Most units will have a Morale of 7, though this can change depending on conditions and experience. It is initially modified by the same factors as for infantry, as shown on page 51.

HITS

This is the total Hull and Structure of every vehicle within the unit, while the number in parentheses is the total Hull and Structure of a single vehicle.

ARMOUR

This is the armour value of the vehicles within the squadron, listed in order of Front, Side and Rear.

CREW SKILLS

While the individuals of a unit will have a lot of different skills between them, this lists just relevant battle skills that all share, taken as an average. It is assumed that some members may well have higher or lower skill levels but the skill level of the majority is used.

WEAPONS

Vehicles often have more weapons than an infantry unit and, because of multiple crew members, can often use many of them at once. Each weapon mounted on the vehicles of the unit is listed here, along with a handy reference to any bonuses to attack rolls and damage.

Damage is again modified by unit size, as shown on page 30. However, their size is always multiplied by the hits of a single vehicle in the unit before consulting this table.

COMBINING DIFFERENT VEHICLE TYPES

If several different vehicles nonetheless have very similar capabilities, they can still be combined into a single unit. For example, a mercenary commander might have six different self-propelled guns at his disposal, all with weapons of a similar size, range and damage. Rather than having a separate unit roster for each, he decides to combine them into a single unit.

The unit roster is filled out as if all mixed vehicles were the same, with the following notes and exceptions.

Hits: This will still be a totalling of the Hull and Structure of all vehicles in the unit, but the totals for a single vehicle will be averaged from all vehicles. Simply total the Hull and Structure of all vehicles, and then divide this by the number of vehicles in the unit.

Armour: Once again, each armour value should be taken as the average between all vehicles.

Weapons: All vehicles in the unit should have at least one weapon similar to one another, such as the main gun of a

self-propelled gun in the previous example. All such weapons should have the same range and be within one damage die. If this is the case then the weapons can be listed, using a number of damage dice equal to the average of the unit, rounding down. If some vehicles have weapons that others do not, these are disregarded as being inconsequential to the unit – if many such weapons exist, the mercenary commander may need to consider not grouping these vehicles together.

HIRING ON

Players may not have the wealth or resources to create their own mercenary force, but may still be interested in the mercenary life – perhaps to earn enough money to one day recruit their own mercenaries. The obvious solution here is to become a recruit and get signed up to an existing mercenary force.

Before attempting to be hired, it is first necessary to obtain information about units currently doing the hiring. This may be done through patrons, with mercenaries able to provide complete information on all units hiring nearby, and with rumors and officers generally able to provide at least partial information on local units.

Once a unit is located, the referee should determine the primary skills the mercenary force is looking for as this will likely influence its hiring policies. The referee should then roll 2D to determine the immediate reaction of the mercenary recruiter to the player. On a roll of 4-, the player is immediately rejected, perhaps accompanied by grisly promises of what the recruiter

will do to the player if he ever sees him again. On a roll of 11+, employment is offered immediately.

If the roll falls between these two extremes, the player should make a check based on the primary skill the recruiter is looking for. If there is no such skill, a characteristic test of the referee's choosing should be made (using Strength or Endurance, for example, if basic 'grunts' are being looked for, Intelligence or Education for staff positions, and so forth).

The following DMs are applied to this check.

Terms served in Army or Marines	+1 per term
Rank in Army or Marines	+rank

If successful, the player will be offered a place in the mercenary force with an appropriate salary, as shown on previous pages. It is up to the player whether they accept the salary and position or not.

A previous rank in the military (and sometimes other mercenary units, at the referee's discretion) will affect the rank the player is offered within the mercenary force he has been recruited into.

Players who were ranked Lieutenant Colonel or above will be made Major at least. Any other officers will be offered at least Lieutenant positions.

Those who were once Sergeants (of any description) will be offered a basic Sergeant's position in the very least.



TICKETS AND MISSIONS

Once a mercenary force has been assembled, it will quickly need a paid mission as a force without a job will chew through cash reserves at a frightening rate. Missions are gathered into contracted jobs known as tickets.

A ticket is a specific mission contracted for between a client and a mercenary force. The ticket will take the form of a legal contract and have the force of law; violation of the terms of the ticket generally leads to some form of legal redress.

Think of tickets for mercenary forces as being similar to patrons for smaller groups of characters. They can be a key component for driving a mercenary-based campaign and are a useful tool to enable referees to keep his games moving.

REPATRIATION BONDS

It is standard practice with tickets for a repatriation bond to be posted through an escrow account in a neutral bank with sufficient funds to provide low passage off-planet to all personnel of the mercenary force. This means that if anything untoward happens to the mercenaries' employer (for example, the government that hires them to quell a planetary uprising is overthrown), then the mercenaries immediately have non-combatant status and are given free transit to the nearest spaceport.

Repatriation clauses are almost universally respected though the actions of the mercenary force during the ticket may have an effect on this. Those who committed atrocities cannot expect an easy ride home.

FINDING A TICKET

Tickets are rather like patrons when it comes to players happening across them – they can be introduced in any fashion, at any time. The commander of a mercenary force may hear of a new ticket from an old contact in the military, or he may be personally approached due to either his reputation or that of his force. In some war-torn parts of the galaxy, there may be data networks dedicated to clients looking for mercenary forces, with a variety of tickets posted at any one time.

Tickets are displayed in a set format, with the following entries used to describe them.

Force: Normally expressed using the standard organisation model, this entry lists the size of force the client is expecting to require, such as a platoon, company, regiment and so on. However, cunning mercenary commanders need not focus only on tickets that specify unit sizes that match his own force. A commander of a company, for example, may detach a single platoon to service a platoon-sized ticket or, if his company is sufficiently well-equipped with high technology weapons, may be able to make a convincing bid for a regimental-size ticket.

Any other specialised requirements will also be listed here, such as personnel trained in specific skills or necessary equipment (for example, waterborne craft if the mission takes place on a waterworld).

Type: A brief description of the ticket and its nature. This could be anything from a single mission covering, perhaps, convoy protection or interdiction, to a set of counter-insurgency operations or an entire war.

Conditions of Payment: The agreed upon payment to a mercenary force will consist of up-front payment (the fee paid in advance of the missions) a success-only payment, or sometimes a mixture of the two. In the case of up-front payments, successful completion of the mission(s) is not required, although a good-faith attempt obviously is. As a general rule, up-front arrangements will only be offered to established mercenary units who have a reputation for honesty, and will usually be less financially rewarding than success-only tickets. These up-front tickets may come with a bonus for success.

Financial Support: A Short Ticket is one where the mercenary force is completely responsible for equipping itself properly for the missions ahead. A Long Ticket is where the patron will undertake at least some level of equipping the force with any specialised equipment necessary. This kind of ticket is rarer but may occur if a patron is particularly desperate or where time is a critical factor. For example, vacc suits may be offered if extended periods within no or low atmosphere environments are expected, or a fleet of aerial vehicles may be provided if a high degree of mobility is necessary. Such details will be noted here.

Background: This list all salient facts the mercenary commander needs to know from the past history leading up to the current conflict and the nature of the forces the mercenaries are likely to encounter.

Mission: This is the meat of the ticket, laying out the specifics of what the mercenaries will be required to do in order to earn

TYPES OF SERVICE

Mercenaries are hired for a variety of reasons, and may find themselves far from a war zone with some tickets. We have provided a selection of tickets, starting on page 39, for referees to kick off their own mercenary campaigns but custom-built tickets for the players' own force will soon be required. These are a few ticket ideas referees can use to create their own.

- Training local forces
- Commando raid
- Act as spearhead for an existing army
- Defend fixed installations
- Provide defensive marines for spacecraft
- Safeguard a series of convoys
- Assassinate/neutralise several enemy commanders
- Destroy strategic targets (supplies or command & control facilities)
- Test newly developed weapons
- Eradication of primitive/non-sentient force (bug hunt)
- Board and take control of orbital station
- Break deadlock in protracted civil war
- Protect high-ranking noble's son in shooting war

their payment. Referees will be able to use this information to create full adventures to handle the ticket during play.

GETTING PAID

The whole point of a mercenary unit is to make its commander and owners money, and it can be an extremely lucrative business. The amount paid to a mercenary force will vary greatly depending upon the severity of the mission, whether the contract involves a success-only payment clause, how much of the expense of logistically maintaining the force is assumed by the patron, and so on. Most ticket descriptions do not list a precise fee, as this is left to the referee to fine-tune for his own campaign, allowing him to reward players with lucrative tickets for good play, or create lean times and so make them 'hungry' for more tickets.

However, as a guide, the lowest a mercenary unit can generally expect to receive in payment (assuming all transport expenses covered by the patron, a low threat mission, and no particular reputation for excellence by the mercenary unit) would be about Cr. 100,000 per month for a typical light infantry platoon of 30-40 soldiers.

Since the monthly payroll of a platoon like this will run in the neighborhood of Cr 70,000, this would leave around Cr 30,000 as gross profit, from which the mercenary commander funds additional equipment, general supplies and recruitment drives to make good losses through casualties.

By the same token, a battalion-sized mercenary force with a sterling reputation, working on a success-only contract with high stakes missions could easily receive millions of Credits in payment.

RUNNING TICKETS IN PLAY

As mentioned earlier, tickets are the mercenary's equivalent of patrons, a mechanism for creating adventures and campaigns. As such, the referee can take a ticket's description and create an adventure or set of encounters to take the players through a session or more of play as they complete the ticket's requirements and receive their payment.

ADVENTURES FROM TICKETS

For example, if the referee decides to present the players with the ticket on page 40, Original Commando, after making sure its Force entry is suitable for their mercenary force, he should first look through the Mission entry to determine what adventures and encounters need to be created.

This is a fairly simple ticket to work with, as it revolves around one main location a mining camp. At its core, the referee need only create a map of the camp and its surrounding area and put together a company-sized enemy force using the Force Organisation rules on page 29. The actual battle would be handled by the mass combat rules on page 50. That complete, the referee need only determine what will happen during the two days the players' force needs to hold on to the camp once taken – mention in the ticket is made of the camp's air cavalry battalion acting against the tribesmen in the nearby mountains, and so they are an obvious problem, as they will return, albeit in piecemeal groups. Counterattacks in battalion strength are described and these can make for a fitting climax to the ticket, as the players' force, trapped in a defensive position without hope of relief, face waves of numerically superior (though likely technologically inferior) enemies. A nice image can be conjured of a desperate fight against an enemy battalion, just beaten off at the very end – and then, before the players can catch their breath, another comes into view, and an even more desperate fight takes place.

That alone could make this a very memorable ticket while keeping everything simple and easy for the referee. However, as always, if a longer set of adventures is desired from this single ticket, a variety of complications and extended encounters can be introduced. For example;

- The players' force must get to the mining camp, preferably undetected. They could meet complications (remember the air cavalry) on the way, or perhaps even run into an ambush if they are particularly careless. If things go wrong, they could find the mining camp reinforced and ready for them.
- They might send a detachment (probably best player-led, as roleplaying will be needed to convince the tribes' headmen) to reach out to the tribesmen in the area. Getting involved in the counter-insurgency is beyond their remit but they might be able to get the tribesmen to act as their eyes and ears in the area, and perhaps even rise up in a series of diversionary actions to delay the counterattacks.
- They may learn where the enemy is stockpiling their chemical weapons and send a small detachment to destroy them. This, in turn, will again help against the counterattacks later on.
- The players will have no air support other than anything they bring with them, and so avoiding regular air patrols from ground attack and reconnaissance craft could become a growing problem, especially if they launch attacks and weaken the players' force before it reaches the camp.

Tickets may also lead on to one another. In Original Commando, exemplary performance in capturing and holding the mining camp might lead onto a new ticket where the players' force is invited to engage in phase two of the operation, the incursion. Perhaps they achieve this at the expense of other mercenary forces who were also hoping for an extended contract, thus starting rivalries that could become a staple part of the entire campaign, with the players locking horns with their peers on a constant basis.

ACTIVE VERSUS PASSIVE PLAY

The mass combat rules on page 50 allow the players and referee to take a step back, if they so wish, and quickly resolve entire battles and raids with just a few quick rolls; simply set up the opposing forces and run them through a mass combat.

In the example above, the players may send out a couple of squads or a platoon to destroy the chemical stockpiles threatening them but may also decide that matters at the actual mining camp require their own personal attention (or maybe they are off meeting the local tribesmen to elicit their support). Either way, their characters are not present for the raid on the stockpile, and so the referee may decide it is best played out with a few quick rolls using the mass combat rules – the players remain engaged with their forces but play is allowed to concentrate on their actions and what happens in their presence.

It is possible, of course, for entire tickets to be played out this way, and this is an option that might be considered for either very short tickets (a single squad is contracted to escort a valuable cargo through a city and just one attack is planned) or when the players' force is large and might consider taking multiple tickets simultaneously. In the latter case, the mass combat rules could be used for every engagement planned during a small ticket, while the players' attention (and the main focus of the game) is concentrated on a larger and more complex ticket.

The players might appoint one of the senior officers of their force to lead the smaller ticket with a set of broad instructions; use these elements of the force, use heavily-armed APCs to travel between locations, don't shoot to many civilians, and so on. The referee then interprets these instructions and applies them to the ticket he had planned, setting up a handful of mass combats with a general update of how the ticket is progressing between each one, perhaps in the form of communiqués from the officer they dispatched.

If, of course, they appointed the wrong officer, maybe one with a few flaws they have not yet discovered, the referee can have a fair amount of fun with communiqués as things go steadily wrong with the ticket and the players, of course, are too far away to do anything about it. That in itself can lead to a whole new set of adventures as the players then have to deal with the mess their subordinate created in an attempt to keep the good name of their force.



In general, the nature of Traveller means the players should be kept at the forefront of what is going on, where they can make the decisions that really matter. However, the mass combat rules do provide a mechanism for both players and the referee which allows the players stay involved in things that happen 'off-stage' and yet not take time away from the main activities.

TICKETS

This section provides a range of sample tickets which referees can use as jumping off points or building blocks for an entire mercenary campaign. They also serve as examples for referees to create their own.

I. FIRST STRIKER

Force: Battalion, with commando units

Type: Destroy capacity of opposing military forces to fight

Conditions of Payment: Success-only

Financial Support: Short Ticket (includes all logistics and discount on munitions and spares)

Background: Marastan (planetary characteristics D8687715) has for over a century been classified as an Imperial Reservation, with access to the world severely limited. With a total population in the thirties of millions and a relatively primitive state of technological development, Marastan has preferred reservation status as the only viable means of preventing mass immigration to this garden world, which would inevitably spell the end of the autocratic rule of the handful of clan hetmen who now control the destiny of the scattered clan settlements. The discovery of fabulously rich mineral deposits on the major continent of Marastan changed the local political picture dramatically. Major industrial concerns began applying pressure on the Imperial government to open Marastan to off-world development and several clan hetmen, heavily bribed, added their voices to the appeal. The empire relented and set a formal entry date of Marastan to full member status in the Imperium. On that date, an Imperial survey ship will arrive and determine the governmental type or types that will control the surface of the world, based on actual existence and ownership of territory at that time. The official entry date is set at three months hence, and on Marastan the scramble for the mineral riches begins.

Clan Hardretter, backed by Ling Standard Products, is contracting for a mercenary battalion to supplement its own six battalions of hastily raised militia and constabulary. Although technically in violation of the still-operant reserve regulations, no serious repercussions are expected as most of the other clans are also believed to be importing small mercenary contingents. A force much in excess of a battalion, however, would probably trigger Imperial enforcement of the reservation laws, and perhaps significantly delay entry into the Imperium.

Mission: The mercenaries' mission will be to actively take to the field against the major clans by both neutralising their own

mercenary contingents and conducting selected raids against their governmental centres. Thus the mercenaries must have some commando capabilities, preferably a small raiding force. Rather than attempt to gain control of the actual mineral sites scattered widely about the continent, Hardretter aims at quick blows to the brain of several major clans in an attempt to force their adherence to a coalition, headed by Hardretter, capable of welding together a planet-wide government.

To play down the influence of Ling Standard and their involvement in the scheme, no up-front money is available. Hardretter will, however, provide a 0.1% interest in the world's mineral rights, on a success-only basis, to the mercenaries, and agrees to provide all logistic support to the force while on-planet except for the provision of munitions and spares for equipment, as these cannot be produced on-planet. Munitions and spares will be provided off-world by Ling Standard to the mercenaries at 10% of list price, provided all unused material reverts to Ling Standard upon conclusion of the ticket. Ling Standard also pledges to redeem the 0.1% interest in mineral rights for Cr 30,000,000, if desired.



2. ORIGINAL COMMANDO

Force: Company, with commando units

Type: Attack, seize and hold mining camp

Conditions of Payment: MCr3 upfront, with MCr2 success bonus

Financial Support: Short Ticket (includes transport)

Background: Poroszlo (planetary characteristics A867A74A) is an advanced, highly populated, balkanised world, bitterly torn on the issue of economic and industrial concentration. The Private Ownership bloc, comprising about two-fifths of the nations and well over half the population of Poroszlo, severely limits the size of corporate concerns and intensively regulates them, fearing the ability of large multi-world concerns to influence and dominate local governments. The Free Commerce bloc, containing fewer nations, but generally more industrialised and technologically advanced, does not impose such limits. Although all-out war has been avoided, constant brushfire conflicts erupt among the smaller nations of the world as each side seeks to convert the other (the PO bloc out of paranoia that increasing industrial control will threaten their own political freedom, the FC bloc at the behest of the industrial concerns that largely control them).

Less than a decade ago, free elections in the nation of Stepozhevac voted in a Free Commerce government, largely in response to the promise of large industrial development by programmes financed by outside corporations for the right to develop large bauxite reserves in the country. With a population somewhat in excess of 60 million, Stepozhevac's estimated GNP is only BCr 42.63, and the nation can only be described as underdeveloped.

After installation of a Free Commerce government, the bauxite deposits were rapidly developed, but most foreign assistance was channeled into modernisation of the armed forces. Approximately one year ago, a junior officer coup seized control of the government, disarmed nearly half the armed forces, expropriated foreign industrial holdings, and declared for the PO bloc.

Mission: Through neutral parties, several industrial consortiums are hiring mercenary forces to augment the army of Morovic, Stepcrzhevac's northern neighbour, for a rapid campaign against the ruling junta. The campaign will consist of two phases. Phase one will comprise seven distinct and simultaneous operations; six commando-based raids and one incursion. Each commando raid will aim at seizing one of the six main mining camps nestled on the southern slope of the Karamak Mountains, which form the northern border of the country with Morovic. Each raid will be in company strength. The incursion will be in brigade strength, southwest of the mountains, and will aim at attracting Stepozhevaci reserves. Phase two will be performed by main force Morovici units. The intent of the operation is to bring down the junta and replace it with a pro-FC government.

The ticket offered calls for a company strength light commando force to seize Camp Five and hold it against counterattacks for two days. MCr. 3 is offered up front, with an additional MCr. 2 success bonus. Transport will be financed by the patron, with a 10% of purchase price bonus for all equipment remaining intact at the end of the operation. Stepozhevac's armed forces possess a variety of surplus equipment, mostly Tech Levels 8-9. Camp Five's garrison consists of an air cavalry battalion equipped with air/rafts and Advanced Combat Rifles (a quantity of which were received before the coup), but generally only a company is present at the camp, the bulk of the battalion being employed in counter-insurgency work against tribesmen in the Karamak Mountains. Counterattacks in battalion strength can be expected by Tech Level 7-8 mechanised elements starting 12-24 hours after initiation of hostilities. Due to the value of the installations seized, large scale bombardments are not expected, nor is the use of tactical nuclear weapons, although non-persistent chemical agents may be used. It is expected that Morovici forces will achieve local air superiority for the duration of the campaign, although tactical air support will be concentrated exclusively during the incursion. The commando missions will have to proceed unsupported.

3. INITIAL CADRE

Force: Small Platoon, with training personnel

Type: Train and lead militia

Conditions of Payment: Success-only, paid monthly

Financial Support: Short Ticket (includes all logistics and discount on munitions and spares)

Background: Aramis (planetary characteristics B6597726) consists of a small industrial fief on long term lease to Peabody Instrument, several coastal enclaves on the only moderately large continent of the planet, and a large out-back, thinly populated with no formal government. Recently, raids by outbackers on several of the coastal enclaves have increased, apparently supported by arms shipments from Enclave Detmender, whose motives in this action seem vaguely aggressive, albeit ill-defined.

Short of manpower and funds, local militia units have formed to protect outlying settlements and farms, and launch occasional punitive raids, but are hampered by a lack of any formal military experience. Large purchases of modern equipment are beyond their means, as are mass hirings of mercenary units. Enclave Belcherferus decides to hire a small mercenary cadre to train and lead its militia.

Mission: Enclave Belcherferus has a total population of 23,000, of which 8,000 are technically enrolled in the militia. This represents virtually all male and female manpower between the ages of 17 and 30, and obviously cannot be mobilised all at once. The militia is currently organised into about thirty-five companies of 150-200 militiamen each, with each company drilling once a month and serving a one week action duty once every four months. Thus, two companies are available to meet

raids, provide security detachments and intensively train at any one time. This represents a severe strain on the civilian economy, and only in extreme emergencies, or for an extremely important operation, would more companies be mobilised.

Enclave Belcherferus offers double standard salaries to a small mercenary force, not to exceed twenty men, to train and lead the militia. Local ranks enjoyed by the mercenaries will include three field grade commissions, eight junior officer commissions, and the remainder as NCO's. All active companies and platoons will be commanded by mercenary officers, with native commanders serving as deputies. In the case of mobilisation of larger forces, mercenary officers will command companies and field grade officers will command task forces, with a senior mercenary officer exercising overall command, within limits imposed by the government.

4. PRIMARY SECURITY

Force: Company

Type: Escort high-ranking officials

Conditions of Payment: Success-only

Financial Support: Short Ticket (armed ATVs provided)

Background: Jokotre (planetary characteristics B6548D97) has for generations been ruled by a religious dictatorship based on the worship of Ram, a local deity. Each true believer must make a pilgrimage to the holy lands once during his life, and the ruling hierarchy has decided that this year, the one thousandth anniversary of the deification of Ram, would be an auspicious time for the highest government leaders to go as well, particularly as it would serve to increase flagging popular support for the regime. The pilgrimage will be complicated by two factions, however. First, an active insurgency movement would leap at the chance to destroy the ruling hierarchy with one blow. Second, no true believer may carry weapons into the holy land without being permanently defiled. While true believers, in the strictest meaning of the term, may be rare, so dogmatic has the regime become to maintain power that no member of the armed forces can reasonably be expected to volunteer for such a mission. The only practical solution is to provide security guards from heathen off-worlders, who do not care if they are defiled, and are less likely to accept bribes to assassinate any member of the ruling hierarchy.

Mission: The ticket offered is a success-only contract (obviously) for a company-sized security force. The force will escort the motorcade of officials and their dependents, about 400 in all, from the border of the holy land across country to the shrines (a distance of 400 miles) and back. At the border, security will be taken over by native Jokotre units. No other pilgrims will be allowed to enter the holy lands during the mission, and strong Jokotre security elements will be deployed along the borders for weeks in advance to enforce the decree. Outside security will be sufficient to prevent aerial or vehicular intervention and prevent large scale incursions, but the infiltration of light insurgent units cannot be ruled out.

The motorcade will travel in ATV's, of which six will carry autocannon for use by the security detail. No heavier armament will be available due to a wish to keep a very low profile in regards the security arrangements. Payment on completion of the mission will be Cr 500,000.

5. THE DREAM TICKET

Force: Battalion, with mechanised units, armour, artillery and air support

Type: Destroy capacity of opposing military forces to fight

Conditions of Payment: Success-only

Financial Support: Short Ticket (purchases can be set against final payment)

Background: Aramanx (planetary characteristics B6579746) is a highly populated, balkanised, somewhat backward planet. While extensively industrialised, its remote location and limited export potential has limited its technological progress.



Sternmetal Horizons, LIC, has recently (within the last decade) embarked upon a program of exploitation of the world along ambitious lines. Deciding that a straight economic takeover of the politics of the planet would involve far too great an outlay of funds, Sternmetal has systematically invested in Lovrenyi, a smallish (population 37 million) industrialised nation in the midst of the most heavily industrialised and settled continent. Sternmetal will introduce a small but well-equipped mercenary contingent to supplement indigenous Lovrenyi troops and defeat the conventional armies of the major powers, thus enabling imposition of terms favorable for wholesale infiltration of their economies by Sternmetal investment.

Mission: A MCr. 50 success-only ticket is offered for a heavily reinforced mechanised battalion, equipped to at least Tech Level 9 or 10, augmented by at least a company of armour, several batteries of artillery with advanced counter-battery capabilities, a small aerial contingent, and heavily equipped with man-portable and vehicle-mounted anti-tank and anti-aircraft weapons. Indents may be made against the final payment for amounts up to MCr 30 to provide equipment, all such purchases reverting to Sternmetal Horizons, LIC in the event of failure. The force will provide stiffening for the army of Lovrenyi (eight semi-motorised infantry divisions, several battalions of armour and armoured cavalry) as well as form a breakthrough force capable of rupturing defence lines, carrying out deep penetrations, and employing overwhelming firepower to annihilate large concentrations of enemy troops in short order. Enemy forces can be expected to amount to 40-60 divisions, mostly infantry, with a number of brigade-sized armoured units. Nuclear weapons will not be employed, although limited use of chemical weapons will be permitted. Despite apparent overwhelming enemy force, extensive use of jamming of primitive radio communications should enable the mercenary force to achieve successive local concentrations of overwhelming firepower and seriously disrupt any concerted enemy offensive. Employment of forces larger than reinforced battalion strength with supporting arms is not deemed advisable.

6. THE SHESSER PIRATES

Force: Infantry Company or Commando Platoon (proof of skill required for Commando Platoon)

Type: Conduct a raid against a suspected pirate base. Destroy the base's ability to support spacecraft operations and capture as many pirate personnel as possible.

Conditions of Payment: Cr75,000 upfront, further Cr125,000 upon success, with bonus of Cr5,000 per captured pirate

Financial Support: Short Ticket (transport and medical assistance provided)

Background: Sir Wilfred von Ryer, KCE (IN ret.), the 10th Baron of Bohem has opened this ticket on behalf on his business

partners on the world of Shesser (planetary characteristics E685200-7) and is the guarantor, having deposited funds to cover both the ticket payment and repartition bonds with Nerver & Smith, LIC.

The Baron has been doing business with several families on Shesser who raise heritage grain products used by high end restaurants and a couple of craft breweries throughout the Imperium. This business has been rather lucrative for all parties as the Baron, whose fief is on a growing agricultural world which lets him act as a front for sale and distribution while keeping the true source secret. It has been running for five years without any problems, until last year when a contracted ship sent to pick up a cargo of grain was jumped by pirates in-system. Since then, reports indicate there is a pirate base in an isolated part of the continent which has the local starport beacon. There have been frequent overflights by a ship which matches the description of the corsair *SS Hemlock*. As the vessel has been flying low and slow enough to allow identification, it is believed the pirate base is near the grain farms.

Though the pirates have to date not interacted, much less robbed or otherwise harmed the locals, they have been attacking ships in the system and in other systems with low navy traffic. The base has been scouted by agents sent by the Baron. It consists of a packed earth pad fronting a cave containing the fuel systems and quarters for the base personnel. The personnel consists of approximately 30 pirates most armed with slug thrower sidearms, with scattered laser pistols and rifles. They mount a casual guard which rotates among those present with the rest either relaxing or maintaining the fuel systems. No squad support weapons were observed by the base personnel and the laser rifles appear to be used solely for hunting local animals for adding to the food stocks.

The agents were unable to scout out the interior, but did get a good look at the entrance and front areas. These areas are composed of tanks, purifiers, a pumping system with camouflaged piping that runs to a small river nearby, hoses and fuel pumping station in the entryway of the cave with six pre-fab housing units (two sleeping quarters units, one kitchen unit, one recreation unit, one spare parts store/shop unit) about 20 metres behind the fuel systems. It not believed there is anything behind the pre-fabs as no activity was observed behind the structures, but the agents could not confirm.

The Baron sees it as his duty as an Imperial noble, and as a former Navy line officer, to destroy the base and capture as many pirates to be brought to trial as possible.

Mission: It is believed that a small, quick force can overwhelm the personnel and destroy the base. The unit is to destroy the base's infrastructure and ability to support spacecraft operations, and to capture (if possible) or kill all base personnel.

7. COLONIAL SECURITY

Force: Platoon

Type: Train security forces

Conditions of Payment: Upfront payment with bonus

Financial Support: Short Ticket

Background: Capon (planetary characteristics B747748-A) is a well-developed world on the main trade route through Lunion subsector, and the site of a naval base. It has in recent years become the home of several small corporations specialising in the development of backwater worlds.

One of these corporations, MarchWorlds Development (MWD) LIC, has recently expanded its operations and is currently overstretched. MWD provides what it calls DevPaks, or development packages, to its clients. These are made up of machinery, vehicles, prefabricated housing and personnel, tailored to the needs of the client government. A DevPak is landed in the target area and can quickly set up a complete town, with basic infrastructure and some industry. Some of the DevPak personnel then remain while others move on to another project. Colonists are brought in from offworld or moved from other areas to create a small, self-sufficient hub for the development of a remote area.



The DevPak concept has been very successful; so much so that several world governments want to hire MWD to open up their own backwater areas. The hardware, vehicles and so forth can simply be bought using the governmental down payment, but training the personnel to set up the town and provide the initial skilled workforce takes a lot longer. To alleviate the problem, MWD is hiring mercenaries to train the security detachments assigned to each DevPak, and outsourcing other training to whatever providers can be quickly sourced.

Mission: MarchWorlds Development is seeking a platoon-sized force for an extended training contract, teaching the basics of colonial security operations to prospective colonists. A light infantry force is probably ideal for the contract, but other types of formation would be considered if their fee is no higher.

Much of the training is basic firearms safety and rudimentary marksmanship for the main body of personnel, with more advanced weapons training for the designated security personnel. There is no warfighting expectation for these personnel; they are not expected to do more than run off bandits and hostile wildlife, but will have to function without support and in the face of under-manning issues. There is always so much to be done in a new development that security personnel get co-opted to other roles, and it would be rare for additional personnel to be free to assist. Thus efficiency and small-unit operations are the key.

Security personnel are also expected to be available for emergency rescue work, undertaking tasks ranging from firefighting to medical assistance and possibly specialist roles such as mountain rescue. In addition to these duties, security units will also provide drivers for heavy and personnel transport vehicles.

The calibre of recruits is likely to vary considerably, from experienced ex-military personnel to 'green' or somewhat unwilling personnel. MWD insists every one of its personnel is at least qualified in basic first aid and firearms safety, a requirement that can lead to friction with some personnel who may feel they are above such things.

8. PLANKTON RAID

Force: Squad

Type: Seize scientific data

Conditions of Payment: Success-only

Financial Support: Short Ticket

Background: Nexine (planetary characteristics C97A443-8) is a water world whose population is scattered among many remote islands, with a concentration around the small starport and its equally minor Scout Service installation. The world has virtually no heavy industry; its economy is largely dependent on service industries supporting the small scout base.

Nexine has no armed forces as such, though there are a few security personnel at the capital, which is also the starport, and about 200 Scout Service personnel based there. Scouts are normally given at least some basic weapons training and can be expected to oppose any attack on the port.

The rest of the planet is mostly empty ocean, with many uninhabited islands scattered across the globe. There are plans to develop the world, possibly by bringing in genetically engineered aquatic humans or other colonists, and to this end a fairly large oceanographic survey is taking place. This is mostly being carried out by private research companies, some of which have fairly extensive if temporary bases.

The research companies are involved in a variety of projects, ranging from deep-water exploration with remote controlled submersibles to studies of local underwater wildlife and the likely effects of introducing new species. Much of this research is quite mundane and of interest only to those considering development projects on Nexine itself. However, one of the research groups is engaged in work that could be extremely lucrative, and is well ahead of its competitors.

Mission: The mission client wants a small team (no more than a dozen individuals) to launch a commando raid on the research base used by Nexine Bioscience, a dedicated subsidiary of a much larger corporation. Nexine Bioscience is investigating the possibilities of using local plankton species to create high-density foodstuffs, and is thought to be close to a breakthrough. While food is hardly the most exciting area of science, providing plankton-protein to the hungry masses of high-tech worlds is big business, and the client (which does not want to reveal its corporate identity) wishes to regain its lead in the field.

The team will be delivered to Nexine by starship and dropped into the ocean aboard small high-speed boats. They will approach the compound at night, secure the main data storage area and then call for extraction. Scout Service vessels from the port can be expected to respond if the alarm is raised, so a rapid assault and quick retreat will be necessary.

The client wants the snatch to be as low-key as possible, and will pay a bonus if no personnel are seriously harmed. An additional bonus is payable if the base's data storage is thoroughly wiped (i.e. destroyed) after the research data is secured.

Nexine Bioscience is unlikely to be expecting an attack of any kind. Opposition is expected to be light, taking the form of a few guards who will likely be on low alert and in all probability subject to re-tasking as research assistants unless there is some reason to expect trouble. A surprise attack should find the defenders in no position to resist effectively, and can probably be carried off bloodlessly.

9. WARFIGHTER

Force: Battalion

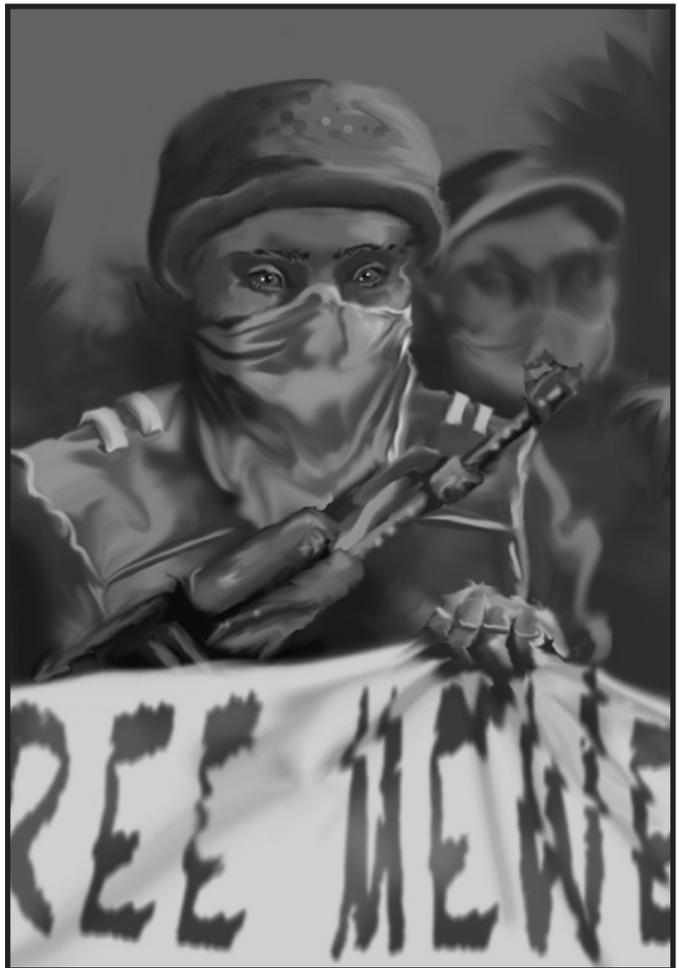
Type: Extended campaign

Conditions of Payment: Salary with bonus

Financial Support: Long Ticket

Background: Mewey (planetary characteristics D786799-5) is a lower-end mid-tech world in the Five Sisters subsector. It is something of a backwater, with a small starport that receives few visitors and a government that keeps tight control over activities such as offworld trade. Until recently, unrest has been fairly minor and the planetary armed forces have been easily able to break up any serious rebel groups.

In recent months, however, several armed groups have begun making attacks on significant targets, and achieving some success. Support for the rebels has consequently grown, to the point where the various groups are beginning to coalesce into a large-scale insurrection. It seems likely that the rebels have offworld support, since TL 8-9 weapons have begun to appear in non-government hands.



The planetary armed forces are armed mostly at TL 5 using locally available equipment, though there are two guard brigades armed with TL 8 small arms and support weapons, and an elite 'special service' battalion which has TL 10-12 equipment and some grav vehicles. This cannot be supported using local resources (whereas the TL 8 units, to a great extent, can) and represents a massive drain on the world's military budget. It is not currently available for combat operations against the rebels, for reasons not specified by the client.

Mission: A battalion-sized force equipped to at least TL 9 is required to bolster the local forces for an extended period. The force will need at least some vehicles, and will need to undertake a full warfighter' role. It will at times conduct mobile operations against the rebel groups, preventing them from joining forces and organising for a major offensive, whilst on other occasions act as a mobile reserve to assist TL 5 forces which are in danger of being overrun.

The current phase of the campaign against the rebels is one of trying to secure loyal areas and prevent matters becoming worse while other measures are taken. This includes diplomatic efforts towards a peace deal, attempts to cut off the supply of offworld support, and also buying time for the special service battalion to become available for a strike.

The mercenary force will be paid standard salaries or fees, with a bonus payable after one, three and six months if the government's targets are met. These are fairly modest, and come down to little more than matters not getting any worse.

Opposition is mostly bands of guerrillas with few support weapons and no real anti-vehicle capability, but there are some rebel formations with much greater capability. The planetary forces are for the most part deployed defensively, and are rather overstretched trying to reassure wavering populations and secure a great many areas, leaving them vulnerable to attack. The mercenary force can expect to be on the move a lot, supporting threatened regular army formations or simply deterring a rebel attack by moving into the area. When and if suitable targets are identified, they will be attacked by the regular army with the mercenaries in support, which translates as either acting as a spearhead or countering any better-armed rebels that are encountered.

10. OPFORS

Force: Battalion

Type: Training

Conditions of Payment: Success-only

Financial Support: Short Ticket

Background: Mewey (planetary characteristics D786799-5) is a lower-end mid-tech world in Five Sisters subsector. It is

something of a backwater, with a small starport that receives few visitors and a government that keeps tight control over activities such as offworld trade. Unrest has increased rapidly in recent months, and at present the local armed forces are struggling to contain the situation.

The planetary armed forces are armed mostly at TL 5 using locally available equipment, though there are two guard brigades armed with TL 8 small arms and support weapons, and an elite 'special service' battalion which has TL 10-12 equipment and some grav vehicles. This cannot be supported using local resources (whereas the TL 8 units, so a great extent, can) and represents a massive drain on the world's military budget. It is not currently available for combat operations against the rebels, for reasons not specified by the client.

The Special Service battalion is usually held in reserve at the capital, and is rarely risked in the field. On the rare occasions where it has been fielded, it has under-performed rather spectacularly. The battalion's combat skills and training levels have atrophied during long years as a status symbol, and the unit is staffed more by well-connected members of rich families than by dedicated combat troops. In short, it has become virtually useless.

Mission: A battalion-sized unit is sought to act as both an opponent in a series of training exercises and also to provide guidance on counter-insurgency methods. The intent is to return the special service battalion to full operational status as quickly as possible, and certainly within three months. The contract is for three months, on the understanding that if the special service battalion achieves operational status in a shorter time then the mercenary force will provide additional training to other formations of the planetary army.

A unit with experience of fighting against a dispersed, low-level insurgency is desired, with the intent of conferring the necessary skills as efficiently as possible. The contract does not rule out actual operations against the rebels, though this is a secondary activity and is not desirable to the client unless there is an urgent need. It is possible the mercenary force may accompany some operations against the rebels, in an advisory capacity. This is understood to mean the mercenaries are present as combatants but should direct local forces in the most effective response to the situation rather than directly engaging. Mercenaries often refer to this as backseat warfighting or a training wheels assignment.

The overall intent is to provide the special service battalion and possibly other formations with first training and exercises and then actual combat situations where it can be guided to achieve a high standard of capability.

11. SHIP'S TROOPS

Force: Platoon

Type: Provide shipboard security

Conditions of Payment: Salaries with bonus

Financial Support: Short Ticket (includes all logistics)

Background: The Central Marches Consortium (CMC) is a rather grandly titled alliance of several starship operators – mostly single-ship outfits – plus a couple of small corporations and independent merchants. The consortium has begun to perceive a need for greater security aboard its ships, and more importantly around them when they are on the ground in poorly protected backwater installations.

The consortium has not suffered any serious attacks, though there have been occasional incidents involving ships and personnel. Most involve thievery, but ships have been damaged in what might have been acts of deliberate sabotage whilst in port. These incidents are becoming more frequent, though this seems to point to a general worsening of the security situation rather than a deliberate campaign against CMC.



Mission: The consortium wishes to hire a platoon-sized unit, which will then be dispersed between several ships and installations. The smallest detachment aboard any vessel will be four personnel, though this will still require that command be exercised at a very low level. The consortium does not see this as a problem since the mercenaries will be taking orders from the command crew of whatever vessel they are aboard.

The duration of the ticket is expected to be several weeks at least, possibly up to six months. If the situation has not improved beyond that time, CMC will probably hire permanent guards rather than continue to pay mercenary rates. All personnel belonging to the unit will be conveyed back to a central point at the end of the job, and in the meantime the force will be paid standard salaries plus a modest bonus based on the number of incidents that take place and any losses suffered by the consortium. Ideally, a combination of deterrence and robust response will drive down the consortium's losses as well as reassuring passenger and freighting clients that CMC can take good care of its ships.

The exact duties of any given group of mercenaries will vary. Much of the time, simple guard duty will be all that is needed; a couple of armed mercenaries standing by the cargo ramp should deter most troublemakers. The occasional in-flight disturbance might also need to be dealt with, ideally with a certain amount of tact and without permanently harming those involved.

12. DEFENCE OF THE REPUBLIC

Force: Company

Type: Lead local forces

Conditions of Payment: Success-only

Financial Support: Long Ticket

Background: Singer (planetary characteristics D553774-6) is a backwater world in District 268. Singer is balkanised, with numerous small nations and political groupings vying for power. One of these groupings, the Downen Alliance, has grown to the point where its members are able to concentrate their forces against various opponents and eliminate them in a series of quick campaigns.

The Downen Alliance is growing rapidly, or more accurately the power of its member states is growing as they gain control over the resources of various small powers. This has caused alarm in several states neighbouring the Alliance, but few have the capability to put up any real resistance.

The Republic of Shouner is an obvious near-future target. If the usual pattern of events is followed the Alliance will engineer an incident or exacerbate a situation in order to create tension. Once the Alliance has picked a fight with Shouner, military conquest will soon follow.

The Republic's armed forces consist mainly of militia, organised locally and armed with TL 6 small arms. There are no more than

a hundred full-time military personnel in the entire Alliance, and most of them are career officers who provide an administrative and organisational structure but no real combat capability. In short, the Republic is in no shape to repel even a small-scale attack by Alliance forces, and would quickly be overrun in the event of a war.

Mission: A company-sized force is initially required, to form the backbone of a properly organised (if small) army. The company will be broken up into platoons, which will each then form the core of a locally raised company. If time permits, some of these companies can then be broken down to form the core of a new set of units, allowing the process to be repeated on a larger scale. If an attack comes before this, these so called new companies will form the backbone of regional militia forces, hopefully stiffening them enough to deal with an invasion.

It is to be hoped that once Shouner has established a reasonable military capability, its enemies will seek easier targets elsewhere. However, a rapid expansion might trigger an attempt to take the Republic out before preparations for defence can be made – or it might be used as a pretext for invasion. Thus the Republic intends to make its preparations low-key until a reasonable level of capability has been reached.

The main risk with this approach is that it may take too long to create the new companies and the Alliance may attack before they are fully established. In the event that the mercenaries are still embedded in the local companies when an attack takes place, they will be expected to provide experienced leadership and general by-example guidance to their local comrades. A bonus is payable if any part of the mercenary force sees combat, but the overall intent is to prevent a conflict, not to fight one.

13. PORT DESTRUCTION

Force: Company

Type: Destroy enemy facility

Conditions of Payment: Success-only

Financial Support: Short Ticket

Background: Singer (planetary characteristics D553774-6) is a backwater world in District 268. Singer is balkanised, with numerous small nations and political groupings vying for power. One of these groupings, the Downen Alliance, has grown to the point where its members are able to concentrate their forces against various opponents and eliminate them in a series of quick campaigns.

The Downen Alliance is growing rapidly, or more accurately the power of its member states is growing as they gain control over the resources of various small powers. This has caused alarm in several states neighbouring the Alliance, but few have the capability to put up any real resistance. Fortunately for them there are offworld interests that would prefer the status quo to

remain in place indefinitely, and which are willing to take direct action – albeit through a mercenary group.

This mysterious client wishes to remain anonymous, although there is a fairly short list of corporations and political groups that have an interest in Singer, so deductions could be made. However, obvious involvement is not the same thing as legally provable interference, which is what the client wishes to avoid.

Mission: A company-sized force is wanted, comprising mainly light infantry with some heavy weapons and perhaps ground transportation. The latter is not absolutely necessary; transport on-planet has been arranged. However, any armed vehicles the mercs may have will be useful.

The company will be landed at a staging area on the fringes of Downen-controlled territory, and from there will travel overland about 50 miles to an installation that is under construction. This is a fortified starport, which while not large will give the alliance members a better port than any other on the planet, effectively making this the world's main port. It seems likely that this is part of a plan to create a de facto world government controlling all major assets.

The port is at present under construction, and is protected only by a few completed and part-completed bunkers. There are 200-300 workers, some of whom may be armed, at the site plus a security force in company strength. This unit is armed with TL 6 equipment and is unlikely to be expecting trouble.

The mercenaries are authorised to secure the port area by force, though as is normal in such operations unnecessary casualties will be avoided if possible. Heavy equipment is to be destroyed, and the foundations of the port area to be rendered useless by well-placed explosives. Sufficient damage to make it more economical to build a new port elsewhere than to rebuild this project will be considered the indicator of success.

14. PORT PROTECTION

Force: Platoon with aerospace defence capability

Type: Defend friendly facility

Conditions of Payment: Success-only

Financial Support: Long Ticket

Background: Singer (planetary characteristics D553774-6) is a backwater world in District 268. Singer is balkanised, with numerous small nations and political groupings vying for power. One of these groupings, the Downen Alliance, has grown to the point where its members are able to concentrate their forces against various opponents and eliminate them in a series of quick campaigns.

The Downen Alliance has recently begun construction of an upgraded starport within its own territory, which is obviously intended to replace the existing port as the world's main facility.

This would give the alliance increased political and economic leverage, though the existing Class D port would still be listed as the main port on-planet unless it were out of action for some reason.

Fearing the Alliance intends a strike against the port, its operators are attempting to increase security. This includes a composite battalion of infantry supplied by various minor powers, which is constructing field fortifications around the port, and a slight increase in security personnel posted at the port itself. This force is rather inefficient in military terms, and is involved in various internal disputes based on political agendas, but is generally regarded as loyal – if the port is attacked, the composite battalion will fight to protect it.

However, there are fears that the port is vulnerable to an air strike or possibly an attack by mercenaries landing onto the port from a starship. For this reason a mercenary force with aerospace defence equipment is sought.

Mission: A platoon-sized force is required, capable of undertaking general security and defensive tasks in addition to providing aerospace defence to the port. A quantity of shoulder-fired missiles has been purchased and will be made available; any unused weapons will be returned to the client after the mission.

The missiles are of a standard type, familiar to most infantry personnel who have been trained at TL 10 or above. They use multimode tracking which can lock onto anything from a spacecraft's gravitic lifters to a biplane's tiny radar signature – though the latter is quite a challenge for the operator as it is so faint.

The platoon is to remain ready to defend against air attack, but obviously cannot simply open fire on anything that approaches the port. TL 6 aircraft use the starport from time to time, and air traffic control is rather loose. The mercs will have to tread a fine line between a solid defence if an attack is detected and a trigger-happiness-induced incident.

The platoon will be relieved once suitable locally produced air defences are put in place and a detachment has been trained up to use the advanced missiles. The combination of TL 6 guns and TL 10 missiles should be enough to deter an assault, but until it is available the mercenaries will have to hold the line.

15. SILENCER

Force: Platoon with capability to operate in vacuum

Type: Assault enemy installation

Conditions of Payment: Success-only

Financial Support: Short Ticket

Background: Area NDR-1404 is a restricted section of space in the distant reaches of the Yres star system. It is a Naval

Designation Red (NDR) zone, which unauthorised ships are forbidden to enter. The area is used to store the wrecks of naval vessels disabled in the region, notably during the Fourth Frontier War, which have not yet been salvaged or taken to the breakers' yard. Some of these wrecks may still contain live ordnance or the bodies of casualties that were not found when they were initially brought here, though most have been swept by personnel whose job it was to make them safe and recover bodies.

Although most of the sensitive electronics and live ordnance has been removed from these ships, some items will inevitably be missed. A great proportion of the fairly mundane systems in a warship are extremely valuable on the black market, even if all the top-end systems have been stripped. Thus the graveyard is sometimes the target for a certain kind of salvager. Patrol vessels do attempt to prevent thievery, but they cannot detect or intercept every group that slips into the NDR area.

One such group recently managed to salvage a large quantity of electronics equipment from a wrecked light cruiser, and may have also brought out several live nuclear warheads which were overlooked in one of the secondary magazines. The fact that they were not secured by the first-pass teams is an embarrassment to the navy, and for them to be subsequently stolen by illegal salvagers is a further PR disaster... but only if word gets out.

Mission: The Imperial Navy supply & logistics division wishes to hire a platoon-sized striker unit with the capability to operate in vacuum. The team will undertake a rapid assault on an improvised storage facility used by the salvagers. This is located on an asteroid not far outside the NDR zone. From previous incidents it is to be expected that the warheads and other items will be stored in tunnels cut into the rock, with a small contingent of guards and technicians dismantling them.

The mercenaries will be deployed from several small craft operated by private contractors – who do not know the nature of the mission – and will be required to overwhelm the defenders as quickly as possible. Those that can be captured alive will be brought back for trial, but the warheads are the main concern – they must not get into the hands of terrorists or pirates. Thus the mercenaries will have a free hand to take whatever measures are necessary to secure them.

The operation is of course to be undertaken in the utmost of secrecy. The official version of events will be the elimination of a pirate haven by mercenaries on contract to the navy. Shortage of personnel and extreme urgency will be given as reasons for using mercenaries. Legal penalties for revealing the true nature of the mission will apply, and a bonus is payable in return for compliance with the public story.

16. RIOT CONTROL

Force: Company

Type: Pacify local population

Conditions of Payment: Success-only

Financial Support: Short Ticket

Background: Lablon (planetary characteristics B646589-A) lies at the very Coreward fringe of the Aramis subsector and at the outer edge of Imperial space. It is somewhat isolated from the rest of the Imperium and has been the scene of a great deal of pro-secession agitation in recent years.

Whether this is due to local disaffection or outside influences, it is highly undesirable to the government of Lablon, which has begun to crack down on the agitators. This has simply escalated the situation, with some cities wracked by rioting and street violence. Control has almost entirely been lost in some regions.

One such area is the city of Andsal, where the local police are virtually besieged in their stations and most governmental functions have ceased. The world government wants to downplay the seriousness of the situation in the hope of restoring calm elsewhere, but it also needs to re-establish control over Andsal. Rather than send in elements of the world's armed forces (whose loyalties may in any case be suspect), the government has chosen to field a small mercenary force to back up an attempt by local police to restore order.

Mission: A company-sized force is required, to undertake a sensitive operation. Less-lethal weapons will be provided from the police armouries, though the mercenaries will also deploy with their own small arms and stand ready to use them if necessary. Lethal force may be used in self-defence, and when protecting other government assets such as officials and police personnel, but wherever possible the mercenaries are to remain as low-key as circumstances permit.

The mercenaries will, wherever possible, simply back up police and government personnel. If an incident can be dealt with by law enforcement assets, then this is preferable, but – for example – if a mob threatens to overwhelm the police line then the mercenaries will engage to protect their charges.

The intent is to methodically clear the streets of barricades, to take control of key buildings and to arrest the loudest agitators, ideally without violence. Negotiators will try to calm the situation and may require an escort if undertaking hazardous duties.

If the soft approach fails, the mercenaries may be called upon to undertake snatch raids to grab agitators and ringleaders, especially if foreign influence is suspected. These missions may be more direct and will probably result in some bloodshed. However, this is a last resort – the government wants to calm the situation rather than simply smashing the rioters. Discretion

and patience will be required and as an incentive a bonus is payable if the situation does not escalate.

17. THE AGING CRISIS

Force: Company.

Type: Reconnoitre site in preparation for a raid, focusing on finding R&D facility and Records section.

Conditions of Payment: Upfront Cr50,000 with Cr100,000 upon successful completion.

Financial Support: Short Ticket. Client will provide transport to and from world, unit is responsible for on-world transport.

Background: His Excellency Lord Ezandiir, the 8th Count Ories is opening a sealed ticket against Ishkhan Company's anagathics R&D facility at the company's headquarters world (planetary characteristics D5A5314-5). The Count is thought to have investment in the production of (and makes use of) of anagathics, and Ishkhan Co. has a facility across the Imperial border where they process precursors used in the final processed product. While the local technology base is rather low, the company's facilities have a low interstellar Tech Level.

The company has hired a mid-interstellar Tech Level equipped mercenary force who function as security at the facilities. This force is comprised approximately one hundred combat effectives, divided into five platoons of twenty troopers. The troopers are individually armed with flechette pistols and gauss rifles (with each squad having two troopers armed with a designator laser rifle with an attached RAM grenade launcher). Squad support is provided by combat armoured troopers armed with VRF gauss rifle. Heavy support comes in the form of five combat cars armed with twinned VRF anti-air gauss cannons. Troop transport is provided by ten open bed grav transports supplied by the company.

This world is mostly populated by the small maintenance staff (several hundred personnel) for an advanced, automated bio-mechanical collector/processor system left by the company to do the gathering and refining. While on paper this is a client state of the Free Spinward States, it is actually an Imperial company doing businesses across the border. Being in the Free States, the company can get a way with more than they would inside the Imperial border. What that may be is unknown at this time and the Count wants to know cket.

Mission: Your unit is to perform reconnaissance of the various facilities, concentrating on discovering the location and staffing of the research and development section as well as those of any record keeping sections. Secondary priorities are to determine the security forces distribution, emplacements, and patrolling patterns for use by any follow on raid forces. The client additionally requests signal intelligence recordings and frequency usage that may be captured.

BATTLES AND WARS

The purpose of a mercenary force is to engage in military action – at some point, it is very likely that the members of the force will be asked to fight as a unit. Mercenaries may be asked to fight a single battle, a campaign or an entire war, against other mercenaries, ad hoc militia or frontline military forces.

The combat system in the *Traveller Core Rulebook* is extremely flexible but concentrates on a small group of individuals fighting other small groups. This section will demonstrate how to adapt that combat system so larger scale engagements can be resolved quickly and easily, allowing squads, platoons, companies or even entire armies to battle one another.

Such battles are referred to as mass combat and instead of individual characters, the combatants are units, as described on page 29.

FIGHTING IN MASS COMBAT

Battles using the mass combat system use exactly the same rules presented for combat in the *Traveller Core Rulebook*, with just a few changes. These changes are listed below but, whenever in doubt, the Golden Rule is always assume that the standard combat rules from the *Traveller Core Rulebook* are used as normal. This will allow you to use rules from any Traveller book with no conversion or adaptation necessary at all.

INITIATIVE

In mass combat, Dexterity is not a factor for determining Initiative. Each unit must instead make a Tactics (military) check, with Intelligence used as a modifier. This is made by the leader of the unit.

THE COMBAT ROUND

A combat round in mass combat usually lasts for six seconds of game time, just as it does when it involves characters. This is increased to a minute if units of greater than Size 1,000 are present, and an hour if units of greater than Size 10,000 are present.

MINOR ACTIONS

As with characters, units can perform one minor action in every round (or two if they forgo their significant action), allowing them to move, change stance, draw/reload and aim as normal.

However, movement is increased to 50 metres if the rounds are a minute in length and 2,500 metres if the rounds are an hour in length.

SIGNIFICANT ACTIONS

Again, the significant actions available to units are the same as those for characters.

MISCELLANEOUS ACTIONS

For both minor and significant actions, miscellaneous tasks are effectively unlimited for units, as a unit has many members that can be delegated to perform them. However, while a unit may perform many miscellaneous actions in a single turn, only one miscellaneous action of any one type may be performed in that turn.

For example, a unit may have someone make a Leadership check to issue specific orders to another member, one member use a psychic power, while yet another tried to break through the security systems to open a bunker door they are all attacking. However, the unit could not have two members make Leadership checks to issue orders to the same individual (they would likely contradict each other and the individual may not know who to listen to – or worse, would choose who they *want* to listen to...).

Any individual of a unit not actively engaging in the unit's own action will instead act as though they were an individual character for that round, using the normal rules in the *Traveller Core Rulebook*.

REACTIONS

Units may make reactions just like characters. Dodging, for example, represents a unit taking best advantage of the terrain around it in order to avoid taking incoming fire. It also represents the effects of suppressing fire upon a unit forced to take multiple dodging reactions in a turn.

ATTACKS

Attacks are performed by units in the same way as for characters, using all the common modifiers to attack listed on page 61 of the *Traveller Core Rulebook*, including the use of environmental conditions, cover, and automatic weapons. Range bands are also used as normal.

A unit takes damage to its Endurance score. When this reaches 0, the unit has ceased to function as a fighting unit. Its individual members are assumed to have been killed, seriously injured or disbanded, scattering themselves in an effort to leave the battlefield. The unit will take no further part in the battle and is effectively destroyed, though it may be possible to recover some of the individuals and rebuild the unit.

Whenever a unit loses Endurance, the same amount should be deducted from the unit's Size.

UNIT SIZE AND DAMAGE

As a unit takes casualties, there will be less personnel in the unit to attack the enemy. This will have an effect on the damage the unit deals. When casualties are sustained, compare the units Size on the table below to find out its new Damage modifier.

Unit Score	Damage
10 or less	-5
11-20	-3
21-50	+0
51-100	x2
101-250	x3
251-500	x4
501-1,000	x5
1,001-2,500	x6
2,501-5,000	x7
5,001-10,000	x8
10,001-20,000	x9
20,001 or more	x10

MORALE

Even the most disciplined and battle-hardened troops have their limits. When great adversity rears its head, be it through starvation, lack of ammunition or watching half one's own unit get massacred, troops can lose the will to fight, becoming less effective in battle or even breaking into a full blown rout.

This is handled by the Morale score of a unit.

A Morale check is made the same way as a characteristic check, rolling two dice and applying the unit's Morale modifier. Morale checks are necessary whenever one of the situations below arises. Referees can, of course, call for a Morale check in other circumstances as they see fit.

MORALE CHECKS

Situation	Morale Check Difficulty
Unit Endurance reduced to half of original score	Average (+0)
Unit Endurance reduced to quarter of original score	Difficult (-2)
Unit Endurance reduced to one third of current score in a single round	Very Difficult (-4)
Unit suffers more damage in a round than enemy during close combat	Average (+0)
Unit suffers damage from an enemy unit of three times or greater Size	Difficult (-2)

Morale checks can also be subject to further modifiers, depending on the specific circumstances in which they are taken. Some suggestions are shown on the table below but, once again, referees can change these modifiers or impose new ones dependant on the mission being undertaken and the actions of the players.

MORALE MODIFIERS

Situation	Morale Modifier
Unit in a strong defensive position	+4
Unit not paid last month	-1
Unit not paid for last three months	-4
Unit won last battle	+1
Unit on the winning side in the campaign	+1
Unit lost last battle	-2
Unit on the losing side in the campaign	-4
Unit not eaten in the past day	-1

FAILURE OF MORALE

If a Morale check is failed, the result can be devastating for an army. Troops that were previously solid and stable in the face of the enemy will become less efficient, twitchy and, finally, will begin to run.

Compare the negative Effect of a failed Morale check on the table below and apply the results to the unit. The DM applied to further Morale checks the unit must take will stay in effect for the rest of the battle, unless the referee rules otherwise (a unit that a negative DM to Morale after being pounded by a superior enemy might lose the DM if reinforcements suddenly arrive to relieve them, for example).

Effect	Result	Morale DM
-1 to -2	Shaken: The unit is unnerved and discipline starts to break down. All attack rolls suffer DM-1.	-1
-3 to -4	Rattled: The unit is in danger of routing. All attack rolls suffer DM-2.	-2
-5 or less	Rout: The unit scatters and ceases being an effective fighting force. It disappears from the battlefield.	-4

RECOVERING CASUALTIES

The Endurance of a unit does not specifically track deaths of individual members though, after a heavy battle, there are likely to be plenty of those. As mentioned earlier, a unit's Endurance is a representation of its ability to continue fighting through individual death, injury, surrender and cowardice.

At the end of every battle, a percentage of lost Endurance points can be recovered as those who were injured receive medical care and those who ran come out of hiding.

Roll 2D for each unit, modified as shown on the table below. Then compare the total on the next table which will show you the percentage of Endurance points that can be recovered.

Unit...	Recovery modifier
Was reduced to 0 Endurance	-6
Was reduced to at least 25% of its starting Endurance	-4
Was reduced to at least 50% of its starting Endurance	-2
Was reduced to at least 75% of its starting Endurance	+1
Was reduced to 0 Endurance in close combat	-8
Has at least one Medic for every 10 individuals	+ double Medic skill
Has at least one Medic for every 30 individuals	+Medic skill
Has at least one Medic for every 100 individuals	+ ½ Medic skill

2D	Endurance Recovered
1 or less	None
2	10%
3	25%
4-5	33%
6-8	50%
9	66%
10	75%
11	90%
12 or more	All

VEHICLES WITHIN MASS COMBAT

So far, we have looked purely at infantry battles, with units of men and aliens clashing with one another on the battlefield. However, it does not take a very high Tech Level for vehicles to start to make their presence felt within an army.

Light vehicles such as bikes and all terrain trucks may not be able to stand up to much incoming fire but can greatly increase the mobility of troops who use them, while armoured personnel carriers perform a similar function but allow their cargo of

PINPOINT AND BLAST WEAPONS

Astute readers may be asking how a weapon that delivers pinpoint damage, such as a laser cannon, can wipe out many infantry in one blast while a fragmentation round from a mortar does not receive bonuses to damage when used against the same target.

It should be remembered that, in scaling up battles to involve potentially hundreds or thousands of fighting men, we must by necessity lose a little concern for exact details. In this case, the variability of weapons is reflected by the damage rolls they make.

For example, consider the fragmentation round from the mortar. A low damage roll will reflect the shell digging into the ground before exploding, or hitting a unit in a place where it is very well dispersed. On the other hand, a high damage roll will suggest the round landing exactly where the unit is most highly concentrated, perhaps as it funnels through a narrow pass.

As for the laser cannon, such pinpoint weapons are more than capable of lancing their way through many infantry with ease, and many also cause great explosions when striking.

The referee can use all of this as part of his narrative as he runs his campaign, describing how the brave soldiers in these units miraculously escape death or are annihilated in their dozens, based upon the weapons used against them and the damage rolled.

soldiers to travel in far more safety. The arrival of tanks and other heavy armoured vehicles has a dramatic effect on the battlefield, allowing fast, sweeping manoeuvres that can only realistically be stopped by other tanks. From far behind the front line, artillery can be used to pound an enemy with near impunity, while the development of aircraft and then grav vehicles brings about another fundamental shift in the dynamics of warfare.

Units of one or more vehicles are compiled into roster sheets similar to infantry, as shown on page 34. In all cases, they use the same mass combat system outlined earlier in this chapter, unless covered by the exceptions detailed here.

VEHICULAR ACTIONS

Crew within a vehicle may take the same actions as detailed in the *Traveller Core Rulebook*. This generally means each of a vehicle's weapons will be able to fire (assuming the vehicle carries enough crew to use all weapons) and it will be able to move. The driver will also be able to perform the special vehicular actions such as Evasive Action and Weave – though we recommend drivers who commonly use the Stunt action be reprimanded by their superiors.

ATTACKS

Attacks are performed by vehicle units in the same way as for single vehicles, using all the common modifiers to attack as usual. Damage dealt by vehicles to infantry is simply deducted from the infantry unit's Endurance.

Rather than rolling on the vehicle damage tables in the *Traveller Core Rulebook* as normal, in mass combat a vehicle unit takes damage directly to its Hits score.

Whenever a hit is scored on a vehicle unit, roll for damage as normal and deduct the vehicle's Armour score. If any damage remains, divide it by two and deduct this final total from the unit's Hits.

Whenever a unit loses a number of Hits equal to that of one of its individual vehicles, its Size will also be decreased by one.

UNIT SIZE AND DAMAGE

Vehicles have their Damage Modifier adjusted as they take casualties as normal. However, their Size is always multiplied by the Hits of a single vehicle in the unit before this is calculated.

MORALE

Vehicles can be affected by Morale checks in the same way as infantry, though having a layer of thick armour between yourself and incoming fire does help a great deal.

When facing only infantry units, vehicles gain DM+1 to all Morale checks they are called upon to make. If the vehicles are also Armoured Fighting Vehicles (as defined by the AFV modification listed in their description), then this increases to DM+2.

RECOVERING CASUALTIES

Vehicles are not recovered in the same way as infantry. Instead, they will either survive the battle unscathed, be damaged or be destroyed. Destroyed vehicles are unrecoverable and must be replaced with new purchases.

After a battle, a vehicle unit is likely to have sustained damage that did not necessitate the destruction of one of its members (that is, an amount of Hits have been lost that did not equal the

combined Hull and Structure of an individual vehicle). This is assumed to have been sustained among several vehicles in the unit, and will be equal parts Hull and Structure damage (if there is an odd amount of damage, the spare point should be allocated to Hull).

This Hull and Structure damage can be repaired in the normal fashion as described on page 68 of the *Traveller Core Rulebook*.

CHARACTERS WITHIN MASS COMBAT

Generally speaking, the players' own characters should be kept apart from mass combat – have the players make the rolls for the units under their command, by all means, but their actual characters should have a chance to perform heroics and necessary tasks beyond the skills and daring of the men and women they are leading.

The length of the round in most mass combats is the same as a combat round for characters (six seconds), so anything a character could attempt to do in a round of combat is equally applicable during a round of mass combat.

If a player's character is within a unit engaged in mass combat, he should always have the chance to act independently, on his own initiative order (giving him every chance to act before his own unit, and thus perform some truly heroic/stupid actions).

ENGAGING UNITS

Individual characters may not engage units as such, but will instead attack individual members of the unit. This is done using the normal combat rules presented in the *Traveller Core Rulebook*. Every casualty they cause in an attack will reduce the unit's Endurance by 1.

MORALE

The characters of players are effectively immune to morale, with the players themselves making the choice of whether to fight on or surrender (though units trying to surrender may take a dim view of characters continuing to fight and thus provoking the enemy). Indeed, many actions by characters can have a direct influence on how the unit they are within or near will fight.

The table below lists a few options players may try to boost (or not) the morale of nearby units, though the referee is always welcome to add more as the need arises – all else being equal, a player should always be rewarded for bravery and earn the respect of the unit. The DM earned by the player is applied to the next Morale check the unit is called upon to make, though the referee may extend this to several checks if the action was particularly noteworthy.

Player's Action	Morale DM to Unit
Single-handedly killing an enemy leader	+2
Single-handedly killing a minor officer or sergeant	+1
Destroying an enemy vehicle	+1
Destroying an enemy armoured vehicle	+2
Fleeing the battle or hiding in fear	-4
Reducing an enemy unit's Endurance by at least 10% with one attack	+1

BATTLEFIELDS

The mass combat rules presented in this chapter handle battles between two forces simply and easily. Even when two entire armies are fighting one another, each is assumed to be acting as a single unit, even though both might have separate companies, air units, artillery and specialised troops. It is assumed all such components are acting together in the best fashion they can to achieve the combat results that are rolled for each round.

However, at some point, both players and referee are going to want to add a bit more detail to their battles. The players might want to detach a company from their main force, for example, and send it on a wide-flanking manoeuvre to make a direct strike on an enemy artillery position, thus making things easier for the rest of their army. They may want an armoured unit to take position in a thick forest and lay low, hidden as they wait to launch an ambush. Perhaps they issue orders for a company to split with its three platoons each assaulting a different section of trench lines.

This is when a mass combat using multiple units is desirable, with the players giving orders to each unit as they respond to the actions of units under the control of the referee. There are two ways to handle this.

MAP-BASED BATTLES

The immediate response of some referees will be to grab a few sheets of graph paper and start plotting out terrain and unit positions – and this is perfectly valid. Every unit uses the same rate of movement as it does in regular Traveller combat, so the referee need only pick a scale suitable to the units fighting and the battlefield he has planned.

For example, if two company-sized infantry forces are fighting, split into separate platoons and, possibly, squads, then the referee might use a scale of 50 metres to a square on graph paper. This

will give enough room for each unit to occupy a square and a unit on foot will be able to move one square every ten rounds.

The benefit of using maps in this fashion is that everyone will know where every unit is, there will be no confusion during the battle and players will be able to make direct, tactical decisions.

The downside is that map-based battles take more time for the referee to prepare and can seem a little 'flat.' Traveller is, ultimately, a game of the imagination, and staring at graph paper with little symbols denoting units marked upon may not be the most exciting approach for some groups.

For when the referee wants to inject a little colour into his battles without spending a great deal of time preparing before the game begins, albeit at the cost of hyper-accuracy, we recommend using the freeform system described next.

FREEFORM BATTLES

Fundamentally, there is no reason why a mass combat cannot run in the same freeform way most firefights involving the players and a handful of enemies are played; the referee describes relative positions of the combatants, their actions, and how they respond to the actions of the players.

In this way, each unit is a single combatant and operates in much the same way as a single combatant in a firefight.

For example, the players might be leading their company against enemy-held fortifications, having first split it into three platoons (3 units) and then splitting a single specialised squad of explosives experts from one of those platoons (a fourth unit). The players themselves are each leading one of those platoons personally, or perhaps they have formed a temporary field base just out of range of the fortifications and are controlling their units via remote communications.

They have identified three weak points in the fortifications that will be the target of each platoon (perhaps a small bunker and two separate trench lines), while the demolitions squad has been ordered to approach one of the main walls of the fortified position while remaining unseen, using the platoons' assault as cover.

This is where the combat begins. The referee will describe how long it takes for the platoons to reach their firing positions and begin attacking their targets, while the demolitions squad is making Stealth checks as it moves into position. The players make the appropriate roll and then perhaps start to react in alarm as the referee describes the gunships moving in to attack one of the platoons on their flank...

MAPS IN FREEFORM BATTLES

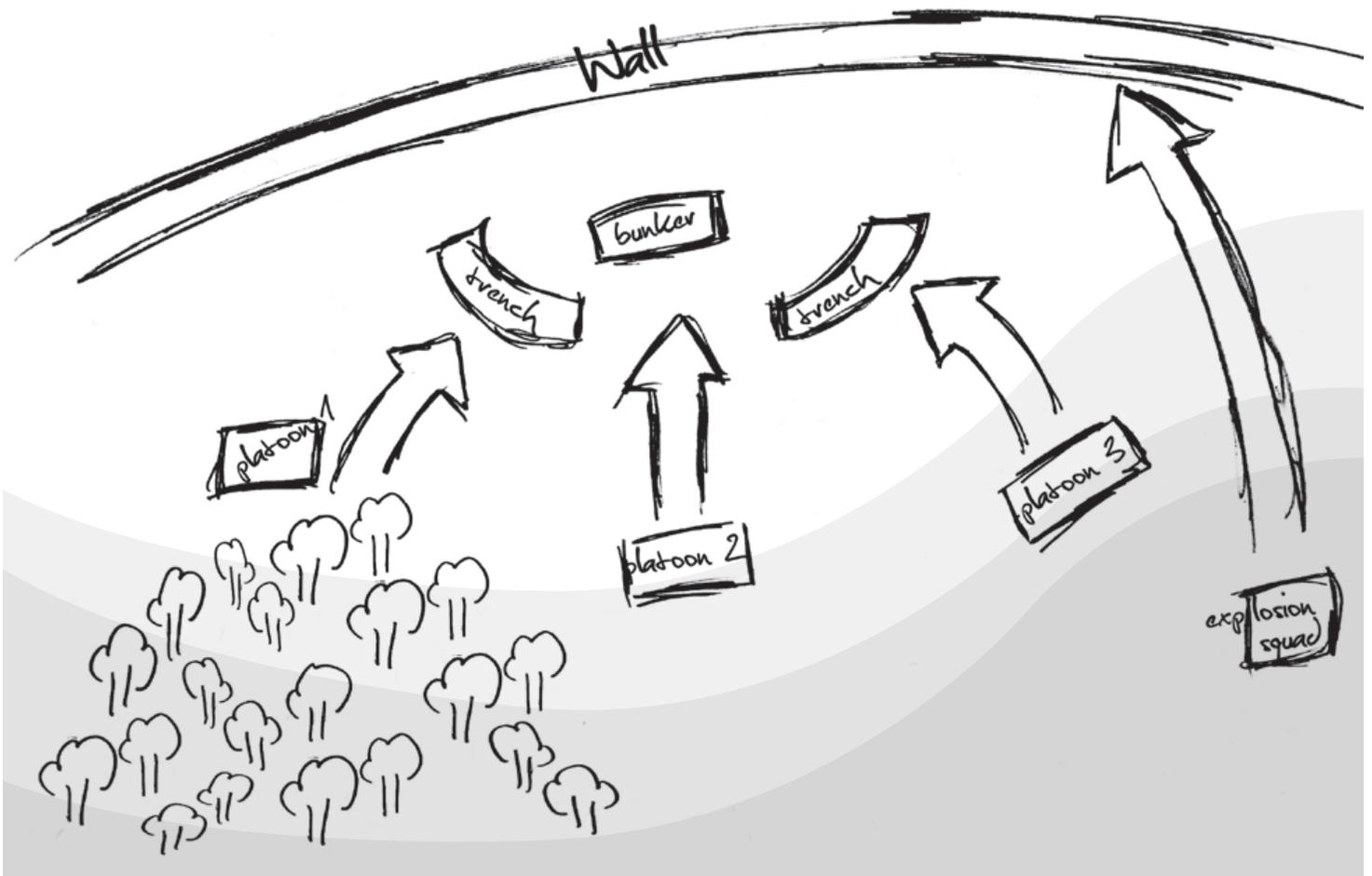
A map can still be of use, of course. It does not have to be meticulously plotted on graph paper, and even a quick sketch can quickly fix in players' heads the relative positions of units and the presence of important terrain features, as shown here.

This map shows the company attack on fortifications in the previous example and, just with a quick glance, more details are apparent – they could all have been described by the referee but a quick map like this will help the referee understand the battle in his own mind, giving him more material to elaborate with during the actual game.

At the end of the day, it all comes down to the referee, his players, and their preferred style of play. If you and your players enjoy pouring over maps and figuring out the most efficient way to destroy the enemy, then map-based battles are likely what you are looking for.

If, instead, your players prefer to hear about the explosions ahead and bullets whizzing past their ears, while shouting orders at their men to advance, the freeform method may be more to your liking.

You will find Traveller can handle both styles, or even a mixture of the two, quite readily.



BATTLEFIELD EVENTS

Many unexpected events can happen during battle, even between two relatively ordinary and small-sized units. Sometimes, things can happen that, at the time, can seem downright bizarre. These can be handled by the use of Battlefield Events.

At the end of every round of combat, the referee should roll 2D. On the roll of 12+, a Battlefield Event has occurred which should be rolled for on the table below.

When an event calls for a random unit to be affected, it is recommended that a single die is rolled, with an odd result meaning

the players' force is affected and an even meaning the enemy is affected. The random unit can then be rolled for within that force.

Referees may like to apply modifiers to the initial 2D roll that decides whether a Battlefield Event takes place. If one side takes unusually large casualties in a single round, for example, that may justify DM+1 or +2 on the roll. A battle taking place within unusual or dangerous terrain (such as a jungle, corrosive swamp or lava flows) might justify a similar or higher DM every round.

In addition, referees may like to experiment with their own unique Battlefield Event tables, tailored to produce events specific to the battlefields, mission and forces engaged in the fighting.

2D Battlefield Event

2	A random unit is caught in the open. The next attack made against it will cause double the normal damage.
3	Part of a random unit thought lost turns up alive and well as it rejoins the fighting force. The unit immediately rolls for Recovering Casualties.
4	A random unit has been too free with its ammunition or was not sufficiently supplied before battle. It now makes ranged attacks as if it were half its current Size.
5	A random unit loses its commanding officer due to a lucky shot or accident.
6	A random unit becomes bogged down by enemy fire or poor terrain. It may not move until it passes an Average (+0) Recon check.
7	Something shakes the confidence of a random unit. An immediate Morale check must be taken.
8	A random unit has a perfect line of sight to a random enemy unit, gaining DM+2 on all support rolls made against it in the next round.
9	A random unit is completely wrong-footed by the enemy it is fighting,. The closest enemy unit may disengage and retreat without any penalty.
10	A random unit receives confusing orders and starts retreating if it was supposed to attack, advance or hold position, or starts advancing if it were supposed to be retreating.
11	The commander of a random unit finds himself in his element. For the rest of the battle, he gains DM+1 to all Leadership checks.
12	A random unit completely wrong foots its enemy and may swap positions with any other friendly unit within 1 km.

STRONGHOLDS AND SIEGES

Throughout the Tech Levels, there is a constant swing between attacker and defender with advantage naturally swinging from one to the other. At lower Tech Levels, the presence of a stronghold greatly supports the defender – until gunpowder and other explosives are developed and stone walls can be knocked down, the advantage swinging back to the attacker. Strongholds advance into defensive lines and bunkers, whose weaponry brings the advantage back to the defender. These are then defeated by armoured vehicles and airpower, making strongholds something that can only exist in well-defended territory. As technology marches on, the armour of strongholds improves, briefly overtaking the weaponry employed against them until new advances in man-portable plasma and fusion guns make an appearance.

It is therefore critical to match the design of a stronghold to its ultimate purpose. This chapter will show you how.

BUILDING A STRONGHOLD

The process for building any stronghold, from a simple small bunker to an elaborate set of multi-layered defences protecting an entire city, is very similar to the method of creating vehicles in *Supplement 5-6: The Vehicle Handbook*.

The size of a stronghold is determined by the number of Spaces it has, decided when it is being built. One Space is, on average, enough room for one human-sized creature to stand or sit, or enough room for an average of 250 kg of equipment, weapons or storage.

The following checklist is used to create a stronghold.

STEP 1: CHOOSE A STRONGHOLD TYPE

Select a Stronghold Type from the choices further on as the basis of your stronghold. This done, calculate all the characteristics of the stronghold based on the size (number of Spaces) you decide it should be, long with adding any modifications specific to its type. The cost of the stronghold at the end of this step is called its Base Cost, which is used for calculating various other costs later on.

STEP 2: ENVIRONMENTAL MODIFICATIONS

Strongholds built on hostile worlds must be built in a manner that reflects the environments they must endure. Those in vacuums must be able to support occupants inside, while others in corrosive atmospheres must be able to resist disintegration under the onslaught of natural forces.

STEP 3: ADD ARMOUR

All strongholds have a base armour value, but more can (and, if the stronghold is expected to come under fire, should) be added.

STEP 4: ADD WEAPONS AND WEAPON MOUNTS

If the stronghold is to include offensive weaponry, it is added at this stage.

STEP 5: STRONGHOLD MODIFICATIONS

Apply stronghold modifications from the list starting on page 69.

This will provide all the information needed to complete a roster for the stronghold, making it ready for play.

STRUCTURE

Strongholds have a Structure score, derived from the number of Spaces it has. Structure records the damage a stronghold has sustained, in the same way as for vehicles. When a stronghold is reduced to 0 Structure, it has collapsed into ruin.

To determine the effects of an attack on a stronghold, use the Vehicle Damage Table on page 67 of the *Traveller Core Rulebook*, after deducting the stronghold's armour as usual.

Each hit is then applied to a particular location on the stronghold, with Double and Triple hits counting as two or three hits to the same location. Locations hit are rolled for on the following table.

LOCATION TABLE

2D	Location
2	Equipment
3	Occupants
4	Structure
5	Armour
6	Structure
7	Armour
8	Structure
9	Armour
10	Structure
11	Occupants
12	Equipment

THE STRONGHOLD ROSTER

Strongholds created with these rules are presented in the following format.

Stronghold	TL	Occupants	Storage	Structure	Cost
Castle	2	900	2,100	4,380	1,746,750

Composition: Towers (3,000 Spaces), Walls (1,440 Spaces)

Location	Armour	Weapons	Mount	Damage	Range	Auto	Ammo
Front	12	—	—	—	—	—	—
Side/Rear	12						
Top	12						

OTHER EQUIPMENT/MODIFICATIONS:

Stronghold: The name of the stronghold.

TL: The Tech Level the stronghold was built under.

Occupants: The number of occupants that can be present within the stronghold.

Storage: The amount of space dedicated to storage.

Structure: Like vehicles, strongholds use Structure to measure the amount of damage they can withstand.

Cost: The cost of building the stronghold.

Composition: Not always used for small strongholds, composition lists the components of larger strongholds that comprise multiple structures.

Structure: Reduce the stronghold's Structure by one. If a stronghold is reduced to 0 Structure, it is destroyed. Occupants and anyone within 6 metres of the stronghold suffer 4D damage, while anyone within 12 metres suffers 2D damage. Occupants cannot dodge or dive for cover from this damage.

Armour: Reduce the Armour of the facing struck by the attack by one.

Equipment: Choose a weapon or piece of equipment installed within the stronghold for each hit.

First Hit: The equipment or weapon suffers DM-2 to all skill checks made in its operation.

Second Hit: The equipment or weapon is destroyed.

If no equipment or weapon remains to be destroyed, all further hits count as being made against the Structure.

Occupants: For every hit, one occupant receives the same amount of damage suffered by the stronghold. If all occupants are dead, further occupant hits become Structure hits.

REPAIRS

A damaged stronghold can be repaired in a similar manner to vehicles.

Equipment Damage: This is repaired in the same way as vehicles have System Damage repaired, as described on page 68 of the *Traveller Core Rulebook*.

Armour Damage: Armour can be repaired with a Mechanic check taking 1-6 hours and consuming one 'hit' of spare parts.

Structure Damage: Repairing Structure requires 10-60 hours per point of damage. Divide the cost of the stronghold with the total amount of Structure points the stronghold started and double the final figure. This is how much it costs to repair each point of Structure lost. No skill checks are required, though a successful Trade (military engineering) check will halve the time required.

MOUNTED WEAPONS

Stronghold weapons have ranges vastly longer than man-portable weapons, and use these increased range bands.

Range Band	Distance
Distant	501-5,000 metres
Very Distant	5,001-25,000 metres
Extreme	25,001-50,000 metres
Continental	50-500 kilometres
Orbital	501+ kilometres

SENSORS

Sensors mounted on strongholds use the same increased range bands as weapons. When sensors are used to locate strongholds, additional modifiers are applied dependant on their size as shown here.

Structure Score	Size DM
1-10	+0
11-25	+1
26-50	+2
51-150	+3
151+	+4

STRONGHOLD SIZE AND LAYOUT

If floor plans of a stronghold is desired, it should be remembered that Spaces represent the inhabited areas of the stronghold and/or any optional modifications. Room is not

HOW BIG IS A WALL?

This design system has some leeway built into it, so players and referees are able to create the strongholds they want without too many constraints. However, some will want to create elaborate, detailed floor plans of their dream stronghold.

The guidelines for size and layout will go a long way to planning out strongholds, using the simple process of 'building blocks' where one Space equals a square half metre that is three metres high. An additional 25% of Spaces are added for environmental fittings and other structural necessities not specifically covered by the design system.

Applying this to walls, consider a simple 10 Space wall. It could be 15 metres long and 3 metres high if we simply lay the 'building blocks' side by side. If the Rampart modification was applied, it would make sense that ten men could man this wall.

Alternatively, we could make it 6 metres high and 7½ metres long by stacking two rows of these 'building blocks' upon one another (with half the length, 5 men could man this wall), or keep it 3 metres high and make it twice as thick (going back to 10 men manning the wall).

This all assumes we have not added the 25% for environmental fittings and, for low Tech Level walls or those with the Solid modification, this would seem entirely appropriate. For higher Tech Levels that have interiors, it would be entirely appropriate to add this extra space – this is exactly the kind of judgement players and referees are allowed to make under this system in order to create the strongholds they are after.

included for any power plants, ventilation, air conditioning, sanitation or other necessary environmental fittings. Instead, it can be assumed that all of this requires roughly 25% more additional space.

For the purposes of making floor plans, one Space is very roughly equivalent to one and a half metre squared. Floor-to-floor height will typically be three metres.

OCCUPANTS

Throughout the design process of a stronghold, always keep in mind how many people it will be designed to hold and make sure enough Spaces are left over for them after equipment and weaponry has been added.

Each occupant requires at least 4 Spaces to function normally, though this is dependant on the species occupying the stronghold. The table here shows how this increases for various alien species.

Species	Space Required
Human	4
Aslan	6
Vargr	4
K'kree	12
Hiver	8
Droyne	4

WHAT COMPRISES A STRONGPOINT?

The Strongpoint offers referees and players an abstract method of building potentially vast defensive networks, quickly and easily, without the need to detail every trench, bunker and other defensive point.

This is best applied when running mass combats, where even a large Strongpoint may be no more than a single point on a map. However, referees can break Strongpoints down and map them thoroughly if needed, either for the purposes of smaller units attacking specific parts of them or for standard Traveller firefights involving just the players' own characters.

The quickest way to do this is for the referee to determine for himself average sizes of bunkers and towers within the Strongpoint, and then divide these among the Spaces of the Strongpoint as a whole. These can then be placed on a sketched map as the referee desires, along with appropriate barricades, trench lines and other defences.

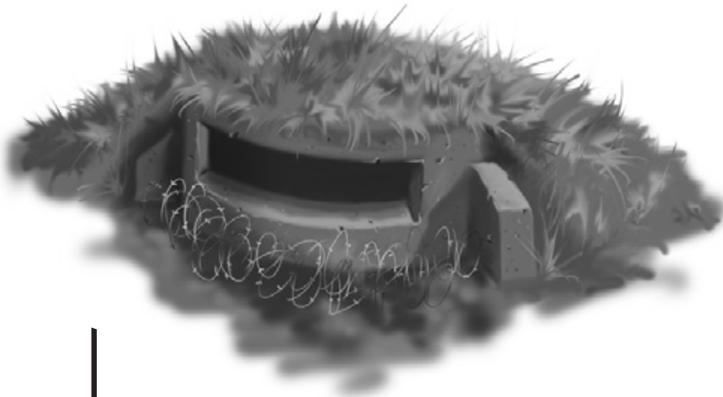
STRONGHOLD TYPES

The following entries are the base designs used to create strongholds.

BUNKER

The smallest standalone stronghold, bunkers can be cheaply placed in key defensive positions, or integrated into a wider network of separate strongholds with overlapping fields of fire. Built to provide mini-forts on the battlefield, bunkers generally hold a number of soldiers who can target enemies with their own weapons, though bunkers with one or more larger weapons are also common. Specialised bunkers can be built to house communications and sensor arrays, powerful artillery, or simply to act as bomb shelters for civilians.

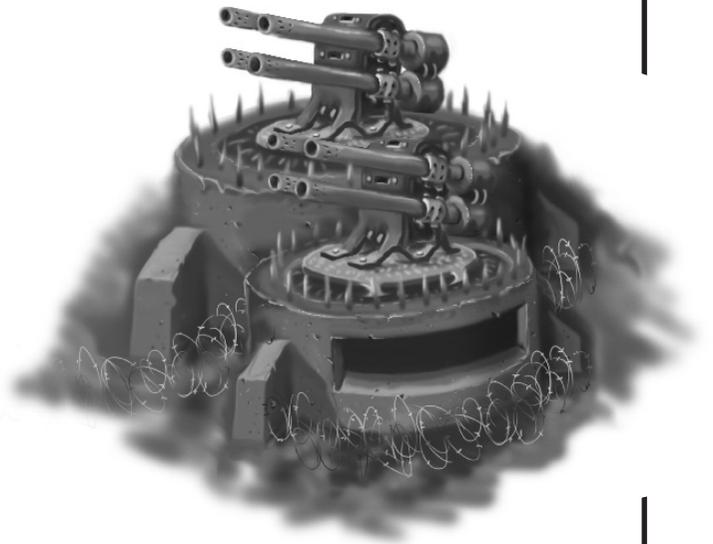
Number of Spaces	2+
Cost per Space	1,000
Structure	2 per Space
Tech Level	4



REDOUBT

A redoubt is a heavily fortified position, built to take the worst an enemy can throw at it. Though superficially similar to a bunker or standalone tower, the redoubt is much stronger and can endure multiple assault waves without falling, so long as it remains properly defended.

Number of Spaces	50+
Cost per Space	3,000
Structure	3 per Space
Tech Level	9



STRONGPOINT

A strongpoint is a collection of bunkers, often with trenches and defensive lines added, sometimes built around standalone towers. Some are relatively small, designed to protect a strategic pass or resource dump. Others protect the approach to a whole city and may stretch across miles of land, forming a formidable bulwark against attackers.

Number of Spaces	100+
Cost per Space	1,500
Structure	2 per Space
Tech Level	4

Efficient Design: Strongpoints are designed from the ground up, allowing designers to pre-plan overlapping fire lanes and defences that are placed where they will be the most effective. Barricade, Defence Line, Razor Wire and Trench Line modifications can be added to a strongpoint for half the usual cost.



TOWER

The benefit of a tower is providing height for the defenders, allowing them to see an enemy from a greater distance and rain fire down upon the heads of anyone who gets too close. They can be built between sections of walls to create bulwarks that concentrate troops and weaponry against attackers. Alternatively, the same principles can be used to build much larger, standalone structures. Primitive castles have keeps within a defensive ring of walls, while more advanced societies may use similar large towers to create armoured firebases to anchor battlelines or protect specific objectives.

Number of Spaces	10+
Cost per Space	200
Structure	1 per 2 Spaces
Tech Level	1



WALL

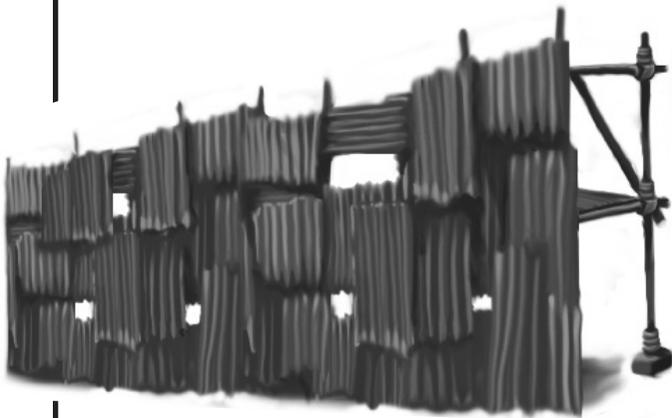
A very basic structure, walls are the key component for protecting a small area of territory such as a town or city. From those made of earth and wood, walls can get vastly more sophisticated as technology progresses, incorporating active defences, offensive weaponry, barracks for troops, and even launch facilities for aircraft.

Number of Spaces	10+
Cost per Space	100
Structure	1 per Space
Tech Level	1

Solid Modification: Walls are often made solid, with no interior space made available for modifications or occupancy. This doubles the Base Cost and Structure but uses all Spaces.

Rampart Modification: Walls are often built with defensive shields or battlements on its upper surface so infantry can be stationed along its length and direct fire upon approaching enemies. Any infantry on the rampart benefits from $\frac{3}{4}$ cover (DM-2 for attackers shooting at them). This adds 25% to the Base Cost of the wall.

If the Solid and Rampart modifications are combined, double the Base Cost for Solid and then add 25% for the Rampart.



WEAPON BATTERY

Weapon batteries are dedicated fortifications built specifically to house large weaponry capable of defeating the largest and most powerful vehicles thrown against a defended position, be they siege engines, super heavy tanks or waves of aircraft. An efficient design, the weapon battery is best used as part of an overall defensive network, whether it houses several complimentary weapons or one very large weapon.

Number of Spaces	40+
Cost per Space	2,000
Structure	3 per Space
Tech Level	5

Integrated Crew: Weapon batteries are effectively built around the weapon(s) they are designed to house, and do so in a very efficient manner. No Spaces need be dedicated to the crew of these weapons, as they are automatically built into the design. Spaces do need to be dedicated if additional defensive troops or living quarters for the crew are desired.



ENVIRONMENTAL MODIFICATIONS

The environmental modifications listed here are not necessary for many strongholds but will prove invaluable on hostile worlds if their occupants are not to rely solely on their own environmental protection.

LIFE SUPPORT (TL 7)

Life Support provides comfortable life support for an extended period of time. It costs 10% of the Base Cost of the stronghold. Life Support effectively provides a sealed environment for the occupants for an unlimited duration, its power being derived from a plant installed within the stronghold. Airlocks are included in the cost.

AQUATIC ENVIRONMENT PROTECTION (TL 7)

Aquatic Environment Protection provides protection against leakage and pressure, allowing strongholds to be built upon the ocean floor down to a depth of 600 metres. It requires Life Support includes the benefits of Hostile Environment protection. Aquatic Environment Protection costs 300% of the Base Cost of the stronghold. At TL 9, strongholds can be built down to 1,800 metres and this increases to 6,000 metres at TL 12 and 12,000 metres at TL 15.

The maximum depths strongholds can be built at is calculated for a Size 8 world like Earth. For every point of difference larger, subtract 10% to this depth. For every point of difference smaller, add 10%.

HOSTILE ENVIRONMENT PROTECTION (TL 7)

Hostile Environment Protection will safeguard the stronghold and its occupants in dangerous, though still marginally-habitable, environments. This includes protection against very hot or very cold environments, radiation, poisons and bacteriological threats. Hostile Environment Protection costs 50% of the Base Cost of the stronghold.

CORROSIVE ENVIRONMENT PROTECTION (TL 9)

This includes the use of ceramic and other corrosion-resistant materials integrated into the building of the stronghold. Life Support must be purchased separately, though the benefits of Hostile Environment Protection are included. This costs 100% of the Base Cost of the stronghold.

INSIDIOUS ENVIRONMENT PROTECTION (TL 11)

Insidious atmospheres will eventually find their way through any protection. The Insidious Environment Protection provides time; the stronghold and its occupants will be kept safe for a number of days equal to the TL of the stronghold, minus 6, plus the Structure of the stronghold. After this has elapsed, the stronghold will start taking Structure damage at the rate of one point per day. Life Support must be purchased separately, though the benefits of Hostile Environment Protection are included. This costs 200% of the Base Cost of the stronghold.

VACUUM ENVIRONMENT PROTECTION (TL 6)

Vacuum Environment Protection provides complete protection against vacuum conditions. It requires Life Support but includes the benefits of Hostile Environment protection. Vacuum Protection costs 100% of the Base Cost of the stronghold.



STRONGHOLD ARMOUR

All strongholds have a Base Armour score based upon their Tech Level. This is the Armour the stronghold comes with as standard, as part of its normal construction.

Tech Level	Base Armour	Materials Used
0-2	2	Wood, Stone
3-5	4	Iron, Concrete
6-8	6	Steel, Concrete, Composites
9-11	8	Crystaliron Steel, Synthetics, Fullerenes
12-14	10	Superdense, Advanced Composites, Cast Diamond
15-17	12	Bonded Superdense, Cerametics, Molecular Bonded, Spun Diamond
18+	14	Coherent Superdense

It costs 10% of the Base Cost of a stronghold to increase its Armour by an amount equal to its Base Armour. The maximum Armour score of a stronghold is twenty times its Base Armour.

RETROFITTING ARMOUR

Sometimes, when the threat of war seems distant, strongholds are built cheaply. When an enemy appears, hasty efforts are made to improve the stronghold's armour.

If Armour is added after construction, each increase in Armour equal to the Base Armour for the Tech Level of the world doing the retrofit (with pre-fabricated designs, this might not always be the same world on which the stronghold was built) costs an additional 100% of the Base Cost. However, the maximum that can be added in this way is three times the stronghold's Base Armour.

ARMOUR ALLOCATION

Strongholds can allocate Armour to separate locations if desired. There are three separate locations: Front, Sides/Rear, and Top.

Strongholds with turrets have additional locations of Turret Front and Turret Side/Rear.

Armour can be reallocated from one location to another, though every point taken from Sides/Rear will yield 3 points that can be placed on the Front or Top. By the same token, to reinforce the armour on the Sides/Rear requires a total of 3 points removed from the Front and/or Top.

Turrets will either have the Base Armour Rating for both locations, or else the Turret Front can equal the Front Armour and Turret Side/Rear will equal the Sides/Rear Armour scores.

The maximum for Base Armour Ratings does not apply to Armour allocated in this way.

DEFENSIVE MODIFICATIONS

Once a stronghold has been armoured, modifications can be made to further improve its defences.

EXPLOSIVE REACTIVE ARMOUR (TL 7)

Reactive armour is a set of explosive charges that detonate in opposition to shaped-charge warheads and high energy weapons. It has no effect on lasers or heavy kinetic weapons like mass drivers and railguns. ERA adds Armour to each location of the stronghold. When the stronghold is hit by HEAP, plasma or fusion gun fire, the ERA will completely absorb the hit on a 2D roll of 2+. Every time the ERA system successfully detonates to protect the vehicle, a cumulative DM-1 is applied.

Replacing expended charges costs Cr50 for every DM-1 applied to the check per space of the stronghold. The cost of installing an ERA system can be halved if it is fitted to only one location on the stronghold. They take up no Spaces.

ERA Type	Tech Level	Armour	Cost/ 25 Space Points
I	7	+7	3,000
II	9	+9	4,000
III	11	+11	12,000
IV	13	+13	16,000

ELECTROSTATIC ARMOUR (TL 9)

Electrostatic armour protects a stronghold with a low-power static field linked to a fully charged high-energy capacitor. When an object enters the field, the system discharges, in theory vaporising the object.

In practice, the system only provides its full defence against low-mass projectiles, like HEAP rounds or plasma and fusion weapons. It does provide some protection against other kinetic weapons but none against other energy weapons.

A person or animal entering the field will likewise trigger a discharge from the armour, suffering 6D damage.

This system provides additional Armour equal to twice the stronghold's Tech Level against HEAP rounds or high energy weapons, and Armour equal to the stronghold's Tech Level versus other kinetic rounds.

Electrostatic Armour can be overwhelmed. It will protect against two attacks every round at TL 9 and one additional attack per TL thereafter. So, a TL 14 system can protect against seven attacks per round.

ESA systems take up one Space and cost Cr6,000 for every 25 Structure points of the stronghold.

NUCLEAR DAMPER (TL 12)

The nuclear damper projects a wave that covers an area six times that of the stronghold, modifying the strong nuclear force and thus either preventing nuclear weapons from operating or else detonating them prematurely. It cannot detonate weapons stored in damper boxes, however. It takes up 12 Spaces and costs Cr500,000.

ANTI-MISSILE SYSTEMS

Missiles, rockets and launched grenades are a significant threat to attackers, capable of taking out the most heavily-protected strongholds. To combat this threat, a variety of anti-missile systems have been developed and are often used in concert.

These systems will negate an incoming missile, rocket, launched grenade or mortar round on a 2D roll of 8+. Some systems have DMs that modify this, and every system will suffer DM-1 for every additional target it is forced to engage in a single round.

EXPLOSIVE BELT (TL 8)

An Explosive Belt system is an array of explosive mine blocks attached to the exterior of the stronghold, requiring no Spaces. This system uses the stronghold's sensor systems to detect incoming warheads. They detonate an outward-facing charge loaded with hundreds of small steel and ceramic buck shot. The explosive belt can also be detonated manually, often for defence against assaulting infantry. In such cases, the Explosive Belt causes 4D damage up to Short Range. The belt can automatically target any threat fired from Short Range or longer. Each location has enough explosives to defend against ten attacks.

The Explosive Belt costs Cr5,000 for every 25 Structure points of the stronghold, and reloads cost Cr800 per shot.

LASER ANTI-MISSILE SYSTEM (TL 10)

Laser-based anti-missile systems come in two varieties, based on Tech Level. The first, available at TL 10, uses a relatively low-powered laser to damage or destroy the seeker heads of missiles, sending them off-course. It is only effective against guided weapons and smart weapons. The second is available at TL 13 and uses a high-powered laser to damage or destroy missiles in flight. It cannot engage anything fired from Short Range or closer. The Laser Anti-Missile System takes up 4 Spaces and costs Cr250,000.

Weapon	Damage	DM
TL 10	—	+1
TL 13	2D	+2

PROJECTILE-ANTI-MISSILE SYSTEM (TL 8)

This system uses a small-calibre, very high rate of fire minigun to intercept and destroy incoming projectiles. It is first available at TL 8, with a gauss version available at TL 11. These systems cannot target anything fired from Short Range or closer, and take up 3 Spaces, costing Cr200,000.

Weapon	TL	Damage	Shots	DM
Minigun	8	1D	10	+0
VRF gauss	11	4D	15	+1

DECOY SYSTEMS

Decoy systems each take up half a Space and have six uses before they run out.

SMOKE DISCHARGERS (TL 3)

Smoke Dischargers render the stronghold difficult to see, giving DM-2 all to hit rolls made by attacks that rely on having visual contact with the stronghold. At TL 7, radar-based targeting renders smoke dischargers largely ineffective but they remain effective against laser weapons, reducing their damage by 3D. Smoke can also be used to cover the deployment and advance of counterattacking infantry. Dischargers cost Cr1,000 for every 25 Structure points of the stronghold and reloads cost Cr100.

PRISMATIC AEROSOLS (TL 9)

Prismatic Aerosols use hundreds of fine crystal spheres, finer than sand, to refract and deflect laser light. They have the effect of attenuating laser fire, reducing their damage by 2D and applying DM-2 to their attack rolls. Aerosols cost Cr4,000 for every 25 Structure points of the stronghold and reloads cost Cr500.

STRONGHOLD WEAPONS

Weapons cannot just be plastered all over a stronghold. Each must have a specific mounting point.

A variety of weapons commonly used on strongholds across all Tech Levels is given on page 68 for your convenience. However, *Supplement 4: Central Supply Catalogue* is a rich source of weapons that could be mounted on a stronghold and many more appear in other supplements. To use other weaponry with strongholds, simply divide a weapon's Mass by 250 and round up to determine the number of Spaces it requires.

FIXED MOUNT

A fixed mount has no cost and must simply be noted at time of construction. The weapon cannot traverse much in this mount and can only fire in a 90° arc from its mounting point. Normally this is straight ahead, but fixed mounts can also be created for weapons to fire to the rear, sides, up or down.

A fixed mount can be made to be modular, allowing a suitably equipped mechanic to change weapons according to defensive needs. A modular fixed mount will cost Cr5,000 per Space of the largest weapon that can be mounted upon it.

PINTLE MOUNT AND RING MOUNT

A Pintle Mount is a simple post with a weapon fixed upon it. Ring Mounts are rings typically placed around roof hatches that can hold a weapon and pivot about.

Ring and Pintle Mounts can both hold weapons up to half a Space in size. Pintle Mounts allow a 180° fire arc, while Ring Mounts can fire all round.

Both Pintle and Ring Mounts can be equipped with gun shields, which provide protection equal to 2 x the Tech Level of the stronghold in the direction the weapon is facing. So a TL 12 stronghold would have gun shields providing their users with Armour 24

Weapon mounts do not add any Spaces to a stronghold but weapons in a mount *do* count against available Spaces. Space must also be reserved for the user of the weapon.

A stronghold can have 1 Ring or Pintle Mount per 5 points of Structure, with minimum of 1.

Pintle Mounts cost Cr500, while Ring Mounts are Cr750. Gun shields for both cost Cr200 per point of armour

POWERED PINTLE MOUNT AND RING MOUNT

Pintle and Ring Mounts are also available in powered versions at TL7, which hold up to one Space worth of weapons.

Powered versions cost Cr1,500 for a Pintle Mount, and Cr2,150 for the Ring Mount. A Gun shield can be added to either as normal.

GUN PORTS

Gun ports are mounts for small arms, allowing occupants to fire in a 90° arc from the stronghold while enjoying Full Cover (DM-4 to be hit by shooting attacks). Gun ports cost Cr250 each, and require no Spaces.

MISSILE SILOS

Silos are internal bays designed to hold and release missiles. In most strongholds, a silo is dedicated to a specific weapon and cannot be used for anything else.

Dedicated silos that carry just one type of weapon cost Cr5,000 per Space of weapon they are designed to hold. Rate-of-fire is equal to the number of weapons in the silo, and silos can

be reloaded. So, for example, large bunker with a six tube silo could fire up to six missiles in one round.

TURRETS

Turrets are pods that can traverse through 360°, giving them a free angle of fire at any attacker.

A small turret is only big enough to fit the weapons installed within it and is remotely controlled. Large turrets hold their installed weapons along with the operators.

Small turrets cost Cr25,000 per Space of installed weaponry, plus the cost of the actual weapon. Small turrets can only hold up to five Spaces worth of weapons at TL 5, 6 Spaces at TL 7 and 7 Spaces at TL 9. At TL 10 and higher they can hold 10 Spaces of weapons. A small turret takes up one additional Space itself.

Large Turrets cost Cr50,000 per Space of installed weaponry, plus Cr20,000 per crew member. They take up 4 Spaces plus the number of Spaces used by weapons, along with 2 Spaces for every crew member.

POP-UP TURRETS

All turrets can be made into pop-up turrets. This doubles their cost and Space requirements, and gives DM-2 penalty to any Recon or Investigate checks made to determine if a stronghold is armed. Even if detected, it is all but impossible to determine what weapons are concealed within a pop-up turret until it reveals itself.

A pop-up turret can be small or large, requires a number of Spaces equal to the size of the turret, and costs Cr10,000 per Space, in addition to the price of the turret.

INCREASED AMMUNITION

A stronghold can be given extra ammunition for its weapons. The extra ammunition itself must be purchased separately but the stronghold itself need only set aside 1 Space for every extra magazine or clip of ammunition.

IMPROVED FIRE CONTROL

Improved Fire Control can represent anything from laser-rangefinders to enhanced targeting sensors. Improved Fire Control provides a DM to hit when attacking with the weapon.

Fire Control DM	Cost	Minimum TL
+1	Cr10,000	6
+2	Cr25,000	8
+3	Cr50,000	10
+4	Cr100,000	12

WEAPONS

The following weapons are found in many strongholds, having proven themselves efficient in keeping attackers at bay.

120mm cannon: A large-calibre gun that arms many mid-tech strongholds.

35mm Rail Gun: A powerful cannon using relatively crude electromagnetic propulsion to fling a projectile in a flat trajectory.

60mm Anti-tank Gun: An anti-tank gun intended for the direct-fire role, it can be found mounted in bunkers of early Tech Levels.

75mm cannon: A light direct-fire weapon, often used in smaller bunkers. At TL 9 a rapid-fire version is available for double the price, with an Auto score of 2.

9 lb. Cannon: A simple smoothbore black-powder cannon capable of delivering solid ball shot out to a distance of a kilometre, though without any real degree of accuracy.

Advanced Machineguns: Firing the same 7mm ammunition as an advance combat rifle, the advanced machinegun is a more refined representative of a medium machinegun.

Artillery Rockets: This pod contains 12 large rockets with high-explosive warheads. Alternative warheads are sometimes used, including incendiaries and chemical weapons. Rockets can be fired one at a time or 'rippled' off in a rolling salvo.

Fusion Z Gun: One of the most powerful weapons ever made, the fusion Z gun can blast through just about any armour or material. Aside from its more limited range, it is fully the equal of any starship weapon. Damage is full in a 10 metre radius, halved within 20 metres.

Gatling Laser: At early Tech Levels, this multi-barrelled weapon cycles through the various barrels simply to avoid overheating. At higher Tech Levels, it becomes a high-rate-of-fire automatic weapon.

Gauss Cannons: These are advanced coilguns that accelerate a dart of dense metal to extremely high speeds.

Heavy Autocannon: A heavy (50–60mm) rapid-fire belt- or cassette-fed weapon capable of engaging light armoured vehicles and aircraft.

Heavy Machinegun: These heavy machineguns are just shy of being light cannon and are usually found in calibres from 12-15mm.

Heavy Rotary Machinegun: These three barrelled guns fire heavy rounds at a very high rate of fire. Though large and bulky, they are deadly to attacking infantry.

Hypervelocity Guns: Using an even more advanced version of the electromagnetic coilgun, the hypervelocity cannon accelerates dense cobalt-tungsten darts to astronomical velocities, with the largest versions able to target ships in orbit above the stronghold.

Laser Cannon: A single barrel main gun, the laser cannon is the first really effective stronghold energy weapon.

Light Autocannon: This covers 20-25mm single-barrelled conventional autocannon.

Light Machinegun: A typical light machinegun in 5–6mm calibre.

Medium Machinegun: One of the more common anti-infantry weapons, the medium machinegun is usually found in 7–9mm calibre rounds.

Medium Mortar: This is a mortar of 70–90mm calibre. In a stronghold it requires a crew of two and is capable of delivering a HE/fragmentation bomb or similar very light artillery payload out to about three kilometres, though without a great degree of accuracy. Burst radius is nine metres.

Medium Rotary Machinegun: This machinegun fires medium calibre rounds from six rotating barrels at an extremely high rate of fire.

Medium Rotary Machineguns: A multi-barrelled machinegun firing ammunition in the 7–9mm range.

Meson Gun: A battlefield meson gun accelerates particles that do not interact with matter until they decay, allowing the weapon to effectively shoot through any obstruction so long as the target's location is known. A meson gun delivers 18D damage in a 10 metre radius and 9D damage in a 20 metre radius. All armour the target may have is ignored since a hit implies that the accelerator's particles have decayed within the target.

Missiles and Tac Missiles: Tac (for 'tactical') missiles are relatively small weapons designed to give smaller strongholds a fierce punch. They are cheap, easy to use, and very common. All are homing weapons and can be thrown off by countermeasures or simply shot down by an anti-missile system, though they have DM+2 to hit.

Plasma A Gun: First introduced at TL 10, the plasma A gun is the first practical battlefield high energy weapon. Full damage is delivered to all targets within a two and a half metre radius, with half damage to targets within five metres.

Plasma B Gun: More powerful than the plasma A gun. Damage is full within a four metre radius, with half damage to targets within eight metres.

Sonic Cannon: A large-barrelled stunner weapon designed for crowd control. It is also an effective military weapon against unprotected opponents, functioning as a stunner with the listed Auto score and an area of effect of four square metres.

VRF Gauss Gun: Though firing the same 5.5mm needle round as other heavy gauss weapons, the VRF gauss gun has an extremely high muzzle velocity combined with a rate of fire considerably higher than any rotary cannon. It is the ultimate slug-throwing machinegun.

Weapon	TL	Cost	Damage	Auto	Spaces	Range	Ammo / Space
120mm Cannon	8	Cr400,000	10D AP20	No	10	Distant	30
12mm Light Gauss Cannon	12	MCr3	10D AP30	No	4	Very Distant	300
22mm Heavy Gauss Cannon	12	MCr10	14D AP60	No	18	Very Distant	100
35mm Rail Gun	9	Cr100,000	12D AP40	No	28	Very Distant	200
60mm Antitank Gun	6	Cr56,000	7D AP15	No	4	Distant	80
75mm Cannon	7	Cr160,000	8D AP15	No	6	Distant	40
9lb Cannon	3	Cr2,600	9D	No	2	Very Long	60
Advanced Light Autocannon	10	Cr10,000	6D+4 AP10	8	1	Very Long	5,000
Advanced Machinegun	10	Cr2,750	4D	4	½	Rifle	10,000
Artillery Rocket	5	Cr52,000	16D	12	1.5	Distant	12
Fusion Z Gun	14	MCr8	3DD AP70	No	16	Distant	N/A
Gatling Laser	8	Cr750,000	6D	2	8	Distant	N/A
Gatling Laser	12	MCr1.25	6D	6	12	Distant	N/A
Heavy Autocannon	6	Cr95,000	8D AP10	No	3	Distant	3,000
Heavy Hypervelocity Cannon	13	MCr26	2DD AP75	No	72	Very Distant	100
Heavy Machinegun	5	Cr10,000	5D	6	1	Rifle	7,000
Heavy Rotary Machinegun	8	Cr25,000	5D	10	1.5	Very Long	7,000
Hypervelocity Orbital Defence	14	MCr40	2DD AP100	No	140	Orbital	50
Laser Cannon	9	MCr1	8D AP10	No	24	Distant	N/A
Light Autocannon	6	Cr7,500	6D	6	1	Very Long	5,000
Light Hypervelocity Gun	13	MCr14	1DD AP80	No	40	Very Distant	200
Light Machinegun	5	Cr3,000	3D	6	½	Rifle	12,000
Light Rotary Autocannon	7	Cr65,000	6D	10	1	Very Long	5,000
Light Tac Missile (Anti-Air)	9	Cr3,000	9D	No	½	Extreme	
Light Tac Missile (Anti-Armour)	9	Cr4,000	9D AP20	No	½	Very Distant	
Light Tac Missile (Anti-Personnel)	9	Cr1,800	9D	No	½	Very Distant	
Medium Machinegun	6	Cr2,500	3D+3	6	½	Rifle	10,000
Medium Missile	7	Cr2,000	8D+4 AP10	No	1	Extreme	
Medium Mortar	5	Cr5,000	4D	No	½	Distant	10
Medium Rotary Machinegun	6	Cr5,000	3D	10	½	Rifle	10,000
Meson Accelerator	14	MCr20	2DD AP100	No	240	Very Distant	N/A
Plasma A Gun	10	MCr1	1DD AP50	No	16	Very Long	N/A
Plasma Missile	12	Cr3,200	8D AP40	No	½	Extreme	
Rapid Firing Plasma B Gun	12	MCr1.5	1DD AP50	4	16	Distant	N/A
Sonic Cannon	10	Cr20,000	Stun	No	5	Long	N/A
Very Rapid Firing Gauss Gun	12	Cr200,000	5D	12	4	Distant	20,000

STRONGHOLD MODIFICATIONS

Unless stated otherwise, the following Modifications may be added to any stronghold.

COMMUNICATIONS

Most communications use electromagnetic radiation, whether in the form of radio, lasers or masers. At high Tech Levels, meson communicators are also available.

Communicators are first available at TL 4, with a maximum range of Distant. Range increases by one range band every two Tech Levels and additional features also become available at higher Tech Levels.

Tech Level	Base Range	Base Cost (Cr)	Spaces	Features
4	Distant	500	0	Boosted range
6	Very Distant	1,000	0	Satellite uplink
8	Extreme	2,000	½	Tight beam
10	Continental	4,000	1	Encryption

MESON COMMUNICATORS (TL 10)

Beyond conventional electromagnetic communication, the meson system uses the same technology found in meson weaponry to create a virtually unstoppable communications system. While a meson screen can stop a meson communication, the odds of being able to erect one in exactly the right location to block a communication is unlikely in the extreme. Meson communicators can support boosted range, satellite uplink and encryption.

Meson communicators require two Spaces for a system with a range of Distant cost of Cr50,000. Each range band increase adds an additional Space and doubles the cost.

COMMUNICATIONS MODIFICATIONS

Modification	TL	Range	Spaces	Cost
Boosted Range	4	+1 range band		x2 per range band
Tightbeam	8	—	+1	x3
Uplink	6	Orbital	+1	x3
Encrypted	10	—	—	x2

Boosted Range: Each additional range band doubles the cost of the communicator.

Tightbeam: Tightbeam uses a laser or maser instead of a radio to precisely aim the signal so it cannot be intercepted.

Satellite Uplink: This allows a communications system to communicate with a satellite or ship in orbit. It includes the

necessary tracking equipment to stay locked on and is often combined with a tightbeam system.

Encrypted: At the same Tech Level, Encrypted Communications are almost impossible to crack, requiring an Formidable (-6) penalty on all Comms checks to try. A Tech Level difference between broadcaster and interceptor represents a bonus or penalty.

For example, if invading TL 15 marines intercept a TL 12 encrypted communiqué from insurgent forces, they gain DM+3 to decode it. If those insurgents managed to intercept an encrypted TL 15 transmission, they would have DM-3 on their check to decode it.

ELECTRONIC COUNTERMEASURES

Like most electronics and their countermeasures, relative Tech Levels are critically important. Basic communications and sensors are relatively easy to intercept and/or jam, while Standard and Advanced become increasingly more difficult. Tightbeam communications cannot be intercepted, save by pure luck, but they can be jammed, with difficulty. The Tech Level difference is a negative or positive DM in all attempts to intercept, decrypt or jam communications, with the advantage always lying with the higher Tech Level.

COUNTERMEASURES TASKS

Type	TL	Range	Bonus	Cost (Cr)
Basic	5	Distant	+1	10,000
Standard	8	Very Distant	+2	20,000
Advanced	11	Continental	+3	40,000

Sensor/Comm Class	Basic	Standard	Advanced
Task Difficulty	Difficult	Hard	Formidable

SENSORS

Class	Bonus	Space	Range	Cost (Cr)
Basic	0	0	Very Long	5,000
Standard	+1	½	Distant	15,000
Advanced	+2	1	Very Distant	25,000

The base Tech Level for all sensors is TL 5. For every three levels beyond that, the cost increases by 50%. Sensors are rated within their own Tech Level. The difference in Tech Levels is a negative or positive DM for Sensor rolls.

So, for example, a TL 7 Advanced Sensor is trying to get a lock on a TL 10 stealth grav vehicle. It has DM+2 for having Advanced Sensors but DM-3 for the difference in Tech Level.

Range Increase: Sensor range can be increased. Double the cost and add half a Space per extra range band.

UNDERWATER SENSORS

	Bonus	Space	Range	Cost (Cr)
Basic	+1	1	Long	5,000
Standard	+2	1 ½	Very Long	15,000
Advanced	+3	2	Distant	25,000

The base Tech Level for underwater sensors is 5 and they have the same Range Increase modifications available as standard sensors. Surface sensors cannot be used underwater, and vice versa.

STEALTH

Stealth is the science of rendering a stronghold undetectable to sensors. Tech Level is critically important between stealth and detection. The Tech Level difference between the stealthed stronghold and the sensors trying to locate it is a DM on detection rolls, positive if the sensors are of a higher Tech Level, negative if Tech Level.

The Stealth Bonus is applied as an additional DM against sensors. Stealth is first available at TL 7.

Stealth Class	Stealth DM	Cost
I	-1	Cr10,000 x Structure
II	-2	Cr20,000 x Structure
III	-3	Cr50,000 x Structure

CAMOUFLAGE

Camouflage is distinct from stealth. Stealth is all about hiding a stronghold electronically; camouflage, hides it visually. In this context, that includes its infrared signature. Camouflage is less dependent on Tech Level differences and generally is applied only against Recon checks (infrared masking may also be applied against appropriate sensors), though all the camouflage in the world will not help you if you can be spotted by radar.

INFRARED MASKING

IR Mask Class	TL	DM	Cost
I	7	-1	Cr5,000 x Structure
II	9	-2	Cr10,000 x Structure
III	11	-3	Cr200,000 x Structure

VISUAL CAMOUFLAGE

Stealth Class	TL	DM	Cost
I	7	-1	Cr1,000 x Structure
II	11	-2	Cr5,000 x Structure
III	15	-3	Cr10,000 x Structure

BATTLEFIELD MODIFICATIONS

These modifications, mainly external to the actual structure of a stronghold, are designed to increase its effectiveness on the battlefield .

BARRICADE

A barricade is a simple wall or fence erected to create an obstacle for attackers and cover for defenders. They can be constructed quickly and cheaply from wood, empty packing crates, tyres, or any other 'junk' that comes to hand. Barricades provide ½ cover (DM-1 to be hit by shooting attacks) add 5 points to the Armour of any defenders and cost Cr100 per Space of stronghold to be defended. They can be defended by a number of occupants equal to a quarter the Spaces of the stronghold. This will provide enough barricades to line the front location of the stronghold, but they may be extended to side and rear locations by multiplying the cost per additional location defended.

BOOBY TRAPPED (TL 2)

If a stronghold is expected to fall, spiteful defenders can build explosives into its structure that can be detonated remotely or by timer in the event they are killed and the attacker takes possession. Once triggered, the booby traps will demolish the stronghold. Everyone inside suffers 6D damage and will be trapped under the rubble. They may make a single Formidable (-6) Strength, 1-6 minutes check to drag themselves free or they must remain in trapped until rescued. Booby traps cost 20% of the Base Cost of the stronghold.

DEFENCE LINE (TL 4)

Similar in use and design to barricades, defence lines are purpose made fortifications constructed from reinforced concrete, metal or other hardened materials. Defence lines provide ¾ cover (DM-2 to be hit by shooting attacks) add 10 points to the Armour of any defenders and cost Cr400 per Space of stronghold to be defended. At TL 8, the Armour protection granted increases to 20 points and at TL 10 becomes 30 points. They can be defended by a number of occupants equal to a quarter the Spaces of the stronghold. This will provide enough defence lines to line the front location of the stronghold, but they may be extended to side and rear locations by multiplying the cost per additional location defended.

ESCAPE TUNNEL

Built to provide defenders with a hidden exit from the stronghold, escape tunnels are a literal lifeline if defences fail. An escape tunnel can emerge in any direction from the stronghold (even within another stronghold). Exits are often hidden, requiring a Very Difficult (-4) Recon check to spot. An escape tunnel costs Cr10,000 per 100 metres or part of, plus Cr500 per occupant beyond the first that can emerge in each round. It uses no Spaces.

INTERNAL VEHICLE BAY

Storage for vehicles take up a number of Spaces equal to their Shipping Size (see *Supplement 5-6: The Vehicle Handbook*), multiplied by 10. This also allows a small amount of room for maintenance purposes. An Internal Vehicle Bay costs Cr1,000 per Space.

LANDING PAD (TL 6)

A shielded landing pad may be added to the roof of a stronghold, allowing any VTOL aircraft to land and take off from it. The shielding consists of armoured panels that can be raised to protect the aircraft and any infantry on the pad, and lowered to make landings easier. When raised, these shields add 10 points of Armour to any character or vehicle on the pad, but do not protect from airborne or artillery attacks. However, landing at a pad with raised shielding requires an Average (+0) Flyer or Pilot check to avoid an accident. A landing pad costs Cr2,000 and one Space per point of Structure of aircraft it is designed to accommodate.

MOAT (TL 1)

A simple ditch filled with water (or other, less pleasant liquids) can form a difficult barrier for infantry, though moats rapidly lose their effectiveness as the Tech Level of the attacker increases, with even armoured vehicles able to traverse them. A moat requires infantry to swim if they intend to cross it, usually leaving them vulnerable to the defenders. A moat costs Cr200 per Space of stronghold to be defended.

PRE-FABRICATED (TL 8)

Of great value to mercenaries and other militaries forced to move quickly, pre-fabricated strongholds are built at one location, shipped potentially light years away, and rapidly constructed upon their final site to provide a ready-built fortress. The building process takes one hour per engineer per Space of the stronghold and the only limit on size is how much can be transported. The shipping size of a pre-fabricated stronghold is a tenth of the stronghold's Spaces in tons (strongholds, in fact all buildings, can be broken down very efficiently) and cost five time the Base Cost. Ordinarily, pre-fabricated strongholds can only be constructed once but for ten times the Base Cost, a pre-fabricated stronghold can be disassembled and rebuilt an unlimited amount of times.

RAMPARTS

Common on walls, shielded areas for defenders can also be placed on the roof of strongholds, providing another line of defence. Any infantry on the rampart benefits from $\frac{3}{4}$ cover (DM-2 for attackers shooting at them). They cost Cr250 per Space of the stronghold.

RAZOR WIRE (TL 4)

Consisting of cols of barbed or bladed wire, razor wire provides a formidable (and painful) obstacle to primitive infantry yet remains quick and cheap to place. Razor wire will quarter the movement rate of infantry and inflict 2D damage on anyone who tries to cross it. This damage can be avoided with a successful Very Difficult (-4) Dex, 1-6 minutes check. However, characters in battle dress or combat armour are immune to this damage and are not slowed by it. Razor wire costs Cr50 per Space of stronghold to be defended. This will provide enough razor wire to line the front location of the stronghold, but they may be extended to side and rear locations by multiplying the cost per additional location defended.

SALLY PORT (TL 2)

A sally port is a small exit, small in size by necessity, that allows a small number of defenders to launch counterattacks against enemies at crucial times that may swing a battle. Sally ports are well disguised at a distance, being built to look as though they are part of the normal structure. They require a Very Difficult (-4) Recon check to spot, though once someone gets within Close range, a sally port will become obvious. Up to 6 characters can exit a sally port in a single round, though this will be halved if bulky armour such as battle dress is being worn. A sally port costs Cr2,000 and takes up 2 Spaces.



SUBTERRANEAN (TL 5)

The ultimate defence for a stronghold can be to bury the entire structure. This is hugely expensive but makes the stronghold both harder to find and tougher to attack. A subterranean stronghold gains the benefits of Class III Visual Camouflage (see page 70) and doubles Armour on all locations. At TL 8, the stronghold can be buried further down and the Armour is tripled, while at TL 12 it is quadrupled. The Subterranean modification does not include any necessary environmental protections, which must be purchased separately, and costs ten times the Base Cost.

TRENCH LINE

Excavated into the ground, trench lines provide the ultimate defence for defenders placed outside the structure. Able to duck down into the trench, defenders can all but disappear from view, making them very hard targets. Trench lines provide full cover (DM-4 to be hit by shooting attacks) against all attacks except those from artillery and the air, add 10 points to the Armour of any defenders and cost Cr1,000 per Space of stronghold to be defended. They can be defended by a number of occupants equal to a quarter the Spaces of the stronghold. This will provide enough trench lines to line the front location of the stronghold, but they may be extended to side and rear locations by multiplying the cost per additional location defended.

ACCOMMODATION MODIFICATIONS

The modifications here are intended to provide facilities to occupants of a stronghold and, in some cases, can make it more comfortable for them.

BUNK

A Bunk can accommodate up to two people, take up one Space and cost Cr200.

COMPUTERS (TL 7)

Computers use the rules from page 92 of the *Traveller Core Rulebook*. Double costs when placing them in strongholds, but they take no Spaces

CRANE

Cranes can lift up to 400 kg and are typically used to load and unload supplies. Cranes cost Cr2,500 and take up 1 Space. A medium crane that lifts up to 2,000 kg costs Cr40,000 and takes up 4 Spaces, while a heavy crane can lift up to 10,000 kg, costs Cr100,000 and takes up 8 Spaces.

EMERGENCY LOW BERTH (TL 12)

A conventional Low Berth takes several minutes to induce hibernation and lower core temperature. The Emergency Low

Berth can do a 'crash' induction, plunging a person into deep hibernation in a fraction of the time. It takes up 6 Spaces, and costs Cr100,000.

ENTERTAINMENT SYSTEM (TL 5)

Both audio and visual, this takes up no Space, and costs at least Cr200. Players intending to impress may want to spend more. Much more.

FIRE EXTINGUISHERS

Fire Extinguishers are designed to put out fires that start within the stronghold. They take up no Space themselves and cost Cr50 per Space of the stronghold.

FRESHER (TL 7)

A Fresher, complete with toilet, sink and shower, takes up two Spaces and costs Cr1,500.

GENERAL PURPOSE LAB (TL 7)

A General Purpose Lab provides no bonuses but allows tasks to be performed with no penalty for missing tools/equipment. General Purpose Labs consume two Spaces per researcher and cost Cr5,000 per Space.

HOLDING TANK (TL 8)

A holding tank is a sealed enclosure equipped with long-duration life support system. The holding tank can recreate many atmospheric mixes and can draw in, compress and store a local planetary atmospheric sample in order to sustain any lifeforms held within. Holding tanks can be built to any size, at the cost of Cr. 5,000 per Space.

HOLO-SUITE (TL 10)

This is advanced holographic projection suite. Often used in strongholds as a large display unit, it has other, less wholesome, uses. It takes up 1 Space and costs Cr15,000.

HOT TUB/POOL (TL 6)

This takes up 1–3 Spaces per person capacity, depending on the luxury sought after, and costs Cr3,000 per Space.

LABORATORY (TL 8)

Laboratory includes analytic equipment, computer workstations and equipment appropriate to the discipline it is focussed on, defined during construction. A Laboratory grants a skill DM equal to +1, +2 or +3 and take up one Spaces per bonus per researcher using it. A DM+3 Laboratory used by 3 researchers, for example, would take up 9 Spaces. Cost is Cr10,000 per Space.

Types of Laboratory include physics, chemistry, biology, psychology, structures and materials, though other types are possible.

LIVING QUARTERS

The occupancy of a stronghold does not allow for much comfort, with barely enough room to allow defenders to work and store necessary items. The introduction of Living Quarters adds private or at least minimally shared sleeping areas, freshers, mess or cantina, and modest communal areas with simple leisure facilities and distractions. Those used to living on a ship will quickly adjust to the confines and such Living Quarters allow occupants to be stationed within a stronghold for extended periods of time. Living Quarters take up 5 Spaces and cost Cr2,500 for every intended inhabitant.

LOW BERTH (TL 10)

The Low Berth is a standard hibernation unit, a found within interstellar transports. In strongholds, they are often part of an emergency response system, where casualties can be placed into hibernation to prevent their condition from getting worse. A Low Berth takes 4 Spaces and costs Cr50,000.

MESS

A Mini-Mess takes up two Spaces, caters up to five people and costs Cr1,000. A Full Mess takes up six Spaces, plus one Space per 10 people to be catered for. It costs Cr2,000 + Cr500 per person catered.

OPERATING THEATRE

An Operating Theatre is a room equipped for use as an emergency medical clinic.

TL	Spaces	Cost
7-10	4+3 per patient	Cr20,000 + Cr10,000 per patient capacity
11+	8+5 per patient	Cr50,000 + Cr20,000 per patient capacity

REFRIGERATION (TL 5)

This takes up one space for every 10 Spaces to be refrigerated, costing Cr1,500 per Space.

REFUELLING STATION (TL 9)

The refuelling station is designed to turn water into hydrogen fuel, using sunlight as a power source. It requires a significant amount of space, and access to both water and sun. At TL 9, it requires a vehicle's Hull value multiplied by 3 hours to crack sufficient fuel to completely refuel the vehicle. At TL 12 this is reduced to the vehicle's Hull score alone in hours. Refuelling stations require 4 Spaces plus 1 Space per 10 points of Hull of the largest vehicle to be refuelled. They cost Cr10,000 per Space.

WET BAR (TL 2)

Rarely a common sight in standard strongholds, this is a basic wet bar, usually species-specific. It takes up half a Space and costs Cr2,000.



READY MADE FORTRESSES

The following strongholds have been built using this design system and may be used by players and referees to purchase ready made fortifications quickly and easily.

PRIMITIVE FORT

The meanest stronghold available, this primitive fort does at least have a small keep that acts as a barracks to keep the worst of the elements away. While the wooden walls are laughably easy for modern weaponry to penetrate, even soldiers from higher Tech Level armies will appreciate the elevated position of the ramparts and the cover they provide from small arms fire.

Stronghold	TL	Occupants	Storage	Structure	Cost
Primitive Fort	1	100	200	390	101,250

Composition: Tower (300 Spaces), Wall (120 Spaces)

Location	Armour	Weapons	Mount	Damage	Range	Auto	Ammo
Front	4	—	—	—	—	—	—
Side/Rear	4						
Top	4						

OTHER EQUIPMENT/MODIFICATIONS:

Gun Ports x 9, Ramparts, Solid Walls

CASTLE

A more complicated structure than a fort, a castle is both larger and more enduring under attack. More than an outpost, castles tend to be centres of operation for armies and even homes for the ruling classes. A castle can hold a great many people within its walls and sometimes function as small towns.

Stronghold	TL	Occupants	Storage	Structure	Cost
Castle	2	900	2,100	4,380	1,746,750

Composition: Towers (3,000 Spaces), Walls (1,440 Spaces)

Location	Armour	Weapons	Mount	Damage	Range	Auto	Ammo
Front	12	—	—	—	—	—	—
Side/Rear	12						
Top	12						

OTHER EQUIPMENT/MODIFICATIONS:

Gun Ports x 75, Moat, Ramparts, Solid Walls

LINE OF DEFENCE

Designed for infantry, a line of defence is a low wall anchored by bunkers, with extensive trenchworks and razorwire before it, backed up by a formidable phalanx of machineguns and mortars. Covering a front of approximately 250 metres, the line of defence can be repeated across an entire battlefield in depth to create a nightmarish position that will resist several assaults and greatly increase the effectiveness of defensive infantry.

Stronghold	TL	Occupants	Storage	Structure	Cost
Line of Defence	5	100	27	230	649,500

Composition: Bunkers (40 Spaces), Walls (150 Spaces)

Location	Armour	Weapons	Mount	Damage	Range	Auto	Ammo
Front	8	Medium Machineguns x 10	Fixed Front	3D+3	Rifle	6	10,000
Side/Rear	8	Heavy Machineguns x 5	Fixed Front	5D	Rifle	6	7,000
Top	8	Medium Mortars x 5	Fixed Front	4D	Distant	6	7,000

OTHER EQUIPMENT/MODIFICATIONS:

Bunks x 50, Communications (Distant), Razorwire, Smoke Dischargers, Trench Line

Options: If the Trench Line is removed, the total cost is reduced to Cr174,500.

BUNKER NETWORK

A single bunker can cause an attacking force a serious problem. A network of bunkers, each with overlapping fields of fire and heavy weaponry can rout even a large and dedicated assault force. While not intended for long term occupation, a relatively small network of bunkers can anchor a flank during several battles without needing resupply or reinforcement.

Stronghold	TL	Occupants	Storage	Structure	Cost
Bunker Network	8	50	19	400	3,355,000

Composition: Strongpoint (200 Spaces)

Location	Armour	Weapons	Mount	Damage	Range	Auto	Ammo
Front	40	Heavy Rotary Machineguns x 15	Fixed Front	5D	Rifle	10	21,000
Side/Rear	40	120mm Cannon x 3	Fixed Front	10D AP20	Distant	No	90
Top	40						

OTHER EQUIPMENT/MODIFICATIONS:

Advanced Sensors (TL 8), Anti-Missile System (Minigun), Bunks x 25, Communications (Extreme, Uplink), Electronic Countermeasures (Standard), ERA (Front only), Fresher, Gun Ports x 40, Life Support

ADVANCED CITY WALL

While aircraft and grav vehicles (not to mention spacecraft) can simply fly over defensive structures, even a city of high technology can benefit from a wall. Such constructions can be the wonder of a world, towering over a hundred metres into the air and festooned with a multitude of weaponry to defeat both ground-based and airborne attackers. Properly constructed, they can be a fortress in their own right, allowing the city to be safely divided into civilian and military areas.

The stronghold presented here is large enough to ring Mongoose's home town of Swindon with a wall 12 metres thick and 60 metres high. Should be enough to keep the people of Chiseldon out.

Stronghold	TL	Occupants	Storage	Structure	Cost
Advanced City Wall	12	40,000	104,478	307,200	274,872,500

Composition: Wall (307,200 Spaces)

Location	Armour
Front	60
Side/Rear	60
Top	60

OTHER EQUIPMENT/MODIFICATIONS:

Advanced Countermeasures (TL 12), Advanced Sensors (TL 12), Communications (Continental, Tightbeam, Uplink, Encrypted), Fire Control +3 (Laser Cannon), Fire Control +4 (Rapid Firing Plasma B Guns), Fire Control +4 (22mm Heavy Gauss Cannon), Fire Extinguishers, Freshers x 72, Heavy Cranes x 10, Landing Pads x 12 (30 Structure each), Laser Anti-Missile Systems (TL 10) x 30, Living Quarters (40,000 personnel), Mess (10,000 capacity), Nuclear Dampers x 2, Ramparts

Weapons	Mount	Damage	Range	Auto	Ammo
Very Rapid Firing Gauss Guns x 50	Fixed Front	5D	Distant	12	20,000
Rapid Firing Plasma B Guns x 20	Turret	1DD AP50	Distant	4	-
Laser Cannon x 20	Turret	8D AP10	Distant	No	-
22mm Heavy Gauss Cannon x 5	Turret	14D AP60	Very Distant	No	1,000
Light Tac Missiles (AA) x 10	Silo (10 tube)	9D	Extreme	No	300

ASSAULT AND SIEGE

Now you have built your strongholds and constructed an impregnable defence, it is time to place them on the battlefield. Combat featuring strongholds is played in a very similar fashion to that with vehicles, as strongholds have their own Structure score and location table as shown on page 57.

Mass battles involving strongholds are played in the same way as those involving infantry and vehicles, using the same core system of Traveller combat rules. However, the following changes are made.

COMBINATION STRONGHOLDS

The stronghold roster, as shown on page 58, is a useful tool for battles involving a single stronghold target, such as perhaps a platoon attacking a single bunker. However, larger attacking forces will be capable of overwhelming small strongholds and the size of battlefields they typically fight upon make it more

reasonable for them to be facing several bunkers or an entire defensive complex.

The Strongpoint on page 61 provides players and referees with an easy way to construct potentially massive defensive networks that may require companies or entire regiments to successfully assault. However, the referee may find it useful to simply combine several separate strongholds (a series of bunkers or walls, perhaps) into a single unit.

In this case, it is a simple matter to total up the Structure points of all strongholds of the same type (for example, all bunkers within a given area of the battlefield) and same Armour values.

For example, consider a defensive network consisting of six bunkers, four of which have 20 Structure and 40 Armour each and are arranged in a line, while two larger 'command' bunkers lay just behind them with 30 Structure and 60 Armour apiece.

If a company-sized force is planning to assault them, the referee can easily combine the 'front line' bunkers into one stronghold unit of 80 Structure, and the two command bunkers into another

stronghold unit of 60 Structure. All other scores will remain the same for the bunkers.

This is not always necessary, of course, and the referee should use his own judgement as to when to combine strongholds into larger units in this way. Strongholds far away from one another should not be combined unless they are facing an enemy unit large enough to assault all of them at once. Alternatively, even simple bunkers can be built so large and well-armed that it will take a minimum of a company-sized force to defeat just one.

DESTROYING STRONGHOLDS

In mass combat, strongholds take damage directly to their Structure score, in the same way as vehicle units take damage to their Hits.

Whenever a hit is scored on a stronghold, roll for damage as normal and deduct the stronghold's Armour score. If any damage remains, divide it by two and deduct this final total from the stronghold's Structure.

BREACHING STRONGHOLDS

Destroying a stronghold can be an objective in itself, for success will obviously deny an enemy of a useful defensive base. However, there will be missions where it is far more important to breach and bypass a stronghold to attack a more important objective. In this case, the total destruction of the stronghold represents a waste in terms of both effort and, likely more important, time. The obvious example is the wall ringing an entire city – the attackers need only bring the wall down in a specific place or places to allow entry to the city. Taking time to destroy every standing stone of the wall would be pure folly.

Such a stronghold, usually a wall or strongpoint (though multiple bunkers and towers combined into a single stronghold unit may also be treated in the same way), need only be damaged enough to clear a path for the rest of the attacking force. This is called breaching a stronghold.

The size of the attacking force will necessitate how large a breach needs to be, with larger breaches obviously allowing greater numbers of attackers through in a shorter amount of time.

To determine how large a breach is, total the damage dealt to a stronghold. The Size of a unit able to negotiate the breach in a single round will be equal to half the Structure points the stronghold has lost.

To gauge how many Structure points are required to permit the passage of vehicles, multiply the vehicle unit's Size by the average Hits of its individual vehicles.

RECOVERING CASUALTIES

Like vehicles, strongholds cannot be recovered after a battle as with infantry. Instead, like vehicles, they will either survive the battle unscathed, be damaged or be destroyed. Destroyed strongholds are unrecoverable and must be replaced.

After a battle, a stronghold is likely to have lost some Structure points. These can be repaired as described on page 58.

SIEGE

Destroying or breaching are not the only ways to nullify a stronghold. A stronghold with no defenders is simply an empty shell, no matter how thick its armour or numerous its weapons. Cutting a stronghold off from the outside world and denying it continued supplies will reduce then eliminate the ability of any occupants to continue its defence. Critically, food will grow short, starving the defenders, as will ammunition, forcing the stronghold's guns to be silent. If this siege can be maintained, the stronghold will fall as surely as though it had been flattened.

This does, of course, mean the stronghold can then be taken and used by the attacker, though a siege can be difficult to maintain and it requires a great amount of time – sieges have been known to go on for years, though they are usually resolved a little quicker than that, one way or another.

The attacking force must maintain its own supply lines, sometimes over great and dangerous distances if the stronghold is in enemy territory. The time taken to conduct the siege also gives defending forces outside the stronghold time to rally and launch a counterattack to break through the ring of besiegers, thus relieving those inside and giving them a chance to either escape or launch their own assault.

A siege can be a difficult prospect at higher Tech Levels, due to the presence of extremely long-ranged and powerful weapons, orbital support and supply by aircraft or grav vehicles. At lower Tech Levels, sieges become a practical (though often costly) solution as until around Tech Levels 4-5, assuming equally matched forces, technology tends to be biased towards the defender.

REQUIREMENTS OF A SIEGE

To begin siege, an attacker need only fulfil one simple requirement – encircle a stronghold so occupants cannot get out and no enemy forces can get in. This will necessitate the attacking force being far enough away so the defenders' weapons cannot effectively target them or otherwise be unable to deal continual casualties. Also, the defenders must be penned in which may require more than just adequate ground forces, with anti-aircraft weaponry providing an effective shield that is impossible for defending aircraft to breach, whether they are attacking or trying to resupply the stronghold.

This can be adjudicated by the referee through the use of the mass combat system. Once it becomes clear the defenders are powerless to break the attackers' encirclement, the siege can begin.

SUPPLIES

If the possibility of the defenders sallying out or being reinforced from outside the stronghold is eliminated, then a siege usually comes down to how many supplies the defender has and whether any new supplies can get through.

Under normal circumstances, a stronghold, of all types except walls, will have enough supplies for one or two months. This includes food for the occupants, resources for power and general maintenance, ammunition, cleaning and hygienic goods, even air and water for those strongholds that do not have direct access to either – everything needed for the normal operation of the stronghold and health of its occupants.

Many strongholds will resupply every month, though those of greater importance are likely to be resupplied every one or two weeks. The largest and most critical may even receive supplies every day, though the cost of the logistics in just getting supplies to the stronghold on such a regular basis can be huge.

It is possible the defender is not expecting a siege to take place, in which case the stronghold may be low on supplies when the action starts. In this case, the referee may presume there are 1D x 10 days worth of supplies available in the stronghold.

A defender expecting a siege can stock up, however, and ensure more supplies are present when the siege begins.

One ton of general supplies costs Cr500 and will support 10 Spaces of a stronghold (again, walls need not be counted) for one month. Note that these supplies do not need to be stored within the stronghold buildings themselves, and just need to be accessible to the defenders and out of reach to the attackers – this is a good reason to have a wall ringing a defended position, as these supplies need not be kept in towers or bunkers (though the defender may wish to put them in such locations to better protect them).

If outside defending forces are preparing to breach the attackers lines to get supplies into the stronghold, then one ton of supplies for Cr500 is a good measure. As will quickly become apparent, getting enough of this cargo into a highly populated but well-encircled stronghold can be problematic at best.

RATIONING

The first step in prolonging a siege and avoiding surrender is to ration supplies within a stronghold. However, this has a poor effect on the morale and health of those inside, and will degrade the stronghold's ability to defend itself should the enemy decide to launch a full assault.

MERCENARIES IN SIEGES

While governments and large militaries may be able to take much of this in their stride, a mercenary force should take particular attention to how many supplies a stronghold will consume before they decide to accept a siege. Simply purchasing enough trucks or aircraft to carry supplies to a stronghold can be a costly exercise, especially if facing an enemy capable of destroying convoys.

Even the Brutus heavy cargo truck (found on page 88), a basic TL 10 design, costs nearly Cr400,000 per unit, and only carries enough supplies to supply 150 Spaces in a stronghold for one month – fine for a couple of large bunkers, but a drop in the ocean for a dedicated strongpoint. The Brutus also suffers as all heavy ground vehicles do, being slow and vulnerable to attack.

Enterprising players may look at alternative means to create reliable supply lines. They may choose to use APCs to ferry supplies in order to gain the benefit of armour, but will find the cost greatly increased and yet still vulnerable to dedicated attack. They may try to find a cheaper route that is airborne, hoping to get the best of both worlds, perhaps the Cargo Loader found on page 59 of *Supplement 5-6: The Vehicle Handbook*. They will rapidly discover that such vehicles do not carry many supplies, require more drivers per ton of supplies needed, and are extremely vulnerable to even small arms fire, never mind the heavy weaponry an enemy is likely to be sporting.

At the end of the day, there are often no good solutions when it comes to sieges, and mercenaries should pay particular attention to the bottom line when taking on a ticket.

Note that all supplies are rationed, not just food (though that is what occupants will initially notice lacking first). The use of ammunition is restricted which may create dead zones between defences and decrease the intensity of fire. Power may be limited, with areas deemed non-essential deprived of power, and general hygiene and cleanliness will begin to decline.

Half Rations: Halving rations doubles the number of days existing supplies will last. However, all occupants will immediately lose one point from their Morale score and suffer DM-1 to all skill checks, including attack rolls.

Quarter Rations: Quartering rations quadruples the number of days existing supplies will last. However, all occupants will immediately lose two points from their Morale score and suffer DM-2 to all skill checks, including attack rolls.

Survival Rations: A truly desperate move, this provides barely enough resources to survive. Supplies will last ten times longer than normal but all occupants will lose four points from their Morale score and suffer DM-3 to all skill checks, including attack rolls. In addition, occupants will lose one point of Endurance every week (both individuals and units) and all weapons lose their Auto score. Finally, the referee may require occupants to face weekly checks for diseases, especially in lower Tech Level strongholds.

LACK OF SUPPLIES

When a stronghold completely runs out of supplies, the siege has run its course. Dogged or fanatical defenders may last a few more days, but the stronghold will fall quickly, either from the occupants surrendering or starving to death.

OTHER EFFECTS UPON MORALE

Morale is vital to a besieged force, and the referee is free to impose bonuses and penalties, and call for new checks in response to events as they unfold.

The Morale Modifiers table on page 51 suggests DM+4 to Morale checks for forces in strong defensive positions, and being within a stronghold certainly counts. This should be treated as a permanent modifier and means that, if managed well, a besieged force can resist for an extended amount of time.

Layered on top of this, the referee may impose additional modifiers, both positive and negative, for new events. Some of these are suggested below but the referee is free to add more, as well as decide the severity (the total modifier applied) that each is worth, taking into account the position of the besiegers at that time.

- Defenders suffer from continual bombing or artillery attack.
- New supplies manage to get through the attackers' lines.
- Attackers execute prisoners in front of defenders.
- Attackers then fling bodies of prisoners into the stronghold.
- A sally from the defenders causes recognisable damage to the attackers.
- An attack is repulsed by the defenders.
- The stronghold suffers notable damage during an assault.
- A saboteur destroys supplies.
- Communications are received that indicate reinforcements for the attackers are on their way.
- Communications are received that indicate allies are on their way to break the siege.
- Those allies are destroyed or otherwise do not arrive...

MERCENARY HEADQUARTERS

No matter where in the galaxy a mercenary force performs its duties, it usually has somewhere its members call home. For some, this could be little more than a few small barracks buildings behind a chain link fence. For others, a massive

floating compound in the void of space. The larger the force, the greater the need for a base of operations.

This section describes the placement of headquarters facilities throughout the galaxy for mercenary forces. It presents dozens of options and ideas for players to build their own bases or for referees to prepare headquarters of people the players interact. Hearing that a mercenary force is big is one thing, but having a unit member give a guided tour of their seventy-square kilometre walled complex can make a huge difference in how the force is perceived.

CENTRAL BASE OR HQ

Unless a force is small enough that its members spend every day together, they will need to arrange for a central location (or locations) to serve as their home base. This should serve as the intelligence centre, meeting hall, home away from home, and equipment storage facility. It is where the force's officers connect with their personnel and military operations are planned.

For a mercenary force, a good base is expensive to maintain, but adds to the force's credibility and efficiency. Aside from having something impressive to show potential employers, a recognised base makes both recruitment and the purchase of supplies easier. It also makes for a convenient place to stockpile weapons, ammunition, vehicles and other equipment.

The following bonuses apply to a mercenary force that has an operational base or headquarters.

- Any Admin or Advocate checks made on behalf of the force have DM+1 if the personnel making them are within the headquarters.
- Admin checks made for recruitment in the same system as the headquarters gain DM+1.
- Any Engineer, Mechanic, Medic or Weapon Engineering checks made within the headquarters can have DM+1 if appropriate facilities are present.
- Rolls made to acquire equipment (see page 83) gain DM+1 if the headquarters is the delivery point

SUITABLE BASES

Mercenary forces are a disparate group and, unlike regimented militaries, their headquarters will all have unique details, reflecting their specialities, personnel and the personality of the commander. Therefore, we are not going to set hard and fast rules as to what constitutes a working headquarters that grants the bonuses detailed previously.

A squad-sized force with a group of players making the 'command team' may be served perfectly well by a refitted merchant ship, a very practical option that allows them to take their headquarters with them wherever they go. Another based around supplying air support may be equally well-served by

renting land in or near an existing airport, while a regiment could have a gleaming tower of glass and steel on the sector capital backed up by a large fleet capable of transporting every fighting man and woman on their backs as it deploys secondary headquarters and bases in the combat zone it fights within.

What matters is whether the designated headquarters can fulfil the support functions of the mercenary force that uses its facilities. Once the players build their headquarters, the referee should run through the following checklist to gauge whether they have been successful and should be granted the bonuses.

Note that not all items on the checklist may apply to all mercenary forces and their headquarters. The referee is advised to exercise his own judgement.

IS THERE ENOUGH ROOM FOR EVERY FORCE MEMBER?

It is important that members of the force within the headquarters have their own place to sleep and store their belongings. Waste removal services for personal litter and organic refuse is a must, even for species that might not be otherwise bothered by such things, especially when they receive visits from potential employers.

ARE THERE OFFICES FOR THE ADMINISTRATORS?

In order to keep good records for the force, a headquarters should have rooms or at least dedicated desks for paperwork. It is good business practice to make sure that force member

records are in order and accessible, especially if audited by a governmental agency.

IS THERE ENOUGH ENGINEERING SPACE FOR THE FORCE'S VEHICLES?

If a headquarters does not have room for the force's mechanical support, such as vehicles and landing craft, what available space there is will become cramped with fuel and spare parts, hindering other tasks and contributing to poor working conditions. Any forces that utilises vehicles requires ample room to house them and all of the tools necessary to keep them running.

IS THERE SPECIAL STORAGE FOR HAZARDOUS OR DANGEROUS EQUIPMENT?

Mercenary forces utilise some very dangerous technologies that require specific safety storage or handling. A single mishandled PGMP can wipe out an entire squad of men, and a misplaced cigarette butt could detonate an entire crate of explosives if not secured properly. Radioactive materials must be shielded from the rest of the base.

ARE THERE SUFFICIENT MEDICAL FACILITIES?

A proper headquarters facility that houses medically trained members within the force must be able to utilise their skills properly. Force medics and doctors cannot hope to perform surgery without a decent medical bay, and even light medical care can be made difficult in the wrong environment. A good ratio to keep is one operating theatre for every full ten medically-trained members within the headquarters. Force members are often injured in their line of work and even administrators may have need for good medical facilities, especially on worlds



otherwise unable to provide them; having a good team of medics on hand can make a huge difference to morale.

ARE ASSETS IN PLACE IN CASE OF EMERGENCY?

Although a headquarters is likely to be sited in a safe place, the unexpected can always happen. An earthquake could collapse buildings, a fire could trap men in the motor pool, or an enemy could launch a surprise strike upon the site. When the facility itself becomes a target of destruction (natural or not), all personnel should have emergency assets to utilise. These come in the form of fire retardant blankets, readily-marked breather masks, extinguishing systems, emergency generators, and even escape tunnels.

IS THERE A COMMUNICATIONS HUB FOR THE FORCE?

For a headquarters to truly be effective, it must be able to reach members of the force as quickly as possible. Early technology might use brightly coloured pennants that can be seen for many kilometres, radio transmitters and the like. As technology progresses, headquarters will start utilising teleconferencing and other high-tech communication methods, while mercenary forces spread across different worlds may obtain priority access to X-boat services or other interstellar communications services.

ARE THERE FACILITIES FOR PSIONS?

The discovery of telepathy and psionic abilities can bring about a completely new way of looking at war, whether they are legal or not. Any force that employs psions is advised to make sure they have a 'quiet place' to calm their minds and shut out all mental static. A psion forced to use his talent in poor mental conditions can hope to do his best, but accidents may happen.

IS THERE SUFFICIENT LIFE SUPPORT?

A mercenary force may comprise many different species, and some may require different environments to humans. For obvious reasons, a headquarters must have access to atmospheric and environmental conditions required by the species it employs. For planetary bases this is takes simple preparation and expense, but mobile starship facilities or space stations will need to keep track of what kinds of environments are necessary or toxic for their employees.

Is the headquarters' location known and accessible to force members?

For a facility to be considered a headquarters, force members must be able to travel to its location as required. A headquarters is only useful if employees can access any necessary facilities and potential patrons know where to find it.

FACILITIES

Individual headquarters differ from force to force, especially if they are specialised. A unit of professional sharpshooters will want a fantastic weapon workshop and target range, but an assault platoon might prioritise a complete gymnasium instead. Other than the very basics, a headquarters can vary greatly.

The following sections discuss specific facilities that should be found in a mercenary force's headquarters.

HOUSING

Most will have barracks-style rooms in which force members can sleep when they are off duty, often attached to small equipment lockers where they can keep individual belongings. Side arms, personal clothing and effects can be stowed nearby but privacy is rarely something a low-ranking member can hope for. Such privileges are reserved for higher ranking or specialist members.

DINING

For any headquarters, there has to be some form of dining area and food storage system, be it a small pantry and kitchenette or a massive cafeteria and mess hall.

WASTE AND HYGIENE SERVICES

A headquarters must have adequate ways to clean its members of filth and dispose of their waste. Showers, locker rooms, restroom areas; these are all suitable for most races.

COMMUNICATIONS

An area must be set aside to be used for communications between the force and outside world. Administrators will need to arrange ticket negotiations, officers will need to speak with their superiors, and all will want to make the occasional call home.

EQUIPMENT STORAGE

Weapons lockers, refrigerated grenade cases, armour closets; these are just some of the necessary storage facilities a mercenary force will need in its headquarters. Specialty storage for certain items can be expensive, but always welcome when the force has something like a 'hot' fusion cell or unknown bio-sample around.

ADDRESSING AREA

A central room, hall, auditorium or perhaps teleconference centre is often built for when the force commander or his officers need to address the entire force. Other tasks assigned to this area may be group training, leisure activities or presentations for potential employers.

ENTERTAINMENT AND RECREATION

Although not a necessity to some away from the front lines, most force members will agree that headquarters with no outlet for recreation are nightmare assignments. Gymnasiums, an arcade, even something as simple as a music-player and a small dance floor can be enough to keep the members' minds off the horrible days and nights they occasionally endure. Video fictions, television programmes, and electronic simulation software is available at higher Tech Levels, and can sometimes take up surprisingly little amount of space.

MEDICAL BAYS

Often considered to be the most important facility in any headquarters by the men that live and work there, med bays are equipped to handle the general trauma a unit might suffer. First-aid, triage and rudimentary surgery can all be handled in a basic med bay, but more involved processes could require a sophisticated medical set up. Beside the commonplace bullet wound or cutlass gash, med bays are also home to the pharmaceutical storage bins and any dietary supplements, health-enhancers or combat drugs the force might use.

ENGINEERING WORKSHOPS

Units that utilise high Tech Level equipment and have skilled technicians will need dedicated workshops; places where a demolitionist can put together the charges the strikers will need in the morning, where the recruits can mill out gauss ammunition by the ten-gross batch, or where an expert can crack open a captured enemy computer to see what secrets it holds.

MOTOR POOL AND HANGARS

Forces that have frequent vehicle visitors or own vehicles themselves should have areas set aside specifically for them. Tools, parts, fuel and all of the necessary space to repair and

re-arm vehicles is a must have for a good motor pool (ground vehicles) or hangar (gravs and flyers).

TRAINING AREAS

Expressly useful in cadre camps and recruit compounds, training areas may not be high on the list of facilities to be added to most other headquarters. These areas can come in the form of weight rooms, gymnasiums, shooting ranges, computerised simulation chairs, basic desk-and-teacher classrooms and a variety of other specialised facilities. Training areas are remarkably useful for long term accommodation and unit schools, but not so much at a frontier base or guerrilla outpost.

STOCKADE OR BRIG

Space in most headquarters is a prized element and not given up freely to friends – let alone prisoners. Sometimes a secured space is useful for when members get drunk, drugged or otherwise out of hand. It is unusual for mercenaries to have many prisoners on a base, as captured enemy personnel are normally kept by ticket's patron.

OTHER FACILITIES

There are many other facilities that may be considered for a mercenary headquarters. Perhaps less vital than those already described but each fulfilling a necessity some forces may find while others may not.

- Religious altars, artefacts or chapel areas
- Alternate atmospheric quarters for alien guests or members
- Negotiation offices for ticket or governmental administration
- Biological or chemical laboratories
- Psionic testing facilities
- Duelling arenas (popular in Aslan units)
- Rentable guest and visitor housing

VEHICLES AND EQUIPMENT

The armoury of a mercenary force often means the difference between success and failure, of profit and bankruptcy. A well-equipped force will always have the right tools for the job, able to compete missions while taking setbacks in its stride. A force that has chosen its supporting equipment poorly will face constant disaster and ruin as it runs into better-equipped foes.

This chapter looks at military and quasi-military equipment that will be of particular interest to the discerning mercenary commander, as well as how weapons and equipment evolve between Tech Levels, and how to go about equipping not the crew of a space craft but an entire mercenary force.

PURCHASING FOR MERCENARIES

Mercenary forces have the same options for making purchases as anyone else. When buying weapons, armour or equipment, they can send a representative down to the local arms dealer and pay for whatever they are after.

However, being a registered mercenary carries benefits, including the ability to buy in bulk in return for a discount, a useful ability when equipping entire platoons, companies or regiments at a time.

AVAILABILITY

Regretfully, even a mercenary force cannot always have everything it wants, even if it has the Credits to spare. In general, a referee should allow players to purchase common items for their force but whenever they want something a bit special, in great quantity, or are on a world where supplies might not be readily available, the referee is encouraged to make the players roll for the availability of items they are after.

Whenever the referee deems equipment may not be present or easily found, the player should make a Broker check. There are a number of modifiers which should be applied to this check.

REFEREE'S FIAT

The referee may apply his own modifier (typically anywhere between -3 and +3) to reflect equipment that is particularly easy or hard to find, rare or common on the present world, the relative notoriety of the mercenary force – or a desire from the referee not to let certain technologies become too prolific in his campaign!

Circumstance	DM
Item is considered highly specialised	-1
Item is typically reserved for military use	-2
Item's TL is 3-4 steps away from the world's TL	-1
Item's TL is 5 or more steps away from the world's TL	-2
Purchaser willing to pay double the price	+1
Purchaser willing to pay triple the price	+2
Starport Class A	+1
Starport Class X	-4
World has Hi, Ht, In, and/or Ri Trade Codes	+1
World has Lt, Na, NI, and/or Po Trade Codes	-2
World Population 0	-3
World Population 1-2	-2
World Population 3-5	-1
World Population 9-11	+1
World Population 12+	+2

TECH AND LAW LEVELS

Under normal circumstances, items that are unlikely to be found on a world due to Tech Level being too low or Law Level being too high should not be made available to players at all. However, there may be exceptions, especially if players are willing to make illegal purchases on the black market, and the referee may consider creating a mini-scenario in order to locate such items. This will give him every chance to make the players pay for the items in more ways than mere Credits!

BULK BUYING

While weapons and armour are not (or rarely) traded as commodities, there is nonetheless a great deal a cunning mercenary force commander can do to reduce the outlay when equipping his men. The largest and most successful mercenary forces often keep a permanent arms buyer on staff, someone who is skilled in making deals and obtaining the scarcest items for the very best prices.

Whenever a mercenary force is buying a large number of identical items, they may try to obtain a discount on the entire purchase. This may only be done when the force is buying 20 or more of one item and the total unadjusted cost would come to at least Cr5,000.

At the referee's discretion, a large purchase of several different items, each numbering at least 20 but all less than Cr5,000, may be combined to reach Cr5,000. This should only be done when the purchases are being made from the same seller.

A Broker check must be made for the purchase, with the Effect multiplied by ten to reduce the asking price by this percentage (to a maximum of 30% discount – the seller has to make a profit!). If the Effect is –4 or lower, the asking price will go up by 25%. Obviously the buyer has taken offence to the broker's approach...

The referee may impose his own modifiers on the Broker check. A penalty might be called for if the players have been especially brusque in their dealings with the merchant, if the items are in great demand or if they are especially rare and difficult to get hold of. However, the referee might allow a bonus for items that have 'never been fired and only dropped once' or perhaps if the players agree to use the reputation of their mercenary force to endorse and promote the merchant...

THE QUARTERMASTER'S STORE

The professional mercenary will often rely on a relatively small range of equipment, learning each item intimately and depending on what he knows is the best on the market. However, there are as many different opinions on what this equipment should be as there are mercenaries, and there will always be a ticket that demands highly unusual entries into the quartermaster's store.

Binders (TL 10): The ultimate in personal prisoner security, these restraints are designed to automatically lock around a subject's wrists and tighten if there is any resistance or attempt to escape. Furthermore, they are designed to be fitted one-handed, requiring a minor action and an Average (+0) Athletics (co-ordination), Dex check. The binders are exceedingly tough, requiring 20 points of damage to be applied in a single strike to separate the hands, and 30 points to break a wrist loose. To wriggle free of the binders requires a Formidable (-6) Dex check, with each failure applying 1 point of damage to the subject's Dexterity as the binders constrict. A set of binders masses 1kg and cost Cr800.

Biomonitor (TL 11): A small, flat-device, about the size of a palm, the biomonitor accurately assesses the current medical status of anyone it is pressed into contact with. Often integrated into armour, it is extremely useful to combat medics who use it to quickly diagnose a patient, though its expense means that few mercenary forces use them for all personnel. A biomonitor grants DM+1 to all Medic checks made to perform first aid upon the user. A biomonitor masses 1kg and costs Cr600. If it is bought as an option for armour, its mass is ignored and it costs Cr500.

Blast Shield (TL 5): This is a large rectangular shield made from thick metal plating, approximately one metre wide and two metres high. It provides 10 points of additional Armour to anyone standing behind one. Blast shields are typically used to provide temporary protection of fixed emplacements and bases in times of danger. A blast shield masses 100kg and costs Cr300.

TL 8: This blast shield provides 20 points of Armour and costs Cr500.

TL 10: This blast shield provides 20 points of Armour, masses 75kg and costs Cr800.

Camouflage Netting (TL 5): Designed to replicate a specific environment (often that of a specific world), camouflage netting is used to disguise vehicles, tents and personnel from casual observation/ It is extremely quick to set up, and even the rawest recruit can be delegated to the task of hiding the important parts of a temporary camp. Camouflage netting provides DM-1 to any Recon checks made to spot the item it is hiding. However, it only works in the environment for which it was designed for and will quickly be eroded by combat or bad weather. Netting sufficient to cover a person masses 2kg and costs Cr350, while one large enough for a vehicle or large tent will typically mass 12kg and cost Cr950.

TL 8: This camouflage netting provides DM-2 to Recon checks.

TL 12: This camouflage netting provides DM-3 to Recon checks and will also inflict this penalty to anyone using infrared sensors.

Chameleon Netting (TL 10): Similar to camouflage netting, chameleon netting has active pigments designed to blend into the surrounding area, permitting it to be used on many worlds, in many environments. Chameleon netting provides DM-2 to any Recon checks made to spot the item it is hiding. Unlike camouflage netting, it is resistant to bad weather but can still be damaged in combat. Netting sufficient to cover a person masses 2kg and costs Cr800, while one large enough for a vehicle or large tent will typically mass 12kg and cost Cr2,500.

TL 12: This camouflage netting provides DM-3 to Recon checks and will also inflict this penalty to anyone using infrared sensors.

Fire Putty (TL 7): Dispensed from a small tube, fire putty is a combustible substance used to start small fires, typically for camps in the field though mercenaries can always be relied upon to find more destructive uses. Once dispensed, very much like toothpaste, an electronic 'match' attached to the tube is used to instantly ignite the putty. The putty typically burns for 10-30 minutes. Each tube costs Cr15.

Portable Dome (TL 7): This is a small domed habitat, large enough to sleep four people. It is made from a tough, flexible material and can be atmospherically sealed, though it does not feature an airlock. Portable domes are typically used to provide comfortable, if basic, sleeping quarters when far from civilisation. They take 1D hours to assemble, masses 120kg and costs Cr1,000. A larger version is available that can sleep 8 people in two partitioned compartments, massing 200kg and costing Cr1,750.

Personal Hygiene Kit (TL 5): Contained in a handy waterproof bag, the hygiene kit should be considered standard equipment for all mercenaries – but is sadly neglected by some. Contents vary, but typically include self-moistening washcloths, antiperspirant, soap, along with toothbrush and paste. At higher Tech Levels, the washcloths are made of smart fabric, meaning they are no longer technically disposable (though regular replacements are still recommended) and toothpaste and brushes are replaced with hygienic gum. The personal hygiene kit costs Cr10, and manufacturers recommend it is replaced every week.

Tracker Transponder (TL 9): Using a molecular adhesive, the tracker transponder emits a continuous signal upon activation,

broadcasting on a predetermined frequency or range of frequency. It is typically used by agents needing to track people or vehicles, though mercenary forces have found it useful to record the position of critical personnel and equipment they have been contracted to escort. The tracker transponder has an effective range 10km and broadcasts continuously for 6 hours. It can be attached to a person or vehicle with a minor action. It costs Cr150.

TL 10: This version has a range of 50km, broadcasts for 12 hours and costs Cr500.

TL 13: This version has a range of 1,000km, broadcasts continuously and costs Cr800.

Wilderness Grenade (TL 5): Not a true weapon, the wilderness grenade is designed to emit a loud bang when deployed, and is supposed to be used to frighten local wildlife away from field camps. Some models also emit a gas that is undetectable to humans but irritates certain types of wildlife. When confronted with an Anti-beastie grenade, most animals must make an Instinct check or be frightened out of the immediate area (hungry predators may ignore this check altogether). However, most of these grenades get used by mercenaries during victory celebrations or when news of a lucrative new contract reaches them. An Anti-beastie grenade masses 0.5kg and costs Cr10.



GROUND VEHICLES

Even a small mercenary force will find itself well-served by purchasing a light armoured vehicle or two. While transport costs to other worlds will increase greatly, the ability to rely on one's own transport rather than a patron whose reliability may vary can mean the difference between survival for much of the mercenary force and having to recruit a whole new team.

As mercenary forces become larger and more capable, commanders will actively seek to increase their complement of vehicles. For a company-sized force, the addition of just one gunship or light attack aircraft can make a huge difference on the battlefield, as can field guns and heavier armoured vehicles. From these roots, a mercenary force can start building entire armoured companies and regiments with whole wings of air support, allowing it to take on the highest paying tickets and most specialised of missions. The mercenary forces that embrace this concept to the fullest may find themselves arriving on a new world in a small fleet of transports and able to take on tickets that see them engaging frontline military armies.

COUGAR BATTLE TANK

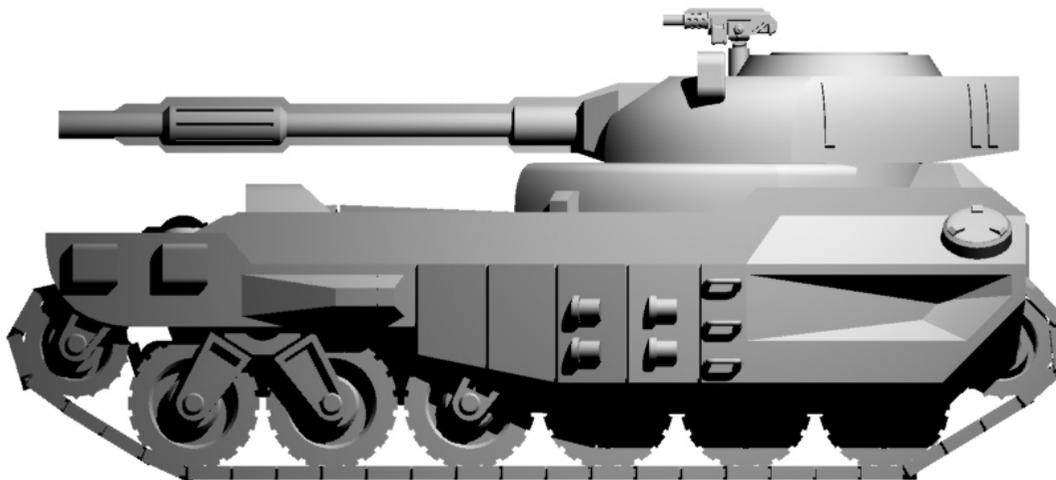
Though rooted firmly in the combustion era of technology, the Cougar is a solid (and cheap) choice for many mercenary forces. While lacking the capabilities of more advanced battle tanks, it is still a terrible obstacle for most infantry and can easily deal with armoured vehicles of similar Tech Levels. The small calibre of its weapons allows it to stay in the field without the need for rearming for extended periods, though its fuel tanks curb the distance it can move without refuelling.

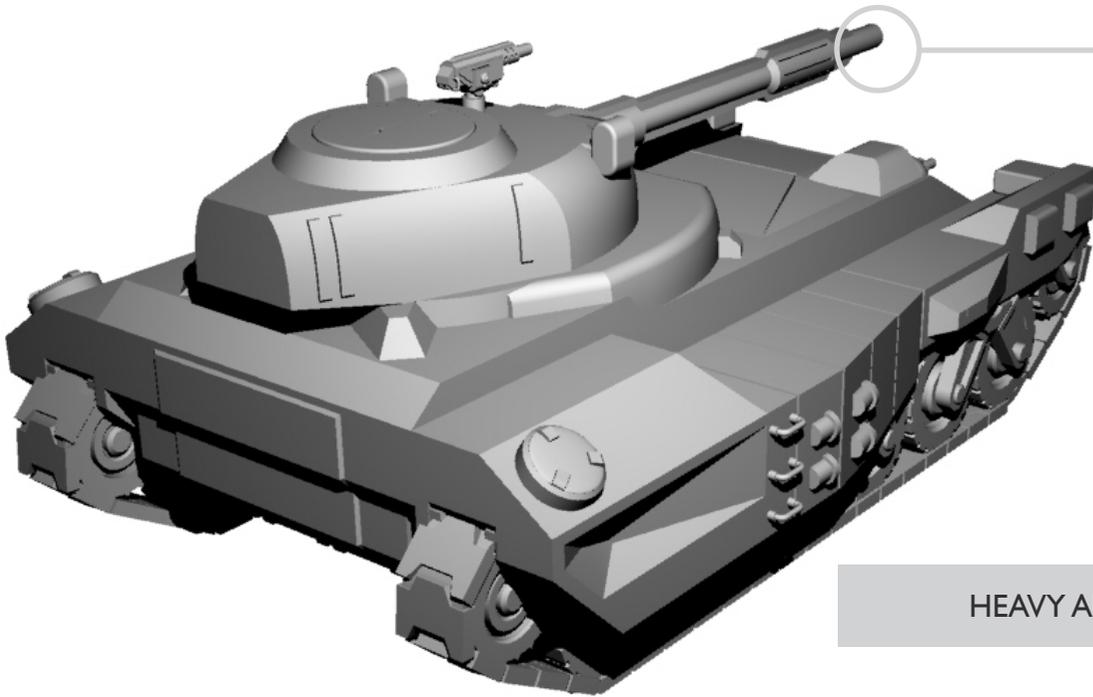
TL	Skill	Agility	Speed	Range	Crew/Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
6	Drive (tracked)	-1	75	150	3/-	1.5 tons	No	15	15	687,400	15 tons

Location	Armour	Weapon	Location	Damage	Range	Auto	Ammo
Front	90	Heavy Autocannon	Turret	8D	Distant	No	3,000
Right	60	Heavy Machinegun	Turret Pintle	5D	Rifle	6	7,000
Left	60	Heavy Machinegun	Hull Front	5D	Rifle	6	7,000
Rear	45						
Top	60						
Bottom	60						
Turret Front	90						
Turret Side/Rear	60						

OTHER EQUIPMENT/MODIFICATIONS:

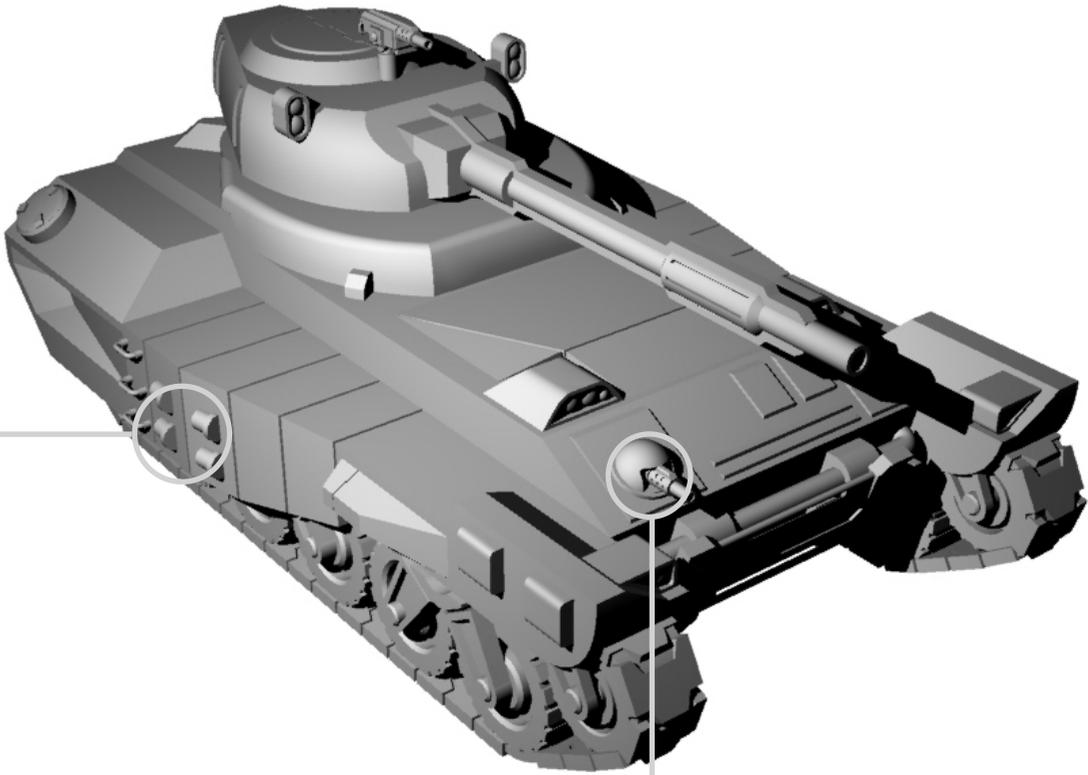
AFV, Basic Controls, Comms (very distant), Decreased Range (fuel efficiency), Fire Extinguishers, Improved Fire Control (heavy autocannon, +1), Increased Speed, Large Turret, Pintle Mount, Smoke Dischargers





HEAVY AUTOCANNON

SMOKE DISCHARGERS



HEAVY MACHINEGUN

BRUTUS HEAVY CARGO TRUCK

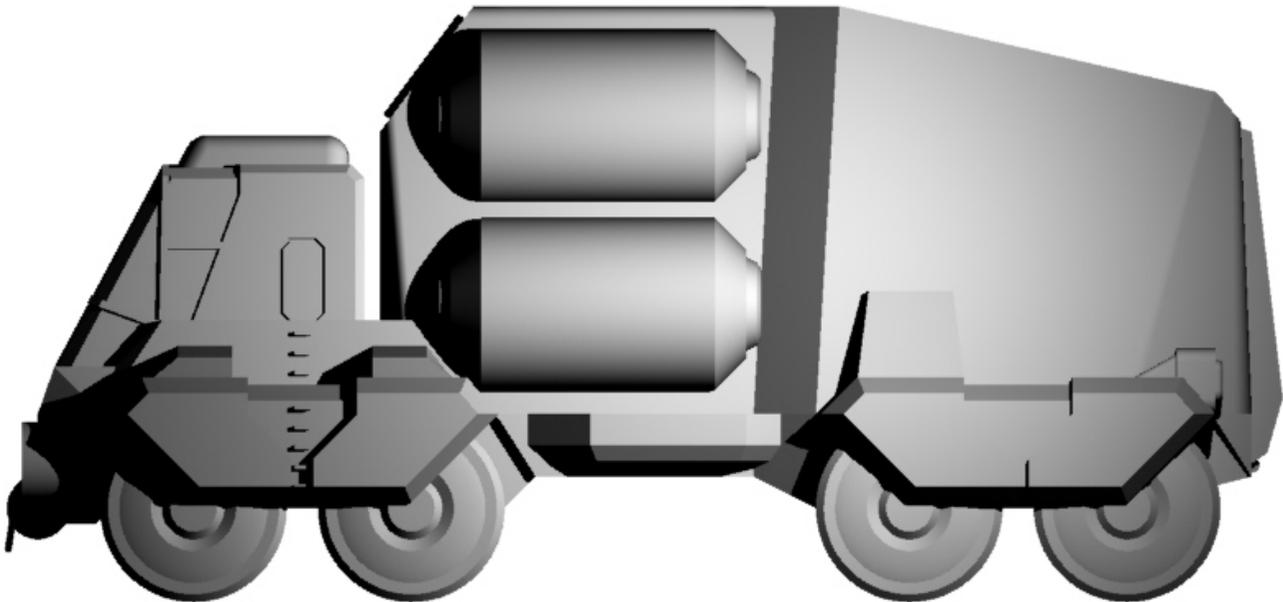
While lacking the glamour of armoured vehicles and aircraft, the ability to deliver supplies and ammunition to forward bases, not to mention shipping out the wounded, is a fundamental requirement for any mercenary force not wanting to rely on his employers. This truck is large, built with the assumption that a mercenary force needs the greatest carrying capability within as few separate vehicles as possible.

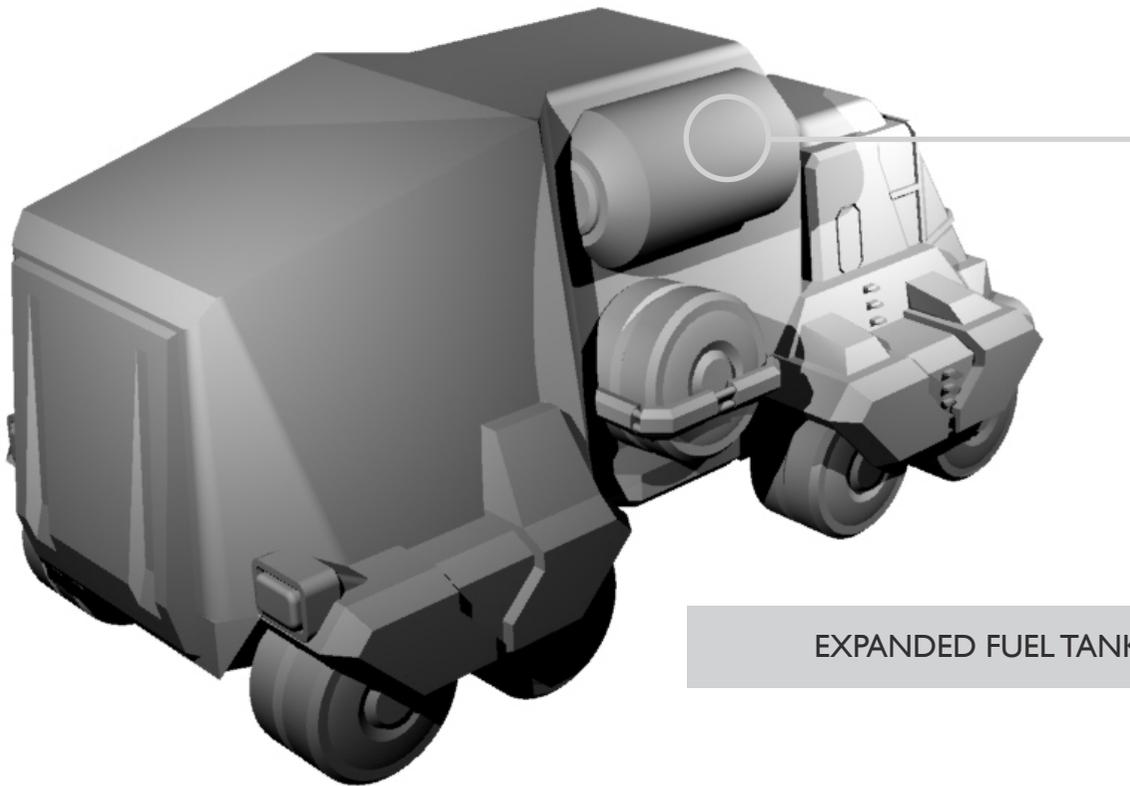
TL	Skill	Agility	Speed	Range	Crew/Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
10	Drive (Wheeled)	-2	109	550	1/2	15 tons	No	40	40	392,000	40 tons

Location	Armour	Weapon	Location	Damage	Range	Auto	Ammo
Front	4	—	—	—	—	—	—
Right	4						
Left	4						
Rear	4						
Top	4						
Bottom	4						

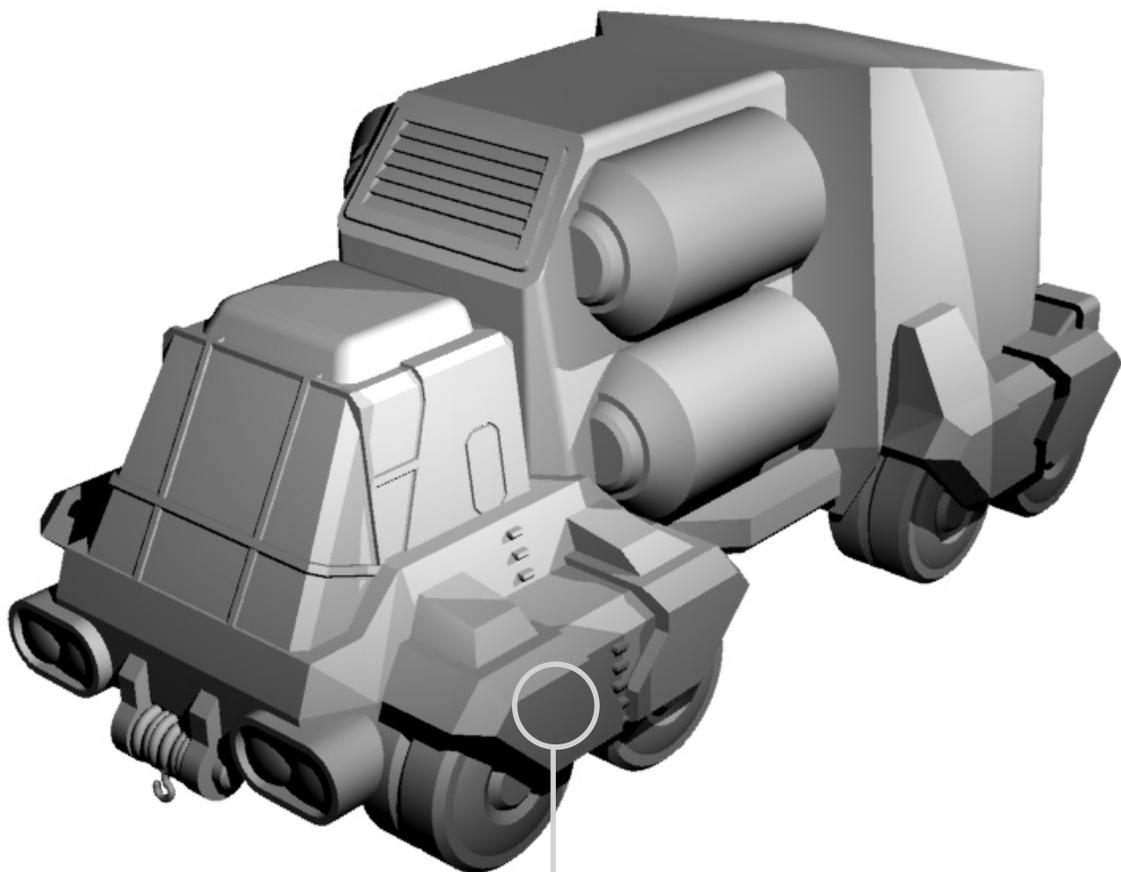
OTHER EQUIPMENT/MODIFICATIONS:

Basic Controls, Basic Navigation (+1), Comms (continental), Decreased Agility, Decreased Speed, Increased Range (fuel efficient), Medium Crane, Off-road Capability, Wheels x 8





EXPANDED FUEL TANKS



OFF-ROAD CAPABILITIES

NEWPOINT GRAV APC

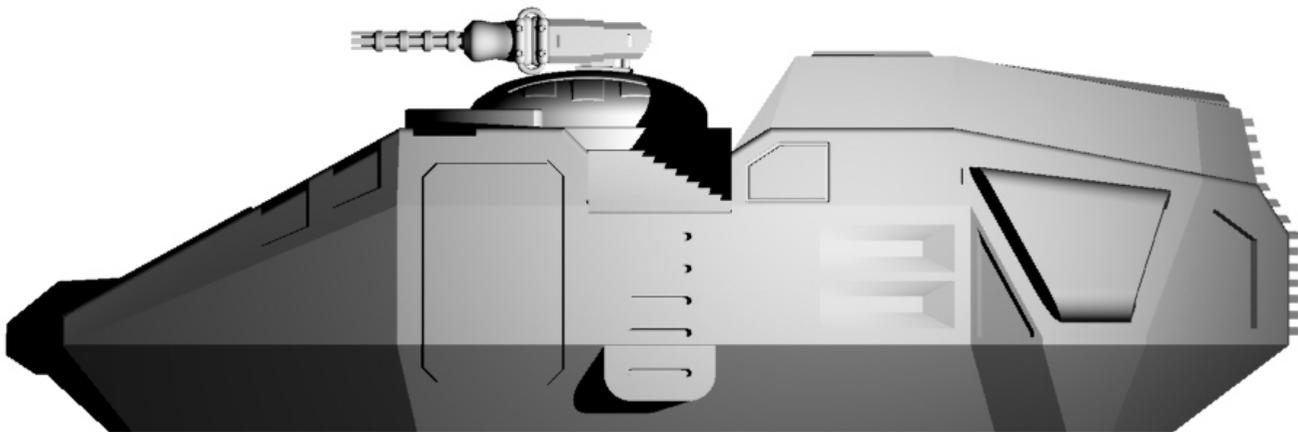
A highly advanced APC, the Newpoint is designed to deploy a squad of infantry quickly and safely anywhere in a combat zone. Originally built for large militaries, it has recently started selling to mercenary forces looking for the ultimate in soldier safety. It is flexible enough to carry important cargoes and has the weaponry to act as a fire point, though the Newpoint is no match for a dedicated fighting vehicle.

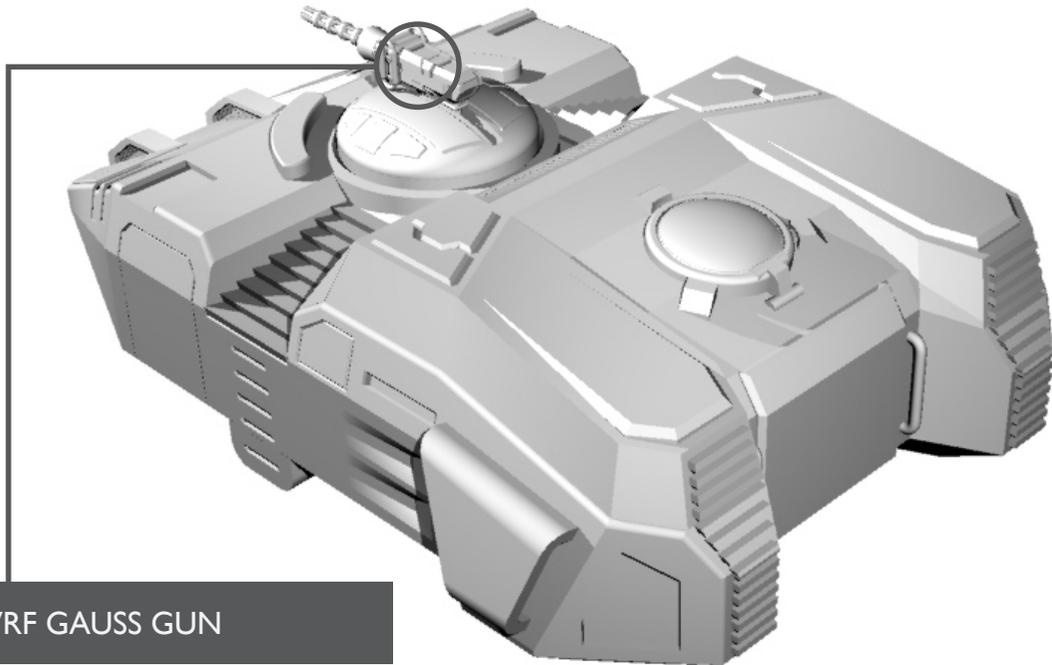
TL	Skill	Agility	Speed	Range	Crew/Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
13	Flyer (grav)	+2	400	1,000	2/8	200 kg	No	10	10	6,388,700	10 tons

Location	Armour	Weapon	Location	Damage	Range	Auto	Ammo
Front	70	VRF Gauss Gun	Small Turret	50	Distant	12	20,000
Right	60						
Left	60						
Rear	30						
Top	30						
Bottom	50						
Turret Front	70						
Turret Side/Rear	60						

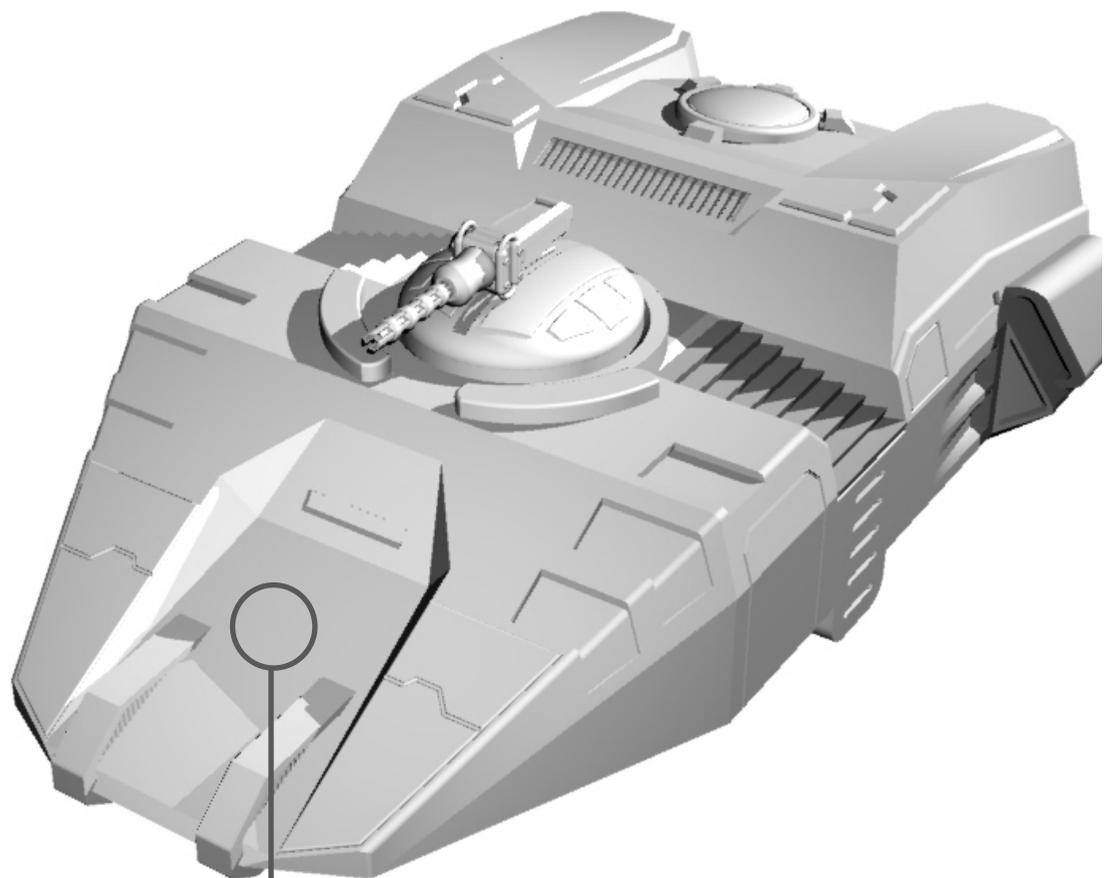
OTHER EQUIPMENT/MODIFICATIONS:

Advanced Controls, Advanced Navigation (+3), AFV, Bunk, Comms (continental, uplink), Corrosive Environment Protection, Decreased Range (fuel efficiency), Fire Extinguisher, Improved Fire Control (VRF gauss gun, +3), Laser Anti-Missile System (TL 13)





VRF GAUSS GUN



CORROSIVE ENVIRONMENT PROTECTION

CRUSADER SELF-PROPELLED GUN

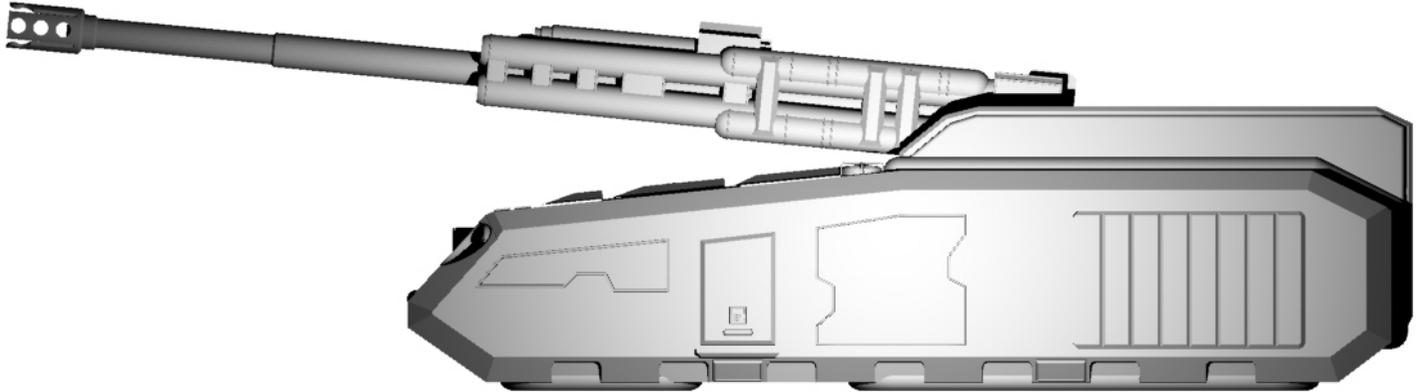
Using a heavy grav chassis, the Crusader is lightly armoured compared to the likes of the Paladin, but its 150mm howitzer is capable of flinging shells over 24 kilometres, allowing a mercenary company to position a vehicle or squadron far beyond the immediate combat area. From there, the Crusader can provide instant support to forward units, using its howitzer to obliterate opposition before quickly relocating to avoid counterbattery fire.

TL	Skill	Agility	Speed	Range	Crew/Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
9	Flyer (grav)	+0	250	500	3/-	-	No	24	20	6,862,200	24 tons

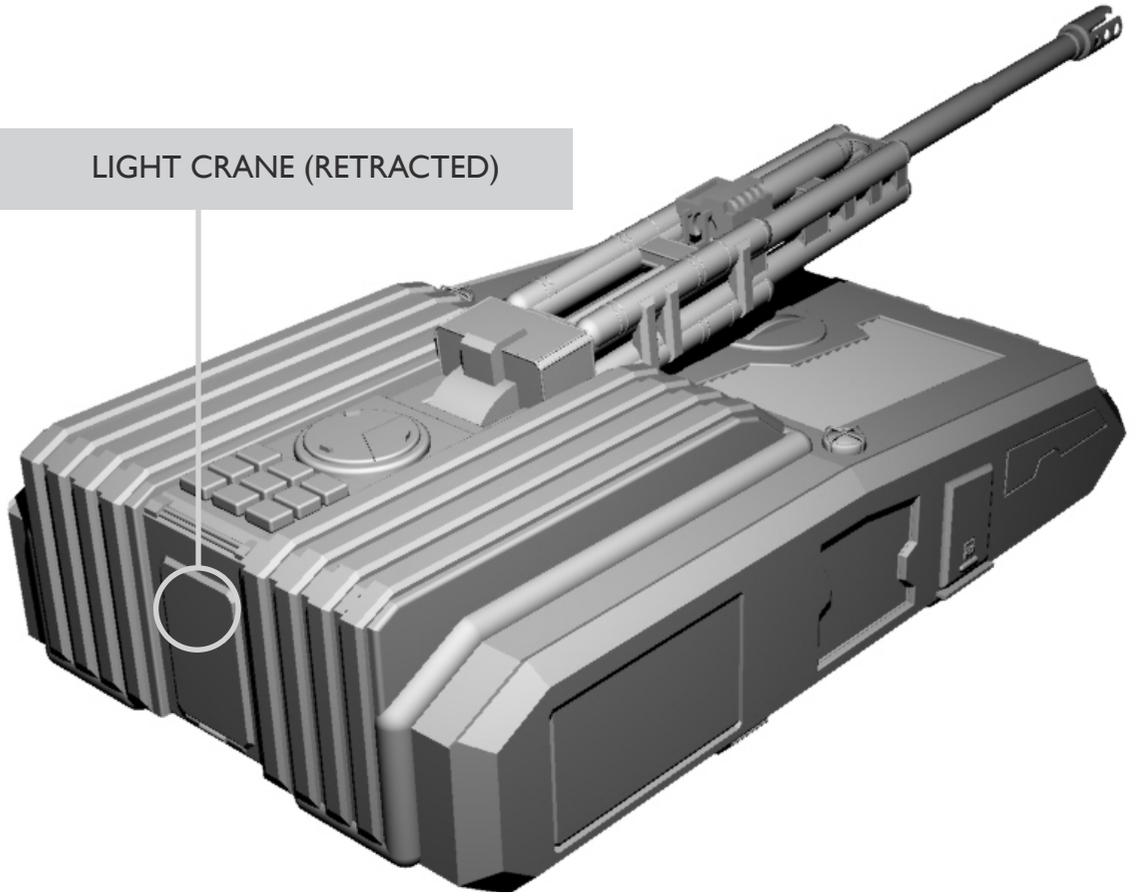
Location	Armour	Weapon	Location	Damage	Range	Auto	Ammo
Front	60	150mm Howitzer	Fixed Front	12D	24km	no	32
Right	30						
Left	30						
Rear	20						
Top	20						
Bottom	40						

OTHER EQUIPMENT/MODIFICATIONS:

AFV, Basic Controls, Comms (extreme, uplink), Computer/1, Decreased Agility, Decreased Range (fuel efficiency), Decreased Structure, Fire Extinguisher, Improved Fire Control (150mm howitzer, +2), Light Crane, Smoke Dischargers, Standard Navigation (+2)



LIGHT CRANE (RETRACTED)



150MM HOWITZER

PALADIN LASER GRAV TANK

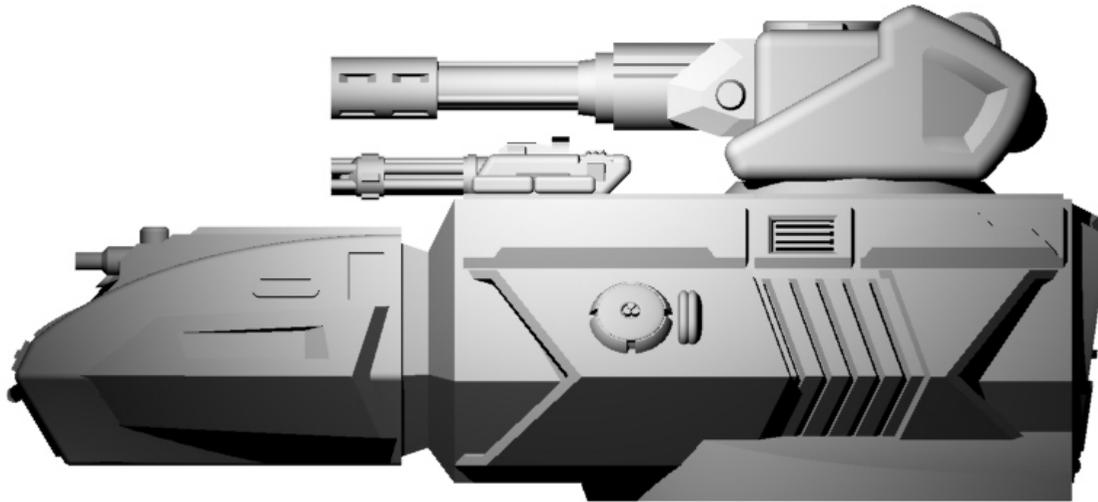
Bringing heavy laser fire to the battlefield at a low Tech Level, the Paladin is a fearsome foe for more primitive forces to face and, used well, can hold its own against stronger forces. Well-equipped and of imposing size, the Paladin is suitable for any mercenary force looking to expand its interests into armoured warfare, so long as it has the capacity to move such a large vehicle between combat zones.

TL	Skill	Agility	Speed	Range	Crew/Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
9	Flyer (grav)	+0	150	500	3/-	-	No	24	24	13,857,350	24 tons

Location	Armour	Weapon	Location	Damage	Range	Auto	Ammo
Front	120	Laser Cannon	Large Turret	8D	Distant	No	-
Right	90	Heavy Rotary Machinegun	Turret Ring Mount	5D	Very Long	10	7,000
Left	90						
Rear	40	Medium Machinegun	Fixed Front	3D+3	Rifle	6	10,000
Top	60						
Bottom	80						
Turret Front	120						
Turret Side/Rear	90						

OTHER EQUIPMENT/MODIFICATIONS:

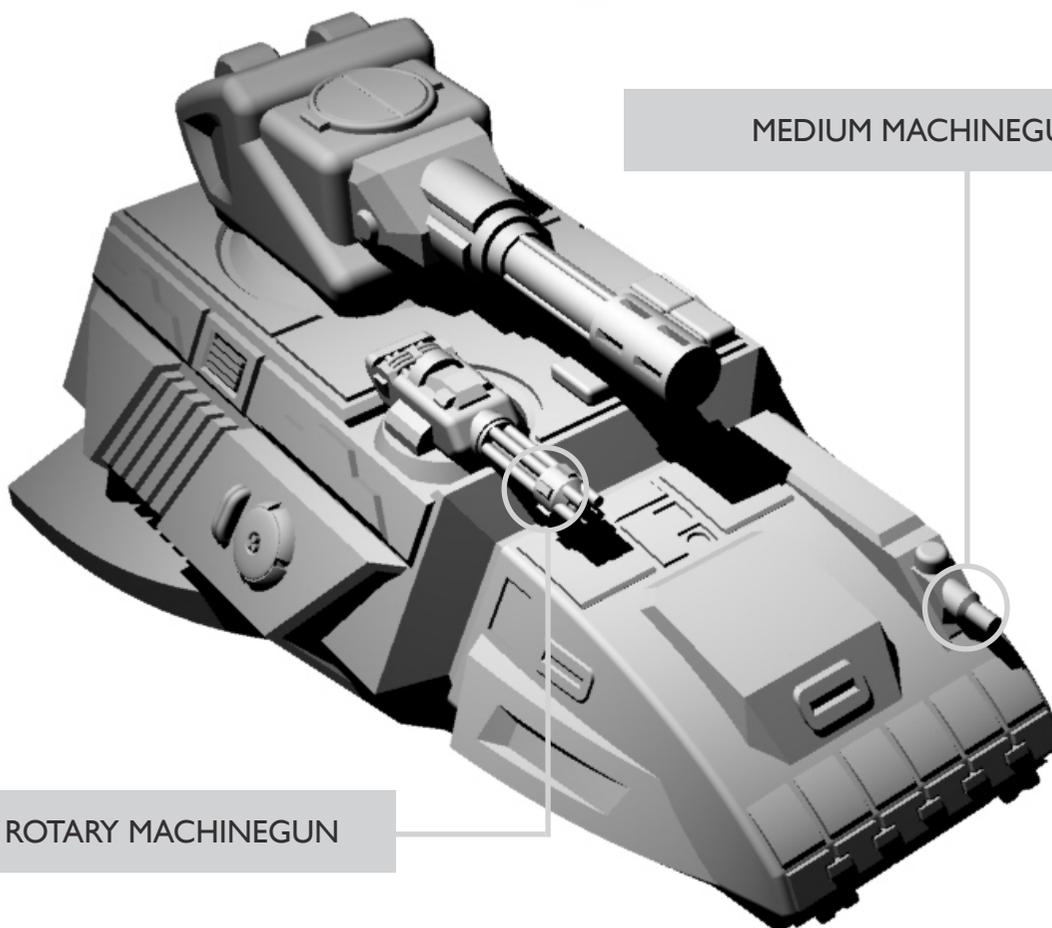
Advanced Controls, AFV, Air Lock, Comms (extreme, uplink), Computer/1, Decreased Agility, Decreased Range (fuel efficiency), Fire Extinguisher, Gun Shield (ring mount), Improved Fire Control (laser cannon, +2), Life Support (short term), Prismatic Aerosols, Projectile Anti-Missile System (TL 8), Sensors (+2, TL 8), Standard Navigation (+2)



LASER CANNON



MEDIUM MACHINEGUN



HEAVY ROTARY MACHINEGUN

AERIAL VEHICLES

GVR MINICOIN AIRCRAFT

The original Minicoins (Mini-Counter Insurgency) aircraft were converted light trainers, but their price and utility for those who cannot afford better have made them invaluable to forces who otherwise have no air force. The slow speed and ability to fly very close to the ground makes this aircraft difficult to intercept with regular air superiority assets, while it retains just enough speed to take stationary targets by surprise.

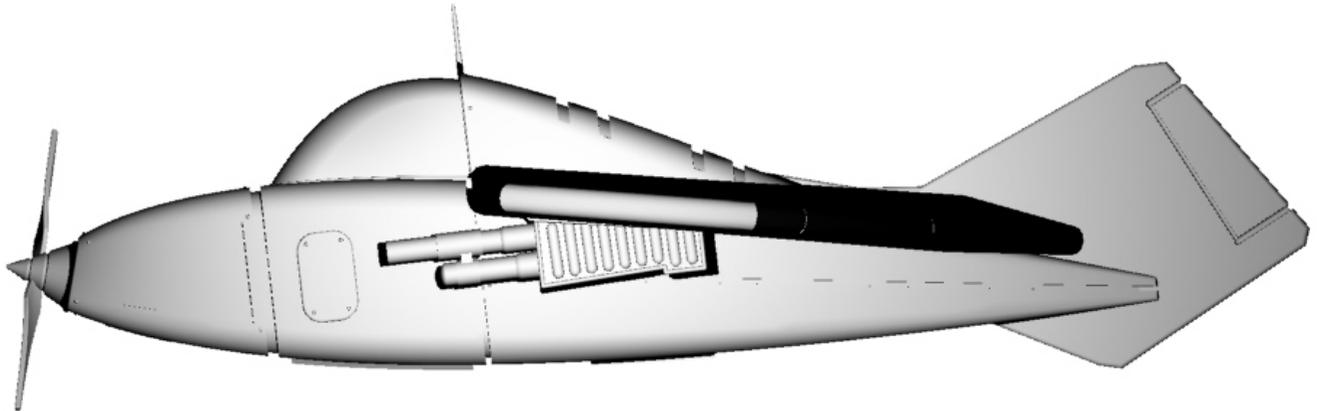
TL	Skill	Agility	Speed	Range	Crew/Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
6	Flyer (wing)	+1	200	1,200	1/-	600	No	1	1	104,400	4 tons

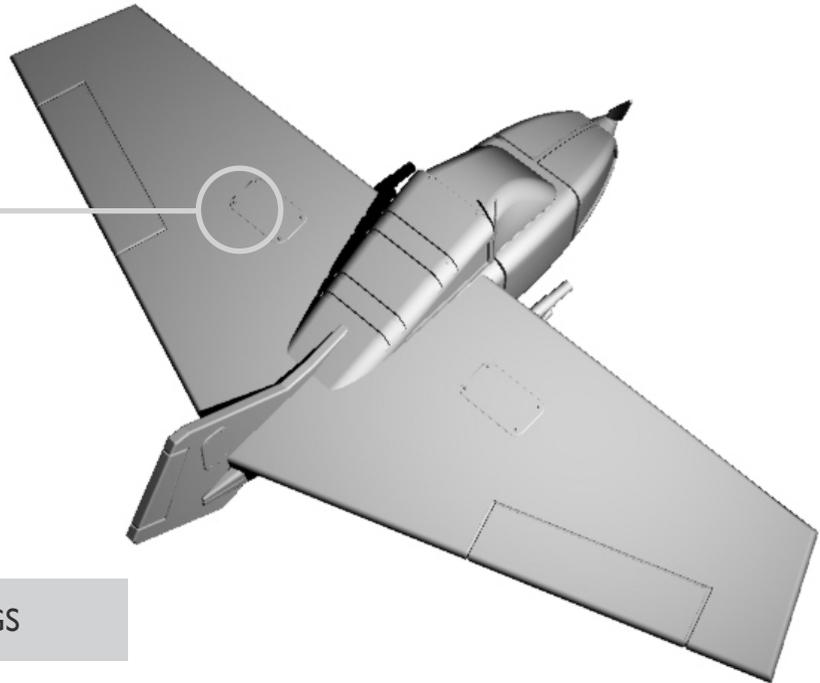
Take-off/Landing: 150m/250m

Location	Armour	Weapon	Location	Damage	Range	Auto	Ammo
Front	3	Medium Machinegun x2	Fixed Front	3D+3	Rifle	6	10,000
Right	3						
Left	3						
Rear	3						
Top	3						
Bottom	3						

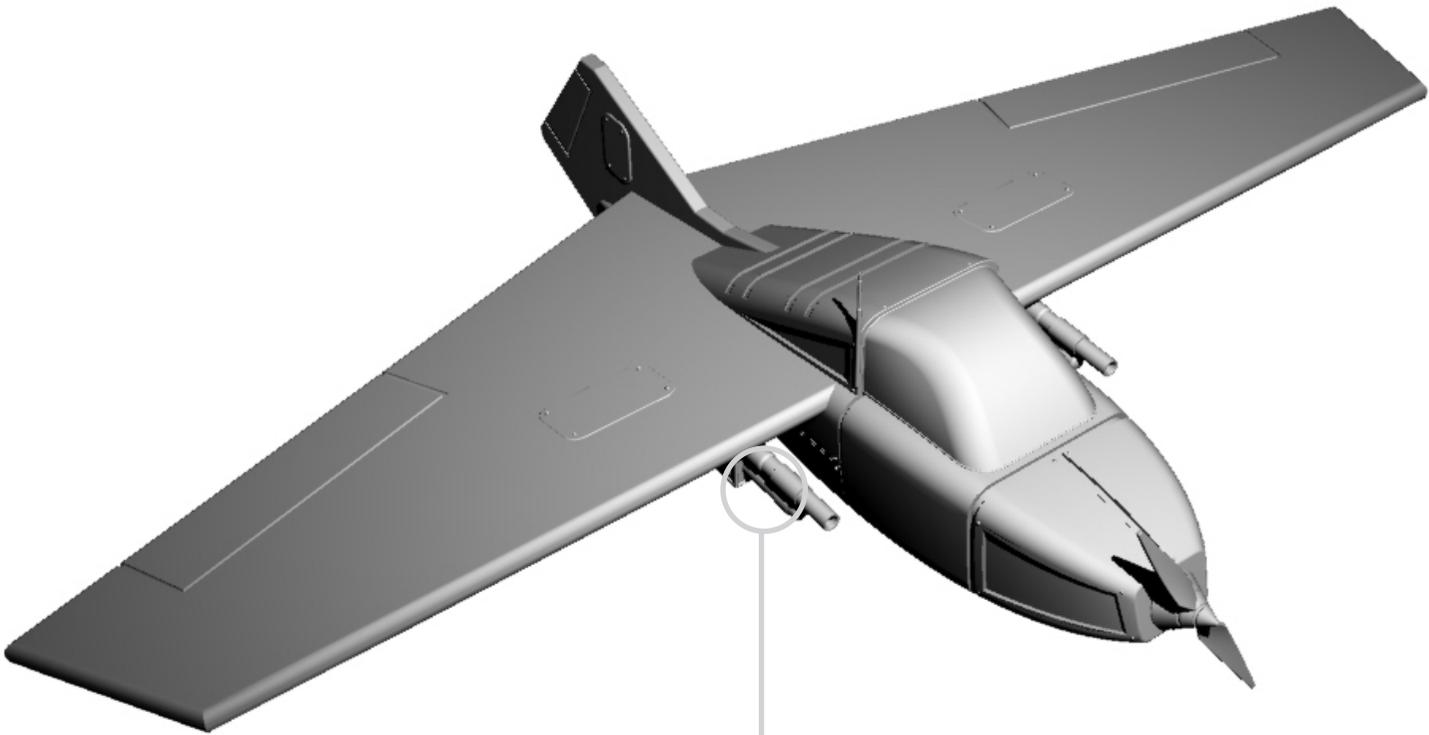
OTHER EQUIPMENT/MODIFICATIONS:

Basic Controls, Comms (very distant), Deceased Speed, Hardpoints x 2 (1 space each), Increased Range (fuel capacity), STOL





STOL EFFICIENT WINGS



MEDIUM MACHINEGUN

SAWFLY LIGHT ATTACK AIRCRAFT

Designed to be affordable to independent mercenary forces, these aircraft are nonetheless effective so long as enemy forces do not gain air superiority. Against ground forces, the speed and agility of this aircraft make it a constant terror, as it can fly low enough to make strikes before targets realise it is in the area, while massive fuel tanks allow it to loiter near the forward edge of battle for extended periods of time. Integral machineguns come as standard, but hardpoints under the wings allow a heavier payload if desired.

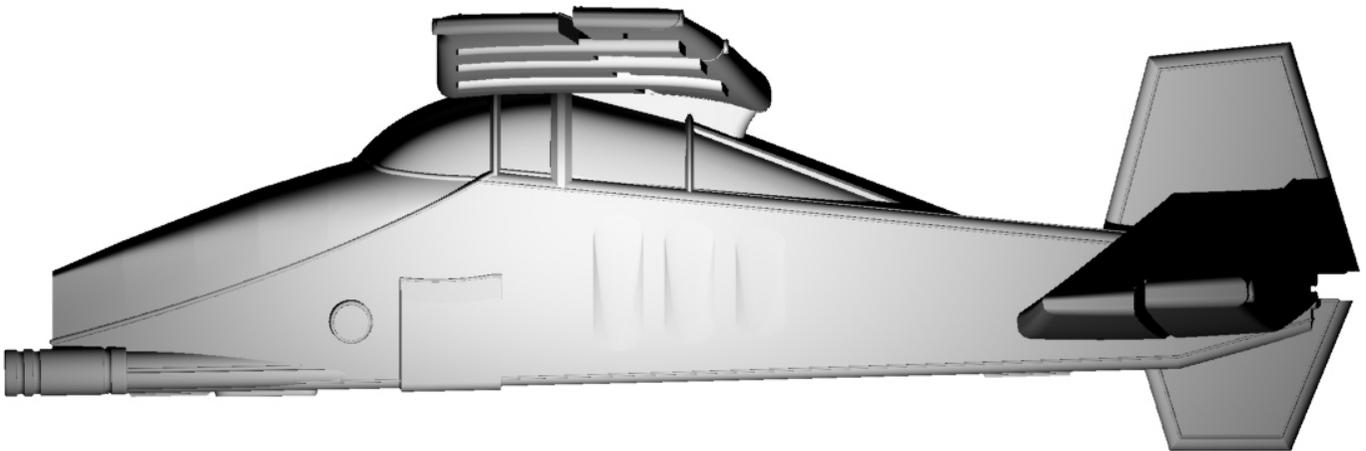
TL	Skill	Agility	Speed	Range	Crew/Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
7	Flyer (wing)	+1	350	3,600	1/1	400	No	3	3	517,800	16 tons

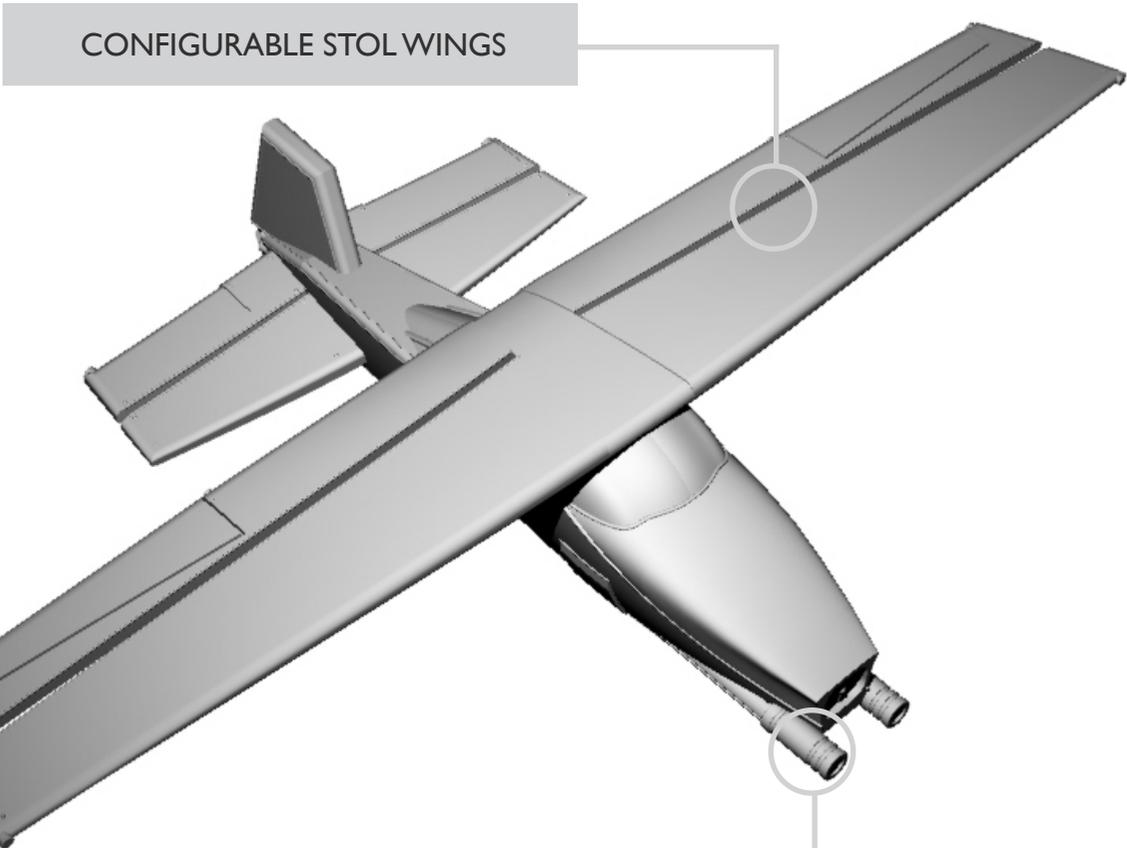
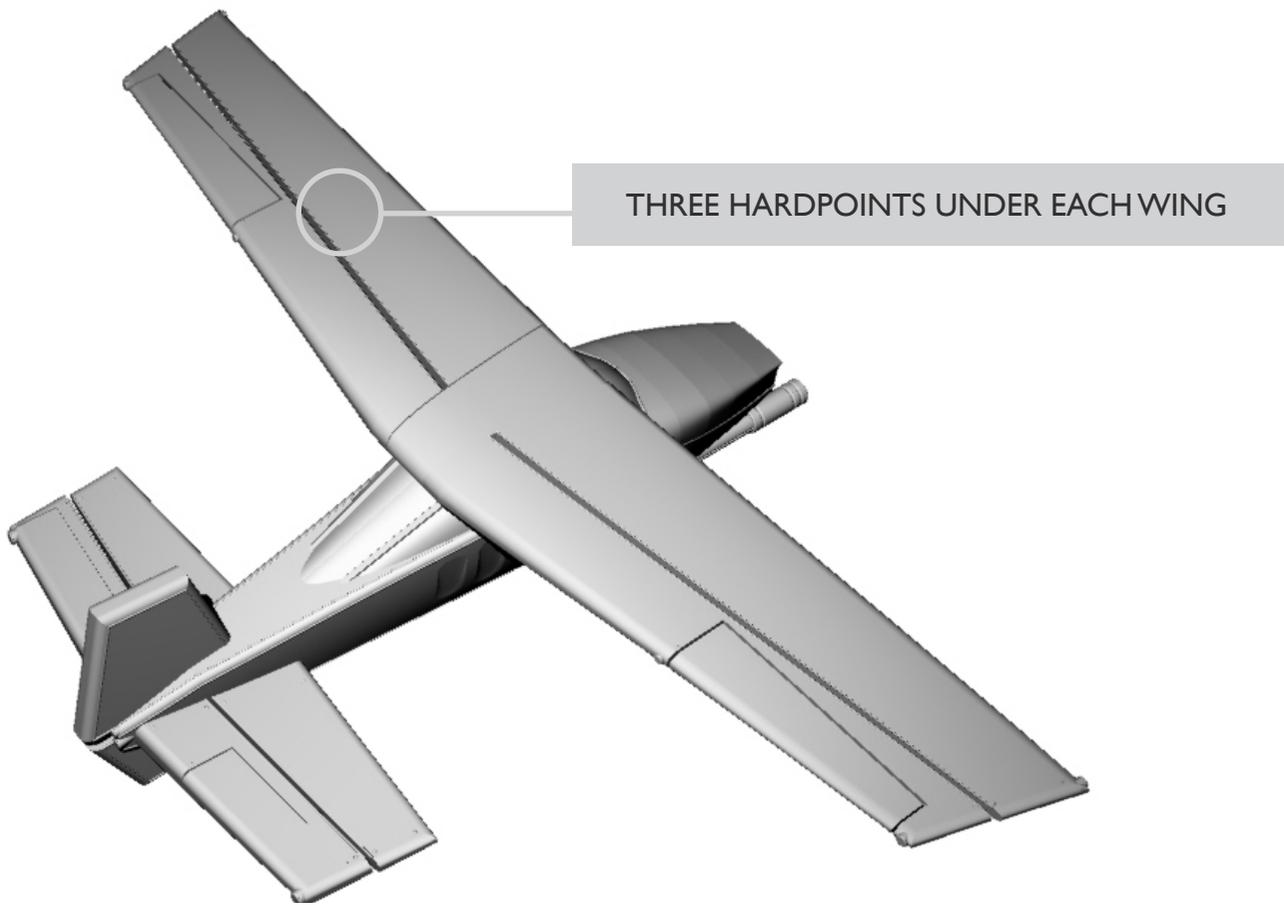
Take-off/Landing: 150m/200m

Location	Armour	Weapon	Location	Damage	Range	Auto	Ammo
Front	3	Medium Machinegun x2	Fixed Front	3D+3	Rifle	6	10,000
Right	3						
Left	3						
Rear	3						
Top	3						
Bottom	3						

OTHER EQUIPMENT/MODIFICATIONS:

Basic Controls, Comms (very distant), Decreased Hull, Decreased Structure, Flares x 2, Hardpoints x 6 (1 space each), Increased Range (fuel capacity), STOL





FURY HELICOPTER GUNSHIP

The gunship is the ultimate helicopter attack platform, dedicated to destroying large numbers of armoured vehicles but equally capable of taking on infantry formations and conducting precision strikes on battlefield targets. Heavily armoured (for a helicopter) gunships are often well integrated into successful mercenary forces as they can provide deadly close support. This gunship carries a rotary autocannon and internally-mounted missiles, though it also sports hardpoints for additional custom loads.

TL	Skill	Agility	Speed	Range	Crew/Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
8	Flyer (rotor)	-1	152/ 400	2,000	2/-	-	No	8	6	27,531,600	40 tons

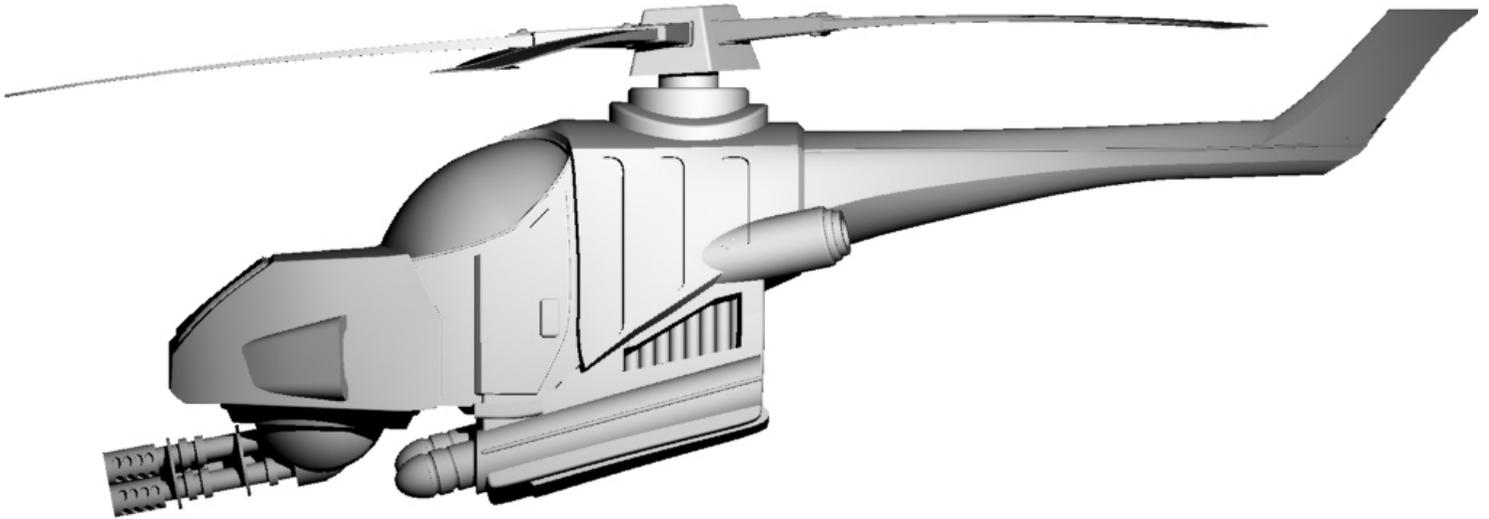
Take-off Radius: 70m

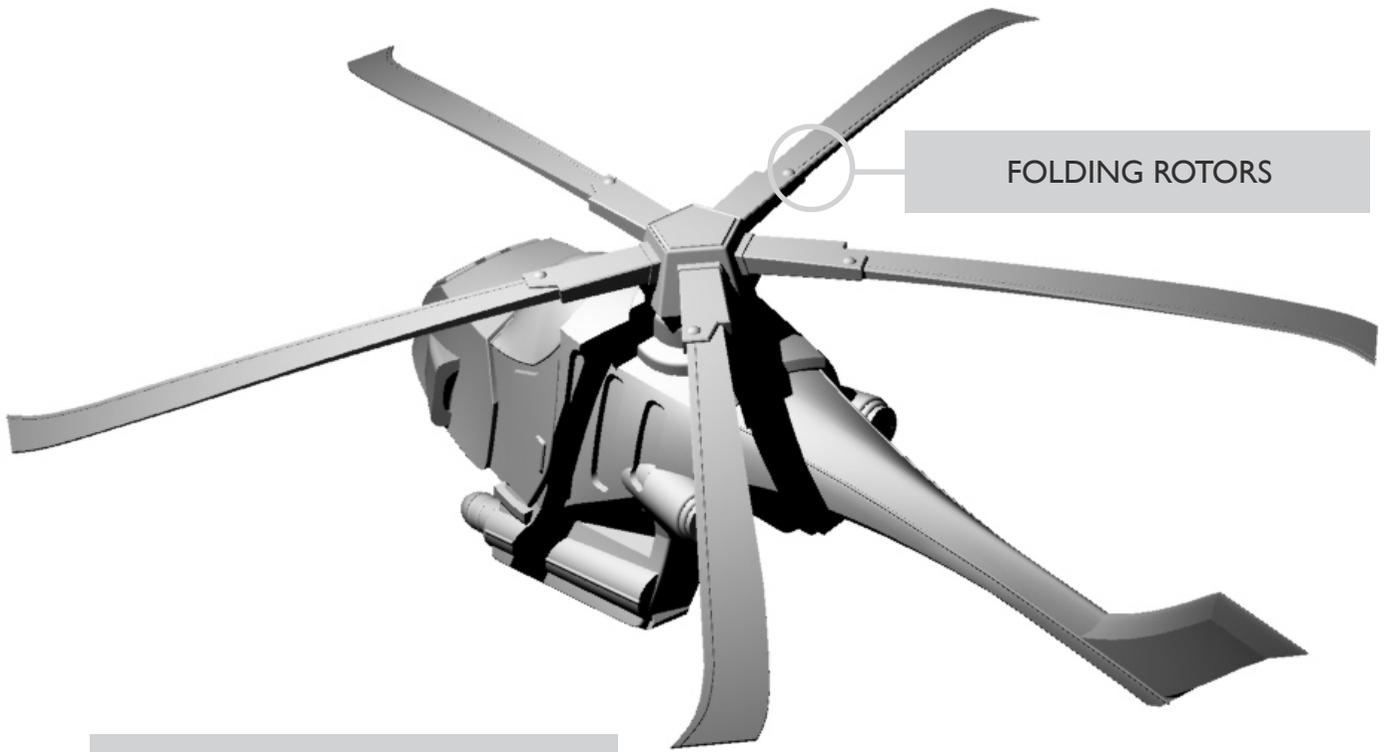
Location	Armour	Weapon	Location	Damage	Range	Auto	Ammo
Front	18	Light Rotary Autocannon	Small Turret Front	6D	Very Long	10	5,000
Right	18						
Left	18	Medium Missiles	General Purpose Bay	8D+4	Extreme	No	4
Rear	18						
Top	18						
Bottom	18						
Turret Front	18						
Turret Side/Rear	18						

OTHER EQUIPMENT/MODIFICATIONS:

Advanced Controls, AFV, Basic Navigation (+1), Chaff x 3, Comms (extreme, uplink), Ejection Seats x 2, Fire Extinguishers, Flares x 3, Hardpoints x 2 (4 spaces each), Improved Fire Control (medium missiles and hardpoints, +2), Increased Hull, Increased Speed, Reduced Agility, Sensors (+1, TL 8)

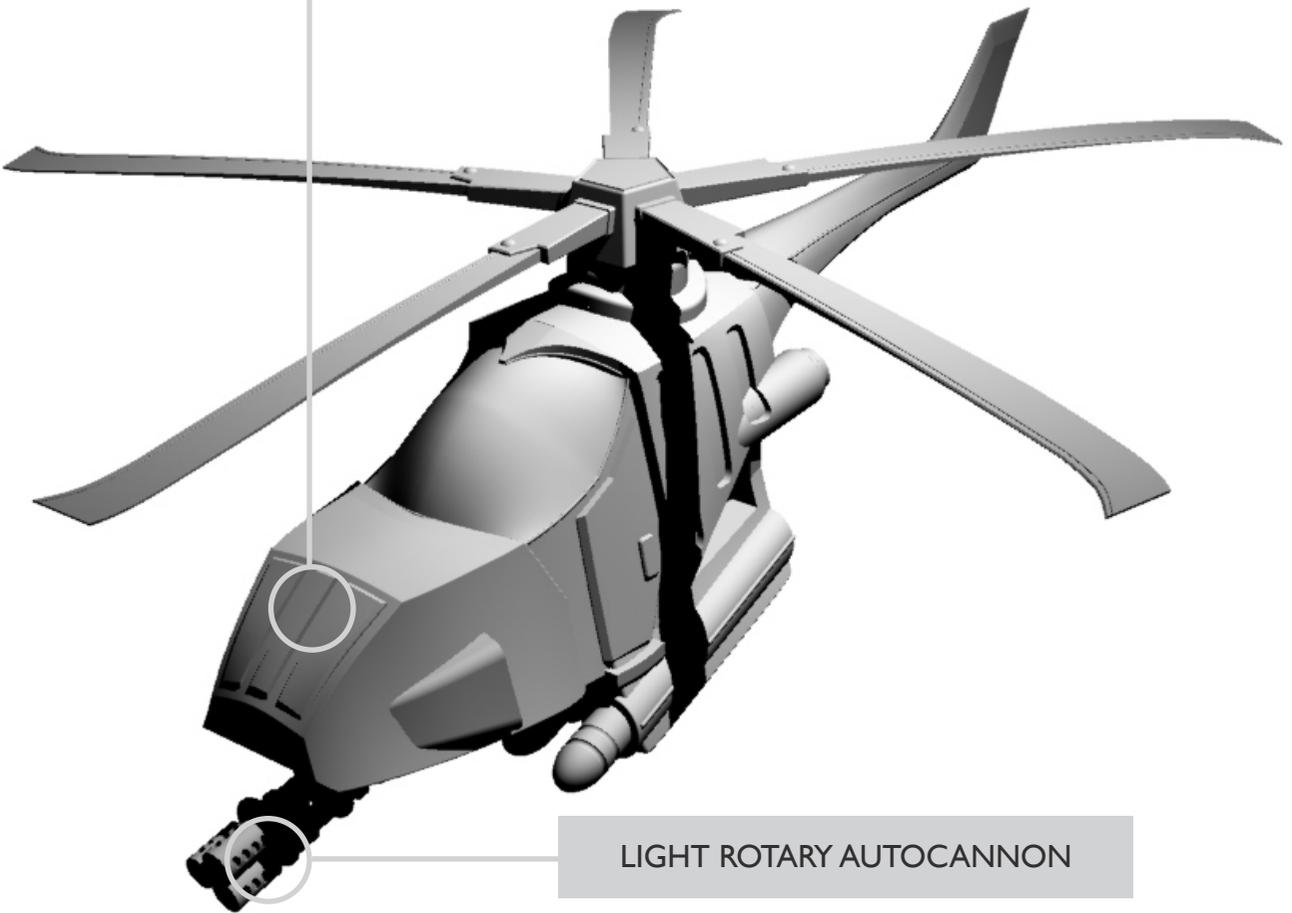
Folding Rotors: For mercenary forces who travel between the stars on a regular basis, a popular (if expensive) modification often chosen are folding rotors. These decrease the Shipping Size of the gunship to 30 tons, but costs an additional Cr250,000.





FOLDING ROTORS

AVIONICS SUITE



LIGHT ROTARY AUTOCANNON

BIRDSEYE RECONNAISSANCE AIRCRAFT

Designed as a cheap method of giving mercenary forces valuable reconnaissance abilities (and thus not confining themselves to what their employer's satellites tell them), the Birdseye is an effective sensor platform but can also function as an electronics warfare aircraft. While unarmed, it comes with a small hardpoint under each wing to allow external ordnance to be fitted. Piloted by a two crewmen, the Birdseye operates best against less technologically equipped enemies who lack the ability to shoot it down.

TL	Skill	Agility	Speed	Range	Crew/Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
11	Flyer (wing)	+1	700	5,320	2/-	-	No	1	1	660,200	4 tons

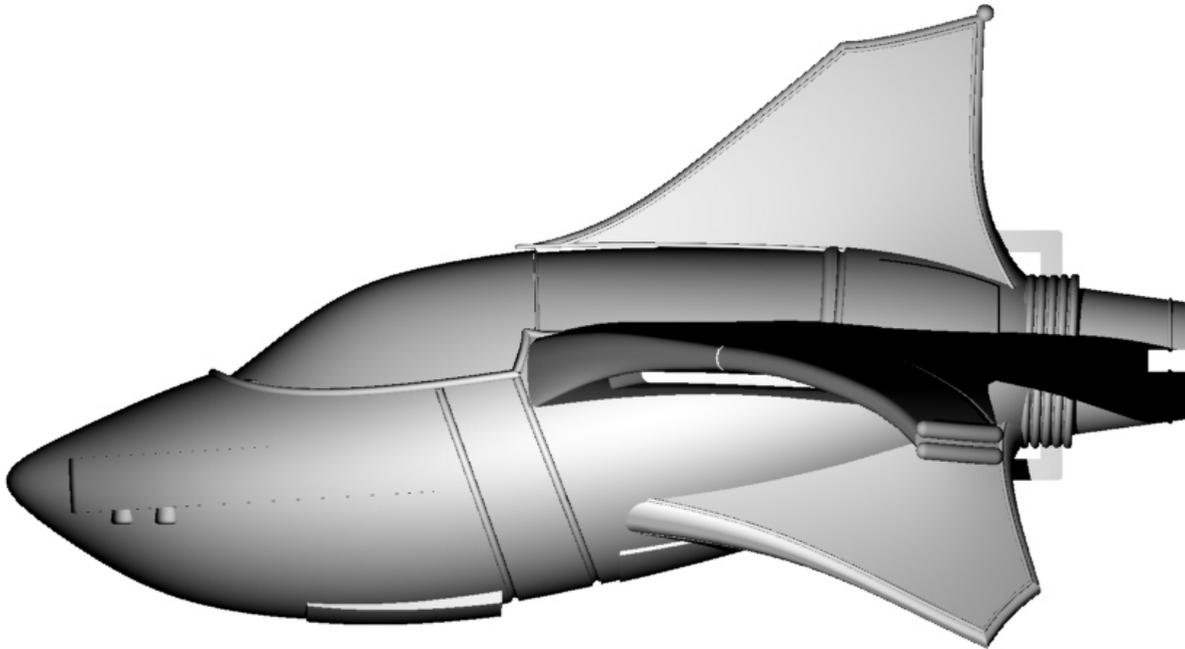
Take-off/Landing: 2,000m/1,000m

Location	Armour	Weapon	Location	Damage	Range	Auto	Ammo
Front	4	—	—	—	—	—	—
Right	4						
Left	4						
Rear	4						
Top	4						
Bottom	4						

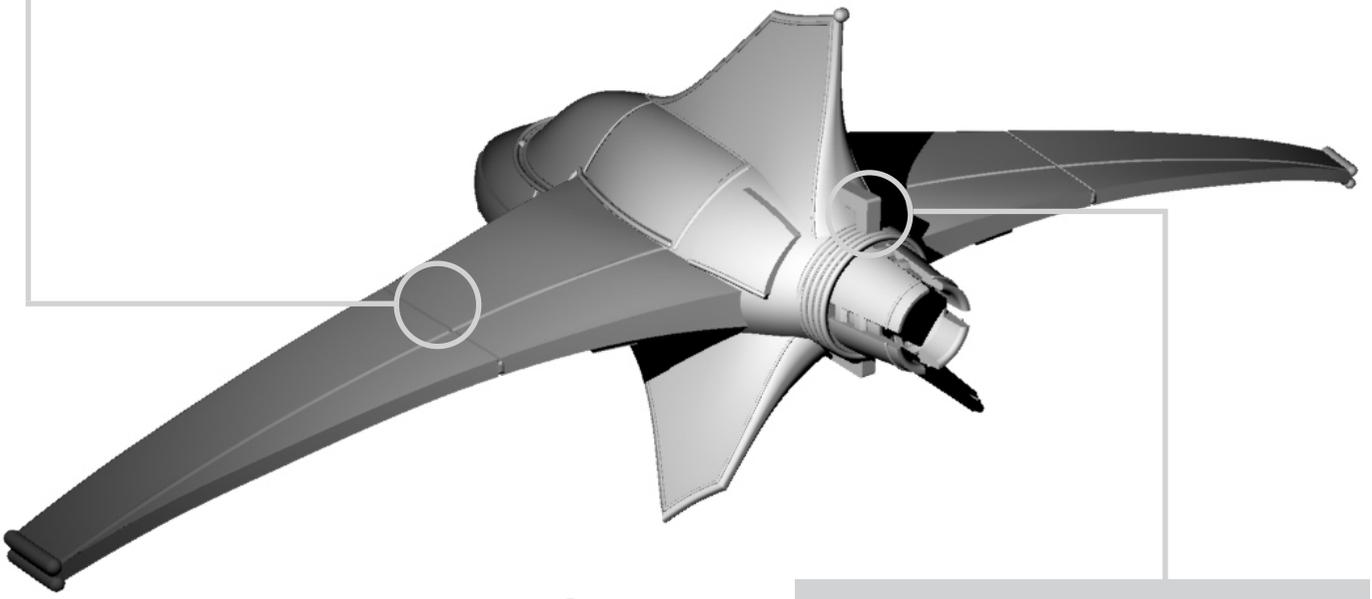
OTHER EQUIPMENT/MODIFICATIONS:

Advanced ECM (+3, TL 11), Advanced Sensors (+2, TL 11), Autopilot (flyer 3), Basic Controls, Chaff Dispensers, Comms (continental, encrypted), Computer/2, Ejection Seat, Fire Extinguishers, Hardpoints x 2 (1 Space), Increased Range (fuel capacity), Infrared Masking I, Prismatic Aerosols, Standard Navigation (+2), Stealth II (TL 11)

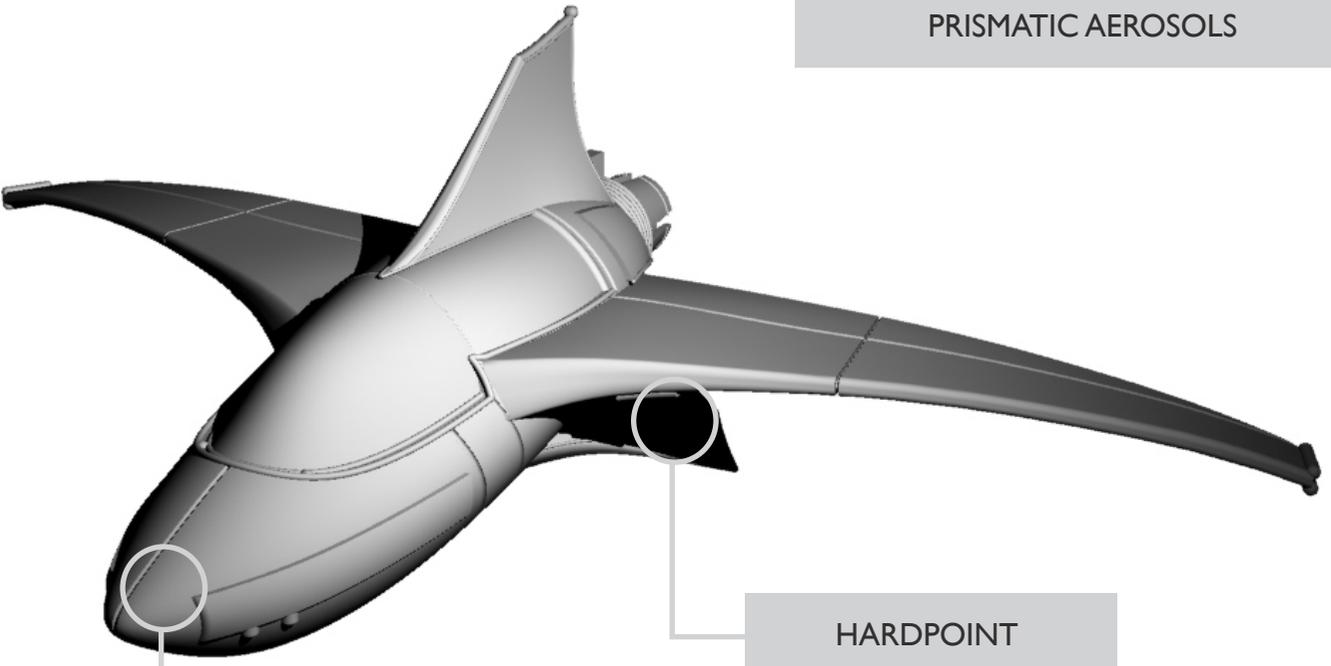
Folding Wings: For mercenary forces who travel between the stars on a regular basis, a popular (if expensive) modification often chosen are folding wings. These decrease the Shipping Size of the Birdseye to 3 tons, but costs an additional Cr100,000.



FOLDING WINGS



PRISMATIC AEROSOLS



HARDPOINT

ADVANCED SENSORS AND ECM

TIMELINE OF WARFARE

This section demonstrates how various aspects of warfare change through escalating Tech Levels, and how military forces adapt to new technologies. As mercenary forces roam all over Known Space, they will often encounter enemy forces above and below their own Tech Level and it is imperative they know what opposition will be faced when the shooting starts.

INFANTRY SMALL ARMS AND PERSONAL EQUIPMENT

Tech Level 5: The standard small arm is the bolt action rifle, similar to the rifle described in the *Traveller Core Rulebook*, but with a lower rate of fire. Gas masks are standard, as are steel helmets.

Steel mesh body armour is available, but its bulk and weight make it impractical for all but a few special purposes. Hand grenades are in wide use.

Tech Level 6: The bolt action rifle remains the standard infantry small arm, generally superseded by the semi-automatic rifle throughout the period. The carbine and SMG achieve wide military use. Primitive rifle grenades are widely used, some with limited anti-tank capability.

Tech Level 7: The main infantry weapon becomes the assault rifle. Ballistic cloth flak jackets are introduced but, due to expense, do not yet enjoy universal use. The rifle grenade passes from use, replaced by a variety of light support weapons.

Tech Level 8: The assault gun remains standard, but is supplemented by the laser carbine. The laser carbine has limited weapons potential, but is used primarily as a target designator and range finder. Ballistic cloth flak jackets are in universal use.

Tech Level 9: The more powerful and robust laser rifle replaces the laser carbine and has a much greater lethality. Most lasers are multi-color to defeat smoke and aerosol obscuration. Laser ablative clothing is available for infantry, although expense precludes universal use. In helmet communications, light amplification, and passive IR detection equipment are available to the best equipped forces.

Tech Level 10: The basic infantry weapon becomes the advanced combat rifle capable of firing a 4 cm RAM grenade. Personal uniform consists of the combat environment suit, and all helmets incorporate radio communication gear and IR/light amplification night vision sensors.

Tech Level 11: Combat armour is available which can be pressurised for operation in a vacuum, or hostile environment, but expense often precludes general issue.

Tech Level 12: The gauss rifle is introduced in limited numbers as a sniper weapon, expense precluding general issue. The individual grav belt is occasionally used for scouting purposes.

Tech Level 13: All infantry is generally now in combat armor and equipped with gauss rifles. Battle dress is issued to selected assault troops.

Tech Level 14: A higher proportion of the infantry is equipped with battle dress, and the standard small arm for such troops becomes the PGMP-13.

Tech Level 15: Most infantry is by now equipped with battle dress and has converted to the FGMP-14. The gauss rifle remains the standard arm of non-powered troops.

INFANTRY SUPPORT WEAPONS

Tech Level 5: Both the machine gun (as opposed to earlier gatling and volley guns) and the trench mortar are introduced as the primary infantry support weapons. Both are bulky and tend to be concentrated in separate units. Mortars fire only HE and smoke rounds.

Tech Level 6: Both the light machine gun and the automatic rifle are introduced as squad level support weapons. Lighter mortars are available to company and platoon-sized units and are capable of firing chemical rounds. The increase in the importance of armoured vehicles leads to the introduction of a variety of anti-tank infantry support weapons, the most important of them being the one-shot disposable anti-tank grenade launcher and the individual loaded anti-tank rocket launcher. Both weapons rely on the hollow charge principle (such as High Explosive Armour Piercing or HEAP rounds). Light, low velocity field guns are used at the regimental/brigade level as infantry support pieces, firing HE, smoke, and chemical rounds. Towards the end of the period HEAP rounds are also added.

Tech Level 7: The first battlefield guided tactical missiles (tac missiles) are introduced. They have a maximum range of about 2-3 kilometres, are equipped with a HEAP round, and are flown to the target remotely by the gunner. In the early part of the period, recoilless weapons are in wide use, but are soon superseded by tac missiles and improved anti-tank grenade launchers. For close support the early grenade launcher is introduced. Mortars almost completely replace infantry support guns.

Tech Level 8: The RAM grenade replaces the early grenade launcher and most specialised anti-tank grenade launchers. Mortars are now capable of firing cluster bomblet rounds. The tac missile's guidance system now requires the operator only track the target, not that he guide the missile. Advanced forms of the tac missile incorporate laser target designation.

Tech Level 9: Tac missiles now range up to 4 kilometres and incorporate follow-up IR sensors to achieve successive hits on composite armour. RAM grenades are also equipped with follow-up sensors. Mortars incorporate early ballistic adjustment to confuse counter-battery radar equipment.

Tech Level 10: Tac missiles range to 5 kilometres and incorporate tele-guidance. Warheads for tac missiles are expanded to include HE, flechette, and chemical capability. Mortars are now capable of delivering small nuclear warheads,

but expense, storage, and doctrine make this a non-standard round.

Tech Level 11: Tac missile warheads now include small nuclear weapons, range to 6 kilometres and incorporate inertial target memory and homing. Light machine guns have almost totally disappeared as support weapons. Mortars are almost completely replaced by inexpensive disposable remotely triggered rocket launcher (MRL) units. Such units are 1 metre square and hold around a hundred 6 cm rockets. Each launcher can be manually placed or airdropped, and upon activation is brought into register by the battery fire control centre. Since the launchers are disposable, no effort is made to confuse counter-battery radar. HE, smoke, cluster bomblets, HEAP, and HEAP follow-up rounds are available.

Tech Level 12: The PGMP-12 is introduced as a high energy squad support weapon, in many units replacing the grenade launcher. Most other support is provided by gunships integrated at squad and platoon level.

Tech Level 13: The PGMP-13 is introduced as a support weapon in battle dress equipped units. The throw-away missile is introduced, incorporating televisual guidance and visual as well as inertial target location.

Tech Level 14: At the squad level the PGMP-14 replaces the PGMP-12, while battle dress equipped units receive the FGMP-14 in place of the PGMP-13.

Tech Level 15: The FGMP-15 becomes the standard squad support weapon.

ARTILLERY WEAPONS

Tech Level 5: Field artillery included a variety of breech-loading pieces between 7 and 40 cm in bore diameter, with most weapons under 15 cm being of the quick firing (recoil cylinder) variety. Most artillery is horse (or equivalent) drawn, fire control is primitive, and counter-battery target acquisition is virtually non-existent. Ammunition consists of HE, smoke, and chemical rounds. Air defence artillery systems are almost completely improvised, consisting of machineguns and a few light field guns adapted for high angle fire. Target acquisition is entirely visual. Specialised anti-tank artillery does not exist, although light field guns are widely used in this role when necessary.

Tech Level 6: All tube weapons are now quick firing with field artillery in the 7-10 cm range, medium artillery in the 12-15 cm range, and heavy artillery in the 15+ cm range. The basic rounds remain HE, smoke, and chemical. The first crude multiple rocket launchers are introduced. Toward the end of the period the large strategic missile is introduced, although it is not capable of carrying a nuclear warhead. Fire control and forward observation and adjustment are improved, with counter-battery target acquisition based on primitive sound and flash ranging. Air defence artillery now consists of a wide variety of specially designed guns of all calibers from 2 cm up. Radar is available for target acquisition, but it is bulky, generally static, and not available for fire direction. Anti-tank artillery consists of high velocity guns in the 3-9 cm range generally firing solid shot.

Tech Level 7: Field artillery consists of weapons in the 10-15 cm range, medium artillery of weapons in the 17-20 cm range, and heavy artillery from 20 cm up. Heavy artillery is capable of delivering nuclear warheads, as can strategic missile systems. A variety of field artillery missile systems with ranges of up to several hundred kilometres are introduced capable of delivering nuclear warheads, HE, or chemical payloads. Most artillery is self-propelled on tracked chassis. Counter-battery work is assisted by radar and by mechanically assisted sound and flash ranging. Cluster bomblet munitions are available for artillery and flechette rounds are used for close support. The MRL is upgraded with provisions for greater mobility, accuracy, and faster reloading. Air defence artillery now includes a variety of radar directed guns on self-propelled chassis for close defense, and the air defence missile is introduced for long-range and high altitude protection. Air defence missiles tend to be bulky and incorporate initial radar guidance with final intercept generally being accomplished by IR sensors. Special anti-tank artillery is gradually phased out and replaced by tac missiles.

Tech Level 8: Weapons of 15 cm and larger can now deliver tactical nuclear devices, and guided rounds are available which home on laser painted targets. Towards the end of the period, teleguided munitions are introduced. The first computer fire control system is introduced with remote terminals placed with forward observers to speed response time and flexibility. Air defence artillery now includes man portable air defense missiles, often heat seekers. Larger air defence missiles are more compact and lethal, and are available for forward area defense on self-propelled chassis. Rapid fire radar-directed autocannon provide most point defense.

Tech Level 9: Heavy conventional artillery is gradually replaced by mass driver (MD) guns, large magnetic linear accelerators which, although requiring large amounts of power, are capable of long range, high muzzle velocities, and rapid rates of fire. All artillery munitions are capable of pre-programmed deviations in ballistic paths to confuse counter-battery radar. Course deviation programs are provided by more sophisticated computer fire control systems. Counter-battery radar itself is upgraded to allow multiple simultaneous tracks and graceful load shedding capabilities, making it virtually impossible to overload by massed fires. Improved sound and flash ranging arrays are available, and are supplemented by satellite surveillance, all integrated by the fire control system. Man-portable air defence missiles now have an effective range of 4 kilometres and a head-on engagement capability. Larger missile systems incorporate televisual guidance. Ladar (laser based radar) replaces radar.

Tech Level 10: Field artillery is now entirely MD guns or MRL's, in both cases self-propelled on high speed grav vehicles, and with firing controlled completely by computer fire control systems. In vertical envelopment situations, artillery support is provided exclusively by remote controlled, disposable, static MRL units dropped by air. Man-portable air defence missiles incorporate teleguidance and range to 5 kilometres. In point defense, the conventional gun is partially replaced by

FUTURE WAR

As warfare becomes more advanced, young governments and cultures can be lost in the wake of larger conflicts. Mercenaries rarely want to get involved in the largest conflicts due to the sheer amount of mass-effect weaponry that begins to appear. This leads to mercenaries becoming the primary armed solutions for smaller governments and corporations. Only the largest and most profitable mercenary forces can hope to compete on a Tech Level 15 battlefield, and many simply choose not to. When a single salvo from a man-portable fusion cannon can destroy many megacredits worth of equipment and personnel, who can blame them?

plasma weaponry on large grav mounts. While self-propelled, the unit must be landed and deployed for firing due both to the high energy usage and recoil associated with firing. Long range missiles are supplemented by maser units (coherent microwave projectors) designed to cause pilot casualties rather than structural damage. The premier point defence weapon becomes the VRF gauss gun, with much medium range work done by beam and pulse gatling lasers.

Tech Level 11: Field artillery is increasingly supplanted by remotely piloted drone missiles, although conventional MD guns and MRLs are still in wide use. The plasma weaponry is now in widespread use in the air defence role, with lighter mounts supplementing the point defense capabilities of VRF gauss gun units. All fire control systems are improved by direct verbal communication by forward observers and fire direction officers with the system. More mobile plasma weaponry is now very often used in a direct support role as well as in its previous role of air defence weapon.

Tech Level 12: Both large plasma guns and heavier fusion gun are introduced in the air defence and general direct fire role. Now highly mobile plasma guns completely supplant the VRF gauss gun in the point defence role. Conventional artillery is almost completely supplanted by drone missiles.

Tech Level 13: The first damper fields are introduced, enabling limited neutralisation of incoming nuclear warheads. Large fusion guns are introduced in the direct fire role, with plasma guns wholly taking over point defence. Gravitic compensators enable the heaviest fusion guns to fire on the move, and long-range direct fire by fusion guns executing pop-up manoeuvres becomes standard.

Tech Level 14: Much more sophisticated dampers enable virtually complete protection of operational areas from nuclear warheads.

Tech Level 15: The primary direct fire weapon becomes the battlefield meson accelerator. Although much smaller than meson accelerators used in planetary defence, it is still by battlefield standards large, bulky, and extremely lethal. By now, the standard point defence and direct support weapon becomes the fusion gun. Drone missiles enjoy an increase in use as the appearance of meson accelerators linked to an increasingly sophisticated computer target acquisition and fire direction system makes the long-range pop-up increasingly impractical

MILITARY VEHICLES

Tech Level 5: The first armoured vehicles are introduced. Tanks are slow and unreliable. Armour is proof against fragmentation and most small arms, and some protection against very small HE rounds (grenades and guns below 4 cm), but most field guns are capable of easily dealing with them. Armoured cars are also available, with armour providing partial protection against small arms and fragmentation. Tanks carry either machine guns or low velocity guns in the 2-5 cm range. Armored cars carry only machine guns. Armour is of machinable steel.

Tech Level 6: Tanks are considerably more reliable and have a top speed of around 50 kph. Armour is hardened, and face-hardening and spaced armour are introduced in the middle of

the period. Main armament consists of high velocity guns in the 5-9 cm range. Armoured cars have a top speed of around 90 kph and personnel carriers (usually half-tracked) are introduced with light armored protection for infantry passengers.

Tech Level 7: Tanks now incorporate vertical stabilisation of the gun to enable shorter halts for firing. Main armament is now in the 7-12 cm range. Specialised HEAP and discarding sabot rounds are available for anti-armour work, and flechette rounds are available for anti-personnel use. In the latter part of the period the first laser range finding systems and primitive ballistic computers appear. Armoured cars generally mount guns in the 5-9 cm range. Armoured personnel carriers provide overhead protection and are generally fully tracked. Many APCs mount armament comparable to that of armoured cars, or tac missiles. Some tanks mount gun/launcher systems in the 15 cm range capable of firing either low-velocity conventional rounds or tac missiles. Most vehicles mount IR night vision equipment, with some using light amplification.

Tech Level 8: Both horizontal and vertical stabilisation are in use allowing firing of main armament of tanks at speeds up to 40 kph. Top speed for tanks is about 90 kph, with armoured cars up to about 120 kph. Tank main armament is in the 10-15 cm range with more sophisticated battle computers. Many guns are smooth bores for firing high velocity fin stabilised rounds. Toward the middle of the period the first laser tanks are introduced, mounting a bulky cryogenically-cooled pulse gatling-laser in a non-rotating mount. Ablative anti-laser vehicle armour is available, as are anti-laser aerosols, although the latter are expensive. Most laser tanks mount coaxial autocannon to scrub ablative armour off target vehicles, thus limiting the effective range of the laser to that of the autocannon. Composite armour with a high resistance to penetration is available, although its expense initially limits its use to main battle tanks (MBT). A special piggy-back HEAP round is capable of achieving multiple hits on the same location, giving a limited composite armour-defeating capability, but the primary means of knocking out MBTs becomes direct hits from high calibre HE rounds resulting in crew deaths from concussion. The air/raft comes into limited military use as a utility transport craft.

Tech Level 9: The main armament of all MBTs is now stabilised in all planes and incorporates automatic range-target adjustments from the ballistic computer. Main armament remains in the 12-15 cm range, mostly hyper-velocity smooth bores, with the capability of launching small nuclear warheads, although expense, round storage, and doctrine make this a non-standard round. All tanks use auto-loaders on the main armament, providing a much higher rate of fire. MBTs generally mount improved cavity-B armour, while many light armoured vehicles and armoured personnel carriers are partially or wholly encased in cavity-A armour. Guns and launchers can deliver a large variety of rounds, but still cannot deliver hyper-velocity munitions of the giant 12-15 cm guns. Wider use is made of the air/raft, generally armed and armoured and referred to in military configurations as the grav sled. It is still primarily used as an airmobile personnel carrier. All vehicles incorporate ground surveillance radar. An improved laser tank mounts its armament in a fully rotating turret, the armament consisting of either a pulse gatling-laser or beam laser, in either case multi-coloured, enabling it to defeat most smoke and aerosol obscuration. Toward the end of the period the first grav tanks are introduced.

Tech Level 10: Track-laying tanks are now completely supplanted by grav tanks and lighter wheeled armoured fighting vehicles. Grav tanks mount gun/launcher systems and/or beam lasers, with some super-heavy varieties mounting the first heavy plasma guns. Larger grav tanks mount high density armour with significantly increased resistance to penetration. Light armoured cars mount gun/launcher systems or VRF gauss guns. The grav sled is used very widely in the personnel carrier role, but large numbers of fast wheeled APCs are still used. Most vehicles are equipped with cavity-B armour. All vehicles have an advanced target acquisition and fire control system integrated with the vehicles ballistic computer which consists of ground surveillance radar and televisual scanning which identifies moving objects, trains the gun, and visually displays the target information for the gunner. The gunner identifies the target as friend or foe. Once identified as friend, the system will ignore the target as long as it remains in range of the system's sensors. If identified as foe, the gunner may fire, or initiate any of a number of tiered priority pass orders (return to target when in range, return after next target engaged, etc.) The system may be keyed to seek targets of specified configurations (such as MBTs, infantry, and so on) and may be manually overridden at any time for direct gunner selection. Often the radar and visual sensors are mounted in extensible pods to allow observation and target acquisition from complete vehicle defilade.

Tech Level 11: All combat vehicles are now grav-powered. The grav tank generally utilises more compact plasma guns and/or tac missile racks. Very heavy grav tanks mount larger plasma guns. Light grav sleds are used for scouting, generally mounting tac missiles and autocannon. Close support sleds mount VRF gauss guns and tac missiles. All vehicles have a pronounced free-flight capability.

Tech Level 12: All vehicles have sufficient free-flight performance that ground combat vehicles effectively no longer exist, having merged with aircraft. The primary weapon of the heavy gunships include plasma and VRF gauss guns, and tac missiles. VRF gauss guns are also widely mounted on personnel carriers, as are small plasma guns.

Tech Level 13: The first damper fields allow protracted storage and transportation of elements with short half-lives. The first major use of the damper field militarily is to enable the manufacture, storage, and transportation of 2 cm californium rounds, fired from auto-cannon mounts in remotely piloted drones. Each round is hollow and collapses on impact, the collapsed round having sufficient mass to go critical, thus causing a small nuclear explosion. More conventional gunships mount large plasma guns or fusion guns, along with missiles.

Tech Level 14: More sophisticated damper fields render the californium drones obsolete. Gunships now carry large fusion guns or rapid pulse guns.

Tech level 15: Gunships mounting rapid pulse guns and heavier guns are virtually indistinguishable from orbital craft. Lower performance personnel carriers mount rapid pulse guns and missile systems.

ROTARY WING AIRCRAFT

Tech Level 6: The first helicopters are introduced, generally for communication, observation, and rescue/evac missions. Generally unarmed, they are occasionally fitted with LMGs and used as troop carriers in counter-insurgency work.

Tech Level 7: Assuming a wider variety of roles, helicopter troop carriers all but replace paratroopers as specially-designed gunships mount auto-cannons and auto-grenade launchers.

Tech Level 8: Both faster and more compact, the gunship now carries tac missiles and gains a reputation for being the most lethal tank killer on the battlefield – though it often lacks the armour to survive counterattacks.

Tech Level 9: Having reached the limit of its development potential, the helicopter is gradually superceded by grav vehicles in its military role, although it continues in service as a less expensive option at this tech level.

BASE AND HEADQUARTERS FACILITIES

Tech Level 1: With such limited technologies at their disposal, armies equipped for close quarter or limited ranged combat march for months to get from one battlefield to the next. Living in 'tent cities' while on the march, these primitive armies take their bases with them – creating the facilities where they go, as they need them.

Tech Level 2: With the advent of new weaponry and fighting tactics comes the need to train soldiers to use and fight against them. In order to do this efficiently, armies use keeps, compounds and castles dedicated to the armed forces.

Experienced soldiers can teach a hundred men in a courtyard. Horse training and the use of wagons and carts allow for the faster movement of troops, and the requirement of taking all an army's assets is far less prevalent. It is just as easy to send for supplies as needed, normally coming from the nearest friendly stronghold.

Tech Level 3: Military forces see the evolution of the stronghold, fort and military base into dedicated offices and even small cities devoted to the defence of territory. Huge camps filled with soldiers, storehouses for black powder and ammunition, and early hospitals made the organisation and operation of a well-established military force far easier than before.

Tech Level 4: Industrialisation of a society sees a leaning toward naval combat and an even more prolific use of firearms as they become easier to manufacture and operate. Advances in field guns and support weaponry shift the balance of battles towards the defender and even small bunker complexes can become almost impregnable.

Tech Level 5: Militaries are now able to take huge amounts of troops and armoured support to the battlefield, removing the need for frontier bases. Advances in medical and engineering sciences allow for soldiers to receive medical attention in the field, and small hospices and triage camps can be set up quickly and efficiently. Most military bases have become large compounds of barracks buildings and training grounds, with a heavy leaning toward the average soldier. Some incorporate airfields for rapid supply or deployment trips, and vehicle motor pools are almost always present in military structures.

Tech Level 6: Military bases do not change too much in structure, only in capacity and on-hand equipment. They are still large and self-contained, nearly all of which now supporting small air force capabilities and powerful communication arrays. The addition of anti-air guns on manually-cranked turrets help fortify the base against possible attack from above, and more efficient tanks and APCs turn any infantry manoeuvre into a much faster deployment.

Tech Level 7: Military bases can now be small cities within their boundaries, sometimes several kilometres from end to end. The addition of aquatic vessels large enough to serve as mobile bases for naval forces brings a new malleability to military command. From a single aircraft carrier, a few officers can direct and lead entire campaigns against their government's enemies.

Tech Level 8: Most military bases are built almost completely of airstrips, hangars, helipads and/or motor pools, a mechanised routing point where a military's forces can upkeep and ready all of its vehicle assets. Using vehicles and the weapons they mount, the routing point is very well defended from most forms of attack. Although it keeps a much smaller ratio of infantry to forward bases, there are always enough hands and bodies to utilise the tanks, APCs and aircraft stationed there.

Tech Level 9: Military bases turn back a few decades, returning to the era of massed barracks and equipment lockers. Massive airstrips and helipads became secondary to higher-tech workshops and supply storage. Gravity manipulation and early Jump technology takes these enhanced infantry units into space.

Tech Level 10: The ability to create a quick base of operations on a planet newly explored is paramount to the expansion of a government's influence and territory. Potential hazards exist in environments previously unseen and scouts can only give so much initial information before the defence forces move in to stabilise the area for further colonisation. The sort of pre-fabricated bases that the military puts together are temporary, only becoming larger and more permanent bases as the colony expands.

Tech Level 11: With added monetary gains and the ability to request ship shares in their ticketing contracts, affluent mercenary units are able to cross the galaxy themselves in search of – or in completion of – work. Unlike a military starship, a mercenary ship is set up more like a freighter or trader. Housing is spread through out the vessel wherever it can be allocated, necessary workshops are placed in the best locations for the tools and power supplies they require, and unit commanders keep central quarters and common areas for the unit to interact socially. Nearby the primary airlock will always be negotiation rooms and communications chambers for bringing potential employers' administration agents on board.

Tech Level 12: A single well-equipped marine is more than capable of taking and holding a position from dozens of less-advanced soldiers, their expensive gauss rifles making a mockery of earlier armour. Military operations are often planned solely around the number of 'advanced infantry' that could be summoned quickly to the battlefield, turning every military outpost into a veritable stockpile of high-tech equipment.

Tech Level 13: Military structures become far more heavily defended to deal with the enhanced firepower of this new age of warfare. Barracks facilities per soldier have to be increased to accommodate bulkier equipment, along with medic bay capabilities to compensate for the wounds inflicted by new munitions.

Tech Level 14: Military bases become smaller and more compact, taking into consideration the need for quality soldiers and equipment over mass numbers. When everyone has similar technology as well, the only way to set your armour-jocks aside from theirs is the amount of skill they can muster behind the controls. Training and simulation modules became standard for military bases, as on-the-field training is too expensive and dangerous to the rest of the unit.

Tech Level 15: Most battles that do not take place in outer space are fought between platoons of battle dress soldiers. Important military facilities have to be extremely well-protected or hidden as they can now project their power and influence across an entire system, with squadrons or fleets of spacecraft acting as their first line of defence.

APPENDIX I: SHOOTING WEAPONS

The following lists cover every weapon that has appeared in core Traveller books and detail any changes made by this book, including skill specialities, Armour Piercing and Destructive weapons. Note that this list only provides the basic characteristics of these weapons for reference and players should consult the original book for any special rules.

A few changes have been made to better reflect the capabilities of these weapons. Where differences occur between this book and others, this appendix takes precedence.



Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo	
										Cost (Cr)	Reference
Cyberstunner	12	Thrown	Gun Combat (energy)	2D+1 Stun	6	-	-	1,200	5	100	Agent
Invisibeam Laser Pistol	12	Pistol	Gun Combat (energy)	3D+1	75	-	-	5,000	3.5	1,000	Agent
Invisibeam Laser Rifle	12	Rifle	Gun Combat (energy)	5D+1	75	-	-	10,000	6	2,500	Agent
Web Rifle	10	Personal	Gun Combat (slug)	-	4	-	3	1,000	8	50	Agent
Whisperkill Pistol	11	Pistol	Gun Combat (slug)	3/5D-3	1 or 2	-	-/1	750	1.5	20	Agent
100mm Anti-Armour Mortar	9	Very Distant	Heavy Weapons (artillery)	9D AP30	3	-	-	20,000	40	-	Central Supply Catalogue
100mm Counterbattery Mass Driver Gun	12	Continental	Heavy Weapons (artillery)	10D AP40	1	-	-	600,000	8,500	-	Central Supply Catalogue
100mm Light Artillery Gun	6	Very Distant	Heavy Weapons (artillery)	9D AP20	1	-	-	75,000	2,400	-	Central Supply Catalogue
100mm Light Howitzer	5	Distant	Heavy Weapons (artillery)	9D AP20	1	-	-	50,000	1,000	-	Central Supply Catalogue
10lb Rifled Cannon	3	Distant	Heavy Weapons (artillery)	10D	1	-	-	4,500	175	4	Central Supply Catalogue
10mm Autopistol	7	Pistol	Gun Combat (slug)	3D-2	12	-	1	250	1.1	10	Central Supply Catalogue
110mm Heavy Strafing Rocket Pod	6	Distant	Heavy Weapons (vehicle)	10D	6	-	-	7,000	24	-	Central Supply Catalogue
120mm Cannon	8	Distant	Heavy Weapons (vehicle)	10D AP20	1	-	-	400,000	2,500	65	Central Supply Catalogue
120mm Light Mass Driver Gun	10	Very Distant	Heavy Weapons (artillery)	10D AP10	1	-	-	300,000	3,500	-	Central Supply Catalogue
120mm Support Mortar	6	Distant	Heavy Weapons (artillery)	9D AP10	1	-	-	11,500	200	-	Central Supply Catalogue
12mm Heavy Autopistol	7	Pistol	Gun Combat (slug)	3D-1	9	-	2	500	1.5	12	Central Supply Catalogue
12mm Light Gauss Cannon	12	Distant	Heavy Weapons (vehicle)	10D AP30	200	6	-	MCr3	1,000	1,000	Central Supply Catalogue
140mm Extended-Range Mass Driver	11	Extreme	Heavy Weapons (artillery)	9D AP20	1	-	-	400,000	4,200	-	Central Supply Catalogue
140mm Heavy Mass Driver Gun	12	Extreme	Heavy Weapons (artillery)	1DD AP50	1	-	-	500,000	6,500	-	Central Supply Catalogue

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo	
										Cost (Cr)	Reference
14mm Very Heavy Autopistol	8	Pistol	Gun Combat (slug)	4D-1	7	-	3	1,250	2.5	20	Central Supply Catalogue
14mm Very Heavy Revolver	7	Pistol	Gun Combat (slug)	4D-2	4	-	3	1,000	2.25	15	Central Supply Catalogue
150mm Howitzer	7	Very Distant	Heavy Weapons (artillery)	12D AP10	1	-	-	100,000	9,000	-	Central Supply Catalogue
16mm Medium Gauss Cannon	12	Distant	Heavy Weapons (vehicle)	12D AP50	100	4	-	MCR6	2,400	1,000	Central Supply Catalogue
175mm Heavy Gun	8	Very Distant	Heavy Weapons (vehicle)	14D AP20	1	-	-	120,000	12,000	-	Central Supply Catalogue
180mm Light Bombardment Rocket Pod	6	Very Distant	Heavy Weapons (vehicle)	14D AP5	12	-	-	17,000	245	-	Central Supply Catalogue
200mm Demolition Gun	6	Long	Heavy Weapons (artillery)	16D AP10	1	-	-	38,000	600	100	Central Supply Catalogue
22mm Heavy Gauss Cannon	12	Distant	Heavy Weapons (vehicle)	14D AP60	40	-	-	MCR10	4,600	800	Central Supply Catalogue
240mm Heavy Bombardment Rocket Pod	6	Very Distant	Heavy Weapons (vehicle)	16D AP10	12	-	-	52,000	360	-	Central Supply Catalogue
260mm Orbital Defence Cannon	14	Distant/Orbital	Heavy Weapons (artillery)	2DD AP100	20	-	-	MCR40	35,000	8,000	Central Supply Catalogue
280mm Railway Gun	5	Extreme	Heavy Weapons (artillery)	1DD AP50	1	-	-	500,000	220,000	-	Central Supply Catalogue
35mm Rail Gun	9	Very Distant	Heavy Weapons (vehicle)	12D AP40	1	-	-	MCR1	7,000	30	Central Supply Catalogue
400mm Bombardment Gun	7	Extreme	Heavy Weapons (artillery)	2DD AP75	1	-	-	750,000	500,000	-	Central Supply Catalogue
60mm Antitank Gun	6	Distant	Heavy Weapons (vehicle)	7D AP15	1	-	-	56,000	1,000	20	Central Supply Catalogue
60mm Light Mortar	5	Distant	Heavy Weapons (artillery)	7D	2	-	-	6,500	20	-	Central Supply Catalogue
70mm Strafing Rocket Pod	6	Very Long	Heavy Weapons (vehicle)	8D	7	-	-	4,000	16	-	Central Supply Catalogue
75mm Area-Denial Mortar	8	Distant	Heavy Weapons (artillery)	6D+5	6	-	-	5,000	100	-	Central Supply Catalogue
75mm Cannon	7	Distant	Heavy Weapons (vehicle)	8D AP15	1	-	-	160,000	1,500	45	Central Supply Catalogue
7mm Light Autopistol	6	Pistol	Gun Combat (slug)	2D-2	16	-	-	150	0.5	7	Central Supply Catalogue
7mm Slimline Light Autopistol	6	Pistol	Gun Combat (slug)	2D-2	8	-	-	140	0.4	7	Central Supply Catalogue

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo Cost (Cr)	Reference
7mm Universal Light Autopistol	8	Pistol	Gun Combat (slug)	2D-2	10	-	1	500	0.75	5	Central Supply Catalogue
7mm Zip Gun	3	Pistol	Gun Combat (slug)	2D-4	1	-	1	60	0.4	5	Central Supply Catalogue
800mm Siege Gun	8	Extreme	Heavy Weapons (artillery)	3DD AP100	1	-	-	MCr19	-	-	Central Supply Catalogue
80mm Infantry Mortar	6	Distant	Heavy Weapons (artillery)	8D	1	-	-	8,500	55	-	Central Supply Catalogue
80mm Multi-Purpose Mass Driver Gun	12	Very Distant	Heavy Weapons (artillery)	9D AP25	1	-	-	250,000	2,500	-	Central Supply Catalogue
9lb Cannon	3	Very Long	Heavy Weapons (artillery)	9D	1	-	-	2,600	450	3	Central Supply Catalogue
9mm Autopistol	6	Pistol	Gun Combat (slug)	3D-3	15	-	-	200	1	10	Central Supply Catalogue
9mm Zip Gun	3	Pistol	Gun Combat (slug)	2D-1	1	-	2	80	0.5	5	Central Supply Catalogue
Accelerated Sniper Rifle	10	Rifle	Gun Combat (slug)	5D AP5	4	-	2	1,200	6	15	Central Supply Catalogue
Accelerator Carbine	9	Assault	Gun Combat (slug)	3D-2	12	-	-	750	1.5	8	Central Supply Catalogue
Accelerator Pistol	9	Pistol	Gun Combat (slug)	2D-2	10	-	-	700	1	5	Central Supply Catalogue
Accelerator Rifle	9	Rifle	Gun Combat (slug)	3D	15	-	-	900	2	30	Central Supply Catalogue
Advanced Combat Carbine	10	Assault	Gun Combat (slug)	3D	50	6	1	900	3	15	Central Supply Catalogue
Advanced Laser Carbine	11	Assault	Gun Combat (energy)	4D+3	50	-	-	4,000	4	3,000	Central Supply Catalogue
Advanced Laser Pistol	11	Pistol	Gun Combat (energy)	3D+3	100	-	-	3,000	3	1,500	Central Supply Catalogue
Advanced Laser Rifle	11	Rifle	Gun Combat (energy)	5D+3	100	-	-	8,000	5	3,500	Central Supply Catalogue
Advanced Light Autocannon	10	Very Long	Heavy Weapons (vehicle)	6D+4 AP10	200	8	2	10,000	50	800	Central Supply Catalogue
Advanced Medium Disposable Launcher	10	Rocket	Heavy Weapons (man portable)	8D AP30	1	-	1	500	13	-	Central Supply Catalogue
Advanced Support Weapon	10	Rifle	Gun Combat (slug)	4D	100	4	2	2,750	5	50	Central Supply Catalogue
Aerospace Defence Laser	12	Continental	Heavy Weapons (vehicle)	1DD AP50	-	-	-	MCr6	11,000	-	Central Supply Catalogue

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo	
										Cost (Cr)	Reference
Anti-Material Rifle	10	Rifle	Gun Combat (slug)	10DAP15	1	-	4	10,000	15	100	Central Supply Catalogue
Antitank Rifle	5	Rifle	Gun Combat (slug)	6DAP10	5	-	2	2,500	18	20	Central Supply Catalogue
Army Model Gauss Pistol	13	Pistol	Gun Combat (slug)	3D	40	4	-	500	0.5	20	Central Supply Catalogue
Assault Grenade Launcher	9	Assault	Heavy Weapons (man portable)	4D	10	-	-	1,000	4.5	100	Central Supply Catalogue
Assault Pistol	6	Pistol	Gun Combat (slug)	3D-3	15	4	1	750	1	10	Central Supply Catalogue
Assault Rifle	7	Assault	Gun Combat (slug)	3D	30	4	1	500	4	15	Central Supply Catalogue
Assault Rocket Launcher	9	Personal	Heavy Weapons (man portable)	3D AP5	30	4	-	2,000	4	5	Central Supply Catalogue
Assault Shotgun	6	Shotgun	Gun Combat (slug)	4D	7 or 20	4	2	250	4.5	20	Central Supply Catalogue
Assault Snub Submachine Gun	9	Assault	Gun Combat (slug)	2D-2	100	2 or 8	-	900	2.5	70	Central Supply Catalogue
Autocarbine	5	Rifle	Gun Combat (slug)	3D	20	-	1	200	4	10	Central Supply Catalogue
Autorifle	6	Rifle	Gun Combat (slug)	3D	20	4	1	1,000	5	10	Central Supply Catalogue
Baton Gun	5	Thrown	Gun Combat (slug)	2D	1	-	1	15	0.1	-	Central Supply Catalogue
Big Game Rifle	5	Rifle	Gun Combat (slug)	3D+3	5	-	3	1,200	9	45	Central Supply Catalogue
Black Powder Carbine	3	Personal	Gun Combat (slug)	3D-4	1	-	1	80	3	5	Central Supply Catalogue
Black Powder Coach Pistol	3	Pistol	Gun Combat (slug)	4D-2	2	-	2	60	1.5	5	Central Supply Catalogue
Black Powder Mortar	3	400m	Heavy Weapons (artillery)	3D	1	-	-	600	16	-	Central Supply Catalogue
Black Powder Musket	3	Personal	Gun Combat (slug)	3D-3	1	-	1	100	6	10	Central Supply Catalogue
Black Powder Rifle	3	Assault	Gun Combat (slug)	3D-3	1	-	-	100	6	10	Central Supply Catalogue
Black Powder Shotgun	3	Shotgun	Gun Combat (slug)	4D	1 or 2	-	2	120	4	5	Central Supply Catalogue
Boarding Submachine Gun	8	Assault	Gun Combat (slug)	3D-1	20 or 50	4	2	1,200	4	70	Central Supply Catalogue

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo	
										Cost (Cr)	Reference
Body Pistol	8	Pistol	Gun Combat (slug)	3D-3	6	-	-	500	0.4	20	Central Supply Catalogue
Bullpup Carbine	7	Rifle	Gun Combat (slug)	3D-2	20	-	-	300	2.5	20	Central Supply Catalogue
Cap-and-Ball Revolver	4	Pistol	Gun Combat (slug)	3D-3	6	-	1	150	1	5	Central Supply Catalogue
Carbine	5	Rifle	Gun Combat (slug)	3D-2	10	-	-	175	2.75	12	Central Supply Catalogue
Carbine Type Submachine Gun	6	Assault	Gun Combat (slug)	3D-3	30	4	1	500	3	20	Central Supply Catalogue
Carbine-Revolver	5	Assault	Gun Combat (slug)	3D-2	6	-	-	125	2.5	5	Central Supply Catalogue
Cartridge Assault Laser	14	Assault	Gun Combat (slug)	4D+6	15 or 35	6	-	9,000	7	75 or 150	Central Supply Catalogue
Cartridge Laser Carbine	13	Assault	Gun Combat (energy)	4D+3	15	-	-	7,500	3	70	Central Supply Catalogue
Cartridge Laser Pistol	13	Pistol	Gun Combat (energy)	4D	14	-	-	2,500	2.5	55	Central Supply Catalogue
Cartridge Laser Rifle	13	Rifle	Gun Combat (energy)	5D+3	20	4	-	9,000	9	150	Central Supply Catalogue
Cartridge Pistol	7	Pistol	Gun Combat (slug)	2D+3	6	-	4	300	1.5	10	Central Supply Catalogue
Combat Shotgun	4	Shotgun	Gun Combat (slug)	4D	6	-	2	200	4	10	Central Supply Catalogue
Concealed Body Pistol	10	Pistol	Gun Combat (slug)	2D-3	1	-	-	2,000+	-	50	Central Supply Catalogue
Convergence Beam Rifle	14	Rifle	Gun Combat (energy)	4D+3	100	4	-	10,000	7	3,000	Central Supply Catalogue
Cryo Jet	11	Personal	Gun Combat (energy)	4D	16	-	1	4,000	14	200	Central Supply Catalogue
Cryo Rifle	14	Assault	Gun Combat (energy)	5D	10	-	1	6,000	6	150	Central Supply Catalogue
Cylinder Air Rifle	4	Personal	Gun Combat (slug)	3D-2	1	-	-	350	5	1	Central Supply Catalogue
Disposable MLR Pod	10	Very Distant	Heavy Weapons (man portable)	16D	6	6	-	15,000	95	-	Central Supply Catalogue
Duck's Foot Pistol	3	Pistol	Gun Combat (slug)	3D-6	4-8	3	1	150	0.75	5	Central Supply Catalogue
Dynamite Gun	4	Very Long	Heavy Weapons (artillery)	10D	1	-	-	5,000	400	20	Central Supply Catalogue

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo Cost (Cr)	Reference
Electric Stun Carbine	8	Thrown	Gun Combat (energy)	2D+2 Stun	10	-	-	800	3	-	Central Supply Catalogue
Electric Stun Pistol	7	Thrown	Gun Combat (energy)	2D Stun	1	-	-	300	0.5	-	Central Supply Catalogue
FGMP (TL 14)	14	Rifle	Heavy Weapons (man portable)	2DD AP50	-	4	3	100,000	12	-	Central Supply Catalogue
FGMP (TL 15)	15	Rifle	Heavy Weapons (man portable)	2DD AP60	-	4	2	400,000	12	-	Central Supply Catalogue
FGMP (TL 16)	16	Rifle	Heavy Weapons (man portable)	2DD AP80	-	4	2	500,000	15	-	Central Supply Catalogue
Flame Rifle	9	Personal	Heavy Weapons (man portable)	3D+6 Flame	8	-	1	2,000	6	16	Central Supply Catalogue
Flamethrower	4	Personal	Heavy Weapons (man portable)	4D Flame	30	-	3	800	25	60	Central Supply Catalogue
Flechette Pistol	9	Pistol	Gun Combat (slug)	3D-2 Weak	20	4	1	250	1	10	Central Supply Catalogue
Flechette Rifle	9	Rifle	Gun Combat (slug)	3D Weak	60	6	2	800	4.5	10	Central Supply Catalogue
Flechette Submachine Gun	9	Assault	Gun Combat (slug)	3D Weak	40	4	1/2	500	3	10	Central Supply Catalogue
Fullbore Bolt Rifle	5	Rifle	Gun Combat (slug)	3D+3	5	-	2	250	6	15	Central Supply Catalogue
Fusion Pistol (TL 17)	17	Pistol	Gun Combat (energy)	4D+2 AP10	300	-	2	10,000	4	5,000	Central Supply Catalogue
Fusion Pistol (TL 18)	18	Pistol	Gun Combat (energy)	4D+4 AP10	300	-	2	12,000	4	7,000	Central Supply Catalogue
Fusion Pistol (TL 19)	19	Pistol	Gun Combat (energy)	4D+6 AP10	300	-	1	15,000	4	10,000	Central Supply Catalogue
Fusion Rifle (TL 17)	17	Assault	Gun Combat (energy)	5D+2 AP20	300	-	3	25,000	7	7,000	Central Supply Catalogue
Fusion Rifle (TL 18)	18	Assault	Gun Combat (energy)	5D+4 AP20	300	-	3	30,000	7	10,000	Central Supply Catalogue
Fusion Rifle (TL 19)	19	Assault	Gun Combat (energy)	5D+6 AP20	300	-	1	45,000	7	15,000	Central Supply Catalogue
Fusion X Gun	12	Very Distant	Heavy Weapons (vehicle)	2DD AP50	-	-	-	MCr3	4,000	-	Central Supply Catalogue
Fusion Y Gun	13	Very Distant	Heavy Weapons (vehicle)	2DD AP70	-	-	-	MCr5	4,000	-	Central Supply Catalogue
Fusion Z Gun	14	Very Distant	Heavy Weapons (vehicle)	3DD AP70	-	-	-	MCr8	4,000	-	Central Supply Catalogue

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo Cost (Cr)	Reference
Gatling Laser	8	Distant	Heavy Weapons (vehicle)	6D	-	8	-	750,000	2,000	-	Central Supply Catalogue
Gatling Point-Defence Laser	12	Assault	Heavy Weapons (vehicle)	4D+2	8	6	-	14,000	26	2,500	Central Supply Catalogue
Gauntlet Laser	10	Pistol	Gun Combat (energy)	3D	125	-	-	2,250	4	1,100	Central Supply Catalogue
Gauss Assault Weapon	13	Rifle	Gun Combat (slug)	3D	30	4	-	800	5	15	Central Supply Catalogue
Gauss Carbine	12	Rifle	Gun Combat (slug)	3D	60	4	-	1,200	3	30	Central Supply Catalogue
Gauss Flamer	13	Assault	Heavy Weapons (man portable)	5D+6 Flame	8	-	-	7,000	6	40	Central Supply Catalogue
Gauss Rifle	12	Rifle	Gun Combat (slug)	4D	80	4	-	1,500	4	40	Central Supply Catalogue
Gauss Support Weapon	12	Rifle	Gun Combat (slug)	4D	500	6	1	8,500	7.5	1,000	Central Supply Catalogue
General-Purpose Machinegun	6	Rifle	Gun Combat (slug)	3D+3	100	6	1	3,500	10	150	Central Supply Catalogue
Grenade Launcher	7	Personal	Heavy Weapons (man portable)	-	6	-	-	400	1	180	Central Supply Catalogue
Guided Disposable Launcher	8	Rocket	Gun Combat (slug)	-	-	-	-	X4	-	-	Central Supply Catalogue
Hand Flamer	10	Pistol	Gun Combat (energy)	3D+6 Flame	3	-	-	1,200	2	6	Central Supply Catalogue
HEAP Gun	8	Pistol	Gun Combat (slug)	3D+2AP5	4	-	2	500	0.3	20	Central Supply Catalogue
Heavy Advanced Combat Rifle	10	Rifle	Gun Combat (slug)	4D	40	4	2	1,300	4	20	Central Supply Catalogue
Heavy Assault Submachine Gun	7	Assault	Gun Combat (slug)	3D	20 or 50	4	2	1,000	3.5	75	Central Supply Catalogue
Heavy Autocannon	6	Distant	Heavy Weapons (vehicle)	8D AP10	100	6	-	95,000	600	1,000	Central Supply Catalogue
Heavy Black Powder Pistol	3	Pistol	Gun Combat (slug)	3D-5	1	-	1	100	1	5	Central Supply Catalogue
Heavy Body Pistol	9	Pistol	Gun Combat (slug)	2D+1	1 or 2	-	1	600	0.4	100	Central Supply Catalogue
Heavy Bolt Rifle	5	Rifle	Gun Combat (slug)	4D+4AP5	4	-	3	350	8	20	Central Supply Catalogue
Heavy Derringer	5	Pistol	Gun Combat (slug)	3/4D-4	1 or 2	-	1	200	0.6	1	Central Supply Catalogue

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo	
										Cost (Cr)	Reference
Heavy Disposable Launcher	8	Rocket	Heavy Weapons (man portable)	9D AP10	1	-	1	500	13	-	Central Supply Catalogue
Heavy Gauss Sniper Rifle	13	Rifle	Gun Combat (slug)	5D AP5	20	-	-	16,000	9	40	Central Supply Catalogue
Heavy Hypervelocity Cannon	13	Very Distant/Extreme	Heavy Weapons (vehicle)	2DD AP75	60	-	-	MCr26	18,000	3,000	Central Supply Catalogue
Heavy Laser Rifle	15	Rifle	Gun Combat (energy)	6D+8	4	-	-	13,000	11	1,200	Central Supply Catalogue
Heavy Machinegun	5	Rifle	Gun Combat (slug)	5D	100	6	1	4,500	36	400	Central Supply Catalogue
Heavy Projection Flamer	10	Personal	Heavy Weapons (man portable)	7D+3 Flame	12	-	2	2,000	30	100	Central Supply Catalogue
Heavy Reusable Launcher	8	Rocket	Heavy Weapons (man portable)	9D AP10	2	-	0	2,000	8	-	Central Supply Catalogue
Heavy Revolver	6	Pistol	Gun Combat (slug)	4D-4	6	-	2	400	.5	12	Central Supply Catalogue
Improved Flamethrower (TL 6)	6	Personal	Heavy Weapons (man portable)	4D Flame	25	-	2	1,400	20	40	Central Supply Catalogue
Improved Flamethrower (TL 8)	8	Personal	Heavy Weapons (man portable)	3D+6 Flame	25	-	1	2,500	20	40	Central Supply Catalogue
Improved Heavy Disposable Launcher	9	Rocket	Heavy Weapons (man portable)	9D AP20	1	-	1	600	13	-	Central Supply Catalogue
Improved Heavy Reusable Launcher	9	Rocket	Heavy Weapons (man portable)	9D+5 AP15	2	-	0	2,000	8	-	Central Supply Catalogue
Improved Matter Disintegrator	19	Personal	Gun Combat (energy)	3D AP30	-	-	3	50,000	10	-	Central Supply Catalogue
Improved Plasma Jet	14	Assault	Gun Combat (energy)	8D AP12	30	-	-	15,000	8	300	Central Supply Catalogue
Improved Stagger Laser Rifle	14	Rifle	Gun Combat (energy)	4D+3	100	4	-	10,000	7	3,000	Central Supply Catalogue
Infantry Recoilless Support Weapon	8	Distant	Heavy Weapons (man portable)	7D AP6	1	-	-	9,000	14	24	Central Supply Catalogue
Infantry Support MRL Pack	6	Very Long	Heavy Weapons (man portable)	4D	6	-	-	3,000	12	-	Central Supply Catalogue
Infantry Support Plasma Weapon	9	Rifle	Gun Combat (energy)	8D AP10	1	-	1	7,500	27	500	Central Supply Catalogue
Infantry Support Rosette	7	Very Long	Heavy Weapons (man portable)	6D	16	-	-	2,000	22	-	Central Supply Catalogue
Inferno Revolver	11	Pistol	Gun Combat (slug)	3D Flame	4	-	1	850	8	75	Central Supply Catalogue

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Cost (Cr)	Ammo	Reference
Laser Cannon	9	Extreme	Heavy Weapons (vehicle)	8D AP10	-	-	-	MCr1	6,000	-	-	Central Supply Catalogue
Laser Carbine	9	Assault	Gun Combat (energy)	4D	50	-	-	2,500	4	1,000	1,000	Central Supply Catalogue
Laser Pistol	9	Pistol	Gun Combat (energy)	3D	100	-	-	2,000	3	1,000	1,000	Central Supply Catalogue
Laser Rifle	9	Rifle	Gun Combat (energy)	5D	100	-	-	3,500	8	1,500	1,500	Central Supply Catalogue
Laser Support Weapon	13	Rifle	Gun Combat (energy)	6D	20	4	-	12,000	14	2,500	2,500	Central Supply Catalogue
Light Advanced Combat Rifle	10	Rifle	Gun Combat (slug)	3D	100	6	1	1,000	3.5	30	30	Central Supply Catalogue
Light Assault Gun	8	Rifle	Gun Combat (slug)	6D AP6	5	-	5	5,000	30	30	30	Central Supply Catalogue
Light Assault Pistol	6	Pistol	Gun Combat (slug)	2D-2	12	4	-	600	0.8	8	8	Central Supply Catalogue
Light Autocannon	6	Rifle	Heavy Weapons (man portable)	6D	100	6	3	9,500	50	600	600	Central Supply Catalogue
Light Black Powder Pistol	3	Pistol	Gun Combat (slug)	3D-6	1	-	-	100	1	5	5	Central Supply Catalogue
Light Cap-and-Ball Revolver	4	Pistol	Gun Combat (slug)	2D-2	6	-	1	125	1	5	5	Central Supply Catalogue
Light Carbine Type Submachine Gun (TL 6)	6	Assault	Gun Combat (slug)	2D-2	30	4	0	400	2.5	20	20	Central Supply Catalogue
Light Carbine Type Submachine Gun (TL 7)	7	Assault	Gun Combat (slug)	2D-2	50	8	0 or 3	600	2.5	35	35	Central Supply Catalogue
Light Derringer	5	Pistol	Gun Combat (slug)	2/3D-2	1 or 2	-	1	150	0.4	1	1	Central Supply Catalogue
Light Disposable Launcher	6	Rocket	Heavy Weapons (man portable)	7D AP10	1	-	0	200	6	-	-	Central Supply Catalogue
Light Hypervelocity Cannon	13	Distant	Heavy Weapons (vehicle)	1DD AP40	100	-	-	MCr14	10,000	2,000	2,000	Central Supply Catalogue
Light Machinegun	5	Rifle	Gun Combat (slug)	3D	100	6	2	3,000	7	125	125	Central Supply Catalogue
Light Reusable Launcher	6	Rocket	Heavy Weapons (man portable)	7D AP10	1	-	0	2,000	8	-	-	Central Supply Catalogue
Light Revolver	5	Pistol	Gun Combat (slug)	2D-2	6	-	-	100	0.65	4	4	Central Supply Catalogue
Light Sporting Personal	4	Personal	Gun Combat (slug)	3D	2	-	1	120	2	2	2	Central Supply Catalogue

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo	
										Cost (Cr)	Reference
MagRail Carbine	14	Assault	Gun Combat (slug)	3D+2	20	4	-	2,000	3	25	Central Supply Catalogue
MagRail Pistol	14	Pistol	Gun Combat (slug)	3D+2	10	-	-	600	1	40	Central Supply Catalogue
MagRail Rifle	13	Rifle	Gun Combat (slug)	4D+2	30	4	1	2,500	3	50	Central Supply Catalogue
MagRail Support Weapon	15	Long	Gun Combat (slug)	5D+4	500	12	2	250,000	25	5,000	Central Supply Catalogue
Maser Pistol	16	Pistol	Gun Combat (energy)	3D+2	10	-	-	25,000	5	2,000	Central Supply Catalogue
Maser Rifle	16	Assault	Gun Combat (energy)	4D+3	15	-	-	30,000	12	3,500	Central Supply Catalogue
Matter Disintegrator	18	Pistol	Gun Combat (energy)	2D AP20	-	-	3	30,000	10	-	Central Supply Catalogue
Mauler Shotgun	9	Pistol	Gun Combat (slug)	4D	8	(4)	2	300	3.5	20	Central Supply Catalogue
Medium Autocannon	6	Distant	Heavy Weapons (vehicle)	7D AP5	100	6	-	55,000	200	800	Central Supply Catalogue
Medium Disposable Launcher	7	Rocket	Heavy Weapons (man portable)	8D AP10	1	-	0	350	9	-	Central Supply Catalogue
Medium Incendiary Disposable Launcher	7	Rocket	Heavy Weapons (man portable)	4D Flame	1	-	0	300	7	-	Central Supply Catalogue
Medium Machinegun	6	Rifle	Gun Combat (slug)	3D+3	100	6	1	2,500	25	150	Central Supply Catalogue
Medium Reusable Launcher	7	Rocket	Heavy Weapons (man portable)	8D+4 AP10	1	-	0	2,000	8	-	Central Supply Catalogue
Meson Accelerator	15	Continental	Heavy Weapons (vehicle)	2DD AP120	-	-	-	MCr20	60,000	-	Central Supply Catalogue
Microwave Carbine	7	Assault	Gun Combat (energy)	2D	60	-	-	1,000	5	-	Central Supply Catalogue
Navy Model Gauss Pistol	13	Pistol	Gun Combat (slug)	3D+2	50	4	-	700	0.7	20	Central Supply Catalogue
Neural Pistol	18	LoS	Gun Combat (energy)	-	-	-	-	250,000	0.5	-	Central Supply Catalogue
Neural Rifle	17	LoS	Gun Combat (energy)	-	-	-	-	225,000	10	-	Central Supply Catalogue
Percussion Rifle-Musket	4	Rifle	Gun Combat (slug)	3D-1	1	-	1	150	3	9	Central Supply Catalogue
Personal Defence Laser	13	Pistol	Gun Combat (energy)	4D+1	25	4	-	2,500	3	100	Central Supply Catalogue

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo Cost (Cr)	Reference
PGMP (TL 12)	12	Rifle	Heavy Weapons (man portable)	1DD AP30	-	2	3	20,000	10	-	Central Supply Catalogue
PGMP (TL 13)	13	Rifle	Heavy Weapons (man portable)	1DD AP40	-	4	3	65,000	10	-	Central Supply Catalogue
PGMP (TL 14)	14	Rifle	Heavy Weapons (man portable)	1DD AP50	-	6	3	100,000	10	-	Central Supply Catalogue
Pistol Type Submachine Gun	6	Pistol	Gun Combat (slug)	3D-3	16 or 30	4	2	400	2	20	Central Supply Catalogue
Plasma A Gun	10	Distant	Heavy Weapons (vehicle)	1DD AP50	-	-	-	MCr1	4,000	-	Central Supply Catalogue
Plasma B Gun	11	Distant	Heavy Weapons (vehicle)	1DD AP60	-	-	-	MCr1.5	4,000	-	Central Supply Catalogue
Plasma C Gun	12	Distant	Heavy Weapons (vehicle)	2DD AP80	-	-	-	MCr2	4,000	-	Central Supply Catalogue
Plasma Disposable Launcher	12	Rocket	Heavy Weapons (man portable)	8D AP25	1	-	1	800	8	-	Central Supply Catalogue
Plasma Jet	12	Personal	Gun Combat (energy)	6D AP6	12	-	-	12,000	12	120	Central Supply Catalogue
Plasma Rifle	16	Rifle	Gun Combat (energy)	6D	-	-	-	100,000	6	-	Central Supply Catalogue
Poni Gun	8	Rifle	Gun Combat (slug)	5D	2	-	3	1,500	9	15	Central Supply Catalogue
Projection Flamer	10	Personal	Heavy Weapons (man portable)	5D+3 Flame	8	-	1	1,000	15	50	Central Supply Catalogue
Purse Gun	6	Pistol	Gun Combat (slug)	1D+1	6	-	-	50	0.15	2	Central Supply Catalogue
RAM Auto Grenade Launcher	8	Assault	Heavy Weapons (man portable)	-	6	6	1	800	2	-	Central Supply Catalogue
RAM Grenade Launcher	8	Assault	Heavy Weapons (man portable)	-	6	1	1	400	2	-	Central Supply Catalogue
RAM Rifle-Mounted Grenade Launcher	8	Assault	Heavy Weapons (man portable)	-	1	-	1	1,000	2 + Rifle	-	Central Supply Catalogue
RAM Support Grenade Launcher	8	Assault	Heavy Weapons (man portable)	-	20	-	1	2,000	16	-	Central Supply Catalogue
Rapid-Fire Gauss Support Weapon	13	Rifle	Gun Combat (slug)	4D	1,000	8	1	16,000	38	2,000	Central Supply Catalogue
Rapid-Fire Light Advanced Combat Rifle	10	Rifle	Gun Combat (slug)	3D	100	6/10	2	1,800	3.25	55	Central Supply Catalogue
Rapid-Fire Light Machinegun	7	Rifle	Gun Combat (slug)	3D	100	6/10	2	5,000	7	125	Central Supply Catalogue

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo	
										Cost (Cr)	Reference
Reservoir Air Rifle	3	Personal	Gun Combat (slug)	2D+2 Weak	1	-	-	225	4	1	Central Supply Catalogue
Revolver	5	Pistol	Gun Combat (slug)	3D-3	6	-	-	150	1	5	Central Supply Catalogue
Rifle-Mounted Grenade Launcher	7	Personal	Heavy Weapons (man portable)	-	1	-	1	500	2 + Rifle	-	Central Supply Catalogue
Riot Cannon	7	Personal	Gun Combat (slug)	3D Weak	3	-	2	1,000	6	-	Central Supply Catalogue
Sawed-off Shotgun	4	Thrown	Gun Combat (slug)	4D	2	-	3	200	2.5	10	Central Supply Catalogue
Self-Loading Rifle	5	Rifle	Gun Combat (slug)	3D	20	-	1	200	5	10	Central Supply Catalogue
Sharpshooter Percussion Rifle-Musket	4	Rifle	Gun Combat (slug)	2D+6	1	-	3	500	5.5	5	Central Supply Catalogue
Short Shotgun	5	Pistol	Gun Combat (slug)	4D	3	-	2	125	2.5	3	Central Supply Catalogue
Shot Pistol	5	Pistol	Gun Combat (slug)	2D	1 or 2	-	-	60 or 75	0.3 or 0.4	1	Central Supply Catalogue
Sniper Rifle	8	Rifle	Gun Combat (slug)	3D+3	4	-	2	700	5	10	Central Supply Catalogue
Snub Carbine	8	Assault	Gun Combat (slug)	2D-2	50	-	-	800	3	40	Central Supply Catalogue
Snub Derringer	8	Pistol	Gun Combat (slug)	2D-2	2	-	1	125	0.1	1	Central Supply Catalogue
Snub Pistol	8	Pistol	Gun Combat (slug)	3D-2	6	-	-	150	0.7	10	Central Supply Catalogue
Snub Revolver	8	Pistol	Gun Combat (slug)	2D-2	6	-	-	150	0.5	10	Central Supply Catalogue
Snub Submachine Gun	8	Assault	Gun Combat (slug)	2D-2	30	2	-	350	2	30	Central Supply Catalogue
Solar Beam Rifle	17	Personal	Gun Combat (energy)	6D	5	-	-	20,000	7	-	Central Supply Catalogue
Sonic Stun Carbine	9	Pistol	Gun Combat (energy)	2D Stun	20	-	-	350	3	-	Central Supply Catalogue
Speargun	6	Pistol	Gun Combat (slug)	2D+2	1	-	0	15	2	5	Central Supply Catalogue
Splinter Carbine	13	Assault	Gun Combat (slug)	2D/1D+2	52	6	1	600	7	100	Central Supply Catalogue
Splinter Pistol	13	Pistol	Gun Combat (slug)	2D/1D+2	24	4	0	400	5	50	Central Supply Catalogue

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo Cost (Cr)	Reference
Splinter Rifle	13	Rifle	Gun Combat (slug)	3D/2D+3	10	-	1	750	10	75	Central Supply Catalogue
Sporting Shotgun	5	Shotgun	Gun Combat (slug)	4D	1 or 2	-	2	150	3	2	Central Supply Catalogue
Sprayer	5	Thrown	Gun Combat (slug)	-	3	-	-	25	0.1	10	Central Supply Catalogue
Spurt Gun	12	Pistol	Gun Combat (slug)	2D	1	6	-	300	0.3	-	Central Supply Catalogue
Stagger Laser Rifle	12	Assault	Gun Combat (energy)	4D	75	4	-	7,500	9	1,500	Central Supply Catalogue
Support Accelerator Weapon	9	Assault	Gun Combat (slug)	2D	30	6	-	3,500	6	10	Central Supply Catalogue
Survival Rifle	7	Rifle	Gun Combat (slug)	2D-1	2	-	-	50	2	2	Central Supply Catalogue
Target Pistol	6	Pistol	Gun Combat (slug)	2D-2	1 or 5	-	-	500	0.5	3	Central Supply Catalogue
Telepathic Neural Weapon	16	LoS	Gun Combat (energy)	-	-	-	-	200,000	0.5	-	Central Supply Catalogue
Thud Gun	6	Pistol	Gun Combat (slug)	1D+1D Stun	1	-	2	100	1	10	Central Supply Catalogue
Tranq Pistol	7	Pistol	Gun Combat (slug)	-	1 or 5	-	-	75	0.35	3 or 15	Central Supply Catalogue
Tranq Rifle	7	Assault	Gun Combat (slug)	-	7	-	-	175	2	21	Central Supply Catalogue
Twin Cylinder Revolver	8	Pistol	Gun Combat (slug)	3D+1	12	-	3	450	2	10	Central Supply Catalogue
Variable Wavelength Laser Projection System	13	Rifle	Gun Combat (energy)	3D+1	20	-	-	15,000	13	5,000	Central Supply Catalogue
Varmint Bolt Rifle	5	Rifle	Gun Combat (slug)	3D	6	-	1	200	3.5	10	Central Supply Catalogue
Very Rapid-Firing Gauss Gun	12	Distant	Gun Combat (slug)	5D	4,000	12	2	200,000	2,000	8,000	Central Supply Catalogue
Very Rapid-Firing Gauss Rifle	14	Rifle	Gun Combat (slug)	5D	1,000	10	2	50,000	40	2,000	Central Supply Catalogue
Vulcan Light Autocannon	7	Rifle	Heavy Weapons (vehicle)	6D AP5	1,000	10	1	65,000	120	6,000	Central Supply Catalogue
Vulcan Machinegun	7	Rifle	Gun Combat (slug)	3D+3	1,000	10	2	12,000	70	1,250	Central Supply Catalogue
Wrist-Mounted Warhead Launcher	12	Assault	Gun Combat (slug)	7D AP15	4	-	2	1,500	2	-	Central Supply Catalogue

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Cost (Cr)	Reference
Heavy Stunner (TL 10)	10	Medium	Gun Combat (energy)	4D Stun	-	-	-	8,000	-	-	Compendium 1
Heavy Stunner (TL 12)	12	Medium	Gun Combat (energy)	5D Stun	-	-	-	10,000	-	-	Compendium 1
Heavy Stunner (TL 8)	8	Medium	Gun Combat (energy)	3D Stun	-	-	-	5,000	-	-	Compendium 1
Water Cannon	7	Personal	Gun Combat (slug)	2D+6 Stun	25	-	3	2,500	-	-	Compendium 1
Bio-Gloop Gun	12	Pistol	Gun Combat (slug)	5D	15	-	-	1,000	3	50	Compendium 2
Double Tap Snub Pistol	9	Pistol	Gun Combat (slug)	4D	6	-	2	500	6	10	Compendium 2
Nova Gun	13	Rifle	Gun Combat (energy)	4D+6	100	-	-	10,000	7	2,000	Compendium 2
TCM4 Mule Electro-personal	9	Personal	Gun Combat (energy)	4D	8	-	2	800	8	80	Compendium 2
Venom Projector	-	Special	Gun Combat (slug)	3D	50	-	-	-	4	-	Compendium 2
Tape Gun	10	Personal	Gun Combat (slug)	-	6	-	2	1,250	5	100	Merchant Prince
Psi Gun	14	Pistol	Gun Combat (energy)	1D+2 per Psi	-	-	-	200,000	3.5	1,500	Psion
Psi Rifle	14	Rifle	Gun Combat (energy)	2D+3 per Psi	-	-	-	400,000	9	2,000	Psion
Grappling Hook Gun (TL 12)	12	Assault	Gun Combat (slug)	2D-2	1	-	1	800	3	50	Scoundrel
Grappling Hook Gun (TL 7)	7	Pistol	Gun Combat (slug)	2D-2	1	-	2	500	4	50	Scoundrel
Sawed-off Shotgun	4	Thrown	Gun Combat (slug)	4D	2	-	3	200	2.5	10	Scoundrel
Snub Personal	8	Thrown	Gun Combat (slug)	4D-4	6	-	-	250	3	10	Scoundrel
120mm Cannon	8	Distant	Heavy Weapons (vehicle)	10D AP20	30/Space	-	-	400,000	10 Spaces	65 each	The Vehicle Handbook
12mm Light Gauss Cannon	12	Distant	Heavy Weapons (vehicle)	10D AP30	200/Space	-	-	MCr3	4 Spaces	1,000	The Vehicle Handbook
22mm Heavy Gauss Cannon	12	Very Distant	Heavy Weapons (vehicle)	14D AP45	100/Space	-	-	MCr10	18 Spaces	-	The Vehicle Handbook
35mm Rail Gun	9	Very Distant	Heavy Weapons (vehicle)	12D AP40	200/Space	-	-	MCr1	28 Spaces	30 each	The Vehicle Handbook

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo Cost (Cr)	Reference
60mm Antitank Gun	6	Distant	Heavy Weapons (vehicle)	7D AP15	80/Space	-	-	56,000	4 Spaces	20 each	The Vehicle Handbook
70mm Strafing Rocket Pod (7pack)	6	Very Long	Heavy Weapons (vehicle)	8D	7/Space	14	-	4,000	½ Space	-	The Vehicle Handbook
75mm Cannon	7	Distant	Heavy Weapons (vehicle)	8D AP15	40/Space	-	-	160,000	6 Spaces	45 each	The Vehicle Handbook
9lb Cannon	3	Very Long	Heavy Weapons (vehicle)	9D	60/Space	-	-	2,600	2 Spaces	3 each	The Vehicle Handbook
Advanced Anti-Armour Gun	14	Distant	Heavy Weapons (man portable)	14D AP30	50	-	-	50,000	-	-	The Vehicle Handbook
Advanced Flamethrower	8	Medium	Heavy Weapons (vehicle)	3D+6 Flame	20/Space	-	-	2,500	½ Space	-	The Vehicle Handbook
Advanced Light Autocannon	10	Very Long	Heavy Weapons (vehicle)	6D+4 AP10	5,000/Space	8	-	10,000	1 Space	4 each	The Vehicle Handbook
Advanced Support Weapon	10	Rifle	Heavy Weapons (vehicle)	4D	10,000/Space	4	-	2,750	½ Space	1 for 2	The Vehicle Handbook
Artillery Rocket Pod	5	Distant	Heavy Weapons (vehicle)	16D	12/Space	12	-	52,000	1½ Spaces	-	The Vehicle Handbook
Blue-green Laser Cannon	10	Very Long	Heavy Weapons (vehicle)	7D	-	-	-	MCr1.2	1 Space	-	The Vehicle Handbook
Disposable MLR Pod	10	Very Distant	Heavy Weapons (vehicle)	16D	6/Space	6	-	15,000	1 Space	-	The Vehicle Handbook
FGMP-14	14	Rifle	Heavy Weapons (man portable)	2DD AP50	-	4	2	100,000	12	-	The Vehicle Handbook
Fusion Z Gun	14	Very Distant	Heavy Weapons (vehicle)	3DD AP70	-	-	-	MCr8	16 Spaces	-	The Vehicle Handbook
Gatling Laser	8	Distant	Heavy Weapons (vehicle)	6D	-	8	-	750,000	8 Spaces	-	The Vehicle Handbook
Gatling Laser	12	Distant	Heavy Weapons (vehicle)	6D	-	6	-	MCr1.25	12 Spaces	-	The Vehicle Handbook
Gauss Flamer	13	Assault	Heavy Weapons (man portable)	5D+6 Flame	8	-	-	7,000	6	40	The Vehicle Handbook
Gauss Pistol	13	Pistol	Gun Combat (slug)	3D	40	4	-	500	0.5	20	The Vehicle Handbook
Gauss Rifle	12	Rifle	Gun Combat (slug)	4D	80	4	-	1,500	4	40	The Vehicle Handbook
Gauss Shotgun	12	Shotgun	Heavy Weapons (man portable)	8D	12	-	-	4,500	-	-	The Vehicle Handbook
Gauss Submachine Gun	13	Assault	Heavy Weapons (man portable)	3D+1	500	4	-	1,200	-	-	The Vehicle Handbook

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo	
										Cost (Cr)	Reference
Hand Flamer	10	Pistol	Gun Combat (energy)	3D+6 Flame	3	-	-	1,200	2	6	The Vehicle Handbook
Heavy Autocannon	6	Distant	Heavy Weapons (vehicle)	8D AP10	3,000/Space	6	-	95,000	3 Spaces	10 each	The Vehicle Handbook
Heavy Bomb	5	Very Distant	Heavy Weapons (vehicle)	14D AP15	-	-	-	4,000	½ Space	-	The Vehicle Handbook
Heavy Fusion Gun	14	Very Distant	Heavy Weapons (man portable)	2DD AP100	10	-	-	200,000	-	-	The Vehicle Handbook
Heavy Hypervelocity Cannon	13	Very Distant	Heavy Weapons (vehicle)	2DD AP100	100/Space	-	-	MCr26	72 Spaces	-	The Vehicle Handbook
Heavy Machinegun	5	Rifle	Gun Combat (slug)	5D	7,000/Space	6	1	4,500	1 Space	4 each	The Vehicle Handbook
Heavy Machinegun	5	Rifle	Gun Combat (slug)	5D	100	6	1	4,500	1 Space	4 each	The Vehicle Handbook
Heavy Plasma Gun	12	Very Long	Heavy Weapons (man portable)	14D	12	-	-	250,000	-	-	The Vehicle Handbook
Heavy Rotary Machinegun	8	Very Long	Heavy Weapons (vehicle)	5D	7,000/Space	10	-	25,000	1½ Spaces	-	The Vehicle Handbook
Heavy Torpedo	6	Very Distant	Heavy Weapons (vehicle)	14D	-	-	-	2,200	8 Spaces	-	The Vehicle Handbook
Hypervelocity Orbital Defence Gun	14	Orbital	Heavy Weapons (vehicle)	2DD AP100	50/Space	-	-	MCr40	140 Spaces	-	The Vehicle Handbook
Improved Flamethrower	6	Medium	Heavy Weapons (vehicle)	4D Flame	20/Space	-	-	1,400	½ Space	-	The Vehicle Handbook
Laser Cannon	9	Extreme	Heavy Weapons (vehicle)	8D AP10	-	-	-	MCr1	24 Spaces	-	The Vehicle Handbook
Laser Carbine	11	Assault	Gun Combat (energy)	4D+3	50	-	-	4,000	3	3,000	The Vehicle Handbook
Light Autocannon	6	Rifle	Heavy Weapons (vehicle)	6D	5,000/Space	6	-	9,500	2 Spaces	-	The Vehicle Handbook
Light Autocannon	6	Rifle	Heavy Weapons (man portable)	6D	100	6	3	9,500	50	600	The Vehicle Handbook
Light Hypervelocity Gun	13	Very Distant	Heavy Weapons (vehicle)	1DD AP80	200/Space	-	-	MCr14	40 Spaces	-	The Vehicle Handbook
Light Machinegun	5	Rifle	Heavy Weapons (vehicle)	3D	12,000/Space	6	-	3,000	½ Space	12.5 for 10	The Vehicle Handbook
Light Rotary Autocannon	7	Very Long	Heavy Weapons (vehicle)	6D	5,000/Space	10	-	65,000	1 Space	-	The Vehicle Handbook
Light Tac Anti-Air Missile	9	Extreme	Heavy Weapons (vehicle)	9D	-	-	-	3,000	½ Space	-	The Vehicle Handbook

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo Cost (Cr)	Reference
Light Tac Anti-Armour Missile	9	Very Distant	Heavy Weapons (vehicle)	9D AP20	-	-	-	4,000	½ Space	-	The Vehicle Handbook
Light Tac Anti-Personnel Missile	9	Very Distant	Heavy Weapons (vehicle)	9D	-	-	-	1,800	½ Space	-	The Vehicle Handbook
MagRail Rifle	13	Rifle	Gun Combat (slug)	4D+2	30	4	1	2,500	3	50	The Vehicle Handbook
Mass Driver Cannon	13	Very Distant	Heavy Weapons (man portable)	1DD AP50	20	2	-	250,000	-	-	The Vehicle Handbook
Medium Autocannon	6	Distant	Heavy Weapons (vehicle)	7D AP5	400	6	-	55,000	200	8 for 1	The Vehicle Handbook
Medium Bomb	4	Very Distant	Heavy Weapons (vehicle)	12D	-	-	-	1,200	½ Space	-	The Vehicle Handbook
Medium Machinegun	6	Rifle	Heavy Weapons (vehicle)	3D+3	10,000/Space	6	-	2,500	½ Space	15 for 10	The Vehicle Handbook
Medium Missile	7	Extreme	Heavy Weapons (vehicle)	8D+4 AP10	-	-	-	2,000	1 Space	-	The Vehicle Handbook
Medium Mortar	5	Distant	Heavy Weapons (vehicle)	4D	10/Space	-	-	5,000	½ Space	-	The Vehicle Handbook
Medium Rotary Machinegun	6	Rifle	Heavy Weapons (vehicle)	3D	10,000/Space	10	-	5,000	½ Space	-	The Vehicle Handbook
Meson Accelerator	15	Continental	Heavy Weapons (vehicle)	2DD AP100	-	-	-	MCr20	240 Spaces	-	The Vehicle Handbook
PGMP-13	13	Rifle	Heavy Weapons (man portable)	1DD AP40	-	4	3	65,000	10	-	The Vehicle Handbook
Plasma A Gun	10	Distant	Heavy Weapons (vehicle)	1DD AP50	-	-	-	MCr1	16 Spaces	-	The Vehicle Handbook
Plasma Bazooka	11	Rifle	Heavy Weapons (man portable)	10D	5	-	-	15,000	-	-	The Vehicle Handbook
Plasma Missile	12	Extreme	Heavy Weapons (vehicle)	8D AP40	-	-	-	3,200	½ Space	-	The Vehicle Handbook
Rapid Firing Gauss Gun	13	Rifle	Heavy Weapons (man portable)	4D	500	8	1	16,000	-	-	The Vehicle Handbook
Rapid Firing Plasma B Gun	12	Distant	Heavy Weapons (vehicle)	1DD AP50	-	4	-	MCr1.5	16 Spaces	-	The Vehicle Handbook
Recoilless Rifle	5	Rifle	Heavy Weapons (man portable)	10D AP10	3	-	-	8,000	-	-	The Vehicle Handbook
Rocket Pod	6	Distant	Heavy Weapons (man portable)	6D	24	6	-	10,000	-	-	The Vehicle Handbook
Seeker Gun	13	Rifle	Heavy Weapons (man portable)	4D	6	-	-	1,200	-	-	The Vehicle Handbook

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Cost (Cr)	Ammo	
											Reference	Cost (Cr)
Smart Torpedo	8	Very Distant	Heavy Weapons (vehicle)	12D	-	-	-	2,800	5 Spaces	-	The Vehicle Handbook	
Sonic Cannon	10	Long	Heavy Weapons (vehicle)	2D+3 Stun	-	4	-	20,000	5 Spaces	-	The Vehicle Handbook	
Super Heavy Bomb	6	Very Distant	Heavy Weapons (vehicle)	16DAP30	-	-	-	10,000	6 Spaces	-	The Vehicle Handbook	
Very Rapid Firing Gauss Gun	12	Distant	Heavy Weapons (vehicle)	5D	20,000/Space	12	-	200,000	4 Spaces	2 each	The Vehicle Handbook	
Accelerator Rifle	9	Rifle	Gun Combat (slug)	3D	15	-	-	900	2	30	Traveller Core Rulebook	
Advanced Combat Rifle	10	Rifle	Gun Combat (slug)	3D	40	6	-	1,000	3	15	Traveller Core Rulebook	
Antique Pistol	3	Pistol	Gun Combat (slug)	3D-6	1	-	1	100	1	5	Traveller Core Rulebook	
Antique Rifle	3	Assault	Gun Combat (slug)	3D-3	1	-	1	150	6	5	Traveller Core Rulebook	
Assault Rifle	7	Assault	Gun Combat (slug)	3D	30	4	1	500	4	15	Traveller Core Rulebook	
Autopistol	6	Pistol	Gun Combat (slug)	3D-3	15	-	-	200	0.5	10	Traveller Core Rulebook	
Autorifle	6	Rifle	Gun Combat (slug)	3D	20	4	1	1,000	5	10	Traveller Core Rulebook	
Body Pistol	8	Pistol	Gun Combat (slug)	3D-3	6	-	-	500	0.4	20	Traveller Core Rulebook	
FGMP (TL 14)	14	Rifle	Heavy Weapons (man portable)	2DDAP50	-	4	3	100,000	12	-	Traveller Core Rulebook	
FGMP (TL 15)	15	Rifle	Heavy Weapons (man portable)	2DDAP60	-	4	2	400,000	12	-	Traveller Core Rulebook	
FGMP (TL 16)	16	Rifle	Heavy Weapons (man portable)	2DDAP80	-	4	2	500,000	15	-	Traveller Core Rulebook	
Gauss Pistol	13	Pistol	Gun Combat (slug)	3D	40	4	-	500	0.5	20	Traveller Core Rulebook	
Gauss Rifle	12	Rifle	Gun Combat (slug)	4D	80	4	-	1,500	4	40	Traveller Core Rulebook	
Grenade Launcher	7	Personal	Heavy Weapons (man portable)	-	6	-	-	400	1	180	Traveller Core Rulebook	
Laser Carbine (TL 11)	11	Assault	Gun Combat (energy)	4D+3	50	-	-	4,000	3	3,000	Traveller Core Rulebook	
Laser Carbine (TL 9)	9	Assault	Gun Combat (energy)	4D	50	-	-	2,500	4	1,000	Traveller Core Rulebook	

Weapon	TL	Range	Skill Speciality	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (kg)	Ammo Cost (Cr)	Reference
Laser Pistol (TL 11)	11	Pistol	Gun Combat (energy)	3D+3	100	-	-	3,000	3	3,500	Traveller Core Rulebook
Laser Pistol (TL 9)	9	Pistol	Gun Combat (energy)	3D	100	-	-	2,000	3	1,000	Traveller Core Rulebook
Laser Rifle (TL 11)	11	Rifle	Gun Combat (energy)	5D+3	100	-	-	8,000	5	3,500	Traveller Core Rulebook
Laser Rifle (TL 9)	9	Rifle	Gun Combat (energy)	5D	100	-	-	3,500	8	1,500	Traveller Core Rulebook
PGMP (TL 12)	12	Rifle	Heavy Weapons (man portable)	1DD AP30	-	2	3	20,000	10	-	Traveller Core Rulebook
PGMP (TL 13)	13	Rifle	Heavy Weapons (man portable)	1DD AP40	-	4	3	65,000	10	-	Traveller Core Rulebook
PGMP (TL 14)	14	Rifle	Heavy Weapons (man portable)	1DD AP50	-	6	3	100,000	10	-	Traveller Core Rulebook
Plasma Rifle	16	Rifle	Gun Combat (energy)	6D	-	-	-	100,000	6	-	Traveller Core Rulebook
RAM Grenade Launcher	8	Assault	Heavy Weapons (man portable)	-	6	1	1	400	2	-	Traveller Core Rulebook
Revolver	5	Pistol	Gun Combat (slug)	3D-3	6	-	-	150	1	5	Traveller Core Rulebook
Rifle	5	Rifle	Gun Combat (slug)	3D	20	-	-	200	5	10	Traveller Core Rulebook
Rocket Launcher (TL 6)	6	Rocket	Heavy Weapons (man portable)	4D AP8	1	-	-	2,000	8	300	Traveller Core Rulebook
Rocket Launcher (TL 7)	7	Rocket	Heavy Weapons (man portable)	4D+3 AP8	1	-	-	2,000	8	400	Traveller Core Rulebook
Rocket Launcher (TL 8)	8	Rocket	Heavy Weapons (man portable)	5D AP10	2	-	-	2,000	8	600	Traveller Core Rulebook
Rocket Launcher (TL 9)	9	Rocket	Heavy Weapons (man portable)	5D+5 AP12	2	-	-	2,000	8	800	Traveller Core Rulebook
Shotgun	4	Shotgun	Gun Combat (slug)	4D	6	-	2	200	4	10	Traveller Core Rulebook
Snub Pistol	8	Pistol	Gun Combat (slug)	3D-3	6	-	-	150	0.7	10	Traveller Core Rulebook
Stunner (TL 10)	10	Pistol	Gun Combat (energy)	2D+3 Stun	100	-	-	750	0.5	200	Traveller Core Rulebook
Stunner (TL 12)	12	Pistol	Gun Combat (energy)	3D Stun	100	-	-	1,000	0.5	200	Traveller Core Rulebook
Stunner (TL 8)	8	Pistol	Gun Combat (energy)	2D Stun	100	-	-	500	0.5	200	Traveller Core Rulebook

APPENDIX 2: SOLDIERS, OFFICERS AND SPECIALISTS

The following are characteristics, skills and equipment for generic soldiers, officers and specialists. In all cases, it should be assumed these are examples only and should not be considered 'standard' by any means when it comes to recruiting and building mercenary forces. Players and referees should feel free to create their own but may find these useful for inspiration or wholesale use should characteristics be needed quickly.

Note that only the most relevant skills are shown here, and players and referees are welcome to flesh characters out by adding more skills and filling in specialities.

	STR	DEX	END	INT	EDU	SOC	Skills	Weapons	Armour	Equipment
Accountant	7	7	7	8	8	8	Admin 2, Advocate 1	—	—	—
Captain	8	8	9	7	8	8	Admin 1, Gun Combat 1, Leadership 1, Melee 0, Recon 1	Assault rifle, knife	Flak armour	—
Colonel	8	8	9	8	9	10	Admin 3, Gun Combat 2, Leadership 3, Melee 1, Recon 2	Assault rifle, knife	Flak armour	—
Combat Engineer	9	8	9	8	7	7	Explosives 2, Gun Combat 1, Sensors 1, Trade (military engineering) 2	Autopistol, knife	Flak armour	Toolkit
Combat Medic	7	7	7	7	8	7	Gun Combat 1, Medic 1, Recon 1	Assault rifle, knife	Flak armour	Medikit
Computer Operator	7	7	7	8	8	7	Admin 1, Computers 1	—	—	—
Corporal	8	8	9	7	7	7	Gun Combat 1, Melee 0, Recon 1, Tactics 1	Assault rifle, knife	Flak armour	—
Drill Instructor	10	8	10	8	8	8	Gun Combat 2, Leadership 2, Melee 2, Recon 1	Autopistol, knife	Cloth armour	—
Drone Operator	7	9	7	8	8	7	Recon 1, Remote Ops 1, Sensors 1	—	—	—
Electronic Warfare Operator	7	7	7	9	8	8	Comms 2, Sensors 1	—	—	—
Forward Observer	7	9	8	9	7	7	Comms 2, Gun Combat 0, Recon 1, Stealth 1	Assault rifle, knife	Flak armour	—
Gunnery Sergeant	9	8	9	7	7	7	Gun Combat 2, Leadership 1, Melee 1, Recon 1, Tactics 2	Assault rifle, knife	Flak armour	—
Gunship Pilot	7	9	8	7	7	7	Flyer, Heavy Weapons 1	Autopistol	—	—
Heavy Assault Soldier	9	8	10	8	7	7	Battle Dress 1, Explosives 1, Heavy Weapons 1, Melee 1	PGMP-12, TDX	Battle dress	—
Heavy Weapons Soldier	9	8	9	7	7	7	Gun Combat 1, Heavy Weapons 1	Machinegun, knife	Flak armour	—
Intelligence Analyst	7	7	7	10	10	8	Recon 1, Sensors 2, Tactics 2	—	—	—

	STR	DEX	END	INT	EDU	SOC	SKILLS	Weapons	Armour	Equipment
Lieutenant	8	8	9	7	8	8	Admin 0, Gun Combat 1, Leadership 1, Melee 0, Recon 1	Assault rifle, knife	Flak armour	—
Lieutenant Colonel	8	8	9	8	9	9	Admin 2, Gun Combat 2, Leadership 2, Melee 1, Recon 1	Assault rifle, knife	Flak armour	—
Major	8	8	9	8	78	9	Admin 1, Gun Combat 1, Leadership 2, Melee 1, Recon 2	Assault rifle, knife	Flak armour	—
Marine	8	8	9	7	7	7	Gun Combat 1, Melee 1, Vacc Suit 1, Zero-G 1	Cutlass, laser rifle	Combat armour	—
Mechanic	8	8	8	7	8	7	Engineer 0, Mechanic 1	Tool kit		—
Military Police	7	7	7	8	8	8	Gun Combat 1, Investigate 1, Melee 1	Autopistol, stunner, stunstick	Cloth armour	Handcuffs
Militiaman	7	7	7	7	7	7	Gun Combat 0, Melee 0	Assault rifle, knife	Cloth armour	—
Raw Recruit	6	6	6	7	7	6	—	—	—	—
Rifleman	8	8	9	7	7	7	Gun Combat 1, Melee 0, Recon 0	Assault rifle, knife	Flak armour	—
Scout	7	9	8	8	7	7	Gun Combat 1, Recon 2, Stealth 2	Knife, laser rifle	Flak armour	Binoculars
Sergeant	9	8	9	7	7	7	Gun Combat 2, Leadership 0, Melee 1, Recon 1, Tactics 2	Assault rifle, knife	Flak armour	—
Sergeant Major	9	8	9	7	7	7	Gun Combat 2, Leadership 1, Melee 2, Recon 1, Tactics 3	Assault rifle, knife	Flak armour	—
Shuttle Pilot	7	9	7	8	8	7	Flyer 0, Pilot 0	Autopistol	—	—
Sniper	7	10	8	8	7	7	Gun Combat 2, Recon 1, Stealth 2	Sniper rifle	Flak armour	—
Special Forces Soldier	9	9	10	9	8	7	Explosives 2, Gun Combat 3, Melee 2, Recon 3, Stealth 2	Assault rifle, knife	Flak armour	—
Supply Corpsman	7	7	7	8	8	7	Admin 1, Broker 1	—	—	Hand computer
Support Personnel	7	7	7	7	8	7	Trade 0	—	—	—
Surgeon	7	10	7	10	12	9	Admin 1, Life Sciences (biology) 2, Medic 3	—	—	—
Tank Crewman	8	8	9	7	7	7	Drive (tracked or wheeled) or Flyer (grav) 1, Heavy Weapons (artillery) 1	Autopistol	Flak armour	—
Truck Driver	7	7	7	7	7	7	Drive or Flyer 0	—	—	—

APPENDIX 3: STANDARD LIGHT INFANTRY

This section is a quick-reference guide that can be used by referees and players to equip light infantry through various Tech Levels. This list is by no means complete or immutable, merely a guideline. However, it should serve as a guide to equip large units realistically.

TL	Military Weapon	Military Armour	Mercenary Weapons	Mercenary Armour
0 – 2	Primitive Melee	Jack (some Plate)	Primitive Melee	Jack
3 – 4	Primitive Melee and some Antique Slug-Throwers	Jack	Primitive Melee	Jack (some Plate)
5	Antique Rifle and Frag Grenades	Jack	Melee and occasionally Antique Rifle	Jack
6	Rifle and Frag Grenades	Mesh	Rifle	Mesh
7	Assault Rifle	Flak Jacket and Cloth	Autorifle	Cloth
8	Assault Rifle	Flak Jacket	Assault Rifle	Flak Jacket
9	Assault Rifle or Laser Rifle	Ablat and Cloth	Assault Rifle	Flak Jacket
10	ACR	Reflec and Cloth	Assault Rifle and occasionally Accelerator Rifle	Flak Jacket and occasionally Ablat
11	ACR or Laser Rifle	Combat Armour	ACR or Laser Carbine	Combat Armour
12	ACR and occasionally Gauss Rifle	Combat Armour	ACR or Laser Rifle, occasionally Gauss Rifle	Combat Armour
13	Gauss Rifle and occasionally PGMP	Combat Armour and occasionally Battle Dress	Gauss Rifle	Combat Armour
14	PGMP and occasionally FGMP	Combat Armour and Battle Dress	Gauss Rifle and occasionally PGMP	Combat Armour and occasionally Battle Dress
15	PGMP and FGMP	Battle Dress	PGMP	Combat Armour and some Battle Dress

