Broadsword—the first in a class of 800-ton mercenary cruisers devoted to keeping the peace and restoring order, for a price. Included are detailed deck plans, tables of organization and equipment for the strike team aboard, and four exciting scenarios (one for use with High Guard and three for use with Mercenary and Striker!), all set in the Vilis subsector, against the backdrop of the Fifth Frontier War.

Adventure 7
Broadsword

TRAVELLER™
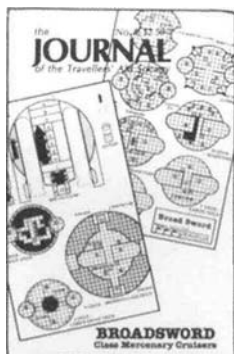
Science-Fiction Adventure
in the Far Future

Game Designers' Workshop

Adventure 7
Broadsword

***TRAVELLER*™**

Science-Fiction Adventure
in the Far Future

Game Designers' Workshop

Broadsword was designed by Loren K. Wiseman. The chapter on the *Broadsword* cruisers was designed by Marc Miller, and originally appeared in *Journal of the Travellers' Aid Society,* Issue 8.

The Zhodani Patrol Frigate on page 37 originally appeared in *Leviathan,* **Traveller** Adventure 4.

Art Direction by Rich Banner and Chris Purcell. Broadsword deckplans by Charmain Geist. Interior illustrations by William H. Keith, jr.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

This booklet is an adventure for **Traveller,** GDW's science fiction
role-playing game set in the far future.

Traveller is GDW's trademark for its science fiction
role-playing game materials.

Table of Contents

Introduction

This booklet is a comprehensive adventure for Traveller entitled *Broadsword.* Set in the Spinward Marches, it deals the crew and ship's troops of the mercenary cruiser *Broadsword* during the run of a typical mercenary contract.

It is assumed that this adventure will be administered by a referee who has read through this adventure, and who is familiar with both it and the rules for Traveller. This situation calls for the Basic Traveller booklets (Books 1, 2, and 3), Book 4, *Mercenary,* and Book 5, *High Guard.* Additionally, material has been included to allow the *Striker* miniatures rules to be used to resolve the ground combats if the players and referee so desire. Other Traveller materials might prove useful (such as *Snapshot* or *Azhanti High Lightning* for resolution of the boarding scenario), but are not required. As usual, paper, pencils, six-sided dice, and square-grid graph paper will prove necessary during the course of the adventure. Miniature figures will be necessary if the *Striker* rules are used to resolve combat.

Requires Basic Traveller, Striker, and High Guard. Optional: Mercenary.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. The referee may alter them as necessary to correspond to a local situation.

Dates: All dates herein correspond to the Imperial calendar. The initial date for this situation is 196-1107; 196 is the current day (the 196th day of the year) in the standard 365-day year, while 1107 is the current year in the Imperium. Once the adventure begins, time should flow normally. If necessary, the referee may change the date to match the local situation.

Date: 196-1107

Place: This adventure takes place on Garda-Vilis (0308-B978868-A), which is in the Vilis subsector of the Spinward Marches. Garda-Vilis is 14,400 km in diameter (9000 miles) with a standard, tainted atmosphere, and seas covering 80% of its surface. Garda-Vilis has a population of 475 million persons, and is governed by a council of officers from the military of Vilis (0309 A-593933-A). Because of a recent insurrection against the ruling council (which was put down at the expense of the little remaining popular support the council had), a strict law level of 8 was proclaimed, which permits no personal weaponry other than knives. The world's location along the x-boat route to the Regina, Lanth, and Jewell subsectors, along with the widespread dissatisfaction of its populace with the local and Imperial governments make Garda-Vilis a prime location for covert Sword World and Zhodani activities.

Place: Garda-Vilis Regina Subsector the Imperium.

CHARACTERS

This adventure is designed for use by a group of players representing the crew and ship's troops of the mercenary cruiser *Broadsword.* The entire establishment of the *Broadsword* is detailed later, under the section headed personnel. The players may

choose to assume one or more of these pre-generated characters, or they may choose to use their own characters. Since there are forty-five characters onboard the *Broadsword,* it is unlikely that any group of players will be able to completely staff the ship with player characters. It is suggested that the players choose to play those characters in key command positions (the owner, the two captains, the squad leaders, and so on). If the players choose to use their own characters, the referee should assign them a position based on the skills and experience of the individual character. If no players choose to take the command positions, the referee will have to operate these as non-player characters.

The organization chart depicts members of both sexes in certain positions. These are suggestions only, and a referee may make any reasonable changes in gender (or species) a player may desire. The mere fact that a male silhouette is used on the chart does not prohibit a female from playing that character, and vice versa. It is strongly suggested, however, that the referee keep the characters in the Vargr squad exclusively Vargr.

The referee might find it convenient to assign players positions on both sides, that is, as both members of the *Broadsword's* crew and as members of their opposition. This will take a great deal of work off the referee, since otherwise he or she will have to play all the opposite sides in the battles, a sure way to mental exhaustion.

SHIP'S LOCKER

It would take far too much space to fully detail every item in the ship's locker and the armory of the *Broadsword.* All of the weapons and equipment for the troops and the crew of the *Broadsword* will be carried, as well as supplementary equipment such as filter masks, binoculars, ammunition, spare parts, tools, and so on. The referee should prepare a general list of equipment and supplies, and the players should be allowed to purchase such equipment they feel their characters will need up to the limit of their personal finances.

ADMINISTERING THE ADVENTURE

After having read the adventure thoroughly, and determined the number and nature of the opposition (as outlined in Ref's Notes, p 14), the referee should present the players with the information contained in the Situation chapter, except for that portion labeled Referee's Information. The players should then be allowed to choose which crew or troop positions they will occupy on board the *Broadsword* (see Characters, p 4) and to purchase whatever equipment they think their characters will need and can afford.

The referee is free to alter the order or the particulars of the scenarios as is deemed necessary, although we strongly recommend that Scenario I: Raid be conducted before Scenario II: Ambush.

The Situation

The *Broadsword's* current contract is with the government of Vilis, and is a shot I ticket for the suppression of rebellion on the colony world of Garda-Vilis. Payment is to be double standard salaries for the duration of the ticket and MCr2.5 upon completion. A MCr2 bonus is offered if the rebellion is destroyed within two months.

BACKGROUND

Since the conclusion of the Fourth Frontier War (or False War) in 1084, Vilis subsector has been the junction of the major forces in the Spinward Marches, the place where Zhodani, Imperial and Sword World territories intersect, and a source of constant (although low-key) friction between these states. The demilitarized neutral zone in the core/spinward quarter of the subsector is ostensibly free of outside interferences, but all three powers (Imperial, Zhodani and Sword Worlds) engage in covert activities intending to sway the individual worlds into the sphere of influence of one of the three.

GARDA-VILIS

History: Garda-Vilis is a medium-sized (14,400 km diameter) world in the Vilis subsector. It has a standard, tainted atmosphere, seas covering 80% of its surface and a population of 475 million, most of which is located on the world's largest continent, clustered around the starport/scoutbase complex, in a number of small cities and farming areas. The planet's resources are adequate for its own needs, but the ruling council has greatly restricted manufacturing and industrial development.

Garda-Vilis is a major link in the communications chain from the demilitarized neutral zone and the Imperial border into the heart of the Spinward Marches. The world was settled ca. -121 and originally called Tanoose. The settlement failed within a few decades (for reasons unknown), and the colony was taken over by the government of Vilis to prevent its extinction. At this time, the name was changed to Garda-Vilis, which means 'new Vilis' in one of the local dialects. The only industries on the planet are wholly owned by the government of Vilis. This is done in a conscious attempt to keep the colony economically dependent.

Even though very few of the current inhabitants are direct descendants of the original colonists, there is widespread popular dissatisfaction with the ruling council of Vilisan military officers. This led to a small rebellion in 1103, which was put down at the cost of what little remaining popular support the council had, and galvanized the entire population against the council, except for the few million employed by the starport or the world's few industries. Vilis military intelligence has recently learned that one or more off-planet agencies have been smuggling arms and equipment to the rebellion, which has grown tremendously in size.

The resistance movement, calling itself the Tanoose Freedom League (TFL), has always taken great pains to demonstrate their basic loyalty to the Imperium, and has never damaged Imperial property or personnel. In 1083 when the Ine Givar

terrorists attempted to recruit the TFL into their organization, the bodies of the Ine Givar agents were found just outside the entrance to the scout base. This was interpreted as a rejection of the Ine Givar overtures.

Although TFL activity has not increased, government informers have revealed that quantities of money and arms, including military weapons such as tac missiles, have been smuggled on-world in recent months. Local officials fear that a shift has taken place in the leadership of the TFL, and the organization may now be co-operating with one or more enemies of Vilis and/or the Imperium.

Local Forces: Since the population of Garda-Vilis can no longer be trusted, the local loyalist units have been disarmed and disbanded. Units of the main force of the Vilisan army have not yet been able to transfer to the world, and few can be spared for Off-Vilis duty anyway, in view of the current war scare in the Marches. For the next few months, the only forces available are a few companies of Vilisan Civil Affairs troops, which will have their hands full keeping the peace in the cities surrounding the starport/scout base complex. The council determined that the best course of action was to hire a mercenary unit to control the TFL until other forces could be brought to Garda-Vilis.

Garda-Vilis, of course, has no naval forces of its own. A pair of system defense boats and a few fighters (see page 37) are all that can be spared from Vilis' navy. The starport authorities have a few unarmed shuttles and cutters available.

The starport/scout base complex, and the cities near it are defended by ground based planetary defenses, consisting of a deep-site H meson gun (with type 9 computer) and a series of surface sensor sites, some concealed, some guarded by such troops as can be spared from civil affairs duties.

REFEREE'S INFORMATION

The information above is all that is available to the players when the contract is accepted. The actual situation on Garda-Vilis is much worse than local intelligence has been informed. In the last few weeks before the arrival of the *Broadsword,* elements of a Sword World's Mechanized Infantry battalion and a group of Zhodani Commandos have been smuggled on-planet, along with arms and equipment for the TFL. News of the outbreak of war between the Imperium and a Zhodani/Sword World's alliance arrives about the same time the *Broadsword* does. The scout base has reduced its personnel to a skeleton staff, and evacuated all of the facilities but the bare minimum needed to operate the xboat link.

After the *Broadsword* has grounded under cover of the planetary defenses, a single Zhodani Strike Cruiser will arrive in system, and after a short and indecisive engagement involving the cruiser's fighters and those of the council, the cruiser will take up a station slightly out of effective range of the world's defenses.

After a conference between the locals, and the officers of the *Broadsword,* it is determined that the Zhodani vessel was probably sent to provide assistance to the rebels in order to further the designs of the Zhodani in the subsector. Consensus is that the *Broadsword* will be safe enough if it stays on the surface, or in orbit with the planet between it and the cruiser. It is the opinion of all concerned that if the *Broadsword* attempts to use its armament to provide fire support for its troops, the Zhodani cruiser will undoubtedly risk exposure to the meson gun in exchange for a good chance of damaging or destroying the *Broadsword.* The ship's two fighters are not deemed to be a significant threat.

Scenario I: The Raid

It is strongly recommended that this scenario be conducted first, since it involves, aspects of the whole situation on Garda-Vilis which will prove vital to the players in later scenarios.

PLAYERS' INFORMATION

Immediately upon completion of the conference mentioned in the Situation, the ruling council of Garda-Vilis will give the *Broadsword's* troops their first assignment. Questioning of recently captured prisoners has revealed to the council the location of one of the TFL's headquarters. More importantly, it was revealed that off-planet troops may have been smuggled on planet recently, either in preparation for a general revolution, or to help the TFL capture or incapacitate the planetary defense sensor sites and allow an enemy fleet to approach Garda-Vilis.

The TFL headquarters is located in a small village approximately 350 kilometers from the starport/scout base complex. The ruling council suspects that this headquarters is currently the location of a conference between regional leaders of the TFL, and whatever extra-planetary agency or agencies have provided them with aid. If this is true, it is a unique opportunity to capture the entire upper echelon of the TFL (or a significant percentage of it), and perhaps discover the nature of the outside aid that has been provided. Even if the meeting is not held in this particular headquarters, the council believes that documents present in the headquarters will prove of immense value in combating the TFL.

Orders: The head of the ruling council will issue the following orders to the *Broadsword's* troops:

The unit is ordered to move as swiftly as possible to the location, and secure the village with minimal damage to civilian lives and property. Accomplishing this, the unit is ordered to search the village for arms or other military goods, confiscating or destroying them, and arresting any of the populace found in possession of such materiel. The unit is further ordered to conduct an extensive search of the village and the surrounding countryside for documents or any other information concerning the TFL's size, organization, equipment, distribution of agents inside the Garda-Vilis government, location of stockpiles of equipment and munitions, and so on. In addition, the unit is to search for information concerning the nature and extent of any and all extra-planetary assistance which may have been provided to the TFL.

REFEREE'S INFORMATION

The council will provide a map of the village and the surrounding area (which will have to be created by the referee). The troop commander will be responsible for deciding how many of the available troops will be committed to the raid of the guerilla headquarters. If the troop commander is a player character, the decision is that player's, if a non-player character, the decision must be made by the referee.

Village: The village should have a population of several hundred farmers and townsmen, 90% of which are either active supporters of the TFL or in sympathy

with them. The buildings in the village will consist of a town hall, several stores (dealing in consumer goods, farming supplies, and so on) and one or more warehouses of agricultural produce. If there is a ground transport line, such as a railroad or highway, the warehouses and central business district will be located adjoining it. The remainder of the village will consist of individual family dwellings, with an occasional storage shed or similar structure. Only the main buildings will be concrete or reinforced concrete, all the rest will be wooden frame structures (for the dwellings) or sheet metal over a structural steel frame for the sheds and warehouses).

The villagers will have few weapons due to the law level, unless they are active members of the TFL. The villagers' reactions to the troops will vary, depending upon their political views, and how badly the Broadsword's troops treat the villagers and their property during the raid. When the troops are in control, roll three dice. On a roll for 18 exactly, there will be one villager who will willingly cooperate with the troops (provided they agree to protect him, and take him with them when they leave). On a roll of 14+, there will be one villager willing to cooperate as for a price (2D x Cr1,000) and for the same protection agreement. The referee should apply DMs according to how many villagers were killed or injured and how much property was damaged in the attack. A cooperative villager will tell the troop commander where the headquarters documents were hidden during the attack, and will also identify 1Dx6 members of the TFL. Any other villagers questioned will prove very uncooperative. The referee will need to determine the chances of success of any interrogation attempts, and accuracy of the information obtained as a result of such interrogations.

Opposition: The opposing forces should be determined by the referee according to the experience of the players making the attack, but should consist of at least a company of TFL guerillas, and a small number of armed villagers. These should be organized according to the organization rules in *Striker,* Book 1, pp 8—11, for troops drawn from militia. Equipment should include the widest possible variety of small arms, with a large number (about 30%) being military autorifles. One platoon in the company could be equipped with some sort of light crew-served weapon, such as a light machinegun, a tac missile launcher (designed using the system in *Striker,* Book 3) or the recoilless rifle in the example on page 43. Some of the villagers can be armed with cudgels, knives, farm implements such as hoes or rakes, crude polearms of various sorts, and whatever else suits the referee's fancy. If the referee feels it is necessary, one or two armored vehicles from the Gram battalion can be present, along with their appropriate personnel. If *Striker* is used, it is strongly recommended that this initial scenario not include armored vehicles if the players and/or the referee are unfamiliar with the rules.

Information: The information which the troops recover will depend upon how rapidly they capture the village, and the speed with which they determine the location of the headquarters. If too much time passes, the TFL will have time to burn the headquarters records, and the players will gain no information. If desired, the referee might allow the players to capture one or more leaders of the TFL, or a Sword Worlds officer. The referee must determine exactly how much the players learn about the Sword World and Zhodani forces on Garda-Vilis, and its accuracy.

Scenario II: The Ambush

It is strongly recommended that this scenario take place shortly after the events in Scenario I: Raid have been successfully resolved. It is assumed that regardless of the success of the *Broadsword's* troops in obtaining information, they were able to capture a number of TFL members.

PLAYERS' INFORMATION

The troop unit is orderd to accompany the captured TFL guerillas back to the starport, where they will be questioned intensively by the Garda-Vilis ruling council. Food and medical supplies sufficient for the march were captured in the village, so logistics will not be a problem. Other TFL forces are known to be in the area, so the unit is advised to exercise caution during the march.

REFEREE'S INFORMATION

The prisoners and their escort will be able to cover the 350 km back to the starport in 12 to 14 days. At some point within the first 7 days (roll 1D+1) the column will be attacked by TFL forces and elements of the Sword Worlds Mechanised Infantry battalion. This will take the form of an ambush at an advantageous spot along the route back to the starport.

The nature of the ambush: The referee should determine the most likely spots for the ambush to take place from the map the region surrounding the starport/scout base referred to in Scenario I. This location may be someplace where the troops will not be able to maneuver, such as a ravine, mountain pass, or tunnel. It might also be a location where the troops become temporarily separated, such as when the advance party is crossing a bridge, and is separated from the rear guard by the river. It might be a location where dense woods force the column to string out along the road, or where the column can be trapped in a canyon. Alternatively, the ambush might take the form of continuous harrassment and dozens of minor attacks instead of one large one. Exact circumstances will be up to the referee, keeping uppermost the thought that the attackers want to free as many of the prisoners as possible, not necessarily destroy the *Broadsword's* troops.

Forces: The forces involved in the ambush will be up to the referee, depending upon the skill and experience of the players involved, and the number of the *Broadsword's* troops assigned to the march. Bear in mind that the troops must not only fight off the ambushers, but must also prevent their prisoners from breaking loose, and thus a small force will have the same effect as a larger one under normal conditions.

March Security: The player-characters in the troop unit may have some information (captured in the raid) about the remaining TFL forces in the area and any reinforcements they may have available. The troop commander can be expected to have enough military sense to have the column preceded by advance scouts (this should be suggested to the player, if it is not done).

Scenario III: Escort

This scenario differs from the other three in that it involves spaceship-to-spaceship combat rather than ground combat. It may take place at any time the referee sees fit (unless, of course, the referee chooses to have Scenario IV, Boarding Party precede it, in which case the *Broadsword* may be incapacitated). Of course, if no player assumes the role of one of the ship's crew, the referee may choose to dispense with this scenario completely.

PLAYERS' INFORMATION

Before the war began, the ruling council of Garda-Vilis communicated with Vilis, voicing their concerns for the colony's safety and requesting additional military support.

Unknown to the ruling council, the government of Vilis has managed to spare two battalions of infantry, which it has arranged to transport to the threatened world in several large merchant vessels, which have just left jump-space at the edge of the system. The ruling council, having just received a communication from the troop-carriers, orders the *Broadsword* to leave planet (along with the system's two SDBs), intercept the troop-carriers as swiftly as possible, and escort them to the protection of the world's planetary defenses. The Zhodani Strike Cruiser is in a position such that the *Broadsword* and the SDBs will be able to make it to the troop-carriers about one hour before the cruiser does. It is not known whether the merchant ships are armed or if they are escorted.

REFEREE'S INFORMATION

The referee might find it handier to assign some players (from the troop unit, perhaps) control of the various vessels on both sides, rather than attempt to oversee the combat and run the opposition to the *Broadsword* at the same time.

Depending on the wants and desires of the players and referee, this scenario may be short and simple or long and complex, depending upon the number of vessels the referee decides are on each side. The referee should give more ships (chosen from those listed on page 37, or from Supplement 5, *Traders and Gunboats* or Supplement 9, *Fighting Ships)* to one side or the other, depending on the experience of the players and the requirements of the campaign.

Scenario IV: Boarding Party

This scenario may be conducted at any time, but it might prove convenient to have it take place in the same game time span as the battle in Scenario II, Ambush. The excitement can be increased if the referee can arrange to keep the troop unit's players from communicating with the crew's players, and both scenarios can be run before they are allowed to communicate again.

PLAYERS' INFORMATION

The crew of the *Broadsword* has been ordered to maintain security procedures in keeping with the situation. Exactly what this means is up to the ship's captain (or the referee, if no player is the ship's captain). The anti-hijack program of the ship's computer will be running constantly.

REFEREE'S INFORMATION

The information obtained as a result of the raid in scenario I should have been made available to the player-characters of the crew, especially if the presence of Zhodani commandos on Garda-Vilis was revealed. This will probably have an effect upon the security procedures noted above.

Anti-commando measures: Tactical manuals and the experience of the various high officers of the *Broadsword* suggest a number of anti-Zhodani commando measures which can be placed in effect if the threat is known. 1) The critical areas of the *Broadsword* (bridge, drives, computer) must be constantly watched. 2)The crew must be armed and ready to fight at all times, even when off-duty. 3) All areas of the ship must be patrolled, and any room, corridor, or storage area where tele-ports could assemble must either be filled with equipment or left open for instant observation.

Obviously, there are not enough members of the crew to watch every room every minute of every day (this would mean stationing crew in the cutters, the cutter modules, and every closet and cabinet large enough to hold a Zhodani). This will mean the captain must make a trade-off between constant vigilance (and rapidly tiring out the crew) or making use of moving patrols of the crew, allowing some to rest while others watch, and chancing a boarding during a moment's inattention. The ship's anti-hijack program will prove of some help, but is not totally foolproof. The program works by monitoring the location of all large living things aboard ship (by means of infrared sensors to pick up slight rises in tempera-ture, ultrasonic motion detectors, and sensors in the deck plates of certain vital areas which detect the weight of a body) and sounding an alarm if certain param-eters are met (if, for example, a body suddenly appears in the drive room). The referee must determine the effectiveness of this program in detecting the com-mandos, and any delays which may occur in sounding the alarm. If, for example, the commandos jump into the computer room, and disable the computer immedi-ately, the alarm will probably not sound.

The Raid: The Zhodani advisors on Garda-Vilis have determined that the *Broad-sword* is one of the greatest threats to the success of their operations on-planet, and

have decided to risk their group of commandos to neutralize the ship. The *Broadsword* is currently in a docking bay of the starport, guarded by several members of the Vilis civil affairs troops to prevent sabotage. These troops will be sufficient to keep TFL members from slipping into the bay under normal conditions, although the referee might consider using an attack by the local guerillas as a diversion from the commando jump.

The Zhodani commandos will observe the ship for several days (by means of the group director's talent) and determine what security procedures are in effect, and the best place to teleport aboard. If possible, the commandos will try to take over the bridge and the drive room as quickly as possible, and use the ship's computer to close the ship's interior doors and isolate the crew into small groups, in order to capture them piecemeal. If the players' choose to use all members of the crew constantly, the commandos will wait several days until the crew is extremely tired and inattentive before making their jump. If the patrols are regular, and some area of the ship is left unwatched at the same time every day, the commandos will jump to that location. In any case, the referee should determine the most logical course of action in order for the commandos to carry out their mission.

Referee's Notes

The referee is free to use the scenarios in any order deemed fit, or to devise alternate or additional scenarios as necessary. The situation on Garda-Vilis can provide the basis for an entire miniatures campaign, with reinforcements for both sides arriving at the referee's option. Adventure 8, *Broadsword* can also be used to provide a break from an existing campaign, or can be incorporated into one with minimal difficulties.

TERRAIN

It will be necessary, before this adventure begins, for the referee to devise a map of the region surrounding the starport/scout base complex for a radius of about 400 kilometers. The referee is free to adapt an existing map of some region of earth, adapt a map published by GDW or another company, or create a map entirely from scratch. In any case, the map should show the starport/scoutbase, and a number of cities and towns at varying distances from it. The terrain should be densely wooded in some areas, with many large areas of open plains and cleared farmland. Bodies of water, such as lakes, rivers and canals should be realistically placed. Highways, railroads, and other ground transport lines can be added as needed.

OPPOSING FORCES

Before the scenarios begin, the referee must determine the size, organization, and equipment of the TFL forces, as well as decide how much of the Gram Mechanized Infantry battalion was smuggled on planet and how many vehicles it has. These decisions will be influenced by the skill and experience of the players (and how much competition they will require for the game to be interesting to them), and (if miniatures are to be used) on the number of figures and vehicle models available. If the players are beginners, it is best to limit the number of vehicles, and keep the scenarios as simple as possible. More experienced players will be able to handle more complications.

Some referees may wish to add more weapons such as tac missiles (either vehicle-mounted or individually-portable). These should be designed to suit the referee's wishes according to the appropriate *Striker* design system.

STRIKER

If *Striker* is to be used to resolve combat, (or if miniatures are to be used with *Mercenary),* it will not be necessary to create the entire 300+ figure battalion, since more than a company or two will probably be more than the *Broadsword's* troops can handle. Some brief suggestions for building the vehicles described are given in the Opposing Forces chapter (p. 40). These are left vague, to allow individual modellers to exercise maximum creativity.

MERCENARY

In order for *Broadsword* to be played using one of the combat resolution pro-

cedures in *Mercenary,* armored vehicles will have to be kept to a minimum, since the procedures for handling these in *Mercenary are* extremely sketchy. Other than this, the referee should encounter few problems.

SNAPSHOTS AZHANTI HIGH LIGHTNING

If the referee and players so desire, it is possible to resolve at least Scenario IV, Boarding Party, using *Snapshot* or *AHL.* The referee will need to create deckplans of the proper size (either by hand-drawing them to the proper size or having them photographically blown up to the correct size), and either miniatures or counters to represent the individuals involved.

If one of the other scenarios (other than the one requiring *High Guard) are* to be resolved in this way, it will be necessary for the referee to create maps of the terrain on a ½" grid. Be warned that this will require a gigantic playing surface, and that rules will have to be devised to handle vehicles under whatever game system is decided upon.

HIGH GUARD

Other than determining the exact nature of both sides, little work from the referee is required for Scenario IV, Escort. The referee may wish to bring in additional ships from the Zhodani, Vilisan, or Imperial navies, and conduct further battles. Bear in mind, however, that the side that gains uncontested naval supremacy will be able to destroy practically any ground forces.
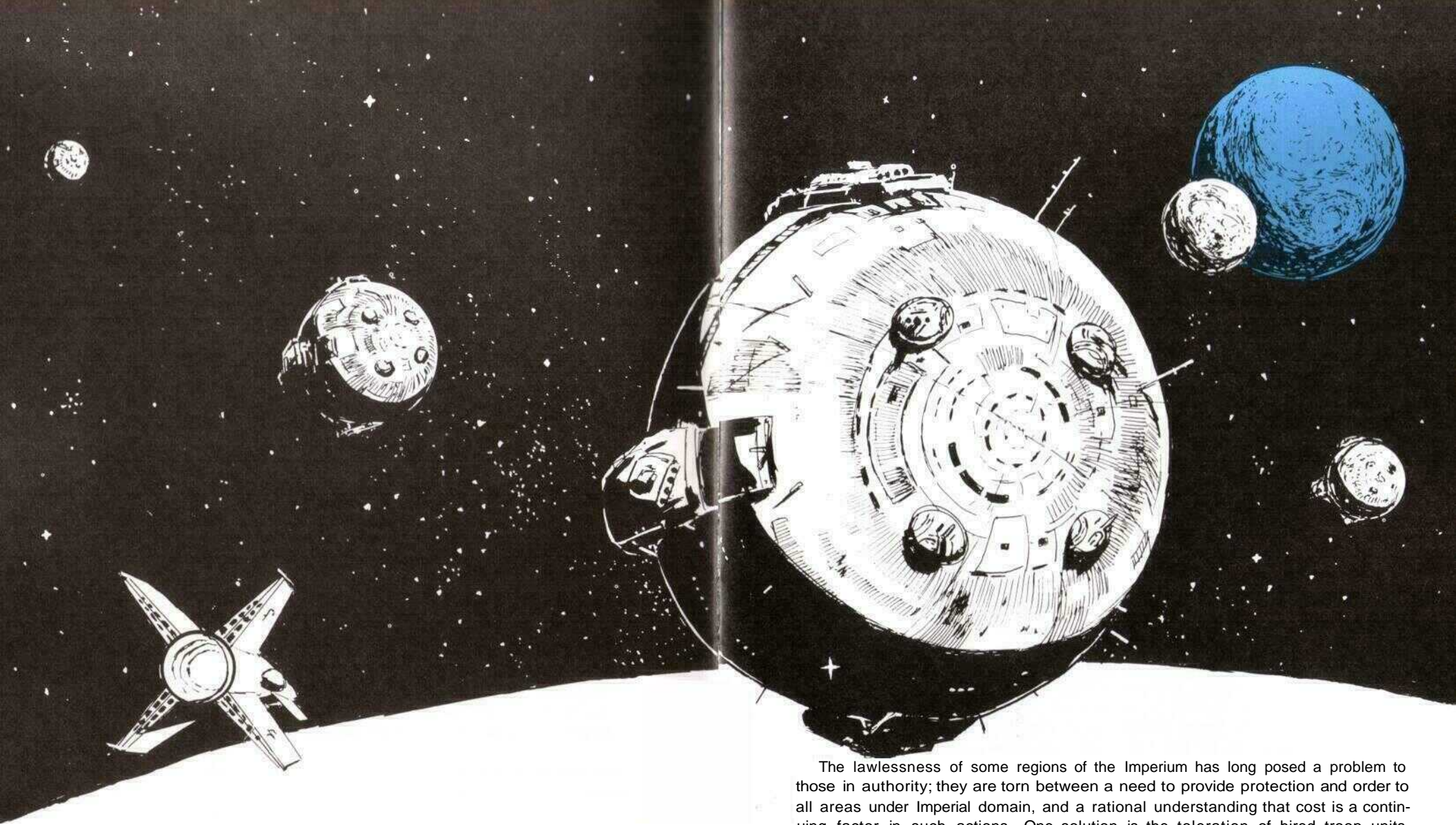
BROADSWORD
Class Mercenary Cruisers

The lawlessness of some regions of the Imperium has long posed a problem to those in authority; they are torn between a need to provide protection and order to all areas under Imperial domain, and a rational understanding that cost is a continuing factor in such actions. One solution is the toleration of hired troop units within especially troublesome subsectors. Such units help maintain a basic semblance of order to the worlds and systems within, and are available (at a nominal additional cost) to those in the region desiring more action or greater attention to their own problems. The Imperial hand in such arrangements is clearly seen in their tacit approval of mercenary actions, including referrals in some cases where calls for help are received.

The Imperial bureaucracy, in its efforts to provide assistance, has also taken the step of commissioning the design of a standard mercenary cruiser to carry such units throughout their areas of responsibility, and has made these ships available

through the provision of low cost construction loans. The design itself is well thought out and has been used for innumerable other tasks, including some Imperial and subsector military missions, and as fleet auxiliaries to the Imperial Navy.

THE SHIP

The *Broadsword* class mercenary cruiser is an 800-ton spherical hulled starship designed for a wide range of military and quasi-military missions, and is essentially a type C cruiser as described in **Traveller** Book 2. Some changes, alterations, and modifications, however, have been imposed to make the ship more adaptable to a variety of different operations.

The ship itself is unstreamlined, although it has sufficient lack of projections to allow it to skim hydrogen from gas giants in order to refuel. It may land on vacuum worlds, but generally interacts with the surfaces of worlds through its complement of 50-ton cutters, their interchangeable modules, and the ship's single air/raft. The cutters can carry cargo and supplies from a starport to the ship, troops and ATVs to a world surface for battle, or passengers from point to point. The air/raft, while slower, also has orbital capability and can be used when the cutters are otherwise occupied.

CLASS NAMES

The first ship of this class bore the name *Broadsword,* and following ships of the class have been named for edged weapons and polearms. As the class grew and more ships were built, the general category of non-missile firing weapons was assumed for naming of additional ships.

Some basic ships in the class are *Broadsword, Blade, Cutlass, Dagger, Foil, Rapier, Sabre, Tulawar, Claymore, Flamberge, Gladius, Zwiehander* and *Kukri.* Later ships of class include *Kris, Scimitar, Scramasax, Bowie, Pugio, Misericord, Spatha, Claybeg, Mace, Clave, Francisca, Chemin-de-fer, Morning Star, Oxtongue, Battle Ax, Scythe, Pilum, Javelin, Hasta, Lancea, Framea, Assegai, Halberd, Pike, Kontos,* and *War Spear.*

New Frontier Trading Partners, a limited corporation based on Excalibur in the Sword World Confederation, procured a fleet of ten mercenary cruisers for use in operations outside the Marches far to spinward. Those vessels carried the names of ten planets within the Sword Worlds— all of them incidentally cognomial swords and thus appropriate to the ship name class. Incidentally, there is some conjecture that the swashbuckling name for the class was a clever marketing decision intended to appeal to the mercenary units that need these vessels; it apparently did influence the Sword World decision, as the competing ship class for the contract was named for Imperial naval heroes.

One ship has been sold to Aslan owners and was renamed **Dewclaw** (ex-Sickle).

Cutters do not normally carry names; they are numbered as decimals (.1, .2, etc) after the ship's registration number. Under most operational circumstances, the cutters use the name of the ship followed by their decimal digit; for example, the first cutter for *Broadsword* would call itself *Broadsword One.* Cutter modules are identified by adding a second digit, creating *Broadsword One Two* for example.

By convention, the air/raft is given the number Six; thus it would be called *Broadsword Six.* Fighter craft or other auxiliary vessels are numbered in the high two digit range: *Broadsword Eight One* or *Broadsword Nine Nine.*
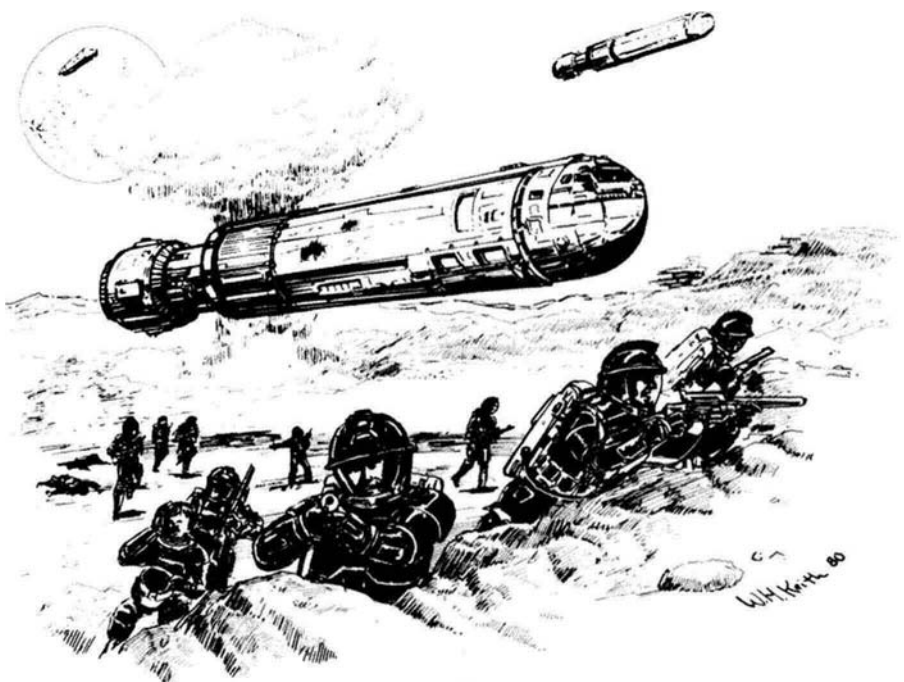
THE MODULAR CUTTERS

One of the important aspects of the *Broadsword* class design is the wide variety of auxiliary vessels which may be procured for the ship. As procured, the ship is furnished with two 50-ton cutters and a total of four 30-ton interchangeable modules. Cutter wells within the ship store the two small craft and the modules for transport; proper selection can give the cruiser a broad span of capabilities.

The 50-ton cutter is essentially of two piece construction: a 20-ton frame and a 30-ton module. The combination is capable of 4-G operations and carries a crew of two (pilot and gunner). The cutter has a four ton bridge installed and mounts a Model/1 computer. It is armed with a single missile rack. Total craft cost, less module: MCr31.5.

When the cutter is operated without the module, it has a smaller total displacement and thus greater performance: its 4-G acceleration is increased to 6G.

The range of commonly produced modules covers eight designs. Each has its own purpose.

1. ATV Cradle. Carries one All Terrain Vehicle in a streamlined and shielded cradle; upon landing, the exterior shutters of the cradle retract and allow the ATV to be placed on a world surface. MCr1.8 (including the ATV, which is of standard wheeled design).

2. Personnel Transport. Contains passenger seats for sixty personnel. MCr2.0.

3. Cargo Transport. Contains cargo space for 25 tons, plus passenger seats for ten

Control Area

88
89
90
53
91

Pinnace

1
A
B
C
D
E
F
G
H
I
73

800 ton Cruiser

Air/Raft

82
83
81

I DECK—
DRIVE DECK

Elevator   Landing Leg

73

Armory
77
78
75
76

Marshalling
Area
79   80

74

Elevator

H DECK— MARSHALLING DECK

84
Drives
86
87
Drives
85

J DECK—
LOWER DRIVE DECK

A DECK— AVIONICS

- 2
- 1 — Forward Air Lock
- 3
- 4

B DECK GUNNERY

Beam Laser Turrets

- 14 15
- 6
- 5
- 13
- 18
- 12
- 16
- 17
- 9
- 10 11
- 8

C DECK— BRIDGE

Navigation Area

Executive Office

- 21
- 20
- 25
- 26
- 19
- 24
- 22
- 23

Control Pit

Computer

D DECK— QUARTERS

- 27 28 29
- 30
- 31
- 32
- 36
- 37
- 33
- 34 35

E DECK— QUARTERS

- 38 39 40 41
- 42
- 44
- 43
- 54
- 45
- 55
- 46
- 48 47 49
- 51 50
- 53 52

Air/Raft Dock

F DECK— CARGO HOLD

- 56
- 60
- 59
- 57
- 58

Cargo Area

G DECK— QUARTERS

- 61
- 72
- 62
- 71
- 63
- 64
- 65
- 70
- 66 67 68 69

Broad Sword

Meters — *For Use With*

0 3 6 9 *TRAVELLER*™

individuals. MCr1.0.

4. Fuel Skimmer. Intended to dive into gas giants and skim their hydrogen gas for fuel. It may be used to dip water from oceans as well. Carries 28 tons of fuel. MCr1.0.

5. Assault Boat Module. Contains basic positions for 16 troops in two sections, each with a bottom mounted door. Upon landing, power spades scoop out emergency entrenchments; the troops jump down into the hasty foxholes and the cutter with module immediately moves out of the battle area. MCr2.5.

6. Pressurized Shelter. An independent living quarters module for eight persons, complete with galley, power supply, environment recyclers, and sanitary facilities. This shelter is commonly used in the establishment of advanced site bases, or where the troops are expected to be away from the ship for extended periods; it can be used to increase living quarters and total troop complement on board. MCr4.5.

7. Weapons Module. A self-powered, independent weapons mount with the ability to be fitted with a variety of weapons. This module is typically used to provide close support for the ship's ground troops. Equipped with a computer Model/1 for fire control and a triple laser turret. MCr8.

8. Fighter Frame. This framework module contains attachments to hold four 6-ton fighters. The module, as installed on a cutter, allows quick launch of all four fighters for the protection of the cruiser. Unlike the other modules, the fighter framework module is not streamlined and the cutter mounting the module cannot enter atmosphere. MCr2.0.

The fighter framework module is treated as a standard module for attachment and reattachment (see below). All four fighters may be launched simultaneously, and the process takes less than a minute. Fighters, however, reattach themselves to the frame individually, and each reattachment takes about two minutes.

Not all of these modules are carried on board the ship described in this adventure. The *Broadsword* described herein carries two ATV cradle modules, one assault module, and one fuel skim module. The descriptions above are given here for those players or referees who may wish to make use of ships of the *Broadsword class* in their own individual campaigns.

Deployment: The major drawback of the modular cutter design in the *Broadsword* class is the problem of timely deployment of modules. Each cutter can be launched in a matter of minutes. However, the handling of individual modules is hampered by the fact that the only access to them is through the cutter wells. In order to change a module, the following procedure must be followed.

Assume that a fuel skim module is currently installed in a cutter and that a passenger module is stored within the ship. The cutter leaves the well and detaches the fuel skim module, leaving it lying free in space. It then reenters the cutter well and attaches the passenger module. The cutter leaves the well and detaches the passenger module; it then reattaches the fuel skimmer and reenters the cutter well, finally depositing the fuel skimmer within the interior of the ship. At this point, the cutter can leave the well and attach the passenger module for needed operations. The procedure can become quite a shuffling match, and the ship captain must give a lot of attention to the exact placement of modules for use in any current mission. Having the modules in the correct positions can become of overriding importance.

The times required for performance of basic cutter procedures are shown in the following chart.

Enter cutter well - five minutes.
Leave cutter well - five minutes.
Detach module in free space— two minutes.
Attach module in free space— five minutes.
Detach module in cutter well - two minutes.
Attach module in cutter well— two minutes.
Move cutter from orbit to world surface— twenty minutes.
Move cutter from world surface to orbit— twenty minutes.

As can be seen, the procedure can take about 37 minutes to complete. Planning is thus essential for efficient operations. Of course, with two cutters, simultaneous operations are possible.

Troop and pilot boardings are best performed within the ship. Pilots should be embarked in fighters before the fighter framework leaves the ship. Troops should be embarked in assault boat modules or passenger modules before they leave the ship.
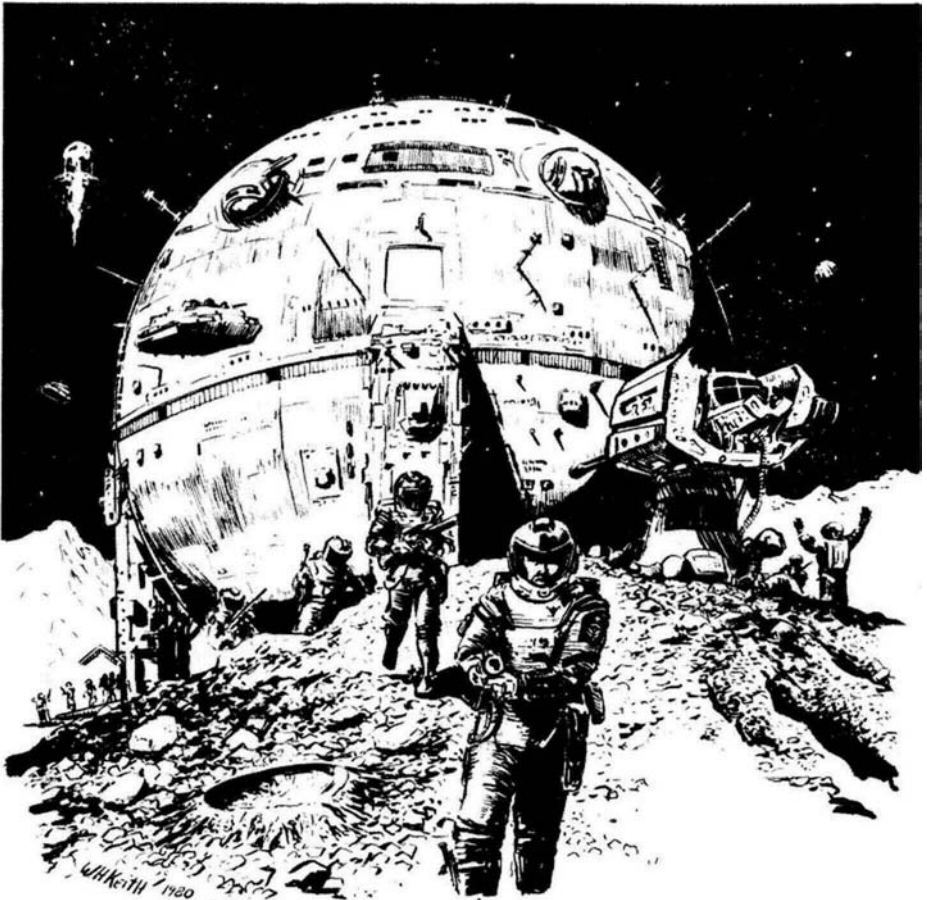
THE FIGHTERS

Should a fighter frame and a complement of fighters be carried aboard the mercenary cruiser, the craft should be compatible with the cruiser— that is to say, they will be built and operated at tech level 12. Because of their small size (six tons), they will generally be single place craft armed with missile racks.

Any fighter craft meeting the six-ton restriction may be operated in conjunction with the fighter frames. Two fighter types are noted in the *High Guard* section later in this book.

THE AIR/RAFT

Every ship needs a utility vehicle of some sort to allow minor errands and surface excursions that do not call for a launch or cutter. The air/raft on the *Broadsword* class cruiser fills this requirement.

The air/raft is relatively ordinary in all respects, although it does carry a gun mount allowing it to be armed if required. The air/raft is capable of speeds up to 100 kph and can operate for long periods of time without refuelling.

Although unpressurized, the air/raft can reach orbit (taking several hours to do so) and is used for visits to world surfaces by the crew of the cruiser. It is stowed in a compartment in the hull of the cruiser accessed through deck E; conveniently, this access is close to the surgery and sick bay for emergency treatment of injured.

INTERIOR DETAILS

In the layout of this ship, crew members are quartered in single, double, and triple staterooms; nevertheless, the total tonnage allocation for each member of the crew or the troop unit is four tons. Much of this physical allocation on a ship this large goes to common areas such as crew lounges, and the mess and galley.

Batteries: This ship, when classified using *High Guard,* has four batteries (two laser and two missile). Since one gunner is required for each battery, there are four gunners who man their turrets directly on the gunnery deck. The gunnery officer can operate the turrets in an emergency, controlling them from the bridge deck. The missile turrets are mounted on the landing legs of the ship, and are not normally accessed during flight.

Cutter Wells: Piercing through the hull and the decks of the ship are the cutter wells and bays. The wells accept the cutters for transport and storage during flight; they may be closed with shutters at the forward ends for protection of the small craft. The cutter bays are large open areas adjacent to the wells intended for storage of additional cutter modules. They are also suitable for bulk storage. Access to the cutter bays is possible from F Deck (the cargo doors open about half way up the side of the bay), from H Deck (near the floor of the bay), or from a cutter in one of the wells.

Cutters, when they are in the cutter wells, are positioned so that their forward air locks mate with C Deck (the bridge). Crews for the cutters board their craft from the circular walk around the control pit. In addition, personnel arriving on board the cruiser disembark directly onto the bridge. Since the cutters are organic to the ship, the security problem of direct access is low; in any case, ship's troops can be designated to handle such problems if necessary.

Fuel: Extensive fuel tankage is located in the spherical hull surrounding the core of internal areas. Fuel scoops are positioned on the hull exterior. Total tankage is
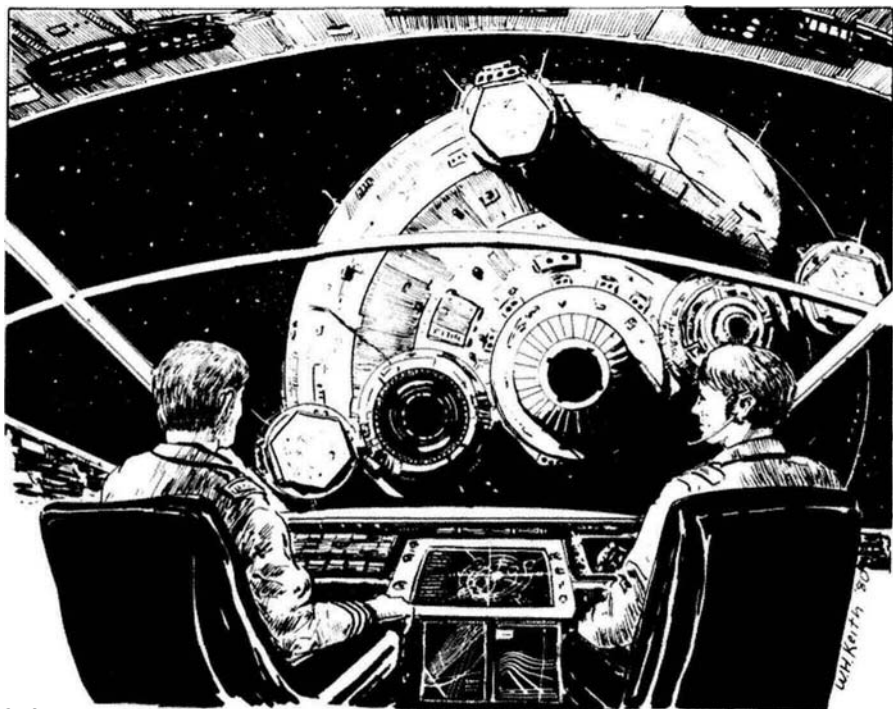
278 tons.

The following interior details (numbered in the deck plan drawings on pages 21 and 22) are used for the indicated purposes.

1. Forward Air Lock. Transfers between ships can be accomplished using this air lock installation. Although it accesses directly to the owner's lounge (and thus is usually reserved for formal boardings or passenger exchanges), the air lock is also used to transfer second waves of boarding troops once the ship has locked onto its partner.

2. Owner's Lounge. For most routine purposes, this area is used as an adjunct to the owner's suite for entertainment purposes. It is one of the most spacious and luxuriously appointed of the areas on board. Nevertheless, efficiency and economy dictate that this area also be used as an exercise room, auxiliary dining room, and as a marshalling area for troops used in boarding parties. A large starview ceiling (defined by the dashed line; coverable with steel shutters in times of danger) pierces the hull over this room and the adjacent owner's suite.

3. Owner's Suite. This area is living quarters for the ship's owner. As with the owner's lounge, a starview ceiling (defined by the dashed line) allows spectacular views of the starfields. The room contains sleeping, recreation, and work facilities for the owner, as well as a small fresher and a computer terminal.

4. Forward Avionics. The low ceilinged areas surrounding the owner's lounge and suite contain the basic avionic installations found on most starships: scanners, detectors, and sensors, all intended to acquire and process basic information about the environment in which the ship functions.

5. Lounge. This lounge is a basic recreational area for crew members quartered

on this deck.

6. Triple Laser Turret. One of four forward mounted weapons turrets on this vessel. Crewed by the gunner in stateroom 14.

7. Triple Laser Turret. One of four forward mounted weapons turrets on this vessel. Crewed by the gunner in stateroom 15.

8. Triple Laser Turret. One of four forward mounted weapons turrets on this vessel. Crewed by the gunner in stateroom 11.

9. Triple Laser Turret. One of four forward mounted weapons turrets on this vessel. Crewed by the gunner in stateroom 10.

10. Triple Stateroom. Quarters for engineer, gunner (turret 9), and medic.

11. Triple Stateroom. Quarters for engineer, gunner (turret 8), and clerk.

12. Stateroom. Private quarters for the troop commander. This stateroom location separates the officer from the ordinary hour-to-hour details of the troop unit (best left to the sergeant in any case) and provides close access to both the ship captain and the owner aboard.

13. Fresher. A communal sanitary and shower facility for all individuals on B Deck.

14. Triple Stateroom. Quarters for engineer, medic, and gunner (turret 6).

15. Double Stateroom. Quarters for engineer and gunner (senior gunner on board; responsible for turret 7).

16. Lounge. This lounge (similar to 5) is a basic recreational area for those quartered on this deck. It is also a training area for gunnery procedures.

17. Starboard Cutter Well.

18. Port Cutter Well.

19. Control Pit. All ship controls and readouts are accessed from this control pit. Sited three levels from the prow of the ship, it is relatively protected from routine external stimuli, thus assuring continued operation of the ship. Three crew positions are placed within the control pit— captain (and command pilot) in the center, second engineer and gunnery officer forward. All batteries can be fired from this central location. Except in important situations, the pit is manned by a single individual in the captain's position.

The pit derives its name from its sunken position; a raised walk circles the area, with a few steps leading down into the pit itself.

20. Navigation Section. Star charts, navigation aids (including computer terminals), and chart tables are located in this area. It is also used as a gunfire direction center when the ship provides orbital fire support.

21. Executive Office. The captain maintains his office in this location, complete with ship records, contracts, accounts, and other necessary papers. A small safe is concealed under the desk, and generally contains cash for payrolls and expenses (and may vary from Cr100,000 to Cr10,000,000).

22. Captain's Suite. The captain's living quarters, including sleeping facilities and a fresher are on the bridge deck to insure that he or she is always available at a moment's notice.

23. Computer. The ship's computer is located directly behind the vision screen. Access to the computer itself is only rarely needed; most repairs are performed through software operations at one of the many terminals located throughout the ship.

24. Vision Screen. The major display device for the bridge is the vision screen. It

can display exterior views from any angle, and interior views of many locations within the ship itself. In addition, the display screen is normally operated in split mode, showing many different readouts monitored by selected crew personnel. Any specific readout can be called up on demand; those readouts with anomalous data are displayed automatically, calling attention to the problems and potential problems of the current ship situation.

25. Port Cutter Well.

26. Starboard Cutter Well.

27. Stateroom. Quarters for the navigator.

28. Fresher. Communal sanitary and shower facilities for the officers on the quarters deck.

29. Stateroom. Quarters for the chief engineer.

30. Double Stateroom. Quarters for the pilot and gunner of Cutter 1. These crew members are quartered here in order to provide them with quick access to their cutter in the event of need. They are also easily accessible from the bridge.

31. Double Stateroom. Quarters for the pilot and gunner of Cutter 2.

32. Lounge. Recreational areas for the crew quartered on this deck. A passage runs from this area to the mess at 35.

33. Pantry. Foodstuffs and cooking supplies are stored here for use in the galley at 34.

34. Galley. All food preparation is performed here for meals to be served in the mess at 35. The three cooks assigned to the troop unit rotate responsibilities and each prepare one meal per day. When the cooks are deployed on troop operations, the responsibility is assigned to qualified crew members on a rotation basis.

35. Mess. The three daily meals are served in this area. Due to the relative crowding, meals are usually served in shifts with the crew eating first and the troop unit eating after. In any case, the owner aboard, the captain, and the troop commander will often dine in the captain's cabin or the owner's suite.

The large black area adjacent to the mess contains shielded computer electronics (the bridge is one deck up).

36. Port Cutter Well and Bay.

37. Starboard Cutter Well and Bay.

38. Fresher. Communal sanitary and shower facilities for the residents of this deck level.

39. Double Stateroom. Quarters for two members of the third squad.

40. Lounge. Recreational facilities for the residents of this level.

41. Double Stateroom. Quarters for two members of the third squad.

42. Double Stateroom. Quarters for two members of the third squad (including the squad medic).

43. Double Stateroom. Quarters for two members of the third squad.

44. Lounge. Passing area associated with the vertical hatch and allowing access to all rooms on this level.

45. Double Stateroom. Quarters for troop sergeant and runner. The troop sergeant is not a member of the third squad, and is thus quartered apart on this level; his runner shares his quarters and is available for errands as needed.

46. Stateroom. Quarters for the ship's surgeon.

47. Medical Lounge. Associated with the vertical hatch and allowing access to all rooms on this level.

48. Sick Bay. Because this is a mercenary cruiser with high probabilities of casualties, a sick bay with four beds is maintained. This area also contains a pharmacy and medical equipment.

49. Surgery. Operating room equipment and instrumentation provides complete surgical facilities.

50. Ship's Locker. This room contains a wide array of equipment for expeditions, including communicators, weaponry, protective clothing, and miscellaneous items. It is placed on this level near the entry to the air/raft berth.

51. Entry Section. Arrival on and departure from the ship via air/raft proceeds through this room. It serves as a foyer and contains plaques identifying the ship and commemorating its history.

52. Air Lock. Access to the air/raft berth allowed through this air lock.

53. Air/Raft and Air/Raft Berth. The ship's air/raft is kept in its berth here, mounted vertically to conserve space. Entering the craft requires some acrobatics, but the grav plates can be turned off placing the berth in zero-G. When ready for launch, the outer door in the hull swings open and the air/raft is allowed to depart.

54. Port Cutter Well and Bay.

55. Starboard Cutter Well and Bay.

56. Cargo Bay. Provision for 18 tons of cargo.

57. Corridor. On this level, broad doors open from the cutter bays to this corridor and allow transfer of cargo from and to the cargo bays on this deck.

58. Cargo Bay. Provision for 18 tons of cargo.

59. Starboard Cutter Well and Bay.

60. Port Cutter Well and Bay.

61. Cargo Bay. Provision for 18 tons of cargo. The only access to this cargo bay is through the hatch leading up to deck F or down to deck G. As a result, goods stored on this level are in small parcels capable of being transferred through a hatch.

62. Secure Vault. This area is fully bulkheaded and is accessible only through the use of computer codes or forcible entry. The vault is used to store pilferable items, novelties, drugs, weapons and ammunition, alcohol, and radioactives.

63. Double Stateroom. Quarters for the squad leaders of the first and second squads. The squad leaders share quarters with those of equal rank rather than with lower ranks within their own units.

64. Lounge. Access to all rooms on this level.

65. Double Stateroom. Quarters for two members of the second squad.

66. Double Stateroom. Quarters for two members of the second squad.

67. Triple Stateroom. Quarters for three members of the first squad.

68. Double Stateroom. Quarters for two members of the second squad.

69. Fresher. Communal sanitary and shower facilities for residents of this deck.

70. Triple Stateroom. Quarters for three members of the first squad.

71. Starboard Cutter Well and Bay.

72. Port Cutter Well and Bay.

73. Port Leg Elevator. Within the landing leg an elevator allows access to the world surface for troop discharge; the elevator chamber is an air lock.

74. Starboard Leg Elevator. Within the landing leg, an elevator allows access to the world surface level for troop discharge. It is generally used only when the ship lands on a vacuum world; the elevator chamber is an air lock.

75. Port Cutter Well and Bay.

76. Starboard Cutter Well and Bay.

77. Armory. The troop unit's weapons are stored here, as are ammunition, heavy weapons, and other ordnance items such as vision enhancers and surveillance radars.

78. Cargo Area. Provision for 7 tons of cargo.

79. Marshalling Area. This area may hold up to 7 tons of cargo. It is generally used as a marshalling area for troops. They may be transferred to modules for assaults or out via the leg elevators to world surface.

80. Storage Area. This area can hold up to 7 tons of cargo. While not as secure as the vault, it is enclosed by walls and can be secured.

81. Drive Deck. The engineering staff has access to the workings of the ship's drives on this level.

82. Port Cutter Well.

83. Starboard Cutter Well.

84. Drives. Access to details of the ship's drives is possible on this deck level. However, a low ceiling restricts movement somewhat.

85. Drives. Access to details of the ship's drives is possible on this deck level. However, a low ceiling restricts personal movement somewhat. Note that this area is isolated from area 84 by a bulkhead.

86. Port Cutter Well.

87. Starboard Cutter Well.

88. Cutter Bridge. The cutter bridge carries acceleration couches for two persons (pilot and gunner) and the craft's computer.

89. Cutter Fresher. Comfort facilities for the crew and passengers of the cutter.

90. Module. This area is taken up by the particular cutter module currently

installed.

91. Cutter Drive Section. Operating and maintenance controls for the cutter are contained here.

THE CREW

The exact composition of the ship crew varies from time to time depending on the nature of the ship's mission, casualties from the last mission, and the availability of personnel for replacements. The following list is general, and represents a typical crew roster.

Details of the crew of the *Broadsword* are contained in the chapter on personnel.

Owner Aboard. One position is reserved for the ship's owner or authorized agent.

Commanders. Two commandants (answering to the owner or his agent) are assigned: the troop commander, usually an army or marine captain, and the ship captain.

Ship Crew Officers. The ship captain's senior staff consists of the chief engineer, the navigator, and the ship's surgeon.

Ship Crew. The crew consists of four engineers, four gunners, three medics, and a ship's clerk. In practice, the three medics serve under the ship's surgeon while in space, and serve in the three troop squads while performing military operations.

Troop Staff. The troop unit operates under the command of the troop commander. He is assisted by a leading sergeant (who is permanently assigned a runner). The crews of the two cutters (two pilots and two gunners) are attached to the command section of the troop unit when necessary.

Squads. The troop unit consists of three squads. Each consists of a leader and seven soldiers. One of the soldiers is a medic, drawn from ship's crew (see above).

The exact composition of the crew list varies. Each battery on board ship must have a gunner assigned. If fighters are carried, each should have a fighter pilot to operate it. Total crew numbers can conceivably be increased by carrying a pressurized shelter module in one or more cutter bays.

HIGH GUARD STATISTICS

The *Broadsword* was originally designed and constructed using **Traveller** Book 2; it has been subsequently classified using *High Guard.*

There are many possible variations in armament and armor for this class of starship; the following is the classification of two examples of the class. The first *(Cutlass)* is shown without weaponry. As shown, its price does not reflect any discounts for ship class production or any charges for architect's fees. The ship includes one air/raft, eight hardpoints, eight triple turrets, and two cutters. It does not include any weapons, armor, or modules for the cutters. Armament may be purchased using either Book 2 or *High Guard;* armor may be purchased using *High Guard.*

Armor may be added to the ship by displacing either cargo space or module space (fuel tankage is placed in the cargo or module areas, and additional tonnage for armor is used in the hull). The maximum tonnage available for the addition of armor is 140 tons (80 tons cargo and 60 tons of modules displaced).

Acquisition: When a referee makes one of this class of ship available, either the players who will use it or the referee must make some decisions as to the exact
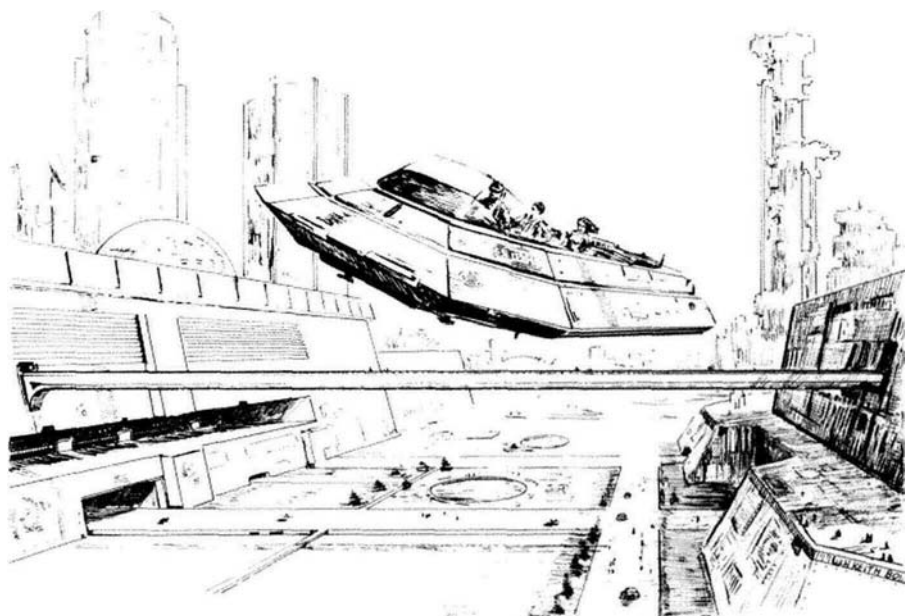
nature of its accessories. Such choices should include weaponry, armor, the types of modules (and fighters, if any) carried, and the battery layout of the ship.

CP-10897 *Cutlass* CP-8533352-000000-00000-0 MCr476.40 800 tons
      batteries bearing Crew=13.
Book 2 Design batteries TL=12.
Passengers=1. Low=0. Fuel=278. Cargo=80. EP=24. Agility=1. Troops=31.
Carries two 50-ton cutters with provision for four modules. Carries one air/raft.

CP-10897.1 *Cutter* YY-0204411-000000-00001-0 MCr30.75 50 tons
Crew=2. Fuel=2. Bridge. EP=2. Agility=4. TL=12. Carries one 30-ton module.
Cutter without module functions as YY-0206611 (20 tons).

CP-10798 *Broadsword* CP-8533352-000000-30006-0 MCr632.68 800 tons
      batteries bearing 2 2 Crew=13.
Book 2 Design batteries 2 2 TL=12.
Passengers=1. Low=0. Fuel=278. Cargo=80. EP=24. Agility=1. Troops=31.
Carries two 50-ton cutters with provision for four modules. Carries one air/raft.

CP-10798.1 *Cutter One* YY-0204411-000000-00001-0 MCr30.75 50 tons
Crew=2. Fuel=2. Bridge. EP=2. Agility=4. TL=12. Carries one 30-ton module.
Cutter without module functions as YY-0206611 (20 tons).

CP-10798.91 *Fighter* FF-0106611.000000-00001-0 MCr7.245 6 tons
Crew=1. Passengers=0. Fuel=1. EP=.36. Agility=6. No bridge. TL=12.

BROADSWORD

SHIP CREW

OWNER ABOARD

TROOPS

CAPTAIN AND COMMAND PILOT

TROOP COMMANDER

SHIP'S SURGEON

CHIEF ENGINEER

NAVIGATOR AND GUNNERY OFFICER

Note: Troop head quarters deploys in air/raft.

LEADING SERGEANT

SHIP'S CLERK

SECOND ENGINEER

1st BEAM GUNNER

Coordination and Fire Control

RUNNER

MEDIC 1st SQUAD

THIRD ENGINEER

2nd BEAM GUNNER

LEAD CUTTER PILOT

MEDIC 2nd SQUAD

DRIVE LACKEY

1st MISSILE GUNNER

SECOND CUTTER PILOT

CUTTER GUNNER

MEDIC 3rd SQUAD

DRIVE LACKEY

2nd MISSILE GUNNER

CUTTER GUNNER

Note: Crews man fifty ton modular cutters.

3rd SQUAD LEADER

2nd SQUAD LEADER

1st SQUAD LEADER

TROOPER (DEMON)

FIRE TEAM LEADER

ATV DRIVER

FIRE TEAM LEADER

ATV DRIVER

FIRE TEAM LEADER

MEDIC 3rd SQUAD

TROOPER

MEDIC 2nd SQUAD

TROOPER

MEDIC 1st SQUAD

TROOPER

FUSION GUNNER

TROOPER

FUSION GUNNER

TROOPER

FUSION GUNNER

TROOPER

Note: Squad deploys on foot or from assault boat.

TROOPER (COOK)

Note: Squad deploys in ten ton ATV.

TROOPER (COOK)

Note: Squad deploys in ten ton ATV.

TROOPER (COOK)

The total complement of the *Broadsword* is 45. This includes the owner aboard, 16 ship's crew and 28 ship's troops.

Owner. The owner negotiates with patrons for the various tickets, and determines the general fate of the *Broadsword.* The ship's captain and the troop unit commander are answerable to the owner separately. The owner, however, gives only general orders, and does not usually interfere with either commander.

SHIP'S CREW

The ship's crew consists of a captain, a ship's clerk, an engineering staff of one chief engineer and four engineers, a medical staff of one ship's surgeon and three medics, and a navigation/gunnery staff, consisting of a ship's navigator (who doubles as gunnery officer) four gunners, two cutter pilots, and two cutter gunners.

Captain. The captain is responsible for the operation of the *Broadsword,* and is in complete command when the ship is in space. The owner will usually defer to the captain's superior experience in ship handling during a crisis situation.

Ship's Clerk. The ship's clerk is responsible for the minor, day-to-day chores of operating a ship, handling the paperwork, purchasing, inventories, payroll accounts, and other administrative chores. The clerk is assigned to the ship's surgeon.

Chief Engineer. The Chief Engineer is responsible for the maintenance and operation of the *Broadsword's* drive, power plant, and other machinery. The chief engineer is assisted in this task by four additional engineer personnel.

Ship's Surgeon. Assisted by the three medics assigned to the troop squads, the ship's surgeon is responsible for maintaining the good health of the personnel of the *Broadsword,* as well as treating any injuries or wounds they may receive.

Navigator. The navigator of the *Broadsword* serves double duty. In addition to the normal duties required, the navigator also serves as gunnery officer, and direct support coordinator. During starship battles, the navigator supervises the four gunners. In emergencies, the navigator can fire the ship's batteries personally. During ground actions, the navigator coordinates and directs the ship's armament in direct support of the troop unit. The cutter crews (when not attached to the the troop unit) are also under the navigator's command.

SHIP'S TROOPS

The organization and equipment of mercenary contingents varies tremendously. Some commanders prefer to reorganize their units for each mission, feeling that this enables the unit to be more responsive to individual situations. The chief disadvantage of specific mission tailoring is that an inexperienced, improperly informed, or hasty commander can cause the destruction of the unit if it is not sufficiently flexible. Other commanders feel that the benefits accrued from a constant and unchanging organization (soldiers have superior morale when working within familiar channels) outweigh those of specific mission tailoring.

The commander of the *Broadsword's* troops has chosen a middle route taken by many commanders, that of maintaining a constant organization, but issuing differ-

ent equipment in response to the expected nature of the opposition.

The *Broadsword's* contingent currently consists of a command section and three infantry squads.

Command Section. The command section consists of the troop commander, with the rank of captain, assisted by a leading sergeant and a runner. During landings, the ship's two 50-ton cutters and their crews are attached to the command section. On the occasions that the air/raft is used in combat, it is fitted with a light machinegun and attached to the command section for its transport.

An interesting facet of mercenary life is the fact that when aboard ship, the troop commander is given an *off-dirt rank,* and is always addressed as 'major'. This is done because there can be only one captain on a starship.

Squads. Each squad is organized identically, although the third has some equipment differences. A squad consists of two fireteams, the first fireteam containing the squad leader, one trooper (who is a demolition expert in the third squad), the squad medic, and the squad fusion gunner. The second fireteam contains the assistant squad leader, the squad cook, and two troopers, one of which is the ATV driver in the first and second squads.

EQUIPMENT

The ship's crew is not armed or equipped to any standard pattern. Each individual has equipment suitable to his or her duties, and carries a personally chosen weapon when the situation warrants. Auto pistols, knives, and carbines are most common, but any weapon is possible.

The arms and equipment of the *Broadsword's* troop contingent will vary depending on the situation. The troops' typical arms and equipment are described below.

Armament. All troops are armed with gauss rifles fitted to fire 4cm RAM shoot-through grenades, except for the fusion gunners, who are armed with FGMP-14s (which can only be fired if the gunner is wearing battle dress), and the medics, who are unarmed (reflecting their non-combatant status). The troop commander has a gauss rifle available, but usually carries a pair of auto pistols. Other weapons (such as individually-carried tac missiles, demolition charges,and so on) may be issued from the ship's armory depending upon circumstances and the unit's expected mission.

Equipment. The squad fusion gunners are equipped with battle dress. All other troops are issued combat armor (even the medics). The cutter crews wear the issued combat armor only if required to leave their cutter. Filter masks have been issued to all combatants to enable them to operate in Garda-Vilis' tainted atmosphere.

The first and second squads are equipped with wheeled ATVs, (as described in Book 3 page 21).

Miniatures. Players using *Striker* will want to form the entire troop complement of the *Broadsword,* but probably will not find it necessary to represent the ship's crew in miniatures. The squads are best represented by two fireteam stands of four figures each. The troop commander, leading sergeant and runner should be individually mounted. If desired, the player or referee may wish to construct scale models of the cutters, the ATVs (almost any suitable scale vehicle model will suffice) and the air/raft. These models will be usable in other situations.

Playing out any of these scenarios with *Snapshot* or *Azhanti High Lightning* will require the advance preparation of properly scaled deckplans (either hand drawn,

or blow-ups of the plans in this book), and counters representing the participants.

UNIVERSAL PERSONALITY PROFILES

The UPPs of the *Broadsword's* personnel provided below may be altered or replaced at the referee's option.

1	**Owner**	726892	Age 54	8 terms	Cr80,000

Gunnery-3, Bribery-2, Shotgun-1, Medic-2, Admin-3, Pilot-1

2	**Ship's Captain**	768889	Age 46	6 terms	Cr20,000

Navigation-2, Pilot-2, Ship tactics-2, Fleet tactics-2, Computer-1

3	**Surgeon**	384AA9	Age 58	8 terms	Cr60,000

Medic-5, Admin-3, Computer-2, Jack-of-all-trades-1

4	**Clerk**	8688A8	Age 38	5 terms	Cr14,000

Jack-of-all-trades-1, Admin-1, Computer-1, Gambling-1

5	**Medic**	865896	Age 30	3 terms	Cr16,000

Gunnery-1, Medic-2,

6	**Medic**	959A48	Age 22	1 term	Cr10,000

Medic-2

7	**Medic (Vargr)**	453B65	Age 22	1 term	Cr12,000

Medic-1, Jack-of-all-trades-1

8	**Chief Engineer**	655DB6	Age 46	7 terms	Cr18,900

Streetwise-1, Admin-2, Engineering-3, SMG-2, Pilot-2, Nav-1

9	**2nd Engineer**	A3A869	Age 26	2 terms	Cr1,500

Jack-of-all-trades-1, Engineering-2, Admin-1

10	**3rd Engineer**	447C76	Age 26	2 terms	Cr80,000

Forward Observer-1, Engineering-2, Shotgun-1

11	**Drive Lackey**	565787	Age 34	4 terms	Cr36,500

Electronics-1, Engineering-1, Gambling-1

12	**Drive Lackey**	6A73E5	Age 30	3 terms	Cr5,500

Vacc suit-1, Engineering-1, Dagger-1

13	**Navigator/Gunnery Officer**	5668DA	Age 38	5 terms	Cr26,000

Nav-3, Medic-1, Gunnery-3, Bribery-1, Pilot-1, Rifle-1

14	**Gunner**	797768	Age 22	1 term	Cr1,000

Gunnery-2, Vacc suit-1

15	**Gunner**	554767	Age 26	2 terms	Cr500

Autopistol-1, Gunnery-2

16	**Gunner**	55ABA7	Age 26	2 terms	Cr500

Gunnery-2, Dagger-2

17	**Gunner**	777869	Age 22	1 term	Cr1,500

Gunnery-1, Jack-of-all-trades-1

18	**Cutter Pilot**	5734C7	Age 30	3 terms	Cr2,500

Ship's Boat-2, Mechanical-1

19	**Cutter Pilot (Vargr)**	494A49	Age 30	3 terms	Cr2,000

Ship's Boat-2, Dagger-1

20	**Cutter Gunner**	9428D9	Age 26	2 terms	Cr5,000

Ship's Boat-1, Gambling-1, Admin-1

21	**Cutter Gunner (Vargr)**	8538D9	Age 26	2 terms	Cr5,000

Gunnery-1, Admin-1, Vacc suit-1

| 22 | **Troop Commander** | 638799 | Age 46 | 6 terms | Cr22,000 |

22 **Troop Commander**   638799   Age 46 6 terms   Cr22,000
    ACR-3, Leader-2, Instructor-2, Admin-1, Vacc-1, Survival-1, Recon-2

23 **Leading Sergeant**   598CB6   Age 46 7 terms   Cr29,700
    Gambling-2, Medic-1, ATV-2, Dagger-1, Rifle-1

24 **Runner**   688593   Age 22 1 term   Cr1,000
    Air/raft-1, Rifle-1

25 **First Squad Leader**   A78D56   Age 26 2 terms   Cr11,000
    Blade-1, Mechanical-2, Rifle-2, SMG-1

26 **ATV Driver**   749975   Age 22 1 term   Cr1,500
    ATV-1, Rifle-2

27 **Fusion Gunner**   97677C   Agr 26 2 terms   Cr10,000
    Battle Dress-1, High Energy Weapons-1, Vacc-2

28 **Fireteam Leader**   B73743   Age 26 2 terms   Cr12,600
    Brawling-2, ATV-2, Rifle-1, SMG-2, Tactics-1

29 **Trooper**   688593   Age 22 1 term   Cr10,000
    Gambling-1, Rifle-1, Blade-1

30 **Trooper**   A479B8   Age 26 2 terms   Cr20,000
    Dagger-1, Gambling-1, Leader-1, Rifle-1

31 **Cook**   B57997   Age 26 2 terms   Cr2,000
    Dagger-1, Steward-1, Rifle-1

32 **Second Squad Leader**   765763   Age 30 3 terms   Cr60,000
    Forward Observer-1, Air/raft-1, Rifle-1, Brawling-1. Tactics-2

33 **ATV Driver**   9578AB   Age 30 3 terms   Cr1,000
    Tactics-1, ATV-1, Electronic-1, Rifle-1

34 **Fusion Gunner**   86A778   Age 22 1 term   Cr0
    ATV-1, Battle Dress-2, High Energy Weapon-1, Rifle-2

35 **Fireteam Leader**   557685   Age 26 2 terms   Cr5,000
    Mechanical-1, Computer-1, Tactics-2, Rifle-2

36 **Trooper**   498758   Age 30 3 terms   Cr22,000
    Gambling-2, Rifle-1, Brawling-1, Dagger-1

37 **Trooper**   457557   Age 22 1 term   Cr1,200
    ATV-1, Rifle-1, Mechanical-2

38 **Cook**   A5A7CA   Age 30 3 terms   Cr12,000
    Medic-1, Steward-1, Rifle-1, Shotgun-1

39 **Third Squad Leader (Vargr)** 675946   Age 38 3 terms   Cr17,400
    Tactics-4, Cutlass-1, Rifle-1

40 **Demolition Specialist (Vargr)** AC7886   Age 26 2 terms   Cr30,000
    Battle Dress-1, Rifle-2, Demolition-2, Survival-1

41 **Fusion Gunner (Vargr)**   9BB434   Age 30 3 terms   Cr22,000
    Battle Dress-1,High Energy Weapon-2, Tactics-1

42 **Fireteam Leader (Vargr)**   655358   Age 34 4 terms   Cr40,700
    Electronic-3, Vacc suit-1, Gambling-1, Cutlass-1, Revolver-1

43 **Trooper (Vargr)**   547B69   Age 22 1 term   Cr20,000
    Rifle-1, Dagger-1

44 **Trooper (Vargr)**   457838   Age 26 2 terms   Cr20,000
    Forward Observer-2, Rifle-1, Pistol-1

45 **Cook (Vargr)**   A48848   Age 22 1 term   Cr1,000
    Jack-of-all-trades-1, Rifle-1, Steward-1

Opposing Ships

By no means are all the ships listed below in system at once, nor is the list below to be considered a restriction. The referee should add ships from other sources with care, however, to keep the scenario balanced.

ZHODANI SHIPS

Patrol Frigate   FP-67424F2-030000-50003-1   MCr493.87   600 tons

| batteries bearing | 3 | 1 | 1 | TL=13 |
| batteries | 3 | 1 | 1 | Crew=18 (incl 10 pilots) |

Cargo=24. Fuel=264. EP=24. Agility=2. One 50-ton fuel launch. Ten 8-ton ftrs.

Fighter   FM-0106D21-000000-00003-0   Mcr19.155   8 tons
one battery of missiles   TL=13. Crew=1
Cargo=0. Fuel=1.4. EP=1.04. Agility=6.

Armed Ship's Boat   GB-0105F31-000000-40000-0   MCr45.3995   30 tons
one battery of lasers   TL=13. Crew=2.
Passengers=4. Low=0. Bridge. Fuel=4.5. EP=4.5. Agility=5. Cargo=4.3.

Strike Cruiser   CS-B114CE3-306300-05904-0   MCr2009.5   2000 tons

| batteries bearing | 21 | 3 | Crew=50. |
| batteries | 21 | 3 | TL=14. |

Passengers=0. Low=48. Fuel=540. EP=240. Agility=4. Marines=48. Fighters=2.

Patrol Corvette   PC-62445D2-040000-30003-0   MCr453.62   600 tons

| batteries bearing | 2 | 1 | 3 | TL=14. |
| batteries | 2 | 1 | 3 | Crew=14. |

Low=0. Cargo=270. EP=30. Agility=4. Troops=6. Five fighters & pilots,
uses same fighter as Patrol Frigate.

LOCAL SHIPS

Garda-Vilis has no military spacecraft of its own. The following vessel types are in service with the navy of Vilis, and assigned to the Garda-Vilis system.

System Defense Boat   SB-41069E2-900000-40003-0   MCr777.54   400 tons

| batteries bearing | 1 | 1 | TL=12. |
| batteries | 1 | 1 | Crew=10. |

Low=0. Passengers=0. Cargo=27. Fuel=36. EP=36. Agility=6.

Ship's Boat   QB-0206601-000000-00002-0   MCr18.25   30 tons
One battery. crew=2. Passengers=6. Cargo=5. Fuel=6.5. Agility=6. TL=9.

Pinnace   KK-015501-000000-00002-0   MCr22.5   40 tons
One battery. Crew=2. Passengers=6. Cargo=11. Fuel=8.4. Agility=5. TL=9.

The Vilis Subsector

The communications link extending along the Imperial border from Regina plunges through the heart of the Vilis subsector. While the coreward portion of the region is the demilitarized neutral zone shared with the Zhodani Consulate, the rimward edge of the area borders on the loose confederation known as the Sword Worlds. In times of tension, the exposed location of this subsector makes the area a prime military position.

World 728-907, recently surveyed, is a large inhabitable world with no evidence of higher animal life, although extensive forestation and insect presence have been noted. The Ministry of Colonization has designated the world for seeding within the next century, with a view to colonization upon availability of personnel and funds.

Name	Statistics			Remarks	
Caloran	0101	D796746	5	Agricultural.	
899-076	0102	E201300	8	Non-industrial.	
Quare	0105	B200545	9	Non-industrial.	G
Zeta2	0109	X6B0000	0	Non-industrial.	
Arden	0201	C5549CB	8		
Choleosti	0208	C200100	9	Non-industrial.	G
Margesi	0210	C575677	6	Agricultural. Non-industrial.	A
Frenzie	0306	A200436	A N	Non-industrial. Subsector Capital.	
Garda-Vilis	0308	B978868	A S		G
Vilis	0309	A593933	A	Industrial.	
Digitus	0402	E53668A	5	Non-industrial.	
Edinina	0403	E400220	5	Non-industrial.	A G
728-907	0404	D955000	0	Non-industrial.	
Stellatio	0406	D5A4420	4	Non-industrial.	
Arkadia	0407	E446845	6		G
Tremous Dex	0501	B511411	C	Non-industrial.	G
Mirriam	0505	E472300	8 N	Non-industrial.	
Saurus	0510	D888588	7	Agricultural. Non-industrial.	
Rangent	0601	E67A612	7	Non-industrial. Water World.	G
Denotam	0603	B739573	A N	Non-industrial.	G
Ficant	0607	E567353	5	Non-industrial.	
Tionale	0701	C674321	8	Non-industrial.	A
Calit	0705	C334867	7		G
Asgard	0709	X3437C7	2	Poor.	R
Tavonni	0710	E567000	0	Non-industrial.	G
Phlume	0801	C887624	8	Agricultural. Non-industrial.	

The Vilis subsector contains 26 worlds with a population of 2.324 billion. The highest population is 9, at Arden and Vilis; the highest tech level is C, at Tremous Dex.
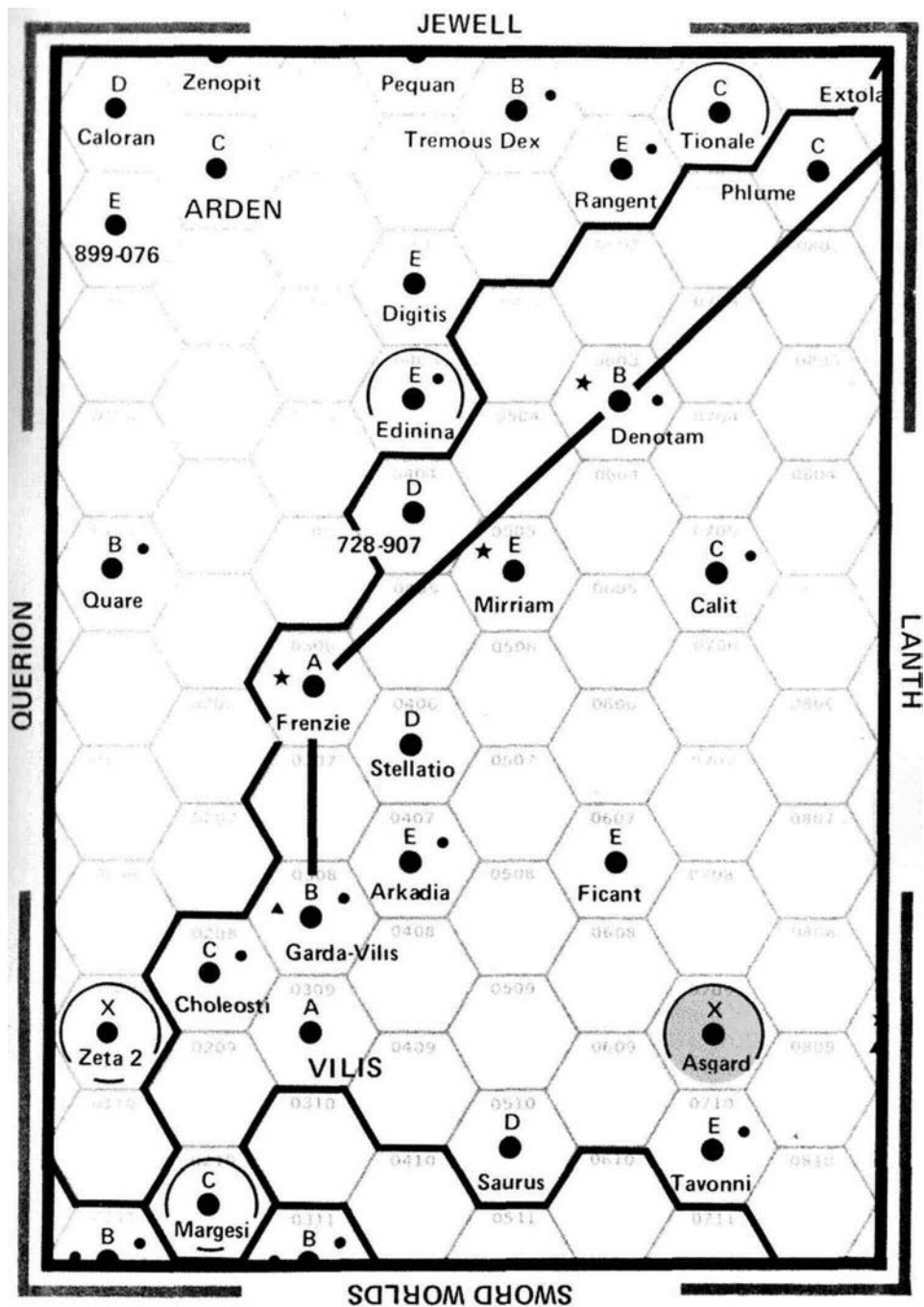
The Vilis Subsector

Opposing Organizations

In addition to local insurgent forces, units of the Zhodani and Sword Worlds armed forces have been smuggled onto Garda-Vilis. The organization and equipment for these units are given below. A short discussion of the tactical employment of Zhodani commandos is given also, because this unit differs from the norm so radically.

When a morale rating is given, the *Mercenary* numerical rating is given first, then the *Striker* rating in parentheses. For example: 7 (average).

ZHODANI MARINES

Zhodani marine contingents vary in size according to the space available aboard the vessel to which they are assigned. The strike cruiser which recently arrived in system could conceivably land its platoon-sized ship's troop unit, and could therefore be a possible opponent to the Broadsword's troops.

Organization: The platoon is organized into two sections, each with three squads. Each squad contains two fireteams. The first fireteam of each squad contains the squad leader. The squad leader of the first squad of a section is also the section leader. The first section leader is also the platoon leader. The morale of the first fireteam of the first squad of the first section is 11 (high). The remainder are 8 (average).

Equipment: Zhodani marines are armed with gauss rifles, except for one member of each squad, who is armed with a FGMP-14 as a support weapon. For the purposes of determining morale with the Striker rules, they are considered to be long service professionals.

This unit is represented in miniature by 12 four-figure fireteams, or a total of 48 figures.

ZHODANI COMMANDOS

Unlike other Zhodani units (which have only a small psionic unit attached at battalion level), the commando units consist almost entirely of psi talents. In violation of their normal troop policies, the Zhodani have detached a squad-sized unit for service on Garda-Vilis.

Organization: This unit consists of a group leader, an assistant group leader, both teleports, a group director, a clairvoyant/telepath, and eight commissioned specialists, all teleports.

Equipment: Zhodani commandos are are equipped to the highest possible standard, in order to maximize their striking power. Combatants (all of the group except the group director) are equipped with battle dress and grav belts and are armed with PGMP-13s. One member of the group is armed with an FGMP-14 as a support weapon. All psi talents in the Zhodani army are given autoinjectors of psi double, which are used just prior to the use of their talent to enhance their capabilities.

In miniature, the unit is represented by two four-figure fireteams, and two individually mounted officers, the group leader (11, high) and the assistant group

leader (8, average).

Tactical Employment: The principal difficulty of most commando operations lies with inserting the commando forces behind enemy lines in close proximity to the target. Zhodani commandos accomplish this by psionic teleportation, and recruits for commando units are chosen solely on the basis of their talent in this field. Thus, Zhodani commandos do not occupy the role of elite combat troops, unlike most other armies.

In long-range penetration situations, where teleport disorientation is to be expected, commandos jump to previously reconnoitered safe areas (such as small clearings in woods) where they can recover from teleport and then move out against their objective. In short range teleports, commandos are sometimes inserted directly into the battlefield and open fire almost immediately

Commandos will seldom make more than two jumps per day, and never more than three (usually limited to one jump in and one jump out). Distances travelled will rarely exceed very distant range (5 to 50 km), because of the disorientation involved, and the effects of energy and momentum differences.

Zhodani commandos are the most feared units in the Zhodani armed forces, and always cause disruption and morale deterioration greatly out of proportion to their actual numbers.

SWORD WORLDS MECHANIZED INFANTRY BATTALION

Because of the nature of the Sword Worlds government, each world maintains its own armed forces, which act together under confederation command only in times of emergency. Thus, the organization and equipment of Sword Worlds military units can differ radically from unit to unit. The Mechanized Infantry battalion which has been smuggled onto Garda-Vilis is from the military of Gram (Sword Worlds 0403-A895957-B) and is equipped to tech level 11. Because of the means by which the unit came to Garda-Vilis, it was not possible to bring all of the battalion's heavy equipment and vehicles. The organization below shows the unit at full strength. The referee should determine what equipment is available to the battalion according to the guidelines given in the chapter titled Ref's Notes. It is not necessary to represent all of the personnel of a unit in miniature, unless it becomes necessary for the crew of a vehicle to dismount. See *Striker,* Book 1, Rule 6: Organization, pp 8—11.

Organization: The battalion consists of a headquarters and headquarters company, two infantry companies, and a combat support company. The battalion is drawn from long service professionals, and consequently all fireteams have morale of 7 (average). Individually mounted command figures are 11 (high).

The Headquarters Company contains a Headquarters Section, a communications platoon, a maintenance platoon, a supply and mess platoon, and a medical platoon.

The Headquarters Section contains a command squad with a command sled (with the battalion commander, the battalion executive officer, a driver, and the unit senior NCO), a Combat Intelligence squad, with a command sled (with a driver, an intelligence officer, and a radio operator), and a computer sled (with two computer technicians and a driver); for a total of 3 vehicles and 10 personnel. This unit is best represented by 3 vehicle models and three individually mounted command figures (the battalion CO, XO, and NCO).

The communications platoon consists of one command sled, with the platoon

leader and a driver, one communications sled, with two communications techni-cians and a driver, and one electronic warfare sled, with two EW technicians and a driver; for a total of 4 vehicles and 11 personnel. In miniatures, this unit is best represented by the 4 vehicle models.

The Maintenance platoon consists of a recovery squad, containing two recovery grav sleds (each with four mechanics, one of whom drives), and a utility grav sled, (with a driver), and a repair squad, containing a shop sled (with three mechinists and a driver), and two utility grav sleds (with one driver each); for a total of 6 vehicles and 15 personnel. This unit is best represented by six vehicle models.

The Supply & Mess platoon consists of three mess teams, each with one field kitchen sled (with a driver/assistant cook, and a cook), and one utility grav sled (with a driver/assistant cook and an assistant cook each), and two transport squads, each of five utility grav sleds (with a driver each); for a total of 16 vehicles and 22 personnel. This unit is best represented by 16 vehicle models.

The Medical platoon contains a surgical hospital, containing one surgical van sled (with a driver, a surgeon and two medical assistants), and one utility transport sled (with a driver and a medical assistant), and three medevac teams, containing one ambulance sled each (each ambulance with a driver and a medic); for a total of 5 vehicles and 11 personnel.

Each infantry company consists of a headquarters section, three infantry pla-toons, and a weapons platoon.

Each headquarters section contains one command APC (with the company commander, the company executive officer, the unit senior NCO, and a driver), one commo sled (with two communications technicians and a driver), and one utility sled (with a driver); for a total of 3 vehicles and 8 personnel. This unit is best represented by three vehicle models, and the three command figures (CO, XO, and NCO) mounted individually.

Each infantry platoon contains three infantry squads of seven soldiers each (a leg fireteam and a grav fireteam) and a grav APC. The squad is best represented by one four-figure fireteam, one three-figure vehicle crew, and a model APC. The platoon leader, assistant platoon leader, and the driver are in the Platoon head-quarters APC; for a total of 4 vehicles and 24 personnel.

Each weapons platoon contains a command section, with one commo sled (with a driver and two communications technicians), one command sled (with the pla-toon leader and a driver), and a point defense sled (with a driver and a gunner), and a Direct Support section, with three DS sleds (with a driver and a gunner), and a utility grav sled (with a driver), for a total of 7 vehicles and 14 personnel. This unit is best represented by 7 vehicle models.

The Combat Support Company contains a headquarters section, a GS platoon, a tank platoon and a scout platoon.

The headquarters section contains a commo sled (with a driver and two com-munications technicians), and a command sled (with the company commander, the company executive officer, the unit senior NCO, and a driver), for a total of 2 vehicles and 8 personnel. This unit is best represented by 2 vehicle models.

The General Support (GS) platoon contains one FDC sled (with a driver, and a fire control officer/platoon leader), one air/raft (with a forward observer), one utility sled (with a driver), and three MRL sleds (with one driver, four loaders, and one gunner each); for a total of 6 vehicles and 22 personnel. This unit is best

represented by 6 vehicle models and an individually mounted forward observer figure.

The Tank platoon contains five grav tanks (each with a driver, a gunner, and a tank commander) for a total of 5 vehicles and 15 personnel. This unit is best represented by five vehicle models.

The Scout platoon contains five air/rafts (each with two scouts, one of which drives the air/raft), for a total of 5 vehicles and 10 personnel. This unit is best represented by 5 vehicle models and five two-man fireteams.

TANOOSE FREEDOM LEAGUE

The forces of the TFL are guerillas, and do not have a standard organization, each unit being different.

The following sample platoons will serve as guidelines for a referee to construct as many as are necessary. It is recommended that the insurgent forces be organized into companies of 3 to 5 platoons and a headquarters. Each platoon should have slightly different equipment, armament, and total personnel. All units are formed from militia. Weapons and equipment should be a scattered mix of military and civilian, with little standardization from platoon to platoon, and sometimes not even from fireteam to fireteam. Heavy weapons such as plasma or fusion guns, tac missiles, or artillery should be rare, and would probably be assigned to the company headquarters so as to be under the personal control of the company commander (although in the sample below it is shown as a separate weapons platoon).

Sample Headquarters: This unit consists of a leader and three assistants 6 (average), all armed with autorifles, and two fireteams armed with carbines 5 (low). Vehicles consist of two ground trucks (5 ton capacity), and an air/raft armed with a light machinegun. This unit is best represented by three model vehicles and three four-figure stands.

Sample Platoon One: This platoon consists of two sections. The first section contains two squads of three fireteams each, armed with carbines, 5 (low). The second contains two squads of three fireteams each, armed with autorifle, 5 (low). This unit is best represented by six four-figure stands.

Sample Platoon Two: This unit contains three Squads. The first squad contains three fireteams, armed with autorifles, the second squad contains two squads armed with carbines, and the third squad contains two fireteams armed with ACRs. Morale of all fireteams is 5 (low) except for the first team of the first squad, which contains the platoon leader, and is 8 (average). This unit is best represented by 7 four-figure stands.

Sample Weapons Platoon: This unit contains three squads. The first squad contains two fireteams, armed with carbines, the second squad contains two fireteams, one armed with a crew-served recoilless rifle (tech 7, 8 cm, as described in *Striker,* Book 3), one armed with autopistols (serving as ammo carriers for the first fireteam). The third squad contains two fireteams, armed with carbines. The first fireteam of the first squad contains the platoon leader, and all squads are 5, (low). This unit is best represented by 5 four-figure stands, and one stand containing the Recoilless rifle model and four crew figures.

VEHICLES

Not all of the vehicles described below will appear on a given battlefield at once,

and not all of them will have made it to the planet, depending upon the referee's decision. Modelling suggestions are included for the basic vehicles.

Air/raft: This is as described in **Traveller** Book 3, p 23. Air/rafts may be converted from any suitable scale automobile kit (such as HO or TT) by removing the wheels and undercarriage, and fairing over the bottom using plastic sheet and plastic filler putty (both available at hobby shops). For the purposes of *Striker,* it has an armor rating of 4 all around, except for the deck, which is 0 (the air/raft is open-topped).

ATV: The version used in *Broadsword* is the wheeled variety described in Traveller Book 3, pp 21—22. ATVs can be made from any suitable wheeled armored car or armored personnel carrier kit of suitable scale (HO or TT). If desired, some small conversion can be carried out to give a futuristic look to the vehicle. It has armor of 10 all around.

Command Sled: This is a command version of the Gram APC, incorporating additional radio apparatus, map table, and other command gear. It can carry a total of six personnel, but usually carries less. Externally, it is identical to the standard APC described below, except for several additional radio antennae. It can be modelled in the same way as the APC (see below).

Computer Sled: An APC equipped with a large battle computer, for battlefield intelligence gathering activities. It is externally identical to the APC (see below).

Communications Sled: An APC equipped with extensive communications apparatus (meson, and other types). It is identical to the APC (see below) except for the addition of several large antennae, and the lack of a weapon.

EW Sled: This vehicle is identical to the communications sled, except that it contains extensive ECM equipment and message security apparatus.

Recovery Vehicles: These are essentially G-carriers, equipped with cranes as per *Striker,* Book 3, p 45.

Utility Grav Sled: A G-carrier, as described in *Striker* Book 3, pp 29-30. G-carriers may be converted from a suitable scale artillery tractor or truck kit.

Shop Sled: A G-carrier fitted with a workshop, as described in *Striker* Book 3, p 48. It can be modelled in a similar fashion to the utility grav sled.

Field Kitchen: A G-carrier equipped with a field kitchen, as per *Striker* book 3, p 48. It can be modelled in a similar fashion to the utility grav sled.

Surgical Van Sled: A G-carrier fitted with a battalion aid station, as described in *Striker* book 3, page 48. It can be modelled in a similar fashion to the utility grav sled.

Ambulance: A G-carrier modified to carry wounded, six in stretchers or fourteen sitting. It is unarmed, equipped with a medical kit (per *Striker* book 3, p 48) and externally identical to the utility grav sled. It can be modelled in a similar manner to the other G-carrier related vehicles.

Point Defense Sled: An APC (see below) equipped with point defense fire control, and target acquisition and counter-battery radar. It is externally identical to the APC except for the radar dish antenna.

Direct Support Sled: Identical in characteristics to the self-propelled autocannon described in *Striker,* Book 3, p 30. It can be modelled from any suitable scale tank, armored car, or self-propelled artillery vehicle (HO or TT) to whatever appearance the referee's desires and modelling skills will allow.

FDC Sled: This vehicle is a standard APC equipped with extra communications

gear **(**an additional 5000 power radio) and tech 11 indirect fire control equipment. Externally it is identical to the APC except for several additional antennae.

MRL Sled: A standard G-carrier to which a direct fire control system and a 10-barrel MRL have been fitted. The referee should design a suitable system for this vehicle if it is actually on-planet.

It is not actually necessary to model this vehicle, since it can be used as off board artillery, but it can be modelled by adding the MRL (fashioned from short lengths of brass tubing) to a G-carrier model.

Ground Truck: This is a larger, cargo-carrying version of the ground car described in **Traveller** Book 3, p 21. Any suitable scale model of a truck may be used. The referee will have to determine the exact capabilities according to the model used.

STRIKER STATISTICS

The following vehicles are full *Striker* format descriptions of the APC and grav tank used in the Gram Mechanized Infantry battalion.

Gram Grav APC (Tech level 11)
The vehicle has a crew of 3, (commander, driver, gunner) and carries 12 passengers. It mounts a 30mm electric hyper-velocity auto cannon in an open mount on the chassis deck. Height: 1.5m. Width: 3.5m. Length: 8.5m. Total Volume: 33.75m^3. Weight: 70 tons.
   Movement: Maximum, 650 kph/540 cm; cruise, 487 kph/402cm; NOE, 150 kph/125cm.
   Movement effects on fire: Move more than ½, -4 in FFP, no fire in EFP; Move more than ½, no fire.
   Armor: Chassis front, 48; side, 38; rear, 32; deck, 34; bottom, 15.
   Target Size DMs: 0 low, +2 high.
   Equipment: 1000-power radio; 8 prismatic aerosol bottles; map box.
   Weapon: 1 barrel, 30mm hyper-velocity auto cannon, with electronic action. It engages 16 targets, its other direct fire characteristics are:

Effective	Long	Extreme
200 +5	300 +4	450 +2

The weapon has the following Indirect fire characteristics: ROF 188; range, 11 km; accuracy, +3 up to ½ range, -1 over½ range; no set-up time.

30 fire phases of rounds are carried, the mix is referee-determined. Rounds weigh .4 kg each, and have the following characteristics:

Type	Characteristics
HE	contact penetration/burst size/fragmentation penetration: 9/1/1
HEAP	contact penetration: 18
KEAP	contact penetration, effective/long/extreme: 20/18/6

Gram Grav Tank (tech level 11)
The vehicle has a crew of 4 (commander, driver, and two gunners). It mounts a 10 megawatt plasma gun and a 30mm autocannon (see APC). Height: 1.5m. Width: 3.5m. Length: 8.5m. Total Volume: 44.625m^3. Weight: 167.85 tons.
   Movement: Maximum, 650 kph/540cm; cruise, 487kph/402cm; NOE, 150kph/125cm.
   Movement effects on fire: None.
   Armor: Chassis, turret front, 60; chassis side, 50; chassis rear, 42; chassis deck, 50; chassis bottom, 36; turret side, 60; turret back 50.
   Target Size DMs: +2 low, +1 high.
   Equipment: 5000 power radio; 10km range meson communicator; laser sensor; 8 prismatic aerosol bottles; stabilization for all weapons; standard ECM; computer, map box.
   Weapons: The characteristics of the 10 mega-watt plasma gun may be calculated by the referee according to the tables in *Striker,* Book 3, and the Design Sequence Tables booklet.

Library Data

All Terrain Vehicle (ATV): The ATV is designed to provide high quality transportation on any number of worlds. It can traverse all but the most forbidding terrain and is fully amphibious. The ATV's pressurized interior allows up to eight passengers living quarters with reasonable comfort for long periods of time. The ATV masses ten tons and can carry a payload of six tons, including the driver and seven passengers. Cruising speed depends on the terrain being traveled; roads can allow up to 100 kph, while cross country will rarely exceed 60 kph, and broken ground will keep speeds to 20 kph and under. Tracked ATVs are somewhat slower than wheeled versions, but are more reliable in difficult terrain.

An ATV may be powered by a battery charged from a ship's power plant, or it may contain a small fusion power pack requiring water or hydrogen for fuel.

Aslan: Intelligent major race evolved from carnivore pouncer stock on the world of Kuzu, situated 135 parsecs from capital. Physically, the typical adult Aslan masses 100 kilograms, stands roughly 2 meters tall, and is similar in needs and preferences to Humaniti.

Off-dirt Rank: Mercenary jargon for the courtesy title major, applied to non-naval captains when aboard starships, to avoid confusion with the starship captain.

G-carrier: An enclosed, armored military or quasi military grav vehicle, intended for troop carrier duties. With performance similar to that of an air/raft, the G-carrier generally has a gun mount and a rear hatch door. It requires a crew of one, with air/raft skill, plus a gunner for the weapon, if any. It can carry 14 persons (including the driver and gunner), plus two tons of cargo (or 250 kg or cargo for each person not carried; thus driver, gunner and 5 tons cargo is its maximum capacity).

Good War/Bad War: The terms "good war" and "bad war" are expressions used by mercenaries to differentiate between small scale actions within the Imperium, and full-scale wars between the Imperium and outside forces. Small scale actions are viewed as good because the Imperial rules of war are in effect, and a unit knows that it will not be subject to nuclear weapons. Good wars are usually short and not particularly bloody. A unit in a tight spot need merely surrender and activate its repatriation bonds to be removed from combatant status. Even anti-guerilla actions are good, under this classification, because of the fact that although most guerillas usually observe no restraint with captured government forces, captured mercenaries can usually be ransomed, and serve as a source of income.

A war is bad when no such controls are in effect, and a mercenary unit will be subject to the full horrors of war. Mercenary units are understandably reluctant to accept bad war contracts, but are often forced into them by Imperial law.

Imperial Rules of War: To mitigate the potentially most disastrous aspects of armed conflict, the rules of war have evolved as an accumulation of unwritten

concepts established on a case-by-case basis. The rules of war have never been officially codified, both to prevent them being seen as an Imperial endorsement of war and to prevent formal precedent from preventing Imperial intervention whenever the Imperium deems it necessary. The main aim of the rules is to maintain the economic and military well-being of the realm, and the Imperium will intervene only when military action threatens this. The primary causes of instability, as viewed by the Imperium, are long-term economic dislocation and excessive extraplanetary influence.

Long-term social or economic dislocation is suffered when a region suffers some permanent or semi-permanent loss in its ability to carry on at its pre-war level of economic activity.

The excessive extra-planetary influence concept is even more vague. The Imperium tolerates the use of force as a necessary outlet for built-up political and social pressures. In such cases, a short war is deemed preferable to continuing tension, sabotage, political agitation, etc. However, attempts by extra-planetary forces, such as offworld governments or large commercial interests, to seize control of a world's affairs are beyond the scope of the "safety valve" rationale. "Assistance" is tolerated, so long as it is deemed appropriate to the level of legitimate interest in the affairs of the world held by the extra-planetary organization. For example, the Imperium has often tolerated the provision by megacorporations of training cadre, arms, equipment, etc. on a limited scale, and even of fully-equipped striker units to local governments. However, when it has appeared that the primary burden for the conduct of the war has been carried by an extra-planetary power, the Imperium has intervened, claiming the power is using the misfortune of a local dispute as a pretext for aggression.

Unlike the above rules, one prohibition is clear and firm throughout the Imperium use or possession of nuclear weapons, if discovered, and regardless of size or type, will almost certainly trigger Imperial intervention. The Imperium alone retains the rights to such weapons.

Sword Worlds: A loose confederation of worlds, colonized at the same time (ca. -400 to -200). The current confederation, with its capital at Joyeuse, has endured the longest (it was established 852) and maintains its power by allowing a wide latitude in local governmental operations.

Vargr: Intelligent race derived from Ancient manipulations of terran canine stock. The Vargr are scattered across the coreward edge of the Imperium in a group of splinter states collectively called the Extents. Some Vargr states have been allied with the Zhodani for several centuries, others have maintained strict neutrality, or allied with the Imperium.

Zhodani: One of many human races, and one of three major human races, the Zhodani inhabit the Zhodani Consulate, a large and growing interstellar empire spinward of the Imperium. Clashes and conflicts between the two states have occured with increasing frequency over the last 600 years, and have recently erupted into war.

A Final Word

After the scenarios contained in *Broadsword* are completed, the information in this book can be used for other campaigns, either continuations of the situation presented here, or situations of the referee's own (involving the *Broadsword,* or a unit aboard another ship of the same class).

To continue the situation on Garda-Vilis, the referee will have to organize the forces of the TFL on a larger level, perhaps even detailing the whole of the armed units available. The Gram battalion will be unchanged. Reinforcements for both sides, both warships and military units can be brought in according to developments in the system.

The Sword Worlds battalion and Zhodani Marines will be useful to referees planning to recreate tactical combats from the Fifth Frontier War, either using *Mercenary* or *Striker,* and the insurgent forces of the TFL will serve as a guide to referees who want to put together similar units. The vehicles included will also serve as a guide to *Striker* players in construction of like vehicles.

Ships of the *Broadsword* class can be incorporated into an already existing campaign in a number of ways. A player might have one or more built to transport a mercenary unit, or might hire on to one as a mercenary soldier. A unit might encounter troops from the *Broadsword* or another ship of the same class as opposing forces in a *Mercenary* or *Striker* scenario, or over the course of a campaign.

Broadsword-class ships present a perfect opportunity for the referee whose players are divided in their enthusiasm between space and ground combats, allowing for both *Mercenary* and *High Guard* actions, as well as presenting opportunities for other types of adventures for the owner and the other officers of the ship, such as negotiating contracts, or attempting to get some vital part needed to repair the ships drives, or dealing with local bureaucrats as a part of a larger scenario.

The plans of the *Broadsword* class ships can be used in boarding scenarios in conjunction with Supplement 9, *Traders and Gunboats,* or other deck plans.

MINIATURES

Suitable vehicles and figures are available from a number of companies. Martian Metals (PO Box 778, Cedar Park, TX 78613) manufactures a line of 15mm figures approved for use with Traveller.