

# Ironmongery Expanded

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## Preface and Notes

The first Classic Traveller Little Black Book (LBB1) came with a list of various personal weapons, reflecting the armament used by several classical science fiction from 1960's and early 1970's as well as some of the military technology which was available in 1977 (early-to-mid-Tech Level (TL) 7 in Traveller terms). The Mercenary supplement (LBB4) came a few years later, including a section called "Ironmongery", which was a detailed listing of many new military weapons, as well as a TL by TL description of the military technology in use.

However, as time went by, our world has moved closer to what Traveller would call Tech Level 8 (TL8 for short), several of the weapons presented in these two sources went through additional development; the existence of many more weapons was called for due to gameplay needs, media and sci-fi exposure and actual military use. The purpose of this article is to provide Traveller referees with several such weapons and developments, as well as provide some recommended rule changes and clarifications on this subject. Flamethrowers, as well as their higher tech variants, are also presented, along with rules governing their use.

All of the rules and stats presented here are for **Classic Traveller**. While some of the equipment detailed here have appeared in one or more Traveller products, the version presented here is based solely on extrapolation from the information presented in LBBs 1-8 and is intended to provide players who use only these basic books with several more martial "toys" to play with, as well as provide yet another alternative set of rules.

## Recommended Weapon Rule Changes and Clarifications

- 1) Autopistol magazines, and not only the ammunition itself, should be interchangeable with Submachinegun ones (see LBB1 PP.39-40), though each of these two weapons usually uses its own magazine due to size and weight considerations (Autopistol) or due to the need for larger magazine capacity (SMG). Same goes with the Gauss Pistol and the Gauss SMG described below.
- 2) From TL7 on, most SMGs have select fire trigger grouping, meaning that they are capable of switching between semi-automatic and full automatic fire at the end of any combat round. These versions of the SMG use the stats shown on the weapon table below instead of the ones on LBB1 PP.46-47. The first DM in each column is used when the SMG is fired semi-automatically, and the second is used on full automatic settings.
- 3) The Telescopic Sight described in LBB1 P.40 is a typical TL6 specimen; by late TL7, such sights are far less delicate and will rarely be jarred out of alignment anymore. Ignore the Jarring rule and throw for all sights manufactured in TL7 and above.
- 4) The Electronic Sight described in LBB1 P.40 should be TL7 rather than TL9; furthermore, any such sight manufactured in late TL7 (or later) should be as reliable as implied for Telescopic Sights in the previous rule.
- 5) By late TL7, high-durability and high-performance Silencers (often called "sound suppressors") exist which could be applied to most rifles as well as to SMGs; only Shotguns, Accelerator Rifles and squad-level support weapons (LMG and heavier) cannot be silenced.
- 6) By very early TL8, most rifle- and carbine- sized weapons would use standardized adapter "rails" for the purpose of mounting accessories (though, of course, different polities might have different standards); therefore, contrary to what is said on LBB4 P.36, an Assault Rifle will be able to easily mount sights.

- 7) Shoot-through rifle grenades generally fall out of favor by TL7, when they are usually replaced by underbarrel grenade launchers. It is therefore recommended that you treat the Assault Rifle, ACR and Gauss Rifle described on LBB4 PP.36-37 as having an underbarrel mounting rail rather than a RAM grenade adaptor; an Underbarrel Grenade Launcher, an Underbarrel RAM Grenade Launcher, an Underbarrel Shotgun or an Underbarrel Flashlight (all described below) may be mounted on that rail.
- 8) At TL8+, most ranged weapons should incorporate digital ammunition counters, displaying the number of rounds left in the magazine on a small digital sight on the back of the weapon, where it is visible when firing; the counter is powered by a small battery which usually recharges itself from solar energy but may be replaced for Cr1.

## **Flame Weapon Rules**

All three flame weapons described below operate in a similar manner – by projecting a stream of flaming liquid towards their target – and therefore use the same set of rules:

- 1) **Ammunition:** While Flame Weapons use streams of highly flammable liquid (ignited when it leaves the muzzle) they are treated, for gameplay purposes, as if they shoot a single "shot" per round; a Fuel Tank attached to such a weapon holds a specific number of such "shots".
- 2) **Group Hits by Flame Weapons:** Each "shot" by a Flame Weapon may attack up to three additional individuals adjacent to the original target, provided that they are in a group (herd, pack, band, etc) and are each Human-sized or smaller. In addition, when firing against flying targets (winged animals, flying vehicles) within Close, Short or Medium range, a DM of +2 is allowed.
- 3) **Hits to Flame Weapon Fuel Tanks:** Flame Weapons are fueled by tanks containing highly flammable liquid; direct hits to these tanks will cause them to implode. However, since Light Flamers and Flame Rifles use small fuel tanks which are attached beneath them rather than on the user's back, they are very unlikely to be hit by shots or swings generally aimed at him; instead, whenever the user is caught in the blast radius of a Shotgun, another Flame Weapon, a Plasma or Fusion weapon or an explosion, roll 11+ for the fuel tank to explode, causing double normal weapon to their user. On the other hand, Flamethrowers are fueled by large, back-mounted fuel tanks; every shot fired at their user might hit them as well. Whenever a Flamethrower's user is hit in combat, roll 10+ for his tanks to explode, causing double normal damage to the user.
- 4) **Aiming directly at Flame Weapon Fuel Tanks:** Considering the previous rule, the fuel tanks used by Flame Weapons make lucrative targets, and characters may attempt to aim at them directly. Since Light Flamers and Flame Rifles use small fuel tanks which are attached beneath them, these tanks incur a -6 DM to hit. On the other hand, aiming at a Flamethrower's fuel tanks is not very difficult, incurring only a -2 DM to hit. If a shot misses the tank, it may still hit the weapon's bearer; in such a case, roll an attack against him as usual.

## **New Weapons and Equipment**

**Light Flamer** (1,250 grams loaded; Cr525; TL8): A light flame-throwing weapon operating by pumping highly flammable fuel from its small fuel tank, igniting it near the nozzle and projecting a stream of fuel towards the target. The fuel is usually synthetic, though hydrocarbons might be in use on certain worlds. A fuel tank holding sufficient fuel for 4 combat rounds of continued operation is inserted into the weapon forward of the trigger guard. While the weapon fires a continuous stream of flaming fuel, it is considered (for game purposes) as firing one "shot" per round. Replacement of an empty fuel tank requires one combat round. Light Flamer fuel, but not the fuel tank, is interchangeable with that of Flamer Rifles.

Length: 250mm, Weight, Unloaded: 1,000 grams (a full fuel tank weights 250 grams). Base price: Cr300 (full fuel tank: Cr20). Tech Level 8.

**Flamer Rifle** (4,500 grams loaded; Cr1,750; TL8): A heavy version of the Light Flamer, the Flamer Rifle operates by pumping highly flammable fuel from its small fuel tank, igniting it near

the nozzle and projecting a stream of fuel towards the target. The fuel is usually synthetic, though hydrocarbons might be in use on certain worlds. A fuel tank holding sufficient fuel for 8 combat rounds of continued operation is inserted into the weapon forward of the trigger guard. While the weapon fires a continuous stream of flaming fuel, it is considered (for game purposes) as firing one "shot" per round. Replacement of an empty fuel tank requires one combat round. Flamer Rifle fuel, but not the fuel tank, is interchangeable with that of Light Flamers. Flamer Rifles are equipped with slings to allow ease of carrying.

Length: 750mm, Weight, Unloaded: 4,000 grams (a full fuel tank weights 500 grams). Base price: Cr1,750 (full fuel tank: Cr40). Tech Level 8.

**Flamethrower** (8,000 grams, including fuel tanks; Cr2,250; TL5): A massive flame-throwing weapon, the Flamethrower operates by pumping highly flammable fuel from a pair of back-mounted fuel tank, igniting it near the nozzle and projecting a stream of fuel towards the target. At the TL of its introduction, the fuel is made of refined natural hydrocarbons; later versions (TL8+) may use synthetic fuels. Two heavy fuel tanks holding sufficient fuel for 30 combat rounds of continued operation are carried on the user's back. While the weapon fires a continuous stream of flaming fuel, it is considered (for game purposes) as firing one "shot" per round. Replacement of an empty fuel tank requires one combat round. The fuel tanks are connected to the Flamethrower with a flexible heavy-duty hose. Flamethrower fuel is rarely interchangeable with that of other flame weapons.

Length: 750mm, Weight of Flamethrower: 2,000 grams. Weight of fuel tanks: 6,000 grams. Base price: Cr2,250 (extra pair fuel tanks: Cr500). Tech Level 5.

**Gauss Pistol** (850 grams loaded; Cr300; TL12): The ultimate development of the slug-throwing pistol, the Gauss Pistol generates an electromagnetic field along the length of the barrel which accelerates a 2mm, 2 gram needle to velocities of 1,000 meters per second. Flying along the barrel is nearly frictionless, with spin stabilization imparted through magnetic bias.

A magazine containing 15 rounds (as well as a battery which powers the pistol) fits into the handle of the pistol, and one needle is fired for each pull of the trigger.

Gauss Pistol ammunition and magazines are interchangeable with Gauss SMG ammunition, though each of these two weapons usually uses its own magazine due to size and weight considerations (Pistol) or due to the need for larger magazine capacity (SMG). Preloaded Gauss Pistol magazines may be inserted into an empty pistol, requiring one combat round for this reloading procedure to occur, during which the player is considered to be evading.

Length: 150mm, Weight, Unloaded: 700 grams (a loaded magazine weights 150 grams). Base price: Cr300 (loaded magazine: Cr15). Tech Level 12.

**Gauss Submachinegun** (2,000 grams loaded; Cr750; TL12): A small automatic gauss weapon designed to fire gauss pistol ammunition, the Gauss Submachinegun generates an electromagnetic field along the length of the barrel which accelerates a 2mm, 2 gram needle to velocities of 1,000 meters per second. Flying along the barrel is nearly frictionless, with spin stabilization imparted through magnetic bias.

A magazine containing 30 rounds (as well as a battery which powers the SMG) is inserted into the weapon forward of the trigger guard, and each pull of the trigger fires either one, four or ten rounds (using the Gauss Rifle's autofire rules). The firing setting may be changed at the end of each combat round.

Gauss SMG ammunition and magazines are interchangeable with Gauss Pistol ammunition, though each of these two weapons usually uses its own magazine due to size and weight considerations (Pistol) or due to the need for larger magazine capacity (SMG). Reloading by replacement of an empty magazine requires one combat round, during which the player is considered to be evading.

Standard equipment on a Gauss SMG includes gyrostabilization and a sling.

Length: 350mm, Weight, Unloaded: 1,650 grams (a loaded magazine weights 350 grams). Base price: Cr750 (loaded magazine: Cr30). Tech Level 12.

**Gauss Squad Assault Weapon** (8,000 grams loaded; Cr6,000; TL11): The first man-portable Gauss weapon, the Gauss Squad assault weapon (SAW) generates an electromagnetic field along the length of the barrel which accelerates a 4mm, 4 gram needle to velocities of 1,500 meters per second with a practical rate of fire of 400 rounds per minute (100 rounds per combat round). The round itself consists of a dense armor piercing core surrounded by a softer metal covering, ending in a hollow point, giving the round both high stopping power and good armor piercing capability. Flying along the barrel is nearly frictionless, with spin stabilization imparted through magnetic bias.

Ammunition is provided in 200-round belts (though Gauss SAWs produced at TL12+ may use Gauss Rifle magazines). Reloading a belt requires three rounds if the weapon is manned by a single individual, or one round if a loader is present. Loading a magazine takes one round regardless of whether or not a loader is present. If a loader is present, he may link two 200 round belts to for a 400 round belt on the spot. This may not be done ahead of time as each belt is carried in its own ammo box. Linked 400 round belts are often provided ahead of time if the weapon is used as part of defensive fieldwork or is vehicle mounted.

Each pull of the trigger fires a 10 rounds burst, up to ten of which may be fired in any one combat round. Each burst may be directed at a different target, provided that all are within a 45 degrees firing arc.

The Gauss SAW is provided with a bipod and a sling and is gyro-stabilized; generally speaking, it must be fired while prone with the bipod extended, although the weapon can also be fired from any convenient rest (bunker embrasure, log, etc). Tripods may be purchased, use of which allows the weapon to be fired at extreme range and extends the weapon's arc of fire to 90 degrees.

Length: 1,000mm, Weight, Unloaded: 5,500 grams (200 round belt: 2,500 grams; tripod mount: 3,500 grams). Base price: Cr6,000 (200 round belt Cr180, tripod Cr250). Extreme range (when tripod mounted): 1,000 meters. Tech Level 11.

**Laser Pistol** (2,000 grams, including power pack; Cr2,250; TL10): A pistol-sized laser weapon, firing high energy pulses using current from a belt-mounted battery/power-pack. The Laser Pistol fires a 2mm beam of energy, aimed by integrated iron sights. The power pack is capable of producing 20 shots before it requires recharging. Recharging requires at least eight hours connected to a high energy source. The Laser Pistol is connected to the power pack by a heavy duty cable.

Length: 200mm, Weight of Pistol: 1,250 grams. Weight of power pack: 750 grams. Base price: Cr1,500 (extra power pack: Cr750). Tech Level 12.

**Light Shotgun** (3,000 grams loaded; Cr500; TL7): A lighter, smaller version of the Shotgun, the Light Shotgun still possesses devastating power effect against lightly armored, close-ranged targets. The Light Shotgun has a 18mm diameter barrel and fires shells containing either six 7mm bullets, or one hundred and thirty 3mm pellets. In each case, the projectile weights a total of 30 grams. Velocity for the projectile is about 300 meters per second.

A box magazine containing 5 shells fits into the handle of the Light Shotgun. One shot is fired for each pull of the trigger. Replacing an empty magazine requires one combat round. All shotguns use the same 18mm (12-gauge) rounds, though magazines are rarely interchangeable; a Light Shotgun can only interchange its magazine with an Underbarrel Shotgun.

Length: 350mm, Weight, Unloaded: 2,500 grams (a loaded magazine weights 500 grams). Base price: Cr500 (loaded magazine: Cr5). Tech Level 7.

**Combat Shotgun** (5,000 grams loaded, or 6,250 grams with a 20-round cylinder; Cr750; TL7): A heavy, automatic version of the Shotgun used by police and military forces, The Combat Shotgun has a 18mm diameter barrel and fires shells containing either six 7mm bullets, or one hundred and thirty 3mm pellets. In each case, the projectile weights a total of 30 grams. Velocity for the projectile is about 400 meters per second.

A box magazine containing 10 shells is inserted in front of the trigger guard. Larger cylindrical magazines, containing 20 shells each, are also available. Either one or four shots are fired for

each pull of the trigger. Replacing an empty magazine requires one combat round. All shotguns use the same 18mm (12-gauge) rounds, though magazines are rarely interchangeable; a combat shotgun may not exchange magazines with any other shotgun (but may exchange rounds).

The Combat Shotgun uses the "Group Hits by Shotgun" rule (LBB1 P.42) in both firing modes; when fired semi-automatically, it simply uses the first number in each table column, and when fired fully automatically it uses the second number, and rolls twice to hit against the same target. While it does not use the "Group Hits by Automatic Fire" rule, the Combat Shotgun may attack 5 adjacent targets (in addition to the original one) when fired in the fully automatic mode.

Combat Shotguns are equipped with slings to allow ease of carrying.

Length: 950mm, Weight, Unloaded: 4,250 grams (a loaded magazine weights 750 grams and a loaded cylindrical magazine weights 2,000 grams). Base price: Cr7500 (loaded magazine: Cr10; loaded cylindrical magazine: Cr25). Tech Level 7.

**Underbarrel Shotgun** (1,500 grams loaded; Cr600; TL8): A version of the Light Shotgun adapted for mounting beneath the barrels of rifle-sized weapons (using standard mounting rails). The Underbarrel Shotgun has a 18mm diameter barrel and fires shells containing either six 7mm bullets, or one hundred and thirty 3mm pellets. In each case, the projectile weights a total of 30 grams. Velocity for the projectile is about 300 meters per second.

A box magazine containing 5 shells fits into the handle of the Underbarrel Shotgun. One shot is fired for each pull of the trigger. Replacing an empty magazine requires one combat round. All shotguns use the same 18mm (12-gauge) rounds, though magazines are rarely interchangeable; an Underbarrel Shotgun can only interchange its magazine with a Light Shotgun.

The Underbarrel shotgun uses Light Shotgun stats for combat resolution and could only be used when mounted under a rifle's barrel.

Weight, Unloaded: 1,000 grams (a loaded magazine weights 500 grams). Base price: Cr600 (loaded magazine: Cr5). Tech Level 8.

**Underbarrel Grenade Launcher** (1,700 grams loaded; Cr300; TL7): Functioning on a high/low pressure propulsion system, the Underbarrel Grenade Launcher fires a 40mm grenade to ranges of 500 meters. As its name implies, the Underbarrel Grenade Launcher is designed to be mounted beneath the barrel of a rifle-sized weapon. It is a breach-loading that carries only a single round; reloading requires one combat round, during which the firer is treated as evading. Underbarrel Grenade Launchers fire only HE rounds, using the semi-automatic fire modifiers of the RAM grenade, but causing only 6D damage. They are incapable of reaching extreme range (i.e. beyond 500 meters). Grenades are interchangeable between standard, underbarrel and automatic launchers.

Weight, Unloaded: 1,500 grams (a single grenade weights 200 grams). Base price: Cr300 (a single grenade: Cr5). Tech Level 7.

**RAM Underbarrel Grenade Launcher** (2,000 grams loaded; Cr300; TL8): Incorporating rocket assistance to give the round superior range and flat trajectory capability, the Underbarrel RAM Grenade Launcher fires a 40mm grenade at initial velocities of 150 to 200 meters per second, the grenade's booster charge accelerating it to velocities of 500 to 600 meters per second. As its name implies, the Underbarrel RAM Grenade Launcher is designed to be mounted beneath the barrel of a rifle-sized weapon. It is a breach-loading that carries only a single round; reloading requires one combat round, during which the firer is treated as evading. Rounds available include HE, flechette, and high explosive armor piercing (HEAP). RAM grenades are interchangeable between standard, underbarrel and automatic launchers.

Weight, Unloaded: 1,600 grams (a single RAM grenade weights 400 grams). Base price: Cr600 (a single RAM grenade: Cr20). Extreme range: 1,000 meters. Tech Level 8.

**Underbarrel Flashlight** (300 grams; Cr20; TL7): By early-mid TL7, portable electric torches become light, compact, durable and powerful enough to allow their efficient attachment under the barrel of rifle or SMG sized weapons. The Underbarrel Flashlight lasts 6 hours of continuous

use, and may be attached to any weapon with underbarrel mounting rails; it could also be easily attached to the barrels of lower TL weapons by the use of duct tape or similar equipment. The Underbarrel Flashlight is powered by a small battery, which may be recharged from any external power source.

Weight, without battery: 250 grams (a battery weights 50 grams). Base price: Cr20 (a new battery costs Cr1).

## **Weapon and Equipment Tables**

Item	Base Weight	Ammo Weight	Rds/ Clip	Length Overall	Base Price	Ammo Price	TL
Light Flamer	1,000	250	4	250	525	20	8
Flamer Rifle	4,000	500	8	750	1,750	40	8
Flamethrower	2,000	-	-	750	2,250	-	5
Flamethrower Fuel Tanks	6,000	-	30	-	500	100	5
Gauss Pistol	700	150	15	150	300	15	12
Gauss SMG	1,650	350	30	350	750	30	12
Gauss Squad Assault Weapon	5,500	2,500	200	1,000	6,000	180	11
Laser Pistol	1,250	-	-	200	1,500	-	10
Laser Pistol Power Pack	750	-	20	-	750	100	10
Light Shotgun	2,500	500	5	550	500	5	7
Combat Shotgun	4,250	750/ 2,000	10/ 20	950	750	10/25	7
Underbarrel Shotgun	1,000	500	5	-	600	5	8
Underbarrel Grenade Launcher	1,500	200	1	-	300	5	7
Underbarrel RAM Grenade Launcher	1,600	400	1	-	600	20	8
Underbarrel Flashlight	250	50	6h	-	20	1	7

Weapon	Required Dexterity Level	Required Dexterity DM	Advantageous Dexterity Level	Advantageous Dexterity DM
Light Flamer	7	-2	10	+1
Flamer Rifle	6	-2	8	+1
Flamethrower	5	-2	9	+1
Gauss Pistol	8	-2	11	+2
Gauss SMG	7	-2	10	+2
Gauss SAW	8	-2	11	+2
Laser Pistol	5	-3	9	+2
Light Shotgun	5	-1	11	+1
Combat Shotgun	5	-1	8	+1

## **Weapon Matrix**

Attacker's Weapon	Defender's Armor						
	Nothing	Jack	Mesh	Cloth	Reflec	Ablat	Cbt. Armor
SMG	+2/+5	+2/+5	-2/0	-4/-3	+2/+5	0/+2	-5/-4
Light Flamer	+5	+2	+2	+2	+2	+1	-2
Flamer Rifle	+6	+3	+3	+3	+3	+1	-2
Flamethrower	+7	+4	+4	+4	+4	+2	0
Gauss Pistol	+2	+2	+1	0	+2	+2	-3
Gauss SMG	+3/+6	0/+2	-1/0	-3/-2	+3/+6	0/+5	-4/-3
Gauss SAW	+7	+7	+5	+5	+7	+7	+1
Laser Pistol	+1	+1	0	0	-8	-7	-7

Light Shotgun	+3	+3	-2	-4	+3	0	-6
Combat Shotgun	+5/+8	+5/+8	-1/+1	-3/-2	+5/+8	+2/+4	-5/-4

## Range Matrix

Attacker's Weapon	Range					Wounds Inflicted
	Close	Short	Medium	Long	Very Long	
SMG	0/-4	+4/+3	+1/+3	-8/-6	-10/-9	3D
Light Flamer	+1	+2	-5	no	no	2D
Flamer Rifle	-4	+2	-3	no	No	3D+3
Flamethrower	-4	+2	0	-4	no	5D
Gauss Pistol	+1	+2	-2	-2	-6	4D
Gauss SMG	0/-4	+4/+3	+3/+5	-2/0	-7/-6	4D
Gauss SAW	no	-6	+6	+5	+2	4D
Laser Pistol	0	+1	0	0	-1	3D+2
Light Shotgun	-3	+2	-1	no	no	4D
Combat Shotgun	-8/-10	+1/0	+3/+5	-6/-4	no	4D

## Ancient Equivalents

Many of the weapons in this article were based, at least partially, on weapons existing on Terra around 2000AD (late TL7/early TL8); in addition, equivalents from that era for some of the weapons shown in LBB4: Mercenary are also given.

**Advanced Combat Rifle (ACR):** While this is a TL10 weapon, the 4.7 mm caseless German G11 comes close.

**Assault Rifle:** Equivalent to the Russian 7.62x39mm AK-47, the American 5.56x45mm M4, or the German 5.56x45mm G36.

**Combat Shotgun:** Equivalent to the German/American 12 Gauge CAWS or the South Korean 12 Gauge USAS-12.

**Early Grenade Launcher:** Equivalent to the Russian 40mm RPG-7 or to the American 40mm M-79.

**Light Shotgun:** Equivalent to the South African 12 Gauge MAG-7.

**LMG:** Equivalent to the Belgian 5.56x45mm Minimi or to the Israeli 5.56x45mm Negev.

**SMG (as shown in this article):** Equivalent to the German .45ACP UMP, the Austrian 9x19mm Steyr TMP or the Czech 7.65x17mm Skorpion vz.83.

**Underbarrel Grenade Launcher:** Equivalent to the American 40x46mm M203.

**Underbarrel Shotgun:** Equivalent to the American 12 Gauge XM-26 LSS (Light Shotgun System).