

TRAVELLER



*Book 1:
Mercenary*

Laz Guns for Hire

TRAVELLER

Mercenary

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CONTENTS

INTRODUCTION	2
ARMY AND MARINE CHARACTERS	5
CREATING A MERCENARY	15
NEW SKILLS AND SPECIALITIES	37
MERCENARY TICKETS	42
RECRUITING UNIT MEMBERS	62
NEW COMBAT RULES	71
MERCENARY HEADQUARTERS AND MILITARY BASES	80
NEW EQUIPMENT	92
INDEX	107

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INTRODUCTION

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

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

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

Mercenaries within Traveller

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

Traveller allows for any character to become gunslingers or swordsmen if they wish to practice at those skills, but mercenaries are dedicated to making it their livelihood. They require more focussed training and attention than a common soldier would; they are mostly fighting for the credits – not for orders, their planet or the Emperor. This makes them invest far more to protect their own skins, and they have to be sure that their training must be better than anyone they might go up against.

Mercenaries are commonly stereotyped as being violent, callous and purely self-serving. Although some may be, it is not always the case. Groups of mercenaries can be tighter and more fraternal than familial brothers, and some charters have been around long enough to have multiple generations of mercenaries raised in their ranks.

Just as it would be in the military, mercenaries must decide what is more important to them on a ticket – their morals or their bank accounts?

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

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

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

Mercenaries in Specific Traveller Settings

This book is written with a general setting in mind, specifically one that has legalised mercenary activity for the use on the space frontier (like that of the *Third Imperium* setting). This does not mean that every setting or culture will have the same rules and limitations on the existence and use of mercenaries. One government might freely utilise mercenary groups to put down threats, but the next could think all mercenaries are nothing but criminals.

The overall usage of mercenaries is limited by the designed setting of the Referee, as he may or may not want to make his game 'easy' for his mercenary Player Characters.

What This Book Adds to Traveller

Traveller: Mercenary brings a new type of character to the table – the professional mercenary. Whether it is a member of a bodyguard service in the private sector or a plasma-slinging paramilitary guerrilla, players can turn their normal *Traveller* characters into something else entirely. This book is written to expand the scope of *Traveller* to include these professional soldiers-for-hire in many ways.

Most readers will look into the first chapter as the main reason they are picking up this book. The start of the book is devoted to the creation of mercenary Player Characters. It is filled with new career paths, advancements and mishaps that can shape a character to become the best mercenary they can. From the first term that he qualifies to do so, a character can begin the life of a true mercenary. No matter if they left the armed services on their own or at gunpoint, they might be able to find profit in selling their services here. The new career paths listed in this book are designed to be used in addition to those found in the core rulebook – not replace them.

The book also contains a chapter dedicated to the addition of new skills that *Traveller* characters can now utilise. These skills range in use and purpose, but they can be important to characters devoted to professional soldiering. Although designed to appear in the creation tables for the mercenary career paths, these new skills can also be acquired by some of the core *Traveller* careers; how this is possible is noted here as well.

Mercenaries do not simply wander around looking for their next job. They are commonly sought out and hired on an official and legal contract. These contracts are collectively called 'tickets' in *Traveller*, and they represent a fully-enclosed mission that the mercenaries are being hired to accomplish. Mercenary tickets are the bread-and-butter of a mercenary's life, sometimes literally. This book includes the full description for Referees of how to create individual mercenary tickets for their games. Either using the detailed facets of ticket creation or the random tables given in this book, a Referee can not only quickly draw up a mission for their players to set out on, but also can know how much something like that would pay. The use of mercenary tickets is a standard in the business, and this book tells readers precisely how they work and how to create them.

As mercenaries leave behind their freelance or order-taking days in search of becoming something more, they might decide to start their own mercenary groups or charters. They will need to recruit new members in order to do this effectively. This book offers a good system on how any given character, not just mercenaries, can go out and recruit hirelings and subordinates. If any character is skilled and convincing enough, they could acquire the men they are looking to lead.

With the addition of more militarily-leaning missions and tickets, this book also brings a few new additions to the way larger battles and combats work in *Traveller*. With new rules concerning morale, suppression fire and the like will allow Referees to bring a new style

of gritty realism or heroism to their battles. These rule additions will turn a common fire fight between larger groups from a clunky dice-rolling frenzy to a full scale conflict worthy of media attention.

Whether in a true military or a private mercenary unit, active combat forces need a place to recover, rearm and re-equip. Commanding officers need stations where they can plan everything the unit needs and important documents should be stored safely in case of an unexpected leadership change. This book contains a detailed list of possible bases and headquarters useful to Referees in order to create the central locations of their game's mercenary and military units.

A good mercenary is only as good as the equipment he is trained to use, and this book brings a host of new bits of gear for just that reason. Adhesive bandages, gyro-stabilised hip rigs, and anti-personnel airburst artillery rounds are just a few examples of the new and fantastic equipment this book unveils. With so many wonderful new toys to choose from, Player Characters might join a mercenary ticket just to get access to some of them!

Traveller: Mercenary is not just a guide to living the life of a hired gun. It serves as a collection of useful rules additions and augmentations to the entire system, bringing a brand new facet of adventure and excitement to the *Traveller* system.



MERCENARY SLANG AND LEXICON

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

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

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

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

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

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

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

Cloak and Dagger – Any ticket that requires stealth or anonymity

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

ARMY AND MARINE CHARACTERS

Although this supplement deals primarily with mercenaries and their careers there is also room to include slightly amended rules for army and marine characters. In addition to providing expanded Mishap and Events tables that remain true to those included in this book two new career options for military personnel are added - the (oceanic or wet) navy and air force.

Few planetary forces are based solely upon ground troops; many use extensive atmospheric air forces or hydrospheric naval fleets. Because of this, there is room for additional and alternative career options based on the Army career path in the *Traveller* core rulebook.

These options, (Wet) Navy and Air Force, are considered to have the same general form and function of the Army career path. They

are the localised armed forces for their government, although they might have attachments to space navies or interplanetary soldiering. Unless otherwise noted, these two career path options are considered to be interchangeable with the Army path for logistic purposes (perhaps with a little narrative adjustments here and there).

Referees and players can choose to make characters from these career options if it makes more sense (a water-world using (Wet) Navy instead of Army, for instance) or simply if they wish to do so.

Also included here are expanded Mishap and Event tables for the Army and Marine professions, allowing a greater variety in a character's career in keeping with the expanded tables found with all the new careers described within this book.

NEW ARMY MISHAPS

2d6 Mishap

- 2 Finding conditions to be inhumane under a barely sane commander during your current posting you desert and are now a wanted man. Gain 1d3 Enemies amongst the military, including your former commanding officer, who will try to bring you to justice.
- 3 You are involved in a disastrous campaign and barely escape off planet in a frantic and badly organised evacuation. This leaves you a long way from your own lines and you make 1d3 Contacts as you return home. However you find yourself a wanted man and are listed as AWOL by an inquisitional commission that has come down hard on those even remotely involved in the debacle.
- 4 Your regiment merges with another due to budgetary constraints. You are one of those who are not offered a position within the new unit and are forced to leave the service.
- 5 You spend several days in the brig after getting into a fight with a superior officer. Gain that officer as a Rival as he has you ejected out of the service.
- 6 Severely wounded. Roll twice on the Injury table and take the lower result.
- 7 Your unit is slaughtered in a disastrous battle, for which you blame your commander. Gain him as an Enemy as he has you removed from the service.
- 8 Injured. Roll on the Injury table
- 9 You are sent to a very unpleasant region (jungle, swamp, desert, icecap, urban) to battle against guerrilla fighters and rebels. You are discharged because of stress, injury or because the government wishes to bury the whole incident. Increase Recon or Survival by one level but also gain the rebels as an Enemy.
- 10 You discover that your commanding officer is engaged in some illegal activity, such as weapon smuggling. You can join his ring and gain him as an Ally before the inevitable investigation gets you discharged, or you can co-operate with the military police – the official whitewash gets you discharged anyway but you may keep your Benefit roll from this term of service.
- 11 You are tormented by, or quarrel with, an officer or fellow soldier. Gain that officer as a Rival as he drives you out of the service.
- 12 You have a strong relationship with a munitions supplier which is deemed to be too close by your superiors and you are 'requested' to resign from the service. Gain the supplier as a Contact.

NEW ARMY EVENTS

d66	Events
11	Disaster! Roll on the mishap table, but you are not ejected from this career.
12	You are assigned to an urbanised planet torn by war. Gain one of Stealth 1, Streetwise 1, Persuade 1 or Recon 1.
13	You are assigned to a planet with a hostile or wild environment. Gain one of Vacc Suit 1, Engineer (any) 1, Animals (riding or training) 1 or Recon 1.
14	You are given a special assignment or duty in your unit. Gain a +1 DM to any one Benefit roll.
15	You are thrown into a brutal ground war. Throw Endurance 8+ to avoid injury; if you succeed, you gain one level in Gun Combat (any) or Leadership.
16	You are given advanced training in a specialist field. Throw Education 8+ to increase any one skill you already have by one level.
21	Surrounded and outnumbered by the enemy, you hold out until relief arrives. Gain a +2 DM to your next Advancement check.
22	You are assigned to a peacekeeping role. Gain one of Admin 1, Investigate 1, Deception 1 or Recon 1.
23	Your commanding officer takes an interest in your career. Either gain Tactics (military) 1 or take a +4 DM to your next Advancement roll thanks to his aid.
24	You are chosen for cross training in a different service. Roll for a skill in a Specialist assignment other than your own.
25	You are assigned to protected forces training, gain one of Vacc Suit 1 or Zero-G 1.
26	You are named in a law suit alledging war crimes against your unit. You gain 1d3 Enemies despite your proclamations of innocence (whether they are true or not).
31-36	Life Event. Roll on the Life Events table (see page 34 of the <i>Traveller</i> main rulebook).
41-46	Wartime Event. Roll on the Wartime Events table (see page 34).
51	You are assigned to Officer Training, gain a commission, if you are already an officer you are automatically promoted.
52	You are given special forces training. Gain one of Melee (any) 1, Gun Combat (any) 1, Survival 1, Combat Engineering (any) 1 or Explosives 1.
53	You are assigned to a teaching post. Throw Instruction 8+. Success increases your Instruction skill by one level.
54	A posting far from any conflict on an idyllic world leaves you with plenty of downtime. Gain one of Gambling 1, Carouse 1 or Streetwise 1.
55	You are assigned to the legal offices of your base, helping with court martial services. Gain one of Admin 1, Advocate 1, Investigate 1 or Deception 1.
56	You are assigned to Military Intelligence. Gain one level in Streetwise, Computer, Interrogation (any) or Deception.
61	You are assigned a position at an embassy. You are automatically promoted this term and gain Social Sciences 1.
62	Your unit is sent to combat insurgents. Throw Gun Combat or Stealth 8+ to avoid injury; if you succeed, you gain one level in Gun Combat (any) or Tactics (military).
63	Your ability at the card table makes you a legend amongst your unit, however not everyone is a good loser. Gain one rank in either Gambling or Carouse, but gain 1d3 Enemies.
64	A revolution overthrows the legitimate government of the world you are serving on. Your unit backs the government as it attempts to regain power, throw Tactics or Gun Combat (any) to avoid injury. You gain both an Ally and an Enemy as a result of the fighting.
65	Your immediate superior is a drunkard and incompetent. If you report him then you gain a +2 DM to your next Advancement roll. If you say nothing and protect him, gain him as an Ally.
66	You display heroism in battle. You may gain a promotion or a commission automatically.

NEW MARINE MISHAPS

2d6 Mishap

- 2 An accident leaves several of your fellow marines injured. Bad luck then seems to follow you around and you become a Jonah figure, being blamed for anything and everything that goes wrong in your vicinity. Life becomes intolerable within the service and you are allowed to leave as a result.
- 3 You spend a long time trying to catch a particularly vicious pirate band only for it to be revealed that they are being tipped off by someone in your unit and hence avoiding patrols. You are one of those under suspicion and, unable to clear your name, leave the service with a cloud over your head.
- 4 You are discharged from the service when you cover up for a fellow marine only to find that he had committed a crime as a result. Gain Advocate 1 as you learn about the legal system the hard way.
- 5 A mission goes wrong; you and several others are captured and mistreated by the enemy. Due to your injuries, you are discharged early. Gain your jailer as an Enemy and reduce your Strength and Dexterity by one because of your injuries.
- 6 Severely wounded. Roll twice on the Injury table and take the lower result.
- 7 A mission goes wrong and you are stranded behind enemy lines. Increase Stealth or Survival by one level but, due to the mission's failure, you are ejected from the service.
- 8 Injured. Roll on the Injury table
- 9 You are ordered to take part in a black ops mission that goes against your conscience. If you refuse you are ejected from the service. If you accept you may stay with the marines but gain a fellow marine as an Enemy.
- 10 You are tormented by or quarrel with an officer or fellow marine. Gain that character as a Rival as he drives you out of the service.
- 11 You disobey orders and save the lives of many civilians by doing so. However a notable enemy leader escapes as a result and you are drummed out of the service. Gain 1d3 Contacts and an Enemy.
- 12 A change in government causes sanctions against your world and you become politically active as a result. Your commanding officers are not pleased with this turn of events and you are quickly removed from the service.



NEW MARINE EVENTS

d66 Events

- 11 Disaster! Roll on the mishap table, but you are not ejected from this career.
- 12 You are given advanced training in a specialist field. Throw Education 8+ to increase any one skill you already have by one level.
- 13 Your commanding officer takes an interest in your career. Either gain Tactics (military) 1 or take a +4 DM to your next Advancement roll thanks to his aid.
- 14 You are chosen for cross training in a different service. Roll for a skill in a Specialist assignment other than your own.
- 15 You are assigned to protected forces training, gain one of Vacc Suit 1 or Zero-G 1.
- 16 You are assigned a position at an embassy. You automatically are promoted this term and gain +1 Soc.
- 21 Trapped behind enemy lines, you have to survive on your own. Gain one of Survival 1, Stealth 1, Deception 1 or Streetwise 1.
- 22 Whilst serving in a space task force you join a gambling circle on board your vessel. Gain Gambler 1 or Deception 1. If you wish, throw Gambler 8+. If you succeed, gain an extra Benefit roll from this career; if you fail, you lose one Benefit roll from this career.
- 23 You are engaged in a series of battles with aliens. Roll Gun Combat (any) or Tactic (military) to avoid injury. Success leaves you able to interrogate enemy prisoners and learn from them. Gain Diplomat 1, Interrogation 1, Language 1 or a Contact amongst an alien species.
- 24 Your unit becomes involved in a spiralling vendetta against local guerillas. Gain 1d3 Enemies and 1d3 Allies.
- 25 You spend this term entirely on board naval vessels and are given the opportunity to learn new skills whilst doing so. You may roll for a skill on any Navy Specialist skill table.
- 26 You are assigned to an assault on an enemy fortress. Throw Melee or Gun Combat 8+ and gain Tactics (military) or Leadership if you succeed. If you fail, you are injured and lose 1 point from any physical characteristic.
- 31-36 Life Event. Roll on the Life Events table (see page 34 of the *Traveller* main rulebook).
- 41-46 Wartime Event. Roll on the Wartime Events table (see page 34).
- 51 You are on the front lines of a planetary assault and occupation. Gain one of Recon 1, Gun Combat (any) 1, Leadership 1 or Comms 1
- 52 A mission goes disastrously wrong due to your commander's error or incompetence, but you survive. If you report your commanding officer for his failure then you gain a +2 DM to your next Advancement roll. If you say nothing and protect him, gain him as an Ally.
- 53 You are assigned to a black ops mission. Gain a +2 DM to your next Advancement roll.
- 54 You foil an attempted crime on base, such as sabotage, smuggling or espionage. Gain an Enemy, but also gain a +2 DM to your next Advancement roll in the Marines.
- 55 The entire term is spent planet bound and you have plenty of time to yourself off base. Gain one of Carouse 1, Gambling 1 or Streetwise 1.
- 56 Stuck in an isolated position your ammunition runs out during a firefight. Throw Melee 8+ as your enemies overrun your position. Failure earns a roll on the Injury table. Success gives a +4 DM to your next Advancement roll.
- 61 You are seen as good leadership material and assigned to Officer Training. Gain a commission, if you are already an officer you are automatically promoted.
- 62 You are pitted against a firmly established target with many layers of defence. Throw Endurance 8+ to avoid Injury; if you succeed, you gain one level in Explosives, Gun Combat (any) or Heavy Weapons (any).
- 63 You are part of a force that is heavily engaged in anti-pirate raids and patrols. Roll Zero-G 8+ to avoid injury. Succeed and you may gain one level in Zero-G, Tactics (military) or Gun Combat (any).
- 64 You are given advanced training in a specialist field. Throw Education 8+ to gain any one skill of your choice at level 1.
- 65 You are assigned to the security staff of a space station. Increase Vacc Suit or Zero-G by one level.
- 66 You display heroism in battle. You may gain a promotion or a commission automatically.

AIR FORCE

Members of their government's atmospheric aerial armed forces. Whether an attack fighter pilot, rescue helicopter jock, or simply a planning tactician who knows the sky is his to utilise against his enemies, the members of the air force are used to dealing with high-technology equipment that allows them to defy their planet's gravity, at least for a little while.

Enlistment: Dex 5+.

If you are aged 30 or more, -2 DM

Per previous career, -1 DM

Assignments: Choose one of the following:

- **Flight:** You are a pilot, one of those skilled aviators that form the front line of any air force.
- **Support:** The pilots get all the glory but without the various support functions they would never get off the ground.
- **Air Lift:** You served in an air wing that specialised in the transport of material via the use of air transportation assets.

CAREER PROGRESS

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

Commission: Soc 8+

MUSTERING-OUT BENEFITS

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

SKILLS AND TRAINING:

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer (Commissioned Only)
1	+1 Edu	Flyer (any)	Sensors	Tactics (military)
2	+1 Dex	Athletics (any)	Comms	Leadership
3	+1 End	Gun Combat (any)	Computers	Advocate
4	Gambling	Recon	Remote Operations	Diplomat
5	Medic	Mechanic	Mechanic	Tactics (military)
6	Persuade	Heavy Weapons (any)	Navigation	Admin

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

RANKS AND BENEFITS

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



MISHAPS

2d6 Mishap

- 2 A criminal or other figure under investigation offers you a deal. Accept, and you leave this career without further penalty (although you keep the Benefit roll). Refuse, and you must roll twice on the Injury table and take the lower result. You gain an Enemy and one level in any skill you choose, but in the aftermath of the attack you are forced to resign your position.
- 3 An investigation goes critically wrong or leads to the top, ruining your career. Roll Advocate 8+. If you succeed, you may keep the Benefit roll from this term.
- 4 Fuel shortage. The air force cannot keep enough planes in the air to keep you employed and you are let go from the service.
- 5 You are tormented by or quarrel with an officer or fellow soldier. Gain that officer as a Rival as he drives you out of the service.
- 6 Injured. Roll on the Injury table.
- 7 A series of treaties causes the air force to be downsized and you are one of those forced to leave as a result.
- 8 Severely wounded. Roll twice on the Injury table and take the lower result.
- 9 A weapon malfunction causes your plane to stall and force you into an emergency landing. Throw Flyer 8+ to avoid Injury. The incident is blamed on 'pilot error' and you are drummed out of the air force.
- 10 Your orders got you shot down and you only barely ejected; you blame your direct flight supervisor and vocally say so. Gain him as an Enemy as he has you removed from the service.
- 11 You are part of a unit sent to attack what was believed to be enemy territory, but the attacks caused a great deal of collateral damage to nearby friendly troops. You are one of those blamed in the subsequent enquiry and are told to leave the service despite your following of orders. Increase Flyer or Heavy Weapons, but also lose -1 Social Standing.
- 12 You unknowingly pass on information to a spy within the service. You are disgraced when their activities come to light and it is obvious your lack of caution was partly to blame for the damage caused.

EVENTS

d66 Events

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

WET NAVY

Members of the planet's hydrospheric defence and tactical forces. Sailors and seamen deal with all of the same things that ground infantry do, except upon or beneath the oceans.

Enlistment: End 5+.

If you are aged 30 or more, -2 DM

Per previous career, -1 DM

Assignments: Choose one of the following:

- **Surface Fleet:** You were a crewman on a surface-skimming boat, ship or foil.
- **Submariner:** You served in a depth-scouring submergible vehicles.
- **Naval Aviation:** You were an atmospheric pilot that specialised in over-sea patrols and conflict.

CAREER PROGRESS

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

Commission: Soc 8+

MUSTERING-OUT BENEFITS

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

SKILLS AND TRAINING:

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

Roll	Specialist: Surface Fleet	Specialist: Submariner	Specialist: Naval Aviation
1	Navigation	Navigation	Navigation
2	Seafarer (any)	Melee (any)	Athletics (any)
3	Gun Combat (any)	Heavy Weapons (any)	Heavy Weapons (any)
4	Athletics (any)	Sensors	Sensors
5	Comms	Athletics (any)	Recon
6	Medic	Seafarer (Submarine)	Flyer

RANKS AND SKILLS

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



MISHAPS

2d6 Mishap

- 2 Dishonourable discharge. You are caught doing something you should not be and are kicked out of the navy.
- 3 Your ship is in serious disrepair, making it easy to get hurt in a battle. Throw Endurance 8+ to avoid Injury.
- 4 Your ship was sunk and many of your friends perished, for which you blame your captain. Gain him as an Enemy as he has you removed from the service.
- 5 You spend several days in the brig after getting into a fight with a superior officer. Gain that officer as a Rival as he has you ejected out of the service.
- 6 Severely wounded. Roll twice on the Injury table and take the lower result.
- 7 You discover that the requisitions officer on your ship is running a black market out of the cargo hold. Report him, and gain him as an Enemy, but he lies and includes you in his ring – getting you removed as well. Help him in his illegal activities, and gain an extra Benefit roll as you leave the service.
- 8 Injured. Roll on the Injury table
- 9 You are shipped out to a turbulent part of the ocean or sea to battle against what you were told were native pirates that have been preying on civilian craft. You and your whole crew are immediately discharged afterwards, either due to trauma, injury or because the government lied to you about your targets – which were just local militia boats. Increase Seafarer or Flyer, but also gain the ‘pirates’ as an Enemy.
- 10 Governmental cutbacks. An economic depression leads to the navy being reduced in scale. Your ship is put into storage and you are not assigned to a new posting.
- 11 Your ship is attacked by superior air forces and you are badly hurt. Roll twice on the Injury table and take the lower result.
- 12 You happen to be at the ship’s helm when it runs aground on an uncharted sandbank. Your services are no longer required by the navy.

EVENTS

d66	Events
11	Disaster! Roll on the mishap table, but you are not ejected from this career.
12	Your ship is in a dry dock for most of your next term, being refitted. You will automatically pass your next Survival roll should you serve another term in the wet navy.
13	After an especially long posting away from your home port you are given extra weeks of shore time. Gain one of Carouse 1, Gambling 1 or Streetwise 1.
14	There is a hostile stowaway on your ship. Throw Investigate 8+. If successful you catch the troublemaker, you gain +4 to your next Advancement roll. If you do not, your ship is sabotaged and you must roll on the Injury table.
15	You are offered a temporary cushy desk job. If you accept you do not have to roll a Survival roll next term. If you turn down the posting you are sent back onto the water and gain a level of Seafarer.
16	Your ship is attacked several times. Throw Heavy Weapons 8+. If you succeed, gain +2 DM to your next Advancement roll. If you fail, roll twice on the Injury table and take the higher result.
21	You are assigned to a ship stationed in waters where hostile weather conditions are the norm. Gain one of Athletics 1, Engineer 1, Seafarer 1 or Sensors 1.
22	You are involved in a major coastal battle that has your ship under fire for days at a time. Gain one of Engineer 1, Heavy Weapons 1, Mechanic 1 or Medic 1.
23	You are given a special assignment or duty on your ship. Gain a +1DM to any one Benefit roll.
24	The ship you have been assigned to is a high-tech prototype. Gain one of Comms 1, Computers 1 or Sensors 1.
25	Your commander asks for volunteers to sail into troubled waters. Say yes and your ship is tossed about badly and you roll on the Injury table but gain +2 Social Standing for your bravery.
26	Your ship is sent into a brutal battle that sees many ships sunk on both sides. Throw Endurance 8+ to avoid injury; if you succeed, you gain a level in Gun Combat or Tactics.
31-36	Life Event. Roll on the Life Events table (see page 34 of the <i>Traveller</i> main rulebook).
41-46	Wartime Event. Roll on the Wartime Events table (see page 34).
51	You are assigned as a naval liaison officer at an embassy for most of this term. Throw Education 8+. Success gains one of Carouse 1, Diplomat 1, Language 1 or Streetwise 1.
52	Your ship is damaged in a surprise attack, forcing you and the engineering staff to patch it long enough to get to shore. Throw Mechanic 8+. Failure means the ship sinks and you roll on the Injury table. Success means that you are awarded for your ingenuity, earning a +4 DM to your next Advancement roll.
53	Your ship is boarded by hostiles. Throw Melee 8+ to avoid Injury. Success increases your Social Standing by 1 or you gain a level in one of Gun Combat or Melee.
54	Your ship is sunk and you swim to a float and hold on until relief arrives. Gain a +2 DM to your next Advancement check.
55	You are assigned to the brig's office of advocates. Gain one of Admin 1, Advocate 1, Investigate 1 or Deception 1.
56	You are involved in the rescue of a stricken civilian vessel carrying a valuable cargo. You can either sell the cargo for your own finances, gaining a +1 DM to one of your Cash benefit rolls, or you can hand over all that you find, gaining a +2 DM to your next Advancement roll.
61	Your main helmsman is injured early on during a long posting and you replace him. Throw Seafarer 8+. Success earns you an automatic success on your next Advancement roll.
62	You manage to become gambling buddies with the captain's best friend. Gain him as an Ally, and the captain as a Contact.
63	You are placed on technological detail for the ship's lower decks. Throw Mechanic or Intelligence 8+. If you succeed, you gain one level in Computers, Mechanic or Science.
64	You get into a political debate with a member of the bridge staff. Throw Social Standing 8+. Fail and you say something you will always regret and you cannot pass your Advancement roll this term. Succeed and you are looked at more favourably, gaining a +2 DM to your next Advancement roll.
65	Your ship's captain takes an interest in your career. Either gain Tactics, or take a +4DM to your next Advancement roll thanks to his aid and advice.
66	You display heroism in battle. You may gain a promotion or a commission automatically.

CREATING A MERCENARY

The primary goal of this sourcebook is to open up the possibility for new and existing *Traveller* characters to become members of a mercenary unit. Whether it is out of necessity because of the state of their world, the need to erase certain debts from powerful people, or simply because they have a 'knack' for it – characters can become mercenaries.

This chapter is dedicated to those new characters that want to try out the lifestyle of a soldier-of-fortune.

Basic Character Creation for a Mercenary

This chapter follows the normal stages of character creation as detailed in the *Traveller* core rulebook, pointing out where and how players and Referees can branch away from the standard career paths in order to use what is available in *Traveller: Mercenary*.

THE MERCENARY CAREER PATHS

The following career paths are specifically designed for those involved with mercenary units. They tend to be combat-oriented and are dangerous to spend multiple terms in.

There are six distinct mercenary career paths – Cadre, Commando, Guerrilla, Security, Striker and Warmonger. These careers are all

based on the idea that the character will be directly involved with the acquiring and completion of mercenary tickets.

Choosing a Mercenary Career

There are two distinct ways to choose to roll a term on a mercenary career path. Either simply meet the listed Qualifications of the path as normal, or meet the 'Previous Service' terms listed for each mercenary career. Effectively, a character that has spent some time in a military role is more likely to be able to fill a position as a mercenary.

NEW BENEFIT – PRIME TICKET

The mercenary careers have access to a new type of mustering-out benefit called *Prime Ticket*. This symbolises the character's closeness and availability to work with the same employers they had in that career in the future. This benefit means they can choose to call in the Prime Ticket at any time the character is directly involved in creating a new mercenary ticket (see the *Mercenary Tickets* chapter), allowing them to gain 10 additional Ticket Adjustments when creating their next ticket. These Ticket Adjustments must be used in the next ticket arranged, and cannot carry over if unused.

MERCENARY CAREER SUMMARY TABLE

Career	Specialisation	Qualification	Previous Service	Survival	Promotion
Cadre		Edu 6+	2 military terms		
	Basics Trainer			End 5+	Edu 8+
	Physical Trainer			Str 6+	Str 8+
	Field Exercise Leader			End 7+	Edu 7+
Commando		End 6+	2 military terms		
	Raider			End 6+	End 7+
	Technician			End 5+	Edu 8+
	Spec Ops			End 8+	End 8+
Guerrilla		End 7+	2 military terms		
	Terrorist			End 6+	End 7+
	Saboteur			Int 7+	Edu 8+
	Assassin			Dex 8+	Int 8+
Security		End 6+	1 military term		
	Bodyguard			End 6+	End 6+
	Shipside Duty			End 6+	End 7+
	Site Defence			End 7+	End 8+
Striker		End 6+	1 military term		
	Rifleman			End 6+	End 5+
	Sniper			Dex 6+	Dex 8+
	Breaching Troop			End 7+	End 7+
Warmonger		Soc 5+	—		
	Gun Runner			Edu 6+	Soc 6+
	Arms Dealer			Soc 6+	Soc 7+
	Soldier-of-Fortune			End 7+	End 7+

CADRE

Cadre mercenaries frequently fill tickets that revolve around the training of new recruits. It is not uncommon for a cadre to be asked to serve alongside the students for a small mission or two as well, just to make sure they are ready to perform their job.

Qualifications: Edu 6+.

Previous Service: 2 terms in any military careers

If you are aged 34 or more: -2 DM

Per previous career: -1 DM

Assignments: Choose one of the following:

- **Basic Trainer:** You teach new recruits basic soldiering.
- **Physical Trainer:** You serve as a fitness trainer for a unit.
- **Field Exercise Leader:** You work alongside your students in their mission, teaching by example.

CAREER PROGRESS

	Survival	Advancement
Basic Trainer	End 5+	Edu 8+
Physical Trainer	Str 6+	Str 8+
Field Exercise Leader	End 7+	Edu 7+

MUSTERING-OUT BENEFITS

Roll	Cash	Benefits
1	10,000	+1 Edu
2	10,000	Instruction
3	20,000	Contact
4	20,000	Ally
5	30,000	Weapon
6	30,000	Prime Ticket
7	50,000	TAS

SKILLS AND TRAINING:

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Athletics (any)	Admin
2	+1 Dex	Melee (any)	Gunner (any)
3	+1 End	Gun Combat (any)	Heavy Weapons (any)
4	+1 Edu	Instruction	Explosives
5	Instruction	Leadership	Recruiting
6	Jack of all Trades	Tactics (military)	Computers

Roll	Specialist: Basic Trainer	Specialist: Physical Trainer	Specialist: Field Exercise Leader
1	Comms	Athletics (any)	Battle Dress
2	Computers	Melee (any)	Combat Engineer
3	Gun Combat (any)	Stealth	Comms
4	Medic	Survival	Gun Combat (any)
5	Melee (any)	Zero-G	Recon
6	Tactics (military)	Battle Dress	Tactics (military)

RANKS AND SKILLS

Rank	Title	Skill or Benefit
0	Trainer	
1	Bombardier	Instruction 1
2		
3	Drill Instructor	Leadership 1
4		
5	Field Expert	Any Skill
6		



MISHAPS

2d6 Mishap

- 2 Peace. An unexpected subsector-wide outbreak of peace has left your services unwanted, forcing you to look for other employment.
- 3 You are accused of brutality towards your students and are forced out of your career in the resulting investigation. Gain Advocate 1 as a result of your experiences with the investigation and subsequent court case.
- 4 You were shown up by one of your students at the worst time. Reduce your Social Standing by 1.
- 5 Your group got you drunk or drugged one night, and you woke up battered and bruised in gaol with a strange new tattoo and no recollection of anything else from the night.
- 6 Severely wounded. Roll twice on the Injury table and take the lower result.
- 7 Government change. A change of government brought in new laws that were very anti-mercenary. As a result you had to leave your career behind and search out new employment.
- 8 Injured. Roll on the Injury table
- 9 You are separated from your class due to unfortunate circumstances. Some excel and thank you for your 'faith' in their skills, some fail miserably and hate you for it. Losing your class is seen as very unprofessional! Gain 1d3 Contacts and 1d3 Enemies.
- 10 Breach of contract. Due to a misdemeanour your ticket ends up voided. Your previous employers are not happy with the predicament you have landed them with, making another career a necessity.
- 11 Losing side. Being on the defeated side of a conflict is never good for a mercenary. Your reputation is shot and you are forced to look elsewhere for employment.
- 12 Natural disaster. A planet-wide disaster causes your employment to be cut short as resources are spent elsewhere.

EVENTS

d66 Events

- 11 Disaster! Roll on the Mishap table, but you are not ejected from this career.
- 12 One of your charges is a scion of an important family. Roll Instruction 8+. Succeed and your training saves his life and you gain an Ally. Fail and your student suffers injury or is killed and you are blamed. Gain an Enemy.
- 13 You are to help integrate former enemies in a new, untried army as peace finally arrives. Gain one of Admin 1, Investigate 1, Diplomat 1 or Instruction 1.
- 14 You discover that someone is skimming a few percent from the profits of each ticket. If you decide to blackmail the individual gain an additional Cash Benefit roll and an Enemy. If you report him to the relevant individuals gain +4 DM to your next Advancement roll.
- 15 You and your charges are called out to help the civilian police control rioters opposed to the ongoing conflict. Roll Tactics (military) 8+; if you succeed you gain one level of either Melee (any), Leadership or Medic.
- 16 Whilst working on your current ticket you have the opportunity to spy on your employers. Roll either Deception or Recon 8+. If you succeed you gain an Ally in the Imperium and a +2 DM to your next advancement roll. If you fail, roll on the Mishap table, but you are not ejected from this career.
- 21 Your group is ambushed by a rival mercenary unit. Either run, and throw Athletics 8+ to escape, or fight them and throw any combat skill 9+ to send them packing. If you fail either check, several members of your group are injured and you may not re-enlist as a Cadre. If you succeed, you survive and gain Tactics 1. Either way, gain an Enemy.
- 22 You instruct a group of aliens. Gain Diplomat 1, Instruction 1, Language 1 or a Contact amongst an alien species.
- 23 You are very confident in the group you have taught, and know they will do well in the future. Your pleased employers give you a bonus. Gain a +1DM to any one Cash Benefit roll when you muster out.
- 24 Being a valued employee in your mercenary company you are taught a new skill to pass on to your charges when a new ticket is taken up. Increase any Service skill of your choice by one level.
- 25 Due to a bad turn of events on the battlefield you and your charges are forced into the fight before completing training. Roll 8+ on any Service Skill of your choice. Success means your input was vital to your group saving the day, gain a +2 DM to your next advancement roll. Fail and you suffer a -2DM to your next survival roll.
- 26 Your group looks up to you like a parent and/or mentor for years to come. Gain Social Standing +1, Broker 1, Instruction 1, Leadership 1 or Recruiting 1.
- 31-36 Life Event. Roll on the Life Events table (see page 34 of the *Traveller* main rulebook).
- 41-46 Wartime Event. Roll on the Wartime Events table (see page 34).
- 51 You receive advanced training in a specialist field. Throw Education 8+ to gain a level in one skill you already have.
- 52 You are assigned to a college teaching command skills to prospective officers. Gain one of Computers 1, Comms 1, Tactic (military) 1 or Leadership 1.
- 53 A regular gambling group is formed on base. Gain Gambler 1 or Deception 1. If you wish, throw Gambler 8+. Succeed and you gain an extra Benefit roll from this career; if you fail you lose a Benefit roll from this career and gain an Enemy.
- 54 Natural disaster strikes and your group is beset by injuries and treacherous surroundings. You must help the wounded or find a safe way out of the area. Roll either Medic 8+ or Survival 8+. If you succeed, gain a Contact and a +2 DM to your next Advancement check. If you fail, gain an Enemy.
- 55 You train with a distant race or culture. They are stubborn and violent; few ever get through to them without injury. Roll Instruction 8+ or Leadership 8+. If you succeed, gain a Contact in an alien race and any one skill. If you fail, roll on the Injury table.
- 56 You make an unexpected connection outside the normal military circles you usually move in. Gain a Contact.
- 61 You are based off world amongst a system's asteroid belt. Increase Vacc Suit or Zero-G by one level.
- 62 Your immediate superior is a drunkard and incompetent. If you report him then you gain a +2 DM to your next Advancement roll. If you say nothing and protect him, gain him as an Ally.
- 63 You are involved in the harsh training of elite forces. Throw Endurance 8+ to avoid injury; if you succeed, you gain one level in Gun Combat (any) or Leadership.
- 64 You become the poster boy for a recruitment drive, making you both friends and jealous rivals. Gain one level of Carouse, Diplomat, Persuade or Recruiting, as well as a Rival and an Ally.
- 65 You are named as a fine example of a mercenary and word spreads of your worth in the industry. Either gain Recruiting, or take a +4DM to your next Advancement roll (in any mercenary career).
- 66 You and your unit fulfil multiple tickets with exceptional results. You are automatically promoted.

COMMANDO

Specialists in the quick strike and incursion commandos are always in demand where a deadly mission needs to be completed.

Qualification: End 6+.

Previous Service: 2 terms in any military careers

If you are aged 30 or more: -2 DM

Per previous career: -1 DM

Assignments: Choose one of the following:

- **Raider:** You are a specialist in hit and run attacks.
- **Technician:** You provide the support a commando unit needs to survive in the field.
- **Spec Ops:** You are involved in the most dangerous of assignments.

CAREER PROGRESS

	Survival	Advancement
Raider	End 6+	End 7+
Technician	End 5+	Edu 8+
Spec Ops	End 8+	End 7+

MUSTERING-OUT BENEFITS

Roll	Cash	Benefits
1	5,000	+1 Dex
2	15,000	+1 End
3	20,000	Ally
4	30,000	Weapon
5	40,000	Armour, Weapon
6	75,000	Armour
7	90,000	+1 Soc

SKILLS AND TRAINING:

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Athletics	Comms
2	+1 Str	Recon	Drive (any)
3	+1 End	Combat Engineer	Gunner
4	Melee (Martial Arts)	Explosives	Leadership
5	Melee (Blades)	Heavy Weapons (any)	Medic
6	Gun Combat (any)	Gun Combat (any)	Tactics (military)

Roll	Specialist: Raider	Specialist: Technician	Specialist: Spec Ops
1	Combat Engineer	Mechanic	Recon
2	Comms	Comms	Combat Engineer
3	Gun Combat (any)	Engineer	Explosives
4	Recon	Heavy Weapons (Field Artillery)	Stealth
5	Survival	Remote Ops	Gun Combat (any)
6	Tactics (military)	Weapon Engineering	Gun Combat (any)

RANKS AND BENEFITS

Rank	Title	Skill or Benefit
0	Trooper	Gun Combat 1
1	Team Leader	
2	Serjeant	Tactics (military) 1
3	Colour Serjeant	
4	Lieutenant	
5	Captain	Leadership 1
6	Colonel	Prime Ticket



MISHAPS

2d6 Mishap

- | | |
|----|---|
| 2 | Your ticket puts you in a brutal insurgency where you have to exercise extreme violence against the enemy. Gain Leadership 1, but reduce your Social Standing by 1. |
| 3 | Minor injury takes you out of service for a short while. Roll twice on the Injury table and take the higher result. |
| 4 | You show a gung-ho and apparently fearless attitude to combat, but this puts your comrades in additional danger. Your reckless behaviour makes it difficult for you to find work, forcing you to look for another career. |
| 5 | An investigation, tour, project or expedition goes wrong, stranding you far from home. Gain one of Survival 1, Pilot (any) 1, Persuade 1 or Streetwise 1 as you make your way back. |
| 6 | Injured. Roll on the Injury table. |
| 7 | Your unit is overrun by the enemy, causing a massive split of your forces. Your unit is badly scattered and takes weeks to get back together again, leaving you unemployed by the time you rejoin them. |
| 8 | Severely wounded. Roll twice on the Injury table and take the lower result. |
| 9 | Your unit takes on a politically charged ticket that results in the death of one important individual and the elevation of the next. Gain 1d3 Contacts and 1d3 Enemies. |
| 10 | Erroneous troop transport. Your unit's transfer drops you into the completely wrong area and you miss all the action. Your employer blames your planning protocols and you lose your position in the unit. |
| 11 | Your enemies take you captive, holding you for several years before you manage to escape. |
| 12 | Sabotage! The unit suffers a string of horrible sabotages, forcing them to disband for a while during the rebuilding. Your position is downsized to help pay for the repairs, forcing you into a different career. |

EVENTS

d66 Events

- 11 Disaster! Roll on the Mishap table, but you are not ejected from this career.
- 12 You have a chance to save an important member of the local government. Roll Tactics 8+. Succeed and you save his life and you gain an Ally. Fail and he is killed and you are blamed for letting him die, gaining an Enemy.
- 13 You are placed in an advisory role for a new team within the unit. Gain one of Instruction 1, Leadership 1 or Tactics 1.
- 14 During the ticket you have the chance to put yourself in harm's way to help one of your superiors. If you choose to do so, roll on the Injury table but gain +4 to your next Advancement roll. If you do not, gain the superior as a Rival.
- 15 Your unit is called out to fight alongside the local militia in a nearby conflict. Roll Tactics 8+; if you succeed you gain one level of Gun Combat (any), Melee Combat (any) or Leadership.
- 16 Whilst undertaking your current ticketed mission you have the opportunity to arrange the death of a Rival or Enemy. Roll either Deception or Gun Combat 8+. If you succeed you can remove one of your Rivals and gain a +2 DM to your next advancement roll. If you fail, you gain an additional Enemy.
- 21 You are pushed to the limit of your skills, either throw Tactics or Gun Combat 8+ to kill enough of the enemy to break their morale. If you fail several members of your unit are killed or injured and you must roll on the Injury table. If you succeed, gain Gun Combat 1 or Tactics 1. Either way, earn an additional 5,000 cr as a well earned bonus.
- 22 Your unit received extensive training during one ticket. Gain Deception 1, Language 1, Recon 1 or Tactics 1.
- 23 You lead your unit personally to victory in their ticket, and your name is being spoken in many mercenary circles. Gain Leadership 1 or raise your Social Standing by 1.
- 24 A very lucrative ticket means your unit is able to pick and choose tickets. You spend the extra time away from the action to brush up on your basics. Increase any Service or Specialist skill of your choice by one level.
- 25 Because of your evacuation transport getting re-routed, you have to spend an extra tour on the front lines. Throw Gun Combat 8+. Succeed and you are rewarded for your extra efforts, gaining +2 DM to your next Advancement roll.
- 26 Your unit is particularly efficient, getting additional training in between numerous short tickets. Gain Athletics 1, Gun Combat 1, Leadership 1, Survival 1 or Zero-G 1.
- 31-36 Life Event. Roll on the Life Events table (see page 34 of the *Traveller* main rulebook).
- 41-46 Wartime Event. Roll on the Wartime Events table (see page 34).
- 51 Due to a minor injury you are forced to spend some time in a cadre classroom instead of in the field. Roll on the Injury table and increase any skill by one.
- 52 You spend a lot of time on a mercenary cruiser to get around during a prolonged ticket. Gain one of Computers 1, Comms 1, Vacc Suit 1 or Zero-G 1.
- 53 You owe the requisitions officer for the unit some money because of a disastrous night at his gaming table, but he offers you a single chance to win it back. If you take him up on the offer, throw Gambler 8+. If you succeed you gain an immediate extra Benefit roll from this career; if you fail you lose a Benefit instead.
- 54 Your unit's ticket goes awry because of bad intelligence, and several of your comrades rely on your skills to get out alive. Roll either Gun Combat 8+ or Tactics 8+. If you succeed, increase your Social Standing by 1 and a +2 DM to your next Advancement check.
- 55 You show exceptional daring in action. Throw either Gun Combat 7+ or Melee 8+. If you succeed, you may add +2 DM to your next Advancement check. If you fail, you gain an Enemy.
- 56 You become the spokesman for your unit in dealing with the locals on a ticket. Gain a Contact.
- 61 You are shipped to a wild colony on the edge of the frontier. Increase Melee (any) or Survival by one level.
- 62 The spokesperson for your employer is a braggart about his supposed military past. If you want to 'test' him, throw Melee (Brawling) 8+. If you succeed, you knock him flat and gain +2 DM to your next Advancement roll. If you say nothing and let him go on about himself, gain him as an Ally.
- 63 You are thrown into a very difficult ticket amongst some physically powerful alien allies. Throw Endurance 8+ to avoid Injury; if you succeed, you gain one level in Gun Combat (any) or Melee (any).
- 64 Your unit spends a lot of time in gambling houses and drug dens, making you both friends and jealous rivals. Gain one level of Carouse, Deception, Gambler, or Persuade, as well as a Rival and an Ally.
- 65 Your unit is called upon to perform a particularly bloody ticket, requiring a great deal of close quarters combat. Throw either Gun Combat (any pistol) 7+ or any Melee skill 8+ to fulfil all of the wetworks in the ticket. If successful, gain Melee 1 or Tactics 1 or take a +4DM to your next Advancement roll (in any mercenary career).
- 66 You and your unit fulfil multiple tickets with exceptional results. You are automatically promoted.

GUERRILLA

Insurgents plague many worlds in the universe, as political movements, rival powers and corporations all seek to further their own interests at the expense of current governments or rivals. Guerrillas include those that join these movements out of political belief (or suffer the misfortune of being drafted into these forces) but there are also professional mercenaries that move from conflict to conflict, being paid for by various mysterious backers.

Qualification: End 6+.

Previous Service: 2 terms in any military careers

Per previous career: -1 DM

Assignments: Choose one of the following:

- **Terrorist:** Absolutely devoted to a cause and the most disliked in regular military circles.
- **Saboteur:** Specialist in the destruction of enemy material.
- **Assassin:** Targeting key enemy personnel assassins operate best in enemy urban territory, far behind the front lines.

CAREER PROGRESS

	Survival	Advancement
Terrorist	End 6+	End 7+
Saboteur	Int 6+	Edu 8+
Assassin	Dex 8+	Int 7+

MUSTERING-OUT BENEFITS

Roll	Cash	Benefits
1	–	Blade
2	–	+1 End
3	3,000	Ally
4	9,000	Gun
5	20,000	Armour
6	35,000	Ship Share
7	35,000	Free Trader

SKILLS AND TRAINING:

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 10)
1	+1 Dex	Athletics (any)	Comms
2	+1 Str	Survival	Engineer (any)
3	+1 End	Combat Engineer	Interrogation (any)
4	Jack of All Trades	Deception	Recruiting
5	Melee (Blades)	Stealth	Tactics (military)
6	Gun Combat (any)	Gun Combat (any)	Persuade

Roll	Specialist: Terrorist	Specialist: Saboteur	Specialist: Assassin
1	Explosives	Combat Engineer	Deception
2	Comms	Drive (any)	Melee (any)
3	Gun Combat (any)	Explosives	Recon
4	Recon	Mechanic	Stealth
5	Deception	Survival	Gun Combat (any)
6	Stealth	Science (Physical)	Gun Combat (any)

RANKS AND BENEFITS

Rank	Title	Skill or Benefit
0	Escopetero	
1	Soldado	Gun Combat 1 or Explosives 1
2	Sargento	
3	Teniente	Tactics (military) 1
4	Capitan	
5	Coronel	Leadership 1 or Recruiting 1
6	Comandante	



MISHAPS

2d6 Mishap

- | | |
|----|---|
| 2 | The pain and suffering caused to the civilian population by the insurgency causes you to leave the life of a guerrilla. |
| 3 | The shadowy backers of the insurgency are revealed to all and sundry, causing off-world support to disappear and the movement to fail. |
| 4 | You are labelled in the ten most wanted by a powerful government. Decrease Social Standing by 1 and gain an Enemy. |
| 5 | You are too successful, and a sizeable bounty has been placed on your head. You are greatly feared now, but this means you are not as employable as you once were. Decrease your Social Standing by 1 and you cannot choose Guerrilla as your next career term. |
| 6 | Injured. Roll on the Injury table. |
| 7 | You were caught by local authorities and spent years in a jail cell. Decrease Social Standing by 1 and gain Streetwise 1. |
| 8 | Severely wounded. Roll twice on the Injury table and take the lower result. |
| 9 | The government that you were hired to help overthrow were renowned in several systems for their benevolent ways. Your actions make some people happy with you, but others very upset. Gain 1d2 Contacts and 1d3 Enemies. |
| 10 | You are tortured for information by the organisation you are fighting against. Unable to withstand the pain, you give up valuable information that leads to your cause to being lost. You are later released but have no reason to fight on. |
| 11 | You have been funded by the proceeds of illegal narcotics. You can either condemn this practise and leave voluntarily, gaining 1D3 Contacts amongst the authorities for your public condemnation of the practise or you just drift away when the movement becomes more involved in pure criminality and may keep your Benefit roll from this term of service. |
| 12 | Your unit goes legitimate for the new government when you help overthrow the former one. The insurgency is over and you seek to adjust to a different life. |

EVENTS

d66	Events
11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	Your unit uses you to make a video threat to send to the local government. Decrease your Social Standing by 1 and gain an Enemy in that organisation. Those favourable to your cause now recognise you as a hero, gain 1D3 Contacts.
13	You are told to go undercover with the enemy to get more information about your targets. Gain one of Carouse 1, Deception 1, Investigate 1 or Recon 1.
14	An anti-guerrilla expert has been hired to deal with your unit. Throw Tactics 8+. If successful, you gain +4 to your next Advancement roll. If you do not, roll on the Injury table and gain the enemy soldier as an Enemy.
15	Your enemies stoop to using terribly underhanded tactics to try and ferret your unit out. Throw Stealth 8+. If you fail, you are captured and ejected from the unit. If you succeed however, you get a bigger share of the ticket's proceeds and gain +2 DM to your next Benefit roll.
16	Your employer gives you free reign to unleash hell itself upon your enemies, with a bonus for gratuitous violence. If you choose to follow these instructions decrease your Social Standing by 1 and gain a +4 DM to your next advancement roll.
21	By taking sides in an extremely complicated conflict you end up angering some and making allies with others. Gain a Contact, an Ally, a Rival and an Enemy.
22	Your unit has been brought in to deal with an alien faction or threat. Gain Interrogation 1, Language 1, Navigation 1 or Streetwise 1.
23	You and your unit have been through some difficult times, but you always managed to pull them through with a few words or wisecracks. Gain Carouse 1, Gambler 1 or Leadership 1.
24	The rebel movement splits into several different factions. Gain 1d3 Contacts and 1d3 Rivals.
25	You are assigned to the staff of a political officer, trying to bring over the local civilian population to your side. Gain a level in Persuade or Deception.
26	Your last raid was a huge success against a wealthy pro-government town and you kept something from the spoils. Gain a +1 DM to one of your Cash Benefit rolls.
31-36	Life Event. Roll on the Life Events table (see page 34 of the <i>Traveller</i> main rulebook).
41-46	Wartime Event. Roll on the Wartime Events table (see page 34).
51	You are savaged by local wildlife. Roll on the Injury table but gain Melee (any) 1 or Survival 1.
52	Your unit is left to its own, hiding from the authorities for several months before the completion of the mission. Gain one of Deception 1, Recon 1, Streetwise 1 or Survival 1.
53	Serving under a charismatic leader causes all in your unit to gain admirers for your cause. Gain 1d3 contacts.
54	You lead a mission against a tyrannical government. Roll either Leadership or Tactics 8+. If you succeed, gain a +2 DM to your next Advancement check. If you fail, decrease your Social Standing by 1.
55	A vicious vendetta between differing factions leaves you caught in the middle. Gain 1d3 Enemies.
56	There is a double-agent friendly to your unit in the local government, and he helps you organise the big attack. Gain him as a Contact.
61	A major attack is launched with your allies providing a diversion. Roll Stealth or Gun Combat 8+. Success and the target was destroyed, gain 1d3 contacts. Failure and their sacrifice was wasted, gain 1d3 Enemies.
62	An unimportant 'target of opportunity' pleads for his life when you get him at gunpoint. If you choose to eliminate him, gain +2 DM to your next Advancement roll. If you spare him and let him go on his way, gain him as an Ally.
63	You are pitted against a firmly established target with many layers of defence. Throw Endurance 8+ to avoid Injury; if you succeed, you gain one level in Explosives, Gun Combat (any) or Heavy Weapons (any).
64	Your unit is charged with robbing a major bank to raise funds for the revolution. Throw Explosives or Gun Combat 8+. Success means you either gain a skill in Explosives or a +1 DM to one of your Cash Benefit rolls.
65	The insurgency escalates into a major military confrontation, with rival outside powers directly intervening. The initial cause is sidelined and you must roll Tactics or Survival 8+. Fail and you roll on the Injury table, success and you manage to escape from the major fighting to continue fighting for the cause on a much smaller scale.
66	You and your unit fulfil multiple missions with exceptional results. You are automatically promoted.

SECURITY

The character specialises in tickets surrounding the defence and protection of their employers or their employers' assets.

Qualifications: End 6+.

Previous Service: 1 term in any military or mercenary career

If you are aged 28 or more: -2 DM

Per previous career: -1 DM

Assignments: Choose one of the following:

- **Bodyguard:** You serve in a small unit devoted to the protection of specific individuals.
- **Ship Security:** You provide proper protection for crew and passengers during long trips.
- **Site Defence:** You protect static locations that require long term and constant protection.

CAREER PROGRESS

	Survival	Advancement
Bodyguard	End 6+	End 6+
Ship Security	End 6+	End 7+
Site Defence	End 7+	End 8+

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	—	Blade
2	5,000	+1 End
3	10,000	Ally
4	20,000	Gun
5	30,000	Armour
6	40,000	Ship Share
7	50,000	TAS

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Athletics (any)	Broker
2	+1 End	Combat Engineer	Comms
3	+1 Int	Gun Combat (any)	Flyer (any)
4	+1 Soc	Investigate	Steward
5	Computers	Remote Ops	Tactics (military)
6	Streetwise	Sensors	Weapon Engineering

Roll	Specialist: Bodyguard	Specialist: Ship Security	Specialist: Site Defence
1	Battle Dress	Astrogation	Battle Dress
2	Drive (any)	Battle Dress	Combat Engineer (any)
3	Gun Combat (any pistol)	Gunner (any)	Gun Combat (any)
4	Melee (any)	Pilot (any)	Heavy Weapons (any)
5	Steward	Vacc Suit	Sensors
6	Streetwise	Zero-G	Tactics

RANKS AND BENEFITS

Rank	Title	Skill or Benefit
0	Security Guard	
1	Agent	Gun Combat 1 or Explosives 1
2	Bodyguard	
3		Tactics (military) 1
4	Pointman	
5	Security Consultant	Leadership 1 or Recruiting 1
6		



MISHAPS

2d6 Mishap

- 2 Unexpected crisis. The client you are protecting suffers a set back from out of nowhere, even though you had no way to prevent this, you are forced to leave the unit and look for new employment.
- 3 A large, corporation-backed unit moves into the area and aggressively bids for all security tickets at very low prices, cornering the market. With no employment now available within the subsector your unit disbands.
- 4 A traitor within your employer's ranks causes your mission to fail spectacularly. Your unit is blamed for this in the subsequent cover-up and you are forced to look for employment elsewhere.
- 5 It turns out that your last employer was a notorious crime figure who is arrested. You may keep your Benefit roll for this term, but gain an Enemy in a law enforcement official who believes you are just as guilty as your ex-boss.
- 6 Severely wounded. Roll twice on the Injury table and take the lower result.
- 7 You failed in your duties, and your assignment was irrevocably damaged. Word spread that it was as a direct result of your actions, lose one Social Standing.
- 8 Injured. Roll on the Injury table
- 9 Your employer had very powerful enemies who ensure after the end of this term you can not find any new employment in the security field. You may keep your Benefit roll for this term, but gain 1d3 Rivals.
- 10 Members of your unit take the opportunity to skim a few credits from your employer into their own pockets. If you decide to take a piece of the action roll Deception 8+, if successful you gain a +1 DM to one of your Cash Benefit rolls. Failure means you get caught. If you report your comrades instead you gain an Ally in your employer, but the resultant bad publicity from the affair in either case makes future employment in the security field impossible.
- 11 You are assigned to protect a research laboratory, however the quarantine procedures are broken by a careless individual and you are forced to spend many months in an isolation ward. By the time you are considered to be clear of the disease your unit and job have long moved out to another system, leaving you unemployed. You do use your time in isolation to good effect, gain one of Admin 1, Medic 1, Science (any) 1 or Computer 1.
- 12 A major military conflict breaks out. As a result your employer terminates your employment early as money is diverted to more front line requirements. This causes your unit to disband as other units prosper instead.

EVENTS

Roll d66	Events
11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	During the course of your duties you save a local celebrity. Increase your Social Standing by 1.
13	You are protecting a client that loves to talk so much that it tests your patience. Throw Endurance 8+. If successful, you manage to handle the longwinded conversations and gain Carouse 1 or Diplomat 1. If you fail, you verbally go off on your client and he speaks ill of you to your superiors, costing you a -2 DM to your next Advancement roll.
14	You place yourself directly in the face of danger for the sake of your ticket assignment. Increase your Social Standing by 1, but roll on the Injury table.
15	Your employer congratulates you on a job well done, and you get a financial bonus, and gain +1 DM to your next Benefit roll as long as you take it in Cash.
16	Your ticket ends in a bloodbath when you are attacked by guerrillas. Throw Gun Combat or Heavy Weapons 8+. If you succeed, gain +4 DM to your next Advancement roll. If you fail, roll twice on the Injury table and take the higher result.
21	Your ticket is ambushed by enemy forces. They have you outgunned and outnumbered. You can either try to deal with them using an Explosives 7+ throw or battle them with Gun Combat 8+. If you fail the check, then the ticket is overrun and you must roll on the Injury table. If you succeed, you defeat them and gain Leadership 1 or Tactics 1.
22	You are assigned to provide protection for an alien ticket. Gain Advocate 1, Language 1, Streetwise 1 or Tactics 1.
23	Your suggestions help lead to a superb record on your tickets, and you are recognised for your contribution. Gain Leadership 1 and raise your Social Standing by 1.
24	Your employer forces you to constantly walk the perimeter and you end up in better physical health than you ever have been. Gain Athletics (Endurance).
25	A powerful enemy offers you a way into his good graces through allowing him access to your protected client. If you deny him, your enemy relentlessly attacks you and you roll on the Injury table but gain +1 Social Standing for your loyalty. If you agree, one of your Enemies becomes an Ally, but you are banned from the Security career.
26	One of your assignments requires special training for its success, for which the employer is willing to pay. Gain Battle Dress, Drive, Remote Ops, Seafarer or Vacc Suit.
31-36	Life Event. Roll on the Life Events table (see page 34 of the <i>Traveller</i> main rulebook).
41-46	Wartime Event. Roll on the Wartime Events table (see page 34).
51	You end up working in some extremely hostile climates. Throw Endurance 8+. Fail and you roll on the Injury table. Gain Animals (any) 1 or Survival 1.
52	Your assignment is headquartered in the middle of a huge commercial complex that leaves you with many places to spend your free time. Gain one of Broker 1, Carouse 1, Gambler 1 or Streetwise 1.
53	You are left alone to protect the client when an attack comes. Throw Gun Combat 8+. Failure causes you to roll on the Injury table and suffer a -2 DM to your next Advancement roll. Success increases your Social Standing by 1 and grants an automatic success on your next Advancement roll.
54	You sign on to a ticket that you know is going to see action, and you must prepare for the worst. Roll either Combat Engineering (see page 37) 7+ or Tactics 8+. If you succeed, you may add a +4 DM to your next Advancement check. If you fail, decrease your Social Standing by 1 and roll on the Injury table.
55	A new reality vid-show ends up featuring your mercenary unit and you become a minor celebrity figure as a result. Increase your Social Standing by 1.
56	Your employer is very happy with your services and rate; he is willing to do some advertising for your unit free of charge. You get a +1 DM to your next Benefits roll because of the increased ticket revenues.
61	You are assigned to a 'babysitting' ticket that is boring and uneventful. You do not need to make a Survival roll.
62	Your client is very afraid for his life and goes everywhere with you. Gain him as an Ally after so much time together.
63	You are asked to arrange the defences for your client's base of operations. Throw Intelligence 8+. If you succeed, you gain one level in Combat Engineering, Leadership or Tactics.
64	Political activists target the use of mercenaries by your client. Throw Int 8+ to avoid responding to their provocations. Fail and you do something rash, leading you to automatically fail your Advancement roll this term.
65	Your ticket is targeted by several warring factions, putting you in the middle of a fight you never wanted to be part of. Throw any combat skill 8+ or Stealth 7+ to survive the engagement unscathed. If successful, gain Tactics and increase your Social Standing by 1. If failed, you must pass an End 8+ or roll twice on the Injury table and take the higher result.
66	You kept all of your tickets safe well within the margin of success during the entire term, and most employers would be happy to hire you again. You are automatically promoted.

STRIKER

Strikers are what most laymen think of when they are asked about mercenaries, and they are easily the most prevalent of the mercenary careers. They are frontline fighters used when local forces are unable to act for whatever reason.

Qualifications: End 6+.

Previous Service: 1 term in any military career

If you are aged 28 or more: -4 DM

Per previous career: -1 DM

Assignments: Choose one of the following:

- **Rifleman:** You are a regular frontline trooper.
- **Sniper:** You are a specialist marksman.
- **Breaching Troop:** You are a specialist called upon to board hostile vessels or attack fortified positions.

CAREER PROGRESS

	Survival	Advancement
Rifleman	End 6+	End 5+
Sniper	Dex 6+	Dex 8+
Breaching Troop	End 7+	End 7+

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	5,000	+1 Soc
2	10,000	+1 Dex
3	15,000	Weapon
4	20,000	Gun
5	30,000	Armour, Gun
6	45,000	Combat Implant
7	60,000	Ship Share

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Athletics (any)	Drive (any)
2	+1 Dex	Medic	Flyer (any)
3	+1 End	Comms	Leadership
4	Gun Combat (any Rifle)	Explosives	Mechanic
5	Heavy Weapons (any)	Heavy Weapons (any)	Pilot (any)
6	Survival	Tactics (military)	Weapon Engineering

Roll	Specialist: Rifleman	Specialist: Sniper	Specialist: Breaching Troop
1	Battle Dress	Battle Dress	Battle Dress
2	Gun Combat (any Rifle)	Gun Combat (any Rifle)	Battle Dress
3	Heavy Weapons (any)	Gun Combat (any Rifle)	Gun Combat (any)
4	Navigation	Heavy Weapons (Magrails)	Remote Ops
5	Recon	Recon	Vacc Suit
6	Survival	Stealth	Zero-G

RANKS AND SKILLS

Rank	Title	Skill or Benefit
1	Trooper	Gun Combat 1
2	Strike Specialist	Gun Combat 1 or Heavy Weapons 1
3	Strike Leader	
4	Unit Leader	Recruiting 1
5	Field Commander	
6	Commander	Prime Ticket



MISHAPS

2D6 Mishap

- | | |
|----|--|
| 2 | You are assaulted by several anti-war activists that you deal with rather harshly. The political backlash is enough that you are forced to leave the unit and look for new employment. |
| 3 | Your attack on an alien installation went particularly poorly. Roll on the Injury table and gain a member of that race as a Rival. |
| 4 | Your unit is sent against a superior force and you are horribly defeated. You openly blame one of your comrades for the lack of sufficient Intel. Gain him as a Rival. |
| 5 | You are responsible for a staggering number of confirmed kills on a ticket in a former neutral zone. Gain 1d3 Enemies from anti-war groups. |
| 6 | Severely wounded. Roll twice on the Injury table and take the lower result. |
| 7 | Your ticket seemed much too difficult for you and your unit, and you worry if you will make it out alive. Back out of the mission and avoid injury. Struggle through the ticket, roll on the Injury table, and keep your Benefit roll for this term. |
| 8 | Injured. Roll on the Injury table |
| 9 | You and your unit are used to cover the tracks of a disgraced military officer. As a result of this the officer becomes an Ally in gratitude. |
| 10 | Your unit is decimated as you come under 'friendly fire'. Throw Tactics 8+. If you succeed you manage to extract the survivors and lead them to safety, gain 1d3 Contacts. Failure leaves only embittered, wounded veterans who curse your name, gain 1d3 Enemies. In either case the disaster causes the unit to disband. |
| 11 | You end up in constant conflict with another mercenary. Gain that character as a Rival as he drives you out of the mercenary business. |
| 12 | What was a limited mercenary action rapidly escalates as major governmental agencies become involved. As a result of this your unit is one of those pushed out as political pressure forces 'something to be done'. |

EVENTS

Roll d66	Events
11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	A local media source covers your unit's actions in a very favourable light. Increase your Social Standing by 1.
13	You are forced to stay in a hostile zone far longer than you would like. Throw Endurance 8+ to avoid Injury. Success means you made it out unscathed and well-practiced. Gain Gun Combat (any) 1 or Heavy Weapons (any) 1.
14	Artillery fire has scattered your offensive. Throw Leadership 8+ to rally the unit back together to finish the ticket. If successful, you gain +2 to your next Advancement roll. If you do not, roll on the Injury table.
15	Your unit uncovers an enemy stash of financial assets. Gain a +1 DM to your next Benefit roll as long as you take it in Cash.
16	You were ill when the unit moved out, so you missed the ticket. During the interim you took a few classroom courses to brush up on non-combat skills. Gain one of Advocate 1, Broker 1, Computers 1 or Mechanic 1.
21	Your transport ship misjumps deep into hostile territory. You make your way back, attacking targets of opportunity along the way, creating havoc in what would otherwise be peaceful systems. Gain one of Gun Combat (any), Tactics (any), Leadership or Recon. You also gain 1d3 Enemies due to your campaign of terror.
22	You sign up to a long contract only to find the action is quickly over. Gain Carouse 1, Gambler 1, Language 1 or Trade 1 as you spend the rest of the ticket engaged in less hazardous activities.
23	Your unit's latest ticket helps stabilise a corrupt government. Gain Recruiting or raise your Social Standing by 1.
24	You are forced by circumstances to act as a spokesman for the unit, denying criminal allegations. Throw Diplomat 8+. Success gains you 1d3 Contacts, failure and you gain 1d3 Rivals who continue to spread baseless accusations against you.
25	Stuck in an isolated position your ammunition runs out during a firefight. Throw Melee 8+ as your enemies overrun your position. Failure earns a roll on the Injury table. Success gives a +4 DM to your next Advancement roll.
26	One of your assignments requires special training for its success, which the employer is willing to pay for. Gain Battle Dress, Drive, Remote Ops, Seafarer or Vacc Suit.
31-36	Life Event. Roll on the Life Events table (see page 34 of the <i>Traveller</i> main rulebook).
41-46	Wartime Event. Roll on the Wartime Events table (see page 34).
51	Your pre-ticket support gives your unit several pieces of specialist equipment that you have to train on. Throw Education 8+. Succeed and gain one of Battle Dress 1, Gunner 1, Heavy Weapons (any) 1 or Remote Operations 1.
52	Your unit is marooned by an untrustworthy client. Roll either Navigation 7+ or Survival 8+. Success allows you to return to civilisation unharmed, gain one of Survival or Recon. Failure means you have to roll on the Injury table.
53	A vicious fire fight turns into bitter close combat. Throw Gun Combat or Melee 8+. Failure causes you to roll on the Injury table. Success increases the skill you rolled by one level.
54	You are assigned to a ticket with plausible deniability. Throw Stealth or Tactics 8+. Success increases the skill you rolled by one level. Failure gains you an Enemy.
55	You discover that your ticket is not as advertised and must quickly adapt to be able to successfully complete it. Roll Int 8+. Success allows you to gain one of Instruction or Jack of all Trades.
56	You have the opportunity for looting inside enemy territory. If you do so gain a +1 DM to one Benefits roll but gain 1d3 Enemies. If you decide not to gain 1d3 Contacts.
61	Your unit received some armoured support for this ticket, making it an easy endeavour. You gain +4 DM on your next Survival roll.
62	You end up using far less ammunition than you thought you would and your requisitions officer is very pleased with you. Gain him as an Contact.
63	You are forced to emergency pilot the evacuation transport when the real pilot is incapacitated. Throw Education 8+. If you succeed, you gain one level in Drive, Flyer or Seafarer.
64	You are placed in the vicinity of a fusion-based weapon that irradiates the area whenever it fires. Throw Endurance 8+. Fail and you suffer from bad radiation poisoning, roll on the Injury table. Succeed and you learn a great deal from watching the weapon being used, gaining Battle Dress 1 or Heavy Weapons (Man Portable Artillery) 1.
65	During a ticket you are assaulted by a traitor. Throw either Gun Combat (any pistol) 7+ or any Melee skill 8+. If successful, you are victorious gain +4DM to your Advancement roll. If you fail, your unit is forced to deal with the traitor after he incapacitates you, roll on the Injury table.
66	You have a one hundred percent success rate for your tickets this term. You are automatically promoted.

WARMONGER

As close to criminals as to mercenaries these individuals are considered undesirables by most of society. However they are also well used by governments and their agencies as people who get the necessary and dirty jobs done.

Qualification: Soc 5+
-1 DM for every previous career.

Assignments: Choose one of the following:

- **Gun Runner:** You smuggle weaponry across neutral lines to the various warring factions of the galaxy.
- **Arms Dealer:** You are part of a private group that sells all sorts of wartime equipment to whoever can come up with the credits.
- **Gun Slinger:** Unscrupulous thrill seekers who roam from conflict to conflict, gaining enjoyment from the carnage around them.

CAREER PROGRESS

	Survival	Advancement
Gun Runner	Edu 6+	Int 6+
Arms Dealer	Int 6+	Int 7+
Gun Slinger	End 7+	End 7+

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	—	Contact
2	15,000	+1 End
3	25,000	Ally
4	20,000	Gun
5	50,000	Weapon
6	70,000	Ship Share
7	70,000	Free Trader

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Soc	Broker	Admin
2	+1 End	Carouse	Advocate
3	+1 Int	Language (any)	Broker
4	Carouse	Persuade	Pilot (any)
5	Deception	Streetwise	Science (Social)
6	Streetwise	Trade	Trade

Roll	Specialist: Gun Runner	Specialist: Arms Dealer	Specialist: Gun Slinger
1	Broker	Advocate	Heavy weapons (any)
2	Deception	Broker	Survival
3	Gun Combat (any)	Drive (any) or Flyer (any)	Streetwise
4	Pilot (any)	Pilot (any)	Gun Combat (any)
5	Stealth	Streetwise	Melee (any)
6	Trade	Trade	Explosives

RANKS AND SKILLS

Rank	Gun Runner/Arms Dealer Title	Skill or Benefit	Gun Slinger Title	Skill or Benefit
1	Spiv	Trade 1 or Deception 1	Gunsel	Gun Combat 1
2	Smuggler		Gunman	
3	Black Marketeer	Broker 1	Warrior-for-Hire	Combat Implant or Weapon
4	Racketeer	Persuade 1	Contract Soldier	
5	Profiteer			
6	Ringleader	Prime Ticket	Warlord	



MISHAPS

2D6	Mishap
2	Your ticket is swept out from under you by a competing mercenary, and you lose your savings. You lose all Benefits from this career, and gain the other mercenary as a Rival.
3	You set up shop in lower a class environment. Your next Benefits roll has a -1 DM modifier.
4	Financial depression. Due to a plummeting economy, you are forced to leave the warmonger business and look for new employment.
5	War escalation unfortunately forces the local military to get involved in your business. This gives you an opportunity to expand your tickets. You may take any other mercenary career for your next term without needing to roll for qualification, but cannot choose Warmonger no matter what.
6	Injured. Roll on the Injury table.
7	A high-credit deal goes sour when your employer double-crosses you, and you were forced to kill him at the negotiation table. Decrease your Social Standing by 1.
8	Severely wounded. Roll twice on the Injury table and take the lower result.
9	You and your associates' weapon cache was hit by saboteurs. They destroy a great deal of your goods before you fight them off. You gain Gun Combat 1 or Melee 1.
10	You are blamed for a major escalation of the local political tensions. Reduce your Social Standing by 1.
11	A series of bad deals and decisions force you into bankruptcy. You salvage what you can. You may take a Benefit roll for this term as well as any others you are entitled to.
12	An arrest warrant is issued, naming you as a war criminal. You are forced to change identity and move to a different career to make law enforcement easier to evade. Gain an Enemy.

EVENTS

Roll d66 Events

- | | |
|-------|--|
| 11 | Disaster! Roll on the Mishap table, but you are not ejected from this career. |
| 12 | You personally are credited with the winning of a popular conflict. Increase your Social Standing by 1. |
| 13 | You are recognised in a public place by the media. Throw Social Standing 8+. Failure shows you in a horrible light that makes the local populace despise you, earning them as an Enemy. Success increases Social Standing by 1. |
| 14 | Your business takes you into an affluent community. Gain a +1 DM to your Benefits roll for this term. |
| 15 | You have the chance to oust a Rival from the local market. If you do so, gain him as an Enemy but gain a level in Broker. If you chose to let him stay, he is thankful and ceases to be your Rival. If you have no Rival you gain a Contact instead. |
| 16 | You are approached by a very powerful personal client with a difficult request. Throw Broker 8+. If you succeed, gain +2 DM to your next Advancement roll and the client as an Ally. If you fail the client tells all of his powerful friends of your ineptitude, you lose your Benefits roll for this term. |
| 21 | Your ticket requires you smuggle illegal items onto a planet for your employer, for their use or yours. If you accept, roll Deception 8+ or Persuade 8+ to gain a level in Streetwise, Deception or Persuade. If you refuse, you gain an Enemy in the local legal authority. |
| 22 | You are forced to spend a great deal of time in war vessels because of travel-based tickets. Gain Astrogration 1, Computers 1, Engineer 1 or Gunner 1. |
| 23 | You have an opportunity to risk a fortune of your earnings on a few hands of cards with a fellow warmonger. You may gamble a number of Benefit Rolls and roll Gambling 8+ or Persuade 9+. If you succeed, you gain half as many Benefit rolls as you risked, rounding up. If you fail, you lose all the rolls risked. Either way, you gain a level in Deception, Gambling or Persuade. |
| 24 | The ticket has the possibility of being highly lucrative. Throw Broker 8+. Success adds +1 DM to your Benefits roll for this term. |
| 25 | A trader asks you to carry a prototype device that he wants to see in action. If you refuse, he tells everyone of your 'cowardice' and you lose -1 Social Standing. If you agree, you must roll on the Injury table for when it backfires but you are compensated for your efforts in the form of a +1 DM to your Benefits roll for this term. |
| 26 | You fulfil a ticket that brings you to a deal table with some important people in the war industry. Throw Broker 7+ or Persuade 8+, gaining an additional Benefit roll if successful. Gain a Contact either way. |
| 31-36 | Life Event. Roll on the Life Events table (see page 34 of the <i>Traveller</i> main rulebook). |
| 41-46 | Wartime Event. Roll on the Wartime Events table (see page 34). |
| 51 | You have to travel to a remote outpost on the frontier. Throw Survival 8+. Fail and you roll on the Injury table. Succeed and you can increase Animals, Melee or Survival by one level. |
| 52 | You have to fill your ticket in the middle of a war zone. Throw Endurance 8+ to avoid Injury. Gain one of Athletics 1, Gun Combat 1, Melee 1 or Tactics 1. |
| 53 | You must defend your supply cache personally from raiders. Throw Gun Combat 8+. Failure causes you to roll on the Injury table and suffer a -1 DM to your Benefits roll for this term. Success grants a +4 DM on your next Advancement roll. |
| 54 | You are offered a chance to receive advanced training from one of your clients in exchange for some of your payment. You may accept, throwing Education 8+ to increase any one skill. If you refuse, gain a +1 DM to your Benefits roll for this term. |
| 55 | You can negotiate a much higher price from your employer. Throw Broker 8+ or Persuade 9+ to gain a +1DM to your Benefits roll for this term. |
| 56 | You unexpectedly find yourself in the front lines of the conflict you were supplying arms for. Throw Tactics or Gun Combat 8+. Failure causes you to roll on the Injury table. Success gains you a level in the skill you succeeded in. |
| 61 | Much of this term was spent in offices and non-hostile locations. You gain +4 DM to your next Survival roll. |
| 62 | You make sure not to undercut the local sales community, earning their respect. You gain 1d3 Contacts. |
| 63 | You know that you have to set up decent defence positions for your base of operations because of the high crime rate for the local area. Throw Intelligence 8+. If you succeed, you gain Combat Engineering 1, Explosives 1, Recon 1 or Tactics 1. Failure will cause you to lose your Benefits roll for this term. |
| 64 | You are put to the test in a massive combat situation, forcing you to act more like other breeds of mercenary. Gain one of Comms 1, Gun Combat 1, Leadership 1, Melee 1 or Tactics 1. |
| 65 | In a wartime meeting of your clients, you are forced to back one side over the other. Unless you can convince both sides that you are 'neutral'. Throw Persuade 8+ in order to seem like a neutral party in this conflict. If successful, gain two Contacts. If you fail, gain one Ally and one Enemy. No matter what happens you gain Persuade 1. |
| 66 | This term was filled with lucrative tickets. You are automatically promoted. |

WARTIME EVENTS

Characters that choose the life of a mercenary know they are headed into a world of conflict and unrest, and will take any chance to turn a profit. Mercenaries spend a huge amount of time away from the 'real world' on battlefields, military bases and demilitarised zones. Consequently, mercenary characters (or common career characters in hostile surroundings, if the Referee wishes) have the chance to experience unique events. If you roll a Wartime Event on the Events table for your career, roll on the Wartime Event table.

Mercenary Retirement Benefits – Friends & Favours

Unlike many of the common career classes presented in *Traveller*, mercenaries are not fortunate enough to receive a retirement package – they rarely live long enough to receive one anyway! They do however, get access to a network of old friends and favours that non-mercenary characters do not.

A character that leaves a mercenary service at the end of the 5th or later term of service is assumed to have created one of these friend and favour networks. They are allowed to roll on the table below once for each term beyond the 4th they spent in the career. The results are added benefits that the character receives.

WARTIME EVENTS

Roll 2d6	Event
2	Just a Flesh Wound: You are lightly wounded. Roll two dice on the Injury table, choosing the higher result.
3	Heartfelt Confession: Someone close to you, likely within your unit, is fatally wounded and dies in your arms. Whilst dying, he confesses something previously unknown to you; from knowing about a traitor to explaining where stolen treasure might be.
4	Double-cross: Someone on your side in a conflict turns on you at the last moment, causing tension within the unit. Paranoia and distrust exists in the ranks for some time to come. Gain a Rival.
5	Impressive Scar: You were wounded by an alien weapon that left a strange scar on your face or neck. It does not hurt anymore, but it does give you a rough exterior that is sometimes difficult to ignore.
6	Camaraderie: You become very close to the other members of your unit and such fraternity is rewarded with unquestioning acceptance. If you choose to remain in the same career path and assignment for your next term, you do not need to roll for Qualification.
7	You save a member of your unit's life and gain a new Ally.
8	Weapon Cache. You stumble upon a stockpile of weaponry and armament. When no one is looking you manage to claim a piece of the find for yourself. Add an Armour, Combat Implant or Weapon Benefit (player's choice) when you muster out.
9	Employment Offer: The character is approached by a potential future employer, and the unit is set up for another conflict before the current one is even concluded. You gain a +2 DM to your next Qualification roll.
10	Heroic Stand: You are caught alone in a fire fight where you hold off an enemy force for a prolonged period of time. Increase Social Standing by 1 or gain a +1 DM to your next Benefits roll.
11	Trouble with Authorities: Your unit is arrested and detained for supposed illegal wartime activities. Lose one Benefit roll or reduce your Social Standing by 1.
12	Unusual Event: Something odd has occurred. Roll 1d6 1 – Meta-Intelligence Officer. You encounter a Psionic officer, who offers to spend some time with you. You may immediately test your Psionic Strength (see page 152 of the Traveller core rulebook) and can, if you qualify, take the Psionist career in your next term. 2 – Alien Mercs. You are saddled with a small unit of alien mercenaries for a few tickets. Gain a Life Science and a Contact among an alien race. 3 – Military Black Market. You are approached by a black marketeer who has some advanced technology for sale on the cheap. You may choose any piece of TL12 personal equipment instead of taking the cash from a Benefits roll. 4 – Shell Shock. You were knocked into a short coma by artillery, and lost several weeks of your memory. 5 – Governmental Award. You and your unit are publicly heralded by the government you were serving. This ruins anonymity, but increases Social Standing by 1. 6 – Ancient weapon technology. You discover a weapon older than the Imperium. Now, if you could only figure out how to use it.

FRIENDS & FAVOURS

2d6 Result	Bonus
2	An alien transport pilot remembers you being kind to his people. Gain 2 ship shares.
3 – 4	Old gambling buddy owes you money. +10,000 credits
5 – 6	Government agent owes you for his life. Gain Ally
7 – 9	Military types rarely forget their debts. +5,000 credits
10	An arms dealer owes you for helping him in a hard time. +7,500 credits or the Weapon benefit
11	One of your old friends has arranged for a lesser vehicle to 'go missing' and end up in your possession. Gain either the Air/Raft or Ship's Boat Benefit
12	You were named as an inheritor on an old colleague's last will. Gain +15,000 credits

Medical Debts – You Are On Your Own

Unlike a steady job with the armed services or a common corporation, working with mercenary groups is tenuous and risky. It is dangerous work, and the hiring units know that. Where a common career might insure an employee for medical costs from being injured on the job, a mercenary's life is often riddled with injuries.

This means that any character that receives medical debts due to injuries received during a term in a mercenary career will not see any of that debt paid by their employers. Mercenaries who get themselves too beat up in their tickets will need to then take on more tickets to pay for the bills incurred in the first, and so on. It is this cycle of working to pay for 'repairs' after working that leads so many mercenaries to die on the job – it is easier than trying to keep up with the doctors' bills!

ALIEN MERCENARY CHARACTERS

The most common setting for the *Traveller* game, the Third Imperium, has several alien races that players and Referees can choose to create characters from. Many of them make fantastic mercenaries, and some even have cultural leanings toward it.

Aslan

Just like their other career opportunities, they seem to divide their ideology on mercenary life as well. Male Aslan tend toward the more physical aspects of the career (Commando, Striker), while females tend toward the more administrative or supporting roles (Cadre, Warmonger). As a race they do not see anything wrong

with selling their services, no matter what the moral implications might be. Aslan are not terribly well-known for their soft, nurturing demeanours – making mercenary life perfect for them.

Droyne

The strange and enigmatic Droyne rarely enter the greater galactic community, and when they do so it is almost always on their own terms and for their own unfathomable reasons. Although they do occasionally join with mercenaries for specific tickets, they are not known to ever do it on a permanent basis. Simply speaking, the Droyne are not stable enough for mercenary life.

Hivers

Frequently found on the employer side of a mercenary ticket, the Hivers are generally opposed to getting physically involved with their targets directly, which makes hiring mercenaries perfect for them. In Hiver society, such endeavours are looked poorly upon when not a tentacles-off policy is taken in mercenary work. Their bodies are not built for the type of rugged service or physical combat that most mercenaries must execute in order to succeed, so it is simply better for them if they remain the employers of mercenaries rather than the employees.

K'Kree

Though they may say they would prefer to take a plasma charge to the chest before travelling around in a cramped starship, the 'centaurs' make remarkably good mercenaries for ground operations. So long as they can stay out of spacecraft-related tickets, their powerful physiques and multi-limbed frames can be extremely useful to a mercenary unit. A K'Kree will happily fight against their foes, especially if aimed at meat-eating targets.

Vargr

The pack mentality of the canine Vargr makes them perfectly suited for life within a mercenary unit. They constantly strive to help and out-do one another for personal prestige amongst their fellows, and enjoy the long hours and cramped quarters. Their physical makeup is well suited for close quarters and firearms combat, and their naturally energetic lifestyle lends them the drive to finish even the most tedious of tickets. Their society loves the idea of a mercenary's life; they go so far as raise their children to become them.

Zhodani

It is a rare Zhodani indeed that will decide to join the mercenary life. Their society lacks the traits that create the need for mercenaries and they tend to look down on this barbarous element of the Imperium. Some Zhodani occasionally may be found operating in border areas as mercenaries, but they are few and far between. Even if more did wish for this life, prejudice against them within the Imperium (where most mercenary work can be found) makes it difficult to find employment.

MEDALS AND COMMENDATIONS

Characters from a military background are capable of earning medals for any heroic action they might have taken during their years of service with the Army, Marines, Navy or within a Mercenary career. The awards here are those presented by the Imperium to its armed forces. Different governments will have their own rewards with their own names, although what the different medals represent will reflect those of the Imperium. Many mercenary units will have their own awards and since they are often working for governments can find themselves eligible for a wide range of decorations.

These medals are awarded during character generation whenever the character is involved in a Mishap or Event that is combat orientated and needs a skill roll to prevent injury. The result of this roll will determine what medal(s) is/are received by the character.

Combat Ribbon: Any character that is in a combat Event or Mishap will automatically be awarded a Combat Ribbon. These will include a citation that will detail the character's name, rank, unit and the name and date of the action. Although the Imperium does keep track of such awards they are not advertised greatly, although on smaller planets or settlements a well-travelled favourite son may well get a mention in the local news media if he receives a Combat Ribbon.

Combat Command Ribbon: Any officer that receives a Combat Ribbon is automatically awarded with a Combat Command Ribbon. This award recognises the fact that the character has led troops into battle and will provide the same details as a Combat Ribbon. Many mercenary units will offer higher positions to ex-service personnel who have a Combat Command Ribbon ahead of those who have just gained rank without having led men in combat. Local media is more likely to pick up on the reward of such a medal, but it will not feature in any major network or periodical.

Purple Heart: Any character that has to roll on the Injury table having failed his skill roll is awarded a Purple Heart. The medal will again have all the details of the character and incident upon it and is considered a more notable reward than either the Combat Command Ribbon or Combat Ribbon by most civilians. Mercenary units tend to be less impressed though, although they will respect a man willing to risk his life and shed blood for his cause/regiment/comrades. The award is much more likely to be featured in local media and any character returning to his homeworld/town/neighbourhood is more likely to receive a hero's welcome.

Meritorious Conduct under Fire (MCUF): The MCUF is the first medal for bravery awarded to those who show valour on the field of battle. Although many thousands of these are awarded every year within the Imperium they are considered to be a great honour to receive. This medal, and its more illustrious medals for bravery, is very highly regarded in both military and civilian circles. An individual

awarded such a medal will be honoured by his community with, at the least, a public reception by local dignitaries. A character is awarded this medal if the Effect of his skill roll is 3 or more.

Medal for Conspicuous Gallantry (MCG): Considered for acts of great heroism, the MCG is a very notable reward indeed. The bravery of those given this award is unquestioned and those that receive it are likely to get widespread recognition, with larger media outlets noting the reward. A character is awarded this medal if the Effect of his skill roll is 5 or more.

Starburst for Extreme Heroism (SEH): The SEH is the highest honour that can be achieved by an individual under arms in the Imperium. Generals, Admirals and Subsector Dukes will all salute the man, or woman, who has shown the outstanding heroic qualities necessary to win the award. Despite the vast nature of the Imperium and many conflicts that it will be engaged in an individual receiving the medal is still notable enough to be reported in major news media and those that receive the reward can expect a (deserved) hero's welcome when they return home. A mercenary unit will welcome a bearer of the medal into its ranks, the prestige alone being worth their while, let alone the benefit of having such a notable warrior within its ranks. A character is awarded this medal if the Effect of his skill roll is 7 or more.

Going for Glory

Some players will want to take every opportunity they can to gain the highest military honours possible during character creation. As a result it is possible for players to go for glory whenever they are presented with a chance for a reward. A character may add up to 3 to the difficulty of the skill roll, making it much more likely to be injured. However, when it comes to receiving an award the modifier is added to the Effect instead.

Example: Ensign Thomas Atkins, Jnr is serving in the Wet Navy on his homeworld when he engages enemy forces. The enemy boards his craft and he must fight them off (Event 53 on the Wet Navy Events table). Deciding that this may be his only opportunity for glory Atkins leaps into the fray, taking a massive +3DM to the target number he needs to roll. Taking the dice he rolls a 4 and a 3, he has a skill of 2 in Melee (Unarmed) and 9 Str for a further +1. This gives him a total of 10, however he needs 11+ to avoid injury and is hurt in the ensuing fight.

Checking to see if he has won a medal for his pains, he adds +3 to the total for his bravery, getting a 13. This is 5 more than the 8+ normally needed to avoid injury (this number is unchanged for the purpose of determining if the character will receive an award), and young Tommy's bravery does not go unnoticed. He will receive the MCG and also gain a Purple Heart (for his injury), a Combat Ribbon and a Combat Command Ribbon, assuming he will survive his wounds

NEW SKILLS & SPECIALTIES

Those who have joined the ranks of the mercenaries, or simply those who have studied some of their talents, can apply a host of new and interesting abilities in their everyday lives. New equipment types, the need for certain knacks and even just a basic desire to excel in their careers give mercenary characters better access to these specialised abilities.

This chapter is dedicated to a handful of new skills designed for use by mercenary characters in *Traveller* and new specialties to old skills that can be now added to those core rules. Additionally, there is an entire section of addendums to the core career paths found in the main rulebook – adding the new skills to some of the original careers if they are desired.

New Skills and Specialties

Each New Skill is noted with an “*” in front of its name and is described here using the basic following format:

Description: What the new skill does.

Specialties: If the new skill has several specialties, they are listed here.

Common Checks: Common uses for the new skill, and what time increment, characteristic DM and difficulty are associated with those uses.

NEW SPECIALTIES AND COMMON CHECKS FOR CORE SKILLS

If this book presents a new specialty or check for the core skills found in the *Traveller Core Rulebook*, they will be listed under the name of the core skill, but only the relevant information for the new specialty. None of the skill's other uses will be re-listed, as they are already available.

Admin

Arranging a ticket properly: 10-60 Minutes, Education or Social, Average (+0).

Athletics

- **Archery:** The use of bows and crossbows for hunting or in combat.

Battle Dress

Battle Dress 2 permits the use of an artillery-equipped Battle Dress. The maximum usable Heavy Weapons skill is limited by the Battle Dress skill. For example if a character has Field Artillery 4 and Battle Dress 2 then his Field Artillery skill would be reduced to 2 when wearing and using artillery equipped Battle Dress.

Reloading the weapon rig on an artillery-equipped Battle Dress: 1-6 minutes, Dexterity or Education, Routine (+2).

Broker

Negotiating a profitable ticket fee: 1-6 Hours, Intelligence or Social, Average (+0) (see the *Mercenary Tickets* chapter for more details on how to use this specialty).

*Combat Engineering

The character is trained in the rapid construction of field fortifications, large-scale camouflage, the appraisal of a structure's ability to withstand enemy fire, landmine placement and removal, and/or placement of passive ground sensors. Essentially the battlefield is the character's to mould as he sees fit.

Specialties

- **Fortifications:** The character is trained how to build field defences from trenches to bunkers.
Building a field fortification (trench, sandbag wall, etc.): 1-6 Hours, Education or Endurance, Average (+0). Resulting fortification grants maximum cover equal to half Effect (round up).
Building a defensive fortification (wall, bunker, etc.): 10-60 Days, Education, Difficult (-2). Resulting fortification grants maximum cover equal to Effect.



Finding weak point in enemy fortifications: 1-6 Minutes, Intelligence, Difficult (-2). Character can ignore the cover DM of targets behind fortification, up to an amount equal to Effect.

- **Camouflage:** The character is trained to camouflage vehicles, fortifications and field sites.
Constructing sufficient camouflage to hide a single vehicle: 10-60 Minutes, Intelligence, Average (+0). Grants a Stealth skill to the vehicle equal to Effect until vehicle is moved.
Constructing sufficient camouflage to hide a single small building or defensive fortification: 1-6 Hours, Intelligence, Average (+0). Applies a skill DM penalty to those looking to visually find it equal to Effect until discovered.
Hiding a doorway or hatch from view: 1-6 Minutes, Intelligence, Average (+0). Grants a Stealth skill to the doorway/hatch equal to Effect until discovered.
- **Land Mines:** The ability to place, search for, and remove land mines.
Properly hiding a minefield: 1-6 Hours, Dexterity or Intelligence, Difficult (-2)
Avoiding previously placed minefields: 1-6 Minutes, Dexterity or Intelligence, Average (+0)
Removing an active land mine: 1-6 minutes, Dexterity, Very Difficult (-4)
- **Sensor Surveillance:** The use and placement of specially crafted ground sensors.
Properly placing a ground sensor: 10-60 Minutes, Intelligence, Routine (+2)
Avoiding triggering existing ground sensors: 10-60 Seconds, Dexterity or Intelligence, Difficult (-2)

Drive

- **Hover:** For hovercraft and other ground-repulsion vehicles.
Driving a hovercraft across uneven terrain: 1-6 minutes, Dexterity, Difficult (-2)
Using a 'hover burst' to leap over protruding objects: 1-6 seconds, Dexterity, Routine for small objects (+2), Average for man-sized objects (+0), Difficult for vehicle-sized objects (-2)

Explosives

Setting an anti-personnel charge to affect a specific area or angle: 10-60 seconds, Education, Average (+0), Opposed by potential targets. The damage from the explosive is multiplied by the Effect.
Creating a lesser charge from household chemicals: 1-6 hours, Education, Difficult (-2). Base Radius is 1 metre and Damage is x2, either of which can be added to by points of the Effect (1 for 1 basis).

Flyer

Deploying carried personnel from a low altitude: 1-6 minutes, Dexterity, Average (+0)

Gun Combat

- **Slug Carbines:** Using slug throwing weapons designed to fill the space between pistols and rifles; autocarbine, gauss carbine, etc.
- **Zero-G Weapons:** Using weapons designed for use specifically in Zero-G situations. Only characters who already have Zero-G Combat expertise may take the Zero-G Weapons specialty upon receipt of a Gun Combat skill. Zero-G Weapon skills may also be applied to accelerator weapons and snub pistols.

Heavy Weapons

- **Flamethrowers:** Using weaponry designed to project dangerous payloads in a fan or gout at short ranges.

*Instruction

This skill allows the character to help others learn from their knowledge and experience. Anyone with the Instruction skill can pass on the basics of their own knowledge to less experienced characters over a period of time. They can, with a successful check, pass skills to other characters up to a maximum level of one less than their Instruction skill or one less than their own skill level in the skill being taught (whichever is lower). Thus, a character with Instruction 4, Admin 4, Explosives 2 and Pilot 5 could teach another character Admin 3 and Explosives 1 (the skill -1) but only Pilot 3 (Instruction level -1).

Teaching the skill requires an Instruction test on the behalf of the teacher, which takes between 1-6 days less than the time it would normally take (depending on Timing – see page 59 of the *Traveller* main rulebook). The number of students that can benefit from this teaching is equal to the Effect of the check. During the training, the Referee should severely curtail the activities of all characters involved.

At the conclusion of the training, the learning character(s) must then succeed in an Education or Intelligence roll with a Target Number of 8+. Player Characters cannot teach the Instruction skill to other Player Characters. The greatest assets an individual character has is his pool of skills, so we encourage the Referee to exercise great caution in allowing Player Characters to simply hire Non-Player Characters for their Instruction skill.

*Interrogation

Mercenaries are often forced to draw information from sources that do not wish to give it. This places the mercenary in a position to use any number of methods to extract it. This skill governs several ways to force others to give up what they know – knowingly or not.

Specialities

- **Doubletalk:** The character knows how to talk circles around most people, getting them to say or admit to things they never meant to with pressured conversation. With enough time to grill them properly, the character can get anyone to spill their secrets.
Badgering an admission of guilt out of a captive: 1-6 Hours, Intelligence, Difficult (-2). The Effect is the DM penalty against the interrogator's inquiries.
Uncovering a secret through focussed conversation: 10-60 Minutes, Intelligence, Difficult (-2).
- **Torture:** This speciality governs the collection of emotional, physical and psychological methods in which an interrogator can get a victim to break. Through an assortment of unsavoury methods, the character can get anyone to say what he needs them to.
Knowing a true confession from a false one: 1-6 Seconds, Intelligence, Routine (+2).
Using pain or discomfort to acquire an answer to an inquiry: 1-6 Hours, Education or Strength, Average (+0).
Using emotional or psychological response to acquire an answer to an inquiry: 10-60 Hours, Education or Intelligence, Average (+0).

Language

Speaking or deciphering a phrase in false 'language': 1-6 seconds, Education, Average (+0)
Holding a simple conversation in false 'language': 10-60 seconds, Education, Difficult (-2)
Writing or deciphering a complex document or report in false 'language': 10-60 minutes, Education, Very Difficult (-4)

Leadership

Conveying orders non-verbally: 1-6 seconds, Social, Average (+0). Number of words can be conveyed equal to twice Effect.

Medic

Triage: 10-60 seconds, Education, Difficult (-2). Able to prioritize casualties based upon their medical requirements.

Pilot

Deploying breaching troops successfully: 1-6 minutes, Dexterity or Education, Average (+0)

Recon

Figuring the quantity of recent passers by using ground tracks: 1-6 minutes, Intelligence, Average (+0)
Covering one's own tracks: 1-6 minutes, Intelligence, Average (+0) or Difficult if performed without slowing travel (-2). Covers the tracks for a number of additional allies equal to Effect.

Figuring the type of armour worn by a target by its ground tracks: 10-60 seconds, Intelligence, Very Difficult (-4)

*Recruiting

This skill governs the ability to recognise the best individuals to attempt to bring into the character's allegiance, group or affiliation. Used primarily by mercenaries to find new blood for their charter, this skill can also be used by those simply looking for related hirelings or employees. The Recruiting skill also governs the ability a character has to be the most approachable and acceptable when trying to acquire these new comrades as well.

The full rules for mercenary recruiting can be found in the Recruiting Unit Members chapter of this book. Otherwise this skill is used to better gauge the potential of new recruits or other would-be allies, and the ability in which the character has to hire them.

Recruiting 0 allows the character to recognise anyone who shares a career path term with him, and the knowledge of what that path is. Recruiting 1 grants the character the ability to know the average skill level of a character that shares a career path term with him. Recruiting 2 allows the character the ability to know the highest and lowest skill (and level) of a character that shares a career path with him.

Approaching a possible recruit in an appropriate manner: 10-60 Seconds, Social, Routine (+2). The character can approach a number of possible recruits at one time equal to Effect.

Seafarer

- **Personal:** This skill is for any manpowered craft (canoes, kayaks, rowboats, etc.).

Propelling the craft without making wake or splash: 10-60 minutes, Dexterity, Average (+0)

Stealth

Passing through an area without leaving signs: 1-6 minutes, Dexterity, Difficult (-2)

Streetwise

Finding local mercenary contacts: 10-60 hours, Intelligence or Social, Average (+0)
Evading local mercenary contacts: 10-60 hours, Intelligence, Difficult (-2), Opposed

Survival

Discovering temporary shelter in nature: 10-60 Minutes, Education or Intelligence, Average (+0). Shelter can hold up to Effect in inhabitants.
Constructing a temporary shelter in fair weather: 1-6 Hours, Intelligence, Average (+0). Shelter can hold up to Effect in inhabitants.



Constructing a temporary shelter in foul weather: 1-6 Hours, Intelligence, Very Difficult (-4). Shelter can hold up to Effect in inhabitants but lasts for a number of hours equal to twice Effect.

Tracking native fauna: 1-6 Hours, Education or Intelligence, Average (+0). Opposed.

Avoiding native predators: 1-6 Hours, Dexterity or Intelligence, Difficult (-2). Opposed. Predators cannot track the character for a number of hours equal to Effect.

Avoiding treacherous terrain: 10-60 Minutes, Education or Intelligence, Average (+0)

Luring enemies into treacherous terrain: 10-60 Minutes, Intelligence, Difficult (-2). Opposed.

Tactics

Orchestrating faster overland movements for large groups of infantry or vehicles: 10-60 hours, Intelligence, Average (+0). Multiplies overland travel distances by 1.5 for a number of vehicles equal to Effect (multiply number Effect by 10 for infantry).

***Weapon Engineering**

The character is trained on how to build and modify weaponry. This skill has several specialities. Weapon Engineering also requires the character to have access to suitable tools and equipment in order to use it, up to the degree required by the Referee.

- **Drones:** Altering the utility and output of drones, making them more efficient for offensive roles.
Adding a basic weapon system to a non-Combat drone: 1-6 Days, Education, Very Difficult (-4)
Changing weapon systems on an existing Combat drone: 1-6 Days, Education, Difficult (+2)
- **Blades:** Creating bladed or stabbing weaponry from a suitable material.
Forging/carving a bladed weapon: 1-6 Hours, Education, Routine (+2). Blade can have a maximum Damage increased by +1.
- **Slug Throwers:** The assembly and alteration of common firearms that use physical munitions.
Altering Magazine capacity: 1-6 Hours, Education, Average (+0). Increases Magazine rating by Effect, maximum of double normal amount.
Reduce Recoil: 1-6 Hours, Education, Difficult (-2). Lowers Recoil rating by Effect, to a minimum of half existing Recoil (round down).
Create zip gun from household items: 10-60 Minutes, Education, Difficult (-2)
- **Energy Weapons:** The assembly and alteration of energy-based weaponry.
Increasing power output and drain: 1-6 Hours, Education, Very Difficult (-4). Adds Effect to Damage, but drains Effect from Magazine each attack.
Increasing power efficiency: 1-6 Hours, Education, Difficult (-2). Magazine capacity is increased by 10% per Effect.
- **Heavy Weapons:** Alteration of some of the most powerful weapons known to exist.
Altering Magazine capacity: 10-60 Hours, Education, Very Difficult (-4). Increases Magazine rating by Effect, maximum of double normal amount.
Reduce Recoil: 10-60 Hours, Education, Very Difficult (-4). Lowers Recoil rating by Effect, to a minimum of half existing Recoil (round down).

ADDING MERCENARY SKILLS TO CORE CAREER PATHS

The five new skills added to *Traveller* from this book cannot be expected to solely be in the possession of mercenary characters, and should be available to any character generated. As these skills are generated by the choosing of career paths, the core careers in the basic rulebook do not have these new skills in their possible learning paths as written.

To allow players and Referees creating characters to have access to these skills during character creation using even just the core career paths found in the basic rulebook, we have pointed out several

places in a common character creation where the new skills can be *substituted* for those as written, if the Referee allows for it.

The following are all of the places in the *Traveller* core character creation system where the new mercenary-based skills could be acquired.

Navy Career

When performing a term in the Navy career path, the following skill substitutions can be noted.

- Mechanic can be substituted with Weapon Engineering
- Admin can be substituted with Interrogation
- Leadership can be substituted with Instruction or Recruiting

Marines Career

When performing a term in the Marines career path, the following skill substitutions can be noted.

- Tactics can be substituted with Combat Engineering
- Engineering can be substituted with Combat Engineering or Weapon Engineering
- Leadership or Admin can be substituted with Instruction or Interrogation

Army Career

When performing a term in the Army career path, the following skill substitutions can be noted.

- Recon can be substituted with Combat Engineering
- Engineering can be substituted with Weapon Engineering
- Diplomat can be substituted with Interrogation or Recruiting
- Tactics can be substituted with Instruction

Scouts Career

When performing a term in the Scouts career path, the following skill substitutions can be noted.

- Engineering can be substituted with Combat Engineering or Weapon Engineering
- Persuade can be substituted with Recruiting

Merchants Career

When performing a term in the Merchants career path, the following skill substitutions can be noted.

- Admin can be substituted with Instruction
- Persuade can be substituted with Recruiting

Agents Career

When performing a term in the Agents career path, the following skill substitutions can be noted.

- Investigate can be substituted with Interrogation
- Advocate can be substituted with Instruction
- Persuade can be substituted with Recruiting

Nobility Career

When performing a term in the Nobility career path, the following skill substitutions can be noted.

- Admin can be substituted with Instruction
- Diplomat can be substituted with Interrogation or Recruiting
- Persuade can be substituted with Recruiting

Scholar Career

When performing a term in the Scholar career path, the following skill substitutions can be noted.

- Admin, Diplomat, Any Science or Advocate can be substituted with Instruction
- Persuade can be substituted with Recruiting

Entertainer Career

When performing a term in the Entertainer career path, the following skill substitutions can be noted.

- Persuade can be substituted with Recruiting

Rogue Career

When performing a term in the Rogue career path, the following skill substitutions can be noted.

- Investigate can be substituted with Interrogation
- Persuade can be substituted with Recruiting

Drifter Career

When performing a term in the Drifter career path, the following skill substitutions can be noted.

- Survival can be substituted with Interrogation

SKILL PACKAGES

The following skill substitutions can be made when choosing the skill packages for groups of starting Player Characters.

- Engineering 1, Streetwise 1 or Survival 1 can be substituted with Combat Engineering 1
- Admin 1, Advocate 1, Leadership 1 or Persuade 1 can be substituted with Instruction 1
- Deception 1, Diplomat 1 or Persuade 1 can be substituted with Interrogation 1
- Admin 1, Advocate 1, Leadership 1 or Persuade 1 can be substituted with Recruiting 1
- Engineering 1, Gun Combat 1, Gunnery 1 or Heavy Weapons 1 can be substituted with Weapon Engineering 1

ALTERNATE CHARACTER GENERATION RULES

All of the alternate methods of generating a *Traveller* character given in the core rulebook are designed to not have to rely upon the career path tables, and are therefore exempt from all of the above substitutions and additions. Instead of applying them as listed above, the player or Referee simply chooses to purchase the new skills with the Point Allocation system as normal.

MERCENARY TICKETS

Every mercenary in the *Traveller* universe is looking for one primary goal in their chosen careers – money. Where a common spacefaring citizen in *Traveller* can just go out and get a job using the skills that they have, a mercenary is not as lucky. A mercenary's skills are most commonly built for combat, which is not something that the average spacefarer can make money at. Not legally; not without being signed to a *ticket*.

Tickets are legally sanctioned, but not always publicly known, contracts between one party (the employer) and the mercenary unit involved (the employee). Each ticket is backed by the local authority that must be present when it is drawn, and should dictate what the mercenaries are required to do in order to get paid. It is, essentially, the most important piece of documentation a mercenary can own.

Although just having a ticket does not necessarily mean that the authorities (the legal agency in the vicinity of the ticket's execution) will accept it, merely that someone with the right lawyers, money and power will stand behind the mercenaries if need be. Having a properly drawn up ticket with a group of mercenaries will not make them immune to legal retribution, but it will protect them most of the time.

This chapter is a comprehensive look at how to create a mercenary ticket, what they actually do in the *Traveller* game setting for those who have them, and a list of a few standardised tickets for Referees to use when the players are not feeling like negotiating.

WHAT IS IN A TICKET?

A mercenary ticket is drawn only as detailed as the mercenary unit needs it to be, leaving out whatever details they feel they will need to. Properly drawn tickets can contain any and all of the following portions.

Employer Details

This section of any ticket discusses the party or parties involved that will be hiring the mercenary to perform the duties of the ticket itself. The details of the employer(s) are often very precise and meticulous in their description, as it is very easy for a mercenary to *adjust* his loyalties if this is not the case. An employer with any bit of sense will make sure that the ticket explains exactly who they are, so an unscrupulous mercenary unit cannot hope to double-cross them in the future.

It is common practice for employers to list themselves by the largest of terms. A company will not be listed by the executive brokering the deal, and a government will not list a ticket under the president or leader. This is actually done for two reasons; to keep the ticket sanctioned even if that individual is no longer with the employer,

and to make sure that no one person can be blamed in the eye of the public. Ticket information is sometimes considered public domain in some areas after they have been fulfilled or cancelled, so group names are best served to avoid personal vendettas.

Employee Details

This section is the most important for the continued reputation of the mercenary unit hiring to the ticket. It describes which and how many members in the mercenary unit will be required to complete the ticket. The more manpower a ticket leaves room for, the easier the ticket will likely be, but also means lessened profitability. If a ticket requests specialists, it means the price can be driven up. This section of a ticket is the best place for a growing mercenary company to include its specifics – adding to its reputation with each fresh contract.

The employee details of a mercenary ticket are also where a unit can choose to operate under false names, anonymous details, or limited facts about them. Depending on the services needed, and perhaps the targets of those services, not being recognised for the work being done can be better for the mercenaries in the long run.

Service Required

Arguably the most important section on any ticket, this is where the actual business of the contract is listed. Unlike other areas of the ticket, where ambiguity might be useful, the services section needs to be as detailed as possible for the benefit of both parties. If the services are drafted too vaguely, the ticket could be misinterpreted and the job done improperly. The employer wants the ticket to be precise in order to get the job done right; the employee wants the service to be explained as plainly and specifically as it can be. The result is hopefully a clear image of exactly what they have to do to get paid.

Pre-Ticket Support

There are some tickets that require special equipment or services to occur before the employee can begin to fulfil the services. Some employers will understand this fact and arrange for this special support as part of the ticketing process. If a ticket's services are going to be difficult without certain gear the employer is frequently expected to at least offer the funds to equip themselves, if not the equipment itself.

For obvious reasons, this section is very important to the mercenary unit involved. If they want to survive such a specialised ticket, this sort of pre-service assistance is necessary. Some mercenary units pride themselves on rarely needing pre-ticket support, but most are happy to get at least a little payment before the action begins.

Post-Ticket Support

Events unfortunately happen while in the course of a ticket's fulfilment that cannot always be expected, and often the employer makes ready for that. Items attached to a ticket, like assisted health care, rearmament fees or something as simple as evacuation transportation, can be placed under post-ticket support. This section of a mercenary ticket is dedicated to what the employer is willing to do for the employee after a ticket's service has been met, beyond simple financial payment.

Employers rarely choose to add a great deal into post-ticket support unless it somehow figures into their overall cost of hiring the unit. For instance, an employer that has access to a fleet of fast space cutters might throw in transportation for free, but pay slightly less in hard currency as a result. A medical frigate could allow for post-ticket first aid or surgery in exchange for reduced fees or pre-ticket support. Few employers give services away for free, but when they need to get just the right unit to fill their ticket – they may have to.

Compensation Package

The most important part of a ticket to all parties involved, the compensation package of the contract is what describes the financial fees involved with its fulfilment. Employers want to get as much as they can out of the ticket for the least amount. Employees want to get paid as much as they can for as little work as possible. Essentially, everyone wants to get to the successful end of a ticket while gaining as much as they can – so long as they gain more than the other side of the contract.

Although the actual credit value of a ticket's compensation is almost always the main wage an employee can earn, but many try to get additional compensations in the form of material gains. Guns, armour, even ship shares will sometimes be offered in lieu of cash, but not as commonly as some mercenaries might like.

Repatriation Bond

Rarely used but almost assuredly included, this section of a ticket is designed to protect the employee in the unlikely case that the employer falls apart, is disbanded or dies before the ticket can be completed. In the case where an employer is not around to fulfil its end of the ticket, the repatriation bond is a lump sum of credits due to the employee at the ticket's closing. This sum is often less (sometimes dramatically so) than that of the agreed compensation package, but every mercenary unit likes to see they get paid for their efforts. Getting back from a ticket and receiving some payment is far better than getting back to find that an employer no longer exists and neither does the wage.

The repatriation bond almost always includes a second sum of credits reserved to send communication to the unit in the field, telling them that the ticket has been voided by the employer's removal. This also pays for transport out of the field if necessary, and sanctions their immediate evacuation from the situation. Most operational authorities will honour the removal of mercenaries that are no longer ticketed to stay, as it has become commonly good form to do so.

Escape Clause

Added in the case that a mercenary unit wants out of its agreed duties, this section of a ticket is not as common as one might think. No employer wants to leave room for a disloyal mercenary unit to walk out on an unfinished job, but no employee wants to be signed into an untenable ticket situation either. When an escape clause is added it normally bears serious repercussions (sometimes in the form of financial reimbursement) toward the employee. As it in effect protects the mercenary unit from getting 'stuck' in a ticket they cannot or should not finish, it is up to them to make it worthwhile to the employers for their time, effort and reputation.

THE ADMINISTRATION OF A TICKET

Once an employer realises they are in need of a mercenary's services they choose who they are going to seek for employment, then arrange for a meeting with their administrative staff. Some units have pre-arranged members for the business end of their careers, calling themselves officers or even legal contractors. There are many who do not care who they send, just the nearest unit members. It all depends on the unit, their overall training and how much they care to get the most out of each ticket.

Once administration has been arranged, it is generally a short meeting that takes place in a neutral location. Dinner, jokes and sometimes drinks will precede a ticket administration. Mercenary units will sometimes use the environment surrounding the administration process as a way to squeeze just a few additional credits out of a potential employer before the ticket is signed.

An administration meeting has three main segments: the offer, the negotiation, and the closing. Each of these three steps is singularly as important as the rest and any can be devastating to the mercenary's position in the ticket if handled poorly.

The Offer

When a potential employer sits down with a mercenary unit representative to set up a ticket, they already know what they need the ticket to do and a good idea of what they are willing to pay for it. If they do not, they have already lost their initial bargaining tool and the negotiations will assuredly go against them. They must have their ideas and limits ready or a seasoned mercenary administrator will take them for all they are worth.

The initial offer for a ticket's services should be simple enough. The employer states what they need done and what their initial ticket compensation package should look like, and hope that the mercenary accepts it. If the offer is too low, the mercenaries might walk away from the table disgruntled and offended by the small offer. If the offer is too high, a mercenary unit might wonder exactly how dangerous the ticket really is and walk away before they get into something they cannot handle.

In game terms, when a mercenary administrator sits down to judge the opening offer of a ticket – to ensure it is good enough, but not



too good – he must throw his Admin skill 8+. Depending on the Effect of the throw, the mercenary can have a good deal of sway over the honesty of the Ticket Offer segment of a ticket (see Creating the Ticket below). The degrees of Effect on this throw are below.

Effect	Ticket Offer Adjustment
1 or lower	–4 DM
2	–2 DM
3	+0 DM
4	+0 DM
5	+1 DM
6 or more	+2 DM

The Negotiation

Once the initial offer has been accepted, rejected or otherwise pored over, the real negotiation over a ticket begins – the terms of the ticket. This part of the process is where the two sides of the ticket administration try to adjust the various terms to their benefit. From something as simple as the amount of monetary compensation being offered to the length of time the ticket is active, all of these things are discussed and decided.

Some administrators might gloss over certain details in favour of others, but everyone is obviously interested in getting their way. This is where an employer can lose a mercenary if they are too strict and are not willing to meet the unit's terms. The mercenary can also lose their chance at the ticket if they do not bend enough to meet the employer's wishes. It can be very tense for the administration teams, especially if they feel that they are getting the short end of the deal. It is not often that a ticket is simply offered and then signed, and many mercenaries train their administration officers explicitly to make the most of each and every ticket they sit down to negotiate.

In game terms, the negotiation process requires both primary administrators (the employer and the employee) to throw their Broker skill. If the employer's result is higher than the mercenary's, then the ticket is more or less arranged as the employer needs it to be, and all of the tables used to generate a mercenary ticket (see Creating the Ticket below) are rolled normally, with no modifiers. If the mercenary administrator manages to roll a higher overall result than the employer, his Effect is compared to the table below. This shows just how much sway the mercenaries have in creating the ticket and adjusting it according to their wishes. Ticket adjustments are discussed further later in this chapter.

Effect	Number of Ticket Adjustments
1 or lower	1d6
2	1d6+1
3	1d6+2
4	1d6+3
5	2d6
6 or more	2d6+2

The negotiation process is a back and forth process that can take several hours, but it is generally up to the mercenary administrators as to exactly how far they want to push the ticket's limits – the employer needs them, after all, and not necessarily vice versa.

The Closing

The final part of any ticket administration, the closing portion of the meeting – even if it is an electronic one – is always a very tense few moments. The employer does not want to say or do anything that might jeopardise the ticket at the last minute. The mercenary representative wants to make sure that he does not give the impression to the employer that his unit will not do the best it can to finish the ticket. Everyone wants to walk away from the meeting happy, or at least satisfied the job will be done and paid for.

There is no real game mechanic for leaving an administration properly, but so long as the mercenary does not do anything unforeseen that might tip of an employer to shoddy work, everything should go as planned.

Outside Administration

Even if an entire player group of mercenaries is running missions in *Traveller*, they might want to simply let someone else in the unit do all of the ticket administration. They can let a different unit member do all of the negotiating in order to simply run the ticket's services and get paid.

If a player unit decides to allow this form of 'outside administration' to create tickets for them, they will obviously be unable to accumulate Ticket Adjustments for the ticket creation process. In this situation they are at the mercy of their unit's administrators, and must abide by what they negotiate.

Any ticket that is administrated by outside forces is given 1d6-1 Ticket Adjustments during the creation process.

CREATING THE TICKET

Whether it is because of player actions during a session, or simply because a Referee wants to arrange a mission for his players behind the scenes, the ability to roll up a mercenary ticket is an important part of this sourcebook.

This section covers the process of building a mercenary ticket step by step. From the first details to the final arrangements, this section shows how these missions are created.

Ticket Adjustments

Whether gained through the characters' terms of mercenary service or through the administration process, Ticket Adjustments are what allow them to make the most of the ticket. They are, in essence, the only amount of control the players have over the random creation process of a mercenary ticket.

Throughout the ticket creation process, there will be several places where the expenditure of a Ticket Adjustment will affect the final form of the ticket. The Referee should keep a constant tally of how many Ticket Adjustments the players use during the process.

STEP ONE – WORKING OUT THE EMPLOYER DETAILS

It may seem obvious that the employer of a mercenary ticket would be listed plainly and honestly, but it is not always the case. Some employers are purposefully shady in their listings, and only through the mercenary's scrutiny can they be discovered.

The Referee may choose or roll randomly upon the table below to show the amount of detail an employer will place inside the ticket.

The above information is considered privileged for the Referee unless the mercenary administrator involved chooses to research it further. This costs the administrator one Ticket Adjustment to research, and takes an Admin throw 7+ to know the status of the employer's true details. Knowing these details will not allow the mercenary to actually change anything, but it will give them insight as to who they are dealing with and whether they really wish to proceed.

STEP TWO – INCLUDING THE EMPLOYEE DETAILS

This segment of the ticket is completely in the hands of the mercenary administrator. The employer might request specific pieces of information, but it is truly up to the mercenary unit what they include. Some tickets might seem too amoral or high-profile for a mercenary unit just looking to make the paycheck, allowing them to work without the social stigma.

The amount of information about the mercenary unit listed on a ticket is up to the individual administrator. If the unit does not want to include all of the information about itself, it simply does not. Omitting any information about the unit on the ticket costs the unit administrator one Ticket Adjustment.

If the unit wishes to be completely up front and honest, including all pertinent unit information freely, they instead receive a bonus Ticket Adjustment – it is easier to negotiate with an employer when they trust your unit.

STEP THREE – SERVICE REQUIRED

The largest portion of any ticket, creating the service section is a huge multi-segment process that often fills pages of the contract document. Even though the employer will have all of this information already in mind, the mercenary unit can negotiate a few of the terms here and there to better suit their skills.

EMPLOYER DETAILS

2d6 Result	Employer Details
2	Employer is trying to remain anonymous and use false nomenclature to protect itself.
3-5	Employer is purposefully vague on important details.
6-8	Employer is perfectly honest in the ticket, but details are little more than title and mode of communication.
9-10	Honest details; including the employing agent's name and direct communication.
11	Honest and very detailed information about the employer.
12	Private Ticket; employer is honest – but is willing to pay extra to keep the information secret.

In game mechanics there are several sub-steps the Referee must go through in order to create exactly what sort of services the ticket requires. These sections are detailed collectively under the heading of Services. Anytime during this process, unless otherwise noted, the mercenary unit can expend Ticket Adjustments to move the result of any random roll upon the tables below up or down one increment.

The following sub-steps should be completed in the order they are written.

3.1 GENERIC SERVICE TYPE

There are several overall types of work that a mercenary unit can fill a ticket for. The Referee can either choose or roll randomly on the table below to determine this. For this roll, the administrating character's Rank is added to the result.

2d6 Result	Generic Service Type
1 or lower	Criminal
2	Guerrilla
3	Cadre
4	Cadre
5	Commando
6	Commando
7	Striker
8	Striker
9	Striker
10	Security
11	Security
12	Warmonger
13 or higher	Dream

Once the Generic Service Type has been determined, the next step is to figure out the exact nature of the ticket's mission. The varied sub-types of mission are rolled randomly on the individual Service tables below, the descriptions of all mission categories are listed after all of the tables.

CRIMINAL MISSIONS

1d6 Result	Mission Type	Compensation Grade
1	Assassination	E
2	Raid	A
3	Raid	B
4	Raid	C
5	Sabotage	C
6	Unlawful Acquisition	D

GUERRILLA MISSIONS¹

1d6 Result	Mission Type	Compensation Grade
1	Sabotage	A
2	Sabotage	B
3	Terrorise	D
4	Assassination	D
5	Recon	B
6	First Strike	C

¹ A mercenary administrator with two or more terms in the Guerrilla career path can roll twice on this table, choosing the result they desire.

CADRE MISSIONS¹

1d6 Result	Mission Type	Compensation Grade
1	Train	A
2	Train	B
3	Field Exercise	B
4	Field Exercise	C
5	Active Duty	D
6	Recon	C

¹ A mercenary administrator with two or more terms in the Cadre career path can roll twice on this table, choosing the result they desire.

COMMANDO MISSIONS¹

1d6 Result	Mission Type	Compensation Grade
1	First Strike	C
2	Raid	B
3	Active Duty	D
4	Active Duty	E
5	Retrieval	C
6	Elimination	D

¹ A mercenary administrator with two or more terms in the Commando career path can roll twice on this table, choosing the result they desire.

STRIKER MISSIONS¹

1d6 Result	Mission Type	Compensation Grade
1	Counter Strike	E
2	Recon	A
3	First Strike	C
4	First Strike	D
5	Elimination	C
6	Elimination	D

¹ A mercenary administrator with two or more terms in the Striker career path can roll twice on this table, choosing the result they desire.

SECURITY MISSIONS¹

1d6 Result	Mission Type	Compensation Grade
1	Defence	A
2	Defence	B
3	Defence	C
4	Active Duty	D
5	Escort	B
6	Escort	C

¹ A mercenary administrator with two or more terms in the Security career path can roll twice on this table, choosing the result they desire.

WARMONGER MISSIONS¹

1d6 Result	Mission Type	Compensation Grade
1	Escort	B
2	Escort	C
3	Field Exercise	C
4	Commerce	D
5	Commerce	E
6	Raid	C

¹ A mercenary administrator with two or more terms in the Warmonger career path can roll twice on this table, choosing the result they desire.

DREAM MISSIONS

1d6 Result ¹	Mission Type	Compensation Grade
1	Recon	D
2	Escort	E
3	First Strike	F
4	Field Exercise	D
5	Elimination	G
6	Technological Test	D

¹ Raising or lowering this result costs three Ticket Adjustments per increment.

Mission Definitions

The following are brief descriptions of what each mission type means to the categories that they could theoretically be assigned to. These descriptions are by no means the only reasons and circumstances these missions could take place, but it should give the Referee a good place to start for their common tickets. Following each description in parenthesis is also what Length of Service table will be used in the following sub-section.

Active Duty: The mission assigns the mercenary unit to serve on a battlefield that is currently home to some sort of military conflict. (LONG)

- *Cadre* missions of this type tend to be 'hands on' training runs that let the mercenary unit help one side of the conflict learn how to survive and hopefully be victorious.

- *Commando* missions in active duty roles tend to be simple fill-in positions for regular military units.
- *Security* units placed in active duty are used to protect important battlefield assets or personalities.

Assassination: The mission involves the killing of a specific target or targets. (SHORT)

- *Criminal* missions of this kind are unsanctioned murders, plain and simple.
- *Guerrilla* units sent to assassinate someone are almost always targeting the head of a company, governmental office or rival force in the way of the employer's progress.

Commerce: This *Warmonger*-only mission type is used to describe a ticket that revolves around the sale of specific goods or services in a hostile area, or to a hostile client. Including arms deals, smuggling and personal contracting, this mission is all about making profits. (MEDIUM)

Counter Strike: This *Striker*-only mission is the directed use of force in retaliation for an attack of some kind against the employer. Paying largely for expedience and rapid-response, these missions are used normally at the beginning of smaller conflicts before they become full-fledged wars. (SHORT)

Defence: This *Security*-only mission is based around the hiring and assignment of mercenary personnel to a single location or person, protecting them from outside harm. This could be a corporate location, a specific item, or even a travelling starship. (MEDIUM)

Elimination: The mission is based around the active seeking of a target and destroying it. It could be a location, an item, a group or a specific piece of information. (SHORT)

- *Commando* missions of this type frequently are a single piece of a larger effort. The unit must destroy a specific target that would be helpful to the greater conflict effort.
- *Striker* units undertaking these missions are frequently targeting hard-to-get locations or groups, using their fast insertion techniques to deal with the target before any further defences can be raised.
- *Dream* missions of this type are too good to be true. They are unguarded targets that the unit must eliminate, and likely without too much trouble. The pay is probably too much for such an easy job, but few mercenaries ask why.

Escort: This mission involves the unit going from one point to the next while defending a specific target from capture or destruction. (MEDIUM)

- *Security* units assigned to this mission are likely bodyguards or handlers of something or someone worth a great deal to the employer.
- *Warmonger* mercenaries that are escorting items are also frequently smuggling the item as well, making sure that the target reaches its destination unmolested.
- *Dream* escorts are much like any other babysitting role, but pay immensely well due to the extreme importance of the target to the employer.

Field Exercise: This mission type involves the mercenary unit performing some sort of average task in a potential hostile location. (MEDIUM)

- *Cadre* units often take groups of recruits or employers out into the field to train them in ways that they cannot manage in a gym or classroom.
- *Warmonger* units are sometimes asked to bring their wares out directly to those who will put them to use.
- *Dream* missions of this type send the mercenary unit to a task in a utopian area for them, and they can enjoy their environment while they fulfil their ticket.

First Strike: This mission type is the preliminary attack of any conflict, often starting a greater escalation. (SHORT)

- *Guerrilla* mercenaries that sign on for first strike assignments are likely to be making a very public statement about their target at the same time.
- *Commando* units that are given the mission to go on first strikes are typically attacking a location with massed firepower and military fervour.
- *Striker* units on these missions are tactical offensive groups that hit hard, fast and without pause. Their targets rarely have a chance to defend themselves and employers expect a great deal of momentum and efficiency.
- *Dream* missions of this type are rarely difficult for the unit and target unknowing and lightly defended targets that are extremely important to the employer – making them high-paying and low-risk.

Raid: This mission type is used to specifically cause financial damage to the target. (SHORT)

- *Criminal* missions of this type are often planned as thefts, vandalism or arson.
- *Commando* units that are given raid missions are sent in to a location to cause as much collateral damage as they can while performing their manoeuvres. They are supposed to go in, inflict mass damage, and then quickly evacuate.
- *Warmonger* missions of this type are aimed at rivals of the employer, taking assets from them in order to weaken the target's position against them.

Recon: This mission involves gathering information on the target. (MEDIUM)

- *Guerrilla* units on recon duty are secretly learning about the target to likely use it as part of an attack or offensive against it later.
- *Cadre* mercenaries that sign up for these missions are in charge of showing others the best way to gather intelligence upon the target.
- *Striker* missions of this type are designed to get into hostile territory and learn as much as the mercenaries can, by whatever means necessary, before making a hasty escape with the information.
- *Dream* assignments in a recon mission are 'cushy' jobs that involve non-hostile targets. They are often personal in nature

to the employer, and the mercenaries are being paid for their subtlety instead of their firepower.

Retrieval: This *Commando*-only mission type involves a heavily armed unit going into enemy territory with guns blazing and engines hot in order to find, obtain and evacuate with the target. These are frequently used in military situations when prisoners are involved, but governmental hands are too politically tied to take action. (MEDIUM)

Sabotage: This mission type involves the wilful tampering or even destruction of items or locations belonging to the target. (SHORT)

- *Criminal* missions of this type are almost always aimed at the local operational authorities, otherwise they would not be considered criminal in nature.
- *Guerrilla* units signing on to commit acts of sabotage are likely to do so in dramatic and showy way.

Technological Test: This *Dream* mission involves the mercenary unit being equipped with a brand new and untested piece of equipment that they are to give field testing for. Whether it is a new type of armour, weapon, or something as mundane as a new type of environ-ment, the unit is paid well to do research into the usefulness of the item. NOTE: This mission grants the mercenary administrator 2d3 additional Ticket Adjustments for use solely in the Post-Ticket Support section of the ticket. (LONG)

Terrorise: This *Guerrilla*-only mission is the application of violence and fear to make some kind of political or social statement on behalf of the employer. This is sometimes considered to be a truly despicable ticket type, but pays very well for a surprisingly low amount of work. (MEDIUM)

Train: This *Cadre*-only mission involves the mercenaries staying on a base, ship, or compound where they will be helping the target learn whatever skills the employer specifies. This is a very safe ticket to undertake, but most mercenaries also find them excruciatingly boring and frustrating. (MEDIUM)

Unlawful Aquisition: This *Criminal* mission type is the basic idea of picking something up for the employer that does not currently belong to them. Whether it is simple theft, hijacking, kidnapping or some other form of 'acquisition', the unit must take possession of the target and bring it to the employer. (SHORT)

3.2 LENGTH OF SERVICE

The ticket's services are always of a specifically defined length of time, otherwise the mercenary unit could theoretically be contractually obligated forever. It is through the negotiation process that the timing of the contract is worked out.

The following three tables are designed to quickly determine how long the mercenary unit will be given to fulfil the ticket's services. The mercenary administrator may lengthen or shorten the time increment rolled by spending Ticket Adjustments, one per level

moved up or down. Additionally, the administrator can spend three Ticket Adjustments to change the ticket mission's base *table* completely (such as from Short to Long.).

SHORT MISSIONS

1d6 Result	Ticket Service Length
1	1d6 Days
2	1d6 Days
3	2d6 Days
4	2d6 Days
5	1d6 Weeks
6	1d6 Weeks
7	1d6+2 Weeks

MEDIUM MISSIONS

1d6 Result	Ticket Service Length
1	1d6 Weeks
2	1d6+1 Weeks
3	2d6 Weeks
4	1d6 Months
5	1d6+1 Months
6	2d6 Months
7	2d6+1 Months

LONG MISSIONS

1d6 Result	Ticket Service Length
1	1d6+1 Months
2	2d6 Months
3	2d6+1 Months
4	3d6 Months
5	3d6+2 Months
6	4d6 Months
7	1d6 Years

Unless the mercenary administrator specifically includes an 'end of mission' clause (which costs the administrator a Ticket Adjustment), the unit will not actually receive their Compensation Package until the determined time has expired. Most employers might be convinced to sway this if proof of a successful ticket can be shown, but they are not legally required to do so unless this clause is included. For longer term contracts that run into several months or more it is not unusual for an employer to pay on a monthly basis in arrears. There are few mercenary companies that can afford to pay salaries and upkeep whilst in the field for months at a time with no income coming in.

3.3 TICKET EXPOSURE

The actions taking place within the service requirements of a ticket can sometimes be hard on the public eye, or they could elevate a mercenary's reputation, depending on what the employer requires them to do. A unit could want to stay more or less anonymous to the public on certain tickets; it is *their* reputation on the line, not the employer's, when the media gets to telling the story.

The Referee can use the following table to determine the type of exposure the ticket's activities will get. The mercenary administrator can spend Ticket Adjustments to raise or lower the result by +/- 1 per Ticket Adjustment.

2d6 Result	Public Exposure
2 or lower	Hidden – Without doing research, no one knows the ticket existed.
3 – 4	Obscure – Only the local public is aware of the ticket's actions.
5 – 6	Low Profile – Much of the planet is aware of the ticket's actions, and the local public know the name of the mercenary unit.
7 – 8	Uncommon – The ticket has received some media attention in the local area and the mercenary unit's involvement is locally public.
9 – 10	Common – The media has spread the mercenary unit's name throughout the planet and it has spread to neighbouring planets.
11 – 12	Exposed – The mercenary unit's name is publicly known on a planetary level; even a few specific members' names are being spoken.
13 or higher	High Profile – The ticket and the mercenary unit are being talked about throughout the system. At least one member of the unit is being named specifically.

There are a few minor adjustments that are automatically applied to the table above:

- Any *Criminal* missions have a -3 to their exposure.
- Any *Guerrilla* missions have a -2 to their exposure.
- Any *Warmonger* missions have a -1 to their exposure.
- Any *Dream* missions have a +2 to their exposure.



3.4 DETERMINE TARGET

The purpose of a ticket's service, no matter what it might be, will have a target detailed for the unit to interact with. The various missions a ticket could arrange for can have one of three types of target; defensive, neutral and offensive. The following lists explain what missions can roll on which target tables, which are located below.

Defensive Target Missions: Active Duty, Defence, Escort, Retrieval, Train

Neutral Target Missions: Commerce, Defence, Field Exercise, Recon, Retrieval, Technological Test

Offensive Target Missions: Active Duty, Assassination¹, Counter Strike, Elimination, Field Exercise, First Strike, Raid, Recon, Sabotage, Terrorise, Unlawful Acquisition

DEFENSIVE TARGET TYPES

1d6 Result	Type of Target	Pay Grade Adjustment
1	Item	—
2	Location	+1 Increment
3	Ally, Individual	+1 Increment
4	Information	-1 Increment
5	Ship	+1 Increment
6	Ally, Group	+2 Increment

NEUTRAL TARGET TYPES

1d6 Result	Type of Target	Pay Grade Adjustment
1	Item	—
2	Trade Goods	—
3	Individual	-1 Increment
4	Personal Goods	—
5	Ship	+2 Increment
6	Activity	—

OFFENSIVE TARGET TYPES

1d6 Result	Type of Target	Pay Grade Adjustment
1	Individual	+1 Increment
2	Location	+2 Increment
3	Item	+1 Increment
4	Vehicle	+2 Increment
5	Ship	+2 Increment
6	Group	+2 Increment

¹ Assassinations always target an Individual.

The mercenary administrator can adjust the result of the target table one increment up or down by spending two Ticket Adjustments.

3.4B – TARGET TYPE DESCRIPTOR

All ticket targets should have a more specific type of descriptor that helps the Referee work out the exact nature of the service, which can be chosen or rolled randomly on the next table.

TARGET DESCRIPTORS

1d6 result	Target Descriptor
1	Political
2	Military
3	Civilian
4	Commercial
5	Mobile ¹
6	Alien ¹

¹ Roll again for further descriptor, ignoring the same result.

Political targets are directly affiliated with a governmental office, authority or institution.

Military targets are owned, operated, or inhabited by a military organisation or mercenary unit.

Civilian targets are privately owned, or have no known affiliation with a governmental source.

Commercial targets are involved with traders, corporations and their wares.

Mobile targets are anything that is not stationary; making them more difficult to track down and interact with.

Alien targets are anything that comes from an alien culture, territory or species.

3.5 DETERMINE RISK

Not necessarily known to the mercenary unit upon the ticket, the relative danger of the mission can directly affect the survivability of the mission. Simple missions pay less, but are nothing to worry about; more difficult ones are where the money – and the medical bills – is at.

Referees can choose or roll upon the Ticket Risk table to determine the level of risk involved with the ticket (and the payment increase involved). This is kept secret by the Referee, but a mercenary administrator can choose to spend a Ticket Adjustment to learn the results.

TICKET RISK

1d6 Result	Level of Risk	Pay Grade Adjustment
1	<i>Too Easy</i> – This is well beneath the unit's level of training; it is unlikely they will even break a sweat.	–2 Increments
2	<i>Easy</i> – This ticket will not cost the unit much in the way of resources or stress.	–1 Increment
3	<i>Average</i> – This is what the unit is trained for, and should serve as a good reminder what ticket work should be.	—
4	<i>Worthy Test</i> – This is a fantastic place to test the unit's skills, even some of the obscure ones. They might suffer some wounds or even casualties.	+1 Increment
5	<i>Difficult</i> – This ticket will be a tough one for the whole unit, and the members will need to be diligent in their training or they might not make it back home.	+2 Increments
6	<i>Arduous</i> – This mission is a nightmare. If anyone makes it back in one piece, they will have been pushed to the very limit.	+3 Increments

Once the level of risk has been determined, the ticket's service has been fully described. The Referee can then use the various pieces that he has chosen or rolled to put together a cohesive idea of what the mercenaries will be doing to earn their money.

STEP FOUR – PRE-TICKET SUPPORT

Now knowing what exactly the ticket is going to require out of the mercenary unit, they can ask about receiving some support from the employer before they undertake it. This is common practice, and although it might reduce their actual compensation package, it is often seen as necessary.

The mercenary administrator can either spend a number of Ticket Adjustments to add Pre-Ticket Support, rolling once for each on the table below, or they can throw Broker 9+ to add a single result from the table without spending the Ticket Adjustment. A ticket can only have one instance of each type of support, re-rolling duplicates.

PRE-TICKET SUPPORT TYPE

1d6 Result	Support Table Used	Pay Grade Loss
1 – 2	Advance Funds	–1 Increment
3 – 4	Services	–1 Increment
5 – 6	Equipment ¹	–3 Increments

¹ Technological Test missions *always* gain this Support, but do not suffer the Pay Grade Loss.

SUPPORT: ADVANCE FUNDS

1d6 Result	Advance Funds Offered
1	5,000 Credits
2	10,000 Credits
3	20,000 Credits
4	30,000 Credits
5	40,000 Credits
6	50,000 Credits

SUPPORT: SERVICES

1d6 Result	Service Offered
1	Transportation
2	Transportation
3	Equipment Repairs
4	Rearmament
5	Arms Trading
6	Medical Process

Transportation: The unit will not have to worry about getting to and from the ticket service site. The employer will arrange for these things and will not pass on any of the cost.

Equipment Repairs: If the unit has physical equipment (vehicles, armour, gear, etc.) that requires repairs before the ticket begins, the employer will arrange for those repairs.

Rearmament: The employer arranges for all power packs, fuel cells, and munitions for the unit's weaponry to be recharged, re-armed, or otherwise refreshed properly.

Arms Trading: The employer arranges a meeting with an allied arms dealer, who will trade with the unit at a discount of 10% to market prices.

Medical Process: The employer will pay for 50% of any medical services the unit wishes to undertake before the ticket can begin. This can include wound care, augmentation, implanting or image reconstruction.

SUPPORT: EQUIPMENT

1d6 Result	Equipment Offered
1	Basics
2	Armour
3	Weapons
4	Heavy Weapon
5	Transport
6	Specialised Gear

Basics: The employer arranges for each unit member to be outfitted with 5,000 credits worth of basic equipment useful to the ticket mission.

Armour: The employer arranges for enough Flak Jackets (TL8) for the entire unit or 2d6 suits of Combat Armour (TL11).

Weapons: The employer arranges for up to 1,250 credits worth of weapons for each member of the unit placed on the ticket.

Heavy Weapon: The employer arranges for a single heavy weapon for the unit's use worth up to 5,000 credits (after ammunition).

Transport: The employer grants the unit the use of any single vehicle worth 300,000 credits or less; this must be returned after the ticket.

Specialised Gear: The employer gives each member of the unit a single piece of specialised equipment or armament that the ticket might require them to have (Vacc suit, toxin antidotes, methane breathers and so on).

As a note, if a mercenary administrator specifically waives any Pre-Ticket Support, he may increase the Pay Grade of the Compensation Package by +1 Increment.

STEP FIVE – POST-TICKET SUPPORT

When the ticket is finished and finalised, the mercenary unit returning for their payments, there could be some special services needed. These are added to the ticket in the form of Post-Ticket Support. Each roll on the following table cost the mercenary administrator a Ticket Adjustment. Alternatively, the Referee can choose to automatically add one roll from the table on behalf of the employer – an effort to reduce cost in exchange for services. A ticket can only have one instance of each type of support, re-rolling duplicates.

POST-TICKET SUPPORT

1d6 Result	Support Given	Pay Grade Loss
1	Rest and Relaxation	—
2	Repair and Rearm	–2 Increment
3	Medical Care	–1 Increment
4	Expedited Evacuation	—
5	Legal Counsel	–1 Increment
6	Repeated Ticketing Agreement	–2 Increments

Rest and Relaxation: The employer agrees to pay for 1d6 weeks of recuperation time for the unit at a pleasurable location (tourist resort, vacation location, etc.).

Repair and Rearm: The employer agrees to pay for 50% of any rearmament and repair costs for ticket-related equipment and weaponry.

Medical Care: The employer agrees to pay for up to 5,000 credits of medical care for unit members injured during the mission.

Expedited Evacuation: The employer agrees to ensure the fastest transportation process they can manage for the unit when the ticket is reported finished. This cuts return travel time for the unit in half.

Legal Counsel: The employer agrees to retain an attorney for the mercenary unit (if needed); with Admin 1, Advocate 2, Broker 1 and Language 1.

Repeated Ticketing Agreement: The employer agrees to contract the unit up for future use, granting an additional 1d6 Ticket Adjustments to their next ticket with this employer.

As a note, if a mercenary administrator specifically waives any Post-Ticket Support, he may increase the Pay Grade of the Compensation Package by +1 Increment.

STEP SIX – COMPENSATION PACKAGE

Using the information rolled or selected for the ticket thus far, the Referee can now figure out the base amount in which the ticket is actually supposed to pay the mercenary unit. This amount, of course, is subject to a great deal of change depending on the number of mercenaries active in the unit (dealt with in the Profits section later in this chapter).

The initial pay grade of the Compensation Package is determined by the mission type and any adjustments made due to ticket negotiations.

PAY GRADE AMOUNTS

Grade	Amount	Grade	Amount
Ω	5,000 Cr	M	1 MCr
o	10,000 Cr	N	1.5 MCr
A	20,000 Cr	O	2 MCr
B	30,000 Cr	P	3 MCr
C	50,000 Cr	Q	4 MCr
D	75,000 Cr	R	5 MCr
E	100,000 Cr	S	7 MCr
F	150,000 Cr	T	10 MCr
G	200,000 Cr	U	15 MCr
H	250,000 Cr	V	20 MCr
I	325,000 Cr	W	25 MCr
J	400,000 Cr	X	30 MCr
K	500,000 Cr	Y	40 MCr
L	750,000 Cr	Z	50 MCr

The mercenary administrator can choose to augment the Pay Grade by spending Ticket Adjustments, at a ratio of two adjustments per Pay Grade.

Any ticket that has a final Pay Grade of 'F' or higher qualifies for a potential bonus in its compensation package. By willingly reducing the Pay Grade by one increment and spending a Ticket Adjustment, the mercenary administrator can roll once (and once only!) on the special compensation bonus table below.

SPECIAL COMPENSATION BONUS

1d6 Result	Compensation Bonus
1	Equipment Package
2	Free Medical Care
3	Combat Implant Package
4	Ship Shares
5	Debt Payment
6	Prime Ticket

Equipment Package: The employer includes 2d6 x 10,000 credits worth of equipment (any) as part of the compensation for a successful ticket.

Free Medical Care: The employer includes a contract for completely free medical care for members of the mercenary unit for 2d6 months after the ticket is finished.

Combat Implant Package: The employer will arrange for the purchase and grafting of up to 100,000 credits worth of Combat Implants to the higher ranking members of the unit.

Ship Shares: The employer gives 2d6 Ship Shares to the mercenary unit.

Debt Payment: The employer offers to pay 1d6 x 10% of the unit's medical or banking-related debts.

Prime Ticket: The employer will grant the equivalent to the Prime Ticket benefit (see page 15) to the unit for their next sanctioned ticket together.

STEP SEVEN — REPATRIATION BOND

Almost every ticket includes these insurance clauses in case the employer (or their need for the ticket) is eliminated. These clauses keep a mercenary's expenditures lower in the unlikely case of an employer's willing or unwilling removal from the ticket.

The Referee rolls upon the following table to determine the amount of the Compensation Package funds (cash only, no bonuses) will be paid to the mercenary unit in case the employer is forced to abandon the ticket. The mercenary administrator can adjust the result one increment by spending a Ticket Adjustments.

REPATRIATION BOND LEVEL

2d6 Result ¹	Repatriation Percentage
2 – 3	15%
4 – 5	25%
6 – 7	40%
8 – 9	50%
10 – 11	60%
12	75%

¹If doubles are rolled, the Repatriation does NOT include emergency evacuation costs.

STEP EIGHT — ESCAPE CLAUSE

Although they may not be part of every ticket contract, some mercenaries may wish to include an escape clause. The actual terms of the clause are dependant on whether or not the mercenary administrator cares to debate over them at all. If the mercenaries want to have an escape clause added, the administrator must spend a Ticket Adjustment to earn a single roll upon the Escape Clause Levels table, on the following page.

ESCAPE CLAUSE LEVELS

1d6 Result	Escape Clause Description
1	<i>Poor</i> – The mercenaries must return any Pre-Ticket Support, and must pass an Advocate throw 9+ or be fined 1d6 x 10,000 credits.
2	<i>Below Average</i> - The mercenaries must return any Pre-Ticket Support, and must pass an Advocate throw 8+ or be fined 1d6 x 5,000 credits.
3	<i>Average</i> - The mercenaries must return any Pre-Ticket Support, and must pass an Advocate throw 8+ or be fined 1d6 x 1,000 credits.
4	<i>Above Average</i> – The mercenaries must return their Pre-Ticket Support.
5	<i>Good</i> – The mercenaries can pass an Advocate throw 8+ to avoid giving back any Pre-Ticket Support.
6	<i>Perfect</i> - The mercenaries are allowed to back out of the ticket without any repercussion.

STEP NINE – SEAL THE TICKET

When the negotiations are done and the details of the ticket are finished, the local governing authorities often request that the finalised ticket contract is 'sealed'. Sealing a ticket means that it has been closed from the negotiations and is considered to be enacted for all purposes, including the legal bondage of the employer. The authorities hold on to the ticket, keeping it from the public eye and record until after the ticket has been fulfilled.

Some mercenaries might want to keep their ticket completely private, risking the wrath of the operational authorities in order to hide their activities from all parties. If this is the case, not only will the mercenary administrator need to spend a Ticket Adjustment – but he will also have to succeed in a Broker throw 8+.

USING THE TICKET SYSTEM

The ticket creation system is detailed and unique in how it functions, but it has several distinct uses for the *Traveller* system. Referees and players alike can use the ticket system for their games in order to enhance its mercenary aspects.

This section explains some of the ways this chapter can be used in *Traveller* games.

Random Mission Generation

The ticket creation system can be used by Referees not only to generate work for their mercenary Player Characters. It can also be used very quickly like a random encounter table of sorts for *Traveller* games. When a Referee wants to randomly create a short mission for their game, not even specifically for mercenary-based groups, they can use step three to determine what sort of interesting events the player group could get involved with.

We encourage every *Traveller* Referee to try using this system at least once to see how it works for them, and an impromptu mission can be exactly what a player group needs to get involved in greater plots.

Mercenary Plotlines

Although the main use of tickets for a primarily mercenary group of players is obviously used to make money, a crafty Referee could easily build an entire story arc off the actions of a particularly lengthy ticket. With some tickets stretching out over years, a group of players placed on the actions of a specific ticket could have an entire campaign's worth of adventures and excitement trying to fulfil them. Even if it is just used as a gateway to larger plots and schemes that the players learn about during the course of the ticket, a simple ticket could serve a Referee as a storyline device.

Most mercenary-laden games in *Traveller* will revolve around the creation and execution of tickets; why not make them serve the greater story as well as keep the players interested?

Downtime Activities

In *Traveller*, the progression of characters and storylines can take months and years instead of the common chronological paths that other roleplaying games might take. A slow starship journey across the stars could take a great deal of time, or perhaps a training class might eat up a few months of the characters' time. Whatever the reason, Player Character groups could find themselves with great amounts of downtime. For characters involved in a mercenary unit, downtime can end as quickly as they can arrange for a ticket to work upon.

A group of Player Characters could find themselves with some additional time outside of the normal gaming window, especially in a group that has a few mercenaries waiting around for their non-merc allies to be done with their activities. If a Referee wishes to do so, these mercenary characters could take on a short ticket in order to make some money while they wait.

TICKET RESOLUTION – NARRATIVE OR SUMMARY?

There are two main ways to utilise the services of a ticket; narrative format and summary format. Both have their strengths and weaknesses to the players and Referee, and are covered here.

Narrative Resolution Format

The fairest and most enjoyable format of ticket resolution for a gaming session, a *Traveller* ticket played in Narrative form runs as a string of scenarios and adventurous events. The Referee plans out all of the encounters he wishes to take place, maps out the course of the adventure, and creates individual Non-Player Characters to interact with, and so on. Essentially, this format has the Referee turn the ticket into a fully designed scenario.

An Example Ticket Creation

The following is an example of how a ticket is created. Any dice rolls or game mechanic adjustments are placed in brackets, while the narrative game explanation is written normally.

A small unit of mostly Strikers sends their administrator, Bariael, to an interested party's offices in order to negotiate an upcoming employment ticket. When Bariael arrives at the office, he is introduced to the general idea of the ticket, and is quite pleased with what he has found [Admin throw of $9 + 2$ (skill DM) = 11; gaining +1 DM on the Negotiation].

The Negotiation process goes well enough over a few stiff drinks [Broker throw of $6 + 1$ (Offer bonus) + 3 (skill DM) = 10; this is better than the employer's 8, earning Bariael 7 Ticket Adjustments ($1d6+1$)], and he sits down to hear what they need done.

The employer, seems up front about their details [Honest Details], so Bariael sees no reason to try and hide who they are either [+1 Ticket Adjustment]. The ticket will show that they were legally hired to fill the services, and that is good enough for him.

The ticket explains that Bariael's team will need to move quickly [rolling a 3 on the Medium Mission length table; 5 weeks!] and retrieve [rolled a 4 on the Commando Mission table, but spent one Ticket Adjustment to make it a Retrieval mission instead] an exposed [rolled an 11 on Exposure] military ally of the employer [rolled a 2 on Defensive Targets, spent one Ticket Adjustment to make it an Allied Individual; then tolled a 2 on Target Descriptors]. Seeing as the job seems dangerous, Bariael digs deep [spending a Ticket Adjustment] and learns that the mission will indeed be very difficult [the Referee rolled a 5 on Target Risk], adding more fuel to his debate for higher pay.

Bariael decides to get more out of the employer, now he knows how dangerous the mission will be [spending two Ticket Adjustments to gain Pre-Ticket Support]. He barter 40,000 credits in liquid funds [roll of 5 on Advance Funds] and full repairs of all their gear [rolled a 3 on Services]. He also wants to have some additional help waiting for them when they are done [spends one Ticket Adjustment to roll upon the Post-Ticket Support table], and the employer agrees to set the unit up on one of their touring pleasure yachts when they return [rolled a 1 on Post-Ticket Support].

The actual compensation package for the ticket was originally not that high for such a risky job [Grade C + 1 (Target) + 2 (Risk) - 3 (Support Negotiation)], but Bariael talks them up slightly higher, arranging for 75,000 credits to be paid upon completion [spends two Ticket Adjustments to increase to Grade D].

Adding the obligatory Repatriation Bond of 50% payment upon cancellation including emergency evacuation [rolled a 4 and 5], the ticket is almost complete. As an aside, knowing that they might be biting off more they can chew, Bariael adds in the need for an Escape Clause [spending his last Ticket Adjustment] in case things get just a little too hectic for his team. Of course, there will be legal ramifications if he does [rolled a 2 on Escape Clause Levels], but he is still satisfied with the final arrangement.

The ticket is done and ready to be enacted. The employer is satisfied, Bariael has signed off on his team's part, and the ticket paperwork has been sealed and shipped off to the necessary authorities for safekeeping while the Strikers do what they do best...

This format can be very time consuming for the Referee, and essentially sets the stage for as many gaming sessions as it takes to finish or abandon the ticket (if possible). It is a great way to quickly create the storyline for a few sessions, and allows for the individual Player Characters to utilise their skills and perhaps finish a ticket spectacularly well.

Although not as expedient as simply creating the summary of a ticket and adjusting the timeline of the game, Narrative format is far more detailed and fair to the representation of the Player Characters' actual skills and talents.

Summary Resolution Format

The simpler of the two forms of ticket resolution, Summary format is actually a series of die rolls and skill throws made by the Referee

and Player Characters to determine what the results of the ticket's mission are. This method is fast and simple, getting the Player Characters paid in a rapid fashion in order to move the overall story along. Essentially the Referee rules that the ticket is undertaken between gaming sessions, the chronology of the gaming setting is moved forward as the ticket dictates, and the characters are paid (and perhaps in need of medical care).

This method is a great deal less exciting than knowing *exactly* what happened during the ticket, but is more useful for player groups that are not all members of the mercenary unit, or when mercenary characters just want to make some extra money on the side. Referees should be careful to note that this format could be overused by some mercenaries, making too much money for too little risk.

A ticket can be resolved in a Summary using the following steps:

- Step One – Each ticketing member throws one related skill (chosen by Referee) at 8+.
- Each failure must roll on the Ticket Mishap Table (below).
- Step Two – Each ticketing member must throw Endurance 8+ or Social 9+.
- Failing the Endurance throw earns the character a roll on the Injury Table (see *Traveller* core rulebook, page 37)
- Failing the Social throw earns the character a Rival or Enemy (Referee's choice).
- Step Three – Unit rolls on Ticket Event Table (below).

As a note, larger mercenary units do better in most cases than smaller ones when it comes to conflicts. For every full 10 members of the unit active for the ticket, one Player Character member can ignore Step One or Step Two of the above process.

TICKET MISHAP TABLE

2d6 Result	Mishap
2 – 3	Random Major Injury
4 – 5	Actionable Offence
6 – 7	Random Minor Injury
8 – 9	Persistent Enemies
10 – 11	Bad Media Coverage
12	Personal Loss

Random Major Injury: Character rolls on the Injury Table (see *Traveller* core rulebook, page 37).

Actionable Offence: The character is arrested by local authorities and must bail himself out of trouble, using his private funds or a share of his profits. This amount is equal to 2d6 x 100 credits.

Random Minor Injury: Character rolls twice on the Injury Table (see *Traveller* core rulebook, page 37), accepting the higher result.

Persistent Enemies: The character finds himself targeted by his enemies, as if they have some form of grudge upon him. His Endurance or Social roll in Step Two has a –2 DM.

Bad Media Coverage: The character is shown in a particularly bad light on the local media coverage, and word has spread about the negativity surrounding him. He must decrease his Social Standing by 1 immediately.

Personal Loss: The character lost something important to him (weapon, jewellery, etc.) during the ticket. This item is chosen by the Referee, and should be something that the character would have had with them during the ticket.

Once a ticket has been resolved, the Referee will need to adjust the game's chronological placement (after taking the ticket's length into account) and work out the final profitability of the ticket for the unit.

TICKET PROFITABILITY

After a ticket has been finished and the unit returns from its location, they will be expecting to get paid. Legally bound to receive their pay, the mercenary unit must then divide their compensation into several pieces, paying various other sources of aid before figuring out their final profits.

Reductions

After a mercenary unit is paid for their work on a given ticket, the higher echelons of the unit's staff will take charge of making sure that all of the appropriate fees and wages get paid out of the initial sum before the unit members actually get paid. This rapidly depletes the compensation from a ticket, but it keeps everything in working order. These reductions in the ticket wage are a necessary expenditure for a unit that wants to remain active, and even criminals tend to pay them.

The following Reductions are removed (if applicable) from the base monetary Compensation Package of the ticket, creating the final Profit Margin.

TICKET EVENT TABLE

2d6 Result	Ticket Event
2	<i>Disaster</i> – Every character must immediately pass an End throw 9+ or suffer a Random Major Injury (see Mishap above).
3	<i>Employer Dissolved</i> – The employer is no more and the ticket's Repatriation Bond must be enacted.
4 – 5	<i>Unexpected Conflicts</i> – Unit is placed into combat several times unexpectedly. Every member must pass a combat skill throw 8+ or suffer a Random Minor Injury (see Mishap above).
6 – 7	<i>New Recruits</i> – Unit meets and hires 2d6 new recruits into the mercenary unit, adjusting their profitability.
8 – 9	<i>Basic Conflicts</i> – Every member must pass a combat skill throw 7+ or suffer a Random Minor Injury (see Mishap above).
10 – 11	<i>Flawless Conflicts</i> – The unit eliminated any enemies with precision and skill, meaning that they suffer no ill effects from the ticket whatsoever.
12	<i>Impressive!</i> – The unit excels at the ticket and the employer is impressed, adding a +10% to the monetary amount of the Compensation Package of the ticket.



REDUCTION ONE – TRANSPORT

Transport costs for a unit that has to travel through space to and from the operational area are usually covered separately by the patron. The very high costs of moving personnel between different systems tend to disproportionately increase the prices of tickets if included, so the whole process is resolved independently from the ticket pricing system. However, it has become standard practice for the ticket provider to recover some of the cost from the mercenary unit, effecting their final payday.

If a mercenary unit uses its own transport the employer will usually cover all the transit costs as it will be cheaper than contracting out the transportation to a third party. Employers are very careful to ensure they are not overcharged, especially if the mode of transport is out of all proportion to the mercenary unit hired.

This amount, unless previously covered within the services section of the ticket, is based upon the overall Compensation Package. The amount is fluctuating in order to get the most out of bigger units, but also to help starting mercenary units from going bankrupt trying to get from place to place in order to work.

The Reduction for transport is set as a basic 1d6%, but has modifiers depending on the size of the unit and equipment being transported.

- +1% for every 10 unit members being transported
- +1% for every vehicle being transported
- +1% for every 25 passengers (allies, non-unit personnel and so on)
- +3% if being transported into actively hostile territory
- +5% if Emergency Evacuation is required

What Eliminates this Reduction: Owning sufficient transport, using personal sources, ticket support choices, local ticket.

REDUCTION TWO – EQUIPMENT UPKEEP

A mercenary unit will want to ensure that all gear that was used during the ticket mission is up to ready status after the ticket is over. When they have the money to do so, they will pay for necessary repairs and the like. With the ever-changing market for mercenaries always threatening to send them on another ticket, they should keep their gear ready to use at a moment's notice.

The Reduction for equipment upkeep is set as a basic 1d6+1%, but has modifiers depending on the technological level and types of gear used by the unit.

- -1% for a non-combat ticket
- +1% for every 25 unit members on ticket
- +1% for using equipment with a TL higher than TL11
- +1% for every vehicle used
- +1% for a unit using Battle Dress
- +2% for a unit that actively used Field Artillery or Artillery Battle Dress

What Eliminates this Reduction: Access to sufficient upkeep workshops and equipment, ticket support choices.

REDUCTION THREE – MEDICAL FEES

There are few tickets out there that will not subject the mercenary unit to at least some kind of dangerous situation or conflict – or the employer would simply go with a simpler solution. This means that the mercenary unit will invariably see combat, and will likely suffer at least minor injuries here and there to its members. The unit will seek medical attention for its more seriously wounded, and the money to pay for such services are taken out of the impending ticket fees as a standard of procedure.

The Reduction for medical fees is set as a basic 1d6-1%, but has modifiers depending on the number of unit members possibly injured, and the threat level of the mission.

- -3% for a non-combat ticket
- -1% for a unit that uses Battle Dress armour
- +1% for every 10 active unit members on the ticket
- -2% for a unit that actively used unit members with at least Medic 1
- -3% for a ticket assessed at a *Too Easy* level of risk

- -1% for a ticket assessed at an *Easy* level of risk
- +1% for a ticket assessed at a *Worthy Test* level of risk
- +2% for a ticket assessed at a *Difficult* level of risk
- +3% for a ticket assessed at an *Arduous* level of risk

What Eliminates this Reduction: Not suffering wounds or casualties, ticket support choices.

REDUCTION FOUR – AUTHORITY PAYMENTS

When a ticket is sealed for use the local authorities charge a small amount of taxation upon the funds involved to pay for the legal backing it will receive. Placing it in the public record requires attorneys, clerks and a host of computer technicians and the like who are on the payroll in some way, shape or form. This Reduction pays the local authorities what they require to do their jobs, and keeps them from making further problems for an otherwise already difficult career.

The Reduction for authority payments is set as a basic 1d6%, but has modifiers depending on the amount of money in the compensation package.

- -1% for a unit that actively used unit members with at least Advocate 2 during ticket administration
- +1% for a Compensation Package ranging between 30,000 – 99,999 credits
- +2% for a Compensation Package ranging between 100,000 – 499,999 credits
- +3% for a Compensation Package ranging between 500,000 credits and 1 Megacredits
- +4% for a Compensation Package over 1 Megacredit

What Eliminates this Reduction: Anonymous or illegal ticketing.

REDUCTION FIVE – TICKETING COSTS/LIVING EXPENSES

When arranging a ticket there are several minor costs that the mercenary unit must pay in order to ensure that everything works smoothly on the back end. Paying for rental spaces for equipment, storage for vehicles, and housing bills are just some of the things that take up a few credits kilocredits here and there; these costs add up. Professional mercenary units take care of these costs out of each ticket's compensations in order to stay at peak efficiency between missions.

The Reduction for ticketing costs/living expenses is set as a basic 1d6-2%, but has modifiers depending on the size of the unit and the number of vehicles they commonly own.

- +1% for every 50 members of the unit
- +1% for every 5 vehicles owned by the unit
- +2% for every compound, office or other structure owned by the unit

What Eliminates this Reduction: Illegal living or storage arrangements.

Calculating Final Profits

Once the Compensation Package from the ticket has had all of the necessary reductions removed, some 30% of any profit at this stage is put aside for the mercenary company's own accounts. These funds are used to purchase new equipment, recruiting and training new members and other sundry costs. After this share is deducted the remaining money is split between the members of the mercenary unit.

Higher ranking members of the unit are expected to be paid more than a common grunt, making their share greater. This is considered a standard practice, and followed universally unless members of a unit are untrustworthy characters that are willing to try and steal from their fellow team members.

In game terms, after all applicable Reductions have been subtracted from the Compensation Package, the mercenary unit adds up all of their effective members' Ranks (three Rank 0 members count for a single Rank 1). The Compensation Package is then divided by that total number of Ranks, giving the Salary Share amount of wage. This should amount to only the members that were considered active on the ticket, but some extremely large mercenary units or companies might have a special Rank 6 Salary Share that they take for themselves. If a Referee has not already detailed this information, a system for randomly generating the size and Ranks of a mercenary company is included in this book (see *Recruiting Unit Members*, page 60).

The final Salary Share amount is then multiplied by each member's individual Rank; the result is their wage from the ticket.

The following example is a continuation of the ticket creation example earlier in this chapter.

Bariael's unit has successfully completed the retrieval and is now working out the details of their payment. The money they received as pre-ticket support was spent on bribes and expedited transports, so the unit accountant only has to worry about paying the requisite fees and paying the fifteen unit members involved in the mission.

The payment plan of 75,000 credits is then subjected to the various reductions after the ticket. Transport reductions pull 5% (1d6% + 1% + 2% = 3,750) to pay for the travel of fifteen unit members to a hostile place. The unit does not have to pay for equipment upkeep at all because of Bariael's cunning negotiation skills (Post-Ticket Support), but medical reductions for such a dangerous mission amounted to a total of a further 7% (1d6-1% + 1% + 2% = 5,250). Authority reductions came at a negligible 1% (1d6% - 1% + 1% = 750) because of Bariael's legal training, and the unit got off very light on living expenses at 2% (1d6-2% + 2% = 1,500) due to their compound's location. Reducing the package by 11,250 credits, leaving some 63,750 credits of which 19,125 are then placed into the unit's pwn bank account leaving the accountant to split up the remaining 44,625 credits into wages and profits.

The unit consisted of two Rank 3 Strike Leaders, three Rank 2 Strike Specialists, and ten Rank 1 Squadmates. This makes the Salary Share wage 2028 credits ($3 + 3 + 2 + 2 + 2 + 1 \times 10 = 22$; $44,625 \div 22 = 2028$, rounded down). This means that the Strike Leaders will receive 6,084 credits, the Strike Specialists each receive 4,056 credits, and the Squadmates get the base amount. This was a rather lucrative ticket, especially considering they now get to go on a short vacation for some much needed rest!

COSTS OUTSIDE OF TICKETS

Not all mercenary units will want to keep their missions and jobs on official tickets, even if it is generally in their best interests. Some will try to keep track of their own finances, pay their members out of savings, and upkeep equipment and vehicles without using the conventional 'out of compensation' methods. Perhaps a unit has been out of work for a few months and they simply need to make sure their rent is paid and their guns have bullets to fire. Whatever the reasoning, if a unit goes more than six months between tickets, they will need to arrange to pay for their own upkeep and wages.

This section discusses how to calculate exactly what a mercenary unit that is taking care of its own accounting will be paying out to stay functioning.

The Process

The actual accounting process is very similar to how the compensation package of a ticket wage is calculated, except the amounts are dictated by what is known as the CPM variable – Cost Per Member. Figuring the CPM is based on the number of members in the unit, their technology level, their average skill, and if they have any outside assets to consider. Once the CPM variable is determined, the calculation of monthly monetary losses (after six months) is a series of multipliers.



STEP ONE – FIGURING THE UNIT'S CPM VARIABLE

Determining the CPM variable of a mercenary unit is a matter of deciding just how many individual costs a single member of the unit is likely to consider. This is a very general calculation, but the costs of running a mercenary unit is often spread throughout the ranks without their knowledge anyway. Just because a single fire team has never suffered a casualty does not mean that their wages are not being affected by the medical fees of those who have. For these reasons, the CPM variable of a unit must be re-calculated every 6 months if a unit has not used the ticket system.

The base number for a CPM variable is 5. This is then modified by the series of unit-based checks below. Many of these modifiers will be determined by the Referee, using rules presented in the *Recruiting Unit Members* chapter of this book. It should be noted that the CPM variable cannot be reduced to less than 2 by any given modifier.

UNIT SIZE CATEGORY

Size Category	CPM Modifier
Specialist	+0
Private	+0
Small	+0
Common	+1
Large	+1
Legion	+2
Huge	+2
Expansive	+3

TECHNOLOGY LEVEL OF UNIT

Average TL of Unit Equipment	CPM Modifier
1 – 3	–3
4 – 5	–2
6 – 7	–1
8 – 9	+0
10 – 11	+1
12 – 13	+2
14	+3
15	+5
16+	+8

AVERAGE UNIT SKILL LEVEL

Average Skill Level	CPM Modifier
Introductory	–1
Marginal	+0
Average	+1
Exceptional	+2

MISCELLANEOUS MODIFIERS

Miscellaneous Event or Situation	CPM Modifier
Unit uses multiple heavy weapons	+1
Unit has needed legal counsel in past 6 mos.	+1
Unit has Psionists as members	+1
Unit saw battlefield combat in past 6 mos.	+2
Unit uses owned vehicles	+2
Unit uses owned artillery	+3
Unit has not seen conflict in past 6 mos.	-1
Unit has medics as members	-1
Unit keeps HQ on TL7 – TL9 world	-2
Unit keeps HQ on TL4 – TL6 world	-3

Once the CPM variable is calculated, it must be taken through the following steps to create a running total of funds that must be paid monthly to keep the unit in working order.

STEP TWO – TRANSPORT MULTIPLIER

Unless the mercenary unit managed to hijack rides or smuggle themselves on free transports and corsair ships, they will have had to pay travel fees and the like. Getting around is not free, and few units can ever hope to stay active on their own planet just to save money.

The multiplier for transport is listed in credit amounts, creating a final number that will be multiplied by the unit's CPM variable. This creates the cost for the unit's monthly transport fees.

- 100 credits for every off-planet trip in the past month
- 200 credits if vehicles were transported off-planet in the past month
- 50 credits if any unit members travelled with battle dress of any kind in the past month
- 200 credits if any unit members had to use emergency evacuation transport in the past month

STEP THREE – EQUIPMENT UPKEEP MULTIPLIER

Possibly the most expensive part of keeping a mercenary unit functioning is its equipment costs. Blades need sharpening, guns need ammo and vehicles need fuel. This is where a unit can go bankrupt quickly enough. Units that cannot keep their equipment running will soon be down to knives and sharp sticks to get their missions completed.

The multiplier for equipment upkeep is listed in credit amounts, creating a final number that will be multiplied by the unit's CPM variable. This creates the cost for the unit's monthly equipment upkeep.

- 100 credits if the unit uses equipment with a TL less than TL6
- 200 credits if the unit uses equipment with a TL between TL7 and TL10
- 500 credits if the unit uses equipment with a TL higher than TL11
- 200 credits if the unit commonly uses heavy or support weaponry
- 200 credits if the unit uses vehicles
- 400 credits if the unit has a HQ on a TL10 world or higher

STEP FOUR – MEDICAL CARE MULTIPLIER

Even if a mercenary unit does not see wartime combat they may still incur other medical care costs. Members get sick, need augmentation, or otherwise get themselves wounded in missions – or maybe just training. Medical care is expensive, and unless a unit works out special deals with a doctor or medical facility, they will haemorrhage funds.

The multiplier for medical costs is listed in credit amounts, creating a final number that will be multiplied by the unit's CPM variable. This creates the cost for the unit's monthly medical care bills.

- 100 credits if the unit was involved in a small action (10 or less opponents)
- 200 credits if the unit was involved in a notable action (11 to 100 opponents)
- 500 credits if the unit was involved in a major conflict (101 or more opponents)
- 50 credits if unit members have augmentations
- 50 credits if unit members have known conditions or diseases
- 200 credits if unit suffered major wounds or casualties in the last 6 months.

STEP FIVE – LIVING EXPENSE MULTIPLIER

Every mercenary unit, no matter how big or small, will need a place to live. The larger the unit, the larger or more numerous these living quarters will need to be. Communications between member cells is paramount, and paying all the appropriate taxes upon owned properties keeps them from getting into legal trouble with their local authorities. A unit must pay its rent, or they will soon be homeless.

The multiplier for living expenses is listed in credit amounts, creating a final number that will be multiplied by the unit's CPM variable. This creates the cost for the unit's monthly living expenses.

- 50 credits for every planet the unit has a HQ on
- 100 credits for every starship the unit has a HQ on
- 200 credits for every space station the unit has a HQ on
- 300 credits if the unit has a medical facility at their HQ
- 200 credits if the unit has a starport attached to their HQ (planetary only)

INTERSTELLAR PASSENGER COSTS

The high costs of interstellar passenger transport would be crippling for many of the smaller mercenary units as they send their agents (more often than not the owners of the business) out to negotiate tickets away from the world upon which they are based. Fortunately these mercenaries tend to have skill sets that are highly desirable for merchant vessels looking for protection from pirates and hijackers. Many of these negotiators will sign on as a working passage when travelling between the stars, almost entirely eliminating the costs by acting as a gunner or as part of the security detail whilst travelling in a merchant ship or liner.

Example of Paying Non-Ticket Fees

The following example involves the same unit from earlier in this chapter; this time they have decided to deal with their own fees outside of ticket costs.

Bariael's unit has taken a few missions off the record recently for a group of pirates and their expenses have begun to pile up. Looking at the 34,000 Cr balance in the unit account, Bariael decides to settle up their debts and look for more honest work.

Figuring the CPM variable of the unit is easy. Bariael's unit numbers sixty members [Common; $5+1=6$], actively uses gauss weaponry [TL12; $6+1=7$], is marginally skilled [$7+0=7$], and has several Psionists at their HQ on an old industry planet [Psionists and TL9 HQ; $7+1-2=6$ (final CPM variable)].

The unit took two long trips to the pirate bases for their jobs, and once had to be pulled out early when things got rough; meaning that Bariael will need to cover some of these costs to the tune of some 2,400 credits [$100+100+200 = 400 \times \text{CPM} = 2,400$].

Equipment costs are relatively standard for the month, having never needed to rent any vehicles or worry about a high-tech headquarters,

paying a sum of 3,000 Cr. [$500 \times \text{CPM} = 3,000$] to the engineers and ammunition suppliers.

Paying the local doctors and medical suppliers was particularly expensive this month, as the missions were highly dangerous. Fifty pirate poachers waited for them on both bases they had to assault, putting a great deal of stress on their augmented marines, and putting several of them in the hospital with bad wounds. Their total bills summed up to 3,300 Cr. [$300+50+200=550 \times \text{CPM} = 3,300$], which they have to pay or their members on the mend might not get any better anytime soon.

Thankfully the taxes on their primary HQ are not very high, but their alternate base set up on a faraway medical station requires a much larger set of fees – even if it is not used very often. As Bariael wires another 3,300 Cr. [$50+200+300=550 \times \text{CPM} = 3,300$] to the governing accounts, he wonders if the alternate base is really worth the cost.

Having spent a total of 12,000 Cr. [$2,400+3,000+3,300+3,300 = 12,000$], leaving the unit account with a meagre 22,000 Cr, he realises that they had better get a ticket going soon – they can only afford these bills for another month before they will have to start letting people go!



RECRUITING UNIT MEMBERS

A mercenary unit is only as good as its members, and they are not an infinite resource. Members are killed in action, some move onto other employment and even old age claims a select and lucky few. To make sure that the unit always has the right number of members to fulfil their tickets it will recruit replacements and more often than not use specialist recruiters.

Going to planets in the hope of finding the right personnel to hire, recruiters are often charismatic and persuasive in order to get as many possible recruits from each trip. Recruits will frequently 'wash out' before they can even attain their first rank in the unit, forcing the recruiters to sign on as many as they can – because they will only get a few actual recruits out of the endeavour.

This chapter shows readers how to not only send Player Characters on missions to gather new members for their mercenary units, but also includes rules on how to randomly generate a unit's details and the basic statistics for Non-Player Character mercenaries. It has everything a Referee needs to build a mercenary unit, whether around a set of Player Characters as co-workers or as foes.

THE RECRUITING PROCESS

Gathering up potential recruits is not as easy as it sounds to some; a mercenary cannot just walk down to the nearest marketplace and set up a kiosk where people will sign up. It is a more in depth process that requires training, experience, and understanding to function properly. This is why most mercenary units have specific delegates that they send on recruiting missions.

A recruiting agent in a mercenary unit will obviously have some training in the Recruiting skill, and likely some in Admin and Advocate as well. All of these skills can be useful during the process, but arguably the most important part of the process is actually based on location.

THE RECRUITING THROW

After all modifiers have been fully calculated (see following sections), the recruiting officer can throw his Recruiting skill 8+. It will take 1d6 weeks before all the recruits that might be hired can be located. The Effect measures how many potential recruits agree to try for unit admission. The following table shows the results.



Effect ¹	Number of Potential Recruits
0	1d6
1	2d6
2	3d6
3	4d6
4	5d6
5	6d6
6	7d6
7	8d6
8	9d6
9	10d6

¹ This cannot be modified below 0 or above 9 for any reason

No matter the results of the Recruiting throw, the recruiter can attempt another throw in 1 – 6 weeks *after* he is finished with the last round of recruiting. This will take up a great deal of time, but could be useful if the unit has a few months to spend filling the ranks.

Whatever the recruiting mercenary decides to use as his methods of doing so, the following are potential modifiers used to alter the Recruiting throw to add potential new recruits into their mercenary unit.

The Recruitment Site

Where the mercenary chooses to seek out his recruits is as important as how skilled he might be. A planet's population, government and legal limitations can have a serious impact on the number of recruits that will come forward when the call is sent out.

Each of the following subsections explains how these factors can adjust the Recruiting throw and its corresponding Effect.

PLANETARY POPULATION

The number of people living on a planet has a marked effect upon the efforts of a recruiting mercenary. If there are not many people around, the mercenary cannot hope to draw them away from their lives. Within a larger population there will be plenty of potential recruits that will be drawn to the recruiter's offer of employment.

Using the planetary Population Digit system from the *Traveller* core rulebook, the table shows how a planet's population will affect mercenary recruitment. For planets with negligible populations (level 0 or 1) there will be no chance of any recruits being found since it is extremely unlikely that any amongst the population will be both willing and physically able to become a mercenary.

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

Operational Government

The government in the area from which a recruiter is trying to draw members from is important to the attitude and agreeability of the potential recruits. A democracy might give its citizens the freedom to choose a mercenary's life, but a Balkanisation of warring states might not take too kindly to mercenaries taking away their new soldiers.

Using the planetary Government Type system from the *Traveller* core rulebook, the table shows how a planet's overall governing body will affect mercenary recruitment.

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

Type of Law Enforcement

The way that the local law enforcement policies keep their own populations safe or in line can have an effect upon the willingness of the civilians to join into a mercenary unit. If they have been oppressed by a military force before, or perhaps treated too lightly to feel militant about anything, they may not want to spend any time with a group full of soldier types.

Using the planetary Law Level system from the *Traveller* core rulebook, the table shows how a planet's major legal system will affect mercenary recruitment.

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

Starport Existence

Whether or not a planet has local access to travel into the stars will vastly affect the populace's willingness to leave their planet for extended periods of time. A people who have yet to achieve space travel, or those who have yet to discover it, are not going to find a recruiter's pitch less frightening than what the void might offer.

Using the Starport rules from the *Traveller* core rulebook, the table shows how a planet's major legal system will affect mercenary recruitment.

Starport Class	Recruiting DM
A	+2
B	+2
C	+0
D	+0
E	-2
X	-4
Non-spacefaring	-6

Base Existence

The galaxy has hundreds, if not thousands, of important bases situated throughout known space. These bases make recruiting occasionally difficult, but can be extremely prolific if the mercenary can manage to get the local staff to allow a recruiting drive to take place.

Using the rules for adding Bases to a planet from the *Traveller* core rulebook, the table below shows how a base upon the planet will affect mercenary recruitment. As a note, there are some bases listed here that are just good examples of what could exist out in the galaxy.

Base Type (if any)	Recruiting DM
Alien Embassy	-2
Bureau	+0
Frontier Port	+2
Naval	-4
Pirate	-2
Prison Facility	-6
Research	-4
Scout	+0
Shipyards	+2
Traveller Aid Society	-2

Assessing the Recruits

Once the recruiting mercenary has lined up his possible recruits, they must then be run through a quick gamut of tests to prove they can serve even the most simple of roles within the unit. Some are sent to shooting ranges, others to the mechanics pool, and even some to the kitchens. If they can find a role for them to fill, they can become recruits.

Many recruits will be veterans of either the regular armed forces or of other mercenary units. As long as these individuals are physically capable of fulfilling roles within the unit they will be swiftly assigned to where their skills are most needed. This can, on occasion, leave some overqualified personnel manning certain positions, but this is seen as a good problem to have. These recruits will make up between half and two thirds of any recruiting class, at the referee's discretion, the remainder are raw recruits and have to go through some basic training before they are found a role within the unit.

There are three different tests with which the potential recruits can be tested. Each of the following subsections explains how the Referee or Player Characters will need to use these individual tests to weed out the less desirable potentials. Whether being directly trained by the Player Characters or determined by the Referee these judging methods are the same.

The potential recruits should be divided roughly evenly between the three tests, with each 'class' rolling the specified skill to see how many pass into Rank 0. If a Player Character with at least Instruction 2 and the necessary skill at level 2 or higher is selected to teach that portion of the recruits, that class receives a +2 DM to their collective skill throw for judgment. It should be noted that all raw recruits should use the statistics for Trainees (found later in this chapter). The course takes; from between 10 and 60 days.

COMBAT TRAINING

The potential recruits are put through a series of combat tests; being shown how to shoot basic weaponry, defend themselves in close quarters combat, and use specialist weaponry. This is considered the generally easiest part of training, especially with a qualified instructor.

The class must make a Dexterity throw 8+ in order to pass in high numbers. The following table shows what percentage of the recruits will pass into Rank 0 depending on the Effect.

Effect	Recruits gaining Rank 0 ¹
Failed roll	10%
1 or less	15%
2	30%
3	45%
4	60%
5	75%
6 or more	90%

¹ Round results up to the nearest recruit

SUPPORT SKILL TRAINING

The group of recruits are taught several of the basic background skills that are needed to keep any mercenary unit functioning between tickets. Ammunition packing, vehicle and weapon maintenance, and first aid basics are just some of the skills that are shown to them. The most average of recruits end up in these sorts of classes; not tough enough for combat or smart enough for office training.

The class must make an Education throw 9+ in order to pass in high numbers. The following table shows what percentage of the recruits will pass into Rank 0 depending on the Effect.

Effect	Recruits gaining Rank 0 ¹
Failed roll	0%
1 or less	10%
2	25%
3	35%
4	50%
5	70%
6 or more	80%

¹ Round results up to the nearest recruit

OFFICE TRAINING

The potential recruits are placed in a classroom and tested for their aptitude at the office and administration skills required to keep a unit from falling into bankruptcy. Finances, asset management,

ticket administration and membership paperwork are some of the assorted tasks that office recruits will need to know if they join the unit. It is a difficult course to pass, but one that almost guarantees their success in the unit.

The class must make an Intelligence throw 9+ in order to pass in high numbers. The following table shows what percentage of the recruits will pass into Rank 0 depending on the Effect.

Effect	Recruits gaining Rank 0 ¹
Failed roll	0%
1 or less	5%
2	10%
3	20%
4	30%
5	40%
6 or more	50%

¹ Round results up to the nearest recruit



THE PASSING RECRUITS

Once the classes are over and the instructors have chosen which recruits are skilled enough to join the unit as trainees, the collective recruits are gathered together and shipped to wherever the unit's base of operations (if any) is. The group is then placed into further training, undertaking their first official terms as mercenary members.

Recruiting Example

The following is an example of a basic recruitment session.

The Attalusian 44th is looking to do a recruiting drive on a local planet they just received the allowance to do so legally. They send their most knowledgeable recruiter. The planet is populated by hundreds of thousands [+0 DM] of aliens currently dealing with a captive government [-2 DM] under nearly martial law (Level 5) [+0 DM]. The planet is lucky to have a class D starport [+0 DM] attached to a frontier port [+2 DM], making the most out of the few weeks they are allowed. The recruiter does a very admirable job, spending only two weeks to find a sizeable number of willing recruits [Recruiting roll of 12 plus a total DM of +0; a success with an Effect 4].

The group of recruits is excellent for such a short amount of time, numbering 24 [5d6]. The group is then split into three individual groups of eight to go into their initial judgment tests. The combat training group does amazingly well [passing with Effect 4; 60% of 8 = 4.8 rounded to 5 recruits], the support group performs as expected [passing with Effect 4; 50% of 8 = 4 recruits], and the office training course is almost a complete failure [passing with Effect 0; 5% of 8 = 0.4 rounded to 1 recruit]. The result of the recruiting drive on this planet will end up with ten Rank 0 recruits, who will ship out to Attalus VI as soon as the ink on their contracts is dry!

BUILDING A MERCENARY UNIT

In *Traveller*, mercenary units are bonded groups of like-minded individuals seeking employment and compensation for their work. They are not very different from any other type of sub-contractor; save for their work often includes combat and destruction. Just like there are ten thousand different labour unions for this or that, there is a massive variety of mercenary units.

This section is written to help Referees flesh out their own mercenary units rapidly, or help build a unit around their Player Characters. There are only four steps involved in building a mercenary unit; Size, Fame/Infamy, Experience and Traits. Each step can be rolled randomly or chosen by the Referee as he sees fit. If the Player Characters are founding members, the players should have a great amount of say in such matters as well.

Unit Size

Mercenary units can range from multi-planetary unions that number in the thousands of active members to small, privately run five-to-six man elite teams. There is a lot to be said for efficiency in numbers, especially when massive numbers of bodies are needed to fill a ticket, but taking 1/500th of the compensation package of a ticket makes such numbers a problem. A small team might have more to lose, but the pay is always better. Each unit has to decide its comfortable level of members, and adjust its ticketing accordingly.

Referees can roll or choose on the table below to determine the size category of the mercenary unit, detailing the number of active members and the maximum number of members that can be sent on a normal ticketed mission.

MERCENARY UNIT SIZE

2d6 Result	Size Category	Number of Members ¹
2	Specialist	1 – 6 (1d6)
3 – 4	Private	5 – 10 (1d6 + 4)
5 – 6	Small	6 – 36 (2d6 x 3)
7	Common	10 – 60 (1d6 x 10)
8 – 9	Large	20 – 120 (2d6 x 10)
10	Legion	100 – 600 (1d6 x 100)
11	Huge	200 – 1200 (2d6 x 100)
12	Expansive	1000 – 6000 (1d6 x 1000)

¹ The unit could send far less, depending on the assessed risk of the ticket, or by employer request

Fame/Infamy of the Unit

Mercenaries live by the amount of work they can get, and their ability to draw employers to their negotiating tables instead of their competition. While good scouts and administrators help draw in business, *nothing* is as important to a mercenary unit as its overall reputation. Word of mouth advertising, media coverage and other avenues of spreading their reputation is all but priceless. Whether it is a reporter claiming the unit uses too much firepower or a former employer bragging about how he got one over on their administration, someone will find such information appealing – and interesting enough to look further.

Referees can roll or choose on the table below to determine how far the reputation of the mercenary unit has travelled, detailing any earned bonuses to their Social Standing throws when applicable. This table is based not only upon the die roll, but also the size of the unit (determined above).

MERCENARY UNIT FAME

2d6 Result	Social Standing DM ¹							
	Specialist	Private	Small	Common	Large	Legion	Huge	Expansive
2	+0	+0	+0	+0	+0	+1	+1	+1
3	+0	+0	+0	+0	+1	+1	+1	+2
4	+0	+0	+0	+1	+1	+1	+2	+2
5	+0	+0	+0	+1	+1	+2	+2	+3
6	+0	+0	+1	+1	+2	+2	+2	+3
7	+0	+0	+1	+2	+2	+2	+3	+4
8	+0	+1	+1	+2	+2	+2	+3	+4
9	+0	+1	+2	+2	+2	+3	+4	+5
10	+1	+1	+2	+2	+3	+3	+4	+5
11	+1	+2	+2	+3	+3	+4	+5	+5
12	+1	+2	+3	+3	+4	+4	+5	+6

¹ This DM is only applicable when the Referee believes the unit's fame/infamy can come into play

Unit Experience

Just how effective a unit can be in its missions is not simply left to the number of warm bodies it can throw at the enemy. The overall level of training and experience of the unit members matter greatly to the success of their missions and to the degree in which the average members get paid for their tickets. Knowing the overall Rank and experience of their unit is especially important to Player Character mercenaries, as it directly affects their finances and survivability.

The Referee must roll on or choose from the Mercenary Unit Average Skill table as to the general skill level of the unit. That skill level is then compared to the Rank Distribution in Unit table, which gives the Rank breakdown of the unit. For obvious reasons, any Player Character members are not included in the listed results – they are considered to be additional 'bonuses' to the unit.

Unit Traits

With so many individuals being recruited into a single unit, there is a touch of social homogeneity that occurs. Likes and dislikes tend to be shared throughout the ranks, giving an overall appearance of a constant. Individual members may or may not share this quirk or belief structure, but enough of the unit does that it can be considered a general trait amongst its common members.

Referees should choose or roll a d66 on the Mercenary Unit Traits table on page 68 to determine an interesting quality of the mercenary unit. Player Character members do not *have* to abide by this, but camaraderie might influence it upon them during game play.

MERCENARY UNIT AVERAGE SKILL

2d6 Result	Average Skill Level							
	Specialist	Private	Small	Common	Large	Legion	Huge	Expansive
2	Marginal	Introductory	Introductory	Introductory	Introductory	Introductory	Introductory	Introductory
3 – 4	Average	Marginal	Marginal	Introductory	Marginal	Marginal	Introductory	Introductory
5 – 6	Average	Average	Marginal	Marginal	Marginal	Average	Marginal	Marginal
7 – 9	Average	Average	Average	Average	Average	Average	Average	Marginal
10 – 11	Exceptional	Average	Average	Average	Average	Average	Average	Average
12	Exceptional	Exceptional	Exceptional	Exceptional	Exceptional	Average	Average	Average

RANK DISTRIBUTION IN UNIT

Average Skill Level	Percentage of Ranks in Unit ¹						
	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6 ²
Introductory	60%	30%	5%	3%	1%	–	–
Marginal	30%	20%	30%	10%	7%	2%	1%
Average	15%	20%	20%	25%	15%	3%	2%
Exceptional	10%	15%	20%	20%	25%	7%	3%

¹ Always round down with these percentages, with the leftover members (from the dropped remainders) falling into the Rank 0 members

² Large, Legion, Huge or Expansive-sized mercenary units are always considered to have a phantom Rank 6 investor that takes its share of every ticket the unit undertakes

MERCENARY UNIT TRAITS

d66	Trait	d66	Trait
11	Untrustworthy	41	Well Protected
12	Bigotry	42	Well Armed
13	Overestimated	43	Well Informed
14	Dangerous	44	Well Travelled
15	Overeager	45	Well Spoken
16	Soft-hearted	46	Well Trained
21	Loyal	51	Alien Backed
22	Aggressive	52	Militarily Backed
23	Helpful	53	Corporately Backed
24	Cautious	54	Governmentally Backed
25	Easily Distracted	55	Religiously Backed
26	Technophile	56	Privately Owned
31	Criminal	61	Xenophobic
32	Religious	62	Xenophile
33	Fanatic	63	Heroic
34	Untrusting	64	Destined for Greatness
35	Violent	65	Psionically Inclined
36	Battle-scarred	66	Imperial Agents

Untrustworthy: The unit tends to recruit backstabbers and double-crossers.

Bigotry: The unit has some kind of distaste or hatred for an alien race apart from its most common member species.

Overestimated: The unit is heralded for skills it does not exactly have.

Dangerous: The unit inflicts great amounts of collateral damage, to both targets and bystanders.

Overeager: The unit tends to bite off more than it can chew, rushing forward into battles prematurely.

Soft-hearted: The unit dislikes wanton destruction, trying to take prisoners whenever possible.

Loyal: The unit will stick to the letter of the ticket, even if the employer's intentions are markedly wrong.

Aggressive: The unit seeks resolution through combat whenever possible.

Helpful: The unit will go out of its way to help outsiders and civilians.

Cautious: The unit acts slowly, but rarely makes mistakes.

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

Technophile: The unit is obsessed with advancing their possession and use of technology.

Criminal: The unit is based in illegal services, goods or members.

Religious: The unit follows some kind of belief structure devoted to a higher power.

Fanatic: The unit is blindly devoted to a cause or belief, willing to die for it.

Untrusting: The unit must double-check all information and reports unless it came from a unit member.

Violent: The unit tends to inflict great bodily harm on its enemies, even when unnecessary.

Battle-scarred: The unit members are dotted with scars from their numerous battles and missions.

Well Protected: The unit has some kind of charter or treaty with the locals to keep them safe, physically as well as legally.

Well Armed: The unit has access to a variety of weapons and equipment.

Well Informed: The unit has several rumourmongers and informants loyal to them.

Well Travelled: The unit has been active on multiple worlds and systems.

Well Spoken: The unit is attributed to good public image and media speeches.

Well Trained: The unit is noted for its extensive training programs and skill access.

Alien Backed: The unit is financially backed by an alien species apart from its common member species.

Militarily Backed: The unit receives regular support from a local military agency.

Corporately Backed: The unit receives regular support from a corporate source or sponsor.

Governmentally Backed: The unit receives regular support from a local government or authority office.

Religiously Backed: The unit receives regular support from a local cult, sect, or church.

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

Xenophobic: The unit is afraid of aliens, and does not recruit or take tickets from them.

Xenophile: The unit is obsessed with alien species and cultures, working with or for them as often as possible.

Heroic: The unit will take the most difficult tickets, so long as they are doing the 'right thing'.

Destined for Greatness: The unit has been prophesied or claimed to serve the main role in a greater fate.

Psionically Inclined: The unit is focussed on Psionists and tries to recruit as many as they can.

Imperial Agents: The unit is actually a secret arm of the Imperium; reporting to them frequently.

An Example Mercenary Unit

Having picked up Traveller: Mercenary, the Referee decides to build a mercenary unit that might end up recruiting his Aslan Player Characters during the next game session. He begins by figuring out that the unit – the Hyr'kur (Talonbourne) – is actually rather small [roll of 6 on Unit Size], having only 21 current members [2d6 x 3]. They are relatively well known in Aslan space [roll of 11 on Unit Fame], even if they are not considered to be veterans in the business [roll of 6 on Unit Average Skill; Marginal].

There is only one [7% of 21 = 1.47, rounded to 1] member at Rank 4, two [10% of 21 = 2.1, rounded to 2] at Rank 3, six [30% of 21 = 6.3, rounded to 6] Rank 2s, four [20% of 21 = 4.2, rounded to 4] Rank 1s, and eight [30% of 21 = 6.3, rounded to 6 plus the remaining two members] Rank 0 members. There is something strange and interesting about an all-Aslan mercenary unit, especially one that has shown itself to be even more belligerent than the common outlook of their species [rolled the 35 result on Unit Traits; Violent]! The Referee is satisfied with the unit, and he hopes his players will give them a try.

Sample Mercenaries and Pre-Made

Characters

While mercenary Non-Player Characters can be generated using the normal character generation rules, it is easier just to note down Characteristics and the few appropriate skills needed to interact with the unit. A skilled mercenary has three or four levels in the skills related to his individual career path, and zero or one level in a half-dozen other skills.

The following are pre-made mercenary Non-Player Characters that Referees can use in their gaming sessions as adversaries or to populate the units around their Player Characters.

SUPPORTING MERCENARY NON-PLAYER CHARACTERS

Character	Career Path	Str	Dex	End	Int	Edu	Soc
Trainee	Citizen (worker) 2	8	8	8	7	7	6
Drive 1, Melee (brawling) 1, Gun (slug pistol) 1, Streetwise 1 Jack Armour (1)							
Merc Recruit	Citizen (worker) 2, Commando (raider) 1	8	9	8	7	7	7
Athletics 1, Gun (slug pistol) 2, Survival 1, Drive 1, Melee (blade) 1, Streetwise 1 Autopistol (3d6-3), Dagger (1d6+2), Flak Jacket (4)							
Unit Hireling	Civilian (colonist) 2, Drifter (wanderer) 1	8	7	8	8	6	6
Streetwise 2, Deception 2, Stealth 1, Melee (blade) 1, Survival 1 Dagger (1d6+2), Jack Armour (1)							
Recruiting Agent	Army (Cavalry) 1, Cadre (basics trainer) 3	8	9	8	9	10	8
Admin 2, Streetwise 1, Persuade 2, Deception 1, Recruiting 2, Gun (slug pistol) 2, Instruction 1 Autopistol (3d6-3), Cloth Armour (5)							
Administrator	Nobility (administrator) 2, Striker (rifleman) 1, Commando (raider) 1	8	8	8	9	9	8
Admin 2, Advocate 1, Broker 2, Streetwise 1, Persuade 1, Gun (slug pistol) 1, Gun (slug rifle) 1, Melee (martial arts) 1 Autopistol (3d6-3), Autorifle (3d6), Jack Armour (1)							

Trainees are potential mercenary recruits, waiting to be accepted into the unit.

Merc Recruits are experienced veterans who have joined a mercenary unit at Rank 0.

Unit Hirelings are local civilians that are placed temporarily on the payroll to help with menial or unskilled tasks.

Recruiting Agents are members of the unit trained to travel to populated planets and try to persuade able bodies to join the unit.

Administrators are specially trained officer/lawyers who make sure that a unit's tickets are fair and worthwhile.

CADRE NON-PLAYER CHARACTERS

Character	Career Path	Str	Dex	End	Int	Edu	Soc
Trainer 1	Army (infantry) 1, Cadre (basics trainer) 2	8	8	8	9	9	8
Athletics 1, Comms 1, Melee (blade) 1, Instruction 2, Gun (slug pistol) 1, Tactics 1 Dagger (1d6+2), Stunstick (1d6), Autopistol (3d6-3), Cloth Armour (5)							
Trainer 2	Army (infantry) 2, Cadre (basics trainer) 1, Cadre (physical trainer) 1	9	8	9	8	9	8
Athletics 2, Battle Dress 1, Melee (blade) 2, Instruction 2, Gun (slug pistol) 1, Tactics 1, Survival 2 Dagger (1d6+2), Stunstick (1d6), Autopistol (3d6-3), Subdermal Armour (3)							
Unit Instructor	Army (infantry) 1, Cadre (field exercise leader) 4	9	9	10	9	9	9
Athletics 2, Battle Dress 1, Combat Engineer 1, Melee (blade) 2, Instruction 2, Gun (slug rifle) 2, Recon 1, Tactics 2, Survival 1 Cutlass (2d6+4), Autopistol (3d6-3), Assault Rifle (3d6), Cloth Armour (5)							

COMMANDO NON-PLAYER CHARACTERS

Character	Career Path	Str	Dex	End	Int	Edu	Soc
Commando	Army (infantry) 2, Commando (raider) 2	9	8	10	8	7	8
Athletics 1, Combat Engineer 1, Melee (blade) 2, Heavy Weapons (launchers) 1, Gun (slug rifle) 2, Recon 1, Tactics 1							
Blade (2d6), Assault Rifle (3d6), Cloth Armour (5)							

Veteran Commando	Army (infantry) 2, Commando (raider) 2, Commando (spec ops) 1	9	9	9	8	8	10
Athletics 1, Battle Dress 2, Combat Engineer 2, Comms 1, Leadership 1, Melee (blade) 2, Heavy Weapons (man-portable) 2, Gun (energy rifle) 3, Recon 2, Tactics 2							
Blade (2d6), PGMP-12 (10d6), Laser Rifle (5d6+3), Battle Dress (16)							

GUERRILLA NON-PLAYER CHARACTERS

Character	Career Path	Str	Dex	End	Int	Edu	Soc
Gunman	Rogue (enforcer) 1, Guerrilla (saboteur) 2	9	9	9	8	8	8
Athletics 1, Combat Engineer 1, Mechanic 1, Gun (slug rifle) 2, Recruiting 1							
Dagger (1d6+2), Autorifle (3d6), Shotgun (4d6), Flak Armour (4)							

Enemy of the State	Guerrilla (terrorist) 4, Guerrilla (assassin) 1	9	10	10	9	9	0
Athletics 1, Combat Engineer 2, Explosives 2, Melee (blade) 2, Instruction 1, Interrogation 2, Heavy Weapons (launchers) 1, Gun (slug pistol) 2, Gun (slug rifle) 2, Tactics 2, Stealth 2, Survival 1							
Blade (2d6), Assault Rifle (3d6), Autopistol (3d6-3), Rocket Launcher (5d6), Combat Armour (12)							

SECURITY NON-PLAYER CHARACTERS

For the various characters that could fit well in the Security mercenary career, use the statistics for Average Guard 1 and 2, Experienced Guard, Security Officer 1 and 2, and Bodyguard. These templates can all be found in the *Traveller* core rulebook, starting on page 84.

STRIKER NON-PLAYER CHARACTERS

Character	Career Path	Str	Dex	End	Int	Edu	Soc
Frontline Fighter	Army (infantry) 1, Striker (rifleman) 2	9	10	8	7	7	7
Athletics 1, Battle Dress 1, Gun (slug rifle) 2, Recon 1, Survival 1							
Assault rifle (3d6), Dagger (1d6+2), Cloth Armour (5)							

Sharpshooter	Army (infantry) 2, Striker (sniper) 3	8	11	9	8	8	7
Athletics 1, Deception 2, Gun (slug rifle) 3, Heavy Weapons (MagRails) 2, Recon 1, Survival 2, Stealth 2							
Gauss rifle (4d6), ARMP-11 (10d6), Cloth Armour (5)							

Boarding Party Member	Marine (star marine) 1, Striker (breaching troop) 2	10	9	10	8	8	7
Battle Dress 1, Comms 2, Explosives 2, Pilot 1, Melee (bludgeon) 2, Gun (zero-G) 2, Vacc Suit 2, Zero-G 2							
Accelerator rifle (3d6), Flechette carbine (3d6), Boarding Vacc Suit (12)							

WARMONGER NON-PLAYER CHARACTERS

Character	Career Path	Str	Dex	End	Int	Edu	Soc
Smuggler	Merchants (merchant marine) 1, Warmonger (arms dealer) 2	8	9	8	10	9	9
Broker 2, Carouse 1, Deception 2, Persuade 1, Trade 2, Gun (slug pistol) 1, Pilot 1							
Autopistol (3d6-3), Body pistol (3d6-3), Flak Jacket (4)							

Professional Soldier	Marines (ground assault) 2, Warmonger (soldier-of-fortune) 2	10	11	9	8	8	9
Drive 1, Broker 1, Battle Dress 1, Combat Engineering 1, Comms 1, Gun (slug rifle) 3, Gun (slug pistol) 2, Heavy Weapons (launchers) 1, Melee (blade) 2, Weapon Engineering 1, Tactics 2							
Assault rifle (3d6), Gauss pistol (3d6), Grenade launcher (as grenade), Blade (2d6), Combat Armour (14)							

NEW COMBAT RULES

This chapter gives Referees a series of new optional combat rules to use with their *Traveller* fights. They add a few extra touches when the bullets, beams and blades start flying. Also in this chapter is a more extensive, unit-based combat system designed for large scale battles. Combining elements of personal combat with the feel of a chaotic wartime engagement, this 'Battle System' is very useful for mercenary units that move and act in large numbers.

ADVANCED RANGED COMBAT

The core rulebook for *Traveller* explains how to pick up a firearm, throwing knife, grenade or the like and use it to attack an enemy. It also discusses the firing modes of some types of weaponry. Although these rules are perfectly good enough for a common fire fight, we have looked a little deeper into additional ways to augment and further utilise ranged combat.

The following are several advanced rules that can be used with *Traveller* ranged combat attacks, if the Referee allows for their use.

Aiming for the Kill

Aiming at a target for several seconds can increase a shooter's chance of striking the target, but it can also be used to try and strike specifically vital areas on a target. Typically used by snipers and precision marksmen, the ability to go for a head shot can be the difference between a clean kill and a botched job.

Specifically aiming for a kill works exactly like regular Aiming (see *Traveller* core rulebook page 61), but does not add to the character's DM to hit the target. Instead, the character gains a bonus of +2 to his damage equal to the number of minor actions he spends Aiming for the Kill. He cannot dodge, duck, or move while aiming. He also loses his Aim bonus if hit or distracted. The maximum bonus obtainable from Aiming for the Kill is +6.

Extreme Range Firing

Certain ranged weapons may fire at ranges beyond the Distant range band. This remarkably long distance is not only difficult to be accurate at, but can make the shot less effective. Any weapon that has the ability to fire into the Distant range band can potentially strike targets even beyond, so long as the firer can see the target. Weapons fired at this extreme range do so using the modifiers for Distant range with an additional DM of -2. Only characters with at least three levels of skill in the weapon may fire at extreme range. To fire at extreme range, characters must be stationary and prepared to fire from some kind of rest (tripod, tree limb, bunker embrasure and so on). Vehicles must be stationary for weapons to be fired at extreme range from it. Energy-based weapons (lasers, PGMPs, and so on) inflict half damage (round up) at this extreme range.

This can be combined with Aiming for the Kill (above).



Blind Firing

Often dangerous in a firefight due to the possibility of hitting allies, important items or bystanders, blind firing is whenever a weapon is fired overhead, around a corner, into a doorway and so on without the shooter looking where he is aiming. This is extremely unlikely to actually hit anyone specific, but it might be just the thing to keep an enemy's head down long enough for the situation to improve.

Blind firing works exactly like any other form of firing (including automatic), but it always treats the firer as having Level 0 in that weapon's relative skill. Additionally an extra die is thrown when firing, but before any calculations are made the highest die (or one of the highest, in case of a tie) is removed completely. For automatic firing this extra die is thrown after all the dice are paired up, with one extra die rolled for each pair of dice. Any successful attack(s) needs to then have a die rolled to randomly choose which eligible target in the firing line is hit – whether friend or foe.

Panic Fire

Only the steel nerves of a warrior can hope to stand up to incoming bullets and lasers without losing their aim; not everyone can be so lucky. Fear can make someone do unexpected things, including emptying a magazine of ammunition wildly toward the enemy. Called Panic Fire, this action is a horrible waste of bullets, but it can turn a weapon's payload into a spray of destruction.

In order to call upon Panic Fire, a character must be using some form of small arms slug thrower. Panic fire uses all remaining rounds in the weapon, and hits are resolved as if the weapon were being fired with an Auto rating two higher than the weapon would normally have. For every shot there is a -2DM penalty to hit. If there are insufficient bullets left in the weapon's magazine prior to firing then there will be no benefit from using Panic Fire.

Parabolic Fire

There are several weapons that use munitions that arc high into the air instead of directly toward the target. Grenade launchers, hand grenades, mortar shells; these are all examples of weaponry designed for a style of attack called Parabolic fire. By adding an arc on the projectile while judging roughly where it will land, the firer can estimate how far the shot needs to land in order to avoid obstacles. Low walls, trenches, and bunkers can sometimes be circumvented by a well-placed grenade.

To throw a grenade or launch another projectile in a proper parabolic arc, the character makes the appropriate skill (Heavy Weapons, Athletics and so on) check with a penalty depending on how far the shot is intended to land (see table below), regular range modifiers do not apply. If the check is successful, add the Effect to the projectile's damage. No matter what happens, the projectile scatters in a random direction 1d6 minus the Effect in meters. This means that even a failure could still potentially strike the target (or scatter back over the obstacle for short parabolic arcs!), but get no bonus to damage.

Shotgun Spread

The statistics listed for a shotgun on page 99 of the *Traveller* core rulebook are used when loading it with the standard shot-filled shell. It is possible however, to load a shotgun with a lighter cluster of metallic slivers instead. Flechette rounds hurl a cloud of metal shards towards a target. Although it does not have anywhere near

the penetration of a common round, the flechette shell spreads out slightly to puncture and lacerate a wider area of the target or targets.

Any shotgun loaded specifically with flechette rounds can be fired like a common round at a single target up to Short range, using the standard statistics for the weapon. If firing at a target or group of targets at Medium or Long range, the frag shell has its damage reduced to 2d6 but gains a +1DM bonus to hit, and can hit not only the target aimed at but also anyone (friend or foe) within 1 metre of the initial target.

Suppression Fire

Any seasoned veteran will explain that the best way to survive a fire fight is for a combatant to keep their head down and out of the line of fire. However, if a trooper is doing that they are not likely to be hitting any enemies either. The key is to try and get the enemy to keep their heads down more than the trooper. The best way to do this is through Suppression fire. By shooting at an enemy without even trying to necessarily hit them, the impacts of the attacks will likely make them think twice before ducking out of cover.

Suppression fire works by having the character actually target the areas surrounding the target; a wall, a tree or even the ground at their feet are all perfectly suitable. The impact of the character's attacks are often enough to give pause to a potential attacker. The firing character rolls his shooting attack as normal, except with a -2 DM for trying to hit cover and nearby objects to the target(s). This attack action also uses up double the normal amount of ammunition per attack. Failures are treated as normal misses. Success means that the firer has hit close enough to the target to force them to duck away, stalling their next action by adding an initiative penalty equal to the Effect of the attack. Suppressed targets also receive a -1DM penalty to any skill checks that they try to perform in both the current and following combat round.

Automatic fire can be used for Suppression fire, but no target can be affected twice by Suppression fire on the same action. The target must be allowed to take one action before he can be suppressed again. If multiple hits are used upon the same target, the highest Effect takes precedence.

There are some situations and instances that can make a target so unshakable that they do not care about Suppression fire, and will

PARABOLIC WEAPON RANGES

Weapon Type	Personal	Close	Short	Medium	Long	Very Long	Distant
Ranged Attacks							
Thrown	Out of range	-1	-2	-3	Out of range	Out of range	Out of range
Launcher	Out of range	Out of range	Out of range	-2	-3	Out of range	Out of range
Artillery	Out of range	Out of range	Out of range	Out of range	+0	+0	-1

not be harried by it. Some of those exceptions are found on the list below.

- Vehicles, or targets fully enclosed in vehicles
- Zealots
- Mechanical or android targets
- Targets wearing full Battle Dress
- Suicidal targets

GROUND FORCES VERSUS STARSHIPS

In *Traveller*, combat is normally a handful of individuals against another handful of individuals, with each side armed to take out the other. Occasionally a larger weapon system or vehicle can get caught in the mix, laying waste to lesser targets in short order. These sorts of conflicts are already a part of the *Traveller* game system with the current rules in place, and such scenes should take place with relative ease.

Starship-scale weaponry and armour is dramatically different than the weapon and armour values used by ground forces (infantry and planetary vehicles). A single strike from a starship-scale weapon will likely vaporise even the biggest and thickest of vehicles – let alone a single infantry target. As described in the *Traveller* core rulebook, starship-scale weaponry multiplies its damage by 50 when striking a ground forces target. A single successful impact is normally enough to eliminate such a target, but gunners can get frustrated trying to ‘swat flies’. It is worth noting that starship weapons are not designed for engaging ground targets and so their rate of fire is painfully slow, able to fire weapons only once every three Combat rounds, and some weapons are utterly useless (missiles, for example, do not have the necessary targeting programming to be effective against ground targets).

Ground Force Weaponry against Starship-scale Targets

Because starship-scale weaponry is so lethal to ground force targets it is not often that a vehicle or heavy infantry would ever want to make a stand against a starship. Most ground force weaponry simply cannot muster enough damage potential to do anything but scratch the paint of a starship. Starships are shielded from the void of space and layered in armour designed to withstand raw star radiation and absolute zero temperatures – a bullet just seems to pale in comparison.

Some heavier or advanced weaponry however, can be used to inflict minor damage upon starship-scale targets. Where bullets and flechettes cannot hope to penetrate the hull of a starship, high-yield weapons like plasma and fusion cannons can punch through lighter starship-scale targets.

Gaining a +4DM bonus to hit anything on the starship-scale, ground force weaponry must divide its damage by 50 before comparing it to a starship-scale target’s armour. Because a single weapon will,

obviously, be unable to punch through armour it is possible for multiple weapons to all target the starship simultaneously, and the cumulative effect can inflict damage. Every additional ground weapon beyond the first can add half its damage dice to the total before dividing the total by 50 in order to calculate damage.

Most small arms (rifles, pistols, and the like) will have no effect against a starship, only lasers and energy weapons have a chance to inflict real harm.

Example

The Starglider is currently in its warm up launch preparations on the starport pad when a group of marines and starport security attack the ship, with the starport authorities having realised that the crew are actually a group of wanted criminals. The Starglider has rather basic hull armour with a rating of 6. The marines have an assortment of weaponry firing at the huge stationary target. There are a dozen security armed with gauss rifles, these are ignored. The marines are equipped with a dozen FGMP-14s and there are some twenty more security armed with laser rifles. Finally one marine is armed with a TL15 AT gun fitted into his suit of battledress.

*In the first round of firing 9 FGMPs, 15 of the lasers and the AT gun all hit. The first FGMP does 16D6 damage, the others combine for 64d6 (8*16d6/2), the AT gun does 5d6 (10d6/2) and the lasers 37d6 (15*5d6/2, rounded down). This totals 122d6 damage, divided by 50 and then rounded down – the combined effect of all this firepower is 2d6 damage to the ship. A 10 is rolled and the Starglider’s armour of 6 is deducted from this. Looking at the damage table on page 150 of the main *Traveller* rulebook a single hit has been inflicted upon the Starglider, which ends up reducing the ship’s hull by 1. Certainly a good attempt by the marines, but not enough to prevent the Starglider taking off and her villainous crew escaping.*

BATTLE SYSTEM – LARGE SCALE

CONFLICT IN TRAVELLER

These rules offer a fairly simple, abstract system for dealing with large battles (those involving more than a platoon of men to either side) in *Traveller*. The Battle System rules take a look at the bigger picture in a conflict, not the individuals. While this does not mean that the Player Characters will be ignored during the action, it does mean that most of their individual skills and talents will not come into play, there is only so much a small team of adventurers can do on a battlefield where thousands of troops clash.

Preparation for Battle

Before a Battle-scale conflict can occur, the Referee must set all of the ‘pieces’ in order to play. Each acting group is divided under a specific skill group and unit leader, creating the individual units that will be taking part in the battle.

There are eight types of units in the Battle System engagement rules. They are as follows:

- **Infantry** – Any basic combat unit made up of men on foot or single-driver vehicles (bikes, sleds and so on) equipped with rifles, energy weapons and other automatic firepower.
- **Heavy Infantry** – Any combat unit wearing Battle Dress and equipped with Heavy Weapons.
- **Close Quarters** – Any combat unit equipped solely with pistols, melee or natural weaponry.
- **Vehicle** – Any unit consisting of a small number of individual multi-crew vehicles (AFVs, hovertraks, etc.) or single larger vehicles (tanks, grav carrier, etc.).
- **Artillery** – Any unit of long-range weaponry used to attack the enemy from the farthest limits of the battlefield; also a unit of Artillery Battle Dress soldiers.
- **Ortillery** – Space based artillery, normally only available to one side in a battle. Less accurate than regular artillery, but deadly and immune to enemy fire from the ground.
- **Close Air Support (CAS)** – Aircraft of any sort that support land troops. These can include aeroplanes, helicopters and grav vehicles designed for this role.
- **Command** – The primary leadership centre of the entire force.

Creating A Military Force

The Referee will determine how many units there will be available to both sides (as well as their types and unit strength), unless playing in a campaign where the Player Characters will have jurisdiction over the disposition of troops.

The number of members in the unit can vary drastically depending on the number of potential members the commander has access to. If he only has 800 soldiers, he is not going to be able to make an Infantry Brigade of 1,000 men.

Unit Statistics

Once the make up of an army is decided there are a number of statistics for each unit that need to be noted. They are as follows:

- **Unit Type (Infantry, Artillery and so on)**
- **Unit Strength (numbers of men)**
- **Unit Rating**
- **Morale**
- **Tech Level**

UNIT TYPE

This is simply determined by what manner of members make up the unit; Infantry, vehicles and so on.

MEMBER STRENGTH

This is the effective number of members in the unit. This is also the number of 'hits' the unit can withstand before being destroyed. This number will steadily decrease during a conflict as the unit takes casualties.

UNIT RATING

Highly skilled troops are capable of overcoming less well trained enemy forces even if severely outnumbered. Unit skill not only

UNIT STRENGTHS

Init Size	Maximum Members in Unit							
	Infantry	Heavy Infantry	Close Quarters	Vehicle	Artillery	Ortillery ¹	CAS	Command
1 Fire Team	10	5	20	1	1	1	1	5
2 Squad	20	10	50	2	2	1	2	8
3 Platoon	40	20	100	4	3	1	4	10
4 Company	100	50	500	12	4	1	8	15
5 Battalion	500	100	1000	36	5	1	12	20
6 Regiment	1000	200	1500	72	6	1	16	35

¹ Ortillery normally takes the form of a starship in orbit and can represent anything from a small patrol ship to a squadron of cruisers to a huge dreadnought.

UNIT SKILL

Skill Rating	Description	Average Skill
1	Raw (militia, untrained conscripts)	0
2	Trained (unbloodied troops)	0
3	Regular (professional soldiers with a smattering of troops with combat experience)	1
4	Veteran (experienced troops, most with plenty of combat experience)	2
5	Elite (special forces)	3

represents their effectiveness in inflicting losses on the enemy but has a direct influence upon the unit's morale.

The unit rating also reflects the average skill levels of the troops. Raw troops will have a few individuals with skill 0, but many without any skill whatsoever. Trained will all be of skill 0, whilst elites will have a skill of 3, on average (and on very rare occasions, even more than this). Different units are specialised in different skills, as shown below. The defining skill of the units is calculated using the base average of the unit members.

- **Infantry** – Gun Combat (any non-pistol)
- **Heavy Infantry** – Heavy Weapons
- **Close Quarters** – Melee (any) or Gun Combat (any pistol)
- **Vehicle** – Drive, Flyer or Seafarer (depending on the type of vehicles)
- **Artillery** – Heavy Weapons (field artillery)
- **Ortillery** – Gunner (any)
- **Close Air Support** – Flyer (any)
- **Command** – Tactics and Leadership

UNIT MORALE

Unlike personal Morale (see earlier in this chapter), this statistic is based partially on the skill of the unit and their faith in the commands of the force commander. The Unit Morale of each unit is calculated by adding the Unit Rating number to the Unit Size plus the Leadership skill of the primary Command unit of the army.

Example: A veteran battalion of Infantry will have a Unit Morale of 5 plus their Unit Rating of 4, plus the Leadership of their Command unit. However, a veteran fire team will only have a Unit Morale of 1 plus 4 in addition to the Leadership of their Command unit – showing how large units add to the willpower of the soldiers within them.

If, during battle, a unit's morale reaches 0 it is broken and will attempt to flee the field or surrender, depending on the circumstances on the battlefield.

TECH LEVEL

A few troopers in battledress are unlikely to have much trouble with many hundreds of wild-eyed swordsmen and tech-level is a very important consideration once battle is joined. All units equipped to Tech Level 3 or less are considered to be Close Quarters units.

Deployment Zone

Each force has three deployment zones in which to place its forces. These are named Front Line, Reserves and Support, any unit may be placed in any of these zones, apart from Close Air Support and Ortillery, which are always assumed to start in the Support zone.

Although some units are better positioned in different zones. Artillery will almost always be placed in Support, whilst infantry, heavy infantry and vehicles will almost never be placed there. Each unit benefits from its placement and it is important for either side to place its troops appropriately in order to maximise their combat efficiency.

Placing the Units on the Battlefield

Once all of an army's units have been formed, rated and recorded in order to keep track of their statistics, the force commander (or the commanding player) will decide where exactly on the battlefield the units will begin. They, of course, will be allowed to move once a battle has begun.

Ortillery units are not considered to be on the battlefield, as such, bringing their devastating firepower down upon their enemies from the safety of orbit. They are, for convenience, positioned in the Support Zone of their army.

Close Air Support units are held in reserve, they do not enter the battlefield until their commander decides they are required and when they do appear it will be in their own Support zone.

Execution of Battle

The units have been set, and the battle has begun. Now it is time for the bullets and bodies to start flying. This happens in a series of phases through the Battle Round, with the Command unit taking charge and sending other units into action.

The Execution of Battle phase comprises of the following phases.

- **Command Phase** – Deciding which and how many units will act this round



- **Action Phase** – Giving units their actions and recording the results
- **Morale Phase** – Recording the Morale losses or gains of each unit, recording broken units
- **Withdrawal Phase (optional)** – Force commanders may decide to flee from combat

What each individual phase means to the combat, and how they function in Battle System, is detailed in the subsections below.

Command Phase

The Command Phase is arguably the most important phase in the round, as it determines how many units of the army will be allowed to take actions this round. A combination of the pre-battle plans set down and the communication capabilities of the Command Unit, this phase begins every Battle Round.

Both sides' primary Command Units must roll a Leadership throw 8+ to determine the number of Unit Actions the army will receive this round. If successful, the army is allowed the Command Unit's Tactics level plus the Effect of the throw in Unit Actions. If a failure, the army simply receives the Command Unit's Tactics level in actions instead. This is a very important throw for the army, and the primary Command Unit should be protected because of it.

A Command Unit will receive a +1DM to the Leadership roll if they are situated within their Reserves zone, being closer to the action they will be able to judge the situation on the ground that much more clearly. However being closer to the front lines also means that they are more likely to become subject to enemy attacks.

Secondary Command Units

Armies will normally create a second Command Unit to lead the army in case the first is destroyed or broken. This is a good idea for those who can afford the additional command staff, as it allows for a single additional Unit Action each round while the primary Command Unit is still in control.

Should the primary Command Unit be destroyed or broken, the secondary Command Unit takes control and becomes primary. However, the unexpected re-structuring process is harmful to the chain of command, and the Tactics and Leadership skills of the unit are reduced by 1 (minimum of 0).

The Command Unit can choose to use these Unit Actions as it sees fit during the Action Phase. Unused Unit Actions are not carried over from round to round, and must be used or wasted.

If an army is without a Command Unit at all during the Command Phase, every unit in the army immediately loses one point of Unit Morale and must each pass a Unit Morale test in order to take a Unit Action with a -1 DM. Losing the command element of an army is often the breaking point of the conflict, and few armies last long after that happens.

For example, Archibald Venturi is leading his army from his primary Command Unit. His Command Unit has a Tactics of 3 and a Leadership of 2. During the Command Phase, he rolls his Leadership and scores a 4 and 4 plus his skill of 2 = 10; success. His Effect is 2 plus his Tactics of 3 gives his army a total of 5 Unit Actions this Battle Round.



The Command Unit can also try call up any CAS units he wishes to use during his Command Phase, needing to roll Tactics 8+. The Effect of the roll should be noted, this is how many Battle Rounds the CAS can stay before they have to leave the battlefield to replenish fuel and munitions. A failed roll means the unit is delayed and the Command unit can try again the following Battle Round.

Action Phase

The primary part of the Battle Round, the Action Phase is unsurprisingly where the units take their actions across the battlefield. It is during this phase that units will move and attack.

RANGE ATTACK MODIFIERS

		Range				
Unit Type	0	1	2	3	4	5
Infantry	+0	+1	-1	-2	—	—
Heavy Infantry	+1	+1	+2	+0	+0	—
Close Quarters	+1	+0	—	—	—	—
Vehicle	-1	+0	+2	+1	+0	-1
Artillery	—	-1	+1	+2	+2	+2
Ortillery	+1	+1	+1	+1	+1	+1
CAS	+2	+2	+1	+1	+0	-1
Command	+1	+1	+1	+0	+0	—

The Action Phase begins with each commander choosing to spend Unit Actions on their army's individual units. Each unit may accept up to 2 Unit Actions in this manner, each one chosen as an Attack or Manoeuvre action. A unit may only use one Manoeuvre action each round, but is not limited on its Attack capability. Thus, a unit could Attack twice with two Unit Actions, Manoeuvre and Attack with two Unit Actions, or Manoeuvre or Attack with one Unit Action.

Continuing the example, Archibald gives his own unit two Unit Actions, his twin Close Quarters Platoons one Unit Actions each (he hopes to get them close enough to carve up his hated enemies), and his Artillery Squad the last one.

ATTACK DIFFICULTY (UNIT VS. UNIT)

		Defending Unit							
		Infantry	Heavy Infantry	Close Quarters	Vehicles	Artillery	Ortillery	CAS	Command
Attacking Unit	Infantry	8+	9+	8+	10+	8+	—	9+	9+
	Heavy Infantry	7+	8+	8+	9+	8+	—	10+	9+
	Close Quarters	8+	9+	9+	10+	8+	—	11+	8+
	Vehicles	8+	8+	7+	9+	8+	—	10+	9+
	Artillery	7+	8+	8+	9+	10+	—	11+	10+
	Ortillery	8+	9+	9+	10+	11+	—	—	11+
	CAS	7+	8+	7+	9+	8+	—	9+	8+
	Command	9+	10+	8+	10+	8+	—	11+	9+

UNIT DAMAGE

		Target Unit							
		Infantry	Heavy Infantry	Close Quarters	Vehicles	Artillery	Ortillery	CAS	Command
Attacking Unit	Infantry	+0	−2	+1	−3	−1	—	−3	+0
	Heavy Infantry	+4	+1	+3	−1	+0	—	−2	+2
	Close Quarters	+2	−3	+3	−4	−5	—	−5	+1
	Vehicles	+5	+2	+5	−1	+0	—	−3	−3
	Artillery	+15	+8	+15	−1	−3	—	−2	+3
	Ortillery	+20	+10	+20	−2	−2	—	—	+2
	CAS	+10	+4	+10	+1	+2	—	+0	+1
	Command	+3	+1	+4	−3	−2	—	−2	+2

The force commander with the most Unit Actions rolled (or the highest Tactics level in the case of a tie) chooses one of his units with Unit Actions this round and activates them. Once they have finished their first (or only) Unit Action, the enemy commander may then do the same. This order continues until all Unit Actions have been taken.

Once the Unit Actions have been spent or assigned, the force commanders can take turns performing them. It is important to note that all units that have been given two Unit Actions cannot perform their second Unit Action until after all other units with Unit Actions have performed their first.

Manoeuvre Actions

When a unit is given a Manoeuvre as its Unit Action, it can move into an adjacent deployment zone. Orillery is unable to move, Close Air Support can move through up to three zones in a single manoeuvre action. This is to symbolise the unit making headway or taking a withdrawal on the battlefield. It is possible that a unit will not be able to enter a deployment zone as it may be locked by enemy forces.

Each unit can effectively block one enemy unit from entering the deployment zone it occupies, as long as it has morale greater than 0. Infantry and Heavy Infantry units can block two units from entering their zone, Orillery and Close Air Support are unable to block enemy units, and no unit can block an enemy Close Air Support unit.

When a non-broken (see Unit Morale above, and the Morale Phase below) unit uses a Manoeuvre action to move away from the enemy (making the number higher), they are considered to be tactically withdrawing, and regain 1 point of Unit Morale.

A unit that moves out of its support deployment zone away from the enemy is considered to have retreated from the battlefield and takes no further part in the battle.

Attack Actions

A unit taking an attack action represents several minutes of that unit's battlefield experience. The unit is not simply making attacks when it uses such an action, but also seeking cover, making equipment repairs, and even trying to take care of their own wounded. All of a unit's battlefield behaviours that are not revolving around manoeuvring are summarised in the Attack action.

When a unit decides to make its Attack action, it must first pass an immediate Unit Morale test by rolling equal to or under the unit's current Unit Morale on 1d6 in order to take action. It is possible for a unit with high morale to automatically pass this test.

Once the unit has verified its ability to perform an Attack action, the unit chooses a valid target unit for its attack. Each type of unit

gets a different DM for attacking enemy units different distances away, showing its ability to inflict damage upon targets that are close or far away. This DM is then used to modify the Attack Skill throw made to attack that target, added to which is the skill of the attacking unit. The distance modifiers and the unit's difficulty to inflict damage upon the enemy are found on the preceding tables. A listing of '—' means the unit is unable to attack effectively at anything at that range.

Once the unit has declared a valid target for its Attack action, the unit then makes its Unit Skill throw at the difficulty listed on the preceding table. If it fails, the unit's attack was ineffectual and no actual damage is inflicted (but the target's Unit Morale still suffers). If successful, there is the potential of inflicting casualties upon the enemy unit.

The Effect from a successful Attack action helps determine how much damage is inflicted upon the target unit. The Effect is added (or subtracted) to the modifier listed on the preceding table. These modifiers show how easy or difficult it is for a specific type of unit to harm another type of unit. Particularly hard-to-damage units like vehicles or artillery tend to have much smaller numbers, so inflicting even a single casualty upon them is a success for an attack.

ADDITIONAL MODIFIERS

- For each point of unit size +1 to the casualties inflicted.
- Technology level has a huge effect on casualty results. Deduct the difference between the tech levels from the casualties inflicted upon a unit with a higher technology level, and add the difference to any casualties inflicted upon a unit with a lower technology level.

A unit that manoeuvres into an enemy zone and attacks that turn doubles the amount of casualties it inflicts for that attack upon any enemy unit within the same deployment zone, representing the bonus that the attacking force gets from flanking fire. CAS units do not benefit from this bonus, nor can they be subjected to it.

A maximum of two units are able to attack a single enemy unit in a single Battle Round. However they can attack that unit up to two times each if they have enough actions allocated to them.

Orillery and Artillery units require forward observers to plot out enemy positions and call down fire upon the enemy. This takes one action, leaving these units only able to fire once per Battle Round, and then only if they have been assigned two actions during the Command phase.

Example: An elite, battalion-sized, Tech Level 10 Vehicle unit attacks a Tech level 6 Infantry unit. The Vehicle unit is in its own Reserves zone, whilst the target is in the enemy's front line, creating a range of 2.

Needing an 8+ to inflict damage the unit rolls a 5 and a 4 and adds to this its skill of 3 (for an elite unit) and the +2DM for the range, the result of 14 is more than sufficient to inflict casualties!

The number of casualties inflicted are the Effect of the Attack Skill throw (6), plus the difference in Tech Levels (4), plus the size of the attacking unit (5) plus the number in the Unit Damage table (5). A total of 20 (6+4+5+5) casualties fall under the withering hail of fire.

Rally Action

Additionally, the Command Unit of an army may perform a special type of action that boosts Unit Morale called a Rally action. This costs a Unit Action, and functions otherwise like a Manoeuvre action. The Command Unit chooses a single unit in his force that has lost Unit Morale to send a communiqué to and makes a Leadership throw 9+. Failure means that the unit is even more confused by the communication, losing another point of Unit Morale. If successful, the targeted unit regains lost Unit Morale equal to the Effect of the throw.

Once all units in the army that received any Unit Actions have taken their first one, no matter the status of the enemy army's progression, units that received a second Unit Action may begin to take them. The phase continues back and forth until one side has no more Unit Actions to take, at which point the other side takes all remaining actions in rapid succession. When all Unit Actions have been used and resolved, the Action Phase ends.

Morale Phase

After the bullets, lasers and orbital fire of the Action Phase, the Morale Phase takes place. This phase is where units realise they are in over their head, perhaps even so much so that they retreat from the battle altogether.

At the beginning of the Morale Phase the army units must check to see if they qualify for any Unit Morale loss or gain. The following are the ways a Battle Unit loses or gains Unit Morale.

- All units that were attacked in some way (successfully or not) immediately lose one point of Unit Morale.
- Any unit that shared a deployment zone with a friendly unit that was utterly destroyed this turn loses one point of Unit Morale.
- Any unit that shared a deployment zone with a friendly unit that routed this turn loses one point of Unit Morale.
- Any unit reduced to less than half of its starting Member Strength loses one point of Unit Morale.
- All units in an army that has a Command Unit destroyed or broken this turn loses 2 points of Unit Morale.
- Any unit whose attack destroys an enemy unit gains 2 points of Unit Morale.
- Any unit whose attack destroys an enemy Command Unit gains 3 points of Unit Morale.
- Any unit that attacks an enemy unit which then routs this turn gains 1 points of Unit Morale.

Once all of the units have had their Unit Morale adjusted for whatever reason, any units that have fallen to 0 Unit Morale are now considered to be broken. Broken units are no longer capable of engaging the enemy and are removed from the army's roster.

Once all units have taken stock of their new Unit Morale values and whether or not they have broken, the Morale Phase ends.

Withdrawal Phase (optional)

A commander can decide to withdraw his forces from battle, either piecemeal or all at once (conceding defeat in the latter case). If neither force commander wishes to use the Withdrawal Phase, the round ends and a new Battle Round begins with a new Command Phase.

If both force commanders decide to use the Withdrawal Phase, all units leave the battle without suffering any further casualties or damage. The battle ends immediately.

If one force commander chooses to use the Withdrawal Phase and the other does not, the withdrawing army will be subjected to one last volley of attacks as they flee the battle. Every non-withdrawing unit can make a single Attack action at one enemy unit.

The Referee can choose to create further scenes of chasing down the fleeing units as they scatter away from the battlefield, seeking refuge from the enemy. In many cases however, even the victorious units will want to take count of their own wounded and casualties, leaving the routed forces to their own.

Ortillery and CAS units are unable to act on the field of battle on their own, if all ground forces of their army are withdrawing or have been routed or destroyed they will automatically be assumed to have withdrawn from the battle, leaving their enemies victorious.



MERCENARY HEADQUARTERS AND MILITARY BASES

No matter where in the galaxy a military or mercenary unit performs its duties, they must have someplace they call home to return to when the day is done. For some it could be a few small barrack buildings behind a chain link fence, for others – a massive floating compound in the void of space. The larger the unit, the greater the need for a base of operations.

This chapter describes the placement of headquarters facilities throughout the galaxy for mercenary units and military forces. It presents dozens of options and potential ideas for players to build their own bases or Referees to prepare the headquarters of the people the characters will be interacting with. Hearing that a mercenary unit is big is one thing, but having a unit member give the Player Characters a guided tour of their seventy-square kilometre walled complex can make a huge difference in how they perceive that mercenary unit.

THE IMPORTANCE OF A CENTRAL BASE OR HQ

Unless a unit's various members spend every minute of every day together, they will need to arrange for a central location (or locations) to serve as their 'home base'. This should serve as the intelligence centre, meeting hall, home away from home, and equipment storage facility – amongst other purposes. It is where the unit's officers connect with their fellow members, and military operations are planned.

Although all of these things could be undertaken nomadically or perhaps from several distinct locations, it is far more efficient to have one main hub where a unit member knows they can go to when they need unit resources. Whether those 'resources' are as simple as a couch to sleep on between tickets or as complex as seeing a therapist for a bad case of post-traumatic stress, the base or headquarters of the unit should be available.

Governmental or private military organisations keep bases for their armed forces. They need a place to stay during their tours and somewhere to keep their equipment. When a civilian joins the military they eat, sleep and breathe the army (or marine) life. A military base, even if it is just a few barrack buildings and a motor pool, is an important component in any military force. Even the simplest of frontier forts can mean the difference between life or death for the soldiers stationed there.

A mercenary unit has a slightly different outlook upon their headquarters. A good base is expensive to maintain, but adds to a unit's credibility and efficiency. If a unit commander has to send out

messages to all the corners of a planet to call together the team of professionals an employer needs, time is lost and money must be spent on transporting the members around. Always having to contact a supplier to get equipment the unit could have been storing at its headquarters is just as expensive and risky. Even if it means paying a few extra thousand credits every couple of months, a professional mercenary unit will try to keep a central headquarters.

Setting aside the social and general benefits of having a central base of operations from which a unit can operate, there are certain logistic bonuses involved. Having a suitable central hub or headquarters from which a unit can operate (or at least a satellite office large enough), the unit can function with additional ease and fluidity.

The following bonuses apply to a unit that has an operational base or headquarters.

- Any Admin or Advocate skill throws made on behalf of the unit have a +1DM
- Mercenary administrators gain one additional Ticket Adjustment if negotiations take place inside their HQ
- Any Engineer, Mechanic, Medic or Weapon Engineering skill throws made within the base/HQ can have a +1DM if they have sufficient facilities
- Rolls made to acquire equipment using the Availability rules (see *New Equipment* for details) gain +1DM if the base/HQ is the delivery point

What Makes a Base or Headquarters Suitable?

There are several places in this chapter that will talk about 'suitable' facilities, bases and headquarters. This is a rather abstract terminology, but it is a malleable concept from unit to unit. If a unit does not have enough room for personnel, storage for equipment, medical bays for medics to work or similar problems with the facility it will be more of a detriment than a benefit.

In order for a Referee to determine whether a base/headquarters is considered suitable for the unit's purposes, the following ten questions should be asked about the facilities. So long as at least seven of the questions are answered 'yes', the facility is suitable.

1. Is there enough room for every unit member staying in the facility to have a sleeping area, personal storage and access to waste removal?

It is important that the members of the unit that have to stay in the facility have their own place to sleep and store their equipment when not in use. In smaller facilities that have too many personnel

for each to have their own sleeping space it is sometimes necessary to have schedules to make sure that all personnel get enough sleep. Waste removal services for personal litter and organic refuse is a must, even for species that might not be otherwise bothered by such things, especially when they receive business visits from potential employers.

2. Are there offices for officers, administrators or legal advocates?

In order to keep good records and proper files for the unit, a base facility should have rooms or at least some dedicated desks for paperwork and other official documents. It is good business practice to make sure that unit member records are in good order and accessible, especially if audited by a governmental agency.

3. Is there enough motor pool/engineering bay space for the unit's vehicles?

If a base facility does not have room for a unit's mechanical support, like vehicles and landing craft, things will become too cramped with fuel and spare parts to make use of them easily. Not to mention the poor living conditions having such materials lying around will make for the unit members. Any unit that utilises vehicles should make sure that there is ample room to house them and all of the tools necessary to keep them running.



NOTE: A unit with no vehicles can automatically answer this question 'yes', as it needs no space at this time.

4. Is there special storage for hazardous or dangerous equipment, such as heavy weapons, explosives and fusion cells?

Military and mercenary units in the galaxy frequently utilise some very dangerous technologies that require specific safety storage or handling. A single mishandled PGMP can wipe out an entire squad of men if fired accidentally in the base, and a misplaced cigarette could detonate an entire crate of explosives if not secured properly. Radioactive materials must be shielded from the rest of the base. There are many important safety regulations that should be met when dealing with dangerous equipment. If a base cannot follow these regulations, they should not try to use the equipment when at all possible.

NOTE: A unit that does not own examples of dangerous equipment can automatically answer this question 'yes'.

5. Is there at least one official Med Bay for every ten medics in the unit?

A proper base facility that houses medical professional members within the unit must be ready to utilise their skills properly. Unit medics and doctors cannot hope to perform surgery without a decent medical bay, and even first aid can be made difficult in the wrong environment. A good ratio to keep is one medical bay for every full ten medically-trained members using the base. Unit members are often injured in their line of work, and having a good team of medics on hand can make a huge difference to morale.

NOTE: A unit with no medics can automatically answer this question 'yes', as it needs no medical bays at this time.

6. Are there emergency assets in place in case of base defence, fire or natural disaster?

Although a military or mercenary base is likely to be considered a rather safe place due to its personnel's training, the unexpected can always happen. An earthquake could drop in a ceiling, a fire could trap men in the motor pool, or an enemy could launch an air strike upon the site. When the facility itself becomes a target of destruction (natural or not), all of the personnel inside should have emergency assets to utilise. These come in the form of fire retardant blankets, readily-marked breather masks, extinguishing systems, or even just emergency generators or escape tunnels. Whatever the situation, a good unit base will have specific ways to deal with it – or else it will never survive its first emergency.

7. Is there a readily accessible means to communicate with the members of the unit?

For a base to truly be effective as the central hub for the unit, it must be able to reach the members of the unit in the case of necessary information or impending gatherings. Early technology might use brightly coloured pennants that can be seen for many kilometres, radio transmitters and the like. As technology increased bases could utilise conferencing and other high-tech communication methods. The unit hierarchy at the base must be able to communicate with the unit as a whole; otherwise the base is just another halfway house.

8. Are there private places where unit Psionists can go to concentrate and remain stable?

The scientific discovery of telepathy and psionic abilities brought around a completely new way of looking at so-called psychics. Any unit that utilises a Psionist's abilities within the unit will want to make sure that they have their own 'quiet place' to calm their minds and shut out all of the mental static that can be counter-productive to their talents. A Psionist member that has to use his abilities in poor mental conditions can hope to do his best, but accidents – accidents that could cost unit lives – can happen.

NOTE: A unit with no Psionic members can automatically answer 'yes' to this question as it needs no private concentration areas at this time.

9. Is there sufficient life support for the species in the unit?

In *Traveller*, there is a multitude of different species that could potentially become members of a mercenary unit or military force, and not all of them can be expected to breathe oxygenated atmosphere and tolerate a water-based hydrosphere. For obvious reasons a base facility must have access to the atmospheric and environmental conditions required by the races that call it home. For planetary bases this is rarely a problem, but mobile starship facilities or space stations will need to keep track of what kinds of air and ambient chemicals are necessary or toxic for their members.

10. Is the facility's location known and accessible to the unit members?

For a base facility to be considered a headquarters, the unit members must be able to travel to its location. A base is only useful to its members if they utilise it, and it does them no good if they cannot manage to find or get to it. New recruits might need to be transported to the base the first time; once they have been shown how to reach it, they had best be able to get back when called for duty.

THE FACILITIES OF A COMMON BASE OR HEADQUARTERS

Individual base facilities differ from unit to unit, especially if the unit is a specialised one. A unit of professional sharpshooters will want a fantastic weapon workshop and target range, but a close combat platoon might prefer a complete gymnasium instead. Other than the very basics, a headquarters facility can vary greatly.

The following subsections discuss the individual facilities that could be found in a military base or mercenary headquarters.

Housing

Most bases will have barrack-style rooms in which the unit members can sleep when they are off duty, often attached to small equipment lockers where they can keep individual belongings. Side arms, personal clothing and effects can be stowed near where a member sleeps when stationed at the base, but privacy is rarely something that a common unit member can hope for. Such privileges are reserved for higher ranking or specialist members.

Dining

For any base that will be home to unit members for extended periods of time, there has to be some form of dining area and food storage system. Whether it is a small pantry and kitchenette, or a massive cafeteria and mess hall, the base must have somewhere to arrange for the feeding of the unit members.

Waste and Hygiene Services

All living species give off waste of some kind, even if it is not offensive or obtrusive. Additionally, a unit member's activities will sometimes cause them to become physically soiled or filthy. A base or headquarters must have adequate ways to clean its members of such filth and dispose of their waste matter. Showers, locker rooms, restroom areas; these are all suitable for most races.

Communications

An area or areas must be set aside to be used solely for communications amongst the unit's members and the outside world. Mercenary administrators will want to arrange for ticket negotiations, military officers will need to speak with their superiors, and common members will need to make the occasional call home. Unless a unit base is meant to stay a complete secret, it will have some kind of outside communication capabilities if at all possible.

Equipment Storage

Weapons lockers, refrigerated grenade cases, armour closets; these are just some of the necessary storage facilities a combat unit will need in its base. Speciality storage for certain items can be expensive, but always welcome when the unit learns of the danger of having something like a 'hot' fusion cell or unknown bio-sample around. Cheap cases can normally be acquired for average storage, but a unit that takes good care of its equipment and makes sure



everything is where it needs to be when they go to action is the most efficient.

Addressing Area

A central room, hall, auditorium or maybe teleconference room is often built for when the unit's senior members need to speak or address the entire unit on hand at the base. The area could be used for a dozen different things when the superiors are not using it, but it is a definite necessity in any structured unit where the members must receive orders.

Entertainment and Recreation

Although not a necessity to some non-field officers and accountants who are away from the front lines, most unit members will agree – bases that have no outlet for recreation are nightmare assignments. Gymnasiums, an arcade, even something as simple as a music-player can be enough to keep the members' minds off the horrible days and nights they occasionally have to endure. Video fictions, television programs, and electronic simulation software is available at higher technology levels, and can sometimes take up a surprisingly little amount of space. These sorts of facilities can be expensive to

arrange on the frontier, but the unit will be thankful for such small favours.

Medical Bays

Often considered to be the most important facility in any headquarters or home base by the men that live and work there, med bays are equipped to handle the types of general trauma that a unit might suffer in the field. First-aid, triage and rudimentary surgery are all potentially doable in a basic med bay, but more involved processes could require something more. That is not to say that a base or headquarters cannot have a medical bay good enough for such things – it just means that they rarely have the personnel skilled enough to man specialist bays like those. Beside the commonplace bullet wound or cutlass gash, med bays are also home to the pharmaceutical storage bins and any dietary supplements, health-enhancers or combat drugs the unit might keep. Every unit base should keep a med bay, medic on hand or not, even if just to have someplace to keep their trauma patches and anti-pox vaccines.

Engineering Workshops

Units that utilise a great deal of higher technology devices or have skilled technicians amongst their members will to have dedicated workshops. Places where a demolitionist can put together the charges the strikers will need in the morning, where the recruits can mill out gauss ammunition by the ten-gross batch, or where an expert could crack open a captured enemy computer to see what secrets it holds. These sorts of workshops are always good to have if there are personnel to use them, but quickly become additional storage when a unit does not.

Motor Pool or Hangars

Units that have frequent vehicle visitors or own vehicles themselves will have areas set aside specifically for them. Tools, parts, fuel and all of the necessary space to repair and re-arm vehicles is a must have for a good motor pool (ground vehicles) or hangar (gravs and flyers). There are usually dedicated workers that spend long hours in these areas, checking out the vehicles and making sure that they are ready for action the next time each one is commandeered for use.

Training Areas

Considered expressly useful in cadre camps and recruit compounds, training areas are not often high on the priority list of facilities to be added to most other bases. These add-ons can come in the form of weight rooms, gymnasiums, shooting ranges, computerised simulation chairs, basic desk-and-teacher classrooms and a variety of other specialised facilities. Training areas are remarkably useful for long term base accommodation and unit schools, but not too much at a frontier base or guerrilla outpost.

Stockade/Brig

Space in most bases is a prized element, and not given up freely to friends – let alone prisoners. A unit base that creates a dedicated prison facility is expecting to take prisoners for one; for two, they do not mind giving up room that their members could be using.

Sometimes a prison area is useful for when members get drunk, drugged or otherwise out of hand; they can be a real danger if they reach their weaponry or have a disagreement with their comrades.

Other than unruly personnel it is unusual to have many prisoners on a base, normally specialist facilities are constructed for prisoners, either for any enemy taken captive in war or personnel convicted of criminal acts.

Other Facilities

This category of possible base facilities is a miscellaneous collection of the minor add-ons some military and mercenary units could want to build or bring into their own bases and headquarters.

- Religious altars, artefacts or chapel areas
- Alternate atmospheric quarters for alien guests or members
- Negotiation offices for ticket or governmental administration
- Biological or chemical laboratories
- Psionic testing facilities
- Duelling arenas (primarily Aslan units)
- Rentable guest and visitor housing

BASE AND HEADQUARTERS

FACILITIES THROUGH THE ERAS

Depending on the unit that designed them and the area in which they are placed, military bases and mercenary headquarters vary greatly. As technology increases, so too does the complexity and the utility of the facilities involved. If anti-gravity and jump technology are available, it is not likely that a unit will choose to still live in a frontier fort made of stone and timber. Sometimes however, it simply cannot be helped.

This section describes the various facilities that may arise at the different Technology Levels of *Traveller*. Of course there is nothing stopping a higher-technology unit from bringing their advanced facilities to a lower-technology world. Many of the sections give a narrative example or two of what could be described as a common instance for that Technology Level, and likely further into the future as well.

Technology Level 0

A planet that is populated by hunter gatherers, unable to construct complex equipment or civilisations, cannot hope to host domestic mercenary or military forces – let alone bases. When your dominating populace is just learning the applications of fire and simple tools, the formation of these kind of groups are impossible. These primitive people group together for survival reasons.

Technology Level 1

As the sentient population of a planet begins to form cities and civilisations, conflict will almost invariably result. Expansionist behaviours, civil wars, and competition for resources brings about

the need for soldiers. This need leads to standing armies, and those armies must have places to congregate between campaigns.

With such limited technologies at their disposal, armies equipped for close quarter or limited ranged combat march for months to get from one place to the next. Living in 'tent cities' while on the march, these early armies took their bases with them – creating the facilities where they go, as they need them. It is horribly inefficient, but it serves the primitive culture well enough.

With the advent of standing armies comes the first mercenary units, travelling from conflict to conflict or hired out by some chieftain for protection as much against his internal enemies as his external ones.

MILITARY TENT CITY

The closest thing to a proper 'base' in these barbaric times, the generic term of tent city actually represents any of the early command locales that primitive armies made use of. An area of personal tents, lean-tos, and open air bedrolls mark where the army is calling home for the moment. A larger command tent or cabin is where the officers plan the army's battles and manoeuvres, and some better organised armies might have a tent or cordoned area set aside for the wounded and dying.

Technology Level 2

The unearthing of sciences and advancement of government creates a better environment for a centralised armed forces and different military units that have specific needs. Archers require dry storage for their bows and arrows, cavalry need stables, and knights look to armourers for their heavy armour. The beginning of cannonade artillery and simple large-bore guns shake the battlefield.

With the advent of new weaponry and fighting tactics comes the need to train soldiers to use and fight against them. In order to do this efficiently and without too much hassle, armies use keeps, compounds and castles dedicated to the armed forces. Experienced soldiers may teach a hundred men in a courtyard, sending the recruits back to their cots when it is over to begin anew in the morning. Horse training and the use of wagons and carts allow for the faster movement of troops, and the requirement of taking all of an army's assets on a campaign is far less prevalent. It is just as easy to send for supplies as needed, normally coming from the nearest friendly stronghold.

Mercenaries become more common at this point. Small groups of former soldiers occasionally band together in numbers, meeting under one title or another to sell their services to the highest bidder. The term 'sellsword' is coined, and small groups of mercenaries fight alongside regular armies.

MILITARY KEEP AND COURTYARD

A typical gathering point for an official armed force in this technology level, a solid keep will be a large wood and stone structure with

a central building, several smaller attached buildings, and often a low wall surrounding the entire courtyard area. The central building is where the army's leaders live and plan, or where important equipment and documents are kept. Additionally, the top of this often-taller structure is used as a lookout point, overseeing the entire compound and many kilometres around if possible.

Additional buildings will be barracks, equipment or food storage, and several more specialised locations that the army might have need of. An apothecary or barber's room (medical bay equivalent) is common, as is a stable (motor pool), or a good blacksmith (workshop) for making repairs to weapons and armour. The need for additional services is beginning to grow for the advancing technologies of the army, and a basic keep shows it.

MERCENARY MEETING HALL

Without the funds and official leadership that makes a mercenary unit as viable as they become in later eras, early sellswords gather in private drinking halls and meeting houses to discuss their business. One happenstance leader, normally the man or woman that created the unit, will give short announcements and take note of the combat worthiness of his fellows. Members are often expected to keep up their own equipment and rarely stay together except when hired in the field. The meeting hall is not much of a 'headquarters', but it is where the unit gathers to arrange their contracts and other business.

Technology Level 3

This technology level could be considered the birthplace of modern warfare. With the introduction of the personal firearm, opposing armies no longer have to be at spear's length from an enemy to do battle. Armies begin to use primitive firearms as a standard armament, and anyone who can afford a musket can potentially sell their services. Some of the most basic ideas of much more advanced tactics begin.

Military forces saw the evolve the stronghold, fort and military base into dedicated offices and even small cities devoted to the defence of a governing territory. Huge camps are filled with soldiers, storehouses for black powder and ammunition, and early hospitals made the organisation and operation of a well-established military force far easier than in past eras. Joining the army of a nation or government could be a choice rather than a must, and many people living in squalor or on low means chose to do so just to have hot meals and a roof over their head more nights than not.

When governments clash, the occasional mercenary unit will appear to help out for the best wages they can negotiate. Not well liked or trusted by the common troops, mercenaries stick close together and make sure to prove their worth whenever possible.

MILITARY COMMUNITY STRONGHOLD

As if the early idea of a keep expanded its walls to surround a small population, the stronghold is a collection of smaller buildings

arranged all within the jurisdiction of the armed forces. Barrack houses, equipment warehouses, stables, gunsmiths and field medics all have their own areas to call home within the huge base area. There is likely to be set aside quarters and accommodations for officers and governmental agents, but the majority of the space will be accessible by the groups of soldiers calling the stronghold home.

Some soldiers with families are still allowed to live off-base, arriving each day to train and work as if being in the army was like any other profession. Because of this coming and going security at the perimeter of the stronghold – often a fence or low wall – must be steady and vigilant. Without proper guards and security patrols, expensive equipment and personnel could walk off the base's grounds without anyone knowing.

MERCENARY HALFWAY HOUSE

Turning into a way of life for the more adventurous or skilled, mercenaries begin to realise their potential in knowing how to fight for money. Buying small homes or warehouses to serve as a general meeting and planning point for a group of like-minded individuals, informal halfway houses became headquarters for mercenary units. They are places where a mercenary can store his musket and his ammunition, and even as a place to sleep if no other location is available to him. Elevated members become unit leaders and they make sure that the halfway house always has the guns, blades and shot his unit needs.

Technology Level 4

Industrialisation of a society sees a leaning toward naval combat and an even more prolific use of firearms as they become easier to manufacture and operate. Firing rates and accuracy increase, and an average person can easily become a competent soldier with just a few weeks of training.

The violent expansionist behaviour of a culture that truly believes itself superior, having reached its industrial maturity, forces the use of armies to occupy less-privileged areas. The need for a military presence in these new lands creates the use of frontier fortifications, establishing a forceful presence that would remind the 'less-advanced' colonies and conquered civilisations of who is actually in charge.

Units of mercenaries in this era are keen to take advantage of their talents and the subsequent demand for them. A mercenary unit that is well-equipped and can take care of its own weapons and ammunition may sell their services to the highest bidder.

MILITARY FRONTIER FORT

Set up in the wake of a culture's industrial bloom, this form of military base actually seems like a step backwards in time for the most part. Built to house and serve the needs of the military while pushing the boundaries of their nation forward, they are not always

the most carefully laid-out locations. Built where the resources allow it, the fort is supposed to be the forward outpost, forging the path for more permanent residency when the local area is safe. This can mean that a fort that succeeds can be updated with new supplies from the main body of the armed forces, but is often little more than walls and barracks space.

MERCENARY STOREHOUSE AND WORKSHOP

Mercenary units have come to realise that their role in warfare has become less about manpower and more about firepower. The people with the bigger and better guns are getting ahead in the world, so a good mercenary headquarters will look like an engineer's workshop half of the time. Many members of the unit stay in the workshops at all times to half-work and half-protect the equipment, and almost every new recruit is responsible for learning a useful trade. All the normal amenities of a mercenary headquarters are there as well, but the constant need for new weaponry fills the empty hours between getting hired to fight.

MERCENARY GUERRILLA HIDEOUT

As the governments and cultures of the era expand and began to step upon the rights and freedoms of the soon-to-be-conquered, some mercenaries focus on working for the downtrodden. Creating secret bases and hideouts in the most unlikely of places, these units of mercenaries live with just the basics in their headquarters. Extravagant or spacious facilities could tip off their enemies to where they base their operations out of, and the whole operation would soon be over. So long as they are amongst the people they are fighting for however, they would have an inexhaustible source of temporary hideouts for small numbers of men.

Technology Level 5

The addition of easily used engines and real-time communications revolutionises the lives of both regular and mercenary forces. The initial use of armoured vehicles, although slow and ponderous, turns every infantryman's nerves to ice water. Accurate rifles are a commonplace thing, but personal gear with enough punch to slow down the earliest of 'tanks' is heavy and dangerous to carry. Airplanes can ferry troops and supplies to faraway places, and the world suddenly seems a great deal smaller.

Militaries are now able to take huge amounts of troops and armoured support to the battlefield, removing the need for frontier bases. Advances in medical and engineering sciences allow for soldiers to receive medical attention in the field, and small hospices and triage camps can be set up quickly and efficiently. Most military bases have become large compounds of barracks buildings and training grounds, with a heavy leaning toward the average soldier. Some incorporate airfields for rapid supply or deployment trips, and vehicle motor pools are almost always present in military structures.

With the kind of resources it takes to build and operate early armoured vehicles, and the dangerous weapons required to combat them, mercenary companies can not afford to get embroiled in the military arms race. The appearance of a single tank on a battlefield could result in the end of an entire mercenary unit, making them unlikely to fight in large engagements. Small conflicts, assassinations, and open warfare are far more their style.

MILITARY BASE COMPOUND

Designed to serve as the long-term home for several hundred military soldiers at a time, these bases are much like the older strongholds – only built with more advanced materials. Barbed wire fences and machined gun turrets keep the unwanted out, and row upon row of buildings house the soldiers in their respective squads and platoons. If space permits, a base and its inhabitants can benefit from an airstrip on the grounds, and frequently several motor pools hold trucks and armoured vehicles to expedite the movement of ground forces and supplies.

MERCENARY URBAN HQ

Even though they could not initially deal with the rapid ascension of military armoured support, mercenaries are still needed in less affluent areas – especially by those governments who cannot afford



their own 'modern' armies just yet. Setting up a main headquarters where their potential employers could find them is a must, so long as it ensures that their higher-tech competition will not roll in and deal with them out of hand. The solution is setting up a single office-style headquarters in an urban area with lots of civilians around. The mercenaries have little to worry about the populace – they are openly neutral in most matters – and an enemy cannot attack them for fear of a civilian backlash.

Technology Level 6

When self-propelled explosives in the form of rocket-propelled grenades and air-dropped bombs became a reality, military forces began to lean very heavily toward their air force to deal with their enemies. Semi-automatic rifles are becoming the standard weapon of infantry, and squad-based anti-tank weapons give them something to battle against enemy armour. Military ground forces still make up the majority of a government's ability to take and hold territory – but only after the air and naval assets have softened things up a great deal.

Military bases do not change too much in structure, only in capacity and on-hand equipment. They are still large and self-contained, nearly all of which now supporting small air force capabilities and powerful communication arrays. The addition of anti-aircraft guns on manually-cranked turrets help fortify the base against possible attack from above, and more efficient tanks and APCs turn any infantry manoeuvre into a much faster deployment.

New personal weaponry brings the mercenaries back to the battlefield in a very big way. Rocket-propelled grenades, anti-tank guns and personal flamethrowers give non-governmental forces like mercenary units a chance against armoured targets. An enemy tank still means a major challenge, but at least now the mercenaries can potentially deal with the crew inside easily enough. Their new ability to act on current battlefields allows them to deal more openly in most cultures, and the use of mercenary hirelings becomes useful again.

MILITARY FOREIGN BASE

With the ability to ferry massive numbers of troops and support equipment across the planet safely, bases can be created on allied, foreign territories. Advanced communications rooms allow these extensions of military power to stay in constant contact with the home government, explaining when supplies are needed – or when an attack may be eminent. Additional defences are almost always put into place to make up for the slightly reduced ability to populate the base, if only due to the possibility that the area the base is on could become hostile at a moment's notice.

MERCENARY COMPOUND

The scaling and enhanced availability of 'advanced' weaponry forces mercenary units to become a bit more structured in how they do things. When half of your members have access to rocket launchers

and LMGs it is necessary to begin creating checks and balances. Officers, and therefore officers' quarters, become standard fare in a mercenary base. Secure storage of dangerous equipment is a good idea, and any salvaged or purchased vehicles have a close eye kept on them. Other than the lack of uniform a mercenary compound feels a lot like a military base.

Technology Level 7

A government's military might is now almost assuredly governed by its ability to inflict massive damage, primarily using bombs, missiles and offshore batteries. Infantry forces have become self-supporting squads that can stay in the field for long periods. Specialist units like snipers and combat engineers are elevated to their own positions in the armed forces, and most governments do not hesitate to utilise their talents. Rapid-firing automatic weaponry is standard, and most body armour is to help with occasional shrapnel and flak rather than direct hits from an enemy's weapon.

Military bases can now be small cities within their boundaries, sometimes several kilometres from end to end. The addition of aquatic vessels large enough to serve as mobile bases for naval forces brings a new malleability to military command. From a single aircraft carrier a few officers could direct and lead entire campaigns against their government's enemies.

The weapon design and trade industry – both legal and not – flood the market with potential tools for mercenaries to use. Guns that were considered 'top of the line' a few years before are suddenly available to be purchased in bulk from smugglers and arms traders. A good mercenary unit is only as good as its gear allows, so every mercenary unit sets aside funds and time to shop for the newest and best weaponry and other equipment it can find.

MILITARY COMMAND CARRIERS

Floating bases built on the largest vehicles to date, a command carrier is the heart of a military compound with the ability to move. Whether on a gigantic boat or an enormous tracked land-crawler, the command assets of a force are well protected by the vehicle's weaponry and a large number of allied soldiers that also call the carrier home. Although they cannot hope to hold as many soldiers as a stationary compound, the command carrier can easily have several barracks, its own motor pool, and almost always contains medical facilities for everyone on board.

MERCENARY TEMPORARY BASES

A good mercenary unit realises that it must expand its scope of potential employers in order to survive, which is very possible with real-time audio and visual communications equipment. Taking missions (not yet called tickets) in faraway lands forces mercenary units to set up small, temporary bases closer to where they will be deployed. Only needing to house the individuals involved in the mission, temporary mercenary bases are not extravagant.

Technology Level 8

Even though infantry-based weaponry is still effective against vehicles, especially with the addition of squad-based missile launchers and advanced warhead capabilities, ground warfare has moved primarily to a mechanised state. Infantry moves around in vehicles, deploys for specific actions and then uses their vehicles to move elsewhere. Rotor craft and airplanes do as much fighting as infantry platoons, especially when the field of battle is far from any base.

Mercenary units, too limited to have much in the way of air assets of their own, keep their focus on the ground. Small conflicts between local governments or even corporations are a much better way to make a profit. Wars have simply gotten too big and destructive for a good mercenary unit to survive, so they hire out to the private sector. A corporation that needs a shipment to get through an area safely might hire a few mercenaries to serve as its escort, with other less savoury duties falling upon their shoulders from time to time.

MILITARY MECHANISED ROUTING POINT

Essentially a normal military base that is comprised almost completely of airstrips, hangars, helipads and/or motor pools, a mechanised routing point is where a military's forces can maintain all of its vehicle assets. Using the vehicles and the weapons they mount, the routing point is very well defended from most forms of attack. Although it keeps a much smaller ratio of infantry to a normal forward base, there are always enough hands and bodies to utilise the tanks, APCs and aircraft stationed there.

MERCENARY COMMERCIAL HEADQUARTERS

When military warfare simply becomes too dangerous for a common mercenary unit they begin to change their outlook, dealing with commercial entities. It is hard to invite the CEO of a mega-corporation to a barbed-wire and gun-turret ringed compound in the middle of nowhere, so many units begin to use less harsh base structures. Building a common base, all of the normal amenities (weapon storage, training, and so on) are built inside of an area and then wrapped in a pleasant (or at least unassuming) looking façade. A normal office building from the outside could hide a huge force on the inside – which is exactly how they want it.

Technology Level 9

The birthplace of the mercenary ticket, the beginning of gravitic science and the addition of lasers to the military arsenal are all major changes. When soldiers begin to carry powerful energy weapons that can punch through vehicle armour, warfare takes a turn back toward older styles of fighting – the marching forces of trained infantry. Vehicles still have a place in the overall schematic of battle, but they become secondary when a handful of soldiers can put out as much firepower as a small platoon used to.

Military bases turn back a few decades, returning to the era of massed barracks and equipment lockers. Massive airstrips and helipads become secondary to higher-tech workshops and supply storage. Gravity manipulation and early Jump technology brings these enhanced infantry units into space.



With so much of the military devoted to space travel and exploration in an era of re-vitalised infantry use, mercenaries began to pick up the slack planetside. The opening of business opportunities for mercenary companies take on a new light as well; becoming a formal and legal way of dealing with open conflicts. Governments see their own military weaknesses and knew they need to do something about their shortcomings, leading to the legitimisation of mercenary work – collectively called the ticket system.

MILITARY COLONY SHIP QUARTERS

Interstellar travel brings a new avenue of career choices to the military. When a government plans a Jump expedition they know they need to have a proper military presence on board the ship. Barracks space is generally smaller and less comfortable but the troops will have access to everything that they would normally have at a planetside base.

MERCENARY HQ COMPOUND

As the government legalises and legitimises the use of mercenary tickets, units no longer have to worry about hiding their activities (most of the time). A mercenary unit can set up official headquarters anywhere they can manage, even including some military assets that they would not have been able to otherwise attain before. Using their newly acquired governmental contacts, a mercenary unit can arrange for things like helipads, motor pools, energy-weapon recharge ports and the like to be added to their compounds. The unit commanders might need to arrange for better defences in their base with all of the added facilities, especially with new faces and potential employers coming back and forth.

Technology Level 10

The expansion into space creates a new theatre of conflict for mercenaries to profit in. With government backing on tickets and an increasing ability to obtain high-tech weaponry, vehicles and equipment, a good mercenary company can easily become an interstellar business.

Military gear has advanced to the point where a single infantryman is able to deal with a dozen less well equipped enemies at once, and most minor conflicts are handled quickly. Military bases in space are small and efficient to keep down on life-support costs, and with the advances in personal technology, a few good soldiers may easily protect a ship or space station in most situations.

Mercenaries also expand into space, taking their equipment with them on their tickets, returning (hopefully) to the nearest planetside headquarters to re-equip and debrief. Training as special-service soldiers and dealing with the 'grey areas' that space exploration and colonisation created in law and politics.

MILITARY PLANETARY EXPLORATION BARRACKS

The ability to create a quick base of operations on a planet being newly explored is paramount to the expansion of a government's influence and territory. Potential hazards exist in environments

previously unseen and scouts can only give so much initial information before the defence forces move in to stabilise the area for further colonisation. The sort of pre-fabricated bases that the military puts together in these cases are temporary, becoming larger and more permanent bases as the colony expands.

MERCENARY EXTRA-PLANETARY FIELD OFFICE

Designed to be run very cheaply and without too many members having to live on site, an extra-planetary field office (or ExFO for short) is a mercenary unit's first real attempt at setting up tickets away from their home planet office. A small set up with a good communications system to arrange plans with the main body of the unit, the ExFO is rarely home to more than a few field operatives and a good ticket administration team. They are frequently set up on larger starships or space stations, giving outsiders a place to meet with the unit away from prying eyes.

Technology Level 11

The galaxy has expanded again with the advent of better Jump technology, and new sciences – and species – are becoming more common throughout known space. Authoritarian forces are drawn even thinner as individual soldiers become better at dealing with larger conflicts, and fewer and fewer soldiers are required. What once took twenty men now needs ten, and the occupation of hostile territory becomes more about who has the bigger guns rather than the bigger armies.

Interstellar navies patrol the stars, creating some of the first ship-to-ship battles that were not solely based upon weapons fire. New advances in armour technology allow for boarding parties and hostile breaching actions upon ships in space, and elite soldiers begin to receive specialist zero-G training. Planetary combat is much the same, but more effective weaponry increases the need for more efficient protection.

The ticket system continues to blossom into something that spreads through to every government and culture that it touches, allowing for legal mercenary activities nearly everywhere. Travel is expensive but possible and the growing need for shipside mercenaries to help with security leads some units to become strictly space-based. An employer that can afford multi-Jump transit routes can afford to equip and pay for a few space-trained mercenaries. Mercenary units begin to much more aggressively recruit ex-members of the armed forces, imbuing most units with an excellent mix of skills and training.

MILITARY BREACHING TROOP BARRACKS

Always located near the airlock and shuttle systems, a military unit that has specialist boarding troops garrisoned on a starship will try to arrange for the troops to have everything they need for their hazardous duties. Comfortable sleeping areas, fast-access armouring stations, and personal power pack chargers are standard; anything to make sure that the ship's elite troopers are kept ready to act at a moment's notice.



MERCENARY STARSHIP HEADQUARTERS

With added monetary gains and the ability to request ship shares in their ticketing contracts, affluent mercenary units are able to cross the galaxy themselves in search of – or in completion of – work. Unlike a military starship, a mercenary ship HQ is set up more like a freighter or trader. Housing is spread throughout the vessel wherever it can be allocated, necessary workshops are placed in the best locations for the tools and power supplies they require, and unit commanders keep central quarters and common areas for the unit to interact socially. Nearby the primary airlock will always be negotiation rooms and communications chambers for bringing potential employers' administration agents on board. There is something to be said for the added security being hundreds of thousand of kilometres away from anyone brings when the negotiation process begins with a new client.

Technology Level 12

Marines wrapped in thick advanced armour follow the scouts into the unknown hefting huge plasma cannons that can lay low their enemies. The first suits of mass-produced combat armour revolutionise small-unit combat. A single well-equipped marine is more than capable of taking and holding a position against dozens of less-advanced soldiers, their expensive gauss rifles making a mockery of earlier armour. Military operations are often planned solely around the number of 'advanced infantry' that can be summoned quickly to the battlefield, turning every military outpost into a veritable stockpile of high-tech equipment.

Units of mercenaries that cannot keep up with the technological race are forced out of the major conflicts, to avoid being shredded by gauss rifle fire or burnt to cinders by heavy weapons. They continue to pursue the smaller targets and conflicts – hopefully those without any major military presence opposing them.

MILITARY TROOP OUTPOST

In areas of the galaxy that are rife with unrest and potential conflict, concerned governments will send in their best military forces. Setting up small but well-supplied bases at the farthest reaches of a government's territories is much like the ancient frontier fortifications and posts. Enough room for the soldiers to be comfortable, but packed with more equipment and materials than most soldiers would care for.

MERCENARY LOW-COST SATELLITE HQ

As the costs to keep a mercenary unit running increase along with the need for more advanced equipment, some units take on a 'quantity over quality' aspect to their work. Sending administrators out to the far reaches with little more than a brochure and a communications backpack, these units try to sign on to as many low-end tickets as their manpower allows. Some lesser sources become frequent clients and the unit can eventually set up a satellite HQ – a small office used for ticket and supply administration. There are never any true active members (other than the administrators) in these tiny facilities, and they serve solely as a way to set up business away from the major base facilities. The only thing that a satellite HQ

must have is an adequate communication system; not being able to seal tickets or arrange for the transport of troops member makes the office useless to the unit.

Technology Level 13

Elite infantry warfare moves up to never-before-seen heights with the selective introduction of battle dress. Powered, physically-enhancing suits of armour that carry around tremendous firepower that was previously platform-mounted revolutionises the way that conflicts are fought. A single soldier enveloped in battle dress can stride onto a battlefield and dominate hundreds of troops armed with lower technology weapons. Conventional vehicles are brought back to the field of battle in greater than ever numbers, mainly to protect non-battle dressed soldiers, and heavy weapons become more common to compensate for this.

Military structures become far more heavily defended to deal with the enhanced firepower of this new age of warfare. Barracks facility size per soldier has to be increased to accommodate bulkier equipment, along with medic bay capabilities to compensate for the wounds inflicted by the new munitions. Whether a planetside base or starship compound, infantry capacity is increased and enhanced.

The mercenary life takes a backwards step once again when battle dress takes infantry warfare to a higher level. Vehicular use has to be increased to deal with the hard-to-come-by battle dress suits, and the purchase of field artillery grows more necessary. Mercenary units without the funds or contacts to deal with the newest technologies are forced to stay involved only with smaller tickets, which does little for their profitability.

MILITARY BATTLE DRESS BARRACKS

Needing a new type of facility to house the elite, high-tech soldiers trained to use battle dress; military bases are forced to make several small but substantial changes. Reinforced walkways, far more numerous fusion cell charging areas, and larger workshops to accommodate numerous suits of armour and heavy weapons rigs are just some of the alterations. Medical bays became standard with anti-radiation protocols because of fusion weaponry, and the plasma torch is used as one of the standard triage tools to open fused power armour. Although it does not take away from the supplies needed by a standard combat armour soldier, a modern military barracks in this technological era requires special services for powered armour pilots.

Technology Level 14

Battle dress soldiers are far more frequent, with entire units of plasma gun-wielding infantry standing defiantly in the path of conventional firepower. Fusion weapons have become scaled down to become man-portable for a soldier in powered armour.

The introduction of handheld fusion weapons requires all infantry to wear sealed armour or at least take extensive anti-radiation precautions, and open-air vehicles are almost completely out of use. The gauss rifle becomes the standard weapon for a common soldier,

as it is the only cheap weapon that can consistently penetrate powered armour. Military bases become smaller and more compact, taking into consideration the need for quality soldiers and equipment over mass numbers. When everyone has similar technology as well, the only way to set your armour-jocks aside from your enemies is the amount of skill they can muster behind the controls. Training and simulation modules become standard for military bases, as on-the-field training is too expensive and dangerous to the rest of the unit.

Affluent mercenary units have the military might of small governments but dare not use their power to build their own empires since such a show of force would attract the attention of more potent governments.

MERCENARY STARBASE FACILITY

Although maybe only a dozen exist across the galaxy, major mercenary corporations are like small governments in their own regard – governments whose armies are for lease. They keep many satellite HQs across the territories in which they are active and numerous planetary bases to serve as local hubs, but the highest officers of the unit live and work from floating compounds called starbases. Space stations equipped with everything that a mercenary might possibly want, these facilities are a hired soldier's dream. Weapons, armour, spacecraft, equipment and the heights of pleasurable living; they are all found on a mercenary unit's primary starbase. Only the higher ranking or famous members of the unit are ever invited to visit, and only the unit commander and his closest associates will call it home.

Technology Level 15

Man-portable fusion weaponry and meson technology means that soldiers without powered battle dress have a slim chance of survival on the battlefield, as a single strike from these high-tech weapons will penetrate conventional armour and disintegrate a body in nanoseconds. Warfare is more terrifying and deadly than it has ever been.

The military of such a highly advanced culture frequently uses a firm 'make peace by preparing for war' motto, equipping their soldiers with advanced combat armour and gauss weaponry while flooding their barracks with battle dress soldiers and FGMP rigs. Grav belts, G-Carriers and rapid deployment shuttles make conventional vehicles seem obsolete, and most battles that do not take place in outer space are fought between platoons of battle dress soldiers.

With warfare becoming as advanced as it has, young governments and cultures are lost in the wake of larger conflicts. Mercenaries rarely want to get involved in the biggest conflicts due to the sheer number of mass-effect weaponry. This means that they have become the primary armed solutions for lesser governments and corporations to utilise. Only the largest and most profitable mercenary units can hope to compete on TL15 battlefields, and many of them simply choose not to. When a single salvo from man-portable fusion cannon can destroy many megacredits worth of equipment and resources, who can blame them for not wanting to?

NEW EQUIPMENT

Unless every group of characters has an arms smuggler or gun-runner amongst their closest friends, the acquiring of high-tech military equipment is not an easy task. A good mercenary unit will frequently take tickets with weapon designing companies just to make good contacts and deals to better equip them later.

Not all units and freelance teams can be so lucky however. Sometimes they need to be in the right place at the right time to get a good supplier to deal with the Player Characters or mercenary unit, other times it could be dealing with an unsavoury 'friend of a friend'. Getting the money to pay for new equipment is only half the process; the hardest part is finding someplace to buy it.

Availability Score

All of the equipment found in this chapter has an additional statistic that was not included in previous lists. Unless a '—' symbol is found, meaning the item is commonly available, there will be a difficulty number such as '8+' listed for the items. This is the item's Availability.

When a character wants to purchase a piece of equipment from this chapter that has an Availability score, they will first need to succeed in a Broker or Streetwise throw made at the listed difficulty. Characters with military or mercenary career terms in their background can add their current Rank to this check as a DM. If the throw is failed, the character cannot acquire a way to purchase the equipment this month. Success means that the character has found a source and can buy a number of items in one purchase up to his Social Standing score.

NEW ARMOUR

Unless otherwise noted, only one type of armour can be worn at a time. Resolve damage from the outside in – damage that gets through the outer layer of armour is next applied to the inner layer.

Plate Armour: (TL1) A suit of forged metal plates jointed and riveted together to overlap and protect the wearer's body. The entire

suit is very heavy and unwieldy, but can protect the wearer better than anything else made in the same technological era. Those who were fortunate enough to have plate armour fitted for them often were the hardest soldiers on the battlefield to kill. Due to its encumbering nature, the wearer of plate armour suffers a –2DM to any sort of skill throw requiring manual dexterity, coordination or balance. Wt: 20, Cr. 200.

Ballistic Vest (TL8) Designed to protect all of the wearer's major organs (except the brain), the ballistic vest is heavy and bulky but offers considerable protection to anyone who uses it. Wt: 1. Cr. 400.

Protec Suit (TL9) A slim-fitting business suit woven from protective fibres, the protec suit is not unattractive and can turn melee weapons while softening the blow of small arms fire. Can be worn under other types of armour. Wt: 2. Cr. 350.

Poly Carapace (TL10) A bodysuit of fibrous material with adhered plates of polymer plastics designed to shield major arteries and organs, the carapace comes with an armoured facemask and half-helmet as well. It is good protection against all forms of damage, but can be restrictive to individual limb movements. This armour imposes a –1 DM to all Dexterity based skill rolls. Wt: 12. Cr. 150,000.

(TL11) Wt: 12; Cr. 250,000

(TL13) Wt: 12; Dexterity penalty is removed; Cr. 500,000

Boarding Vacc Suit (TL11) Also known as boarding armour or combat suits, the boarding vacc suit was originally used to help battle against pirates when life support failed during an attack. It is an armoured suit hardened to the dangers of exposure to vacuum or hostile environments. As technology improved, the suits became thinner and sturdier, revolutionising their use in ship-to-ship combat. A boarding vac suit will have a melee weapon/pistol combination grafted to the cuffs on the suit for the wearer's use. Wt: 30. Cr. 12,000.

(TL12) Wt: 28; Cr. 20,000

(TL14) Wt: 26; Cr. 80,000

NEW ARMOUR					
Armour Type	Protection	Cost	Availability	Required Skill	Mass (kg)
Plate Armour (TL1)	3	200	—	None	20
Ballistic Vest (TL8)	5	400	—	None	1
Protec Suit (TL9)	4	350	—	None	2
Poly Carapace (TL10)	10	150,000	8+	None	12
(TL11)	12	250,000	8+	None	12
(TL13)	16	500,000	9+	None	12
Boarding Vacc Suit (TL11)	8	12,000	9+	Vacc Suit 1	30
(TL12)	12	20,000	10+	Vacc Suit 1	28
(TL14)	15	80,000	10+	Vacc Suit 0	26
Artillery Battle Dress (TL13)	17	2,000,000	10+	Battle Dress 2	28
(TL14)	20	4,000,000	11+	Battle Dress 2	14

Artillery Battle Dress (TL13) A war-only specialisation of the advanced personal armour, artillery battle dress is powered combat armour attached to a mounted super-heavy weapon. The servomotors in the suit are designed to increase the user's stability and strength in order to fire its on-board weaponry, increasing his Strength by +6 while wearing the armour. Damage to the wearer's Strength characteristic is calculated as normal, but the value from the armour are used for all other purposes such as hand to hand damage or skill checks. On-board computer/2 gives tactical information and communication, and the suit is frequently outfitted with numerous upgrades. The suit is fully enclosed, with a five-hour air supply and gives full protection against NBC (nuclear/biological/chemical) hazards.

The right arm and shoulder area of a suit of artillery battle dress is always replaced with one of the weapon choices found in the Options section below. Adapted for computerised firing by the armour, the wearer's right arm is used to operate the weapon system from inside the suit, and the cost for the weapon is not included in the profile of the armour. Wt. 28. Cr. 2,000,000.

(TL14) Artillery Battle Dress This design is considerably stronger, giving Strength 16, and has upgrades to its internal systems to give it computer/3. Additionally, the suit's left arm has an integral gauss pistol built into the forearm. Wt. 14. Cr. 4,000,000

Options

Friend or Foe HUD (TL11) Several tiny scanners and cameras implanted in the armour keep track of registered friendly transponders (the suit comes with 100 transponders) and marks targets without transponders as enemies. This information shows up on a visor-based HUD, allowing the wearer to know the exact location of allies and enemies within his line of sight or up to a kilometre away, whichever is greater, giving a +1 DM bonus to any Tactics throws. Friend or Foe HUD costs Cr. 4,000. Additional transponders cost Cr. 100 for twenty.

Gyro-Stabiliser Rig (TL12) This upgrade can be added to Combat Armour or Battle Dress only, adding a localised motion-pivot at the waist that counters the effects of recoil at the cost of Cr. 10,000. By spending 1d6 minutes attaching the rig's arms to a heavy weapon or rifle, it reduces the weapon's Recoil number by 2 (to a minimum of 0).

(TL14): The TL14 version is internal, affecting any weapon the wearer is holding. Costs Cr. 50,000.

Mounted Mortar (TL11)

This upgrade can only be added to Artillery Battle Dress armour. This adds a single Field Mortar weapon system to the suit, allowing it to hold twelve rounds for it inside of an internal feed system. Costs Cr. 800.

(TL13) The TL13 version mounts the TL13 version of the Field Mortar and holds a capacitor that can fire 50 shots. Costs Cr. 30,000.

Mounted AT Gun (TL11) This upgrade can only be added to Artillery Battle Dress armour. This adds a single AT Gun weapon system to the suit, allowing it to hold two magazines of six rounds inside the armoured compartment. Costs Cr. 3,000.

(TL14) The TL14 version mounts the TL14 version of the AT Gun and uses a capacitor that can fire 50 shots before recharging. Costs Cr. 50,000.

Mounted Frag Cannon (TL12) This upgrade can only be added to Artillery Battle Dress armour. This adds a single Frag Cannon weapon system to the suit, allowing it to hold twenty rounds for it along a belt-fed ammunition system. Costs Cr. 4,000.

(TL13) The TL13 version mounts the TL13 version of the Frag Cannon and internalises the ammunition system, increasing capacity to forty rounds. Costs Cr. 10,000.

Mounted MRL Pack (TL12) This upgrade can only be added to Artillery Battle Dress armour. This adds a single MRL pack weapon system to the suit, allowing it to hold twenty-four rockets for it within an armoured drop-feed system. Costs Cr. 10,000.

Mounted Mass Driver (TL10) This upgrade can only be added to Artillery Battle Dress armour. This adds a single Mass Driver weapon system to the suit, attaching it to a rear-feed ammunition system that comes standard with 100 shots. Costs Cr. 4,500.

Mounted MagRail Minigun (TL14) This upgrade can only be added to Artillery Battle Dress armour. This adds a single MagRail Minigun weapon system to the suit, allowing it to hold two-hundred rounds for it inside of an armoured ammunition drum-loader. Costs Cr. 175,000.

(TL14) The TL14 version mounts two of the MagRail Miniguns, allowing it to increase its Auto rating to 12. Ammunition loads are suitably doubled. Costs Cr. 400,000.

Man-Portable Mount (TL12) This upgrade can only be added to Artillery Battle Dress armour. This allows for a single Man-Portable weapon system (PGMP, ARMP and so on) to be attached to the suit. If ammunition is a concern, the mount holds 100 rounds in an internal storage system. The mount costs Cr. 500 plus the cost of the Man-Portable weapon.

(TL14) The TL14 version is able to mount the FGMP. Costs Cr. 500.

NEW AUGMENTS

In a mercenary's life injuries are, unsurprisingly, rather common. Because of this, mercenaries are generally at home with the idea of getting replacement 'parts' for what they get blown, shot or cut off in the line of duty to the unit. Unlike civilians, however, who might accept a simple cosmetic replacement, mercenaries lean toward prosthetics and implants that will help them in the future. Although they are expensive and sometimes unsightly, a mercenary who wants the best in surgical augmentation will get it.

Most of the items in this category can be cybernetic (mechanical or electronic implants and prostheses) or biological (genetic engineering and surgical alteration) or both (a more common solution), but the general term of ‘augmentation’ is used for all of them. Like normal, augmentations can bring characteristics above the normal maximums for his race.

Advanced Subdermal Armour (TL12) This is an upgraded version of normal subdermal armour, using even more advanced polymers and lightweight alloys to line the character’s organs as well as skin. Advanced subdermal armour still stacks with other protection, but not other types of subdermal armour.

TL12	Armour 4	Availability 10+	Cr. 250,000
TL14	Armour 5	Availability 11+	Cr. 500,000

Aslan Cyber-claw (TL10) The jointed metacarpal of the character has been replaced by a cybernetic mechanism and polymer sheath holding a retractable claw almost identical to the natural weapon of an Aslan. With a subtle flick of the wrist the mechanism locks or unlocks the three-inch long steel claw, allowing it to be used as a deadly weapon (see below). Some Aslan have taken to getting their natural dew-claws replaced with these augmentations as a sign of their militant mentality.

Assisted Ambulation Augmentation (TL13) By adding tiny stimulatory conduits in certain muscles and tendons, a person’s body can be ‘programmed’ to function more efficiently and for longer. Using the electricity generated from an internal battery system which recharges itself through the users diet, they can function at peak physical capability for hours longer than normal. Depending on the TL of the augmentation, the character can stay active for longer periods of time, requiring less sleep daily.

TL13	4 hours of sleep; thrice normal dietary need	Availability 9+	Cr. 100,000
TL14	2 hours of sleep; twice normal dietary need	Availability 9+	Cr. 300,000
TL15	1 hours of sleep; half-again normal dietary need	Availability 10+	Cr. 500,000

Ballistic Tracking Lenses (TL12): The character’s retinas have been laced with tiny receptors that link via the nervous system to the character’s fingers and pulse rate. The retinal receptors place an outline over any object that the character is currently aiming a

weapon at, allowing for better target acquisition. BTLs (as they are called) give the character a +1 DM on all ranged attacks. Costs Cr. 40,000 with an Availability of 10+. The character’s eyes will shine strangely in direct lighting, revealing the BTLs to observers.

Weapon Implant (TL10) One of the character’s hands and attached forearm is replaced with a lifelike framework of alloy and polymers that has a secret hinged split in it. Opening in two halves, from between the middle and ring fingers to the elbow, the implant hides a small weapon that is shielded from most scanners (TL12 and lower). The weapon is modified in structure to fit in the implant and operates on nervous impulse, but is otherwise the same as its common counterpart.

Hidden Weapon	Availability	Cost
Dagger	8+	Cr. 5,000
Stunstick	8+	Cr. 10,000
Autopistol	9+	Cr. 12,000
Laser Pistol	10+	Cr. 25,000

Mechanostatic Scanner (TL13): One of the character’s ears has been augmented with a manually activated device similar to a communications scanner. When activated, any cybernetically augmented individuals within twenty metres will give off a traceable buzz that the character can hear. Although this does not help in any way, it can help the character be aware of augmented threats nearby his location. Costs Cr. 10,000 with an Availability of 9+.

Smuggling Container (TL9): A portion of the character’s body is surgically modified to house a polymer pocket that is made to look like normal skin. Using a trigger that looks like a blemish or scar to open, the pocket can hold roughly 10 pounds of weight and nothing larger than eight inches in diameter. Costs Cr. 15,000 with an Availability of 11+ (due to its illegality). It would take a Life Sciences or Investigate throw 10+ to discover the container when closed.

NEW COMMUNICATIONS GEAR

Communication is extremely important to any mercenary unit, especially when working on a ticket that requires working in smaller teams or perhaps alone. Staying in contact with the commanding officer or other teams is vitally important for success and this requires specialised communications gear.

Battle Computer (TL 9) The battle computer is a man-portable system (backpack weighing 18 kilograms) capable of capturing and collating intelligence and providing approximations of enemy forces. It can be linked to untended ground sensors via communication links

ASIAN CYBER CLAW						
Weapon	Optimum Range	Damage	Wt.	Heft	Availability	Cost
Aslan Cyber-claw	Natural Attack (Claw)	1d6+1	—	—	9+	Cr. 20,000

to increase its potential and can provide visual displays overlaid on maps when interfaced with a map box (see below). When attached to a communicator it can direct a powerful laser communication beam at one of several preprogrammed targets (such as relay satellites or tactical communication hubs) and automatically switch to back-up relays if primaries are jammed or rendered inaccessible. A battle computer system grants the commander of any battle a +2DM to all Tactics throws when dealing with a monitored area. Availability is 10+, cost is Cr. 100,000.

Gun Cam (TL8) A small rapid-recording camera placed on the barrel of a firearm, the gun cam is a useful tool for post-combat evaluation and training. The camera takes several seconds of recording around the pulling of the weapon's trigger, allowing for slow-motion playback to see what the shooter was doing right or wrong – or for the verification of kills. The gun cam costs Cr. 150 and has an Availability of 7+.

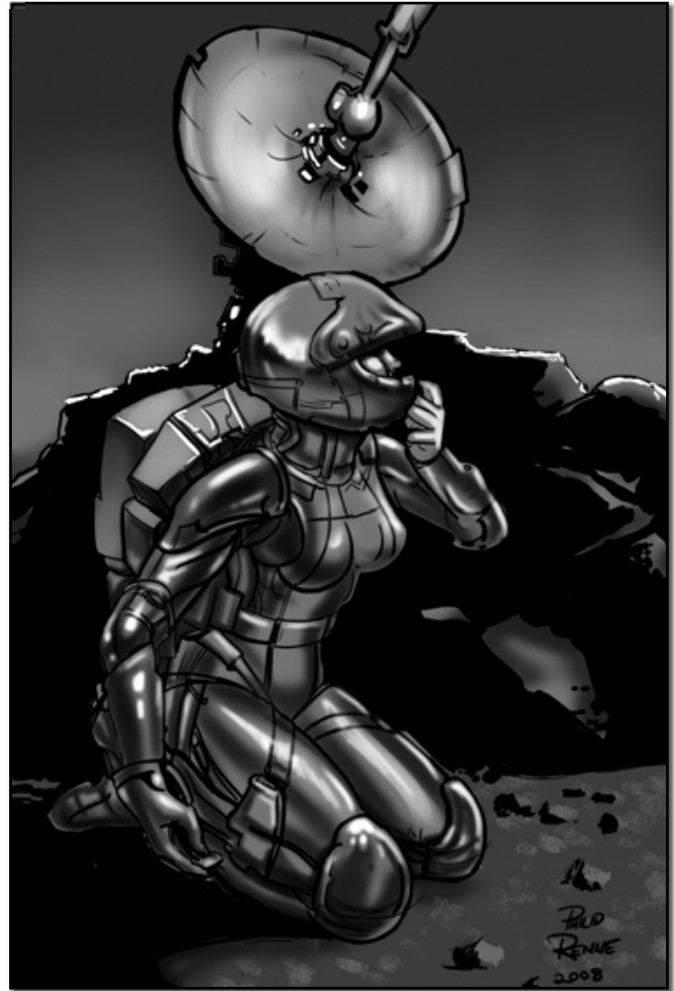
Tactical Relay Network (TL6+) A true essential to any large mercenary unit, the tactical relay network is a fully integrated system of recorders and transmitters that allow individual active members to transmit important battle information to one another and a central hub of monitors. The main hub then keeps track of everyone on the network like the tactical brain of the entire team. Early versions are simple radio headsets, but at higher technology levels information like medical readings and ammunition counters can be kept track of. Through the monitoring of this information, an officer can manipulate the entire team efficiently. Every participating member on a tactical relay network can use the Tactics skill of the character monitoring the central hub, to a limit depending on the TL of the network.

Rescue Transponder (TL8) This device is a high-powered homing beacon that is worn on the wrist or ankle of the user. Activated with a quick snap of a safety tag, normally when wounded or captured, the tracker sends out a nearly constant emergency signal across several bandwidths to let allies know where the wearer is. It has a 10 km range, lasts twelve hours, has no Availability score, and costs Cr. 50.

(TL 10) This version is more efficient, raising the range to 200 km and the cost to Cr. 200.

(TL 13) This version is not worn; it is swallowed and has a 1000 km range. It costs Cr. 750.

Radio Jammers (TL6) First available in base-camp versions, and then made portable by tech level 8, the radio jammer suite is a static



generator that fills the wavelengths with incomprehensible noise. The basic models make radio-wave communications impossible up to 2 km of its location. It requires an Electronics throw with a difficulty equal to the TL of the jammer to get a single transmission through. Most jammers are not effective against tight beam laser communication, however. Availability 8+, costs Cr. 500.

(TL 8) This version is more efficient, raising the range to 5 km and the cost to Cr. 2,000.

(TL 10) personal This version is as small as a cufflink, and has a 10 km range. It costs Cr. 5,000.

(TL 10) stationary This is a huge version of a jammer attached to a power plant or starship, jamming unsanctioned radio communications up to 100 km away from its location. It costs Cr. 20,000.

TACTICAL RELAY NETWORK

TL	Information Relayed	Maximum Tactics Level Used	Availability	Cost ¹
TL6	Audio only	Tactics 1	—	Cr. 50
TL8	Audio and visual	Tactics 2	7+	Cr. 100
TL10	A/V, Transponder location, Computer/o	Tactics 3	9+	Cr. 200
TL12	A/V, medical readings, equipment status, Computer/1	Tactics 5	10+	Cr. 350

¹This cost is per member unit; the central hub costs ten times this amount.

NEW MEDICAL SUPPLIES

These supplies are designed for fast and easy use by soldiers and combatants, likely in the case of being injured on the field of battle. When hospitals and medic offices are too far to be helpful, triage devices such as those below could be the difference between life and death.

Adhesive Bandages (TL6) Originally used in small tubes to seal up bullet holes in flesh in a hurry, this chemical glue is very strong stuff that essentially turns the moisture in skin to plastic instantly. The applicators change as technology gets better, but the substance remains effectively the same. The use of adhesive bandages while using the Medic skill halves the time it takes to perform first aid, but incurs a -1 DM to the Medic skill roll. The cost is Cr. 10 for a three-dose tube.

TL8: Cr. 50 for a five use spray.

TL10: Cr. 75 for a ten use roll-on.

TL12: Cr. 100 for twenty use applicator wand.

TL14: Cr. 500 for a hundred use gelling gun.

Trauma Pack (TL8) The trauma pack is one of the most useful carried by battlefield medics. It is a small satchel of chemicals and drugs used to pump life back in a wounded body. Unsubtle and deadly in multiple doses, the chemicals can make a soldier ignore the most vicious of wounds for a few hours – hopefully enough time to get him to a proper medical facility. The use of a trauma pack requires a Medic throw 8+, but will give a wounded character back a temporary 1d6 Endurance. This Endurance can be used to bring a technically ‘dead’ character back from 0 or less Endurance (so long as the new total is above 0), so long as they suffered their last wound within 30 seconds. This regained Endurance lasts for 1d6 hours – at which point it vanishes, potentially killing them. A character can only benefit from one administration of a trauma pack per day. Higher technological versions of the trauma pack are not any more efficient, merely lighter. The TL8 trauma pack weighs 2 kg, has an Availability of 9+, and costs Cr. 750.

TL10: Weight: 1 kg.; Availability 9+; Cr. 1,500.

TL12: Weight: 0.5 kg.; Availability 9+; Cr. 3,500.

TL14: Negligible Weight; Availability 10+; Cr. 7,500.

Drugs

There are several drugs (or ‘meds’) that can be used by mercenaries and their ilk, all of which are legal in the systems in which they are produced. They likely have some form of combat-based usage, but some users may have found other recreational reasons for buying them too.

Adrenaliser (TL10) An injected cocktail of alien adrenalines, this drug is used to keep the user awake and active for several hours at a time. Although it is known to have a detrimental ‘crash’ when it wears off, soldiers on patrol duty will sometimes use adrenaliser to stay alert. One dose of the drug is the equivalent of ten hours of sleep, after which the user will have 2d6 x 5 minutes to find someplace to lay down – because the lost amount of sleep will hit

him without fail at the end of that time. The drug has an Availability of 9+, and cost Cr. 150 per dose.

Clotting Aid (TL9) This daily preventative thickens the user’s blood through enhanced platelet levels, causing wounds to clot and knit much faster. Someone currently on a daily dosage of clotting aids will give a +1 DM to other people’s Medic throws to treat them. They have an Availability of 8+, and cost Cr. 200 per 30 day bottle.

Meta-Performance Enhancer (‘Titan Drug’, TL10) boosts the user’s physical strength to superhuman levels. Reacting similarly in the body to how some narcotics can enhance the user’s strength; the titan drug does the same thing without all of the same dangerous side effects. The drug kicks in 60 seconds after injection, and lasts for around fifteen minutes, adding 6 to the user’s strength (up to a maximum total strength of 16 for a human). When the drug wears off, the user’s muscles cramp painfully under the stress and fatigue. He suffers 1d6 points of damage and is instantly enfeebled (Str of 5 for 1d6 hours). Meta-Performance Enhancer costs 600 credits per dose and has an Availability of 9+.

Nervous Response Dampeners (TL9) This ‘battlefield vitamin’ is actually a mild anti-anxiety drug, helping combatants cope with some of the horrors they could be subjected to in war. Taken a few hours before battle, the dampeners last for a day or so, granting the user a bonus point of Morale for 2d6 x 3 hours. They have an Availability of 8+, and cost Cr. 100 per dose.



Starlight Drops (TL12) enhance the user's vision dramatically. By adding a few stinging drops of this liquid into each eye and waiting for the burning sensation to pass, the user effectively gains night vision equal to that of a nocturnal predator. In darkness or near-dark environments, any DM penalty is negated, as the character can see perfectly well. The effects of the drug last for 1d6 hours, during which time the user's eyes look silvery and cloudy. A dropper of starlight drops carries 6 doses (12 eyes), has an Availability of 8+ and costs Cr. 500.

Medical Care

Mental Therapy Characters that see a great deal of combat, especially wars, can have their nerves frayed from hours of shelling and vehicle passes. They could eventually crack under the pressure, and some need outlets for their stress and internal worries. Many mercenary units arrange for 'combat shrinks' to see their members at least once a month, to strengthen their morale and ensure they are combat ready at all times. A patient undergoing regular therapy (at least one session per month) becomes immune to Suppression Fire but is unable to use the Panic Fire rule (see page 72). These sessions will cost of 50 Cr. per character, per session.

NEW ROBOTS AND DRONES

Rarely as easy to acquire as a new recruit, drones are good for very specific tasks that members might be hard pressed to accomplish. Their use is always governed by the Remote Operations skill, and some units train their non-combatant officers to pilot them from the rear of a battle.

Loader Robot (TL9) These standard battlefield robots are programmed to take the place of a fallen artillery crewman, loading the weapon automatically while the crewman gets medical attention. It still requires verbal commands from the other members of the artillery team, keeping units from running completely automated artillery teams. The robot effectively has Heavy Weapons (Field Artillery) 1. Armour 8, Hull 3. Availability 10+. Costs Cr. 80,000.

Minesweeper Drone (TL10) Hovering disks equipped with ground-scanning sensors and concussion generators, minesweeper drones are perfect for scouring terrain for anti-personnel landmines and detonating them. The drone has Combat Engineering 2 for the purposes of finding landmines, and its weapon can set off a pressure or trip-based mine safely on a basic throw of 8+. Armour 4, Hull 2. Availability 9+. Costs Cr. 95,000.

Recon Drone (TL9) About the size of a ground car, recon drones are equipped with a wide array of radar and visual sensors to map out a given area. Most recon drones are built as grav units, and thus are highly manoeuvrable. They can be fitted with up to three additional types of sensor packages for the appropriate cost, and can be remote-linked to a battle computer (see below) or other monitors. Remote drones also come with two hardpoints where pistols or rifles could be mounted and fired by remote control as well. Availability 9+, base cost is Cr. 200,000.

Spotter Drone (TL10) Tiny drones that are little more than a lift unit and a laser targeter, the spotter is an artillery team's best friend. The small spheroid zooms out to where the artillery needs to fire, spends 1–6 minor actions holding a laser designator on the potential target, and waits for the attack. This requires the drone's operator to pass a throw 9+, but will add a +4DM to the designated artillery team's next attack roll when shooting at the target. Hull 1. Availability 8+. Cost Cr. 12,000.

Options

Self-Destruct:

Explodes as per a frag grenade with a 5 metre radius when directed to do so with a Remote Operations throw 9+, but increases the drone's cost by 25%. The high cost is to protect the drone from accidental or enemy self-destruct activation.

NEW SENSORS

Sensors used by mercenary units are often limited to a practical use in or after combat. Many are adapted to be used with the helmet HUDs of well-equipped units, others use more traditional computerised sensors found in recon vehicles or command unit backpacks.

Energy Emission Warning Beacon (TL13) The stationary ground sensor (EEWB) is designed to predict incoming energy weapon fire by 'listening' to the hiss of superheated air splitting when high-energy weapons are fired. Although this will not help in close quarters or basic fire fights, it can be very helpful at longer ranges. Any character hooked up to an EEWB feed adds an additional –1DM to attackers using energy weaponry at Long Range or farther when they react. Weighs 4.5 kg, Availability 10+, cost Cr. 60,000.

Forensic Sweeper (TL13) This complicated handheld device is a multi-medium scanner that looks for radiation residue, ballistic particles, chemical traces, and bio-organic remains all at once. Within an hour of sweeping a twenty square metre area with the handheld wand, and succeeding in an Investigate throw 8+, the device will know all of the following pieces of information. Weighs 2 kg, Availability 10+, cost Cr. 7,500.

- The types of weapons fired in past 36 hours.
- The known species of any beings passing through the area in the past 12 hours.
- The known species of anyone injured in the area during the past 48 hours.
- If any chemicals (drugs, poisons and so on.) were in use during the past 12 hours.

Anti-personnel Equipment Scanner (TL10): This bulky set of goggles is used to search a person's body for metallic, plastic or ceramic devices – such as guns, knives, or explosives. By looking at a target with great scrutiny (1–6 minutes) within five metres, the character may make an Investigate throw 8+. If successful, the goggles penetrated the target's clothing/armour and found all

inorganic devices in or on them. Weighs 1 kg, Availability 9+, cost Cr. 10,000.

Options

Helmet Reader (TL9) A single type of sensor feed can be wirelessly fed into the eyepiece HUD of a basic combat helmet with this option. Cost Cr. 250.

TL10: Can receive up to three feeds at once. Cost Cr. 500.

TL11: Can receive up to five feeds at once. Cost Cr. 750.

TL12: Can receive up to eight feeds at once. Cost Cr. 1,000.

TL15: Can receive information from unlimited feeds at once. Cost Cr. 5,000.

NEW SURVIVAL GEAR & SUPPLIES

Mercenary unit members are sometimes asked to live for weeks, months or even years in the wild. In order to make their lives easier in these sometimes hostile environments, corporations have made several advances in survival equipment and supplies.

Chemical Sniffer (TL9) Using a sophisticated air/liquid-intake device, the sniffer computes what sorts of chemicals are found in the air of an area. The process takes only a few minutes, and can detail specific elements in the sample taken. It is designed with large buttons and switches for the thick gloves of a vacc or environmental suit. Availability 7+, costs Cr. 2,500.

Protein Tap (TL9) A crank-operated augur and press attaches to large plant or animal life and pulps organic matter into an unrecognisable paste. Although the basic paste produced by the tap tastes like the source of the material, most tap-users carry syrupy flavours to add to the substance. The device adds a +1 DM to all Survival skill checks made to 'find' food in the wild. Cost Cr. 1,000.

Map Box (TL9) Originally designed for wilderness exploration, the map box is a compact storage system for computer generated maps of a world. Scale may be adjusted by hand using a few button presses or voice commands (TL11 or higher). Most inhabited planets have insert wafers available for Cr. 150 each that will update the box appropriately. When not available, two orbital sweeps of the world are required to obtain the necessary photographs to construct a map wafer. Blank map box wafers are available for Cr. 30. The use of a map box grants the user a +2 DM bonus to all skill throws involving direction and navigation of the mapped planet. The cost of a map box (with one planet preprogrammed) is Cr. 3,000.

Nuclear Dampers (TL13) A common term used to describe safety devices built against nuclear weaponry, dampers units are actually used to decrease the stability of atomic nuclei. By projecting a localised field from two separate stations (one master and one slaved), a wide area of altered isotopic energy is produced – seeking out the unstable nuclei of weapons-grade materials. In the area of

the fields, the strong nuclear force is depressed, making the nucleus much less stable. The fields are primarily designed to be focused on incoming nuclear warheads, causing them to rapidly shed neutrons at low energy levels, rendering the warhead inoperable as its core material disintegrates on an atomic level. Any nuclear devices that are not currently already in a state of fusion (fusion cells, starship cores, etc.) will have a penalty of the Effect of the damper operator's Computer skill throw to any attacks made. The range of the damper field is proportional to the distance separating the two stations. At tech level 13, the ratio is 100:1 (a separation of 50 metres between stations would give a field range of 5 kilometres). Each damper station weighs 75 kg, and the maximum distance the stations can be apart before the field disperses is 200 metres. Availability 11+, cost MCr. 5.

(TL14) As above, and the ratio is now 500:1. Availability 12+, cost MCr. 10.

(TL16) As above, and the ratio is now 1,000:1. Availability 13+, cost MCr. 20.

Purifier Tabs (TL6) These small chemical tablets are dropped into potentially questionable water, turning up to one gallon of it into drinkable (perhaps not tasty) water. The process takes only a few minutes, and turns the water an off-blue colour. The tablet only purifies natural contaminants, not synthetic poisons or toxins. Cost Cr. 10 per tablet.

TL10: More advanced chemicals will even isolate and purify man-made toxins and pollutants. Cost Cr. 50.

Tent-barracks (TL8): A large tent providing shelter for eight people against the weather and environment. The pole structure requires 1–6 man hours to set up properly. Weight 10 kg. Cost Cr. 500.

(TL10) The TL10 version can be effectively pressurised using a chemical seal from the inside. There is no actual airlock – the tent depressurises when it is opened. Availability 8+, cost Cr. 5,000.

Options

Armoured (TL9) Survival structures (tents, habitats and so on) can be layered with the armoured option, granting Armour 5 to those inside from attacks originating outside of the structure (and vice versa). This triples the weight of the structure. Availability 9+, Cr. 2,500.

Chameleonic Fibres (TL12) The chameleonic fibres upgrade can be given to tents, habitat modules and other basic structures. The structure gains the benefits of advanced camouflage. The TL12 version bleeds heat excesses to match the background infrared levels and effectively renders those inside invisible to IR sensors (Hard (–4) to detect with sensors). Availability 10+, cost Cr. 8,000.

(TL13) The advanced TL13 version uses both the IR and Vislight camouflage technologies, adding light-bending technology to the structure, making everyone inside nearly invisible to the naked eye (Hard (–4) to spot). Availability 11+, cost Cr. 60,000.

NEW FIELD TOOLKITS

Some technical and specialist skills require specific tools of various kinds. These tool kits contain everything that a character would need to fully utilise the skill. All field tool kits have an Availability of 9+ and weigh roughly 5 kg.

Combat Engineering – cost is equal to Cr. 50 times Technology Level

Interrogation – cost is equal to Cr. 25 times Technology Level

Weapon Engineering – cost is equal to Cr. 100 times Technology Level

NEW WEAPONS

If there is one thing that is sacred to a mercenary, it is that there is no such thing as too much firepower. The need for bigger and better weaponry has put the ingenuity of weapon designers across the galaxy to the test. Personal weaponry like pistols and knives are fine for a few spacers getting into a scrap with a small band of pirates, but they will not do much good on a battlefield. When artillery shells start to fly, it takes a different grade of weaponry to survive amongst the chaos of war.

This section is devoted to these higher-grade weapons often found in the armouries of militaries and mercenary units.

Blade Weapons

Although units across a battlefield rely heavily on their firearms to win their wars, a good stout blade at their hip is always welcome when the enemy closes. Not all mercenaries are into full-scale warfare either, and a thin-bladed knife can be an assassin's best friend.

Axe (TL1) A heavy wedge-shaped blade at the end of a stout haft, normally wielded in two hands to deliver powerful chopping blows.

Spear (TL1) A long haft of wood tipped with a sharp end, used to thrust into a target. Can also be used as a Thrown weapon with a +1DM to hit.

Stiletto (TL2) A long, thin blade used to puncture rather than slice. Often 30–40 centimetres in length for reaching organs.

Spring-blade (TL4) A thin-bladed dagger set into a spring-loaded or hydraulic sheath located on or around the forearm, used for surprise attacks. Spring-blades have a +2 DM for their initial surprise attack, but suffer a –1DM for parrying.

Monoblade (TL8) A light one-handed sword with a polymer blade honed to a monomolecular edge by the mechanisms in the supplied scabbard.

Bludgeon Weapons

Mace (TL1) A heavy weight at the end of a short haft sometimes spiked or flanged.

Sap (TL2) This melee weapon deals 1d6+1 stun damage in addition to its normal damage. A character struck by a sap must make an Endurance check. If this Endurance check is failed, the character is knocked unconscious.

Primitive Projectile Weapons

Ancient technologies provided early peoples with good ways of hunting and defending themselves. A peasant with a bow can kill an armoured knight or soldier with a careful aim and a single, inexpensive arrow.

Attacks with primitive projectile weapons use the Athletics (archery) skill.

Bow (TL1) A stout but supple piece of wood carved to a specific shape and strung with a piece of cord, string or gut to increase tension. The string is pulled back and released to hurl an arrow long distances with surprising force. At higher technology levels, bows are modified with additional strings and pulley systems to add accuracy and power.

Crossbow (TL2) A horizontal bow set into a mechanical firing mechanism and stronger-than-normal pull, crossbows are very powerful weapons that are very time consuming to reload. At higher technology levels, crossbows are built with crank and pulley systems that make the weapons easier to reload, even self-loading at TL9. reloading a TL2 crossbow takes 6 minor actions, at TL4 this is reduced to 3 minor actions.

MELEE WEAPONS

Weapon	Range	Damage	Heft	Mass (kg)	Availability	Cost (Cr.)
Axe	Melee (large blade)	3d6	2	6	—	60
Spear	Melee (large blade)	2d6	—	2	—	50
Stiletto	Melee (small blade)	1d6+2	–1	—	7+	50
Spring-blade	Melee (small blade)	1d6+1	+0	0.5	9+	200
Monoblade	Melee (large blade)	2d6+5	–2	1	10+	1,000
Mace	Melee (bludgeon)	2d6+2	3	5	—	20
Sap	Melee (unarmed)	1d6	+0	1	—	30

PRIMITIVE PROJECTILE WEAPONS

Weapon	TL	Range	Damage	Auto	Recoil	Mass	Magazine	Availability	Cost (Cr.)	Ammo Cost (Cr.)
Bow	1	Ranged (assault weapon)	1d6	No	1	1	1	—	60	1
	2	Ranged (rifle)	1d6		1	1	1	—	70	1
	5	Ranged (rifle)	1d6+1		1	2	1	—	75	1
	7	Ranged (rifle)	2d6		1	2	1	—	100	1
Crossbow	2	Ranged (rifle)	1d6+3	No	2	3	1	—	75	2
	4	Ranged (rifle)	2d6		2	3	1	—	100	2
	9	Ranged (assault weapon)	2d6+4		1	2.5	6	7+	500	2

Slug Throwers

Zip Gun A one-use pistol made from makeshift materials, the 'zip gun' is a catch-all title used to describe any one-shot homemade firearm. Zip guns have a –1 DM to attacks.

Flechette Pistol A small and light pistol that uses air pressure to all-but-silently hurl tiny slivers of metal with great accuracy. Often considered to be an assassin's preferred sidearm due to its inherent quietness.

Cartridge Pistol A revolver-style pistol that fires shotgun ammunition at very close range. It comes standard with an attached arm brace to help absorb some of the considerable recoil created by the weapon's discharge.

MagRail Pistol Using the basic MagRail principle of much larger weaponry, this pistol magnetically projects five-centimetre diameter alloy discs at astonishing velocity. Although it has a slower rate of

fire due to the limits of its attached power pack, its munitions can cut through armour and flesh with ease.

Antique Carbine A breach-loading short rifle-like weapon often used by horsemen or cavalry to fill the role between pistols and rifles. Unless the weapon is especially well made, it will have a –1 DM to attacks. Antique carbines require a successful Slug Carbine check to reload.

Autocarbine Fast firing slug throwers that only require one hand to fire, but can be terribly inaccurate without a second hand to steady it. Autocarbins are considered to be a good standard firearm for most security forces.

Flechette Carbine A short-barrelled weapon capable of shooting metallic flechettes at longer ranges than the standard pistol.

Accelerator Carbine Also known as a gyrojet carbine, accelerator carbines are designed for zero-gravity combat. They discharge tiny



missile munitions that leave the barrel with minimal velocity and recoil before accelerating to higher impact speeds.

Gauss Carbine Not as bulky as the gauss rifle, gauss carbines fire high-velocity projectiles using electromagnetic rails. Gauss carbines are the favoured weapon of boarding marines because of their size and ease of use.

MagRail Carbine Using the attached power cell to augment firing rate, this carbine projects the same five-centimetre diameter alloy discs as its pistol version. It uses a larger magazine and a more rapid fire rate, but does not increase the velocity or the 'calibre' of the projectiles.

Sniper Rifle A high-calibre rifle designed not for rapid firing, but instead for penetration and visceral damage. With its integrated silencer (see *Traveller* core rulebook page 102) and magnification scope (see below), long-distance targets can be killed quietly and efficiently.

Flechette Rifle Much like the normal autorifle, the flechette rifle has a decent rate of fire and moderate takedown potential. Its metallic slivers punch through lightly armoured targets easily, making it a good assault weapon when dealing with common infantry.

MagRail Rifle With the larger frame of the rifle stock, a larger power source can allow for even larger ammunition to be hurled by this wide-barrelled weapon. Fifteen centimetres in diameter, the

One-Handed Carbines

Carbines are designed to be fired in one hand with relative ease, but it is harder to keep them under control when doing so. Because of this, carbine weaponry has two listed Recoil numbers. The number found in parentheses is the Recoil of the weapon if being fired in one hand.

alloy discs shot by the MagRail rifle can tear humanoid targets apart in seconds if held on target.

Energy Weapons

As technology increases, the users of that technology must adapt alongside of it. Only the most affluent and technologically savvy mercenary units can hope to use energy weapons on a regular basis. They are deadly, powerful, and above all else – expensive.

Fusion Pistol Using advanced directional gravitics, the fusion pistol projects a small blast of fusion energy from its attached power source at respectable ranges. Those without radiation protection who are in Personal range of the weapon when a fusion pistol is fired will suffer a moderate dose of radiation – each firing of a fusion pistol emits 1d6x5 rads.

Stagger Laser The first energy weapon designed to effectively hurl multiple shots, the stagger laser actually just uses an industrial beam splitter to create the effect of several smaller beams in place of a single solid one.

SLUG THROWERS

Weapon	TL	Range	Damage	Recoil	Auto	Mass	Magazine	Availability	Cost	Ammo Cost
Pistols										
Zip Gun	3	Ranged (pistol)	2d6–1	2	No	0.5	1	—	80	5
Flechette Pistol	9	Ranged (pistol)	3d6–2	1	4	1	20	8+	250	10
Cartridge Pistol	7	Ranged (pistol)	2d6+3	4	No	1.5	6	8+	300	10
MagRail Pistol	14	Ranged (pistol)	3d6+2	0	No	1	10	9+	600	25
Carbines										
Antique Carbine	4	Ranged (pistol)	3d6–3	2 (4)	No	4	1	—	80	10
Autocarbine	5	Ranged (shotgun)	3d6–2	2 (4)	4	4	18	7+	800	10
Flechette Carbine	9	Ranged (shotgun)	3d6	1 (2)	4	3	40	8+	500	10
Accelerator Carbine	9	Ranged (shotgun)	3d6–2	0 (0)	4	1.5	12	9+	750	30
Gauss Carbine	12	Ranged (assault weapon)	3d6	1 (2)	4	3	60	10+	1,200	30
MagRail Carbine	14	Ranged (assault weapon)	3d6+2	0 (1)	4	3	20	10+	2,000	40
Rifles										
Sniper Rifle	4 8	Ranged (rifle)	2d6+6 3d6+3	3 2	No	5.5 5	1 4	8+ 9+	500 700	5 10
Flechette Rifle	9	Ranged (rifle)	3d6	2	6	4.5	60	8+	800	10
MagRail Rifle	13	Ranged (rifle)	4d6+2	1	4	4	30	10+	2,200	50



Matter Disintegrator This weapon was specifically designed for killing heavy infantry. The science behind the weapon is simple; causing the target to shed neutrons at an alarming rate and using its own matter against it. The larger or more dense a target is, the larger the reaction. The Effect used with a matter disintegrator is not determined by the attack roll; instead it is equal to the Armour rating of the target – meaning that the weapon will always inflict damage if it hits.

Grenades

Useful for clearing bunkers and trenches without putting oneself in direct danger, grenades are fantastic ways of dealing with several enemies at once. All grenades (including those listed in the *Traveller* core rulebook) can be purchased specifically for the use in a grenade launcher.

EMP: Electromagnetic Pulse grenades are used to knock out drones, robots, computers and electronic equipment. Any unshielded electronic technology caught in the radius of an EMP grenade will automatically shut down for 1d6 minutes unless equipped with shielding to prevent this. Few high-tech mercenaries use these devices due to the erratic nature of their effect radius - which can effect their own gear on occasion.

Incendiary: Incendiary grenades deal 1d6 heat damage to characters within three metres of the blast; the radius is considered to be ablaze for 2d6 minutes – inflicting 2d6 fire damage to anything that enters the area.

Plasma: Plasma grenades use two chemical agents and an electric pulse to start a massive reaction in the grenade's shell, causing it to explode in a small orb of superheated gas.

Heavy Weapons

The finest in man-portable heavy weaponry, a mercenary unit that frequently takes wartime tickets will likely have several members devoted to the upkeep and use of heavy weapons. While not as powerful as support weaponry, like that found in emplacements or on artillery battle dress soldiers, a single 'heavy' in a mercenary squad can make a remarkable difference in a fire fight.

Flamethrower A pressurised tank of combustible fuel attached to a projecting nozzle, the flamethrower shoots a long stream of burning liquid and flame at its targets. When fired, the flamethrower's stream

ENERGY WEAPONS

Weapon	TL	Range	Damage	Auto	Recoil	Mass	Magazine	Availability	Cost (Cr.)	Power Pack (Cr.)
Pistols										
Fusion Pistol	17	Ranged (pistol)	4d6+2	No	2	4	—	10+	10,000	5,000
	18	Ranged (pistol)	4d6+4		2	3.5	—	10+	12,000	7,000
	19	Ranged (pistol)	4d6+6		1	3.5	—	10+	15,000	10,000
Rifles										
Stagger Laser	12	Ranged (assault	4d6	4	0	9	75	9+	7,500	1,500
	14	weapon) Ranged (rifle)	4d6+3	4	0	7	100	10+	10,000	3,000
Matter Disintegrator	18	Ranged (pistol)	2d6	No	3	10	—	13+	300,000	500,000
	19	Ranged (shotgun)	3d6						500,000	

GRENADES

Weapon	TL	Range	Damage	Mass	Blast Radius	Availability	Cost (Cr.)
EMP	9	Ranged (thrown)	None	0.5	2d6 metres	10+	100
Incendiary	5	Ranged (thrown)	3d6	0.5	3 metres	7+	30
Plasma	12	Ranged (thrown)	5d6	0.5	1.5 metres	9+	50

strikes a single target and expands in all directions to consume it and the area around it. The fuel does not puncture armour like a bullet, but instead coats the target in burning fuel – which will continue to blaze for several seconds. As technology advances the type of fuel becomes more efficient, eventually reaching the heights of the blue-white plasma thrower at TL14.

In game terms, a flamethrower targets a single point of contact within range, making attack rolls against everything in a straight line from the firer to that point (rolling in order) – stopping when an attack hits. When the stream hits a target however, it breaks the projection and fills a radius of 3 metres around the target, rolling the damage for the weapon as normal. Anything that suffers damage from a flamethrower will continue to suffer half (round down) the current damage value every round until the damage is halved eventually to 0. Due to the lack of penetration available to a flamethrower's stream, armour values are doubled against flamethrower attacks.

Light Machine Gun (LMG) A heavier belt fed version of the automatic rifle, the LMG fires standard ammunition at staggering speeds. Ammunition is provided in 100 round belts. Reloading requires six minor actions if the weapon is manned by a single individual, two minor actions if a dedicated loader is present. If a loader is present, he may choose to link two 100 round belts to form a 200 round belt on the spot as a minor action. This may not generally be done ahead of time as each belt is carried in its own ammo box. Linked 200 round belts are often provided ahead of time if the weapon is emplaced in a defensive structure or is vehicle mounted.

Light Assault Gun (LAG) Essentially a superheavy rifle, the LAG fires a single solid slug at extreme distances with armour piercing capability. A magazine containing five rounds is inserted into the underside of the weapon, ahead of the trigger guard, and locked into place before firing. The weapon comes standard with both a

manually set tripod and an over-the-back sling to assist in carrying from place to place.

Armour Rifle, Man Portable (ARMP) Designed to be the epitome of sniper rifles, the ARMP is a single-shot, bolt action heavy rifle that can puncture the plate armour of personnel carriers. With the integrated bio-mass range finder (see below) and adjustable pivoting bipod, an ARMP properly set up with a clear line of fire can kill a target that thinks it is safe behind cover. Little can withstand a well-aimed direct hit from the ARMP's specialised ammunition.

Auto Cannon A gravity fed, fully automatic weapon, the auto cannon fires a large-calibre round at amazing velocities with a practical rate of fire reaching 200 rounds per minute. Ammunition is provided in two large drums, placed to either side of the firing position. Empty drums may be changed independently of one another by a secondary loader, allowing the weapon to be fired while being reloaded. Replacing an ammunition drum requires the normal 6 minor actions, but is doubled to 12 if performed while the gun is being fired. This ammunition system is so heavy, that the weapon must be mounted on a vehicle or emplacement to be fired effectively.

VRF Gauss Rifle Standing for Very Rapid Fire, the gauss rifle is a shoulder-slung gauss weapon that uses an attached power backpack to accelerate hundreds of metal darts per second at targets over a hundred metres away. Generally only carried by soldiers in battle dress, the VRF gauss rifle is a heavy rig that must be set on a stationary pintle-mount if it is to be fired by any character not wearing powered armour.

MagRail Minigun Modified to fire steady streams of twenty-centimetre discs of sharpened metal, the MagRail minigun does not use revolving barrels like conventional slug-throwing miniguns, although it does have four individual firing ports. It uses

HEAVY WEAPONS

Weapon	TL	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Availability	Cost	Ammo Cost
Flamethrower	4	Ranged (shotgun)	4d6	No	3	25	30	8+	800	40
	6	Ranged (shotgun)	4d6		2	20	25	9+	1,400	70
	8	Ranged (assault weapon)	3d6+6		1	20	25	9+	2,500	110
	14	Ranged (assault weapon)	8d6		0	8	30	10+	15,000	300
LMG	5	Ranged (assault weapon)	4d6	6	2	20	100	8+	3,000	80
LAG	5	Ranged (rifle)	6d6	No	5	30	5	9+	3,500	100
	8	Ranged (rocket)	8d6		4			9+	5,000	160
ARMP	10	Ranged (rocket)	10d6	No	4	15	1	8+	10,000	250
Auto Cannon	8	Ranged (rifle)	4d6	8	3	35 (50 with both drums)	200/200	9+	7,500	100
	10	Ranged (rifle)	4d6+4	8	2			9+	10,000	140
VRF Gauss Rifle	14	Ranged (rifle)	5d6	10	2	40	1,000	10+	50,000	500
MagRail Minigun	15	Ranged (assault weapon)	5d6+4	12	2	25	500	11+	250,000	1,500

a compartmentalised energy cell to direct the individual barrels to fire in alternating patterns, drawing from a single drum-sorted ammunition feed located under the weapon's rear.

Options

Bipod/Tripod (TL4) Any weapon that has been fitted with a stabilising bipod or tripod can be set up in two minor actions to halve the weapon's Recoil (round down), so long as the weapon is not moved. Costs Cr. 50.

Magnification Scope (TL4) When Aiming with a rifle, the firer can reduce the effective range of the attack for the purposes of DMs by up to 2 range bands. Costs Cr. 25.

Bio-Mass Range Finder (TL10) Using sophisticated density and IR recognition scanning, the computerised scope draws reliable outlines of where living targets are, despite up to twelve inches of inorganic material between target and firer. This eliminates up to 2 points of DM penalty from Cover. Costs Cr. 500.

TL12 3-D imaging and motion tracking is added to the scope. This eliminates up to 4 points of DM from Cover. Costs Cr. 750.

Support Weapons (Field Artillery)

Rarely used outside of a battlefield, field artillery is one of the most effective ways of dealing with large groups of soldiers or heavily armoured targets. Operated by teams of skilled technicians (or a single man in artillery battle dress), artillery systems are not to be trifled with.

Field Mortar A simple aiming and firing mechanism based on self-propelled rounds being dropped into a tube, the field mortar is primarily used to drop parabolic attacks into the rear of an enemy formation. At TL8, the fragmentation shell has been re-designed to be more aerodynamic. At TL11 the mortar actually uses a power pack to create charged balls of energy to launch into the enemy.

Ammunition for the field mortar cost 50 credits per shot, except for the power pack fuelled TL11 version.

AT Gun The single best way to deal with an armoured target, the Anti-Tank gun is a huge cannon that fires a single armour-piercing, high-fragmentation shell that is designed to punch through armour and explode. At early technology levels, the gun is called a 'howitzer' and is used to lob shells in wide arcs. As technology increases, the AT Gun's ammunition becomes more and more efficient as it is made from better materials, allowing it to be fired more like a conventional gun. At TL15 however, the AT Gun fires a directed plasma lancet of energy drawn off a huge fusion pack attached to it by cables and conduits. For the earlier versions, ammunition for the AT Gun cost 25 credits x the Technology Level.

Frag Cannon A high-calibre parabolic cannon, the frag cannon is used to launch special anti-personnel rounds over a battlefield. The rounds explode when they reach a certain falling velocity, hurling thousands of chunks of superheated shrapnel into the masses below. It is a weapon that cannot be used in areas where allied forces might be, as the airbursts are not easily contained. As technology increases, the frag cannon becomes more computerised and easier to manage with fewer crew. Ammunition for the frag cannon costs 50 credits x the Technology Level of the weapon.

MRL Pack The multiple rocket launcher pack is a rack of motorised launch tubes that uses the same ignition system to rapidly deploy payloads. Earlier versions use simple 'aim and fire' rockets that required several crew to load, direct and fire properly. As technology increased, the MRL becomes a radar-controlled automated system with contained loading systems and laser-guided rockets. MRL packs fire either single shots or a number of rockets as a separate attacks roll up to half (round up) the pack's Technology Level, and have a rate of fire equal to three times the number of rockets launched. Missile reloads cost 25 credits x the TL of the MRL pack each.

Field Artillery Rules

Most field artillery in *Traveller* consists of powerful pieces of equipment that are not easily transportable, requiring multiple characters to run properly. To show this, there are two important statistics for each piece of artillery. These are described below.

Effective Range Field Artillery is designed to fire at very long ranges. The number listed is the farthest the target of a Field Artillery attack can possibly be, suffering no penalties at that range. Firing at targets up to +50% of that range will suffer a -4DM to hit. Anything farther cannot be hit at all.

Minimum Range: Either due to how difficult to physically manipulate or due to the requirement of parabolic firing arcs, some weapons are extremely difficult to fire at close ranges. For every range band closer to the firing weapon than what is listed, the attack suffers a -4 DM to hit.

Rate of Fire: Artillery is difficult to fire rapidly due to reloading and re-aiming constraints. The number listed is the amount of minor actions that must be spent preparing the weapon before firing again; treated similar to a Reload score.

Minimum Operating Crew: This is the number of skilled Artillerists needed on hand to ready/aim/fire the weapon properly. Each crewman contributes to the overall firing skill of the artillery piece, figured by taking the average of all crewmen's Heavy Weapons (field artillery) skill levels. For each crewman less than the listed minimum, the weapon suffers a -2 DM to hit rolls.

Mass Driver This simple gravitic weapon hurls clusters of dense matter at dangerous velocities. The ammunition used in a mass driver is little more than metallic or polymer ovoid-shaped pellets the size of a human fist. Dozens of these pellets are fired in a tight grouping, striking a relatively small area with tremendous force, like an artillery shotgun of sorts.

Meson Accelerator Using nuclei-stripping technologies originally discovered for the nuclear dampers protecting many major population centres in the galaxy, the meson accelerator is a huge field-focussing device that disintegrates matter caught in its focused energy emissions. The 'beam' fired by the accelerator is actually invisible except for its effects, but the weapon's designers added a harmless light-projection system to colour the area of effect a bright blue immediately before it fires – allowing allies to steer clear of the coloured area!

VEHICLES

Mercenary units must get from place to place in order to fulfil their tickets, requiring them to either borrow transport vehicles from their employers or purchase some for themselves. Also, having access to some heavily armoured assault vehicles can make all the difference in some combats.

Assault-cycle A semi-enclosed, one-man armoured motorcycle that moves at very high speeds while allowing the rider to fire twin LMGs at targets that it passes by.

Gunsiff A mobile, gravitic gun platform that lets its passengers fire their weaponry over the somewhat precarious railing. Sometimes used to ferry troops, but most often used as firepower platforms, gunsiffs are a favourite of the Aslan – who also use them to deploy assault troops.

Hovertrak A bit of a misnomer, the hovertrak anti-armour tank has no 'trak' portion of it at all. It was originally named for the tracked version of its chassis, now obsolete with the advent of its hovering capabilities. Fully enclosed and supporting a small anti-personnel weapon, the main reason the hovertrak exists is to support its powerful anti-tank cannon turret. Few mercenary units can afford these behemoths, but those who can will never be without a job.

Gravcopter Fast and agile, the gravcopter uses two small gravitic generators located to either side of the passenger cabin to propel itself across the sky. It is lightly armoured and armed, mainly used to deliver troops to hard-to-reach places very quickly.

Hydrofoil A fast-moving boat that actually lifts above the water on a set of ski-like 'foils', this is the best watercraft for aquatic assaults.

Carry-All A huge helicopter with four massive rotors positioned at the corner of its expansive crew and cargo compartment, the Carry-All is the best way to bring a single platoon to a specific point of interest safely – albeit slowly. The passenger limit listed is an utter maximum, and can be reduced by bringing other vehicles within the cargo hold of the Carry-All. Every Hull point worth of vehicle carried by the Carry-All takes up three passengers worth of room. Unfortunately, the Carry-All cannot have the *Deployment Ramps/Harnesses* option added to it.

Assault Capsule A cylindrical vehicle designed for tunnelling under enemy lines to deliver soldiers, the assault capsule can take a squad through solid rock rather quickly. Using a dozen individual and spinning plasma-cutting devices, the capsule liquefies the ground it draws itself through. It can be used above ground like a slow-moving car, but it is better suited for underground travel. The second Speed score listed is for its tunnelling rate.

SUPPORT WEAPONS

Weapon	TL	Minimum Range	Effective Range	Damage	Radius	Rate of Fire	Minimum Operating Crew	Availability	Cost
Field Mortar	3	L	2,000 metres	3d6	6 metres	6	2	8+	600
	8	M	2 kilometres	4d6	9 metres	3	2	9+	1,250
	11	M	10 kilometres	5d6	9 metres	3	1	9+	25,000
AT Gun	6	L	2 kilometres	6d6	—	9	4	8+	2,000
	8	L	500 kilometres	8d6	—	6	4	8+	4,000
	12	M	750 kilometres	8d6+4	—	6	3	9+	8,000
	15	M	1,000 kilometres	10d6	—	6	2	10+	40,000
Frag Cannon	5	M	1 kilometre	5d6+5	5 metres	12	6	9+	2,500
	8	S	600 kilometres	6d6+5	5 metres	9	4	9+	5,000
	10	S	750 kilometres	8d6+5	10 metres	6	3	10+	8,000
MRL Pack	6	L	1 kilometre	4d6	5 metres	Special	5	9+	3,000
	8	M	50 kilometres	5d6	4 metres	—	4	9+	10,000
	10	S	75 kilometres	5d6	4 metres	—	3	10+	15,000
	12	S	100 kilometres	6d6	3 metres	—	2	10+	20,000
Mass Driver	10	M	1,000 kilometres	10d6	2 metres	4	3	9+	3,000
Meson Accelerator	15	L	Line of Sight	18d6	10 metres	12	4	14+	MCr 20

ATGT: The *All Terrain Gun Transport* is nothing more than a tracked weapons platform. It carries two powerful fusion cannons into battle and allows the gunner to fire them in tandem, shielding both driver and gunner from the dangerous radiation such weapons produce. Some replace these weapons with a single meson accelerator, but such weapons are still semi-experimental and too expensive to risk.

Options

Radiation Shielding (TL8)

The use of fusion weaponry has increased on the battlefield dramatically in higher-technology areas, and a troop transport could easily be killed by the ambient rads on a battlefield if they are not careful. By using special alloys and aerosol medications in the crew passenger compartments of a vehicle, it can render all passengers immune to radiation while on board. This adds +10% to the vehicle's cost and can only be used on enclosed vehicles.

ECM Shielding (TL9)

The advent of electromagnetic pulse grenades have made fast-moving, especially flying, vehicles dangerous to use – as that an ECM stall could be fatal! Vehicles that purchase this option are immune to the effects of ECM grenades and effects. This costs 25% of the vehicle's total cost, and can even be added to a grav belt.

Deployment Ramps/Harnesses (TL4) By adding fast-action ramps or rappelling harnesses to a vehicle, the passengers inside can exit the vehicle in a much faster fashion than using common routes. The vehicle with this option can deploy all of its passengers in a single 1–6 second action if the vehicle is held steady. This costs 100 credits per passenger-capacity of the vehicle.



Reflec Covering (TL11) The vehicle is coated with the expensive Reflec armour polymer, a plastic made with layers of reflective material and heat-dispersing gel. It is highly effective against lasers, increasing the Armour rating by +5 against laser weaponry, but provides no other protection against other attacks. Once the vehicle has taken half (round down) of its Hull points in damage, the Reflec has torn free or burnt off, and the bonus no longer applies. This costs 1,000 credits x the sum of the Armour and Hull ratings of the vehicle.

VEHICLES

Vehicle	TL	Skill	Agility	Speed	Crew and Passengers	Open/ Closed	Armour	Hull	Structure	Weapons	Availability	Cost
Assault-cycle	8	Drive (wheeled)	+2	180 kph	1 driver	Open	9	2	1	2 x LMG (front)	9+	35,000
Gunskiff	9	Flyer (grav)	+0	150 kph	1 driver, 12 passengers	Open	10	4	3	LAG (turret)	10+	75,000
Hovertrak	12	Drive (hover)	+0	70 kph	1 driver, 2 gunners, 5 passengers	Closed	18	8	6	LMG (front) and AT Gun (turret)	11+	5 MCr
Gravcopter	13	Flyer (grav)	+3	250 kph	1 driver, 1 gunner, 12 passengers	Closed	10	8	3	Twin ACRs (turret) and MRL pack (front)	10+	300,000
Hydrofoil	8	Seafarer (ocean ships)	+1	135 kph	1 driver, 8 passengers	Closed	12	6	4	LMG (turret)	9+	50,000
Carry-All	10	Flyer (rotor)	–2	100 kph	1 pilot, 1 co-pilot, 50 passengers	Closed	20	15	8	2 x Auto Cannon (turret)	12+	8 MCr
Assault Capsule	13	Drive (mole)	–2	40 kph / 10kph	1 pilot, 8 passengers	Closed	18	6	4	None	11+	2 MCr
ATGT	15	Drive (tracked)	+0	180 kph	1 driver, 4 gunners	Closed	22	8	8	2 x Fusion Gun (front)	13+	12 MCr

INDEX

A

Action Phase	77
Adding Mercenary Skills to Core Career Paths	40
Advanced Ranged Combat	71
Aiming for the Kill	71
Air Force	9
Alien Mercenary Characters	35
Assessing the Recruits	64
Attack Actions	78

B

Base and Headquarters Facilities through the Eras	84
Battle System	73
Blind Firing	71
Building a Mercenary Unit	66

C

Cadre	16
Cadre Missions	46
Calculating Final Profits	58
Combat	62
Combat Engineering	37
Commando	19
Commando Missions	46
Command Phase	76
Compensation Package	52
Costs Outside of Tickets	59
Creating the Ticket	45
Criminal Missions	46

D

Deployment Zone	75
Determine Risk	51
Determine Target	50
Downtime Activities	54
Dream Missions	47

E

Employer Details	45
Equipment	92
Escape Clause	53

Execution of Battle	75
Extreme Range Firing	71

F

Field Artillery Rules	104
Friends & Favours	35

G

Ground Forces versus Starships	73
Guerilla	22
Guerrilla Missions	46

I

Instruction	38
Interrogation	38

L

Length of Service	48
-------------------	----

M

Manoeuvre Actions	78
Medals and Commendations	36
Medical Debts	35
Mercenaries in Specific Traveller Settings	2
Mercenaries within Traveller	2
Mercenary Career Summary Table	15
Mercenary Slang and Lexicon	4
Mission Definitions	47
Morale Phase	79

N

New Armour	92
New Army Events	6
New Army Mishaps	
New Augments	93
New Benefit – Prime Ticket	15
New Communications Gear	94
New Field Toolkits	99
New Marine Events	8
New Marine Mishaps	7

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