GURPS® *Traveller*™

GROUND FORCES

Furious Action in the Marines and Army

By Douglas E. Berry

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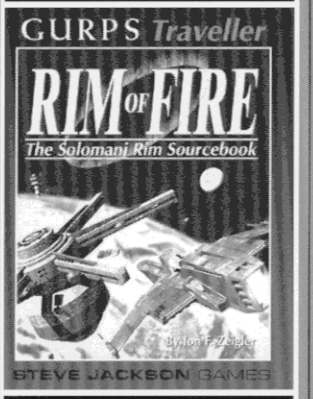

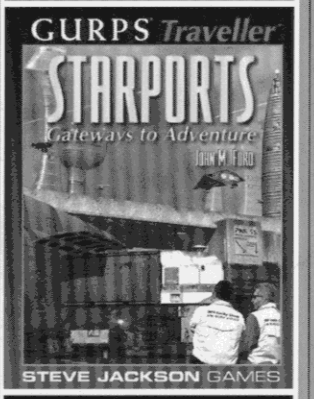

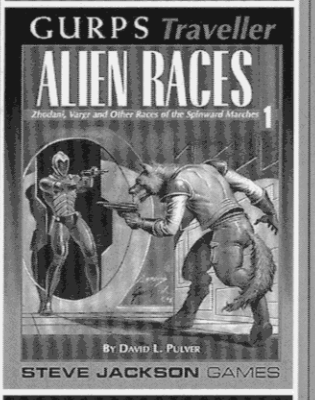

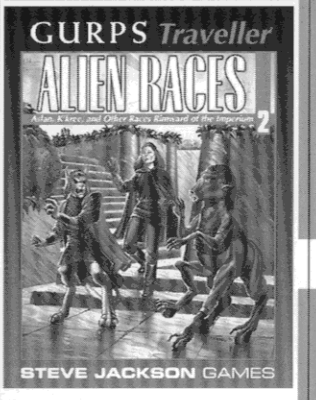

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GURPS® Traveller®

Furious Action in the Marines and Army

By **Doug Berry**

***Based on the award-winning Traveller science fiction universe by* Marc Miller**

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Author's Dedication: To Craig, for teaching me to play.

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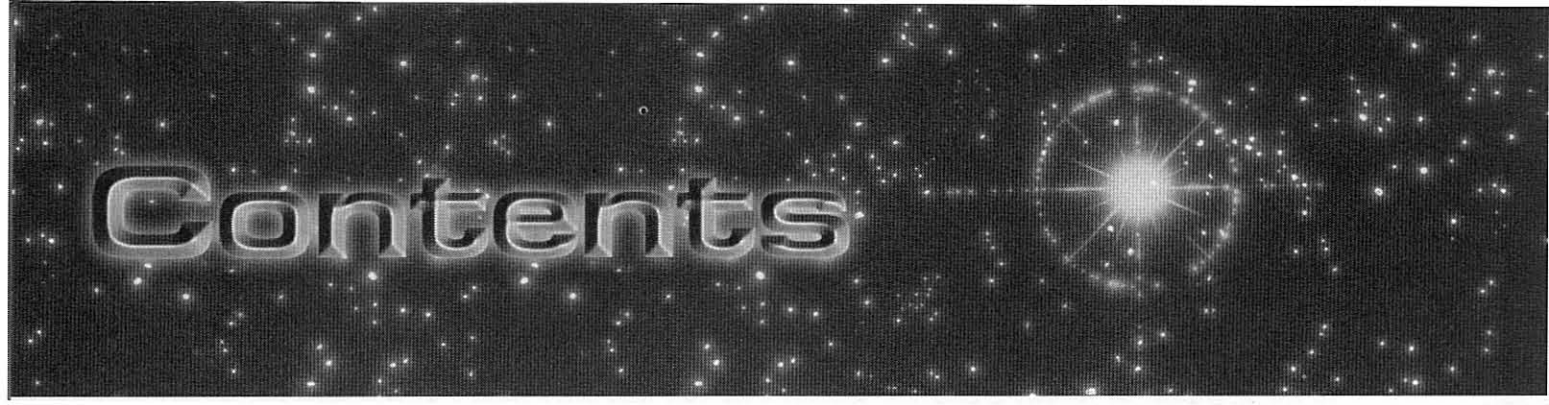

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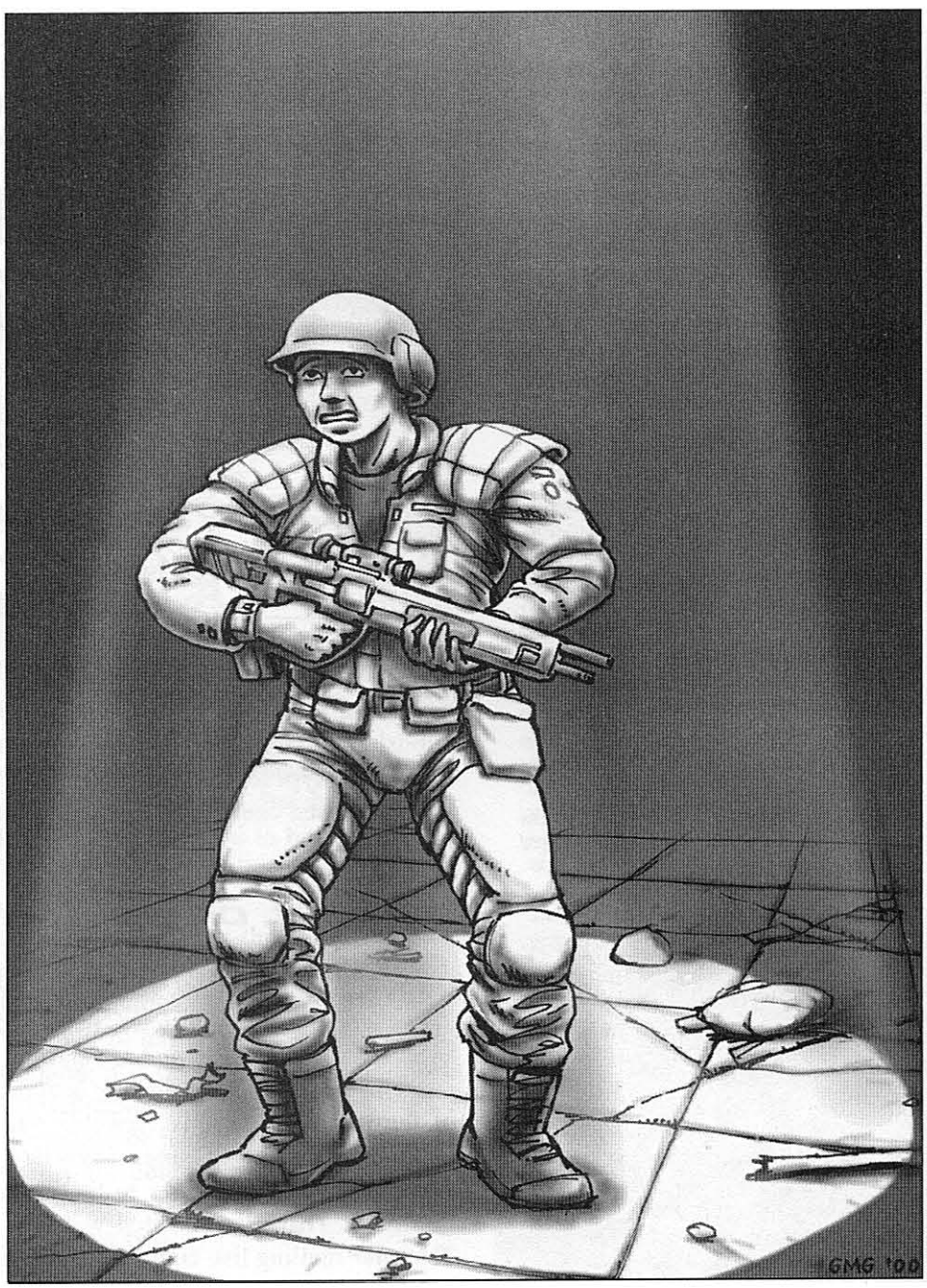

About GURPS

Steve Jackson Games is committed to full support of the ***GURPS*** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid (**www.sjgames.com/pyramid**). Our online magazine includes new rules and articles for ***GURPS***. It also covers the hobby's top games – ***Advanced Dungeons & Dragons, Traveller, World of Darkness, Call of Cthulhu, Shadowrun,*** and many more – and other Steve Jackson Games releases like ***In Nomine, INWO, Car Wars, Toon, Ogre Miniatures,*** and more. *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before release.

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The ***GURPS Traveller: Ground Forces*** web page is at **www.sjgames.com/gurps/traveller/groundforces/**.

Page References

Any page reference that begins with a B refers to ***GURPS Basic Set,*** *Third Edition Revised;* e.g., p. B144 refers to page 144 of ***Basic Set.*** CI refers to ***Compendium I***, GT to ***GURPS Traveller***, *Second Edition*, T:AI to ***Traveller: Alien Races 1***, T:AII to ***Traveller: Alien Races 2***, T:BC to ***Traveller: Behind the Claw***, T:FT to ***Traveller: Far Trader***, T:SM to ***Traveller: Star Mercs***, and VE to ***Vehicles***, *Second Edition*. For a full list of abbreviations, see p. CI181 or the updated web list at **www.sjgames.com/gurps/abbrevs.html**.

Introduction

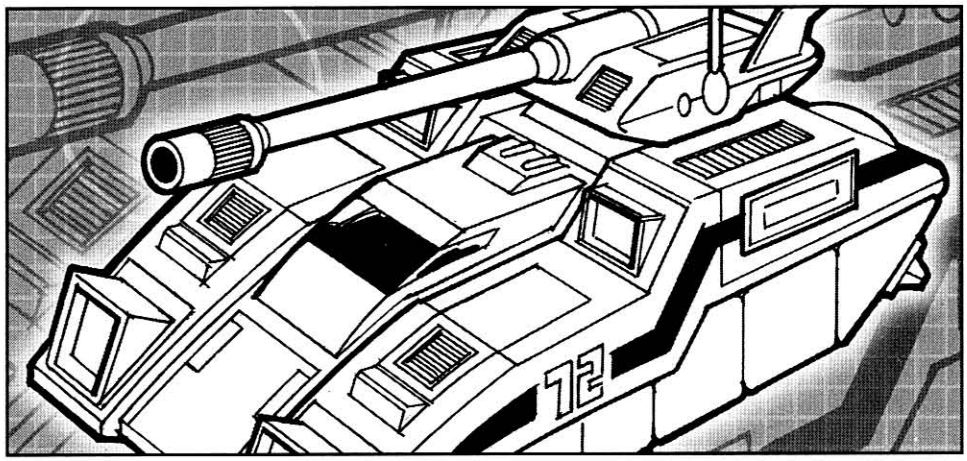
With the release of ***Book 4: Mercenary*** in 1978, ***Traveller*** players got their first good look at the Imperium, and the troops that allowed it to exist. After that book, details about the Imperium's forces came in pieces, a magazine article here, a section of adventure there. Only occasionally did we get hints of the scope of the Imperial defense establishment.

The author hopes that this book will please both the military fans and those looking for interesting roleplaying. Now sound the charge and move out!

About the Author

Doug Berry began his interest in science fiction by stealing books from his brother's room. A ***Traveller*** player and referee since 1977, he also has a life-long interest in military history. Doug served as an infantryman in the U.S. Army, where he mastered both the M-21 sniper rifle and the floor buffer.

Doug is living with Hodgkin's disease, which has given him more time to game. He and his wife share an apartment in San Francisco with an ever-increasing number of stuffed animals. His previous work includes ***At Close Quarters*** from BITS.



About the Line Editor

Loren Wiseman was one of the founding partners of GDW, Inc., original publishers of ***Traveller,*** and spent more than 20 years there as a game designer, developer, typesetter, and editor. After GDW closed, Loren freelanced for a time, and then came to SJ Games, where he is ***Traveller*** line editor and expert-in-residence.

Journal of the Travellers' Aid Society

The long-running ***Traveller*** magazine is now online at **www.sjgames.com/jtas/**, edited by Loren Wiseman. It supports all versions of ***Traveller*** with news, articles, discussion areas, and reviews. Subscriptions are $15/year for 52 weekly updates and full access to archives.

The *Traveller News Service* is updated weekly, chronicling the life and times of the Imperium, and is viewable *free* at **www.sjgames.com/gurps/traveller/news.html**. The SJ Games ***Traveller*** links page (**www.sjgames.com/gurps/traveller/links.html**) links to the ***Traveller*** Web Ring, which includes most of the major ***Traveller***-oriented websites. For information on subscribing to the ***Traveller*** mailing list, contact traveller-owner@mpgn.com.

CHAPTER ONE

Into the Mud

"You may fly over a land forever; you may bomb it, atomize it, pulverize it, and wipe it clean of life – but if you desire to defend it, protect it, and keep it for civilization, you must do this on the ground, the way the Roman legions did, by putting your young men into the mud."

– T.R. Fehrenbach, ***This Kind of War: A Study in Unpreparedness***

The Emperor of the Third Imperium controls an area containing roughly 11,000 worlds. It is often said that the Imperium rules the space between the stars, but the citizens of the Imperium don't live on the stars. The cold vacuum of space produces no food or material, either. These things come from the member worlds of the Imperium. To defend those worlds, and launch attacks on the Imperium's enemies when necessary, the Emperor depends upon his sword and shield, the Imperial Marines and the Unified Armies.

The ground forces are the arm most often seen by the average citizen. They may watch orbiting battleships as bright points of light in the night, they may read news and mail brought by the Scout Service's Communications Branch, but it is the Marine in his battledress and the imposing bulk of an Army grav tank that define the Imperium for many. This book will examine these important arms of Imperial administration in depth.

Instruments of Policy

Armed forces exist as an extension of the government's will. War has been described as "diplomacy by other means," meaning that states reserve the right to carry out their agendas by any means at their disposal, including force if necessary. The armed forces also exist to protect and preserve the state and its ideals from outside aggression, usually from other states pursuing their own, conflicting goals.

Warfare is not just a method of making a nation's wishes manifest – war is also used as a punitive measure, or even a preventive one. For instance, the Japanese sneak attack on Pearl Harbor in 1941 was intended to be a preventive attack, designed to keep the U.S. Navy's Pacific fleet from interfering with the further goals of the Japanese empire.

The Frontier Wars between the Zhodani Consulate and the Imperium have been preventive in nature from the Zhodani point of view. They keep what is seen as a dangerous culture from intruding into "civilized" territories.

Because warfare is so devastating, not only in terms of death and destruction, but also in long-term economic disruption, it is usually considered only as a last resort. Considering the difficulties of launching attacks across the stars, a strong military force is a strong deterrent to would-be invaders.

In the Third Imperium, the responsibility for defense of the realm is split between the Imperial Navy, the Unified Armies of the Imperium, and the Imperial Marine Force. This book details the latter two.

Why an Army?

One of the questions that ***Traveller*** players have discussed since the original release of the game is why an interstellar society would need an army.

The usual argument is that any world can be defeated through the use of naval force. Embargoing needed supplies can bring a dependent world to heel; they must submit or starve! In the worst case, the average Imperial battleship carries enough firepower to destroy most the world's surface. Or an aggressor can simply take a medium-large nickel-iron asteroid, strap a maneuver drive on it, and run it up to extremely high velocities before smashing it into the target world to produce an extinction-level event!

Destruction is not possession, however. Most attackers want some part of the world or its industry intact. If the world has the means to resist, troops will need to go down and take physical control of the world's important locations.

Besides the necessity of actually occupying ground, people need to be able to see and touch the instruments of power. Even on friendly worlds, parades, drill squads, and firepower demonstrations help to assure the population that their protectors are on the job and able to guard against whatever threats present themselves.

Humans, at least, have a psychological need to know that they have won or lost. During World War II, German morale and resolve crumbled only when Allied troops actually advanced onto German soil. Four years of almost constant bombing didn't have near the same effect as seeing T-34s or Shermans in the Fatherland.

Furthermore, even on Imperial worlds and in peacetime, there are always jobs for ground troops. Hostile powers can often cause the Imperium no end of trouble for very low cost to themselves by stirring up "resistance movements" and the like, so these are a recurrent phenomenon even on generally highly loyal worlds (where they *certainly* cannot be dealt with by orbital bombardment). Sometimes, purely local squabbles blow up into wars which threaten the Imperial peace, and the Army and Marines are required to perform police actions. Imperial bases and establishments need guarding from insurgents, spies, etc.

Continued on next page . . .

Why an Army?

[Continued]

The above applies to Humans. Alien races might have very different views of the need for a standing army. The Hivers came late to the concept of warfare, and prefer to make use of naval forces when forced to fight. They do keep several client races who are well suited for ground fighting.

However many holes may be poked in these assertions, they are all useful from a roleplaying point of view. These games are played to have fun, and there is little amusement in being obliterated from high orbit. It's more fun to have troops to outwit, and grand battles for heroic PCs clutching the Imperial banner as they lead their men (and Vargr, and Aslan) over the ramparts.

Non-Humans

The Imperium, while dominated by Humaniti, is home to hundreds of intelligent species. The Army and Marines will accept any sophont willing and able to serve, with some restrictions.

The sophont must be able and willing to obey orders without question. The Ebokin, for example, have proven to be unsuitable soldiers due to their extremely conservative and quarrelsome nature.

The sophont must be able to exist in the same environmental conditions as Humans. There are many exotic races that breathe methane, are fully aquatic, or exist in some other non-standard environment. These races are disqualified from regular Imperial service. There are exceptions such as the Marine's 12th Special Assault Group, which is a unit optimized for boarding actions and null-grav combat. It is recruited entirely from Githiaskio, an octopuslike race from the trailing edge of the Imperium.

The sophont must be able to understand the Imperium and what it is fighting for! This requirement may seem odd, but there are races that despite hundreds of years of contact have no real concept of what the Imperium is, how far it extends, or why they should care.

Acceptable races are then evaluated for equipment compatibility. It is vital that soldiers in the same unit be able to pick up a fallen comrade's gear and fight on. Vargr and Humans, due to their almost identical hand structure, have no trouble serving together. Imperial Aslan tend to serve in Aslan-only units, both for cultural and equipment reasons.

Many of the non-Human races are welcomed by their Human comrades because of their abilities. Vargr are an asset on patrol because of their excellent hearing and sense of smell. Newts are exceptional clerks. No one has ever doubted the courage and ability of Aslan troops, and so on.

History

Throughout the history of most races, armies have been raised to further the ends of the people. More than one Imperial high commander considers his forces the crowning evolution of this process.

The Birth of Armies

Actual *armies,* as opposed to a mob of armed plebeians serving under better-equipped aristocrats, come about when either the weapons systems become too complex to be quickly mastered or the state needs full-time professional soldiers (and can afford to feed them). This may happen several times in a world's history as cultures rise and fall, but a professional, well-trained army becomes almost inevitable when firearms are developed.

Firearms and cannon bring revolutionary change to the battlefield. Firearms are easier to use than a longbow, so more soldiers can be trained to fight. Powerful cannon end the age of fortifications as invulnerable strong points. The outcome of a battle now rests on the ability of the commanders to maneuver their forces, and on the ability of the troops to execute their orders. Officers now have to possess real professional knowledge of how to win the fight on a noisy, smoky battlefield. In many places, an era of professional officers for hire flourishes. These officers are veterans of some regional conflict, who take their skills on the road after that conflict ends. A notable example of this type of mercenary was the *condottieri* of Renaissance Europe.

As technology improves, weapons increase in both lethality and complexity. Most worlds develop large mechanized forces at TL6. The concept of the noble as a natural war leader fades away, often after the first major industrial war. Terra's 20th century (-2621 to -2521) is a prime example of this period. Worlds that achieve early one-world governments at these stages usually avoid the devastating wars experienced by multi-government, balkanized worlds.

The Vilani and the First Imperium

When the Vilani began expanding into the stars, they had very little military tradition. The difficulties of just existing on Vland had caused them to avoid the world-spanning conflicts most peoples suffer through. Wars on Vland tended to

be quick and brutal. The most common tactic was to wait until one side could marshal overwhelming force, then demonstrate the capabilities of that force to the target group. This way, the destruction of vital resources could be avoided. If the targets refused to surrender, the war was fought with no mercy. For a long period of time, many battles were "fought" by having the opposing forces line up in a position where they could be counted and evaluated. The commanders would then meet to decide if a battle was really necessary. As the handful of Vilani colonies grew into the Ziru Sirka, they brought these techniques to the stars with them.

Throughout the First Imperium's history, the Vilani preferred to use "cost-effective" measures. Invasions were seen as a waste of men and valuable material. If a world refused to surrender after viewing the Vilani force in orbit, it was much easier to destroy cities until the survivors surrendered. Troops, when used, were more occupation police than combat soldiers. Retribution attacks were standard policy when guerrilla movements formed. The Vilani were patient; sooner or later the population would come around to the Vilani way, or the world would be targeted for colonization by Vilani in an effort to overwhelm the natives. For millennia, these tactics well served the Gisadia Ziru Sirka, or Army of the Grand Empire of Stars. But in the later part of the period, as the empire began failing, the Army was called upon to hold rebellious worlds in numerous sectors.

Throughout the period, the Army's standard of training rose and fell. At times, such as when conquering the Vegan worlds, Vilani ground troops fought with distinction. When Imperial attentions focused elsewhere, they were little better than uniformed mobs. Then came the Terrans.

The Interstellar Wars

At the time of the first encounter between Terran and Vilani at Barnard's Star, -2424, the Gisadia was at one of its low points. Stagnation and corruption had left most units mere shells of real military organizations, without any real combat ability.

When the people of Earth realized the scope of the Vilani Empire, and that the Vilani expected them to simply give in and submit to Vilani authority, their reaction was to launch a series of attacks against Vilani worlds near Terra. At first, the Terran goal was simply to establish a safe buffer zone between the Ziru Sirka and the fledgling Terran Confederation. As time went on, the war changed to one of conquest.

The First Interstellar War, -2408, came as a rude shock to the Vilani Governor at Dingir. The Terrans were actually invading worlds along their route of advance, and in many places being greeted as liberators! The Vilani troops of the sector had to relearn ground tactics, and quickly. Luckily for the Vilani, they never threw anything away, and millennia-old doctrines were found and implemented. The Gisadia tried to adjust, but by the mid -2300s it was obvious that the Terrans were much better fighters, and were gaining a technological edge.

Far from being a unified force, the Terran troops were drawn from dozens of nation-states across Earth. This slowed their advance, as difficulties arose from the varying languages, equipment standards, and cultures of the troops. Typical of these problems was the delay in garrisoning the Vilani settlement on Tau Ceti II due to disputes between Greek and Turkish leaders over who would land first.

War followed war, and by the beginning of the Nth Interstellar War in -2235 the Terran forces were stretched to the breaking point. Many Army commanders recruited the Vilani troops they had just defeated into ad-hoc "liberation legions," which were commanded by Terran officers. In some of these legions, entire divisions were led by unqualified Terran junior officers with the helpful advice of the unit's former commanders.

Gender

The Imperium has no policy on gender in the military. The only question is whether the soldier can perform his, her, or its duties. Imperial service manuals, and this book, use the male pronoun exclusively, for simplicity.

Marines of different genders are expected to make use of the same quarters and facilities. An inability to handle the coed environment is seen as grounds for dismissal from the service. The standards for Army troops depend on the unit's homeworld. There are some cultures that demand strict separation of the genders even for meals.

While most of the races serving the Imperium have the common two genders, there are cases of three or four genders, or races that change gender. The services will make most reasonable attempts to accommodate these species.

On the subject of dating and relationships, the services are very strict. It is forbidden for an officer to have a relationship with an enlisted person, and for anyone in the same chain of command to have such associations. Violating either of these rules is a court-martial offense.

The Wars of the Imperium

Aslan Border Wars	-1180 to 380
Pacification Campaigns	76 to 120
Julian War	175 to 191
Vargr Campaigns	210 to 348
Ilesish Revolt	418 to 435
First Frontier War	589 to 604
Civil War	604 to 620
Second Frontier War	615 to 622
Third Frontier War	979 to 986
Solomani Rim War	990 to 1002
Fourth Frontier War	1082 to 1084
Fifth Frontier War	1107 to 1110

This list counts only those conflicts that had the potential to affect the entire Imperium. Over the years, countless smaller conflicts have raged in and along the Imperial borders.

The Fifth Frontier War

GDW announced the first major shakeup in the Third Imperium setting with the commencement of the Fifth Frontier War in 1980. First revealed in *The Journal of the Travellers' Aid Society No. 9*, the war lasted for four years in real time. GDW released a board game based on it, ***Fifth Frontier War***, which covered the action in the coreward subsectors of the Spinward Marches.

"After dealing with Lt. Beaulor for the past year, I now both know and understand why this officer was shipped 15 parsecs to serve at this location. I have considered shipping the officer in question a further 15 parsecs, but that would land him in Zhodani space.

"This would probably be considered an act of war."

– Maj. Diet Valsko, Unified Army of Mora

Invasion: Earth

In 1981, GDW issued a wargame based on the climactic battle of the Solomani Rim War. Using an engine similar to that in ***Fifth Frontier War***, the game replayed the battle at a divisional-level scale. Today, the game is considered a collectible item.

Memories

"Why did I fight for the Imperium? Lots of my neighbors ask that behind my back. They're more than happy to just keep farming and herding hemoth like their daddies, and their daddies' daddies, all the way to when old Bruce Johnson first stepped on this rock 800 years ago. Not me, I wanted to ***see*** *something. The Navy wouldn't even give me a second look, but the Marines gave me a home.*

"I'll tell ya, the first time I wore a live set of 'dress, my heart about jumped out of my throat! But I learned, just like everybody else does. They even tried to make me an officer! Can you imagine that? Did my time, and I guess I did it well enough for them to approve of me.

"What's that? Sure I came back here! This is home! I always knew I'd end up on the south end of a northbound ket! I saw many fine and wonderful things out there, and learned that the Imperium is a place worth keeping, but a man's heart just rests easier on home soil."

– from interview tapes with retired Marine Command Master Fleet Sgt. Ian Ferguson, only living recipient of four Starbursts for Extreme Heroism. Made at his farm on Heya/Regina 008-1118.

Despite these shortcomings, the Vilani were suffering from much greater problems. The late Ziru Sirka had been wracked by a series of minor civil wars and regional power plays. This left many areas unable to resist the Terrans, or in a few cases completely empty of Vilani ground units. The Vilani command was unable to adjust to the Terran ability to rapidly shift strategy and tactics on the fly. One surviving journal of a Vilani Lurkugiishi (Major General) asks plaintively if he is fighting an entire army of generals and staff officers. By the time of the establishment of the Rule of Man (-2204), Terran combat units were strewn all across the remains of the Vilani Empire.

The Rule of Man

For much of its short history, the Rule of Man cannot be said to have had an Army. It had numerous disconnected combat groups scattered far and wide over the former Vilani territories. Some of these units simply went mercenary when it became obvious that the central government no longer cared about them. It is a telling commentary on the state of the Second Imperium that most of these units were hired to fight for different factions when the Rule of Man finally fell.

Since the Rule of Man was dominated by its Navy, it should come as no surprise that the ground troops were slighted. There were few foes to fight, and the budget money went to newer and larger battleships rather than to Army corps out in the backwaters. By contrast, the Second Imperium's Marines received lavish attention and large budgets. The Marines were used mainly to put down rebellions within the Rule of Man, a need common enough to justify the investment.

With the coming of Twilight in -1776, many military units reacted to the conflicting orders from different groups by simply declaring themselves for the world on which they were standing. As rival factions roamed the stars looking for support, they found many places defended fiercely by the very troops they had come to recruit.

The Long Night

During the period between the empires, planets fell back on their ground troops to defend them from the bands of raiders that roamed the old Rule of Man. Some worlds were fortunate enough to have loyal Solomani troops forming the backbone of their forces. A small number of these worlds claimed to be the home of the Rule of Man. The last of these states vanished in -1526.

The Third Imperium

The early Imperial forces grew out of those of the old Sylean Federation. At the time of Cleon's ascension to the throne, the Army was a defensive group, mostly equipped with centuries-old equipment. The small Naval Infantry Landing Force was ill-prepared to do much more than secure small drop zones on lightly defended worlds.

Cleon changed that state of affairs, beginning a crash growth program. As the new Imperium expanded, promising recruits from newly absorbed worlds were offered a chance to see the stars. By 50, the Army boasted millions of troops stationed on hundreds of worlds.

The Pacification Campaigns

The first major test for the ground forces came when Emperor Artemsus announced that those areas that had resisted Imperial control and had been bypassed would now be forcibly integrated. For 50 years, campaigns raged in the sectors around Core. The Army found itself called upon to both garrison recently captured worlds and still provide enough troops for the ongoing assaults.

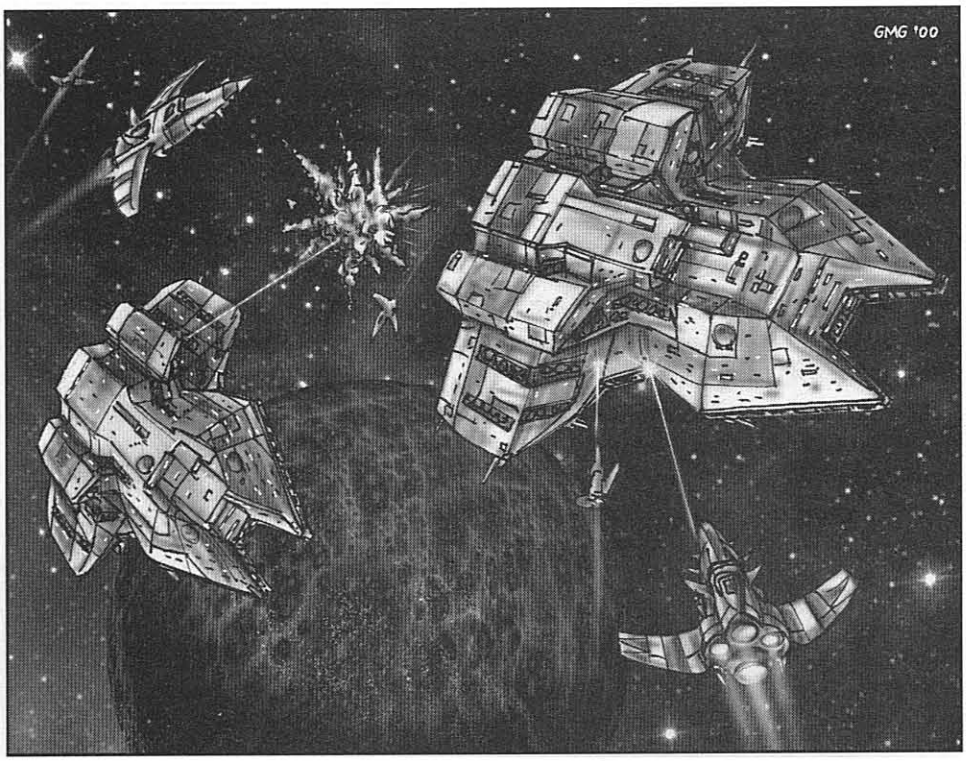
When the last of the Pacification Campaigns wound down in the Zarushgar sector, the Army made a set of historic and important changes. Rather than a centralized Army command, each subsector would now control its own Army, with support from the Imperium. Many observers saw this move as one of the opening rounds in the quiet struggle between the Iridium Throne and the nobility for power. Having access to one's own army is a considerable advantage in such a conflict.

The Julian War

The Army and Marines tasted their first serious defeat in the Julian War (175-191). The Imperium attempted to absorb the worlds of the Julian Protectorate, a mixed Vargr-Human state centered in Antares sector. The initial drive was met with determined opposition from the Julian Navy, which managed to cut off large portions of the Imperial fleet. Many Army units were caught on their transports, and destroyed before ever reaching their target systems. Those units in combat had their supply line suddenly cut off, and had to surrender in the face of certain defeat.

After the war's negotiated end, an age of relative peace began. Apart from ongoing problems with Vargr raiders and Aslan border clashes, the Imperial troops were not called on to do more than quell an occasional rebellion.

That was about to change.



The First Frontier War

By the late sixth century, Imperial settlements had pushed past the Spinward Marches into the Zhodani territories beyond. At first, the Zhodani attempted to welcome these newcomers, but it soon became clear that the Imperials were not going to accept the Zhodani way of life.

In 589, the rising cycle of disputes and shooting incidents between the colonists and the Consulate exploded into open warfare. The poorly organized Army forces found themselves fighting a series of desperate holding actions as the Navy struggled to evacuate the colonies. In a few cases, the reluctant colonists had to be removed at gunpoint.

Roleplaying in the Military

Running a RPG set inside a regular military organization presents challenges not seen in other games. Both the GM and players must be sure they are ready to accept the unique limitations of the genre.

Orders Are Orders

When a soldier is given an order, he is legally obligated to obey. Failure to obey orders can result in being thrown out of the service, or even being imprisoned. Even without those harsh penalties, a soldier who constantly questions his directions will be labeled "difficult." Such soldiers will find little sympathy when they need to turn to their chain of command for help.

This can become a problem in the gaming group. If the player running a sergeant gives another player's corporal an order, the corporal must obey that order!

There are two exceptions to the requirement to obey orders. The first is orders that come from outside the soldier's *chain of command* (see below). When such orders conflict with the soldier's orders from his commander, they do not have to be obeyed. Troops can find themselves in difficult situations when a senior officer is telling them to do one thing, while they have been instructed to do something else.

The second case is an illegal order. A soldier *cannot* be ordered to perform an illegal act. If the soldier obeys the order, he may not use "I was only following orders" as a defense. Illegal orders specifically include things like firing on civilians or helpless, surrendering troops. Since soldiers are trained to obey orders without hesitation, it can be difficult to make the split-second decision about the legality of an order, especially under combat conditions.

Military fiction and Hollywood films are filled with officers and troops who disobey orders to pull off a spectacular victory, or expose the traitor . . . the PC troopers may do this, but there will be somebody who remembers what they did, and will harbor a grudge.

Chain of Command

A very important concept to the military game is the chain of command. In the armed forces, each soldier can trace the line of his commanders all the way to the Emperor, sector duke, or whatever chief of state is appropriate. Orders come down that chain, and complaints are supposed to go up the same way. A group of privates is very unlikely to be able to stroll into the general's office to register their complaints. They would first go to their squad leader, then to the platoon sergeant, and on up.

Continued on next page . . .

Military Terms and Slang

[Continued]

Grubby: Marine term for low-tech locals who are non-combatants.

Gunny: Contraction of gunnery sergeant, used by Marines who are friendly with their NCOs.

Hot: An area currently experiencing combat.

House Specials: Private troops retained by nobles.

IHTFP: Found scrawled on barracks walls. Soldiers will swear this means, "I have truly found paradise." They are lying.

J - L

Joe: Collective term for Zhodani troops.

Johnny: Common collective term for Imperial Army troops.

Kill Card: Small card with a unit's crest and motto on it, left by some troops on destroyed enemy equipment or bodies.

Locked, Cocked, and Ready to Rock!: Ready to fight. Shouting this has become almost a ritual in some units.

Lords of Space: Marines. Derogatory term used mainly by the Army.

M - O

Mama Bird: Spacecraft from which Marines have dropped.

Mess Hall: Military dining facility.

Missile Monkey: Artillery soldiers. Also "meson mechanic" for units equipped with meson sleds.

Multiple Personnel Launcher: Drop capsule room, also called the "garbage chute."

No Go: Failure, not good enough.

Old Boots or Shoes: Collective term for long-service Marines.

Old Man: Term for the commanding officer. Only one of many.

P - R

PIOTA: "*P*ull *i*t *o*ut of *t*he *a*ir," a wild guess. Pronounced "pee-oh-tah" it is used in briefings before very understanding senior officers with remarkable senses of humor.

Pros: Sarcastic name for mercenary troops. Reserved for those that have more experience in polishing buttons than in fighting.

Provos: Short for "provosts," an alternate nickname for military police.

Roast Whatsit: Name for any unidentifiable meals served by the mess halls.

Continued on next page . . .

035-1108: Vargr capture Yorbund/Regina.

036-1108: Ruby/Jewell, Emerald/Jewell, and Lysen/Jewell captured by Zhodani forces after Marshal Jongir Matthews orders Imperial forces to fall back to defend Jewell/Jewell.

168-1108: The Sword Worlds invade Saurus/Vilis in one of the most laughable campaigns in all of military history. The world surrenders as soon as the Sword Worlds forces make orbit, much to the frustration of Oberst Junea Ostötz. Refusing to accept the surrender for several hours, she makes a fruitless search for any troops willing to offer at least token resistance.

229-1108: Imperial counterattack at Lysen fails. During the fighting, the 2,879th Lift Infantry Brigade is destroyed. Oddly, there are no survivors reported, and very few bodies actually recovered.

338-1108: Vargr of the Gzengzo Division capture Heya/Regina and Beck's World/Regina. The Marines respond with a series of raids to disrupt the Vargr before they can fortify their positions.

021-1109: Zhodani forces attack Gandhi/Lanth. The invaders are forced to withdraw after stiff resistance by a mixture of Marines and naval personnel dragooned into impromptu infantry formations.

083-1109: Imperial forces retake Yorbund with a single platoon of Marines boarding the planet's orbital habitat.

096-1109: Lanth retaken by Imperial forces in the bloodiest ground campaign of the war. The defenders engage the initial landing site with nuclear weapons, killing thousands and destroying several irreplaceable landers. The Sword Worlders had established their strongholds inside Lanth's primary cities, preventing the Imperium from using orbital bombardment against them. The fighting lasts 100 days, most of it grueling house-to-house actions.

132-1109: Adm. Santanocheev relieved of command. Duke Norris of Regina takes personal command of the entire front.

233-1109: Operation Azhanti Sunrise is launched. Troops land on the Sword Worlds planets Sting, Hofud, Durendal, and Dyrnwyn in a coordinated near-simultaneous strike.

350-1109: Saurus is retaken. Processing the Sword Worlds prisoners is delayed due to the locals' insistence on throwing a going-away party for Oberst Junea Ostötz and her troops.

023-1110: Lysen recaptured by the combined 46th and 48th Armies. Construction immediately begins on an advance base for further operations. Relief operations for Jewell start.

120-1110: Armistice declared.

Present Day

After the most recent frontier war, the Imperium took the opportunity to examine and evaluate its command structure and tactics. After a poor showing in getting large units in place, the Army has started to revamp its procedures for embarking troops (see p. 96), prompting a massive reshuffling of operational commands.

This reorganization has its opponents in the ranks, of course, but most see the changes as necessary to keep the forces up to par with the Imperium's potential foes. The Marines and Army are both proud of their loyal service over the past 1,100 years, and remain on guard as the Emperor's sword and shield.

Planetary Defense Forces

While this book is mainly about the Imperium's regular forces, some mention must be made of the largest arm of the Imperial ground forces triad. The planetary defense forces consist of the individual armies of member worlds. Almost infinite in variety, these forces provide the depth of defense that keeps the Imperium safe.

The Imperium's authority ends at the edge of the atmosphere. As a result, each individual world is responsible for its own defense. While the Imperium will assist the member worlds, the final responsibility for the survival of a people and their government rests in their own hands. To that end, most worlds raise at least a minimal number of armed troops.

The worlds of Core sector, comfortably distanced from the threat of warfare, tend to raise armies that are little more than glorified police forces. With no strife since the Civil War, and the borders over a year's travel away, these worlds have decided that there is little reason to maintain a large army. They prefer to spend the billions of credits saved on other projects. As one gets closer to the frontiers, planetary governments develop a greater interest in maintaining effective protection against outside aggressors. On planets with repressive governments, there may exist large bodies of troops geared toward the suppression of internal dissent. At the most extreme, these paramilitary police act as an occupying force in their own homeland.

These local forces are completely independent of the Imperial chain of command, answering only to their own governments. This freedom also means that these armies are able to procure equipment that fits their own requirements, rather than being forced to use the Imperial standard.

Planetary defense forces are divided into three broad categories.

Ground Forces

The ground units of a planetary defense force are similar to those of the Imperial Army, but are specialized for local conditions and technology. Freed of the need to travel far from their home world, these units can use levels of mechanization that most Imperial planners can only dream of.

Since the mission of a PDF unit is defensive in nature, planners tend to stock up on the items that will help them resist invaders. Massive amounts of artillery ammunition, along with extensive stocks of spare parts and sizable fuel depots, are usually foremost in priority.

An exception to this rule appears on balkanized worlds, where the various nation-states will be arming not just for planetary defense, but for possible use against each other. History shows these worlds have a tendency to engage in conventional arms races of almost suicidal proportions, since they know that the Imperium stands ready to intervene if they attempt strategic one upmanship in the form of nuclear weapons or biological warfare.

Military Terms and Slang

[Continued]

S - U

Shell: A drop capsule. Also called "trooper eggs."

Short: A soldier who is very close to either transferring or leaving the service. They are normally excused from their normal duties to prepare for the move.

Skipper: A nickname applied to Marine company commanders and platoon leaders. Normally, only very experienced NCOs can get away with calling the CO skipper in his presence. Some NCOs use "skippie" as a shorter form, but this usually has derogatory connotations.

Sled: A grav vehicle. This term has a number of official uses, and soldiers use it for anything that has contragravity.

Slops: The utility uniforms worn for normal duties. The Marines do not use this term.

Slug Bag: Standard-issue bag for soldiers to carry their clothing. These large gray bags are often overloaded to the point of bursting and end up being dragged instead of carried.

Smoked: Subjected to extensive physical training, usually as a punishment. Also used as a verb to describe a one-sided battle.

Special Weapons: Chemical, biological, or explosive nuclear weapons. Special weapons also covers more exotic things like computer viruses and genetic warfare research.

Thunderball: Marine slang for nuclear weapons. "Thunder" used by itself is a warning that nuclear weapons are about to be used.

Turtle: Soldier who spends all his time in a protected shelter; also derogatory slang for Marines.

V - Z

Vargr Leave: To desert, or go absent without authorized leave.

WETSU: Acronym for, "*W*e *e*at *t*his *s*tuff *u*p!"

Win a Dirty Medal: Be killed in combat, usually while doing something that would warrant an award for valor.

Weepers: The Army's notoriously inefficient morale-support groups.

"The shovel is brother to the gun."

– Carl Sandburg

Oath of Enlistment

All of the Imperial military services use a similar oath of enlistment. The version reproduced here is for Human recruits who understand Galanglic, and certain compatible alien races.

"I, (state name) do solemnly (swear/affirm/attest) that I will support and defend the Third Imperium against all enemies, wherever they may stand; that I will bear true fealty and allegiance to His Imperial Majesty, Strephon, his legal heirs, and the honorable nobles of the realm; that I take this duty of my own free will, without reservation. I will obey the orders of the Emperor, his honorable nobles, and the officers appointed over me, according to regulations and the Laws of War."

If an appropriate religious oath is applicable, it should be appended to the end of the oath.

"What Did You Call Me?"

There are three basic terms used to describe the individuals of the ground forces.

Soldiers tends to refer strictly to Army personnel.

Marines is used, of course, for the members of the Marine Force.

Troops is a generic term used to describe everyone in the business of taking and holding ground.

Marines are extremely touchy about this, and calling a Marine "soldier" will likely get a strong reaction.

"It has been my observation that – no matter the culture, world, technology, or circumstance – there has never been a soldier who enjoyed doing kitchen duty."

– Graeme Batho, Major General (ret.)

PDF ground units are the only place where travelers are likely to see tracked vehicles used in any front-line role. Jewell/Jewell is notable for equipping its PDF with tracked and wheeled vehicles. The cluttered nature of Jewell's cities has made these inexpensive vehicles effective even against modern grav tanks.

Local forces in the Imperium use a bewildering number of organizational plans and formats. Almost any imaginable plan, no matter how crazy, has been tried on at least one world. It's not uncommon to encounter units with titles like Erka, Legion, Kommando, Grzzdhle, Cohort, Band, or anything else from the histories of a thousand cultures.

Nautical Force Command

Also known as the "wet navy," a nautical force command is only found on those worlds that possess significant hydrospheres. As a rule, a nautical force command is strongest on balkanized worlds of moderate technology (TL6-9) with more than 50% hydrosphere. In these situations, the wet navy can become the dominant military force on a world. At higher technological levels, the nautical force command is reduced to little more than a glorified search-and-rescue unit. Once grav vehicles become common, the need for massive warships fades. The height of pure naval technology is seen at TL8.

Since water interferes with most of the sensors used by spacecraft, the nautical force command usually becomes a convenient hiding place for planetary defense weapons such as meson gun-equipped submarines, secret supply depots, or system defense boats sitting on the ocean floor. An Earthlike world with large oceans can hide any number of unpleasant surprises for an invader.

Of all the PDF forces, the wet navy tends to have the strongest ties to tradition. For many races, the first truly organized military effort was the navy, so the sense of history often is strong among sailors.

Close Orbit and Aerospace Command

This branch is responsible for the defense of the world's airspace, from ground level to geosynchronous orbit. COACC may also be given responsibility for running system defense boats. Wealthier systems will tend to have actual planetary navies for the protection of in-system assets such as gas giants or secondary settlements on other worlds. Along with defense duties, some COACCs are also responsible for carrying out customs inspections and the occasional rescue.

There is considerable debate in the Imperium over the viability of atmospheric fighters. One school of thought considers them to be anachronisms, without purpose against fighter craft designed for the rigors of space combat. The other school holds that vehicles built explicitly for air-to-air combat hold a great advantage over more general-purpose interface vehicles. Both sides in the debate can point to various battles and studies that support their views.

On balkanized worlds, the various national COACCs (more often called "air forces") field a number of different aircraft designed for a variety of tasks. On single-government worlds, where the only mission is air defense, the most common vehicle seen is the hypersonic interceptor.

Colonial Forces

Planetary defense forces have been called upon in times of great need to serve as colonial forces, or de facto Imperial reserves. Such forces are generally considered to be of a lower quality than front-line troops. Regardless, these units can take a great deal of pressure off harried commanders by assuming garrison and security roles and freeing up units for the front lines. Because colonial forces are not required to use Imperial standard equipment, difficulties can arise in supply and logistics when regular and colonial units are mixed.

Chapter Two

The Unified Armies of the Imperium

Master Sgt. Kevin Walsh looked up from his traffic-control table to admire the situation surrounding him. Issuing forth from gigantic ***Nakerkh****-class transports were the vehicles and troops of the 48th Lift Infantry Division, the Shadow Cats. Tanks and personnel carriers, already formed into battalion elements, were heading out toward the training area, trailed closely by brigade and division artillery units. Behind the grunts came the innumerable g-carriers, wreckers, and engineering vehicles of the support units. Air/rafts darted madly in and around the larger vehicles on unknown errands.*

Untangling this mess into a coherent fighting force was Walsh's job, and he wasn't getting it done standing here sipping his tea. With a sigh, he turned back to the chaos of the division traffic-control point.

The Imperial Army is more formally known as the Unified Armies of the Imperium. This body of troops is designed to be the heavy defense force on the surface of member worlds. Because the Imperium is so vast, and faced with different threats on every border, day-to-day control of the Army is given to the subsectors. Each subsector has its own army, and is expected to operate independently, organizing and planning for its own particular needs.

Imperial Command

The combined High Command for the defense of the Imperium is located on Capital. The High Command plans decades or even centuries in advance to try and anticipate the needs of the various armies.

Since the armies answer to their local dukes, there is no one single Unified Armies commander in chief. The High Command's only real influence is in advising the Emperor on military matters and evaluating the Army's performance.

The Imperial Guard is also stationed on Capital. This unit is unique in the Imperial force structure, being a mostly ceremonial unit with the duty of guarding the palace. The Guard's regiments are drawn from the sectors of the Imperium, with an additional full regiment of household cavalry and artillery. If deployed as a single unit, the Guard would make a formidable rapid interface division.

Sector Command

The Sector Command is the highest level of command that directly controls regular Army units on a daily basis, overseeing the logistics and reserve units for the Unified Armies when it mobilizes. In wartime, units leaving their home subsector come under the control of the Sector Command for the duration of their transit. Units leave this control only when they either return home or are attached to a subsector army for combat.

Imperial funding of subsector armies is also handled by Sector Command. Since planning is done decades in advance, each army submits an annual update on its projected needs over the next 10 years. Budget allocations are made based both on these figures and on the needs of the sector as a whole.

Finally, the Sector Command controls the strategic reserve for the sector. This consists of all army units out of their home subsector and in transit, Sylean Ranger battalions, and all colonial forces brought into Imperial service. In theory, the Sector Command has a say in Marine Force deployment as well, but this has been the subject of some dispute between the two services.

Unified Army Command (Subsector Capital)

Each subsector's Unified Army is the heart of the Imperial defense. The subsectors craft their forces to meet their individual needs and threats. Subsector Headquarters is where the actual purchasing of equipment and war planning takes place. The subsector commanders purchase equipment that meets the Imperial standards, many times using funds passed down from Sector Headquarters. Poorer subsectors receive enough aid to properly outfit their army.

Operationally, the Army HQ coordinates the actions of its forces, in addition to those assigned to it by higher command, in the defense of the subsector. If offensive operations are called for, subsector troops may be assigned to the assault force at the Sector Command's discretion. One problem that has hindered the Imperium's ability to mount offensives against the Zhodani is the reluctance of some subsector authorities to allow their forces out of their immediate control. Given the exposed nature of the Domain of Deneb, this is understandable. In contrast, during the Solomani Rim War the Imperium had little trouble getting the troops they needed.

The Unified Army takes its orders from the subsector's highest-ranking noble, who commonly appoints an experienced general to serve as marshal. This appointment to subsector marshal is for life, and most often is accompanied by a title and a small fief. One very important point often missed by the casual observer is that the units under the marshal's command actually belong to the subsector, not to the Emperor. While the troops owe allegiance to His Majesty, the chain of command ends with the local nobility. This frees border areas to defend themselves without having to wait for instructions from leaders that are over a year away. It also provides the peerage with a powerful tool balancing the Emperor's influence.

For the average foot soldier, none of this high-level maneuvering matters as much as when the next meal is going to arrive.

Army Organization

After the Solomani Rim War, the High Command at Capital adopted a modular approach to building units. Using standardized small formations, larger units could be constructed to fill specific mission requirements.

The smallest unit deployed is the brigade, which is made up of five combat battalions plus a support battalion and headquarters detachment. To create larger units such as divisions and corps, brigades are matched with additional combat and support units which serve as combat multipliers. These units enhance the combat power of the composite unit far beyond what their numbers would indicate. An example of this is the attack-speeder squadron attached to corps-level headquarters. While only present in battalion strength, the speeders' presence in conjunction with more conventional units can tip the balance in battle.

The Unified Armies command builds its combat formations around four basic types of combat battalion, along with a standardized support battalion. These battalions, and the equipment they use, are uniform throughout the Imperium.

The Command and Staff Sections

The commander of a combat unit is faced with the difficult task of having to direct the battle, plan for the next one, and still manage the unit's logistic concerns.

Regimental Lineage

While the combat commands are organized around brigades, the Army's history and honors are handed down through the various regiments. Each battalion is part of a regiment. These regiments are not actual organizations, but exist only as a source of esprit de corps and pride for the members of that regiment.

When the Sylean Army became the Imperial Army, many units resisted giving up their old unit ties for the new system. Also, as the Army grew, it became clear that without some new type of organization, the Army would soon be dealing with extremely large and unwieldy unit numbers. As early as the year 80, the number of divisions in Imperial service had reached well into the thousands.

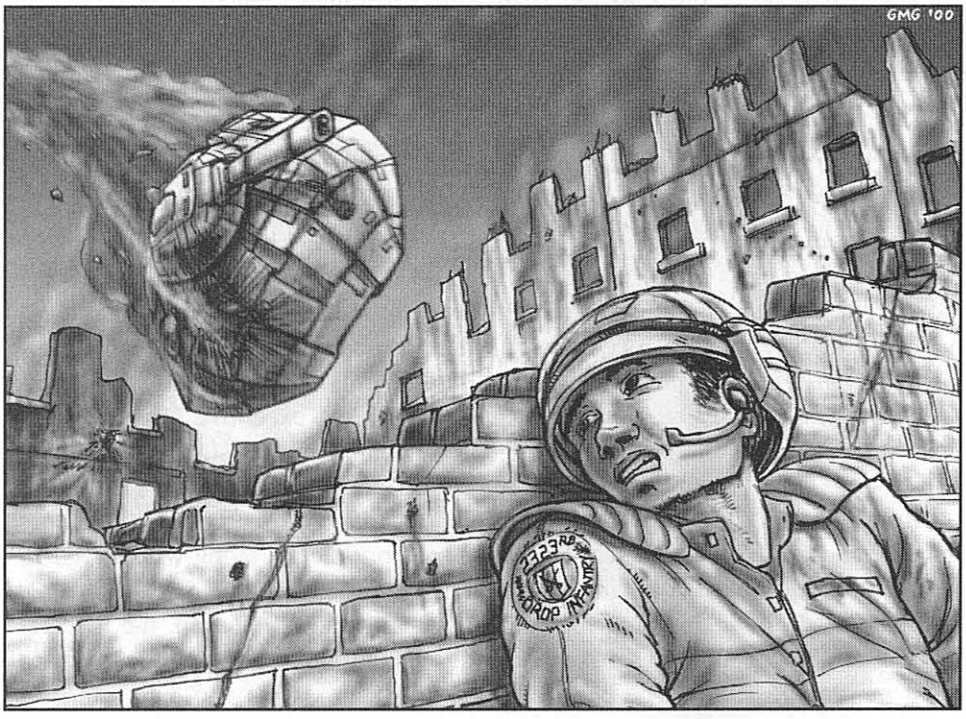
In the year 123, the Army High Command instituted the regimental system. Under this plan, each world of the Imperium raises specific regiments for the Imperial Army. These regiments are named for the world, or can be named for a specific region on that world where the bulk of the troops lived. Some units carry more colorful names, referring to a particular habit or notable trait of the troops. One hard rule is that the name has to identify the type of troops in the regiment, although even here some leeway is given. There exists a list of acceptable terms for infantry, cavalry, and other types of units.

For example, an infantry regiment from Mora could be called the 102nd Moran Rifles, or the 1st Culhoon Heights Regiment of Foot, or even the 4th Matriarch's Guards Rifle Regiment.

Regiments tend to be composed of three to five battalions. It is very rare to see all three battalions serving together in a brigade, since the presence of several different regiments encourages competition between the units to be the best soldiers.

For this reason, battalions and larger units have administrative staffs to handle these details. There are four basic staff sections:

Operations Section: Led by the operations officer, who is assisted by the operations sergeant and a team of lower-ranking NCOs and junior officers. This section is responsible for presenting the commander with plans for whatever endeavor the unit has been assigned. In this duty, the operations team relies heavily on the other command sections. In battle the ops troops have to work feverishly to adjust the plan to account for the changing situation.



The operations officer plays a vital role in his unit's successes (or failures). The job is considered to be a vital stepping-stone to higher rank and command.

Intelligence Section: The intelligence officer is required to present all the information received from sensors, reports, and higher commands in a clear, concise manner to his commander. The intelligence officer and his intel NCO will have very different resources depending upon their unit. A brigade intel shop will have over a dozen analysts and interception specialists. At the other extreme, a manpower-poor grav tank unit might be forced to make do with a captain and a staff sergeant, neither of whom have formal training in intelligence.

Adjutant: This officer and his small staff are concerned with managing the bureaucratic end of the unit's affairs. The adjutant is responsible for coordinating all personnel actions and organizing the flow of information for the commander.

Supply Section: Responsible for managing the flow of material into the unit, and ensuring that each sub-unit gets what it needs and what it is entitled to have.

The Battle Staff System

When in combat, staffs operate three command posts. The Primary Command Post – consisting of the commander, operations officer, intel NCO, and the fire-support NCO – is responsible for fighting the current battle. The Secondary Command Post is further back from the action, and consists of the executive officer, intelligence officer, and operations NCO. They plan the next actions, and stand ready to assume command if the Primary Command Post is unable. Lastly, the Logistics Command Post has the logistics officer and sergeant major working to keep the battalion running in terms of supply and support.

Gunbarrel Diplomacy

"I had been alerted by our sentries that one of the local religious leaders was approaching my headquarters and demanding to speak with the officer in charge, but nothing could prepare me for the circus that was to follow.

"A few minutes after the warning, an ancient, battered ACV crawled up Deela's dusty streets and settled by my command APC with a crash. Out came the damnedest assortment of courtiers, assistants, and general hangers-on, who seemed to a man dedicated to ignoring us. Finally, the Grand Seer and Most High Voice of God, Jussi Kenkkilï, deigned to exit his 'limousine.'

"He didn't come up to my chin, even counting the ridiculous headdress.

"'Heresy! Sacrilege! You defile the Holy Quarter!' he was screaming before he even recognized me as the commander. Once he had his bearings, he rushed over in a stride that would have flattened an ***Intrepid****.*

"'Do you know what you have done?' he cried in something approaching Galanglic. 'You have let unclean ones enter the Forbidden Areas! You hold the responsibility!'

"My first instinct was to don my suit helmet and turn the audio feed off, but my orders were clear: Be diplomatic and work with the local leaders.

"'Most High, may I inquire how we have offended you?' I said, hoping that I sounded a lot more sincere than I felt.

"'You need ask?! ***That*** *is the offense to God!' he howled, pointing at a comm tech, a* ***female*** *comm tech. Oh, boy. I seemed to recall something from the briefing . . .*

"'Women have walked unescorted into the Holy City! Some may have even laid eyes upon the Spire itself! They must be purged! Driven out with whips and fire!'

"Right. Enough of that. Grabbing him in mid-rant I pulled the Most High right into my face, using every inch of my height to loom in my most intimidating manner.

"'You listen closely, buddy. This city, and everything within 500 miles of it, is under the jurisdiction of the 4,760th Lift Infantry Brigade. Which is to say it's mine. You lost any right to make demands when either you or that other camp of maniacs here lobbed nerve gas into the starport. It's called an Imperial intervention, my friend, and unless you can produce some divine intervention, you don't make demands, you make meek little requests. Do you understand every single thing I've said?'

"I realized that I was holding him about 6" off the ground, and let him drop. Ashen-faced, he and his camp followers piled back into the ACV, which wobbled back down the street toward the city gates. Never heard a peep out of them again.

"I could get used to this diplomacy stuff."

– Graeme Batho, Major General (ret.), ***Four Decades a Soldier***

This plan allows the battalion to operate on a continuous basis by shifting overall command duties through the different CPs. For instance, when the Primary Command Post is changing locations or otherwise out of communications, the Secondary Command Post can take over during that interim. When command is taken over by the Logistics Command Post, the executive officer is usually sent to be the commander there.

Lift Infantry Battalion

The backbone of the Imperial Army, the lift-infantry battalion is given the task of taking and holding ground. The battalion uses equipment from a variety of sources, from TL10 to TL12. Each of these units has a headquarters company, three lift-infantry companies, and a fire-support company, totaling 648 troops.

Headquarters and Headquarters Company

The headquarters and headquarters company contains the actual command group, a medical platoon, a scout/forward observer platoon, a maintenance section, and a field mess section. The unit has 128 soldiers assigned to it. The operation of the unit needs to be separated into the actual headquarters, which leads the unit, and the headquarters company, which provides support to the battalion.

Headquarters: The command section is the actual leadership for the battalion, consisting of the battalion commander (O-5), the executive officer or XO (O-4), the battalion sergeant major (E-9), the four battalion staff officers, and their troops. The 56-man section travels in seven Command *Astrin* APCs.

Headquarters Company: Commanded by a captain (O-3). The small company headquarters has the first sergeant (E-8) and four clerks, along with an *Astrin* APC. The headquarters company also includes:

Medical Platoon: Nothing more than a small field aid station, the medical platoon is only concerned with stabilizing casualties before sending them to larger medical facilities. The battalion medical officer (O-2) and his 10 medics use five air/rafts modified to transport wounded personnel to the aid station, which is carried in an unarmed *Astrin*.

Scout Platoon: The scouts are responsible for patrolling to the battalion's front and flanks. They also are trained to adjust artillery fire. The six four-man sections operate from an air/raft each, with the platoon's lieutenant and platoon sergeant serving with the teams.

Maintenance Section: This section handles the battalion's vehicle park, and all the heavy maintenance and repair work that the vehicles require. The section is usually the domain of the park sergeant (E-8 or -9), who answers to the logis-

Military Pay and Benefits

No one has ever become rich serving in the Imperial forces, but the Army and Marines attempt to pay their troops enough to survive. Along with their pay, soldiers and Marines receive several benefits. Troops have free housing in the barracks or officer quarters, three hot meals a day, free medical care and legal advice, and access to low-cost goods in the post exchange.

The basic pay for enlisted troops is:

Cr100+(Cr50 × Enlisted Rank number × (years in service/2))

A Marine with three years in service would be paid 100+(50×2×(3/2))=Cr250 a month.

An Army first sergeant with 20 years in will make 100+(50×8×(20/2))=Cr4,100 each month.

Officers make:

Cr200+(75 × Officer Rank number × (years in service/2))

A Marine brigadier with 27 years in the service will make 200+(75×7×(27/2))=Cr7,287.5 monthly.

Many soldiers will want to live away from the barracks, and some soldiers have families. These troops receive an additional block of pay called *separate rations*. This varies from place to place depending on the local cost of living, but is always enough to support the soldier (and any family) in minimal comfort.

Uniforms

The Unified Armies make use of any number of different uniforms, but they can be grouped into four basic categories.

Utility Uniform

The uniform worn for most duties is the utility uniform, also called "slops." These uniforms vary according to the job, but all utilities share some common characteristics. Utilities are tough, long-lasting suits designed to stand up to very rough treatment. The most commonly seen suit is a two-piece set, shirt and trousers, in gray and black. Soldiers do not normally wear decorations on this uniform, just relevant skill badges. Boots are normally worn with this style uniform. The uniform has numerous pockets for the items that soldiers need on a daily basis.

Low Dress Uniform

One step above the slops is low dress. This is a uniform worn in an informal setting where work clothing would be inappropriate. Low dress is the uniform of choice for soldiers assigned to office jobs, recruiters, and the like. Low dress is made from better material than utilities, and soldiers are allowed to wear all skill badges. The Army's high-collared jacket, part of the low dress ensemble, is first worn with this uniform. Regulations require that low-dress uniforms be kept clean and pressed.

Army Dress Uniform

The generic dress uniform for the Imperial Army, this uniform is much like low dress with more attention paid to decorations and awards. All medals and skill badges are worn with Army dress, and officers are required to wear their dress swords.

The Army dress jacket is black, with slate gray trousers. The uniform is trimmed with the soldier's branch color. Officers have their branch color bordered by silver threads.

Army dress is worn by soldiers in units outside the regimental structure, support units and headquarters for example. Troops in the regiments usually are authorized regimental dress.

Regimental Dress Uniform

Most regiments maintain a distinctive uniform for their members. These uniforms can be of any design, as long as they display the wearer's rank and unit clearly.

Regimental dress is not a standard item of issue; officers are expected to maintain a set out of their own funds. Enlisted troops rarely bother with the expensive outfit until they reach staff sergeant. Some troops will be issued a set for a special duty such as a funeral procession. This is a one-time issue, but at least the soldier has saved several hundred credits.

Firing Sections: Each of the three 21-man sections contains three *Sunburst* sleds clustered around the section leader's fire-direction vehicle. In combat deployment, vehicles from a single section might be scattered over 20 square miles of terrain.

Meson Battery

This battery makes use of the deadly *Terrapin* meson sled. The battlefield meson gun made its first appearance a scant 50 years ago, but has proven itself to be the artillery weapon of the future. The meson gun is not blocked by terrain, and cannot be intercepted. The first clue that the targets have that they are under fire is when everything around them suddenly explodes.

Destroying these vehicles is such a high priority to opposing forces that many of the crews who man meson sleds develop an exceedingly morbid sense of humor, referring to their vehicles as "BUSTs" and themselves as "BUSTers." This not only alludes to their power, but to their vehicle's other combat characteristics: *B*ig *U*gly *S*low *T*argets. The BUSTers tend to develop an elite attitude, and it seems their commanders encourage this feeling in the three firing sections of the battery.

Headquarters Platoon: The headquarters for the meson battery operates two Fire Direction-variant *Astrins*.

Meson Sections: The two sections contain one FDC *Astrin* carrying the section leader and two *Terrapin* sleds. Though the section only has 17 troops, it is perhaps the most powerful in the Imperial Army for its size.

Service Battery

Because of the complexity of their vehicles, and the daunting need for resupply, each artillery battalion has a 114-man service battery.

Command Section: The company's captain, XO, and first sergeant use a trio of g-carriers to carry out their duties with the help of six enlisted drivers and clerks. More than anywhere else, the line between officer and enlisted is blurred in the service battery, where it is not at all uncommon for the officers to pitch in when an extra pair of hands could make the difference between success and failure.

Maintenance Section: Equipped to deal with the inevitable breakdowns of the delicate artillery systems, the 60 maintenance NCOs and troops operate out of five heavy recovery vehicles and five g-carriers.

Support Sections: Each of the three support sections in the company contains five g-carriers. Each carrier has two loaders, who are cross-trained as mechanics.

Artillery Equipment

Like tankers, artillery crews wear combat environment suits and keep Gauss SMGs in their vehicles in case they are forced to evacuate.

Rapid Interface Battalion

The lightest of the combat battalions, the jump troops are used for orbital assaults and missions where heavier units would be inefficient or otherwise inappropriate. All 513 members of a rapid interface battalion's four companies are trained in atmospheric re-entry using individual drop capsules. In theory, the RIBs are used for initial drops on hostile worlds, but tragically they are often misused by commanders who do not understand their weaknesses and strengths.

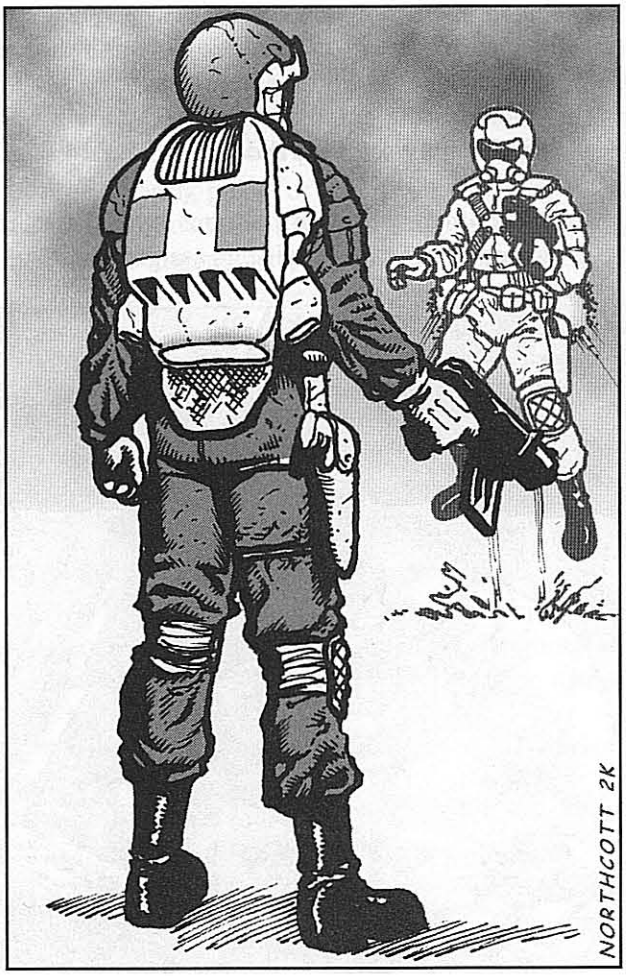
Most RIBs are attached to corps level or higher units as a quick reaction reserve, committed to situations where a speedy response is vital to the success of the mission. There is a clear and ongoing rivalry between the jump troopers and their Marine counterparts.

Command Section

The battalion is run from the small Battalion Command Post. The CO (O-5) and XO (O-4) depend heavily on their very small staffs, generally a skeleton crew of no more than 12 soldiers serving both officers. Attached to the HQ is a small medical section, with a battalion surgeon (O-3) and several medics, rarely more than 10.

Jump Infantry Company

Easily the most streamlined Army unit, the 122-man company consists of a tiny command group (commander, XO, and first sergeant), three jump infantry platoons, and the jump weapons platoon.



Jump Infantry Platoon: Jump troops are trained to fight as soon as they hit dirt, even if command and control has been disrupted. This makes the job of the platoon leader and his senior NCO quite a bit easier.

Jump Infantry Squad: Each platoon has three squads. These 10 soldiers tend to form close bonds. With good leadership, their tenacity and ability can surprise more heavily equipped foes.

Jump Weapons Platoon: These seven three-man teams handle all the support weaponry that might slow down the faster-moving infantry squads, such as anti-tank missiles and heavy lasers. They are led by a platoon leader and NCO.

Jump Infantry Equipment

The only Army personnel to make regular use of battledress, jump troopers employ *Rearden* medium battledress and either PGMP-11s or FGMP-11s.

Support Battalion

The support battalion is intended to serve the needs of the combat brigades; 589 soldiers handle everything from armored vehicle salvage to the investigation of crimes occurring within the brigade.

Headquarters and Headquarters Company

This HHC is smaller than most due to the fact that many of the services provided by the combat battalion's HHCs are part of the support battalion's normal duties.

Branch Colors

The Army gives each of its branches a distinctive color. This color is used as backing for insignia, distinctive signage at bases, and in other uses.

Branch	Color
Lift Infantry	Dark Green
Jump Infantry	Light Green
Cavalry	Yellow
Artillery	Blue
Sylean Rangers	Black/Gold
Administrative	Light Gray
Support & Service	Dark Gray
Military Police	Orange/White
Engineers	Burnt Orange
Medical	White

Different Eras

The future history of the ***Traveller*** universe is filled with strife and war. Players looking for a different feel to their games might consider one of the "historical" settings listed below.

The Interstellar Wars

We have met the enemy, and he is us. From the moment Terrans first met the Vilani, war was almost inevitable. Soldier PCs can take part in the early wars against the staggeringly large Ziru Sirka. Advance on Dingir, and raise the flag of the Terran Confederation over the Governor's Palace!

Or play out the later days when the Vilani were crumbling and Terran forces raced forward. Soldiers and Marines will be called upon to garrison worlds that have been stable for centuries, and to deal with an ancient culture that regards the occupying forces as interlopers.

The Rule of Man

The Humans of Earth have just won a stunning victory against the First Imperium. Now, the troops have to try and hold it together.

One of the prime facets of the Rule of Man campaign is the lack of knowledge about the current situation. The Ramshackle Empire is scrambling to govern a huge area, and sometimes forces will be sent into action with little or no useful intelligence.

The Long Night

The Rule of Man is dead. The promises of peace and stability under the Pax Terra are just more ashes blowing around the ruined cities. Army and Marine units are scattered everywhere, trying to make contact with anything close to a government. Your unit has the firepower to either make a stand, or contribute to the decline. What will you choose?

Continued on next page . . .

Different Eras

[Continued]

Think quickly, because your parts and supplies are drying up quickly! Perhaps the locals will be willing to barter for your services . . .

The Rebirth of Empire

Cleon has turned the Sylean Federation outward, and someone has to go forth to guard the new territories and to plant the Imperial flag on strange worlds.

Some of these places haven't seen a starship in millennia; anything could be down there. Troops might be assigned as escorts for Imperial diplomats or survey teams.

The Pacification Campaigns

All the areas that resisted before are going to learn a harsh lesson. They *will* become part of the Third Imperium. If it takes force, then so be it. A game set in this period can be full of moral dilemmas; the Game Master should read up on the results of large cultures forcibly absorbing smaller ones.

The Civil War

Side with one of the admirals or emperors as the Imperium tries to tear itself apart. Which faction will you back? Will you sell your services and honor for the promise of future rewards? Or even scheme to place yourself on the throne? After the war ends, will your actions receive praise or condemnation?

The Solomani Rim War

The Great Campaign. Troops could be part of the force that was stranded as the Solomani advanced, fighting a shadow partisan conflict. Perhaps the troops will have to organize and lead the locals against the foe. At the other end of things, they might be key players in the invasion of Terra. Just coordinating the campaign could fuel several adventures.

One possibility for a campaign is to have the PCs serving as Solomani troops responsible for defending the players' actual home town! The Game Master will have to decide what the area looks like in 5523 A.D.

The Frontier Wars

The Frontier Wars have been the most constant source of action for Imperial troops in the last 1,000 years. Army and Marine units can conduct strikes against Zhodani staging points or chase down Vargr raiders on a dozen worlds. Another possibility is to be one of the defenders of a fortress world, months (even years) cut off from the rest of the Imperium, slowly being picked apart by the Zhodani fleet and troops.

Command Section: The battalion CO and his XO use *Astrin* Command vehicles, while the sergeant major has an air/raft at his disposal. Six additional troopers crew the vehicles and serve as clerks.

Headquarters Company: Commanded by a captain (O-3), the company headquarters has the first sergeant (E-8) and four clerks, along with an *Astrin* APC.

Other support assets include:

Engineer Company

The engineers handle such important tasks as laying and clearing mines and booby-traps, light construction, and the building of temporary fortifications. Combat engineers have a tradition of defending their works with ferocity when attacked. The company is not capable of building structures intended for long-term use; for those purposes, the Army's heavy constructions battalions are called in. The support engineer company has 123 troops assigned to it.

Headquarters Platoon: This includes the company major (O-4) and first sergeant (E-8) along with the XO and supply sergeant and 17 additional troops. The platoon has three *Astrins*.

Engineer Platoon: Each of the company's three platoons operates three *Rusto* engineering sleds and 3 g-carriers, and has 34 engineers assigned to it.

Brigade Field Hospital

A front-line facility for performing any number of surgical and general medical procedures, the BFH carries a strength of 112 troops, many of them commissioned doctors and nurses. The hospital has the best equipment that can be used under combat conditions, including emergency cold-sleep capsules for those beyond the staff's ability to repair. The brigade surgeon can countermand the commander's orders in any situation relating to medical questions.

Headquarters: As noted above, the hospital's commander (O-6) has vast authority when it comes to medical matters. The exec (O-5) is most often not a doctor, but rather an administrative trooper. Eight administrative and logistics troops run the headquarters' business.

Surgical Unit: The actual surgeons and nurses, these 20 officers are non-combatants.

General Medical: This section deals with non-surgical matters, such as infectious diseases, orthopedic medicine, and maintaining the scheduled medical treatments for the brigades' personnel. The section has a strength of 40, about equally divided among doctors, nurses, and medics.

Field Hygiene & Sanitation Unit: A small but important part of the hospital, the field hygiene and sanitation unit's seven troops make sure that everyone in the brigade follows the correct regulations regarding things like latrines, clean water, and food storage. The FH&S team also works with local populations to improve conditions. It is a thankless job most of the time.

Support Troops: These 35 non-medical soldiers perform the functions required to keep the hospital in operation: food service, maintenance, even serving as litter-bearers.

Maintenance Company

The clearing point for any repair jobs that are beyond the mechanical capability of the line units, the maintenance company also keeps up brigade equipment. The company includes 200 soldiers.

Headquarters Section: The Company is led by a major (O-4), assisted by his XO (O-3) and first sergeant (E-8). Each of these soldiers has an air/raft assigned to him. The 12-man section also has two g-carriers.

Mechanic Shop: The primary large-vehicle repair facility for a brigade, the shop has 110 mechanics and 10 g-carriers equipped as mobile workshops.

Recovery Sections: Each of the three 26-man recovery sections has four heavy recovery vehicles, and a g-carrier in support.

Logistics Company

The motto of the logistics corps is "Keep 'Em Rolling!" The 52 troopers of this company pride themselves on always coming through, even under the harshest conditions. The company is split between a single warehousing platoon and three transport units.

Headquarters Section: This small but vital company is usually entrusted to a promising junior officer (O-2) and a seasoned NCO. The HQ element has eight troops in total, and four air/rafts.

Warehousing Platoon: As the name suggests, this eight-man platoon specializes in organizing supply depots and allocating supplies.

Transportation Platoons: Each platoon operates 12 massive *Teamster* carriers, able to carry the tons of resupply needed by a combat brigade on a daily basis.

Military Police Company

The MPs have the responsibility of enforcing the Army's laws and investigating crimes committed at Army facilities. The 48 military policemen of the company are often overwhelmed by the scale of the job they are expected to perform.

Headquarters Section: The MPs are led by a captain (O-3) with the assistance of his XO (0-2) and senior NCO (E-8). The company HQ has six additional soldiers and three air/rafts. One g-carrier is intended as a prisoner-transport vehicle, but is often used for different duties.

Patrol Platoon: This contains a three-man HQ and three 10-man watch sections, each with four MP patrol air/rafts. The "beat cops" perform the general policing duties of the brigade. These MPs also perform traffic-control duties when in the field.

"With the Gratitude of the Emperor," Part One

Army award citations for the Starburst for Extreme Heroism, described below:

Colman, Josef R.

Rank and Organization: Private First Class, Unified Army of Regina, Company B, 5th Battalion (Lift), 7th King Alferd's Yeomen, 86th Lift Infantry Division. Place and date: Santori Province, Regina/Heya, 285-1109. Entered service: Regina/Inthe. Born: 005-1087.

Citation: With the gratitude of the Emperor and the Imperium, for distinct valor in action at the risk of his life and beyond the call of duty. Pfc. Colman's platoon, while advancing through densely covered terrain to establish a blocking position, received intense plasma-weapon fire from close range. As other members maneuvered to assault the enemy position, Pfc. Colman was ordered to provide security for the left flank of the platoon.

Without warning, the left flank received intense fire from Vargr snipers located in a well-concealed trench. Realizing the imminent danger to his comrades from this fire, Pfc. Colman moved aggressively into the trench. His action silenced the sniper fire, enabling the platoon to resume movement toward the main enemy position. As the platoon continued to advance, the sound of heavy firing emanated from the left flank from a pitched battle that ensued in the trench which Pfc. Colman had entered. The trench was actually a well-organized complex of enemy defenses designed to bring devastating flanking fire on the forces attacking the main position. Pfc. Colman, in complete disregard of the danger to himself, advanced 100 yards along the trench and killed six Vargr, who were armed with captured Imperial plasma weapons. Having exhausted his ammunition, Pfc. Colman was mortally wounded when he engaged and killed two more Vargr soldiers in fierce hand-to-hand combat.

His unequaled actions saved the lives of many members of his platoon who otherwise would have fallen to the vicious fire from the trench, and enabled his platoon to successfully advance against an enemy force of crushing numerical superiority. Pfc. Colman's extraordinary heroism and supreme dedication to his comrades were commensurate with the finest traditions of the military service and remain a tribute to himself, his unit, and the Unified Army of Regina.

Continued on next page . . .

Criminal Investigations Platoon: A small section, with four detectives and two forensic technicians. This platoon investigates crimes against personnel or property.

Food Services Company

A large combination bakery and food-preparation unit, the brigade food-services company supplements the battalion kitchens. The company also deals with selecting foodstuffs from local sources, and has the responsibility for handling the brigade commander's meals. While Army food will always be Army food, the 36 cooks and bakers do turn out nutritious meals under difficult conditions.

Headquarters Section: The responsibility for the feeding of a brigade falls on the shoulders of the company's commander (O-3) and his cooks. The commander's small staff of five travels in either air/rafts or g-carriers, depending upon the circumstances.

Kitchen Sections: Each of these six sections has five cooks and a single g-carrier field kitchen.

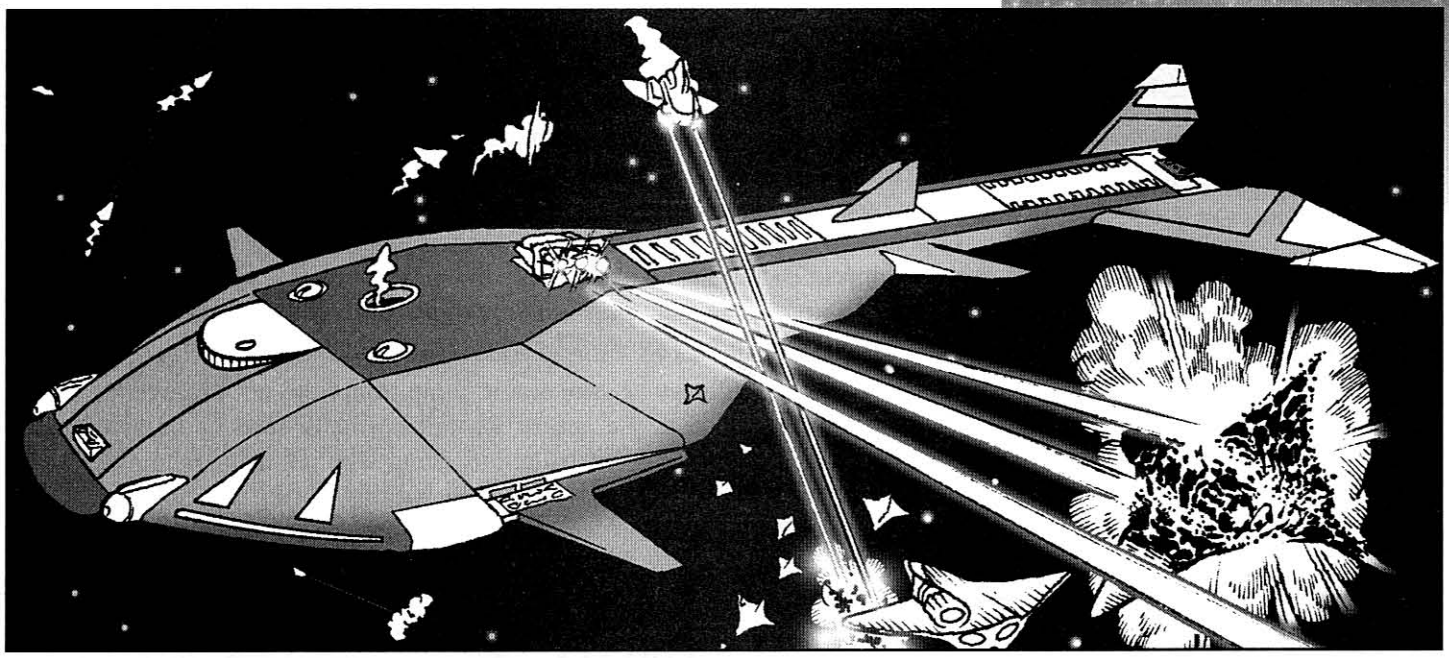
Brigade Command Detachment

The brigade command detachment's 270 troops provide the command and control services that tie the individual battalions into a single unit. The detachment is not capable of being fielded by itself. Grav tank brigades often add an *Intrepid* for the commander's use.

Headquarters Company

Command Section: A line brigade is normally commanded by a brigadier general (O-7), less often by a colonel. The commander has a large staff, with both an XO (O-6) and a chief of staff (O-6). The brigade sergeant major and the four staff officers have large crews, 10 to 20 men in most cases. The brigadier will also have an aide-de-camp, a lieutenant who is assigned to perform "gofer" tasks for the commander. The command section uses 15 *Astrin* APCs of varying types to transport its 89 soldiers.

Headquarters Company: Commanding the brigade HHC is a mixed blessing. The lucky commander is in close proximity to a senior officer when he performs well. The other side, of course, is that he is in the same position should things go bad. The HHC is led by a major, and has 10 soldiers in its command section.



Scout Platoon: Brigade scouts are recruited from the best troops available, and tend to be rapid-interface qualified. They are responsible for deep recon of enemy rear areas, often on foot in four-man teams. The brigade scout platoon has 45 troops.

Security Section: These are the guards for the brigade command posts. Since one of the first rules of warfare is to disrupt the enemy command structure, the security officer (O-3) takes his job very seriously. The section has 35 ground troopers, as well as three air/space-defense vehicles and an EW-variant *Astrin*. In many brigades, the 85 overall troops of the security section will double as a regimental band and precision drill team.

Nuclear Damper Section: Working closely with the security section, the four nuclear-damper vehicles protect the brigade's assets from nuclear attack. They also work to decontaminate battlefields after the fighting.

Food Service Platoon: As with the other food-service groups, all 25 men of this group work hard to feed the troops under their care. They also provide long-term food-service logistics not incorporated in the food service at the battalion level. This platoon has the additional burden of having to cater to the tastes of the commander.

The Independent Brigade

The smallest Army unit the Imperium will deploy on a combat mission is the brigade. These units are built to be self-contained forces capable of handling most missions.

Lift Infantry Brigade

The most common brigade, making up 65% of the Imperial Army. Each lift infantry brigade has 3,534 troops. The tank and artillery battalions are normally split up among the infantry battalions to provide extra fire support.

1 Brigade Command Detachment
3 Lift Infantry Battalions
1 Grav Tank Squadron
1 Lift Artillery Battalion
1 Support Battalion

"With the Gratitude of the Emperor," Part One

[Continued]

Marsh, Alexander J.

Rank and Organization: Private First Class, Unified Army of Lunion, Headquarters and Headquarters Company, 1st Battalion, 506th Stroudense Infantry, 37th Armored Field Army. Place and date: Tecater Starport, Sword Worlds/Dyrnwyn, 008-1110. Entered service: Lunion/Strouden. Born: 103-1091.

Citation: With the gratitude of the Emperor and the Imperium, for distinct valor in action at the risk of his life and beyond the call of duty. Pfc. Marsh distinguished himself while serving as a medical aidman with Company D, 1st Battalion, 506th Stroudense Infantry near Landing Zone Puma. A heavily armed force of enemy engineers and infantrymen assaulted Company D's defensive positions, wounding and killing a number of its members. Disregarding the intense enemy fire and ground assault, Pfc. Marsh began moving toward the perimeter to assist his fallen comrades.

In doing so he became the target of concentrated enemy Gauss and plasma fire, which severed the lower portion of his left leg. After applying a tourniquet to his leg, Pfc. Marsh moved to the fire-swept perimeter, administered medical aid to several wounded, and helped move them to an area of relative safety. Despite his severe wound and excruciating pain, Pfc. Marsh returned to the perimeter in search of other wounded men.

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"With the Gratitude of the Emperor," Part One

[Continued]

He treated another wounded comrade, and, using his own body as a shield against enemy direct fire and fragments, moved him to safety. Although weakened by loss of blood, Pfc. Marsh resumed his heroic lifesaving efforts by moving beyond the company's perimeter into enemy-held territory to treat a wounded Imperial soldier lying there. Only after his fellow wounded soldiers had been treated and evacuated did Pfc. Marsh allow his own wounds to be treated. These courageous acts by Pfc. Marsh resulted in the saving of many lives and inspired others in his company to repel the enemy.

Pfc. Marsh's heroism at the risk of his life are in keeping with the highest traditions of the service and reflect great credit on him, his unit, and the Unified Army of Lunion.

Groth, John E.

Rank and Organization: Staff Sergeant, Unified Army of Shumisdi, 2/311th Blackleg Infantry, 3,003rd Rapid Interface Division. Place and date: Mississippi River Valley Front, Sol/Terra, 200-1002. Entered service: Shumisdi/Duwamish. Birth: 185-970.

Citation: With the gratitude of the Emperor and the Imperium, for distinct valor in action at the risk of his life and beyond the call of duty. In charge of the leading squad of Company E, he heroically spearheaded the attack in furious house-to-house fighting in the old Normal-Springfield district. Early on 200-1002, he led his troops through intense artillery and small-arms fire in repeated assaults on barricaded buildings.

Although twice wounded, once when struck in the back, the second time when a laser shot passed through his left hand and rendered it practically useless, he refused to withdraw and continued to lead his squad after hasty dressings had been applied. His serious wounds forced him to fire his Gauss rifle with one hand, resting it on rubble or over his left forearm. To blast his way forward with hand grenades, he set aside his weapon to pull the pins by arming them on loose rubble while grasping the missiles with his good hand.

Despite these handicaps, he created tremendous havoc in the enemy ranks. He rushed one house, killing three Solomani troops and clearing the way for his squad to advance.

Continued on next page . . .

Grav Tank Brigade

With by far the heaviest striking power of any force type, the tank brigades make up 30% of the Army's combat brigades. Each has a roster of 2,888 troops.

1 Brigade Command Detachment
1 Lift Infantry Battalion
3 Grav Tank Squadrons
1 Lift Artillery Battalion
1 Support Battalion

Drop Infantry Regiment

Unlike the lift infantry or grav armor, jump troops are not deployed in independent brigades. Instead, the largest RI unit normally seen is the 1,600-man regiment, consisting of three RI battalions along with a small grouping of support and command units. In the past, most notably during the Solomani Rim War, units as large as divisions were assembled, but these were later judged to be impractical.

Larger Units

While independent brigades often are sufficient for localized duties on low-population, low-TL worlds, a real shooting war footing requires *much* larger units.

Divisions

Whenever possible, brigades are combined into divisions. The extra coordination and additional firepower from divisional assets (such as the extra divisional artillery battalion or *Thresher* squadrons organized much like grav tank squadrons) result in a phenomenal increase in combat effectiveness. Divisions are the unit most likely to be committed in combat due to their ability to independently stand in battle.

Divisions are made up of three combat brigades, plus a divisional artillery battalion and additional specialized support units. Lift infantry divisions have an extra grav tank squadron attached for exploitation of breakthroughs. Divisions in the field usually have numerous combat and non-combat support units attached. Typically, a division will have a battalion of engineers for both construction and combat duty, a full field hospital, a military police company, a signals and electronic warfare battalion, and myriad supply and maintenance units.

Along with the standard lift infantry and grav tank divisions, there are two other fairly common formations. The lift cavalry division utilizes three "pure" grav tank brigades, without any other organic infantry assets. The armored infantry division has two lift infantry and two grav tank brigades, along with a divisional artillery battalion for a heavier "punch," and often one or more speeder squadrons.

Attached to the division headquarters are companies dedicated to administrative concerns such as finance, legal affairs, and personnel. Soldiers often find negotiating the bureaucratic mazes of division HQ as challenging as combat, and only slightly less hazardous.

Many divisions develop organic special operations or reconnaissance teams. Not to be confused with such units as the Sylean Rangers, these volunteer units serve to give the commanders a "hands-on" supplement to the electronic surveillance methods generally used.

Divisions are commanded by major generals (O-8), with the assistance of large staffs. Commanding a division is generally seen as the capstone of a distinguished officer's career.

Army Corps

A group of three to five divisions, the corps is the largest organization that will normally exist in peacetime. Commanded by lieutenant generals, corps can muster tens of thousands of troops and thousands of combat vehicles. Corps are never committed to action lightly. The transport and supply needs of such a massive force can severely strain the economy of even the most prosperous subsector.

Along with the conventional combat units, corps carry with them a rapid interface battalion (p. 24) for orbital assaults. They also may have such units as attack speeder squadrons or specialized support units. The actual components of the corps might be scattered over several worlds, only forming together in response to a crisis.

In many of the sparsely populated subsectors of the Imperium, a single corps may be the largest Imperial unit available. Because of this, doctrine holds that corps must be flexible units capable of almost any mission. Corps include engineer brigades that undertake many of the large-scale public works sponsored by the nobility, along with complete hospitals capable of the most demanding surgical procedures.

Field Armies

Only mobilized during singular emergencies like extinction-level disasters or outright warfare, the field army is the largest mobile unit of the Imperial Army. Normally, the field army exists only as a headquarters and a number of support units. These headquarters command "phantom armies," units that theoretically would come under their command in mobilization situations, but do not normally answer to the headquarters.

Field armies are like corps, only much larger. Made up of three or four corps, field armies require a massive commitment of ships and material to assemble and move. A typical lift infantry army will field more than a half million sophonts and thousands of vehicles.

There are many critics of the current field army structure, claiming that the size of the units makes them unwieldy and too slow to react. To counter this view, the Army has published studies from the Fifth Frontier War, showing that field armies can react with speed when called upon to do so. One example often used is the 85th Army's raid on the Zhodani staging points on Farreach/Jewell.

Other Army Organizations

Along with the direct combat and combat-support units mentioned above, the Imperial Army maintains numerous other organizations. While not in direct combat roles, these units fill important support and service positions.

Army Base Management Command

Each Army facility has an extensive staff assigned to handle the required maintenance and administrative functions. ABMC personnel allow the combat troops to get on with their duties. Many bases contain vast equipment depots which have to be carefully managed and guarded.

The Army considers itself to be an extended family, and so makes reasonable attempts to accommodate service members who are married or in equivalent relationships, or who have dependents who rely on the service member for support. Army bases tend to be surrounded by housing taken up by these dependents. The availability of on-base housing depends on the location and the circumstances. Newly married corporals will be at the bottom of the list, whereas colonels are guaranteed an official residence, whether they need it or not.

"With the Gratitude of the Emperor," Part One

[Continued]

On approaching the next structure, he was fired upon from an upstairs window. He killed the sniper with a single shot and similarly accounted for another enemy soldier who ran from the cellar of the house. As darkness came, he assigned his men to defensive positions, never leaving them to seek medical attention.

At dawn the next day, the squad resumed the attack, advancing to a point where heavy plasma and small-arms fire stalled them. Despite his wounds, Staff Sgt. Groth moved out alone, located a Solomani trooper dug in under the wreckage of a grav vehicle, and killed him with rifle fire. He returned to his men and found that a Solomani heavy laser, firing from a well-protected position in a neighboring house, still held up the advance.

Ordering the squad to remain in comparatively safe positions, he valiantly dashed into the open and attacked the position single-handedly through a storm of laser fire. He was hit several times and fell to his knees when within 25 yards of his objective, but he summoned his waning strength and emptied his Gauss rifle into the Solomani position, silencing the weapon before he died.

The superb courage, aggressiveness, and utter disregard for his own safety displayed by Staff Sgt. Groth inspired the men he led and enabled them to penetrate the last line of defense held by the enemy in the Illinois corridor. His actions reflect the fighting determination and intrepidity in battle that exemplify the highest traditions of the service and reflect great credit on him, his unit, and the Unified Army of Shumisdi.

Inspector General's Office

The Unified Armies include countless non-combat departments. One of these holds particular roleplaying intentional: the Inspector General's Office.

The IG serves two major purposes in the regular Army. The office's primary mission is to ensure that line units are ready to execute their missions if called upon; it also serves as an investigative agency for crimes committed inside the military.

In their first role, IG personnel travel from post to post making in-depth inspections of everything from grav tanks to kitchen equipment. These inspections are dreaded by line troops, since IGs are legendary for being able to find the slightest flaw or error. Due to time and distance, most units only have to suffer through these events once every two years or so.

As a criminal investigative service, IG officers investigate both crimes against the Imperium and criminal acts committed by persons in Imperial service. The Inspector General depends heavily on support from the Ministry of Justice for this activity, and the two agencies have a close working relationship.

One major focus of IG investigations is corruption. With trillions of credits worth of equipment scattered over thousands of worlds, the temptation for a soldier to skim off a few thousand for himself can prove overwhelming. There are cases on record of entire shiploads of spare parts being diverted to unauthorized users. In addition, the IG takes a dim view of officers or NCOs who take advantage of their positions to peddle influence and good assignments.

The working relationship between the Inspector General and line units is best described as tense. Many troops see the IG inspectors and investigators as meddling busybodies, interfering in what is perceived as a smooth-running operation. Officers may have more understanding of the need for the inspections, but still resent the implication that they are slacking off. Units that have members under investigation for criminal acts may feel especially put upon, as soldier after soldier is subjected to repeated interrogations. On the other hand, many of those working for IG find themselves becoming more and more cynical over the years, and may have trouble believing that anyone is actually innocent.

Army Transportation and Material Corps

Barely a military agency, these soldiers work closely with the Navy and civilian shipping firms in maintaining the Army's ability to move when called upon. ATMC handles large-scale procurement of equipment and supplies and disposes of surplus equipment. ATMC troops are also responsible for overseeing the prepositioned supply depots found on many of the worlds of the Imperial fringe. Considering the vast amounts of material from different sources that flow through the Army's supply channels, it is not surprising that most ATMC offices are usually found in a state of near pandemonium.

Finally, the ATMC office is where a soldier goes when he needs to arrange an interworld voyage. The ATMC office will check to see if there are any space-available bunks on Navy or Scout Service vessels. If there are none available, ATMC will issue travel vouchers (high passage for senior officers, middle for everybody else) for passage on civilian craft.

Army Intelligence

Army Intelligence has the mandate to provide commanders with accurate and timely information on any threat, external or internal, to the safety of the Imperium. As can be expected for an Army organization, Army Intelligence is mostly concerned with information on the ground forces and tactics of potential enemies. While not strictly within their charter, Army Intelligence has run covert operations outside the Imperium to gather better data.

Army Intelligence is tied to Naval Intelligence and the IISS Intelligence Branch. There is also a strong rivalry between these organizations. Nowhere is the traditional rivalry between the Army and Navy so heated as it is in the respective intelligence services. Both sides are convinced that the other is holding back critical information, if not actively interfering in operations. There have been documented occurrences of Navy and Army Intel running operations against each other, both accidentally and with malice.

The Sylean Rangers

The Sylean Rangers have seen their role and numbers expand rapidly since the end of the Solomani Rim War. To the general public, the Rangers are expert reconnaissance and assault troops. The truth is something deeper.

During the long, slow Imperial advance toward Terra, commanders realized that many of the occupied Imperial worlds had rudimentary guerrilla movements centered around stranded Army troops and veterans. It was decided that Sylean Ranger units were the natural force to go ahead of the fleet into the occupied area to help organize and train these groups.

Months before the invasion of Terra, Sylean Rangers covertly landed and located many critical planetary defense sites. The information passed to the Navy allowed the massed Imperial Fleet to make devastating first strikes against what would have otherwise been a withering volume of defensive fire.

After the war, the Imperium faced many small pro-Solomani terrorist groups in Alpha Crucis and Sol sectors. The Scout Service's S-3 units were overwhelmed, and appealed to the Army for help in suppressing the terrorists. In reply, the Army deployed Ranger teams in what turned out to be a very successful campaign.

According to official Army records, the Sylean Rangers have one or two battalions per sector. The truth is each sector probably has a full brigade's worth of Rangers. The vast majority of these Rangers are deployed in small teams scattered in out-of-the-way corners. The Rangers answer only to the sector duke or archduke.

Each battalion (technically called a detachment) consists of a small headquarters group and several teams loosely organized into companies. The Rangers keep the exact details of organization to themselves, and some personnel in the more conservative regular forces wonder if even the Rangers understand the structure.

Sylean Rangers value their security, going to extreme measures to safeguard their secrets. When a Zhodani official made a courtesy visit to a base on Mora (home to a detachment) in 1118, he found all 16,000 base personnel wearing psi shields and Ranger insignia.

Sylean Rangers have three basic missions:

- Conduct long-range reconnaissance of non-allied or hostile planets that are of Imperial interest.
- Supervise the organization, training, and leadership of irregular forces on worlds held by hostile troops.
- Act as a strike force against high-value targets that need to be taken relatively intact.

The Rangers are often seen as a convenient force for black missions that violate some aspect of law or might be viewed unfavorably by the population at large. There is a level of mistrust between Rangers and the rest of the Army over the secrecy and glamour of Ranger units.

The popular media has latched onto the image of the Sylean Rangers as the perfect model for action heroes. Over the years, there have been an endless number of books and productions featuring what are purported to be "authentic" Sylean Ranger veterans or exploits. To date, the real Rangers have refused to comment.

The Rangers Unveiled

While the public and most regular Army veterans know little about the Sylean Rangers, those serving in the Rangers would of course know more.

The Sylean Rangers take on missions comparable to both the U.S. Army's Rangers and its Special Forces. For this reason, ***GURPS Special Ops*** could enhance a Rangers-based campaign.

The basic Ranger team is squad-sized, consisting of two officers – a captain and a lieutenant – and 10 NCOs. (*All* Sylean Rangers are at least Military Rank 1.)

When engaged in recon, the Ranger team can split into three four-man recon patrols. If wearing battledress, Rangers on deep-penetration recons are limited by the short endurance of battlesuited troops, so they use a modified version of TL7 protocol. A patrolling team will work in a "one-up, two-back" system, with one patrol suited up and advancing the recon and the other two patrols camped on its flanks. When it's time for the "point" patrol to settle down and unzip, the patrol whose turn it is suits up and advances between the two "inactive" patrols. This causes the team to advance in a zigzag fashion, but that usually isn't a problem when engaged in reconnaissance.

When engaged in cadre work, training friendly irregulars, the Rangers usually work in team-sized units. How many teams get inserted onto a particular planet is another question entirely. Generally, Ranger intelligence will attempt to define a geographical territory for each team from which intel believes one battalion of irregulars can be recruited and trained. This means a planet could host one, or 100, scattered teams.

In strike missions, the Rangers use larger units much like regular Army formations, with the noted exception that the Rangers have *no* vehicular support. Commanding officers can attach grav support to Ranger missions, but if grav vehicles can make it to the fight then it really isn't a mission for which the Rangers are the best option! Even more so than the Marines, the Sylean Rangers are raiders. Their equipment and training is designed to hit hard and move out before the opposition can strike back.

High commands that ignore this fundamental nature of the Rangers, and ask them to take and *hold* ground, usually end up with a very high body count among these very expensive troops.

Chapter Three
The Imperial Marines

"All righty, Marines! At this time, all weapons systems are cold, all active sensors are cold, enhanced power system is cold . . ." I tuned Gunny Hostman's bellow out. I know the checklist is important, but today would mark my 87th drop! It's not like I'm a 3rd class or something.

I managed to wake up just as Gunny came by checking my can. "Leaf, I know you were asleep," he growled, "and someday I'm going to catch you at it." Yeah, like the day I make Brigadier.

Known colloquially as the Emperor's Sword, the Imperial Marines have a long history of taking the dirtiest jobs and succeeding against the heaviest odds. The Marines are charged with making initial landings on hostile planets, boarding hostile vessels in deep space, and enforcing Imperial law, most notably violations of the Imperial Rules of War.

The Imperial Marines are an elite group, proud of their traditions and lineage. The Marines get the best equipment available, and all Marine personnel are trained to use battledress. A point of honor among the Marines is that every Marine is willing and able to fight, from the sector marshal down to the greenest recruit. The Marines also act as ship's troops, along with guarding Imperial installations and starports. In some places, Marines man ship's weapons alongside their Navy brothers. One of the little-known responsibilities shouldered by the Marines is providing bodyguards for VIPs.

The Marines are closely tied to the Imperial Navy. The Navy provides the Imperial Marines with all the various support activities they need, from supply to orbital fire on hostile targets. The Navy provides the Marines with the bulk of their administrative support, as well. The Navy has the people, resources, and time to do the job correctly, which frees up more Marines for combat-related duties. Of course, this means that any administrative foul-up will most likely be blamed on a perceived naval bias or incompetence.

The chain of command for the Marines comes directly from the Emperor through the Admiralty. Unlike the Army, Marines do not answer to the local nobility under most circumstances. Units are often loaned to local authorities for specific purposes.

The Marine Life

Because of the nature of their duties, the Imperial Marine experiences military life in a way very different from other ground troops.

Making a Marine

The Marines are very selective about the type of person they will accept into the ranks. A Marine prospect has to meet very strict requirements before being allowed to enlist. Human Marines of the average build (Solomani, Vilani) must be between 5'8" and 6'4" and have body shape and weight that is proportional to their height (no more than 10% off the average weight on p. B15). They must not have a criminal history, and must be able to submit references from three

Marine Traditions

The Marines trace their lineage all the way back to the Terran Confederation's Marines, and have several tightly held traditions:

The Marine Beret

Marines wear the maroon beret with great pride. The beret is only issued to recruits after they complete their training cycle.

Marines believe that the first beret you are issued should stay with you throughout your career. Another article of faith about the beret is that whenever possible the battledress helmet should be removed and replaced with that original beret. Needless to say, the "field berets" of long-serving Marines can be quite worn.

The Cutlass

Much has been made of the Marines' love affair with the cutlass. Detractors wonder why valuable training time is wasted on an archaic weapon that has no place on a modern battlefield. The Marines ignore the criticism and simply continue practicing their beloved sword drills.

The Marines train with the cutlass for many reasons; tradition of course is a major reason, but is only part of the picture. Swordwork is an excellent workout, and emphasizes body positioning, which is important to troops who have to operate battledress. In addition, fencing is a sport that easily adapts to cramped starship corridors. With electronic scoring, the cutlass can be used to settle shipboard disputes before they explode into more serious fights.

In the late 1000s, a weapons development firm introduced a cutlass manufactured from hyperdense metal. Far too heavy to be used by an unaugmented person, the weapons were supposed to be used by battledressed Marines in close combat. Force Headquarters politely agreed to study the concept, then quietly let the program die. Many of the cutlasses found their way into private collections or the hands of those strong enough to use them.

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adults "of good character." The word of former Marines is taken very highly in this regard.

If the prospect gets this far, the Marines will take a good look at him. The recruiting sergeant will examine the youth's academic history in detail. They are not just looking for good marks. A Marine needs to able to think quickly, so participation in sports or debate is a plus.

Once the prospect has passed all of these examinations and submitted to a battery of medical tests, he will wait for the final decision. If the prospect is approved, a ceremony as old as the Marines will follow. The prospect will be visited at his home by his recruiter and his commanding officer, both in dress maroon, and in front of his family he will be sworn into the service of the Emperor and the Imperium. The recruiter will salute the new member of the Marines and congratulate him. Many Marines fondly remember this moment as the last time a sergeant was nice to them in a very long time.

Marine training is broken up into three distinct phases. The total training lasts almost a year, and will take the new Marine far from his home.

Phase I, or initial entry, is a crucible intended to shake out those who cannot make it, and harden those who can. Phase I is more popularly known as "the Grinder."

The new recruits, who are not allowed to say the word Marine under any circumstances, spend endless hours learning detailed histories of Marine lore, minutiae of the Marines' structure, and other meaningless facts. When they are not learning birthdates of all the Emperors' consorts, they are running up and down mountains. These seemingly pointless exercises are not for nothing. These Marines will pilot some of the deadliest hardware ever built. Their duties may require them to stay active and alert for days at a time. Attention to detail, and phenomenal reserves of stamina, are vital.

Phase II training takes place at a Marine training facility located on a central world. At Phase II camp, the Marines learn combat craft starting at the most rudimentary level. Future battledress pilots are expected to crawl through the bushes and throw spears at targets. Like everything before and after it, this training does serve a purpose. By the time the Marines pass this phase, they have learned to be far more aware of their environment; knowing how to stalk game in the forest helps a Marine understand how an enemy trooper will stalk him with an anti-armor weapon. In the Spinward Marches, Phase II occurs on Mercury/Trin's Veil at the Hopgood Training Facility.

Marine Traditions

[Continued]

Hyperdense Cutlass: cut sw+2d (10), imp thr+2d+1 (10), maximum thrust damage 3d+2 (10), Reach 1, Cr1,000, 6 lbs., Minimum ST 15.

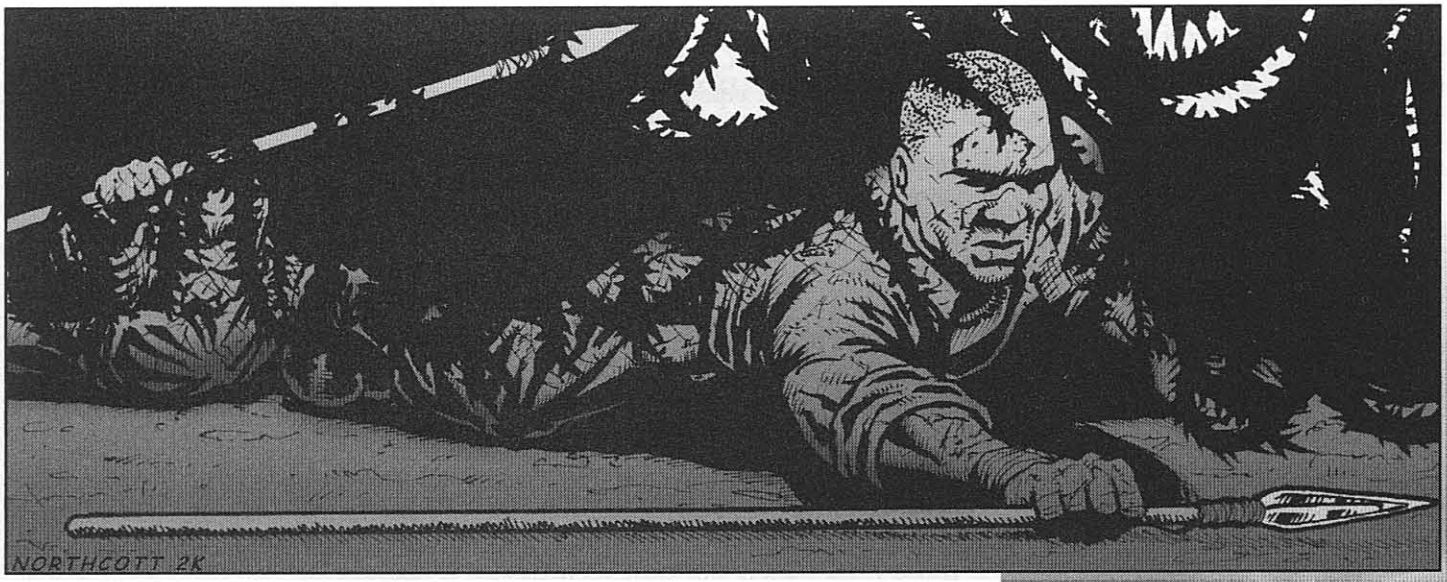
The Bagpipes

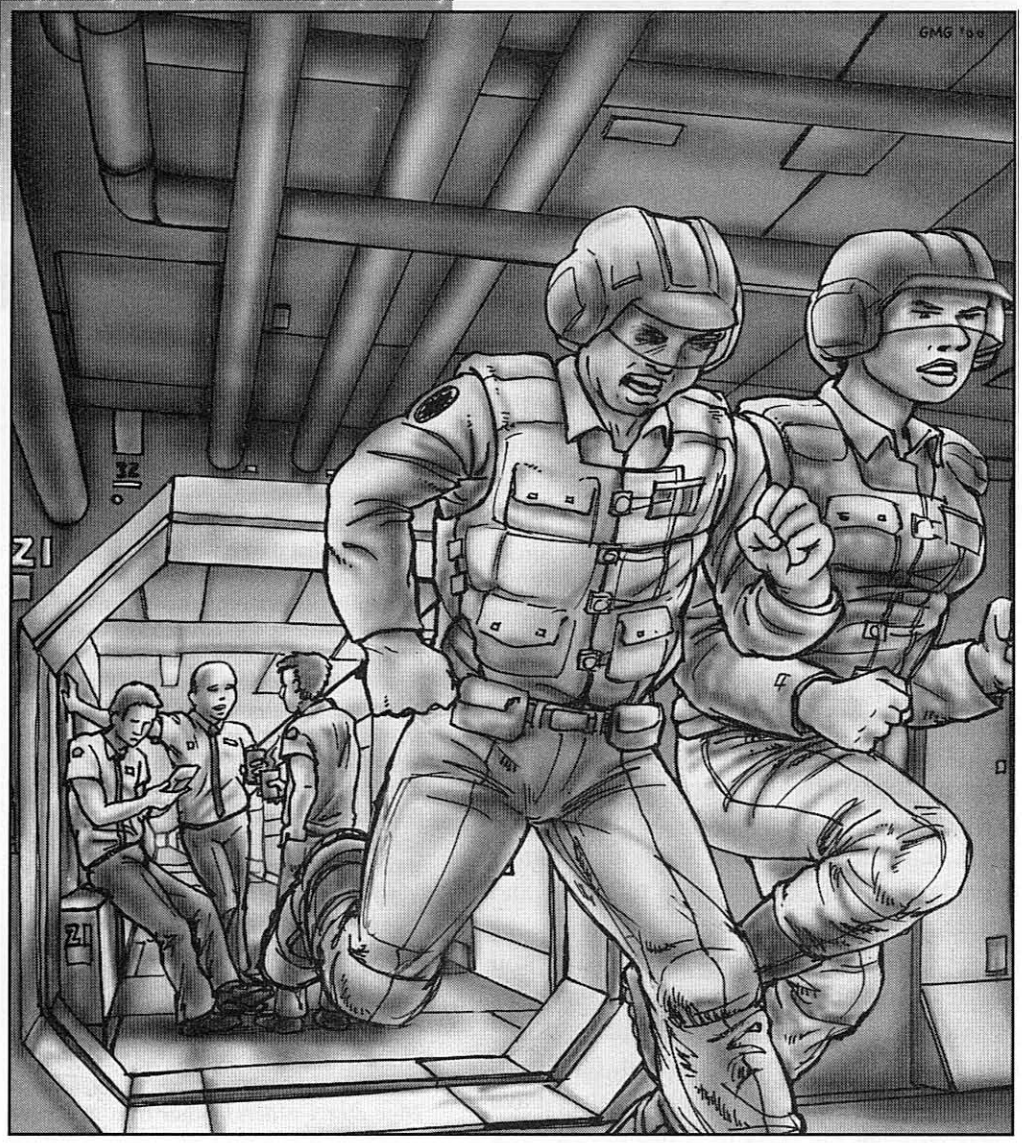
If there is one Marine tradition the Navy would dearly love to eliminate, it is the bagpipes. Nobody is quite sure where the Marines picked up the pipes, but it is certain that the Marines live their lives to them. Regiments strive to produce quality bands of pipes and drums, and one of the most coveted non-combat skill badges is master piper. Many naval officers are sure that the Marines cling to the pipes just for the effect that they have inside sealed starship walls.

While rumors of Marines landing with pipes modified for battledress are false, they have found one way to turn the music to their advantage in battle. When jamming enemy communications, Marines will flood the channel with prerecorded pipes and drums. This has a definite effect on the morale of the defenders, knowing that the wailing on their radios is a harbinger of an attack by Imperial Marines.

You Say "Lieutenant," I Say . . .

Marines pronounce the rank of lieutenant as "left-ten-ant" rather than the more common "loo-ten-ant." Observers note that the extremes of pronunciation increase directly proportionally to the irritation of the officer being addressed. The Marines also use "aye-aye" to acknowledge direct orders, rather than the more common, "yes, sir."





Phase III, the longest phase of Marine training, teaches the recruits to use battledress. This training calls on all the discipline and skills learned by the Marines in their short period of service. They progress from taking careful steps to firing at a full run while calling in supporting fire on a different target in 20 short weeks. At last, the former prospect receives his first beret and the title Imperial Marine.

Duties of a Marine

Once a new Marine joins his fellows in regular fleet service, he can find himself assigned to almost any job. Unlike the Army, the Marines believe that each Marine should be able to do as many jobs as possible, even if it is only a passing familiarity with the skill. An individual might find himself serving as a crewman on a meson sled for a few months, then being assigned to a grav tank, then back to a line infantry company. It is not strange to have a 22-year-old Marine at the end of his first term who has experienced each job in the regiment at least once.

The day-to-day routine of the average Marine is only slightly different from that of his maritime predecessors. The day begins with physical training. The Marines stress endurance over muscle development, so long runs are the rule. Shipboard, Marines either make use of treadmills, or find long stretches of corridor for this purpose. After this morning ritual, and breakfast, the Marine may find himself doing any number of things.

The complex equipment used by the Marines needs constant maintenance to ensure that it will function properly. The suits of battledress receive the bulk of this attention, with each Marine bearing final responsibility for his assigned suit of armor. Since the reliability of the suit is a life-and-death matter, all Marines take this very seriously. Marines also maintain their own vehicles, such as the *Astrin* APCs and the assault cutters. When serving onboard Navy ships, the Marine contingent is expected to shoulder part of the burden of basic shipboard tasks.

Along with basic maintenance, Marines spend a great amount of time training. Every skill needs to be constantly honed, and new ones learned. Much of the combat training takes place in combat-environment simulators, called "ghost cans" by the troops. These are mockups of battledress or vehicles that present the Marines with remarkably realistic virtual battlefields. Controllers can introduce mechanical glitches, surprise enemy elements, anything that can be imagined to push the Marines to their limits. After the exercises, the Marines can watch their actions and evaluate their own performances.

Inside Battledress

A Marine in battledress is not just an infantryman with bigger and better weapons; he is the pilot of an advanced weapons platform. A Marine can fly and knock down buildings by hitting them, and will often carry actual nuclear weapons along with his normal fusion rifle. The nature of this combat environment needs to be understood in order to understand a Marine.

The Bodysuit

The bodysuit is worn under the battledress. The suit is lined with pseudosilk, and beneath the outer skin is a network of tiny tubes for the cooling system. This system works by pulling moisture off the Marine's skin and running it through a cooling plant run off the battledress power system. Excess water is filtered and added to the battledress' drinking reservoir.

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The simulators are also used to prepare for actual missions while in transit to the mission objective. Using intelligence gathered from different sources, the simulator can usually provide at least a basic facsimile of the mission site.

While the simulators are a useful tool, nothing replaces actual experience, so the majority of training takes place in the real world. Marines are always on call to make meteoric entries, or be tested on their marksmanship with any weapons system.

When not training or repairing their gear, the members of the Marines suffer through the same indignities that have plagued troops for millennia. The decks are never clean enough for the ship sergeant, there is always something that needs to be polished or painted, and somebody has to walk guard duty at the main gate. For the most part, Marines accept this part of Marine life with minimal complaint. They seem to realize that it is all part of the military game, and they just have to play along.

The Marines do not maintain service academies to train new officers. The Marines prefer to draw officers from the ranks and teach them what they need to know. Despite this, a number of Naval Academy graduates are allowed to accept a commission in the Force rather than the Navy. Many of these officers are heading for assignment in the Force's fighter squadrons.

Regardless of their previous background or future assignment, all prospective Marine officers attend the Officer Candidate School, a six-month nightmare that makes the Grinder look like a vacation. Washouts are frequent and without rancor, the Marine being returned to his unit or offered a lateral commission to the Navy as appropriate. Upon graduation, the new officer spends his first 180 days as an extra officer in a line unit, learning the difficult job of commanding Marines.

Marines and Vehicles

The popular image of the Imperial Marines is that of an organization that works without the large number of vehicles that the Army uses. The truth is that the average Marine regiment will carry as many, if not more, vehicles than an Army unit of similar size. The difference is in how the two organizations employ their vehicular assets.

Unlike the Army, Marine doctrine calls for maximum firepower from a minimal force. Since the battledressed Marine can produce awe-inspiring fire on his own, the average Marine mission rarely requires the kind of heavy support the Army gets from its tanks.

"Whenever I had the pleasure of watching the Marines do their work, I was reminded of the avalanches I saw back on my home when I was a child. Fast, overwhelming, unstoppable, terrifying.

"There is an important difference, though. An avalanche of ice and snow does not operate with intelligence and cunning. The mountain won't hunt you down and find you. Marines will."

– Graeme Batho, Major General (ret.)

There is also the factor that inexperienced Marines would sooner go into battle naked than ride in an APC. The view is that the vehicles are an "Army thing," and that real Marines drop from orbit. A little time being shot at usually cures this attitude, but the stigma associated with riding to combat remains strong.

Inside Battledress

[Continued]

Along with cooling the Marine, the bodysuit is an important part of the suit's control system. The skin-tight suit and cowl track the smallest movements, activating systems in response to those motions. Many suit abilities are controlled by a combination of head and finger movements, too small to trigger the actual suit motors. A very primitive neural-induction system allows some very basic functions to be accomplished simply by thinking about them. For example, with practice a Marine can activate the zoom features on his visual sensors just by focusing on a distant object.

One bodysuit function Marines dislike speaking about is the sanitation hook-ups. While the systems have been made as user-friendly as possible, most Marines would still prefer to be able to turn their digestive tracts off for a drop.

The Body

This is the "meat" of a powered armor system. Working up from the bodysuit, the first layer is a padded sleeve that holds the Marine and also contains the negative feedback sensors. This tells the suit which direction the Marine is moving his arm, with how much force. The suit then responds with proportional movements of its own. The sleeve also keeps track of the body position, and will cut off any movement that is likely to injure the user. This isn't likely in a heavy suit like a *Redding*, but in the lighter suits inexperienced users regularly dislocate limbs.

Outside the padded sleeve is the suit's skeleton and guts. At this level, all of the working portions of things like computers and sensors are secured in place. All systems are spread out over the suit, so a single penetration has less chance of disabling a vital feature.

On top of everything are the slabs of laminate armor that give the suit survivability on the battlefield. Running under the armor is a fine layer of superconductive material that provides extra defense against energy weapons. The armor is, by necessity, weaker at the joints where the suit has to bend, and is pierced in several places for sensor antennae.

Arms and Legs

These are noteworthy mostly for their raw power. A *Redding* weighing close to 1,000 lbs. can run at a respectable 16 mph. The same suit's arms can lift one ton at maximum safe tolerances. Heavier weights can be attempted, but risk severe damage to the suit.

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Inside Battledress

[Continued]

Helmet

The helmet on a set of battledress is not so much a protective device as it is a sophisticated sensor station. The Marine can look at an unknown object, and the suit will immediately use its suite of active and passive sensors to gather details, then consult with the suit computer's database to provide the trooper with an identification along with information on speed, heading, distance, and a perceived threat rating. If the Marine decides to shoot at the target, the suit will determine what weapon is being used, and provide a "point of aim" reticule for the shooter. If the weapon chosen is inappropriate (Gauss pistol against a tank), the suit will warn the firer.

But that's not all. Not only will the Marine who made the sighting know about this target, but so will all the members of his squad or platoon. The suits constantly trade and update information. This makes voice reporting almost unnecessary, although most troopers still do report verbally.

The suit driver can run most of the suit's functions using voice commands and the pupil-scanning HUD. It takes practice, but for an experienced 'can jockey, the motions are as natural as walking.

Limitations

The primary drawback of battledress is the limited duration. Even with a regular power supply and the best comfort systems available, battledress becomes uncomfortable after about eight hours of use. After a full day, it starts to become intolerable. It is almost impossible to sit or lie down while canned up. The best a *Redding* can manage is to squat and lock the limbs, allowing the head to rest in a forward leaning position. After 24 hours, muscle cramps begin to set in, and after more than three days even the most experienced Marine begins to experience claustrophobic reactions.

Inexperienced battledress pilots often overestimate their abilities, leading to the second major shortcoming for the systems. Battledress is frighteningly vulnerable to a wide variety of battlefield weapons. Something as simple as a TL8 rocket-grenade can disable a suit if the firer gets lucky. The solution is simple: exhaustive, realistic exercises that thoroughly train the troops in the capabilities of their suits.

Despite these factors, the line Marine regiment retains two very powerful lift cavalry squadrons, and the Marine armored cavalry regiments are equipped with the finest grav armor the Imperium has to offer.

The Marine Line Regiment

"When the Marines arrive, the party is over . . ."

The highest level of Marine organization ordinarily seen is the line regiment. A Marine will join a particular regiment on enlistment, and will most likely spend the rest of his career in that unit.

The regiment is made up of a command company and a pool of line units that can be combined into various mission packages. The 5,184 Marines carried on each line regiment's roles are expected to be able to serve in any role, and often acquire a wide range of skills.

> *"Sure we carry plasma weapons, and sometimes thunderballs, but we are right there applying the force in a precise manner. The muddies take sniper fire and they flatten everything for miles around, then move in."*
>
> *– unidentified Marine during the relief of Lysen, 1109*

Line marine regiments are distributed throughout the Imperium – one regiment for each numbered fleet. As a rule, the bulk of a regiment's infantry companies will be dispersed in *Caen*-class assault ships, carrying out patrols and missions within their assigned subsector. Other regimental elements will be accompanying Navy ships or training with the Marine Commands.

Regiments are loosely organized pools of company-sized units that the regimental commander can use to build task forces for his assigned missions. The commanders of the three Force Commands within the regiment do not actually have command of any units until they are placed under their authority. This gives a very flexible, reactive structure.

Regimental Headquarters

The regimental HQ is optimized to handle the fact that many of its subordinate units may be light-years away from headquarters. This, and the large and diverse nature of the Marine regiment, results in the HQ being smaller than an Army headquarters of equivalent size. The headquarters has 126 Marines assigned to it.

Command Division: The regiment is commanded by a colonel (O-6), who is assisted in his duties by his executive officer (O-5) and adjutant (O-4). The regimental fleet sergeant oversees the mundane operations of the unit's staff. The section has 32 officers and enlisted personnel, and uses three Command *Astrin* APCs.

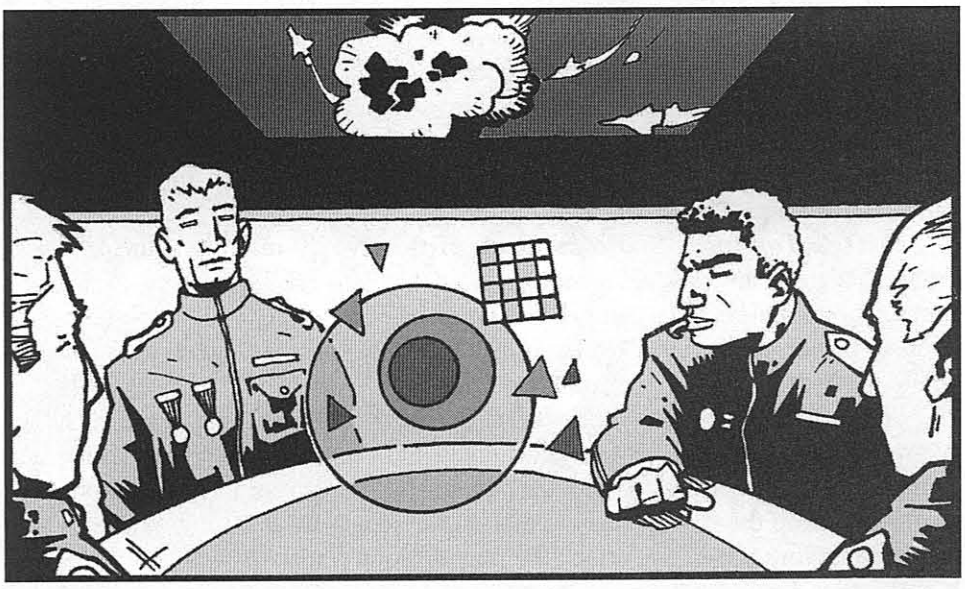
Regimental Headquarters Company: Organized and commanded by the adjutant. The small administrative division consists of only the adjutant (who is officially tallied as part of the command division), his XO (O-3), the company ship sergeant (E-8), and four clerks/vehicle crew. The six-man HHC command division uses a single Command *Astrin* in combat.

Plans Division: Led by the planning officer (O-5), this section produces the operational orders and logistical information necessary for the regiment to perform its assigned tasks. When the regiment deploys in combat as a single unit, the section operates much in the same way as an Army brigade's command section (see p. 28). Its 11 Marines operate from a Command *Astrin* APC.

Intelligence Division: The intel officer (O-4) in a line regiment is expected to work closely with Naval Intelligence along with the usual duties of such an officer. A line regiment's intelligence division will have 12 enlisted and commissioned Marines and a Command *Astrin* APC.

Supply Division: Often the busiest office in a HQ, the supply officer (O-4) must ensure that units spread out across a subsector have everything they need. In a technology-dependent force such as the Marines, getting parts to the correct place is vital. Three *Astrins* transport the 33 Marines in this unit.

Regimental Signal Division: Marines often find themselves operating over the entire face of a planet in small groups. To maintain effective command and control, a signals section of five Command *Astrins* is under regimental control. All 32 signals Marines must speak at least one language other than their native tongue.



Task Force Headquarters

The three task-force headquarters are the places where the real action of a Marine regiment occurs. Each task force has only its 41-member headquarters staff until support pool units are assigned to it by the regimental commander.

Command Post Division: This consists of the lieutenant colonel (O-5), the XO (O-4), and the fleet sergeant (E-9). The CP has three Command *Astrin* APCs assigned to it, and a total strength of 15 troops.

Plans Division: Like his regimental superior, the task force plans officer is required to think quickly in putting together acceptable mission orders, sometimes on very short notice. To assist this officer, a six-Marine staff and a Command *Astrin* are assigned for his use.

Intelligence Division: Since task forces are put together for a specific purpose, the intelligence officer (O-4) at this level has a slightly easier job than his superior at regimental HQ. The seven-man staff still has to work hard to make sure that information is processed and evaluated in a timely manner. In combat, they work from a Command *Astrin*.

Communications Division: This contains the task force's organic communication and electronic warfare assets. One *Astrin* Command APC and one Electronic Warfare-variant are used by the division's 12 Marines.

Support Pool

The 556 Marines in the support pool's specialized sections add their capabilities to their task forces.

Uniforms

Like the Army, the Marine Force uses many varieties of uniform, described below.

Utility Uniform

These are basically identical to the Army slops, although the Marines refuse to use that term. One item unique to the Force is the shipboard uniform, which is a modified Navy uniform issued to Marines serving as part of a ship's crew.

Undress Uniform

The common day-to-day uniform of the Force. Called "undress black" by the troops, it is a set of black trousers and a black jacket, both with maroon trim. Undress is the uniform worn by Marines any time they are not doing physical labor requiring the sturdier utilities.

Dress Blacks

The Marines have two levels of full-dress uniform. The first, more common outfit is dress black. This uniform is a variation of the Navy's dress uniform, and is cut in the same way, a black high-collared, single-breasted jacket, trimmed in maroon, with a prominent Imperial sunburst. Marines wear only their rank and awards for valor on their dress blacks. Cutlasses are worn with the uniform where appropriate.

Dress Maroon

Also called parade dress, the maroon uniform is worn only on very formal occasions. In direct contrast to the severe look of the dress blacks, the maroon uniform is designed to overwhelm the viewer. The heavy maroon jacket has extensive gold trim and braid, and all the Marine's medals and decorations are worn. Normally, a black kilt is worn with dress maroon. In situations where the kilt would be inappropriate – low-gravity for example – black trousers are worn.

Maroon is the standard uniform for honor guards, flag bearers, regimental pipe bands, and guards at Imperial Consulates.

Duty

Crunch, crunch, crunch . . .

The thin ice under Marine Gellert's boots made a satisfying sound, helping him to maintain his pacing. The freezing rain had slackened, becoming a tolerable drizzle.

Crunch, crunch, stop. Rifle from right shoulder to port arms; left face, come to present arms, hold 2, 3, port arms, left face, right shoulder arms, crunch, crunch, crunch . . .

The sun would be rising soon, a weak, distant thing compared to Gellert's own star. That's when the Gunny would come out to oversee the changing of the guard.

Crunch, crunch, crunch. A trickle of rain had found its way under Gellert's uniform, soaking him. Crunch, crunch . . .

The growing light of dawn revealed the cemetery. A few hundred markers, the remains of a Marine battalion that had fought here in a minor conflict a few centuries ago. Most of the markers were worn down by age, so that the names were illegible. But they were Marines. So Marine Inli Gellert would guard them. It was his duty.

Crunch, crunch, crunch . . .

Marine Snipers

While the Marines are most famous for their indiscriminate use of overwhelming firepower, the elite Marine snipers prefer to make use of single, precise shots to accomplish their goals.

Marines are selected for sniper training on the recommendation of their leaders. A prospective sniper must be a crack shot with the standard issue Gauss rifle and show he is an excellent trooper in all aspects of Marine life. If the Marine meets that criteria, he will be sent to the regimental sniper course.

Snipers are more than shooters; they are expected to also provide additional reconnaissance using the Mk. I Eyeball when possible. While the other Marines are storming around, the snipers will be in a position to view the entire operation from a distance.

The standard weapon for sniper teams is the LEMG-20. In the hands of a battle-dressed trooper, the weapon can destroy lightly armored vehicles at distances of over a mile.

Point Defense Divisions: Each of the five divisions contains three air/space defense vehicles, each with a crew of three. Normally, these are used for defending headquarters, but may also be committed to defending other high-value targets.

Nuclear Damper Divisions: One of the primary concerns for the Marines is the potential use of nuclear weapons. The five nuclear-damper divisions can suppress these weapons, as well as clean up after any unfortunate accidents. Each division has four Nuclear Damper-variant *Astrins* and 16 troops.

Scout Divisions: Often deployed in situations where orbital surveillance is not possible for some reason, each scout division has six scout sections with two Marine observers who use grav cycles or grav belts. Not surprisingly, the five divisions have some of the highest casualty rates in the Marines, since their job is to go out and find the enemy.

Medical Divisions: These three 20-Marine divisions operate a grav mobile surgical hospital and five ambulances each. As Marine medics have to deal with wounded wearing battledress, the interior of a mobile surgical hospital resembles a mechanic's shop more than an operating room.

Maintenance Divisions: The Marines are a heavily equipped force, and the workload on the five maintenance divisions can be onerous. Utilizing two heavy recovery vehicles and four g-carriers, the 24 Marines of each division have to hustle to keep up with demand.

Mess & Transport Divisions: Each of the five 20-man divisions operates four g-carriers and a single mobile field kitchen (a specialized g-carrier). Compared to their counterparts in the Army, Marines rarely complain about their food. Whether this is related to having to live off survival pellets in their suits for longer periods of time is not discussed.

Sniper Teams: Each regiment fields five two-man sniper teams. The 10 Marine snipers in this section are picked men and highly trained. Properly employed, a sniper team can have a devastating effect on the enemy. A normal tactic is to drop the snipers deep behind enemy lines, there to disrupt enemy formations moving forward to attack the main Marine position.

Combat Engineer Teams: There are three engineer teams in the regimental pool. Since the Marines' mission does not include construction, these are pure combat engineers. One of their strengths is clearing landing pads and reinitializing starport operating systems. The 39 Marine engineers in each team call this sort of thing a "doormat" job.

Special Weapons Teams: In Imperial circles, "special weapons" is a polite term for the weapons of mass destruction prohibited by the Rules of War. Each member of the three four-man SpecWeap teams is highly trained in biological, chemical, and nuclear warfare and munitions, and some have acquired knowledge of more exotic weapons, such as genetic or antimatter weaponry.

Regimental Medical Unit

This is a full hospital staffed by 153 Marine and naval medical personnel. It is commanded by a Navy captain, who must be a qualified surgeon.

It is interesting that a high proportion of the service members in this unit are Navy. Serving with the Marine Force is strictly voluntary, and often described as one of the greatest challenges a naval surgeon can undertake.

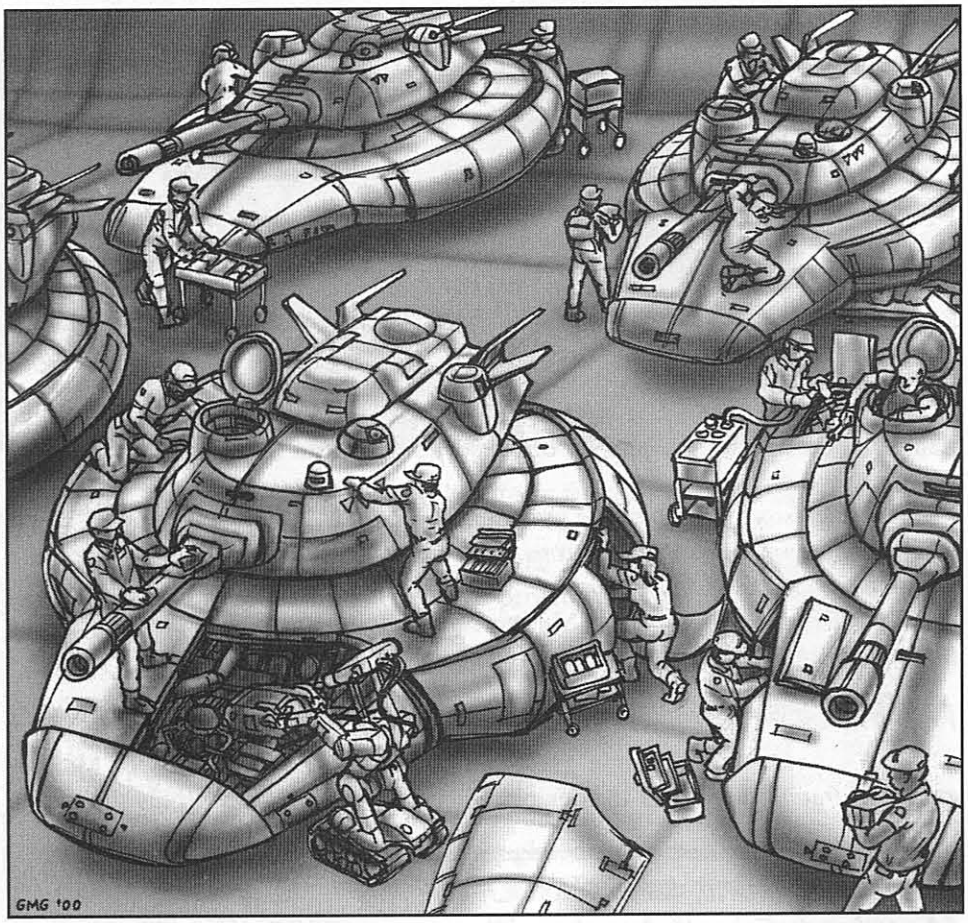
Headquarters Division: A typically small Marine HQ, it has only the CO, the XO (a Marine O-4), and four clerks.

Surgical and Dispensary Division: The Navy medical professionals, 35 doctors and nurses, work with close to 50 Marine corpsmen and assistants.

Medical Support Division: These Marines serve, like their Army counterparts, as the grunt labor of the hospital unit. The 62 Marines in this group also crew the unit's 10 *Astrin* ambulances and five g-carriers.

Regimental Transport Company

Supplementing the pool transport Marines, the transport company is capable of moving tons of supplies over vast distances quickly. The lieutenant in charge of this operation is faced with quite a challenge, as he is responsible for making sure that the supplies get through. Each of the five 33-Marine platoons contains 22 g-carriers and a single fuel sled (usually a *Teamster* with a tanker container).



Line Marine Companies

The nine line Marine companies are the Marines at the point of contact, and shoulder the majority of the regiment's combat duties. Sub-units as small as single squads can be deployed to undertake missions. The 309 Marines of a full company can lay waste to wide areas with only their personal weapons.

Command Post Division: Line Marine companies are commanded by force captains (O-3). The CO, the ship sergeant, and the exec all use a single *Astrin* APC along with the six members of the company command complement, who double as crew for the vehicle.

Marine Platoon: Usually the smallest force deployed by the Imperium, the 75 Marines of a line platoon represent the best regular fighting force in the Imperium.

Command Post Division: Each of the company's four platoons is commanded by either a force ensign (O-1) or force lieutenant (O-2), along with a section sergeant. A four-Marine fire team, a runner, and the crew of the skipper's *Astrin* fill out the 10-man section. A platoon has five squads of Marine infantry.

Marine Squad: Each of the five squads per platoon is led by a low-ranking NCO, usually a sergeant (E-5), with an aide, and has eight more troops organized into two fire teams of four, plus the three-man crew of the *Astrin* APC.

"With the Gratitude of the Emperor," Part Two

Marine Force award citations for the Starburst for Extreme Heroism:

Hostman, Dudeka F.

Rank and Organization: Force Ensign, Imperial Marines, INS *Chenery* (CA-50634). Place and date: Jewell/Jewell, 192-1083. Entered service: Mora/Duale. Born: 300-1058.

Citation: With the gratitude of the Emperor and the Imperium, for distinct valor in action at the risk of his life and beyond the call of duty. As commanding officer of the Marine detachment attached to *INS Chenery* (CA-50634) when that vessel was fiercely attacked by enemy fighters during the operations against Zhodani fleet elements in the Jewell system, 192-1083. Force Ensign Hostman was at his battle station on C deck when the ship was rocked by a series of violent explosions set off in the ship's missile magazines by the attack. Force Ensign Hostman unhesitatingly risked his life to assist several dozen men trapped in a mess compartment filled with smoke, and with no apparent egress. As the imperiled men became increasingly panic-stricken under the assault of incessant explosions, he confidently assured them he would find a means of effecting their release and, groping through the dark, debris-filled corridors, ultimately discovered an escapeway.

Staunchly determined, he struggled back to the compartment three times despite menacing flames and the ominous threat of sudden explosive decompression, on each occasion calmly leading his men through the blanketing pall of smoke until the last one had been escorted to a safe compartment. Selfless in his concern for his ship and his fellows, he constantly rallied others about him, repeatedly organized and led fire-fighting parties into the blazing infernos raging in the ship's engineering spaces, and when the emergency venting systems were found to be inoperable, entered the auxiliary engineering control spaces and supervised the rerouting of controls to allow the fires to be extinguished in the face of extreme difficulty and hazard.

An inspiring and courageous leader, Force Ensign Hostman rendered self-sacrificing service under the most perilous conditions and, by his heroic initiative, fortitude, and valor, was responsible for the saving of several hundred lives. His conduct throughout reflects the highest credit upon himself and upon the Imperial Marines.

Continued on next page . . .

"With the Gratitude of the Emperor," Part Two

[Continued]

Virta, Pekka NMI

Rank and Organization: Sergeant, Imperial Marines, 7th Line Company, 1,071st Line Marine Regiment. Place and date: Smithforge Mountains Regina/Efate (declared missing in action on 305-1107, and killed in action as of 305-1112). Entered service: Regina/Regina. Born: 030-1080.

Citation: With the gratitude of the Emperor and the Imperium, for distinct valor in action at the risk of her life and beyond the call of duty. While serving as a squad leader in a Marine line platoon, in action against enemy aggressor forces. Vastly outnumbered by a well-entrenched and cleverly concealed enemy force consisting of consular guards attacking her unit's open and unconcealed positions, Sgt. Virta unhesitatingly took charge of her platoon in the absence of the platoon leader and, exhibiting great personal valor in the face of a heavy barrage of hostile fire, coolly proceeded to move about among her Marines, giving words of encouragement and inspiration and skillfully directing their fire.

Ordered to displace her platoon during the firefight, she immediately placed herself in an extremely hazardous position from which she could provide covering fire for her unit. Fully aware that her voluntary action meant either certain death or capture to herself, she courageously continued to provide effective cover for her men and was last observed with battledress severely damaged, but still singlehandedly engaging enemy troops in close quarters grenade and hand-to-hand fighting.

By her valiant and inspiring leadership, Sgt. Virta was directly responsible for the successful completion of the platoon's displacement and the saving of many lives. Her dauntless fighting spirit and unfaltering devotion to duty in the face of terrific odds reflect the highest credit upon herself and the Imperial Marines.

Marine Lift Cavalry Squadrons

The two lift cavalry squadrons are a regiment's heavy force. This lethal mixture of tanks and APCs gives extra weight to the regimental punch, but has little recognition outside the Marines compared to the more glamorous infantry companies. Each squadron has four lift cavalry troops. In total, the squadron has 490 Marines assigned to it.

Squadron Headquarters: The 14-person squadron headquarters is an efficient, modest operation. The commander and his XO have their own *Intrepids*, while the rest work from two Command *Astrins*.

Lift Cavalry Troop

A very versatile part of the regimental arsenal, the 100 troops of a LiftCav company are often employed as "hunter-killer" teams. The scouts find the enemy, the tankers come in with heavy fire, and the rifle division sweeps the target area for prisoners or intelligence materials.

Headquarters Division: A cavalry troop is commanded by a force captain (O-3) from his *Intrepid*. The executive officer (O-2) and ship sergeant (O-8) have Command *Astrins*. The division has 19 Marines in all.

Lift Cavalry Platoon: Each of the troop's three platoons is led by a force lieutenant (O-2) with the support of his section sergeant (E-7). A platoon has 27 Marines including:

Tank Division: Two *Intrepid* grav tanks.

Scout Division: Two *Bergstrom* light tanks. The platoon sergeant normally commands one of the *Bergstroms*.

Rifle Division: A standard Marine squad mounted on an *Astrin* APC. The platoon commander is usually deployed as the APC commander.

Marine Grav Tank Troop

The squadron has a single grav-tank company. The unit fields 76 Marines and 16 *Intrepid* grav tanks in four platoons of four AFVs each, plus the two in the company headquarters.

"Target front, tank, 3300!" "Acquired, firing!" Another Zho tank blows apart. "Pudding! Drop us back and find cover, he's going to have friends!" The Intrepid was already moving; I have a good crew. Hell, I have a great crew. "Target left, tank, two carriers, 4500 and closing!"

Back to work.

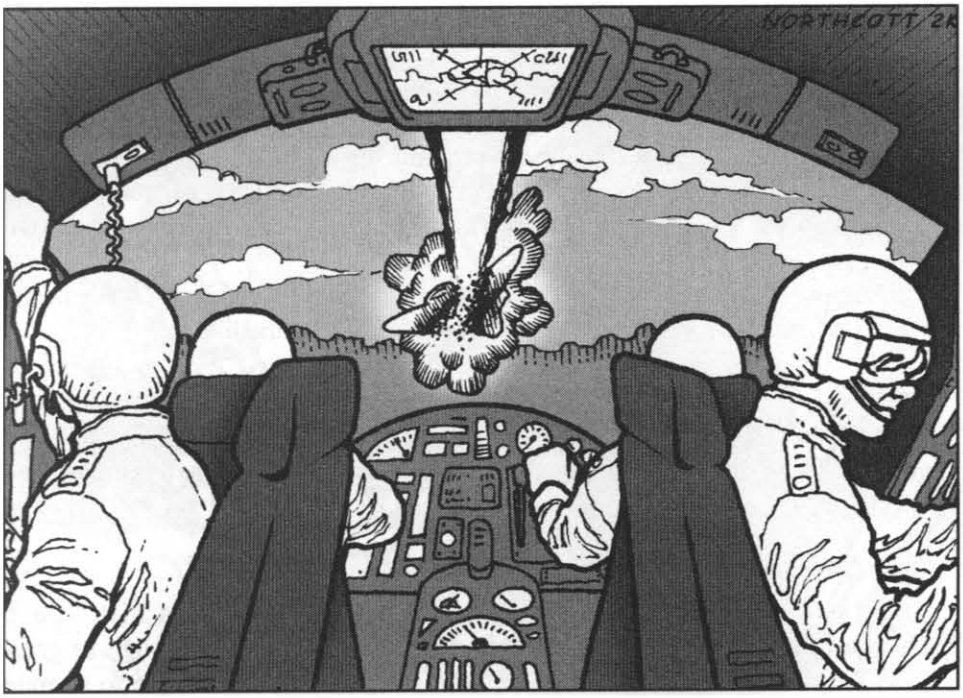
Headquarters Division: The tank troop is commanded by a force captain (O-3) and the XO (O-2), who both command their own *Intrepid* tanks. The troop's ship sergeant (O-8) operates from an *Astrin* APC with the small headquarters crew of three.

Grav Tank Platoon: Under the leadership of a force lieutenant (O-2), the four tanks and 16 men of the platoon are trained to support the rest of the squadron with devastating fire when called upon to do so.

Meson Gun Batteries

By the Fifth Frontier War, the Marines had made a complete break from missile-based artillery, switching to *Terrapin* meson sleds. The increase in firepower, along with the elimination of heavy resupply needs, has made the move very popular with the troops. The regiments' five batteries each have 60 troops.

Battery Headquarters Division: The battery HQ uses two Fire Direction-variant *Astrin* APCs for the commander and his 17-man staff.



Firing Divisions: The battery has four firing sections, each with one *Terrapin* meson sled and its crew of four.

Battery Security Division: To protect the valuable *Terrapins*, two Marine squads are assigned to the battery as a protective detail, mounted on *Astrin* APCs, for a total of 26 troopers.

Marine Armored Cavalry Regiment

The hardest-hitting of the Marine troops, the Marine armored cavalry regiment (or MACR) is something of an anomaly. The line regiments are configured to be fast-response forces, able to move to emerging situations without requiring extensive transport. An armored cavalry regiment, on the other hand, is a massive formation of grav armor which requires a great deal of transportation space for its gear and 1,967 Marines.

Headquarters and Headquarters Troop

Unlike the line units, the command functions of the MACR can be a little more centralized. Since the regiment is only committed in support of other Marine assets, it lacks many of the normal support structures seen in Marine formations.

*Command Division:*The MACR is commanded by a colonel (O-6). The commander and his XO (O-5) both lead from their *Intrepid* tanks. The regimental fleet sergeant and the colonel's adjutant use two Command *Astrins*. The section has 26 officers and enlisted personnel.

Regimental Headquarters Company: Commanded by the adjutant. In normal circumstances, the XO (O-3) and the company ship sergeant (E-8) handle the day-to-day affairs. The eight-man Command Division uses a single Command *Astrin* in combat.

Plans Division: This is often thought of as a dead-end assignment. After all, some Marines reason, how much planning does it take to order an all-out assault? The truth is that handling the unique capabilities of the armored cavalry requires a planning officer who can forget the traditional Marine methods. The division has eight officers and NCOs and a single *Astrin* assigned to it.

Marines and Nobles

Adm. Lord Wayne William Grant Boul hault-Ewart worked the party floor, greeting his distinguished guests as he went. His aide discreetly followed a few steps behind, whispering names and information into his boss' tell-all.

"The young gentleman at the buffet table is Jason Kemp, Baron Casttie, a younger son of the Duke of Star Bridge, he is . . ." The voice faded away as Adm. hault-Ewart rushed out of the device's short range. Star Bridge! Making this young fellow's acquaintance could be just the leverage he needed to become Sector Admiral!

"My dear Lord Kemp!" cried Ewart, drawing close to where the young man had begun devouring an amazing pile of food. Seeing no hands free to shake, he settled on merely patting the boy on his shoulder. He really was a boy, Ewart realized, barely past 20! What was he doing so far from home? No matter, on to business!

"I trust you find my little gathering to your approval? I must say that I was pleased when my seneschal told me of your presence in the system. I have to ask, did you enjoy the races?"

Around a mouthful of imported khoeilsae, the youngster responded. "Didn't actually see them. I had another engagement which occupied me and a friend for the entire weekend."

Ewart grinned in a knowing manner. "Ah! I understand! Why stand around watching kian run in circles when you could be with better company, eh?"

"Actually, I spent the last two days scrubbing your personal fresher onboard your flagship." Kemp replied, popping a deviled kian egg in his mouth.

Ewart's cheeks began to flush; he gave the boy a piercing glare. "What in the world are you talking about? Why would you be scrubbing my fresher?"

"Admiral, I'm a Marine in your personal guard detachment." Kemp, Imperial Marine and Baron Casttie, plucked the wine glass from Ewart's numb fingers. "In answer to your question, sir, it's a great party."

In the Navy, social status is very important in gaining rank; some assignments are unattainable without patronage or family ties. In the Marines, however, family title is not nearly as important as the title carried by the individual: Marine.

Given the Marines have no academy and all Marines start out as enlisted men, the aristocracy doesn't see the Force as a social ladder. In some areas, a noble child joining the Marines is an outright scandal! This is especially true if the child had "better prospects" arranged for him.

Some nobles in the Marines prefer to keep their family ties a secret, requesting assignment in a distant subsector or serving under an assumed name. A Marine could even take this as a Secret disadvantage.

Navy Relations

The Imperial Navy and the Marine Force work together, yet maintain separate traditions and organizations.

At worst the Navy tends to view the Marines as a mischievous younger brother, always causing trouble but sometimes very useful. The Marines sometimes see the Navy as a necessary evil.

Normally, the Marines and Navy maintain a professional relationship with each other. During wartime, the Navy and Marines become a single force bent on destroying the adversary.

The rivalry between the two forces rarely goes beyond good-natured joking and sporting competitions between Navy and Marine units. Taking the rivalry beyond this level is frowned upon by both services. This does not stop the occasional fight between Marines and starmen, particularly while on liberty.

The rivalry is less pronounced in the higher ranks, as the officers have more opportunity to work within each others' staffs. Senior officers will occasionally get caught up in the rivalry, especially when the opportunity comes for one service to settle a long-standing score with the other.

The naval crews who man the *Caen*-class Marine dropships live in a no-man's land between the two sides. Some starmen like the duty, and the Marines, so much that they spend their entire careers ferrying the Marines from place to place.

Army Relations

"The Marines, the Marines,
Those publicity fiends,
They cannot keep their weapons clean!"
– Army doggerel

Without the close relationship that the Navy enjoys, the Armies of the Imperium tend to have sharper feelings about the Force. In many areas, the Marines are seen as arrogant and condescending. The high-profile nature of Marine actions also gives the Force the image of being glory hounds. Marine opinions of the local Imperial Army forces vary, from profound respect to utter disdain.

As with the Marine-Navy rivalry, the competition with the Army rarely reaches the point of actual violence. Friendly competition is the rule, with frequent athletic competitions and other chances to face off with the "enemy" in controlled situations.

Despite these feelings, many Marines at the end of their terms of service are welcomed by their home PDF or local Unified Armies units. The training that a Marine receives, along with any actual combat experience, are an asset to the local force.

Intelligence Division: When committed to combat, the intelligence division is mostly concerned with channeling action reports to the regimental commander. The six Marines of the division have to depend upon outside sources for the majority of their non-combat information. They possess a single *Astrin.*

Supply Division: The supply officer and his 12 Marines deal mostly in repair parts for the regiment's vehicles. Feeding the hundreds of troops is also a concern in the fast-moving cavalry units. The division operates from two *Astrins.*

Regimental Signal Section: The crews of the five Command *Astrins* in the section perform the same duties as the signal section of the line regiment.

Marine Lift Cavalry Squadrons

The two lift cavalry squadrons are the heart of an armored cavalry regiment. These units are identical to the squadrons in the line regiment (see p. 42).

Marine Grav Armor Squadrons

The two grav tank squadrons are known as "the Iridium Fist." Each squadron has four tank companies that can exploit any breakthrough to great effect. These two squadrons are extremely streamlined, and unable to operate on their own, lacking all but the most rudimentary support services. Each squadron has 335 Marines and 74 *Intrepids.*

Headquarters and Headquarters Troop: A squadron's headquarters is very small, with only 15 Marines assigned. Much of the usual HHT duties are given to higher commands. The commander (O-5) and XO command their own *Intrepids*, while the fleet sergeant performs his duties in a Command *Astrin.*

Marine Grav Tank Troop: The basic maneuver group of Marine armor, the standard tactic is to use the massed formation as a "battering ram" on a single point. This tends to cause a number of casualties on both sides, but is very effective. Each troop has four platoons of four *Intrepids*, plus two assigned to the troop commander and XO that make up the troop HQ along with a Command *Astrin* carrying the troop's ship sergeant and seven other Marines. The 80 Marines in the troop are quite proud of their vehicles, and tend to program flamboyant and quite unauthorized nose and body art into the tanks' camouflage systems.

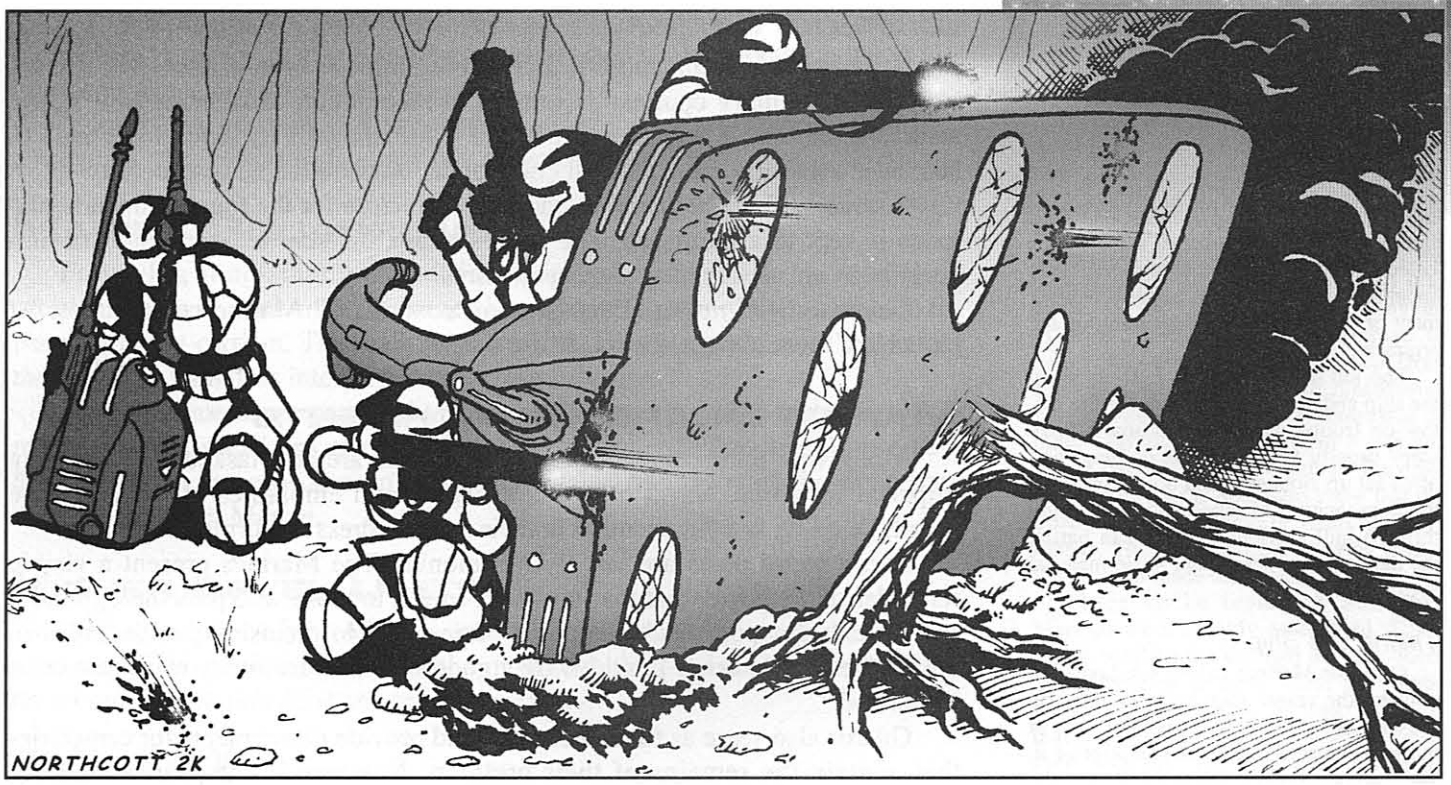
Support Troop

The support troop is undersized for the jobs that it is asked to perform. The troop's 181 Marines are under constant pressure to perform under harsh conditions.

Command Division: The platoon is effectively commanded by the regiment's executive officer. The regular running of the unit is left to the troop ship sergeant and his eight staffers. The division has a single *Astrin* APC at its disposal.

Medical Division: The division's 58 troops field eight Ambulance-variant *Astrin* APCs and run a small emergency hospital. Like much of the regiment's support units, this is far below what is needed for the regiment's most basic needs. A proposal is in place to add a full regimental medical unit to the armored cavalry.

Maintenance Division: The armored regiment requires constant upkeep to remain combat-effective. While much of the burden is borne by the vehicle crews, the heavy work is given to the regimental maintenance division. The 72 Marines utilize six heavy recovery vehicles and 12 g-carriers.



Mess & Transport Division: The 43-Marine division crews eight cargo g-carriers and two mobile field kitchens (a specialized g-carrier.)

Meson Gun Battery

Like the identical batteries in the line regiments (see pp. 42-43), the single meson gun battery in the armored cavalry regiment provides suppression fire for any target that the tankers can't handle on their own. The 60 men in this battery are often overworked, trying to answer the unending calls for fire support.

Marine Commandos

Separate from the regimental structure are the commando companies. It takes a very special sort of Marine to become a commando, and more than 60% of those who take the selection course either drop out or are medically unable to reach graduation.

Marines who do undertake this course find themselves challenged to survive and operate under the harshest conditions the Imperium can offer. One of the requirements of graduation is to successfully complete a suitless transition of a blacked-out corridor in vacuum and zero-g. Needless to say, those who wear the coveted green beret and gold sunburst have a reason to feel proud of themselves!

The commandos are used for extreme-risk missions that are outside the normal scope of a Marine regiment. These missions include pinpoint assaults, "personnel retrieval" (a fancy title for the kidnapping of individuals), or even attacks against Imperial nobles suspected of treason. After seeing their obvious fanaticism, secrecy, and high casualty rates, some have accused the Marines of organizing suicide squads.

There is no accurate guess on how many commando companies are currently active inside the Imperium. At least one company is assigned to each regiment and attached to the local Fleet Command. To keep matters confused, the companies often switch unit identities or adopt ridiculously high company designations to throw off any attempt to make an accurate census.

Boarding Actions

The most hazardous assignment given to the Marines is that of boarding hostile vessels in deep space. Casualties among the Marines performing this duty often top 75%.

The benefit in captured intelligence and material offsets the risk, so the Marines will still answer the call of "Boarders away!"

The requirements for boarding a ship are very strict. The enemy vessel must be incapable of maneuver, and have at least one approach where all point-defense weaponry has been destroyed. The value of an enemy prize is also considered; it is rarely worth the effort to seize a destroyer, while grabbing a battleship is a goal worth significant risk.

The Approach

When an enemy ship has been designated for boarding, the assigned Marines board assault cutters for the journey to the target. Whenever possible, the voyage time is kept to a minimum. Cutters make excellent targets in the chaos of a space battle. The flight crew must attempt to identify probable entry points, either designed (air locks or cargo doors) or through battle damage. When the cutter comes to within 30 yards, the Marine platoon will disembark and travel to the target ship on thruster packs.

Continued on next page . . .

Boarding Actions
[Continued]

Canary Teams

The Marines chosen to make initial entry into vessels being boarded are called canary teams. The number of these troops killed in the attempt to secure footholds is appalling, and the duty is either a punishment or a point of pride, depending on the regiment.

The job of the canaries is to open up the ship and set up a perimeter for the follow-on troops. Personnel onboard these ships usually know what is coming, and often set up ambushes and booby traps for the approaching Marines. When entering through hull sections damaged in battle, the danger from debris and loose material is extreme.

Taking the Ship

Once the Marines have a solid position onboard the vessel, they begin to move on the critical facilities. These are the parts of the vessel that give effective control of it. They are the bridge, engineering, and the computer center. Teams are given assignments by the boarding commander, and begin a methodical advance.

In the tight confines of a damaged starship, combat is fast and deadly. The average range at which combatants engage each other shrinks to less than 4 yards. Local environmental systems might be compromised, leaving the troops in the dark, zero gee, or vacuum. The clutter renders most sensors useless, making the Marines dependent on their eyes and instincts.

Many times, the fight has completely gone out of the crew remaining in the target vessel. They may offer only a superficial show of force, or actively seek out boarders for the chance to surrender. Other times, the crew retains good morale and order, and actively resists the boarders with all means necessary.

When the teams reach their objectives, they can make a quick assessment of the viability of salvaging the ship, and collect prisoners and intelligence. If the ship can be salvaged, the Marines shut down as many of the systems as they can, and leave a beacon. If the ship is not in any condition for retrieval, the Marines place charges to destroy any items that the enemy might salvage.

In any event, boardings are not supposed to last too long. The standard formula for figuring the clearing time in minutes is displacement tons × 15/number of Marines.

This presumes a close, careful search. A much more cursory "search and scuttle" takes only one-third as much time.

Continued on next page . . .

Commando Company

A company of commandos is a very loose military organization. The normal structure of military courtesy is relaxed in recognition of the extremely select nature of the unit. Every one of the 236 commandos is expected to be able to take over a mission, from the unit commander down to the newest recruit.

*Command Post Section:*The leadership structure for the four commando platoons is kept to a minimum. The force captain, his ship sergeant, and six runners/clerks are all that the company requires.

Commando Platoons: Each platoon contains 57 Marine commandos. At least 10 of these are qualified as snipers.

Marine Guard Detachments

Along with their combat duties, the Marines are also tasked with guarding Imperial facilities. Naval bases, consulates, and embassies all have Marine guards standing at rigid attention in their maroon dress uniforms.

These guard posts are largely ceremonial. The Marines present a visible reminder of the power that the Imperium wields to those who pass through those gates. At larger postings, the guards often serve in precision parade and drill units. The morale boost provided by a good drill and ceremony team cannot be overstated.

Guards also serve as funeral escorts, and provide detachments for cemeteries that contain the remains of their brethren. Nowhere is the Marine ideal of brotherhood better expressed than in the devotion to all Marines everywhere, even those long since dead.

The standards for Marine guards go far beyond the already stringent demands of the Marines. Equipment and uniforms must be kept in immaculate condition, and the individual Marine will be subjected to continual close inspections. The guards are also expected to learn all the details of their regiment's history, so that they can appreciate the honor they've been granted.

Guards are all volunteers, and must pass the approval of their chain of command before going to their first posting. A new Marine guard can expect to spend a great amount of time standing in the dark at lonely sites. A Marine guard who has served his tour honorably can add the "guard" tab to his dress uniform when he returns to a line unit.

Ship's Troops

Marines serve aboard the warships of the Imperial Navy as guards, combat forces, and in some cases crewing weapon mounts. The size of a ship's Marine complement varies, with some ships having barely a squad to ships capable of carrying an entire regiment's worth of Marines. The proportion runs from as high as three Marines per 100 displacement tons down to three per 1,000 dtons. Factors like the ship's intended purpose, the political situation, and the likelihood of needing Marines are what define the size of the Marine company onboard.

"Think of boarding actions as house-to-house fighting, in zero-gee, inside a nuclear reactor, with the Big V outside."
– Gunnery Sgt. Shawn Fisher, Instructor, Camp Swanson Marine Training Facility

While on ship duty, Marines are considered part of the Navy crew for purposes of orders and discipline. For many Marines, a tour aboard a ship means a

year of standing guard at hatchways, and very little excitement. Others may find themselves in a type of battle they've never trained to fight, being pressed into service as damage-control workers.

Marines who serve as gunners onboard a Navy vessel are authorized to wear a badge on their uniforms denoting this achievement.

Marine Squadrons

Following long-standing tradition, the Force maintains its own close orbit/aerospace control units. There are also Marine fighter pilots serving on the Navy's mighty carriers. The main mission of the Force squadrons is supporting the line units with both interdiction and close support.

While Marine deep-space fighters are maintained by naval technicians, the majority of the squadrons are completely Force-manned. The flight crews have the same esprit de corps as seen in line companies, and maintain the same standards as any other Marine.

Higher Level Units

While the focus of the Marines is on the individual regiment, many situations require higher-level units. For the most part, the Marines rely on the Navy for administrative functions and medical services.

Brigadier's Office

The brigadier oversees the regiment assigned to each fleet. His job is to coordinate their actions and advise the fleet admiral and civilian leadership on the current status and possible uses of the Marines in any given situation.

In keeping with the Marines' streamlined structure, the brigadier has a fairly small staff. The main focus is on gathering accurate data for Naval Intelligence and passing it on to the units in the field. The brigadier's office is also responsible for recruiting and training new Marines in his fleet's assigned areas of responsibility (usually a single subsector).

Marshal of Marines

A rank that has disappeared and come back several times over the centuries, the marshal oversees a group of four or more subsectors. Marshals are found only in areas where the threat of war is high, carrying with it the corresponding need to quickly move regiments to cover hot spots. As of 1120, there are no marshals serving in the Imperial Marines.

The Gray Masks

A shadowy organization, whose actual existence remains mere rumor, the Gray Masks are said to be a secret cabal working inside the Marines. According to the various stories, the Masks have all sworn allegiance to the Emperor and his line as personal vassals. These oaths go far beyond the usual oaths of enlistment, since they bypass the usual chain of command. The Gray Masks answer only to their superiors in the organization and the Imperial Family.

The Masks are Imperial fanatics, willing to die to further the Emperor's cause. Stories abound of Gray Masks submitting to horrific deaths rather than dishonor their oaths. Some say that the Masks' influence goes beyond the Marines, while others swear that the group is made up solely of Marines. One thing most of the legends agree upon is that the Masks have few, if any, nobles among their ranks. The name comes from the gray cloth used to cover the faces of Marine dead who are not suitable for viewing.

Boarding Actions

[Continued]

For instance, it would take six Marines eight hours and 20 minutes to completely search a 200-dton ship, and two hours and 47 minutes to do a quick search of the same vessel.

A classic example of a boarding action took place during the Solomani Rim War at the Second Battle of Kagukhasaggan (1002). Solomani troops attempted to board the badly damaged *Azhanti High Lightning*-class cruiser *Bard Endeavour,* which was covering the withdrawal of other vessels from the system's sole gas giant. Interviews with captured Imperial servicemen let the Solomani know that the *Bard* was still capable of jump, pending repairs. The prospect of recovering such a large vessel made the decision easy.

Three strike teams of Solomani Marines were quickly assembled. Team Aleph would enter through the rear doors of the boat-dock deck, clear the jump-drive decks, and repair the jump drives, if that was possible. Team Beth would force their way into the ship via the fighter recovery lock on deck 69 to cripple the four remaining operational fighters on board (and prevent their use in case of an Imperial last-ditch effort to prevent enemy recovery of the ship). Lastly, Team Gimmel would force the air locks on deck 41, in the upper power-plant area, and clear deck 40 immediately above it. Everything forward of the third fuel area (decks 26 to 34) was either flooded with liquid hydrogen or heavily irradiated, thus eliminating the running bridge from consideration. A small emergency crew was known to be on the auxiliary bridge, however, directing the evacuation, and they would have to be dealt with before the Solomani could attempt the risky micro-jump.

The assault went according to plan initially, and both the hangar deck and the bridge assault parties gained their objectives. A handful of Marines and crewmen of the *Bard Endeavour* managed to organize hasty defenses around the jump drives, and despite horrific casualties, resisted complete clearance of the jump-drive decks and prevented salvage of the ship. The Solomani did manage to extract a number of valuable operational codes from the ship's computer and the strike teams evacuated.

Three hours later, the Imperial fleet intruder *Bard Endeavour,* with 43 of her defenders still aboard, suffered catastrophic re-entry into the atmosphere of Kagukhasaggan 2. In 1020, Emperor Gavin named the world a war grave, and commissioned a class of warships named for the *Bard's* crew. This action is used as a prime example of both how to conduct a boarding, and more importantly, how to defend against one.

From what can be pieced together, the Gray Masks formed during the Arbellatra Regency (622-629). In the chaos following the Civil War, the excesses of many Marine officers came to light. Hunting down these criminals became a priority for the shamed Marines, and the Masks were born to ensure that nothing like the Civil War happened again. In time, the Gray Masks changed to a more aggressive group, attempting to further the Emperor's ends, rather than just protecting the line.

Gray Masks undertake the blackest of black operations. They have been blamed for atrocities in a dozen subsectors, and for the disappearance of many Imperial critics. The death of Archduke Dulinor has been credited to the group by many conspiracy theorists. According to the traditions, those targeted by the Masks receive a warning in the form of a small gray piece of cloth. Since nothing of this sort has ever been found, the story is probably merely fiction invented to make the Masks even more menacing.

If the Gray Masks do exist, they are a very tightly knit group. Membership is offered only to those who would be able to keep the group's secrets, and are as dedicated to the cause as they are.

Those in a Marine-oriented campaign might run afoul of the Gray Masks in any number of ways. The easiest is to be recruited for membership, but this has its own drawbacks. Membership in the Masks is more perilous than most forms of combat, and is fraught with intrigue (in game terms, an Extremely Hazardous Duty). Marines might also unwittingly interfere in a Mask operation, and earn the enmity of the organization.

Possible the best use in a more straightforward campaign is to have the Marine PCs encounter the Masks in an odd situation, then be called into the colonel's office to be told "you never saw anything." This sort of gambit can quickly take ordinary troops down the road into a very different military world.

Marine Equipment

The Marines are equipped with the finest gear the Imperium can provide. A line Marine will wear a suit of *Redding* assault battledress, and carries a fusion battle rifle. Marine vehicle crews wear *Colom* battledress or combat environment suits, depending on the mission.

The Future of the Marines

Heading into the 1120s, the Marines continue their drive to be the greatest fighting force in history. The Force is always looking for ways to improve itself. One promising experiment is providing each Marine with a small group of drones slaved to his battledress. These would be mostly recon/intelligence modules, but could also be equipped with weapons or even warheads. The concept is to allow each Marine to effectively control more of his area by having better knowledge of his situation.

> *"As the weapons of war change, so will the nature of war change, and though this is an undoubted fact, tactically it must not be overlooked that weapons change because civilization changes; they do not change on their own account."*
>
> *– J.F.C. Fuller*

Another cutting-edge program is the highly secret *Swanson* experimental battledress project. Currently only in the prototype stage, the *Swanson* incorporates TL13 enhancements. Gridlore Technologies, the primary developer, expects to begin field tests of the various systems no later than 1122.

The Gray Masks

The actual existence of the Gray Masks (see pp. 47-48) is left to the Game Master's discretion.

For the most part, the Masks should be used sparingly, even when it comes to their members. A Marine may be involved for years, and only be told to ensure that a certain officer receives orders for a specific assignment. He may never be contacted again. Or he may be asked to kill his best friend.

Those who would investigate the Masks put themselves in grave danger. The Marines who belong to the organization are all long-service professionals, and have all the requisite skills for their jobs. In addition, they can make use of their connections to request aid. The Emperor serves those who serve him.

Those wishing to play members of the Gray Masks should take a -30-point Secret (the Masks will happily kill anyone who threatens their security) and upgrade their Duty to Extremely Hazardous Duty (if not already at that level). They also take 30 points in Patrons and Allies. Being a Gray Mask is a Very Hazardous Duty! A strong Vow or Sense of Duty would be appropriate. A Marine being groomed for membership would do well to take a Secret Patron (see p. CI28) to represent his hidden friends in high places.

Alternately, if the Game Master decides not to use the Masks, a player might take Delusion (I'm a member of the Gray Masks). Or perhaps the Masks *do* exist, but the PC is still delusional. The delusional veteran might even start recruiting new "members" for the organization, drawing the player's Marines into his private world.

Characters

The new recruits shivered in the cold, many of them sneaking glances at Assinibola looming overhead. The corporals had managed to herd them into something resembling straight lines and even formations.

"Attention on deck!" About half the newbies straightened up, at least trying to look alert. "Good morning! I am Sergeant-Instructor Jens Harald Rydholm. You will address me as Sergeant-Instructor, Sir. Do you understand me?" There was a ragged chorus of mumbled affirmations. "I asked you all a question. When I ask a question. I expect to hear a strong response from all of you. ***Do you understand?!****" The response was louder this time, and more of the recruits looked awake – some of them were getting worried. Sgt. Instructor Rydholm touched his pointer to the brim of his white kepi. "The kepi is the mark of an instructor. You will address all Marine instructors by their rank then the word instructor, followed by an enthusiastic sir!*

"You have all had the nerve to attempt to join my Marines! Perhaps you bragged to your friends and family when you received your enlistment. They are not here now. Clear all doubts from your minds. You are not Marines! You are forbidden to even speak the name of my beloved Marines! Do you understand?" They answered, pretty loud, and some even remembered to say, "Sergeant-Instructor, Sir."

"Very well. You are not Marines. But we will ***make*** *you Marines. Sergeant-instructors, take charge of your sections. Begin the Grinder."*

In the Regular Army-O

Troops serving in the Army and Marines perform an amazing variety of jobs and functions. Any occupation or skill needed to support large populations will be found in the services.

Sergeants Run the Army

Armed forces trust a great deal of their day-to-day operations to the senior NCOs. They are responsible for execution of orders passed down from their officers, and, while technically lower in rank, tend to have more direct power in the organization. The authority and influence of senior NCOs in certain matters may come to supersede that of junior commissioned officers.

Any good officer will listen to the advice of his NCOs. They quite often have more experience in organizing and running military operations and usually have many more years of military experience than junior officers. Their advice and opinions are to be valued. A good NCO will see teaching young officers as an important part of his job, and more than one lieutenant has learned his job because of the polite "suggestions" of his platoon sergeant.

Campaign Types

When thinking of military roleplaying, the image that comes to mind is grizzled commandos bristling with armaments pulling off dramatic missions. This is the image popularized in books and films.

What those fictional accounts don't show is the endless training, rehearsals, and nights spent on fire watch. For combat soldiers, life during wartime consists of long periods of boredom, either moving toward the enemy or preparing for the enemy to come to you. While combat is an important part of the game, an endless series of combat sessions quickly devolves into nothing more than a wargame.

Armies are hugely complex organizations, with many, many facets beyond the actual fighters. There are many interesting campaigns in the non-combatant branches.

Medical

Made famous by such television shows as *M*A*S*H* and *China Beach*, the action around a military hospital is filled with possibilities for adventure. The players can be doctors fighting the Army system, intrepid combat medics, or they can be involved in cleaning up a biological "hot zone."

In this type of campaign, medical skills will of course be important. But medics need drivers, supply staff, and protection from enemy troops who may not understand the concept of "noncombatant."

Medics also have the advantage of more freedom of movement than most troops, being free to wander between rear areas and combat zones with impunity.

Engineers

The Imperial Army's engineering battalions are often called in to help out member worlds with large-scale projects. With their heavy equipment and discipline, the engineers have an enviable reputation.

A campaign might take engineers to strange locations to help build (or rebuild) massive constructs. In the post-Fifth Frontier War era, there are many worlds needing such help. This sort of game would appeal to players who like to engage in planning and like to leave a mark on the campaign.

Inspectors General

Good for those who enjoy intrigue and mysteries, gaming out the adventures of the Army Inspector General's office has many possibilities.

When faced with an IG inquisition, soldiers have a code of silence that is almost unbreakable. Breaking that wall and finding the truth is the IG's job. Investigations run from complex crime investigations to deep corruption cases.

For the more Illuminated, a campaign can start as a normal investigation, and then take a very sinister turn . . .

Point Totals

The first question that needs to be answered when putting together a Marine or Army campaign is . . . how many points will the troops be built with?

Realistic Troops

The campaign is designed around fairly normal soldiers. The suggested point total for this sort of game is 100 points. Obviously, more experienced troops will have higher point totals. This type of campaign works best for groups of fairly normal "grunts."

Hardened Veterans

The ***GURPS Traveller*** standard of 150 starting points works well to represent veteran troops within regular units or relative newcomers in elite units.

Cinematic Heroes

A good level for special-operations troops, or for playing in campaigns based on action films or novels. These troops are walking war machines, and they should start at the 200-point level. Soldiers of this nature can easily be built with 300 points or more, most of them invested in a wide variety of skills. Their campaigns should concern one of the Imperium's special warfare units, such as the Sylean Rangers or the Marine Commandos.

Advantages

A number of advantages are either required by, or useful for, troopers.

Required Advantages

Everyone serving in the Imperial Armed Forces must have these two advantages:

Fit (p. CI25) [5] reflects the constant physical training done by the troops. This includes a great deal of running and other endurance-building exercises.

Panimmunity (p. CI29) [5] is provided to all Imperial soldiers via regular broad-spectrum vaccinations. This helps prevent diseases from wiping out entire units. The soldiers have +8 HT when resisting infections.

The templates later in this chapter all include these advantages.

Desirable Advantages

Many of the advantages found in ***GURPS*** are very useful to the soldier. Each of the templates includes some points to be spent on the advantages in the following list.

Acceleration Tolerance (p. CI19) [10]; Alertness (p. B19) [5/level]; Cool (p. CI23) [1]; Combat Reflexes (p. B20) [15]; Danger Sense (p. B20) [15]; Extra Fatigue 1-4 (p. CI24) [3/level]; Extra Hit Points 1-4 (p. CI24) [5/level]; Fearlessness (p. CI25) [2/level]; G-Experience (p. CI24) [10]; Hard to Kill 1-2 (p. CI25) [5/level]; High Pain Threshold (p. B20) [10]; Improved G-Tolerance (p. CI26) [5/level]; Less Sleep 1-5 (p. CI27) [3/level]; Night Vision (p. B22) [10]; Peripheral Vision (p. B22) [15]; Strong Will (p. B23) [4/level]; Toughness (p. B23) [10 or 25]; Collected (p. CI22) [5] or Composed (p. CI22) [5]; Imperturbable (p. CI26) [10].

Military Rank

Soldiers operate in a strictly defined social order. That order is the rank and grade system. Service members are divided into three broad categories: *enlisted, non-commissioned officers*, and *commissioned officers.*

Enlisted (Rank 0) troops are the bottom of the pecking order. These are the privates and Marines who do the actual heavy work. Enlisted personnel spend their time either following orders or trying to dodge their leaders. Rank 0 troops have very little personal freedom of action. The service controls their every move.

Non-commissioned officers (NCO) (Ranks 1-2) are the sergeants. They have the legal authority to give orders to any troops placed under their control. In combat units, the NCOs are the ones who will do the majority of the leading in combat. Sergeants run the military; generals may order, captains may shout, but it takes the NCOs to actually get everything moving. Rank 1 troops have a little more freedom of action, while Rank 2 sergeants are actually quite powerful.

Commissioned officers (Ranks 3-8) are the commanders and leaders. They hold a commission from the Emperor, a duke, or a planetary leader allowing them to issue orders and lead forces. Some joke that Imperial officers are "people who needed a message from the Emperor to get a job." There is of course a great deal of difference between a Rank 3 2nd lieutenant and a Rank 8 general. As he rises in the ranks, the soldier's power increases, but so does his accountability. That lieutenant only has to answer to his company commander, whereas the general has to answer to the commanders of the Army and local nobility.

The Imperial Army and Marines use slightly different ranks:

IMPERIAL ARMY

Level	Rank	*GURPS* Rank	Level	Rank	*GURPS* Rank
E1	Private	0	O1	2nd Lieutenant	3
E2	Private 1st Class	0	O2	1st Lieutenant	3
E3	Lance Corporal	0	O3	Captain	4
E4	Corporal	0	O4	Major	4
E5	Sergeant	1	O5	Lt. Colonel	5
E6	Staff Sergeant	1	O6	Colonel	6
E7	Leading Sergeant	2	O7	Brigadier	7
E8	First Sergeant	2	O8	Major General	7
E9	Sergeant Major	2	O9	Lt. General	8
			O10	General	8

IMPERIAL MARINES

Level	Rank	*GURPS* Rank	Level	Rank	*GURPS* Rank
E1	Recruit	0	O1	Force Ensign	3
E2	Marine	0	O2	Force Lieutenant	3
E3	Marine 1st Class	0	O3	Force Captain	4
E4	Corporal	0	O4	Force Commander	4
E5	Sergeant	1	O5	Lt. Colonel	5
E6	Gunnery Sergeant	1	O6	Colonel	6
E7	Section Sergeant	2	O7	Brigadier	7
E8	Ship Sergeant	2	O8	Marshal*	7
E9	Fleet Sergeant	2			

* The Marines have no equivalents to the Army's two highest ranks, and currently do not use the rank of marshal; see p. 47.

The "Level" entry is based on current U.S. usage. It is used in this book only to clarify the relationships among different Army and Marine ranks. The Imperium does not actually use this terminology!

Rank costs 5/level. The rank of the troopers must be appropriate to the campaign theme. While playing a dashing Marine brigadier might be fun, it will be a little out of place if the game is about a single squad. In the Third Imperium, those with Military Rank (p. B22) receive a free level of Status for every three levels of Rank purchased, rounded to the nearest Status.

Character Clichés

Over the years, military fiction has developed a dependable set of character types. At least a few of these clichéd stereotypes seem to show up in every film or book. And the fact is these types exist in the real armed forces.

The Opie

Opies are guys from rural areas, low population planets, or backward areas. They enter the service wide-eyed and innocent, and can get badly shocked by what they see. Conversely, Opies are sometimes the best equipped to handle the rigors of military service, having grown up under tough circumstances.

When creating an Opie, disadvantages like Easy to Read (p. CI89), Gullibility (p. B33), Oblivious (p. CI92), Shyness (p. B37), and Truthfulness (p. B37) help set the persona of a fairly unsophisticated farm kid.

On the other hand, Opies will probably be very true to their friends, and bring with them some very useful field skills. Advantages such as Common Sense (p. B20), Luck (p. B21), and occasionally Unfazeable (p. CI31) are characteristic.

The best example of an Opie in popular culture is the title character of the *Gomer Pyle, U.S.M.C.* TV series.

The Get-Over Artist

The get-over artist is the trooper who will always find the way of doing the task at hand with the least possible amount of effort. This soldier is not shirking the work, but just fails to see why it should not be as easy as possible. Get-over artists often cannot see the necessity of certain tasks, much to their sergeant's frustration.

The prime characteristic for a get-over artist should be Laziness (p. B34). Get-over artists might want to consider some points in Fast-Talk (p. B63) and a few levels in Charisma (p. B19) to charm their leaders into giving them the easy jobs.

The Casanova

This type believes the service exists to provide him or her with opportunities for romance. Casanovas will probably be able to locate companionship on PR 1 worlds.

Casanovas should take Sex Appeal (p. B64) and Charisma (p. B19). A few points to raise the trooper's Appearance (p. B15) and Fashion Sense (p. CI24) round out a real lady-killer.

The ultimate military Casanova in modern fiction was Capt. James T. Kirk of *Star Trek* fame.

Continued on next page . . .

Character Clichés

[Continued]

A variant is the anti-Casanova. This soldier has Delusion (I am irresistible and attractive) (p. B32). Give this person an Odious Personal Habit (p. B26) to explain why he keeps striking out. Anti-Casanovas never really understand that they are being dumped, so Clueless (p. CI87) may be a good disadvantage as well.

The Flag-Waver

Flag-wavers are those soldiers who are so patriotic that they are almost blinded by their devotion. They will speak of the "honor" and "privilege" of serving while scrubbing floors.

Fanaticism (p. B33) is a must for a flag-waver. Intolerance (Anybody who disagrees with me) (p. B34) and Delusion (We are the greatest thing in all history) are also common.

The Businessman

Businessmen are in the service to make a quick credit. Doesn't matter how, they will do it. A large number of businessmen are found in supply rooms and in the Army Transportation and Material Corps.

Most businessmen will try to stick to legal means of making their cash, stooping only to accept small bribes to do small favors. Others will go completely over the edge into blatantly illegal activities. There is always a market for standard-issue equipment, and soldiers on deployment never have enough comfort items.

The businessman PC will of course have Merchant skill (p. B64), and should also possess skills that allow him to negotiate. Fast-Talk or Diplomacy (p. B63) are best for this. Most businessmen will be Greedy (p. B33) and may even suffer from Miserliness (p. B34). Those operating on the wrong side of the law will have a Secret (p. CI78) likely to put them in jail.

The Scrounger

Scroungers are the troops the colonel comes to when he needs to secure a piece of equipment and the regular supply channels are not helping. Scroungers are the company clerks and supply sergeants. A wise officer never asks *how* they work their magic, they are just thankful to have the soldier around.

There are three main requirements for a scrounger; Scrounging and Diplomacy skills, and Contacts (p. B234). Eidetic Memory (p. B20) is useful for the scrounger trying to remember who has what the unit needs, where that person's unit is, and what they might want in return.

Continued on next page . . .

Awards and Decorations

Compared to some cultures, the Imperium is fairly stingy about giving medals out. The Imperium only has a few awards for heroism, and a mere handful of non-combat decorations.

Being awarded medals can significantly enhance a soldier's Reputation with his fellow troops. Troops who have won the Starburst for Extreme Heroism should at least take a +2 Reputation (Large group, sometimes) [3].

Most awards are issued in grades, depending on how many times the particular award has been received by a particular soldier. The first through fifth receipts are awarded in the third grade, signified by a blue ribbon. The sixth through 10th are awarded in the second grade, with a red ribbon. The 11th and further receipts are awarded in the first grade, with a red and black ribbon.

Meritorious Conduct Under Fire

The lowest level of valor award, the MCUF is given for risk-taking slightly above the norm seen in combat. Most combat troops will collect more than a few of these during their careers. The medal itself is an eight-sided piece, 1.25" across, engraved with a soldier motioning others to follow him. Around the edge of the engraving are the words *With Great Merit and Dedication to the Service.*

Medal for Conspicuous Gallantry

Considerably harder to win than the MCUF, the MCG is given for outstanding acts of bravery on the battlefield. To win the MCG, a trooper needs to do something outstanding. Rallying one's side to victory against difficult odds; single-handedly winning a small engagement; overcoming one's wounds to finish the mission . . . these are the things that win the MCG.

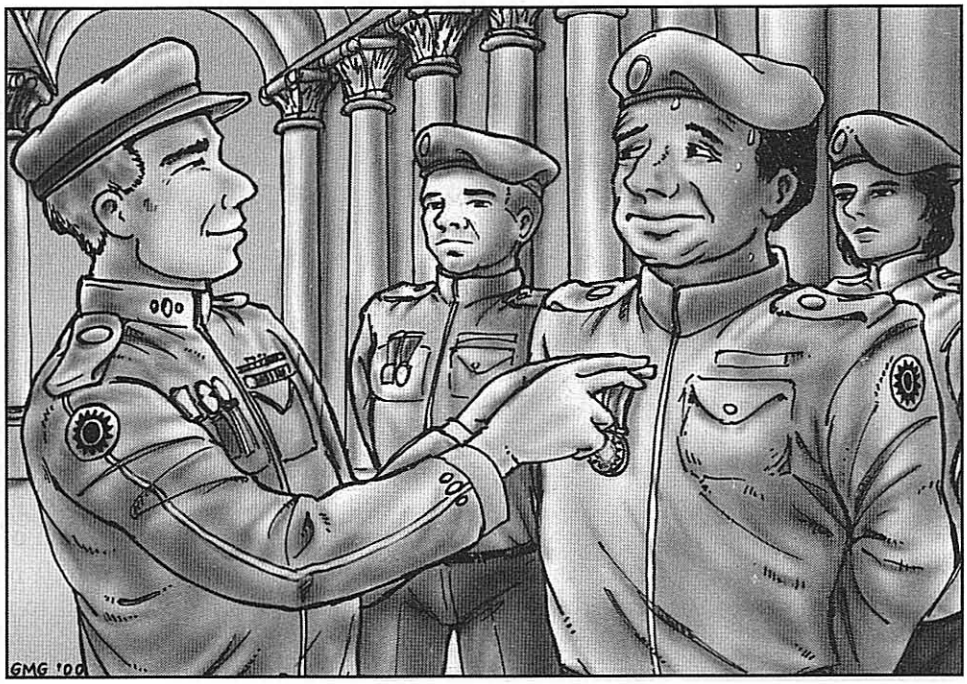
The medal is hexagonal, similar in size to the MCUF with a gold tint. On the medal's face is a depiction of Diirdi Khirashkur, a legendary Vilani folk hero who defeated an army by means of skill and trickery. Arcing over the depiction are the words *For Gallantry.*

The Starburst for Extreme Heroism

The highest award for courage the Imperium awards, this medal is an exception to the rules concerning the different classes of award presented above. No matter how many SEHs you win, each one is a distinct award.

The Starburst is given only for the most extreme acts in the service of the Imperium. The act has to be without any regard for personal safety or survival, and against overwhelming odds. The list of winners of the Starburst is full of soldiers who died earning the honor.

The Starburst is worn on a 1"-wide cloth ribbon around the neck. The medal is a 3" stylized Imperial Sunburst carved in precious stones of the correct branch color set in iridium. Engraved on the rear of the medal is *With the Gratitude of the Emperor and Imperium, Our Thanks to (soldier's name) of (soldier's homeworld) for (His/Her) Actions on (place where medal was won) on (date of action).* The medal will be signed by an authorized Imperial official, usually a duke or archduke.



Gikhikese (Wound Award)

Literally translated as "blooded fighter," the Gikhikese (*GEE-kee-KAY-zee*) is awarded to those wounded in combat. This award uses a modified version of the award grade system. The first five awards are bronze, the sixth through 10th are silver, and 11 or more awards are issued in gold. Soldiers call the gold Gikhikese the "expert pop-up target award."

The Gikhikese is an oval badge worn on the uniform jacket, about 1.5" across. It depicts a winged figure holding a body in combat gear. The medal is finished in the correct color for the grade of award.

Combat Service Ribbon

Soldiers receive a CSR when they participate in a recognized campaign. The Sector Command is responsible for making the decision on what constitutes a campaign. As an example, the entire Fifth Frontier War was boiled down to three separate campaigns. Campaign ribbons will hold bars naming any notable or famous battles the soldier participated in during the campaign. A soldier who fought in the Abyss Campaign of the Fifth Frontier War might wear bars for the Relief of Lanth and a bar that simply reads "Gram." Officers who were in a command position during the majority of the campaign receive a slightly different award, called the Combat Command Ribbon.

Patrons, Contacts, Allies, and Enemies

The Army and Marines are huge but closely knit organizations. Soldiers will gain friends and rivals, and with enough service may be able to call upon a wide variety of old buddies for help or information.

Character Clichés

[Continued]

Scroungers differ from businessmen in that the businessmen are doing deals for personal profit, while the scrounger does it for the good of his unit. Radar from *M*A*S*H* is an excellent example of a scrounger, as is James Garner's character in *The Great Escape.*

The Old Sarge

This trooper has been in too long and seen too much. He might be a legend, or just another face in the crowd. What he always is is a skilled professional. Old sarges should be treated as masters of their craft.

Old sarges, having seen the horrors of war, generally feel a Sense of Duty (p. B39) to the soldiers under their command. They often drink, and may have an alcohol-related quirk (p. CI79). They may have a Guilt Complex (p. CI90) or even Flashbacks (p. CI90) from past battles.

On the positive side, an old sarge can be expected to have several levels of Strong Will (p. B23).

Lee Marvin's anonymous sergeant from the 1980 film *The Big Red One* and John Wayne's portrayal of Striker in *Sands of Iwo Jima* are prototypes for the classic old sarge.

The Lucky Guy

As the name suggests, the trooper is just plain lucky. His paperwork seems to move faster, his weapons never malfunction, the cleaners never lose his dress uniforms the day before a command inspection, and he never seems to be in sight when the first sergeant needs people for an awful task.

Luck (p. B21) is the primary advantage of the lucky guy. Serendipity (p. CI30) is a good alternative. In more cinematic or silly campaigns, Ridiculous Luck (p. CI29) might be allowed.

Remember that luck can sometimes be deceptive; if the lucky soldier breaks his leg the week before his entire squad is wiped out, that leg injury would be considered pretty lucky!

The Bookworm

You can recognize this soldier by the top of his head. He is constantly reading *something* wherever he goes. The bookworm takes books to the field, to meals, and will even have one hidden somewhere during formations.

Continued on next page . . .

Character Clichés

[Continued]

Bookworms will have Compulsive Behavior (Has to read) (p. B32). In peacetime, this will be a -5 point Disadvantage. Being a bookworm in combat can be much more dangerous. Since they do read so much, bookworms are good candidates for a number of obscure knowledge skills like Area Knowledge (p. B62), History (p. B61), or other Scientific skills. These should be bought at the 1/2-point level.

Because they are so solitary, bookworms can suffer from Shyness or be Loners (p. CI61). Their solitary habits could even reach the point of being an Odious Personal Habit (Ignores everyone).

The Party Animal

This trooper knows the location of every club, bar, and dance hall within a day's travel. He thinks nothing of going out seven nights a week for fun. Somehow, he never seems to get tripped up by this behavior. Marine party animals on long patrol will probably set up a still and wire battledress to play dance music.

Party animals should have Compulsive Carousing (p. CI87) along with a fairly high level in Carousing (p. B63). To help deal with all the parties and still operate as a soldier, No Hangover (p. CI28) is recommended. Many party animals will have Odious Personal Habits, or one of the alcohol-related Quirks (p. CI79).

Casanovas and party animals are natural companions, and are often found operating together, both in the field and in town.

The Hand of God

This individual is convinced that his service is a religious duty, and that he has been given his skills by his particular deity. Hands are often found in solitary combat roles, such as fighter pilots or as snipers.

Hands should have Fanaticism (p. B33), as well as Delusion (I am God's instrument of death). Odious Personal Habit (Extremely devout) is also a common earmark of this type of soldier.

Advantages may include Cool (p. CI23), Fearlessness (p. CI25), Strong Will (p. B23), Collected (p. CI22), Composed (p. CI22), Imperturbable (p. CI26), and Knowledge of a particular religion or religious text.

The sniper Jackson in *Saving Private Ryan* illustrates this character type well.

Patrons (see p. B24) do exist inside the military structure. Senior service members will often look after and guide the careers of promising underlings, either out of altruistic feelings or to curry support for past favors done.

The power of a Patron will be limited by military law and etiquette. Yes, a corporal may have the Marshal of Lanth as his patron, but even he will not be able to have the charges of high treason casually dismissed. A well-conceived Patron can be a great asset to a military campaign.

Contacts (see p. CI22) are an excellent advantage when building long-service NCOs. A good sergeant will have any number of friends from his earlier days in the service, and these friends may be in all sorts of interesting and helpful positions.

These Contacts are not the soldier's closest friends; they are past acquaintances from old assignments. They may ask for favors in return for their aid.

Allies (see p. B23) are your good friends in the service, the guys you can really count on. Allies should be built on the same point level as the PCs, if they are in the same type of unit. If a Sylean Ranger has a 98-lb. finance clerk as his Ally, that clerk probably will not be built on the same 300 points as the Ranger. These Allies are also in the military, and will be forced to attend to their own duties much of the time. Their chance of randomly appearing, or being available to aid the troopers, should be kept low.

Enemies (see p. B39) in a military game are not likely to be the ones who will try to kill you on sight. They might set you up to die, but are more likely to try and destroy your career, ruin your family name, and have the satisfaction of attending your court-martial. Enemies of this nature work especially well in officer-based games, sergeants being usually willing to take the Enemy off to a secluded spot to "have it out" one on one.

Another interesting Enemy for a soldier is the powerful civilian with a grudge against the military or the soldier in particular. Fending off the attacks of someone whom the trooper is sworn to defend makes for an interesting dilemma.

Disadvantages

Several disadvantages are either prohibited or not very likely to be seen in a professional soldier. Others that would be considered disadvantages in the civilian world are just the sort of thing that make good soldiers.

Required Disadvantages

Duty (p. B39) [-15] is required of all soldiers on active service. The military is not known for allowing its members to go off on a whim and without leaving any information on where they are going. Troopers in campaigns that involve frequent combat or who are in special warfare units should take Extremely Hazardous Duty (p. CI78) [-20], instead.

Desirable Disadvantages

Some disadvantages are very common among soldiers, and actively fostered by the Imperial military culture.

Code of Honor (p. B31) is common among soldiers, either the Enlisted Man's version (Take care of your buddies; do your duty; pull more than your share; obey orders; treat honorable enemies with respect and civilians kindly; wear the uniform with pride) for -10 points, or the Officer's version (Bring honor to your unit, service, and the Imperium; lead from the front and by example; look out for the welfare of your troops in every aspect; wear the uniform with pride), also -10 points.

Fanaticism (p. B33) [-15] is common. Elite troops in particular tend to hold strong sentiment about their unit, homeworld, or arm of service. Fanaticism would not be out of place for any soldier, and a non-fanatic in an elite outfit might be considered a "misfit."

Acceptable Disadvantages

These disadvantages are allowable for active-duty troops. The *Desirable Disadvantages* from p. 54 should also be considered part of this list.

Acceleration Weakness (p. CI79) [-5] is not a very likely choice for Marines, but Army troops might well have this problem.

Bad Sight (p. B27) [-10] can be had only at the correctable level. This will be unusual in the Imperium. The player should be ready to explain why his character hasn't had his eyes fixed.

Bloodlust (p. B31) [-10] is not uncommon among troops who have been in a bad campaign. The urge to see your enemy dead can be overwhelming.

Callous (p. CI86) [-6] is common among very long-service troops. It is a good way to portray a soldier who has seen too much.

Chummy (p. CI87) [-5] is a good disadvantage for members of the artillery or vehicle crewmembers.

Compulsive Behavior (p. B32) [-5 to -15] is common; any number of possible behaviors, from carousing to gambling, are tolerated by the service as long as the soldier is able to perform his duties.

Dependents (p. B38) [varies] are not unheard of, despite the old saying that, "If the Army wanted you to have kids, they'd issue them to you." It would be a rare thing for a trooper's children to suddenly be in a war zone, but worries about family members would be a factor in any soldier's mind.

G-Intolerance (p. CI81) [-10/-20] is tough on troopers – the soldier is going to be *miserable* when deployed to worlds other than his home. G-Intolerance is not appropriate for Imperial Marines.

Gluttony (p. B33) [-5] is fairly common among soldiers. Many young soldiers can't seem to ever eat their fill. Many old veterans of hard campaigns will always have food hidden away somewhere.

Greed (p. B33) [-15] will be fairly uncommon, but can be very interesting if coupled with Compulsive Behavior (Gambling).

Gullibility (p. B33) [-10] is appropriate, since most soldiers are quite young and have little experience in the ways of the world. They are natural targets for all manners of con men and thieves.

Impulsiveness (p. B33) [-10] is another characteristic of younger, less-experienced troops.

Intolerance (p. B34) [varies] can be aimed at any number of groups by soldiers. Common targets are civilians, rival services, nobles, or non-combat troops.

Laziness (p. B34) [-10] defines the "get-over artist" (see p. 51).

Lecherousness (p. B34) [-15] is a hallowed tradition among some units, though it can cause all sorts of trouble.

Obsession (p. CI93) [-5 to -15] can have a wide variety of effects in a military setting, from the fairly harmless or beneficial (make it into the Sylean Rangers, make brigadier) to the extremely dangerous.

Odious Personal Habits (p. B26) [-5 to -15] are commonplace. Troopers do any number of obnoxious things: swearing, spitting, using the family pet for target practice. This also would cover annoying superstitions.

Overconfidence (p. B34) [-10] is very common among military units, especially those that have a claim to being elite.

Post-Combat Shakes (p. CI93) [-5] is found in all branches and all ranks. It is not an indication of cowardice, but a bad reaction to the stress of combat.

Space Sickness (p. CI84) [-10] cannot be taken by Marines. While the majority of spacecraft and orbital stations in the Imperium have artificial gravity, troops will be exposed to zero gee from time to time.

Stubbornness (p. B37) [-5] is often seen in senior officers and NCOs. This can greatly enhance a soldier's image with his troops, if roleplayed well.

From Civilian to Soldier

The following describes how civilian recruits are transformed into untried but trained soldiers during basic and advanced training. It can be used to help design a campaign in which the PCs start out as recruits, beginning basic, or serve as drill instructors.

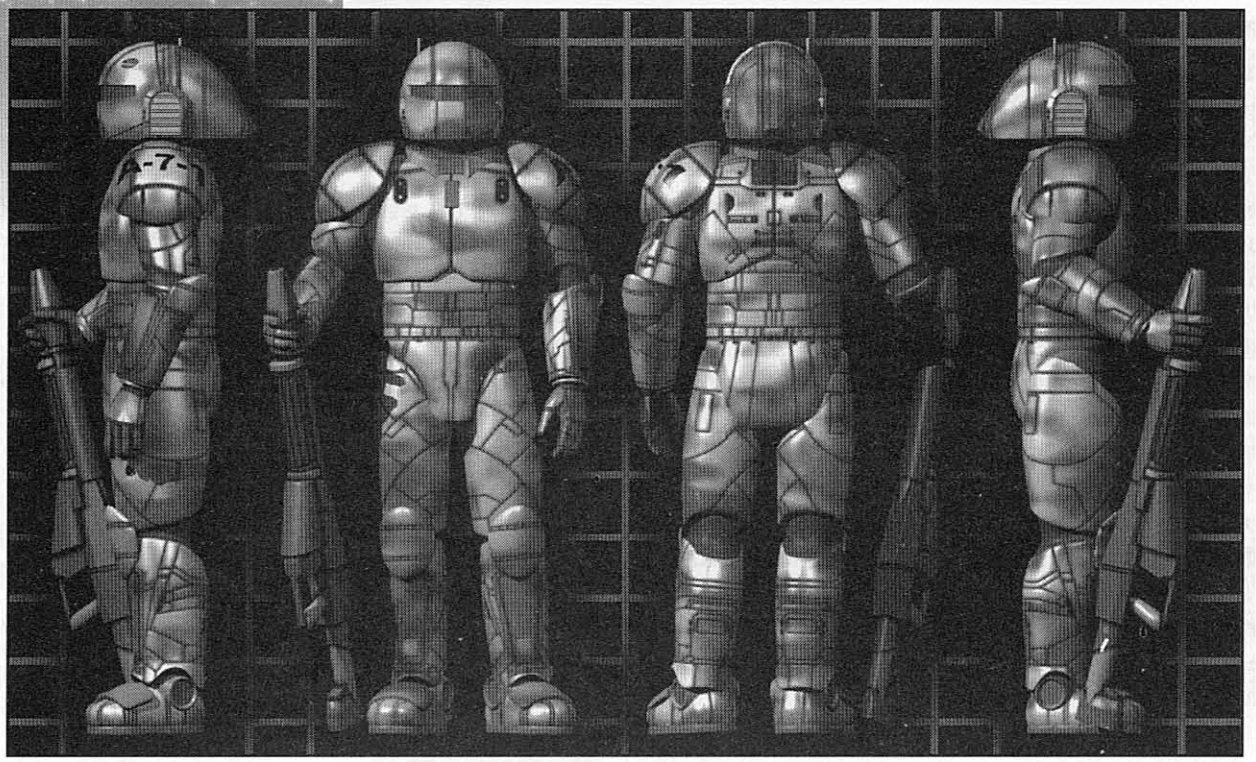
The new recruit obtains his Panimmunity via TL12 medicine upon enlisting. The other required advantage – Fit – isn't so easily obtained. Army basic training and Marine Phase I training take 12 seven-day weeks, consisting of *at least* 12-hour days. (A 12-hour day is a vacation in the Grinder.) At the end of this time, the recruits will possess the Fit advantage. (In essence, they've trained for 1,008+ hours to purchase it at ***GURPS***' usual 1 point per 200 hours invested. Advantages normally cost double to purchase after character creation, but the GM should waive this rule in this instance.)

Marines average more like 1,500 hours spent training in Phase I, which means that a fast-talking player might convince the GM to let him take 1 or 2 points in some appropriate advantage (Temperature Tolerance and Fearlessness are two good examples) as additional Phase I benefits.

This same period also can be considered *Quick Learning Under Pressure* time (pp. CI114-116) for Savoir-Faire (Military). Only the most incredibly dense recruit will not have a half-point in this skill by the end of basic.

Army advanced training and Marine Phase II training also are *Quick Learning Under Pressure* periods. This training usually takes six six-day weeks, but in the Army can vary considerably by subsector and specialty. This means that, for every primary skill *with a default*, the recruit can roll vs. IQ 18 times if Easy, 9 times if Average, four times if Hard, and twice if Very Hard. Per the *Quick Learning* rules, each success increases the recruit's default by 1, until three successes give him a half-point investment in the skill.

The 20-week Marine Phase III training (and the latter stages of many Army advanced-training courses) is handled as *Intensive Training* per pp. CI116-117. This training phase generally employs one instructor per 10 recruits, regardless of the skill being taught. Therefore, mental skills will require considerable instruction periods, while physical skills will improve much more quickly. The average Phase III/advanced training instructor can be considered to have Teaching-13 and a skill level of 18 in Gunner, Guns, or Beam Weapons, or 16 in other topics. A few will be *much* more skilled.



Discouraged Disadvantages

There are some disadvantages that are completely incompatible with the military life. Players can choose to build soldiers with these disadvantages, but they will cause problems far beyond those found in civilian life:

Addiction (to an illegal substance), Alcoholism, Amnesia, Bad Back, Berserk*, Blindness, Cannot Learn, Chronic Depression, Color Blindness, Combat Paralysis, Confused, Cowardice, Deafness, Delicate Metabolism, Delusions, Dependency, Dwarfism, Dyslexia, Epilepsy, Fat, Flashbacks, Gigantism, Glory Hound, Hard of Hearing**, Hemophilia, Hunchback, Kleptomania, Lame, Lunacy, Manic-Depressive, Megalomania, Mute, Night Blindness, No Depth Perception, One Arm***, One Eye***, One Hand***, Pacifism, Paranoia, Phobias, Pyromania, Quadriplegic, Reclusive, Split Personality, Terminally Ill, Trickster, Unfit, Very Unfit, Voices.

* In some cultures, this trait would be prized for special suicide-squads.

** This might be found in very long-service personnel working desk jobs.

*** With Imperial technology, these disadvantages can be countered with mechanical replacements. There is a strong anti-bionic sentiment in the Imperium that will affect troops who have prosthetic limbs. See p. GT109.

Modified Disadvantages

Combat Paralysis (Battledress) [-10] is a limited version of Combat Paralysis (p. B32). You have spent most of your fighting career in battledress, enjoying the protection of the armor and having advanced sensors pinpoint your targets for you. The shock of being on a battlefield without your armor causes you to freeze up. This only applies in mortal combat; the trooper can handle fistfights and brawls.

"Wars may be fought with weapons, but they are won by men. It is the spirit of the men who follow and of the man who leads that gains the victory."
– Gen. George S. Patton, Jr.

Service Academies

Potential Army officers may choose to attend one of the Imperial Service Academies. There is at least one Academy in almost every subsector.

Those who attended an Academy as part of their background will receive the following skills package: Diplomacy (M/H) IQ-2 [1]; Engineer (any) IQ [4]; History IQ-3 [1/2]; and Law (M/H) IQ-3 [1/2]. If the officer's character template already contains any of these skills, simply make the officer invest additional points sufficient to raise Diplomacy, History, or Law by 1, or Engineer by 2. Optionally, the officer could invest in different specializations of all these skills save Diplomacy.

Graduates also receive 8 points in additional Scientific skills, of which at least 4 points must be in a single skill.

Academy graduates tend to watch out for each other, so Contacts would not be inappropriate, nor would Ally or Patron (superior Academy graduate).

Character Templates

The following templates represent *active* service in the Unified Armies or Imperial Marines. They vary considerably from the templates on pp. GT100-105, which are meant to represent Army and Marine veterans who have mustered out. See p. 62 for more information on integrating previous military templates in a ***Ground Forces*** campaign.

Military Schools

A soldier's military career may be additionally fleshed out by selecting from the schools and enhancements listed here. All of them are optional. Some schools will not mesh well with certain templates, because both school and template invest points in the same skill.

In such cases, the player should add the point investments from school and template. If this investment doesn't fall precisely on the amount needed for a skill level, he should then add however many more points are needed to do so.

Protected Forces Training (+3 points). Add Vacc Suit (M/A) IQ-1 [1]; Free Fall (P/A) DX [2].

Specialist School (varies). Choose one of the following:

Medical: Increase First Aid to 13 [1½]; add Diagnosis (M/H) IQ-3 [½]-9.

Commo: Raise Electronics Operation (Commo) to 13 [varies].

Admin: Add Administration (M/A) IQ [2]-12.

Forward Observer: Raise Forward Observer to 13 [varies].

Cross-training (+4 points): Select a template other than the soldier's own (exception: players cannot choose Sylean Ranger). Take 4 points of skills from that template's Primary Skills. This represents time spent learning another branch's job.

Raider Training (+8 points): Add Demolition (M/A) IQ [2]-12; Engineer (Combat) (M/H) IQ-1 [2]-11; Explosive Ordnance Disposal (M/H) IQ-1 [2]-11; Traps (M/A) IQ [2]-12.

Rank Packages

NCO: Rank 1 [5] or Rank 2 [10]; minimums of Administration-12, Leadership-11.

Commissioned Officer: Minimums of Rank 3 [15+]; Administration-12; Leadership-12.

Imperial Army

The soldiers of the Unified Armies are a diverse lot, drawn from 11,000 worlds. Despite their differences, they all receive much the same basic training.

Infantry — 85 points

You are the guy who does the hard jobs. The tankers look flashy, and the missile jocks can flatten miles of terrain, but only the grunts on the ground can go in and clear out the enemy the old-fashioned way, face to face.

Attributes: ST 11 [10]; DX 11 [10]; IQ 12 [20]; HT 11 [10].

Advantages: Fit [5]; Panimmunity [5]; and 20 additional points in *Desirable Advantages* (p. 50).

Disadvantages: Duty [-15] and -20 points from the *Acceptable Disadvantages* (p. 55).

Primary Skills: Armoury (Small arms) (M/A) IQ-1 [1]-11; Brawling (P/E) DX [1]-11; Camouflage (M/E) IQ-1 [½]-11; Climbing (P/A) DX-1 [1]-10; Electronics Operation (Comm) (M/A) IQ-2 [½]-10; First Aid (M/E) IQ-1 [½]-11; Forward Observer (M/A) IQ-2 [½]-10; Gunner (Gauss) (P/A) DX+1 [1]-12*; Guns (Light auto) (P/E) DX+4 [4]-15*; Guns (RAM grenade) (P/E) DX+1 [½]-12*; Hiking (P/A) HT [2]-11; Knife (P/E) DX-1 [½]-10; NBC Warfare (M/A) IQ-1 [1]-11; Orienteering (M/A) IQ [2]-12; Piloting (Grav) (P/A) DX-2 [½]-9; Savoir-Faire (Military) (M/E) IQ-1 [½]-11; Survival (two types) (M/A) IQ [2 each]-12; Tactics (M/H) IQ-1 [2]-11; Throwing (P/H) DX-1 [2]-10.

Secondary Skills: Administration (M/A) IQ-1 [1]-11; Area Knowledge (Duty station) (M/E) IQ [1]-12; Demolition (M/A) IQ [2]-12; Electronics Operation (Sensors) (M/A) IQ [2]-12; Fast-Draw (Magazine) (P/E) DX [1]-11; Gunner (Guided missiles) (P/A) DX+1 [1]-12*; Guns (Pistol) (P/E) DX+2 [1]-13*; Mechanic (type) (M/A) IQ [2]-12; Scrounging (M/E) IQ [1]-12; Survival (type) (M/A) IQ-1 [1]-11; Traps (M/A) IQ [2]-12.

Skill Packages:

Rapid Interface Infantry (+7 points): Add Battlesuit (P/A) DX+1 [4]-12; Beam Weapon (Plasma or laser) (P/E) DX+2 [1]-13*; Parachuting (P/E) DX+1 [2]-12.

Cavalry — 65 points

The cavalry has always been the arm of decision, slashing across the battlefield in dashing attacks. Today, you ride in 100 tons of whispering death, armed with weapons that run hotter than some stars. If you are very lucky, you'll survive your first fight.

Attributes: ST 10 [0]; DX 11 [10]; IQ 12 [20]; HT 11 [10].

Advantages: Fit [5]; Panimmunity [5]; and 20 additional points in *Desirable Advantages* (p. 50).

Disadvantages: Duty [-15] and -20 points from the *Acceptable Disadvantages* list (p. 55).

Primary Skills: Armoury (Vehicular weapons) (M/A) IQ-2 [1/2]-10; Brawling (P/E) DX-1 [1/2]-10; Electronics Operation (Commo) (M/A) IQ-1 [1]-11; Electronics Operation (Sensors) (M/A) IQ-1 [1]-11; Engineer (Combat) (M/H) IQ-2 [1]-10; First Aid (M/E) IQ-1 [1/2]-11; Forward Observer (M/A) IQ-1 [1]-11; Gunner (Beam) (P/A) DX+2 [2]-13*; Guns (Pistol) (P/E) DX+2 [1]-13*; Mechanic (AFV) (M/A) IQ-1 [1]-11; NBC Warfare (M/A) IQ-1 [1]-11; Piloting (Grav) (P/A) DX+1 [4]-12; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-11; Survival (type) (M/A) IQ-1 [1]-11; Tactics (M/H) IQ [4]-12.

Secondary Skills: Administration (M/A) IQ-1 [1]-11; Area Knowledge (Duty station) (M/E) IQ [1]-12; Camouflage (M/E) IQ [1]-12; Demolition (M/A) IQ [2]-12; Gunner (Gauss) (P/A) DX+1 [1]-12*; Knife (P/E) DX [1]-11; Leadership (M/A) IQ-1 [1]-11; Scrounging (M/E) IQ [1]-12; Survival (type) (M/A) IQ-1 [1]-11.

* Includes +2 for IQ.

Artillery — 65 points

Since the invention of gunpowder, the artillery has been the King of Battle. You control enough firepower to devastate hundreds of square miles, and can strike at foes across entire continents. Let the other troops call you a gun bunny or missile monkey; you know that when they need help, they'll call on you.

Attributes: ST 11 [10]; DX 11 [10]; IQ 12 [20]; HT 10 [0].

Advantages: Fit [5]; Panimmunity [5]; and 20 additional points in *Desirable Advantages* (p. 50).

Disadvantages: Duty [-15] and -20 points from the *Acceptable Disadvantages* list (p. 55).

Primary Skills: Armoury (Vehicular weapon) (M/A) IQ [2]-12; Brawling (P/E) DX [1]-11; Engineer (Combat) (M/H) IQ-1 [2]-11; Forward Observer (M/A) IQ [2]-12; First Aid (M/E) IQ-1 [1/2]-11; Gunner (Beam and Guided missile) (P/A) DX+3 [4 each]-14*; Guns (Light auto) (P/E) DX+2 [1]-13*; Mechanic (AFV) (M/A) IQ-1 [1]-11; NBC Warfare (M/A) IQ-1 [1]-11; Piloting (Grav) (P/A) DX-1 [1]-10; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-11.

Secondary Skills: Administration (M/A) IQ-1 [1]-11; Area Knowledge (Duty station) (M/E) IQ [1]-12; Camouflage (M/E) IQ [1]-12; Demolition (M/A) IQ [2]-12; Gunner (Gauss) (P/A) DX+1 [1]-12*; Guns (Pistol) (P/E) DX+1 [1/2]-12*; Knife (P/E) DX-1 [1/2]-10; Leadership (M/A) IQ-1 [1]-11; Scrounging (M/E) IQ [1]-12; Survival (type) (M/A) IQ-1 [1]-11.

* Includes +2 for IQ.

Support Personnel — 30 points + specialty cost

The combat troops either laugh at you or hold you in contempt. But you, and the generals, know the truth: Without you and your skills the Army wouldn't last five days. You may be an MP, an engineer, or even a cook, but you are part of the Black Sun Brotherhood just the same.

Attributes: ST 10 [0]; DX 11 [10]; IQ 12 [20]; HT 10 [10].

Advantages: Fit [5]; Panimmunity [5]; and 20 additional points in *Desirable Advantages* (p. 50).

Disadvantages: Duty [-15] and -20 points from the *Acceptable Disadvantages* list (p. 55).

Primary Skills: Electronics Operation (Comm) (M/A) IQ-2 [1/2]-10; First Aid (M/E) IQ-1 [1/2]-11; Guns (Light auto) (P/E) DX+1 [1/2]-12*; Knife (P/E) DX-1 [1/2]-10; NBC Warfare (M/A) IQ [2]-12; Piloting (Grav) (P/A) DX-2 [1/2]-9; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-11.

MOS Skills:

Communications (+15 points): A battalion can be spread over a hundred square miles, dodging around mountains and doing a dozen different things. The key to maintaining control is

communications. Your job is to ensure that the lines stay open. Take Computer Operation (M/E) IQ [1]-12; Electronics Operation (Comm) (M/A) IQ+1 [4]-13; Electronics Operation (Sensors) (M/A) IQ+1 [4]-13; Electronics Operation (Security) (M/A) IQ [2]-12; Electronics (any) (M/H) IQ [4]-12.

Engineer (+20 points): The combat engineer is responsible for building it up and then tearing it down. Your duties include preparing fortified positions, setting minefields and clearing the same, constructing temporary shelters, and disposing of unexploded ordnance. At any time, you will drop your tools and pick up your rifle to defend your work. Take Armoury (any) (M/A) IQ-1 [1]-11; Carpentry (M/E) IQ [1]-12; Computer Operation (M/E) IQ [1]-12; Demolition (M/A) IQ+1 [4]-13; Engineer (Combat) (M/H) IQ+1 [6]-13; Explosive Ordnance Disposal (M/H) IQ [4]-12; Gunner (Beam) (P/A) DX+1 [1]-12*; Mechanic (any) (M/A) IQ [2]-12.

Cook (+2 points): Not the most adventuresome life in the service, but you get to travel, and *everybody* wants to be friends with the guy who has the key to the food lockers. Take Cooking (M/E) IQ [1]-12 and Scrounging (M/E) IQ [1]-12. Many food-services personnel develop a secret skill in Distilling (M/A).

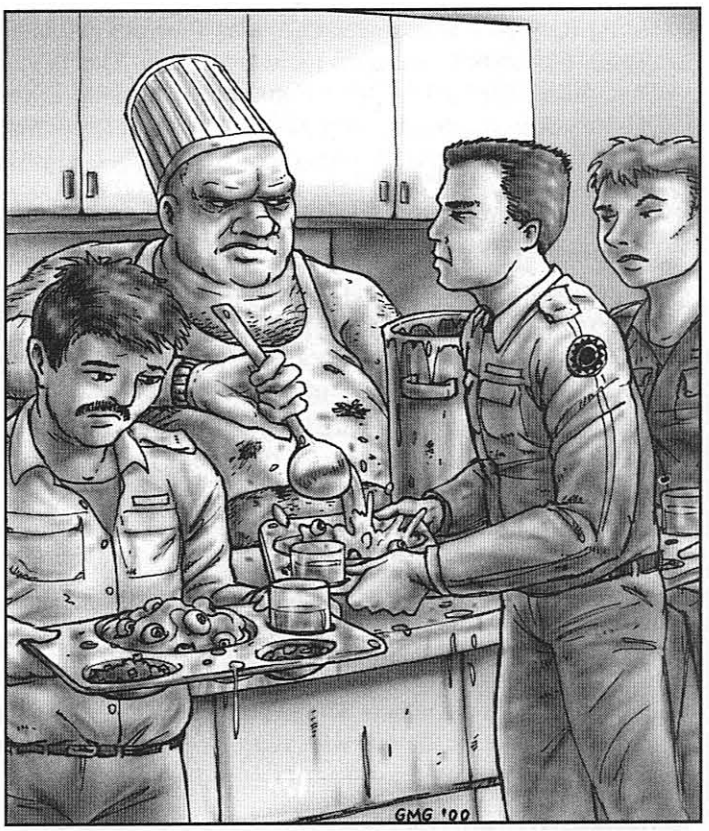
Logistics (+15 points): Your view of the Army is of an abyss that swallows material faster than it can be brought in. The front-line units are always short on something, and it is your job to make sure it gets where it needs to be, and that it gets there in a timely manner. Take Administration (M/A) IQ+2 [6]-14; Electronics Operation (Comm) (M/A) IQ [2]-12; Freight Handling (M/A) IQ+1 [4]-13; Merchant (M/A) IQ-1 [1]-11; Scrounging (M/E) IQ [1]-12; Piloting (Grav) (P/A) DX-1 [1]-10.

Mechanic (+15 points): Ever seen a colonel fixing his own tank? Never happen. So they turn to the mechanics in the vehicle pool. This may not be the most exciting job the Army has to offer, but it is one of the most useful. Take Armoury (any) (M/A) IQ+1 [4]-13; Electronics (any) (M/H) IQ [4]-12; Gunner (Gauss) (P/A) DX+2 [2]-13*; Mechanic (any) (M/A) IQ+1 [4]-13; Scrounging (M/E) IQ [1]-12.

Medic (+13 points): Hearing the panicked cry of "Medic!" means that it is your turn to do your job. Unarmed, it is your responsibility to see that the wounded are treated and safely returned to a hospital unit where they can be saved. Despite being non-combatants, Army medics win many medals for heroism. Raise First Aid to IQ+3 [5½]-15. Take Administration (M/A) IQ-1 [1]-11; Diagnosis (M/H) IQ-2 [1]-10; Electronics Operation (Medical) (M/A) IQ+1 [4]-13; Physician (M/H) IQ-2 [1]-10; Surgery (M/VH) IQ-4 [½]-8.

Military Doctor (+39 points): Once the medics get them back, you have to get them stabilized and ready to move, no matter how many missiles are falling around you. Take Administration (M/A) IQ [2]-12; Diagnosis (M/H) IQ+1 [6]-13; Physician (M/H) IQ+2 [8]-14; Surgery (M/VH) IQ [8]-12. Minimum of Military Rank 3 [15].

Military Police (+30 points): Law and order. Even in the controlled chaos of the average Army brigade, there is a need for police officers to enforce the rules and keep the streets safe. In combat, you protect rear areas and handle prisoners. Take Legal Enforcement Powers [5]; Administration (M/A) IQ [2]-12; *one of* Beam Weapons (Laser) *or* Guns (Pistol) both (P/E) DX+2 [1]-13*; Computer Operation (M/E) IQ [1]-12; Criminology (M/A) IQ+1 [4]-13; Detect Lies (M/H) IQ-2 [1]-10; Fast-Draw (Pistol) (P/E) DX [1]-11; Forensics (M/H) IQ-1 [2]-11; Holdout (M/A) IQ+1 [4]-13; Interrogation (M/A) IQ [2]-12; Intimidation (M/A) IQ [2]-12; Judo (P/H) DX [4]-11; Law (M/H) IQ-2 [1]-10.



Intelligence (+32 points): Your job is simple. Take a jumble of partial reports, out-of-date information, and wild guesses and turn it into a coherent report on the complete local picture for your commanding officer. You have five minutes. Intelligence support troops do the grunt work of listening to enemy transmissions and collating data. Some enlist with the idea that they will be doing something akin to spy work; these troops tend to be very disappointed. Take Administration (M/A) IQ-1 [1]-11; Area Knowledge (Local assignment area) (M/E) IQ+1 [2]-13; Camouflage (M/E) IQ [1]-12; Computer Operation (M/E) IQ [1]-12; Cryptanalysis (M/H) IQ-1 [2]-11; Electronics Operation (Sensors) (M/A) IQ+1 [4]-13; Intelligence Analysis (M/H) IQ [4]-12; Interrogation (M/A) IQ+1 [4]-13; Research (M/A) IQ-1 [1]-11; SIGINT Collection/Jamming (M/H) IQ [4]-12; Traffic Analysis (M/H) IQ [4]-12; and 4 points in languages.

* Includes +2 for IQ.

Speeder Pilot — 90 points

Twenty feet above the trees, doing 2,500 mph, dodging sensors that *really* want to lock you up. This is living! Sure, one solid hit and you become part of the bedrock, but everybody has to die sometime. You'll just have lived a bit more.

Attributes: ST 10 [0]; DX 13 [30]; IQ 12 [20]; HT 11 [10].

Advantages: Fit [5]; Panimmunity [5]; Military Rank 3 [15]; and 10 additional points in *Desirable Advantages* (p. 50).

Disadvantages: Duty [-15] and -20 points from the *Acceptable Disadvantages* list (p. 55).

Primary Skills: Administration (M/A) IQ-1 [1]-11; Aviation (M/A) IQ [2]-12; Electronics Operation (Comm) (M/A) IQ [2]-12; Electronics Operation (Sensors) (M/A) IQ-1 [1]-11; First Aid (M/E) IQ-1 [1/2]-11; Gunner (Beam) (P/A) DX+3 [4]-16*; Guns (Light auto) (P/E) DX+1 [1/2]-14*; Leadership (M/A) IQ [2]-12; NBC Warfare (M/A) IQ-1 [1]-11; Navigation (M/H) IQ-2 [1]-10; Piloting (Grav) (P/A) DX+1 [4]-14; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-11; Survival (type) (M/A) IQ-2 [1/2]-10.

Secondary Skills: Area Knowledge (Duty station) (M/E) IQ [1]-12; Brawling (P/E) DX [1]-13; Camouflage (M/E) IQ [1]-12; Guns (Pistol) (P/E) DX+2 [1]-15*; Knife (P/E) DX [1]-13; Orienteering (M/A) IQ [2]-12; Parachuting (P/E) DX [1]-13; Scrounging (M/E) IQ [1]-12; Survival (type) (M/A) IQ-1 [1]-11.

* Includes +2 for IQ.

Speeder Weapons/ Sensors Officer — 85 points

The best advice you got in training was "never look up." Not only does it take your eyes off the job, but you honestly don't want to know what the pilot is doing. You may not be flying the lawn dart, but you are the one with your hands on the weapons controls. That makes all the difference.

Attributes: ST 10 [0]; DX 12 [20]; IQ 12 [20]; HT 11 [10].

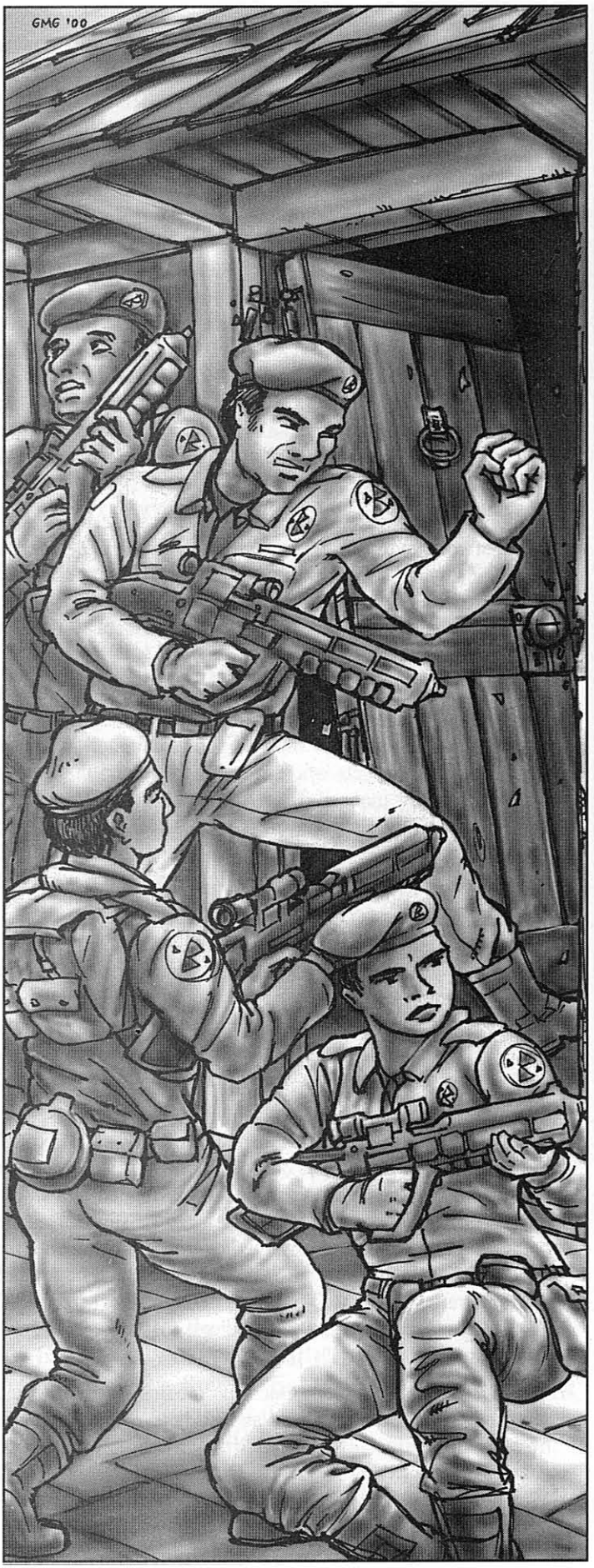
Advantages: Fit [5]; Panimmunity [5]; Military Rank 3 [15]; and 10 additional points in *Desirable Advantages* (p. 50).

Disadvantages: Duty [-15] and -20 points from the *Acceptable Disadvantages* list (p. 55).

Primary Skills: Administration (M/A) IQ [2]-12; Aviation (M/A) IQ-1 [1]-11; Electronics Operation (Comm) (M/A) IQ+2 [6]-14; Electronics Operation (Sensors) (M/A) IQ+2 [6]-14; First Aid (M/E) IQ-1 [1/2]-11; Gunner (Guided missiles) (P/A) DX+3 [4]-15*; Guns (Light auto) (P/E) DX+1 [1/2]-13*; Leadership (M/A) IQ [2]-12; NBC Warfare (M/A) IQ-1 [1]-11; Piloting (Grav) (P/A) DX-1 [1]-11; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-11; Survival (type) (M/A) IQ-2 [1/2]-10.

Secondary Skills: Area Knowledge (Duty station) (M/E) IQ [1]-12; Brawling (P/E) DX [1]-12; Camouflage (M/E) IQ [1]-12; Guns (Pistol) (P/E) DX+2 [1]-14*; Knife (P/E) DX [1]-11; Orienteering (M/A) IQ [2]-12; Parachuting (P/E) DX [1]-12; Scrounging (M/E) IQ [1]-12; Survival (type) (M/A) IQ-1 [1]-11.

* Includes +2 for IQ.



Sylean Ranger — 150 points

You've made it to the peak. After all that work and suffering you are a Ranger. Now the hard part begins . . . now you *earn* the beret.

As a Sylean Ranger, you are part of one of the best military organizations in known space, and your missions reflect that. Also, as a Ranger you'll be exposed to the darker side of the Imperium. Can you keep your idealism after seeing the truth about the state you serve?

Attributes: ST 12 [20]; DX 13 [30]; IQ 13 [30]; HT 12 [20].

Advantages: Fit [5]; Military Rank 1 [5]; Panimmunity [5]; and 15 additional points in *Desirable Advantages* (p. 50).

Disadvantages: Extremely Hazardous Duty [-20] and -20 points from the *Acceptable Disadvantages* list (p. 55).

Primary Skills: Administration (M/A) IQ-2 [1/2]-11; Armoury (Small arms) (M/A) IQ [2]-13; Battlesuit (P/A) DX [2]-13; Beam Weapon (Lasers) (P/E) DX+2 [1]-15*; Beam Weapon (Plasma) (P/E) DX+2 [1]-15*; Camouflage (M/E) IQ [1]-13; Climbing (P/A) DX-1 [1]-12; Demolition (M/A) IQ+1 [4]-14; Electronics Operation (Commo) (M/A) IQ [2]-13; Engineer (Combat) (M/H) IQ-3 [1/2]-10; Explosive Ordnance Disposal (M/A) IQ-1 [1]-12; First Aid (M/E) IQ [1]-13; Forward Observer (M/A) IQ-1 [1]-12; Gunner (Guided missiles) (P/A) DX+1 [1]-14*; Guns (Light auto) (P/E) DX+3 [2]-16*; Guns (Pistol) (P/E) DX+1 [1/2]-14*; Guns (RAM grenades) (P/E) DX+1 [1/2]-14*; Hiking (P/A) HT [2]-12; Intelligence Analysis (M/H) IQ-2 [1]-11; Interrogation (M/A) IQ-2 [1/2]-11; Judo (P/H) DX-1 [2]-12; Knife (P/E) DX [1]-13; Mechanic (any) (M/A) IQ-1 [1]-12; NBC Warfare (M/A) IQ-2 [1/2]-11; Orienteering (M/A) IQ+1 [4]-14; Parachuting (P/E) DX-1 [1/2]-12; Piloting (Grav) (P/A) DX [2]-13; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-12; Scrounging (M/E) IQ-1 [1/2]-12; Stealth (P/A) DX [2]-13; Survival (two types) (M/A) IQ [2 each]-13; Swimming (P/E) DX-1 [1/2]-12; Tactics (M/H) IQ+1 [6]-14; Teaching (M/A) IQ-1 [1]-12; Throwing (P/H) DX-1 [2]-12; Tracking (M/A) IQ-1 [1]-12; Traps (M/A) IQ-1 [1]-12.

* Includes +2 for IQ.

Secondary Skills: Spend 5 points on languages and Area Knowledges.

IG Agent — 85 points

You've read your history. States like the Imperium don't fall to invaders; they rot from the inside. There's never been a race contacted that couldn't be corrupted. Your job is to try to keep the Army as clean as possible. The troops you deal with may not like you very much, but you aren't there to be liked. You are there to do your job, just like them.

Attributes: ST 10 [0]; DX 11 [10]; IQ 13 [30]; HT 11 [10].

Advantages: Fit [5]; Legal Enforcement Powers [10]; Panimmunity [5]; and 10 additional points in *Desirable Advantages* (p. 50).

Disadvantages: Duty [-15] and -20 points from the *Acceptable Disadvantages* list (p. 55).

Primary Skills: Administration (M/A) IQ [2]-13; Computer Operation (M/E) IQ+1 [2]-14; Criminology (M/A) IQ+2 [6]-15; Detect Lies (M/H) IQ [4]-13; Fast-Draw (Pistol) (P/E) DX-1 [1/2]-10; First Aid (M/E) IQ-1 [1/2]-12; Forensics (M/H) IQ-2 [1]-11; Guns (Light auto) (P/E) DX+1 [1/2]-12*; Guns (Pistol) (P/E) DX+3 [2]-14*; Holdout (M/A) IQ [2]-13; Interrogation (M/A) IQ+2 [6]-15; Intimidation (M/A) IQ [2]-13; Judo (P/H) DX [4]-11; Knife (P/E) DX-1 [1/2]-10; Law (M/H) IQ+1 [6]-14; Piloting (Grav) (P/A) DX-2 [1/2]-9; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-12.

* Includes +2 for IQ.

Imperial Marines

Marines have access to the same schools as Army troopers (p. 57).

Line Marine — 85 points

As a Marine you are a very special kind of warrior. Outsiders always talk about the individual power of the cans, but they miss the point. Sure, you control an advanced fighting machine, but it is your training that makes you what you are, one of the best. The Zhodani use robots, and they aren't that great at actual fighting.

It isn't the suit. It's the Marine inside it.

Attributes: ST 11 [10]; DX 12 [20]; IQ 12 [20]; HT 11 [10].

Advantages: Fit [5]; G-Experience [10]; Panimmunity [5]; and 10 additional points in *Desirable Advantages* (p. 50).

Disadvantages: Duty [-15] and -20 points from the *Acceptable Disadvantages* list (p. 55).

Primary Skills: Armoury (Battlesuit) (M/A) IQ-1 [1]-11; Battlesuit (P/A) DX [2]-12; Beam Weapon (Fusion) (P/E) DX+2 [1]-14*; Demolition (M/A) IQ [2]-12; Electronics Operation (Comm) (M/A) IQ-1 [1]-11; Electronics Operation (Sensors) (M/A) IQ-1 [1]-11; First Aid (M/E) IQ-1 [1/2]-11; Gunner (Guided missile) (P/A) DX [1/2]-12*; Guns (Light auto) (P/E) DX+2 [1]-14*; Free Fall (P/A) DX [2]-12; NBC Warfare (M/A) IQ-1 [1]-11; Parachuting (P/E) DX [1]-12; Piloting (Grav) (P/A) DX-1 [1]-11; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-11; Shortsword (P/A) DX-2 [1/2]-10; Survival (type) (M/A) IQ-1 [1]-11; Tactics (M/H) IQ-1 [2]-11; Throwing (P/H) DX-1 [2]-11.

Secondary Skills: Administration (M/A) IQ-1 [1]-11; Area Knowledge (Naval base or large warship) (M/E) IQ [1]-12; Brawling (P/E) DX [1]-12; Gunner (Beam) (P/A) DX+1 [1]-13*; Knife (P/E) DX [1]-12; Leadership (M/A) IQ [2]-12; Scrounging (M/E) IQ [1]-12; Traps (M/A) IQ-1 [1]-11.

Skill Packages:

Sniper (+8 points): Increase Guns (Light auto) to DX+4 [3]-16*. Add Stealth (P/A) DX+1 [4]-13; Camouflage (M/E) IQ [1]-12.

* Includes +2 for IQ.

Marine Commando 160 points

Compared to the Sylean Rangers, nobody seems to have heard of your organization. Good. That's just the way you like things.

The Commandos are the whisper to the Line's thunder, the dagger to the cutlass. Odds are nobody will ever know what it is you did, and you'll never get to tell the stories behind your medals.

But that's not why you became a Commando; you became a Commando to be with the best of the best, to take on the toughest assignments, and to provide the Imperium that extra lethal edge it needs to survive in a hostile universe.

Attributes: ST 12 [20]; DX 13 [30]; IQ 13 [30]; HT 12 [20].

Advantages: Fit [5]; G-Experience [10]; Panimmunity [5]; and 10 additional points in *Desirable Advantages* (p. 50).

Disadvantages: Extremely Hazardous Duty [-20] and -20 points from the *Acceptable Disadvantages* list (p. 55).

Primary Skills: Armoury (Small arms) (M/A) IQ-1 [1]-12; Battlesuit (P/A) DX [2]-13; Beam Weapon (Fusion) (P/E) DX+4 [4]-17*; Beam Weapon (Laser) (P/E) DX+3 [2]-16*; Brawling (P/E) DX-1 [1/2]-12; Camouflage (M/E) IQ [1]-13; Climbing (P/A) DX-1 [1]-12; Demolition (M/A) IQ [2]-13; Electronics Operation (Comm) (M/A) IQ-1 [1]-12; Explosive Ordnance Disposal (M/H) IQ [4]-13; First Aid (M/E) IQ [1]-13; Forward Observer (M/A) IQ+1 [4]-14; Guns (Light auto) (P/E) DX+3 [2]-16*; Knife (P/E) DX [1]-13; Judo (P/H) DX [4]-13; Navigation (M/H) IQ-2 [1]-11; NBC Warfare (M/A) IQ-1 [1]-12; Orienteering (M/A) IQ [2]-13; Parachuting (P/E) DX+1 [2]-14; Savoir-Faire (Military) (M/E) IQ-1 [1/2]-12; Scrounging (M/E) IQ [1]-13; Scuba (M/A) IQ-1 [1]-12; Shortsword (P/A) DX-1 [1]-12; Stealth (P/A) DX [2]-13; Survival (three types) (M/A) IQ [2 each]-13; Swimming (P/E) DX [1]-13; Tactics (M/H) IQ-2 [1]-11; Throwing (P/H) DX [4]-13; Traps (M/A) IQ-1 [1]-12.

Secondary Skills: Spend 5 points on languages and Area Knowledges.

Skill Packages:

Sniper (+12 points): Raise Guns (Light auto) to DX+5 [6]-18* and Stealth to DX+2 [6]-15.

* Includes +2 for IQ.

Integrating Previous Character Templates

GURPS Traveller and ***Star Mercs*** also include character templates for Army and Marine personnel. This book includes this third set in order to provide a more thorough portrait of the active-duty Imperial soldier.

This does not make the other two sets obsolete. Since most military training takes place under intensive circumstances (see the *From Civilian to Soldier* sidebar on p. 55), ex-Army and -Marine personnel will lose some of their active-duty skills as well as advantages soon after mustering out. The character templates in ***GURPS Traveller*** still provide an excellent model for the veteran a few years removed from the last time he put on his uniform.

The templates in ***Star Mercs*** are, of course, well-suited to represent the mercenary outfits that Army and Marine units must face from time to time. They also can be used to represent the forces of a planetary army.

Planetary troops will vary *widely* in quality. Most won't meet Imperial standards, but a few will *exceed* them. The GM should feel free to modify whatever template he intends to use however much he sees fit.

Operations

The small assembly room of the ***Keith****-class transport* ***Sergeant Paolo Marino*** *was filled to bursting with the officers and senior NCOs of the 3,383rd Lift Infantry Brigade. At a nod from Col. Hughes, the lights dimmed and the Brigade Operations Officer began his briefing.*

"Good morning. As you already know, we have been ordered to move the Brigade to Strouden to participate in a Type 6-A3 operation, code-named Vigilant Thunder. The religious disturbances on that world have begun to affect the economies of the surrounding worlds, so the subsector government has called for intervention.

"As detailed in the download, our area of responsibility will be the Hamaman Down Starport, the arrival lane, and a 200-mile-radius clean zone centered on the starport . . ."

Mission Codes

As an aid to planning, the military classifies the missions it undertakes using a set of simple codes that define the type of mission and the nature of the world that the mission will take place on. These codes are general indicators of what the unit is doing; subunits will be executing different types of missions to support the main goal. For example, a division performing local defense might send out raiding parties while other forces train for an upcoming counter-offensive.

Type 1: Invasion

Invasions are outright attempts to conquer and control a world by means of force of arms with no current friendly presence on the surface. This type of mission is rarely undertaken due to the extreme risk of casualties. Invasions require enormous support and massive numbers of troops. They are never undertaken lightly. Only when the needs of the Imperium absolutely require that the planet be completely subdued are invasions considered.

Invasions are also used to dislodge enemy forces from occupied Imperial worlds. To cut down on collateral damage, High Command prefers to use naval sieges, but there eventually comes a point where the troops need to be sent in. During the Fifth Frontier War, the Sword World forces holding Lanth had to be attacked and destroyed by three field armies in a long and bloody four-month campaign.

Type 2: Raid

A raid is defined as a forced entry into an area held by active defenders to achieve a specific goal. Raids are short-term operations, designed to get in and out as quickly as possible.

The largest set of raids ever launched by the Imperium took place during the invasion of Terra in 1002. Over a period of five days, thousands of Marines and Army jump troops made dozens of lightning attacks to pave the way for the following forces.

How Missions Are Named

The voice of Force Cmdr. Jason Weiser rang through the passageways. Marines quickly moved out of the line of their commander's angry advance as he shouted into his comm unit.

"I don't ***care*** *how vital this operation is, or who ordered it, or the potential the situation has for destabilizing the Rim! I am* ***not*** *sending my Marines into combat in Operation Fluttering Butterfly!"*

Operations are given code names for the purposes of planning and organization. Often in the case of very large plans, each component of the operation will have a separate operational name.

These names are usually picked at random, and consist of one to three words. If the operation is very visible and politically significant, operational names may be assigned to reflect the mission's goal. An example from recent history was Operation Restore Hope in Somalia.

Imperial operations are named mostly in Galanglic, with some Vilani share words where appropriate. Many of these code names are reused many times.

You Are Not Cleared to Read This Sidebar!

Armies depend upon absolute security to survive. The loss of critical information to hostile forces can spell disaster, or even total defeat.

The Imperial services use *classifications* to indicate the sensitivity of particular documents or facilities. Personnel are given clearances based on what their assignments require them to have access to on a daily basis.

"Need to Know"

All classified information is handled with the stipulation that only people with the *need* to have access to that information can *have* access to that information.

Obviously, some things that are given low-level classifications will be known by so many people as to make the exercise moot. For example, the effective range of a commonly issued weapons system might be considered sensitive information, but every private knows it by heart.

Confidential

The lowest level of classified material, Confidential materials are those that won't cause extreme difficulty to the service if revealed. Almost everything produced in a military office is likely to be stamped Confidential as a matter of habit.

Confidential materials might be as mundane as a report on the repairs of the sewer system of a base. Since there is some reason to keep the information away from the public (the sewers could be used to infiltrate the base), but it also needs to be used by large numbers of people, the reports are merely Confidential.

Sensitive

Sensitive materials could, in the wrong hands, cause the Army or Marines some difficulty. The military pays a great deal more attention to the security of Sensitive materials than it does to Confidential. Personnel files kept at the unit level are an example of the types of material considered Sensitive.

Handling Sensitive materials requires that the person have a genuine need to know. For things like personnel files, this permission is automatic for clerks and the like. For some other areas, it might be more difficult. An old security trick is to hide a Most Secret file in plain sight by labeling it Sensitive and keeping the need-to-know list to a few "in" people.

Continued on next page . . .

A far more typical Type 2 mission is any of the raids made by the Marine Force against Vargr corsairs along the coreward edge of the Imperium. Rarely more than a few ships and a company of Marines are used in these missions, which disrupt the corsairs' bases of operation.

Type 3: Local Defense

Local-defense missions involve defending an area from an invading force. While the popular view of this mission is the brigade or division digging in alongside the local defense troops, the mission can extend far beyond the surface of one planet. The mission for the entire Unified Army of Jewell was local defense from the moment the last Frontier War started until the cease fire was announced.

Local defense is what the Army excels at, and throughout the history of the Imperium, invaders have learned that challenging the Imperial Army on its home turf is an expensive proposition.

Type 4: Police Action

Police action is a generic term for combat operations without a formal declaration of war, usually those fought inside the Imperium. Many interventions take the form of police actions. The Army is far more likely to be assigned to a police action, as the Marines are not properly equipped or trained for the long-term nature of these conflicts. The Marine Force's tendency to shoot first and not to even bother with the questions is a definite liability when involved in a police action.

These missions can prove to be very frustrating. In some cases the local government or population will, out of sympathy for the opposing force, prove to be a hindrance to the success of the mission. Moreover, the arrival of Imperial troops might be seen as nothing more than an invasion, with predictable results.

Type 5: Counter-Insurgency

Counter-insurgencies are an attempt to remove a hostile force from occupied territory. The classic insurgency is a guerrilla war with the troops suppressing the enemy while striving to eliminate the enemy leadership. Inside the Imperium, this usually means either rival nations on balkanized planets or forces in rebellion against either the planetary or Imperial government. Prior to the Fifth Frontier War, an entire field army was involved in a counter-insurgency on Efate/Regina against Ine Givar-backed rebels.

Type 6: Internal Security

Also called "baby-sitting." These missions put Imperial forces into a disputed area to maintain the peace or enforce treaties. This is usually accomplished by physically separating hostile powers along some boundary. Another method

involves holding a site important to both sides and regulating access. Internal-security missions are quite dull most of the time, with little chance to do much more than patrol and watch the locals watching you. When they do go bad, they can become extremely hazardous.

There are times, especially when the mission lasts for several years, that the local populace will accept the Imperial troops as members of the community.

Internal security is also a catch-all designation for civil-assistance missions. Army units are called upon to provide aid in cases of natural disasters or extensive civil upheaval. Many soldiers remember the 1116 assignment of the 2,130th Lift Infantry Brigade as security for a series of concerts by the legendary band VeedBack as one of the odder uses of Imperial troops in recent history.

Type 7: Training

Service members will spend the majority of their careers in training. The military strives to make the training experience as realistic as possible, and endeavors to get units as large as full divisions into the field as often as possible. On some worlds, the Imperium has rented subcontinents as training areas for use in exercises. There are even entire planets reserved for the military as giant free-fire zones.

Units are only assigned to the training category when the entire formation is involved in intensive exercises. It is expected that sub-unit commanders will take the initiative and carry out training programs of their own whenever possible.

Type 8: Garrison

When not engaged in another type of mission, troops are in garrison. The unit is at its home base engaging in the low-level training and maintenance that every military organization requires. This is also the time when individual service members can attended service schools or take leave. Army regulations require that every brigade spend at least a quarter of each standard year in garrison to maintain morale and readiness. The realities of operational needs sometimes make this difficult.

Subsector officials usually take the presence of a large number of Imperial troops as a chance to get some free security for vital facilities. Many Army bases are co-located with depositories, prisons, and other high-risk sites.

World Modifiers

Missions are further defined with a world type modifier, based on the tech level and population of the planet on which they take place.

Type A: High Tech, High Population

The most difficult opponent, worlds with more than 100 million inhabitants and near-Imperial technology (TL11-12), are classified as Type A worlds. These worlds tend to have large, lavishly equipped defensive forces and the resources to resist for long periods of time. Whenever possible, invasions of Type A worlds are discouraged, with extended sieges by Imperial Navy vessels considered an acceptable alternative. Imperial worlds of this category have a long history of defending themselves against attack with minimal assistance.

Examples: Mora/Mora (3124), Palique/Mora (3029).

Type B: Moderate Tech, High Population

These worlds have more than 100 million inhabitants and are TL8-10. Type B targets have the same dangerous numbers of defenders and stockpiles of supplies. The slight technological advantage held by most Imperial forces gives a slim edge in combat, but commanders still must act with extreme caution due to the possibility of higher-TL equipment having been imported.

Examples: Gram/Sword Worlds (1223), Jewell/Jewell (1106).

You Are Not Cleared to Read This Sidebar!

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Secret

When the authorities really do not want anyone outside a project to know about it, they label it Secret. At this level, learning about the project or file becomes exceedingly difficult. Secret documents are carefully tracked, and rarely stored on vulnerable data systems.

Battle plans, movements, and other vital information are listed as Secret. Bases, or specific buildings, can also be listed as Secret and off limits to all but the authorized few. In any event, a Secret will be well-guarded. Note that the building or base may be known to the community, may be in the middle of a city, but the guards at the gate will firmly deny entrance. An extreme real-world example of this was Onizuka Air Force Base in Sunnyvale, Calif., where the guards at the gate would deny that the sky-blue building behind them was even there.

Possessing a Secret file without authority, or trespassing in a Secret facility, is an Imperial crime. The nature of the Secret will determine how vigorously the Imperium pursues the case, and with what assets.

Most Secret

The highest level of Imperial secrets is Most Secret. Things are classified Most Secret when their content could threaten the stability of large regions of the Imperium. Some documents are labeled Most Secret in an attempt to bury the truth about an event until everyone who was involved is long dead. These files can remained sealed for centuries.

The security notes for Secret apply here, with much more intensity. The Imperium is willing to kill to keep these dark secrets quiet. Rarely will you find Most Secret information on any database for longer than it takes to compile the file. Documents classified Most Secret are always hand-carried by armed couriers, and exist only in carefully tracked, numbered copies.

Most Secret facilities will almost always be in desolate areas of inhospitable worlds. That, or they will be hidden in plain sight, disguised as some innocuous support group.

Higher Levels?

Rumors persist that there are even higher levels of Imperial security. The title most often claimed is "Ultra Secret," and is claimed to be beyond even the Emperor himself. In many cases, files identified as Ultra Secret are really Most Secret.

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Subheads

Secret and Most Secret files often will have a subhead, compartmentalizing the information and making it easier to control access.

For example, Operation Laughing Mongrel is classified Most Secret. To reduce the risk of security leaks, all the information regarding the operation is classified Most Secret: Laughing Mongrel. Unless he is on the list for Laughing Mongrel, even a subsector marshal cannot look at those plans.

Additional subheads will indicate any special handling for the information. The ones most commonly used by the Army and Marines are:

Not to Be Released to Non-Imperial Sophonts: This information needs to kept away from non-Imperials for reasons of state security. This could be because the information concerns an excursion outside the Imperial borders, or contains detailed knowledge of a hostile power, and the Army doesn't want the power to know that this information is loose. Other times it is used to conceal methods used in gathering information. Originally, all information about Project Longbow (p. GT48) carried this admonition.

Hard Copy Only. Not to Be Transmitted: The information being relayed cannot be transmitted by any means, and must be hand-carried from sender to recipient. In the Imperium, "hard copy" can include items such as read-once storage devices, or encrypted message pads. No matter what the form the information takes, it will almost always be packaged in a way to discourage tampering by self-destructing when improperly handled.

Warning! Reveals Intelligence Sources/Methods!: The document contains information that would compromise Imperial intelligence-gathering by either identifying sources for material or the means used to gather and evaluate that material. This label is often used on reports from agents in foreign states. Normally, any leak of the information gathered will place several sophonts in mortal danger, as well as cut off a good resource.

Type C: Low Tech, High Population

Known in military circles as "target-rich environments," Type C planets present a paradox. Rarely possessing weaponry of any use against modern armor, these worlds are not to be taken lightly. A hard lesson for many commanders is that primitive does not equal unintelligent. This classification covers everything from spear-wielding tribesmen to TL7 mechanized armies. However, TL7 worlds are classified as Moderate Tech if they have nuclear weapons.

A common theme in these tech levels is the inability to challenge Imperial forces for control of the skies. With complete air/space superiority, victory is often just a matter of time.

Examples: Louzy/Jewell (1604), Ruie/Regina (1809).

Type D: High Tech, Moderate Population

Worlds with 1-100 million inhabitants and Imperial levels of technology are classified as Class D worlds. While still dangerous, these worlds do not possess the raw manpower or infrastructure to offer extended resistance in a ground war. These worlds are fairly rare; for instance, none exist in the Spinward Marches.

Type E: Moderate Tech, Moderate Population

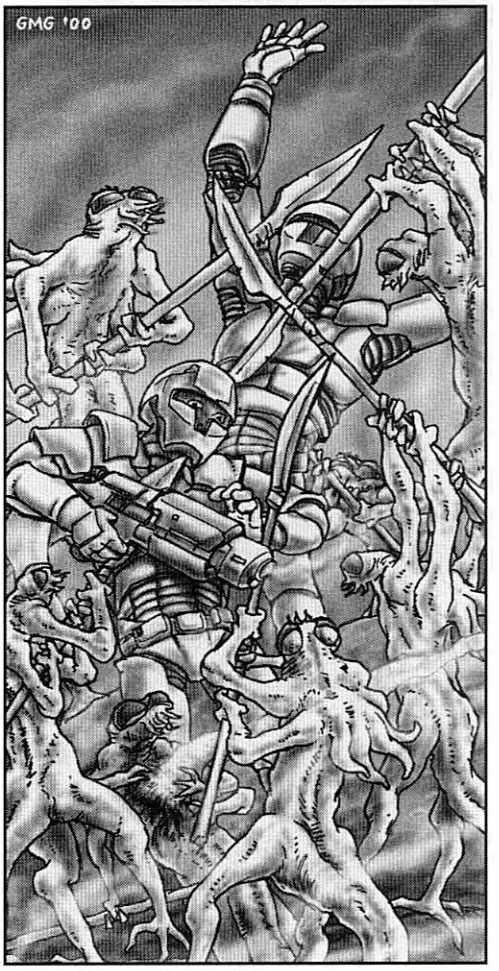
Typical of many struggling colonies, these worlds possess neither the population nor resources to fight a determined Imperial force. On worlds with favorable environments, there is a high possibility of extended guerrilla actions. The relatively simple technology coupled with extensive unsettled areas gives small cells of fighters a chance to hold off the Imperium until the Army finally gives up and leaves.

Examples: Zeycude/Cronor (0101), Sting/Sword Worlds (1525).

Type F: Low Tech, Moderate Population

Easily cowed by any show of force, Type F worlds are unable to provide any real fight. Typically, these worlds have only been garrisoned to protect valuable natural resources or because of their strategic location.

Examples: Penelope/Five Sisters (0533), Craw/Glisten (1939).



Type G: High Tech, Low Population

Often a single facility maintained by off-world interests, these planets are usually secured quickly and without much of a fight. With a population of fewer than 1 million, it is a simple matter to disrupt the regular routine. A common tactic is to isolate the skilled workers necessary to the survival of the outpost as a guarantee of cooperation.

Example: Tenalphi/Lunion (1826).

Type H: Moderate Tech, Low Population

The typical classification for a newly established colony or outpost. Very few people are present, and they are not able to maintain a high level of manufacturing. As with the Type G worlds, these small groups are not much of a threat to units as small as a rapid interface battalion.

Examples: Judice/District 268 (1337), Bael/Querion (0218).

Type I: Low Tech, Low Population

Rarely a factor in military planning, Type I worlds are defenseless when faced with any sort of modern military group. It is unusual for a planet in this category to even have the capability to offer surrender to forces in orbit, let alone organize a coherent defense.

Examples: Olympia/Lunion (1728), Talchek/District 268 (1631).

Mission Priority

The mission priority is based on the perceived importance of the mission, or the status of the authority requesting that the mission be undertaken.

Priority One: Vital to the stability of the Imperium, or directly ordered by either the Emperor or the holder of an Imperial Warrant.

Priority Two: Mission affects the stability of a sector, or has been ordered by an archduke.

Priority Three: Situation affects one or more subsectors, or a vital world. The mission undertaken at the direction of a sector or subsector duke.

Priority Four: Area affected by the mission is one subsector or an important cluster. Situation is not at crisis level yet.

Priority Five: Local situation, mission requested by officials on the planet or area affected.

Priority Six: Low-priority mission. Situation can probably be handled with non-Imperial assets.

Life Support

The final modifier is based on the ability of the planet to sustain life.

Worlds with no water but breathable atmosphere (desert worlds) get an *(X)*.

Worlds with available water, but an unbreathable atmosphere, have a *(Y)*. This includes ice-capped worlds.

Worlds without breathable atmospheres or useful amounts of water have the designator *(Z)*. This includes asteroid belts and most vacuum worlds.

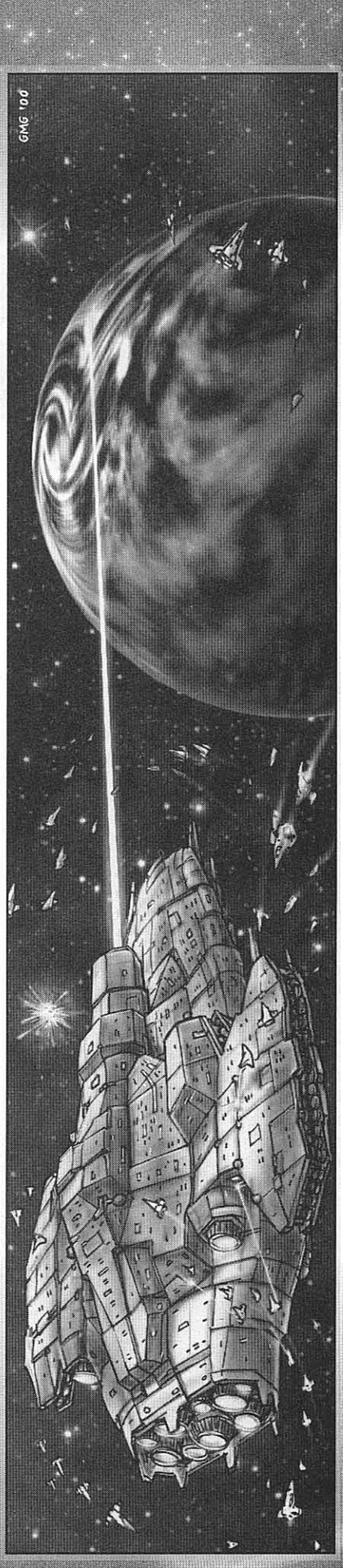
Example: *A police action on Regina/Yurst (2309), ordered by the subsector command, would have the mission code 5-F4(Z).*

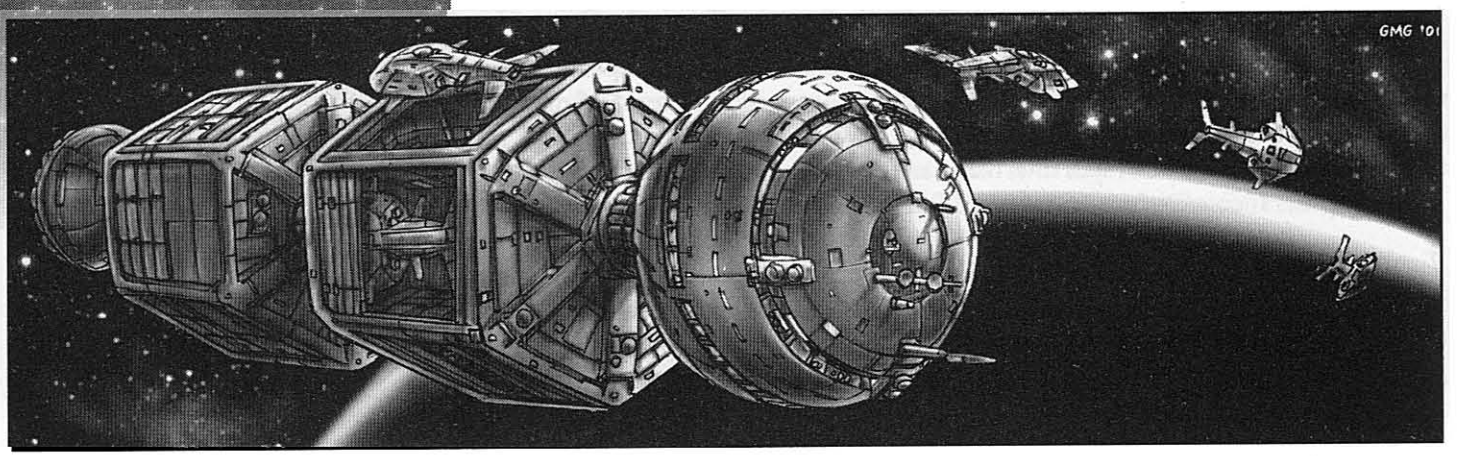
Logistics

Logistics is the art and science of supply. Success or failure in war is more often determined by the ability of each side to keep their forces adequately supplied than by sheer force of arms. Imperial logisticians face the task of routing supplies across interstellar distances.

Transportation

The Marines operate from their own vessels as part of the Navy fleet they support. This allows the Marines to cruise their area of responsibility on a continuous basis in relative comfort. Moving the Army, however, presents an almost overwhelming set of problems.





Military Justice

Military organizations have their own, specialized criminal-justice systems. In addition to the normal laws used by the Imperium, the military courts are called upon to enforce those regulations applying only to the armed forces. All of the Imperial uniformed services are under the authority of the *Manual of Military Justice (revised 1117).* This is the standard work on military law, and fills several dozen volumes of regulations, commentary, and case histories.

In the Army, criminal investigations are handled by military police for most routine matters. Disorderly conduct, petty vandalism, and minor thefts are the cases that will usually end with the provost (equivalent to a police chief) releasing the guilty parties to their commanders. More serious crimes against persons or property are examined by the local IG office. Crimes against the Imperium will immediately attract the full attention of the Ministry of Justice.

Marines regularly serve as ground police, particularly in situations where the crews of several large warships receive liberty at the same place and time. Marines facing court-martial are tried by the Navy.

Enforcement of military regulations is left to the local commanders. For minor breaches of regulations, or substandard performance, a commander can give an enlisted trooper a "Chapter 28" hearing. Chapter 28 of the *Manual of Military Justice* gives officers the right to prescribe minor punishments without formal charges.

These punishments are rarely more severe than the loss of a few ranks and a week or two of extra duty. Chapter 28 is intended as a corrective measure. The soldier being penalized knows that he made a mistake, and hopefully will learn from it. Many soldiers receive a Chapter 28 at some point in their career.

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The first problem facing the planners of any military operation is how to transport the troops to the objective. Logistical planners use the term "transportation slice" when discussing troop movements. The transportation slice is the space required to move one soldier and his share of equipment, vehicles, and supplies, along with the required space on the ship for drives, life support, etc.

The minimum slice required for each Army soldier not carried in low berths is 5 displacement tons, with an average mass of 50 tons. The soldiers will be living in very cramped quarters; vehicles will be packed and inaccessible. Soldiers in these conditions begin to lose their combat edge quickly. The preferred slice is 10 displacement tons per soldier carried. While not roomy, this level allows some small amount of privacy, along with space to exercise and maintain equipment.

A standard transport for the Army is the massive *Keith*-class assault transport. Each lander carries portions of the front-line combat battalions as well as a mix of brigade artillery and support units. The six landers per transport can carry a complete brigade to the world's surface.

Primary responsibility for these ships falls to the subsector navies, with the assistance of the Army Material and Transportation Command. During peacetime, the plan is to have most of the *Keith*-class ships in ready reserve, rotating in and out of active duty to ensure their spaceworthiness.

A soldier embarking on a *Keith*-class will find that he must quickly give up most of his notions of privacy. The ships, when fully loaded, will quickly overload the air scrubbers' ability to remove odors. Meals are eaten in shifts, and most soldiers find it nearly impossible to get any real sleep in the noisy berthing areas.

Other, older carriers use low berths to reduce the amount of space required to ship the troops. The drawback is the troops lose a week in cold sleep that could be used for training and acclimating to the destination world's gravity and air pressure. Cold sleep is also risky. Despite the best equipment and medical supervision, a few troopers die each year when the need for an emergency "crash wakeup" exceeds the transport medical staff's ability. (Troopers revived without medical supervision must make a HT roll, dying on a critical failure, per p. GT118.)

Supply

Once the troops have arrived at their destination and are on the ground, the next problem facing the commanders is supplying the troops with food, water, and other basic necessities. For Imperial commanders this is not the overwhelming priority eclipsing all other considerations that it is for a TL8- army. (In fact, Imperial tactics vs. low-tech forces take full advantage of their relatively nonexistent supply needs.)

Still, the supply requirements of an Imperial unit cannot be ignored. Commanders must address the following categories of supply. The consumption rates are for peacetime conditions – inactive police actions, garrisons with low-level training, or units held in reserve during combat. For purposes of calculating

consumption rates, units actively in combat will fall into one of three other categories: fighting on the defensive, fighting on the offensive, or pursuing a routed foe.

Food

Every Human soldier in a unit must be supplied with 60 lbs. per month (non-Human needs will vary by body weight and physiology). Sometimes these needs can be purchased locally, though not usually harvested – a TL12 Marine is far less prepared to serve himself from a wheat field than was a TL2 Roman legionnaire.

Multiply by 1.25 when on the defensive, 1.5 on the offensive, and 2 in pursuit. Mostly, this represents feeding the recently captured.

Water

Every Human needs 120 lbs. (60 quarts) of water per month (again, adjust for non-Humans). In hot climates this increases to 180 lbs., or to 300 lbs. in a desert-like environment. This is the *bare* minimum; anything less will create casualties. This *also* assumes soldiers with Panimmunity (see p. 50) who can skip hygiene if they must; otherwise, increase water needs by 120 lbs. per month. Imperial doctrine is to supply twice the minimum needs when possible. Often, water can be obtained locally. Troops that require life support already have a water supply and the equipment to recycle it; the Army often will install life-support on water-poor but otherwise hospitable worlds just to deal with this supply need.

Water needs do not undergo combat multipliers.

Fuel

Imperial units usually can ignore this supply category. For armies at TL8 or less, it is the No. 1 item creating their supply needs and constraining their operational range. Vehicles should be provided with 24 hours' worth of fuel per month.

Multiply by 5 when on the defensive, 10 on the offensive, and 15 in pursuit.

Ammunition

Again, given their heavy reliance on fusion weapons, lasers, and meson guns, Imperial units have relatively low ammunition needs. Lower-TL armies do not enjoy this self-sufficiency. Every fighting unit consumes 10 minute's worth of ammo (at the highest possible rate of fire) per month.

Multiply by 40 when on the defensive, 32 on the offensive, and 5 in pursuit.

Spares

Military equipment usually sees hard service. Gear requires 1% of its weight and cost in spare parts and consumables (lubricants, filters, etc.) per month.

Multiply by 5-80 when on the defensive (depending on how the unit fares in battle), 5-300 on the offensive, and 2-30 in pursuit.

Sundries

The little things make life in garrison bearable: toilet items, coffee and tea equivalents, video games, etc. Morale will slip in their absence, though no units will become "unready." Sundries take up 60 lbs. per trooper per month.

Sundries do not undergo combat multipliers.

Life Support

Imperial life-support systems can recycle oxygen indefinitely, but some wastage invariably takes place and certain filters and such will need replacing. Add 30 lbs. per man per month in locales requiring life support, but see *Water*, above. Life support installed just to recycle water can ignore these maintenance needs.

Multiply by 5 in any variety of combat.

Military Justice

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More serious violations of regulations require a formal court-martial. A court-martial, while similar to a civilian trial, has several important differences.

Imperial courts-martial are heard by a board of at least five officers. The board is an active part of the inquest, free to ask questions of witnesses and ask for additional information from either advocate.

The charges are prosecuted by an officer referred to as the Emperor's advocate. The defense representative is the soldier's (or Marine's) advocate. Whenever possible, these officers are attorneys, but it is not a requirement. Individuals on trial may request a civilian lawyer. Most of the time these requests are granted.

The court-martial board will hear all of the testimony and examine all the evidence. After both sides have presented their cases, the board members will debate among themselves. Unlike civilian trials, there is nothing preventing the board from considering the political and public-relations effects of their decision.

Soldiers who disagree with the board's decision may plead their case to higher and higher court levels. The final destination for most appeals is the office of the ranking noble for the subsector, although some appeals have managed to reach the Emperor's desk.

Those convicted of crimes in the service will face a variety of punishments. The easiest route is to simply discharge the soldier. This is the result of many trials for petty graft or insubordination. Usually, the trooper is lowered to the lowest rank before the discharge is issued.

For more serious crimes, the Army maintains a number of prisons. These facilities are like regular Army bases, except the fences are to keep the troops inside, and those troops have lost all their privileges. Life inside a military prison can be harsh and dangerous. Several prison worlds in the Imperium are dumping grounds for military convicts.

The ultimate penalty is death. The *Manual of Military Justice* reserves this punishment for the most reprehensible crimes. Such things as treason or violations of the Rules of War are the only acts that merit the death penalty.

The last Imperial soldier executed was Gunnery Sgt. Farouk Chi of the 3,277th Line Marine Regiment. He was found guilty of war crimes for his actions in murdering 70 Zhodani prisoners of war. Gunnery Sgt. Chi was executed by firing squad on 131-1115.

Shipping

An Imperial unit's supplies will require 1 displacement ton of starship hold for every 5 tons (10,000 lbs.) needed per month. The extensive supply needs of large units often strains the Navy's carrying ability. It is common for the Navy to hire civilian shipping in times of war to keep the needed supplies moving. Merchant vessels that are government subsidized will be the first to be taken into service.

Amateurs study tactics. Professionals study logistics.

Without proper supplies, the effectiveness of units begins to deteriorate immediately. Losing supply for as little as a week can destroy units faster and more completely than any enemy force.

Opposing Forces

The Imperium faces threats on all its fronts, some more obvious than others. The Imperium constantly collects and updates information on its neighbors and internal threats.

External Threats

On almost every border, the Imperium faces large, organized states. Wars have already been fought with some, and the potential for war with others is high.

The Zhodani

By far the most well-known of the Imperium's foes, the Zhodani Consulate has fought five wars against the Imperium in the last five centuries.

The Zhodani Army is organized in a similar manner to the Imperial Army, with companies, battalions, and similar organizations. An important difference between the Imperial and Consulate forces is the quality of the officers. In the Consulate, the psionic nobility enter the service as officer-cadets, while the proles are restricted to enlisted status. This results in "social generals" who owe their high rank more to family status than competence. While a similar phenomenon is observed in the Imperial Academy system, the division is not quite as strict.

Moreover, the very nature of Zhodani society weeds out people who have the aggressive, individualistic natures needed by good soldiers and combat leaders. This leaves the Consulate with a military that depends heavily on pre-made plans and formations. The Consulate leadership recognizes this problem, and has responded by making robots a standard part of the combat arms. An average Zhodani infantry battalion will have around 30 warbots assigned to it, used for missions like reconnaissance, frontal assaults, and other high-risk duties.

One important aspect to bear in mind when evaluating the Zhodani military is the use of psionic specialists. All officers have some level of psionic ability, and certain elite units (the *Consular Guard*) are staffed by trained teleporters. The presence of these unusual abilities can upset the balance of a battle, more than making up for the slight disadvantage in troop quality.

More detail on the Zhodani can be found in ***Alien Races 1***.

The Vargr

Possibly the greatest headache the Imperial intelligence community has to deal with, the constantly changing Vargr Extents present a real threat to the stability of the coreward edge of the Imperium.

It is impossible to describe a "typical" Vargr military formation, but among the most interesting are the so-called Corsairs. These mercenaries/pirates have raided Imperial worlds on a regular basis for centuries. During the Frontier

Wars, the Imperium found itself fighting regular Vargr forces from several different nations. Typically, Vargr regular units place a great amount of responsibility on lower-level leaders, allowing company and battalion commanders great freedom to conduct operations as they see fit.

Standard practice is to react with retaliatory raids on the Corsairs' home bases. The usual force sent against the raiders is a Marine company. The tactics used are simple: destroy everything the Corsairs have, but leave everything else untouched. The implicit warning in these actions is rarely lost on the surviving Vargr. Mess with the Imperium, and expect to get burned.

Since it is sometimes difficult to tell a legitimate merchant from an actual Corsair, with mistakes having devastating consequences, Sylean Rangers and Army Intelligence are working constantly inside the Extents to pinpoint the bases.

The Vargr are also covered in greater detail in ***Alien Races 1.***

The K'kree

Many analysts agree that the gulf between the Two Thousand Worlds and the Imperium is a very good thing. The K'kree represent a dire threat not only to the Third Imperium, but to many sentient races throughout known space.

The K'kree consider all meat-eating sentients to be g'naak – vermin – who should be exterminated. They have, by their own accounts and those of witnesses, done so on many occasions.

While their genocidal urges make the prospect of fighting the K'kree frightening, several factors reduce their abilities as warriors. K'kree are large creatures, and completely claustrophobic. Even the highly trained tank crews need great amounts of space. This makes their vehicles far larger than similar Imperial vehicles. There is also a strong conservatism to K'kree society that leads to an extremely centralized command. All orders have to come from the home world, which makes for immense delays.

For more information on the K'kree, see ***Alien Races 2.***

The Hivers

While not considered much of a threat by most observers, the Hive Federation has had an interesting military history. Approximately 4,000 years ago, the Hivers fought a war against the K'kree. For reasons not commonly known outside the Hive Federation, the K'kree suddenly broke off operations and withdrew. This only happened after they had sterilized several of their own frontier worlds. While neither side's historians tell the whole story, it appears that the Hivers possessed the ability to turn away a K'kree invasion without much apparent ability to win a battle.

Hivers themselves are ill-suited for ground combat, preferring the long range, push-button nature of naval warfare. The ground troops of the Federation are the Ithklur, a large, bipedal reptilian race that not only is well-suited for combat but seems to thrive on it.

The Hivers and Ithklur are described in detail in ***Alien Races 3.***

The Solomani

While the Zhodani have fought more wars against the Imperium, no single conflict has caused more death and destruction than the 12-year Solomani Rim War. Since the fall of Terra, the Solomani frontier has existed under a shaky truce. Incidents along the border and on strongly Solomani worlds are common.

The Solomani Army is similar to the Imperial Army in that its forces are drawn from the member worlds and states. The important difference is that the uniformity of command and equipment found in the Imperium does not exist. In the Confederation, each state provides its own material, and the Confederation commanders are expected to make do with the odd mixtures of equipment they receive.

Battles in Games

A very difficult task for the Game Master is running a session where the player-characters are involved in a very large battle. It is far too easy to get bogged down in detailed combat sessions that take up valuable game time without adding much to the story.

For this reason, some choose to use the mass-combat system in ***GURPS Compendium II*** to resolve the fight. This method, while quick, tends to remove the PC soldiers from the situation by reducing the battle to dice rolls.

The problem is how to keep the battle moving while still keeping the players involved. The solution is to do both of the things listed above. How the flow of the battle is handled really depends on where the PCs are in the struggle.

In the Trenches

When running a battle, the Game Master should remember that the situation for those in the thick of things is going to be chaotic and confusing. Both sides will being doing their best to kill each other, and that means artillery, explosions, smoke, fires, and deafening noise.

For the average lift infantryman, an engagement means being stuffed into the back of the *Astrin*, bouncing around until the ramp drops, and then being told to either attack in a direction, or to expect an attack from a direction. Tankers will be darting back and forth, trying to pick targets while avoiding becoming one. The artillery is pouring out fire while changing positions to keep up with the front edge of the battle.

In short, soldiers in the heat of battle tend to have a very short focus. The only thing that matters to them is the survival of themselves and their team. An infantryman won't notice that a Zho tank unit is pushing up the valley from Kevrvli; he will notice that a Z-80 is suddenly fewer than 200 yards from him, and moving fast!

To simulate this, keep the game moving quickly. Players who want to stop and think things over should have to make a Tactics roll for their troopers, otherwise it is move or die. Doing anything that requires the trooper to stop and concentrate should be penalized.

To increase the fog of war, the Game Master (or an assistant) should keep track of the group's ammo usage. It is always an unpleasant surprise to pull the trigger and get nothing, and then not be able to find any full magazines.

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Battles in Games

[Continued]

When it does come down to the actual firefight, a good rule of thumb is to figure out the larger force ratio and use that to determine the number of opposing troops. If the players' party has five members, and their side is outnumbered 3-to-1, the players will face around 15 assailants in each firefight.

Running the Show

For those in command, the situation is a little better. The chance of being immediately killed may be slightly less, although headquarters of any size are always prime targets for artillery, but the lack of good information is the big problem.

Imagine trying to direct busy traffic through an intersection. You are wearing a blindfold, and all of the cars have their windshields painted black. You can take quick peeks from under the blindfold, but you have to rely on passers-by for information on what cars are where. This is a good approximation of what being in a battalion or higher command post feels like. Snips of information come in, some from your own troops, some from higher headquarters. Whatever your battle plan was, it has come apart for some reason and you are scrambling to keep up with a very fluid situation. (There has never been a battle plan that survived the first shot. Even Desert Sabre in 1991 had its big error. Iraqi resistance was too light, and the VII Corps had to start its move a day earlier than planned.)

If you are the commander, you are trying to make life-or-death decisions based on little or no good information. If you are staff, you have the commander breathing down your neck demanding numbers that you just don't have!

A command post game is best suited for gamers who prefer puzzle-solving to raw combat. Forcing them to think on their feet, using the Tactics skill as described above, makes for a tense game environment even if the soldiers are the staff for a division.

Even if the troopers are staff for a large unit far back from the fighting, it is important to keep the sense of danger high. Besides the ever-present threat of artillery, many armies use special-operations units to penetrate into the enemy rear specifically to attack headquarters camps. The Soviet Union's *Spetsnatz* were experts at this tactic. Or confront them with an enemy breakthrough. Having a sudden report of enemy tanks within five miles of your position is a wonderful motivator.

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The commander might also find himself in need of a translator to speak with his own troops! The various regions of the Confederation maintain strong cultural traditions and this extends to language. A division might have troops with four or more primary languages.

The Solomani Army and their Marines more than make up for these handicaps with their fierce determination. Ever motivated by agents of Solomani Security, the troops see regaining Terra as a goal capable of being achieved within their lifetimes, and are immersed in heroic tales of the "War of Imperial Aggression" on a daily basis. The Solomani Army also has a long history of border wars with expanding Aslan clans.

More information on the Solomani military can be found in ***Rim of Fire.***

The Aslan

The threat posed by the Aslan is not immediately obvious. The Imperium and the various clans have had peaceful relations for several hundred years. In this case, the threat posed is far more subtle. The *ihaeti*, or Aslan colonization fleets, are constantly seeking new lands. Ihaeti are willing to purchase or bargain for what they need, but will fight for the land they see as their birthright.

Aslan combat units are based on the family/clan. Aslan troops will be related to each other, and serve out of duty to both their family and their own honor. The Aslan excel at light infantry tactics, but lag behind in combined arms techniques employing heavy equipment.

Aslan soldiers who have not had much contact with Human troops will be unprepared for many of the "dirty tricks" that Humaniti frequently employs. Things like ambushes and decoys violate the rules of honorable warfare. In this case, Aslan troops may declare all-out warfare and not accept surrenders.

The Aslan are detailed in ***Alien Races 2.***

Internal Threats

While the main focus of the military is looking outward, there are significant threats to the peace and security of the Imperium within its own borders. Usually, these threats are best controlled by other means, but on occasion the military is needed to impose a solution.

The most common case of this is a violation of the Imperial Rules of War. Any combatants who blatantly violate these laws will quickly have their headquarters overrun by Marines, and then find regular Army units occupying their territory.

Another threat is that of piracy. The responsibility for the suppression of piracy lies with the Navy as a matter of course, but Marines are often called upon to destroy pirate havens both inside and outside the Imperium. When the haven is inside the borders, the planet is pressured to take action on its own. But on most occasions, decisive action by the Marines is required.

One role that few people speak of is suppressing rebellions. Although it is not mentioned in polite society, at least one such incident occurs each decade or so. Some world decides that it wants out of the Imperium and the troops have to go in and sort out the rebels. More often, a local anti-Imperial terrorist or guerrilla group begins stirring up local malcontents against a pro-Imperial regime or an "exploitative" megacorporation, and the Imperium gets called in to assist the civil power.

Against terrorist groups like the Ine Givar, the Marines are sometimes called on to support the Ministry of Justice and the Scout Service's S-3 teams. A Marine presence is only requested in cases where the usual law enforcement authorities would be completely out-gunned.

If the guerrillas are sufficiently agile or enjoy popular support, suppressing this sort of unrest may require a long-term "hearts and minds" program supported by a lengthy counter-insurgency and internal-security operation.

The Imperial Way of War

Since its founding, the Imperium has developed a body of common procedures for the waging of war. These methods were formed during the Pacification Campaigns, and perfected by the time of the Solomani Rim War.

Nexus Warfare

It is accepted among Imperial military thinkers that one cannot conquer any world worth having. One can, however, control it. This philosophy results in the doctrine of nexus warfare. Rather than attempting to dominate a planet, Imperial policy is to identify its critical points. These points are broken into basic categories.

Power Nexuses: Generating stations, transmission yards, and the control stations for the world's power grid are a vital objective. Having the ability to shut off the power can cause severe hardship for the defenders, as well as making it easier to identify military targets, since they will probably still have power.

The Imperium encourages member worlds to diversify their power grids for this reason. On high-tech worlds, the presence of many small fusion plants makes it harder to identify and neutralize power nexuses.

Communications Nexuses: Controlling the communications of a planet during wartime is as important as orbital superiority. Both private communications channels and public broadcasting facilities can be used to funnel information and propaganda. When attacking, taking out the world's news services can cause more panic than the actual invasion could. Without a credible source of information, rumors will begin to spread, leading to possible civil disorder.

Transportation Nexuses: Even on worlds using grav vehicles, there are usually recognizable points where the transportation web comes together. Many worlds use trains, from rail to maglev, to haul heavy loads. Most worlds have starports. Taking these nexuses allows an invader to inhibit the movement of the opposing force. If nothing else, these facilities can be destroyed to deny them to the foe.

A world's starport is usually the first objective of an invader. The starport usually is close to several other nexuses, and controlling it gives access to the world's traffic-control systems, which can at least make an attempt to track objects in orbit.

Governmental Nexuses: The actual leaders of the world, and the places that they work from. Taking out a beloved leader can cripple a world's will to resist. On the other hand, if the leadership remains free, with access to communications, they can rally resistance against the invaders.

Battles in Games

[Continued]

Playing Loose

The best way to run combat is with a light hand. If the players need to be told that the enemy is close at hand, and it is time to exit the area, have a spray of bullets hit the scenery. The Game Master should not have to roll for each burst fired in this situation.

Most passing combats can be handled like this. If the PCs and enemy troops merely trade a few shots while running in the opposite directions, just describe the action and move on.

There will be players who demand that every single round fired be accounted for. How the Game Master handles this is up to the style of the group, but a few sessions of unending combat tends to shake even the most dedicated rules lawyer.

Keep the Troops Busy

Lastly, the PCs should be the focus of the game. The Game Master may steer the battle to put the troops in the right place to win the day. For some players, it can be very depressing to hear about how another company saved the day. For others, it is more realistic and satisfactory to perform well, survive, and hear later about the "big picture."

Fatigue

Battles are *exhausting*. Soldiers spend hours in a nearly constant state of extreme tension, and much of that time will be spent in hard physical labor.

GMs should strictly enforce the Fatigue rules (p. B134) and consider the expanded rules on pp. CII173-174.

Situation Report: Spinward Marches

The current standing of the various Imperial forces, as well as notable trouble spots, as of 001-1117.

Cronor

Cronor subsector is home to a single Imperial world (Quar), and has no formal Imperial army assigned. Quar's "Home Defense Force" is equipped with Imperial standard equipment, though, causing many to wonder who is really financing an entire field army for this world.

There are persistent rumors of covert operations by the Sylean Rangers or Marine Commandos on various worlds. The local commanders have no comment on the subject.

Querion

No Imperial worlds, and no army assigned.

The Sylean Rangers and Marine Commandos man several military-assistance groups throughout the independent worlds of the subsector.

Darrian

A close Imperial ally, Darrian hosts several teams of Marine advisers at any given time. This advisers are present in a strictly non-combat role, and serve only to assist the Darrian's own Marines with Imperial technology. No Imperial worlds, no army assigned.

Zamine (Darrian 0421) has seen a rise in international conflicts. A Marine observation group of about 60 is on the world to monitor the situation.

Five Sisters

An astrogational oddity, Five Sisters is cut off from the rest of the Imperium by the Sword Worlds and District 268. The Unified Army of the Five Sisters ranks as one of the most elaborate in the Imperium.

The UAFS has three field armies of lift infantry and one grav tank army. It also maintains five elite armored divisions, each named for one of the "sister" worlds.

The forces in Five Sisters want for nothing. The subsector government spends freely for its army, and many of the infantry units are now equipped with battledress.

Ralhe (Five Sisters 0731) is occupied by the 718th Lift Infantry Brigade executing a type 6G5-Y mission. They have been in place for six months, and are expecting their relief to arrive near the end of 1117.

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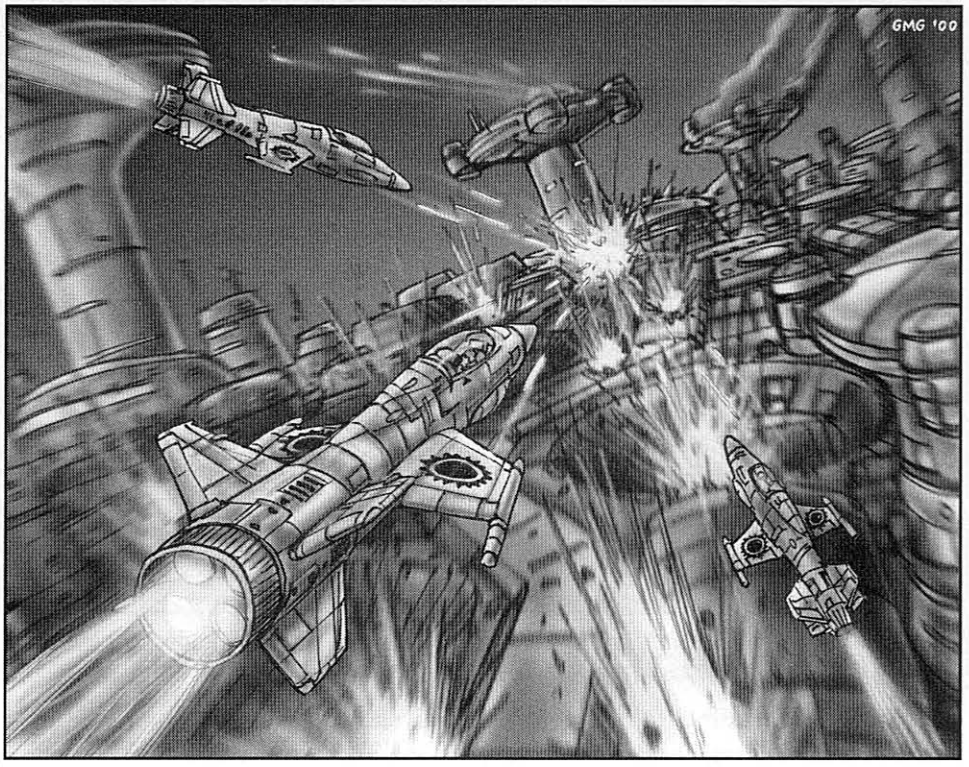

Military Nexuses: Not the actual forces on planet, but bases, headquarters, supply dumps, and other such objectives.

Economic Nexuses: The world's lifeblood. On industrial planets this will be the factories and plants, or the mines on a resource planet. This is more a long-term nexus, as control of these rarely offers an immediate advantage on either side.

Population Nexuses: The world's cities, arcologies, or any other population concentrations. It is Imperial policy to avoid fighting in cities if at all possible, due to the probability of massive casualties, both among civilians and Imperial troops.

Social Nexuses: An uncommon target, social nexuses are places that have a deep historical or religious significance to the population. Holding such a nexus can often ensure local cooperation through social blackmail.

In many places, a single point will be the location of several nexuses. A large city might be a population, governmental, communications, and transport nexus, and thus a very high priority objective.

Tactics and Combat

Each of the combat arms has a different view of war, and different methods of achieving their objectives in battle.

The Tanker Life

When the first shaky grav tanks and APCs came into service, generals had visions of an end to the days of slow, methodical advances through the mud and grime. Reality destroyed this vision.

The truth of the matter is that while vehicles like the *Intrepid* grav tank can fly at 600 mph and shrug off most attacks, they are vulnerable when flying in the open. Man-portable missiles like the MAA-756 *Mjollnir* can take down even the heaviest piece of grav armor. Also, operating in open flight makes a vehicle an easy target for any vessels in orbit.

So grav tanks hide in cover whenever possible, hugging the terrain as they sprint from one concealed position to another. Combat vehicles also need extensive suites of deception equipment to survive long enough to actually fire on the enemy.

When grav tanks do fire, they most often do so by "popping up" from behind a concealed position to engage a target that has been spotted by another unit. Imperial tankers fight a war of hide and seek, where quick reactions and sound judgment determine who lives and dies.

The dream of every armor commander is to suppress the enemy to a point where the tanks can come out and make best use of their speed and armaments. These breakouts can end a battle quickly as the tankers drive deeply into the enemy rear areas.

The Poor, Bloody Infantry

On every world where a mechanized army has been developed, the death of the infantry has been predicted. The argument is always that the tanks, aircraft, drones, robots, or whatever can do the job better. Yet the infantry remain.

The job of the infantry is to take and hold ground. Infantry are the force best used in confined areas like cities, and can defeat the enemy in detail, unlike the heavier forces.

> *"All combat takes place at night, in the rain, at the junction of four maps."*
>
> *– Murphy's Laws of Warfare*

Imperial infantry spend much of their time in the field spotting for tanks and artillery. A single soldier can be easily missed in the chaos of battle, and that soldier can bring in accurate fire from a variety of sources.

The infantry do fight, and what they do has not changed much in millennia. Squads are based around a support weapon, with the riflemen acting as ammo bearers and protecting the support-weapon's crew.

Artillery, the King of Battle

The main killer in combat, far beyond any other agent, is the artillery. For the Imperium, artillery weapons are meson sleds and rockets capable of devastating huge areas.

For all their power, artillery units are very vulnerable. The rocket-based units require constant resupply of ammunition, tying them to their support units. The value of artillery as targets requires them to move constantly to avoid enemy counterstrikes.

Send in the Marines!

The Imperial Marine Force is different from the other Imperial ground units. The Marines use total assault tactics. When the Marines attack, it is with the maximum force that can be brought to bear on the target. Armed with fusion weapons and in battledress, a squad of Imperial Marines is a threat unequaled in known space.

The Marines do have their limitations. They are not trained for long-term combat; they are raiders. Their tactics can backfire, causing resentment rather than the desired fear.

Invading a World

Since invading a planet capable of offering significant resistance is the most difficult and potentially lethal operation an army can undertake, the Imperium has codified the steps that need to be taken to successfully complete the mission.

Reconnaissance

The objective world must be scouted. Ideally, Army Intelligence will have maintained information on the planet's defenses for years before the conflict.

Situation Report: Spinward Marches

[Continued]

Jewell

The Unified Army of Jewell consists of three infantry corps, two grav armor corps, an elite infantry division, and an elite infantry regiment.

The focus of many Zhodani invasions, the Jewell cluster has fought and won every time. The military is very popular on most worlds, and military service is considered a social must.

Esalin (Jewell 1004), formerly held by both the Zhodani and the Imperium, remains a curiosity in military circles for its contribution to the regular Army: a single TL8 mechanized infantry division. During the codominion period, each side was limited to a single division of troops built at the local level of technology. While the wider war raged, the two mechanized groups tore at each other, with the Imperium coming out on top. The Esalin Division proudly wears its title as the most backward unit in the entire United Armies, and is in demand for exercises to train Imperial troops in facing low-TL opponents.

Vilis

The Unified Army of Vilis contains six lift infantry field armies, three grav tank armies, and an elite lift infantry corps.

Vilis is a hot spot for the Imperial Army, and subsector officials are happy that they are blessed with a large force. Half the Army is currently tied down in counter-insurgency and internal-security operations on Garda-Vilis (see below), while the other half strains to meet the obligations of defending the subsector.

Garda-Vilis (Vilis 1118) currently is occupied by three infantry armies (the 17th, 56th, and 57th) and a Marine Force Command optimized for counter-terrorist work. A company of Marine commandos is also in the system.

All of this force is to stop the near-anarchy that has prevailed for close to 20 years. The Tanoose Freedom League has proven itself to be expert in goading green Imperial troops into firing blindly, then making the most out of the resulting civilian casualties.

Sword Worlds

The Sword Worlds do not have an army assigned. Imperial troops in the region are commanded by the Unified Army of Lunion.

Nearly 10 years after the end of the Fifth Frontier War, Imperial troops still garrison several worlds of the old Sword Worlds Confederation.

Continued on next page . . .

Situation Report: Spinward Marches

[Continued]

On Tyrfing (Sword Worlds 1324) the duties of occupation have recently been taken over by the 102nd Lift Infantry Division. The decision to send the 102nd was controversial, since the commanding general, Maj. Gen. Gordon David Duke, has been outspoken on his opinions about the Sword Worlds and the end of the last war. Observers fear that the notoriously temperamental general will destroy the brittle understanding between the people of the Sword Worlds and the citizens of the Imperium.

District 268

This subsector is not yet under Imperial administration. Army troops are drawn as needed from Five Sisters or Glisten; the 9,090th Marine Regiment is stationed at Mertactor.

Regina

The Unified Army of Regina contains three grav tank armies and three lift infantry armies.

Ruie (Regina 1809) has been a headache for Imperial planners for more than 20 years. Currently, there are several internal-security missions under way in various places on the world's surface.

The planetwide war on Feri (Regina 2005) has already led to several Imperial interventions to arrest leaders or to remove weapons of mass destruction. It is expected that Archduke Norris' patience will soon wear out and he will launch a full invasion of the world to stop the slaughter.

Lanth

The Unified Army of Lanth is relatively tiny compared to its neighbors. Lanth is a grossly underpopulated subsector, and its nature makes it hard to organize an effective defense.

Lanth has only four divisions of lift infantry to call its own. Troops are loaned from Lunion and Rhylanor subsectors in times of need.

Treece (Lanth 2311) is under the effective control of the Imperial Army. Units are drawn from the neighboring subsectors to keep order and allow the Navy to tend to the administrative concerns. Almost all vital functions are provided by Army troops.

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Sylean Rangers or Marine Commandos, with the assistance of the IISS, will attempt to infiltrate the world. What they are looking for is command-and-control centers, communications nodes, and planetary-defense sites. Of course, this information has to make it back to the Army commanders to be of any use. If possible, recon teams are extracted by the IISS ships that brought them. If extraction is not an option, the information is transmitted to IISS ships which then leave the system.

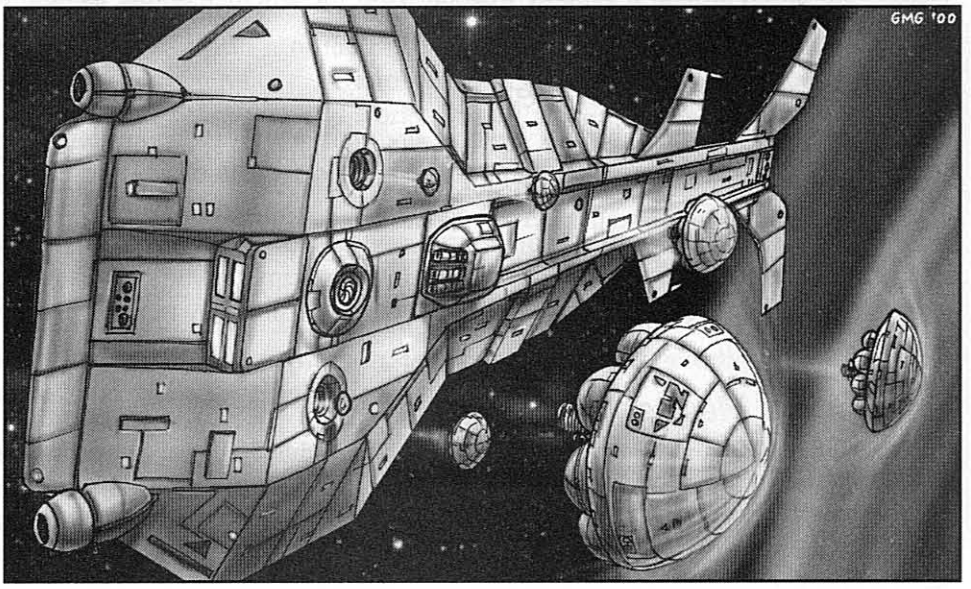
Space Superiority

For anything other than quick Marine raids, it is necessary to establish reasonable control over orbital space. It is rare to be able to completely clear enemy activity, but the commander cannot allow hostile vessels to penetrate the fleet screen.

Orbital Bombardment/Initial Raids

Once orbital control is established, selected targets are engaged by fire from Navy ships. Highest priority is given to planetary-defense sites that have the ability to damage the fleet. If possible, batteries are allocated to strike secondary targets such as power-generation centers or transportation nexuses. Imperial doctrine is to avoid unnecessary collateral damage when possible, so ortillery fire is closely controlled.

At the same time, Marine units begin making drops intended to seize high-value objectives such as the planet's starport. Other raids are launched to both distract and demoralize the defenders. At this point in the operation, the overall commander will make the final decision on where he will land his main force.



Pathfinder Landings

Rapid-interface and Marine units will attempt to seize the designated landing zone. At the same time, orbital fire will shift to suppression of any enemy presence out to 250 miles beyond the local horizon. The troops on the ground can count on heavy support from naval fighters as well as their own attack speeders.

Main Force Landing

Under cover of the fleet escorts, the main force transports begin entry. Supporting fire reaches its most intense level during this period. Electronic-warfare units attempt to reduce the enemy's ability to detect and communicate to such a low level that they are effectively immobilized while the transports land.

On the ground, the transports disgorge their loads of troops. The combat units form up and move to engage the enemy. At the original landing zone, beachmaster units begin the difficult job of setting up the necessary supply and medical units.

Movement to Contact/Consolidation

The Imperial mode of combat emphasizes quick action and overwhelming firepower. When in the attack, the Army and Marines use their firepower liberally. However, Army leaders are taught that the fleet cannot afford to linger over a single planet, so they must learn never to depend on endless support from the skies.

How to Build an Army in Eight Easy Steps

In any military campaign, the Game Master may need to know the state of the local forces and the number of Imperial troops available. The following rules are used to describe armies from that of a single world to entire subsectors and beyond.

Planetary Forces

The first step is to determine the raw number of battalion equivalents (BEs) a world can field. Each BE represents roughly 500 soldiers.

Step 1: Battalion Strength

A world's battalion strength is based on its population rating and tech level. Worlds with low levels of technology cannot afford to field many professional troops (but see *Levies* sidebar, p. 82). Conversely, worlds at the high end of the tech scale can afford smaller armies because each soldier is so much more capable than his lower-tech equivalent. Find the *raw* number of battalion equivalents on the following chart. (This chart varies in some respects from the Aslan-specific version found on p. T:AII24. Use that chart for Aslan worlds; for other non-Human worlds the GM should feel free to adjust this chart as he sees fit.)

BATTALION EQUIVALENTS

	Population Rating							
TL	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1-3	-	-	-	-	1	10	100	1,000
4	-	-	-	1	5	50	500	5,000
5	-	1	10	100	1,000	5,000	25,000	100,000
6	1	2	3	30	300	3,000	30,000	250,000
7-8	-	1	2	20	200	2,000	20,000	200,000
9	-	-	1	14	140	1,400	14,000	140,000
10	-	-	1	11	110	1,100	11,000	110,000
11	-	-	1	7	70	700	7,000	70,000
12-13	-	-	-	5	50	500	5,000	50,000

If the world in question has an atmosphere that is not breathable by its primary occupants, shift one column to the left, reducing the number of raw BEs available. The GM should use discretion in this. If the taint is a marginal one such as excessive UV light, feel free to keep the original number of raw battalion equivalents.

Examples: *Jewell/Jewell has a population of 6.3 billion (PR 9) and is TL10. Jewell's army has 11,000 raw battalion equivalents before making the adjustment for Jewell's polluted atmosphere. This reduces it to 1,100 raw battalion equivalents.*

District 268/Motmos is only TL6, and supports a colony of 7 million (PR 6). Checking the table, we see that Motmos has a small force of 30 raw BEs.

Situation Report: Spinward Marches

[Continued]

Icetina (Lanth 2418) has been taking an increasingly anti-Imperial stance; Sylean Rangers and Marine Commandos are beginning to gather the intelligence needed for a successful intervention. In a typical case of non-communication, Marines and Rangers opened fire on each other at a remote pick-up point in late 1116. Neither team had been told to expect the other's presence at the site.

Lunion

The Unified Army of Lunion has one lift infantry field army, two grav tank corps, two elite grav tank divisions ("Strouden" and "Lunion") and a single elite rapid interface regiment.

Several major combat elements of the Lunion Army are tied down in occupation duties inside the Border Worlds. Other than those duties, the subsector is at relative peace at the beginning of 1120.

Glisten

The Unified Army of Glisten has five corps of lift infantry. At any time, two of the corps are pulling duty in District 268.

Aramis

The Unified Army of Aramis has three lift infantry field armies, one grav armor field army, and a single elite Vargr-staffed infantry division, the *Onggezagzrighz* ("Bowing to hidden charisma").

The people of Aramanx (Aramis 3005) are suffering through their 14th year of murderous war. Curiously, there has been no intervention despite clear evidence of multiple Rules of War violations. The Marquis' office refuses to comment, only stating that all the combatants are member-states, and have not violated any Imperial laws.

In the meantime, the death count rises. Several sophonts-rights groups are desperately searching for any proof of the war-crimes allegations, or another excuse for intervention.

Rhylanor

The Unified Army of Rhylanor controls five lift infantry armies (one elite), three grav tank armies, and a single elite grav tank corps.

Rhylanor's powerful army is the envy of many subsectors, and is the centerpiece of planning for any major ground campaign. Since the end of the Fifth Frontier War, Rhylanor has been a remarkably peaceful subsector. The Army primarily concerns itself with supporting its Lanthian comrades in peacekeeping duties.

Continued on next page . . .

Situation Report: Spinward Marches

[Continued]

Mora

The Unified Army of Mora contains six lift infantry field armies.

Mercury (Mora 2624) is the site of the Imperial Marine Force's Phase II training camp for the Spinward Marches. Camp Corporal Hopgood Training Facility lies deep in a mountainous region. The instructors enjoy joking that: "Deserting is easy. Just walk out the gate, turn left, and the bus stop is 300 miles that way."

Trin's Veil

The Unified Army of Trin's Veil contains one lift infantry field army and one grav tank corps. The Army's small size is a reflection of the attitude of the locals, who haven't seen a serious threat in centuries.

Thisbe (Trin's Veil 2539) currently hosts the 720th Lift Infantry Brigade, which is carrying out an internal-security mission. The troop's presence is backfiring, as the locals are using the continued proximity of Imperial troops as a rallying call for more violence.

The soldiers are virtual prisoners in their encampment. Nothing has happened beyond pushing and shoving, but the tensions are rising on both sides.

Zephyr (Trin's Veil 3138) has seen a long-term peacekeeping mission drag on. The situation has become so predictable that the Trin officials regularly rotate a new division onto the world for "live fire training" before shipping them back to their home base.

Step 2: Battalion Equivalent Modifiers

The raw number of battalion equivalents may be modified by several factors.

If ***First In*** is being used to detail the planet, the Social Parameters (see p. T:FI98) will have an effect. Add modifiers together before applying them:

Worlds with High Solidarity (Collectivistic) will add +5% to the BE total.

Worlds with High Tractability (Submissive) will add +5%.

Worlds with High Aggression (Violent) will add +10%.

Worlds with Low Aggression (Pacifistic) will subtract -15%.

Balkanized worlds will tend to have more military forces than united planets. Each GM will have to decide what the political situation is on the world, but as a rule of thumb adding 1-5% for each *major* power works out pretty well.

On balkanized worlds in the middle tech ranges (6-8) and with large hydrospheres, wet navies become important. To account for these, apply a -1% modifier for each 10% of the world's surface covered by ocean to the battalion-equivalent count on these worlds. This represents resources diverted to the wet navy.

Examples: *Jewell does not fit any of these conditions, so the 1,100 raw battalion equivalents remain unmodified.*

Motmos is both Submissive and Pacifistic, so the total adjustment is (+5%-15%) or -10%, leaving the world with 27 raw battalion equivalents.

Earth in the 1980s had two major military powers, and one coming close behind. If designing Earth for this period, adding 8% to the total battalion-equivalent number would not be out of order. Earth also has oceans covering roughly 70% of the surface, so the total is reduced by -7%. The result would be 20,200 raw BEs.

Of course, the Game Master is free to declare that a particular world is far more militarized than shown, or perhaps has no army at all!

Examples: *Jewell has been hit by the Zhodani repeatedly over the past five centuries. Patriotism and anti-Zhodani sentiment make military service a social requirement. The GM gives Jewell a +5% for this reason, lifting Jewell to 1,155 battalion equivalents.*

The standard calculation for 1980s Earth results in "only" 12-13 million soldiers under arms. This is insufficient to portray the resources of the superpowers, much less the many other lesser armies of Earth. To accurately reflect the massive mobilization efforts of the Cold War (very roughly 40 million army troops worldwide), the GM would have to increase the raw BE figure dramatically (some +50% to +70% depending on the reserve ratios selected in Step 3, below).

Step 3: Regulars, Reserves, and Militias

Not all the soldiers of any Army are on active duty. Many serve in reserve units, part-time soldiers available in a crisis. In addition, the world's population can contribute a militia. The total raw BEs must be divided between the active and reserve components. For every raw battalion equivalent designated as reserve, the world actually gets three inactive raw BEs.

Most armies split their reserves and regulars on a 3:1 or higher ratio. If the GM desires, simply take half of the available raw BEs and place them in reserve. This will model how most current armies are structured. Governments without an obvious threat can fall to ratios approaching 21 reserve units to every active unit (to get a 21:1 ratio, for every eight raw BEs place seven in reserve). In most cases, a good way to judge the proper ratio is by gauging the threat the world faces. Planets in immediate peril of a war will have more active-duty troops.

Examples: *Jewell splits its Army into 755 raw battalion equivalents of regulars and 400 raw BEs of reserves, for 1,200 actual raw BEs in reserve and a total of 1,955 raw BEs.*

Motmos places all 27 of its raw battalion equivalents on active duty.

A militia is that portion of the world's civilians that will resist an invader by whatever means they have. In general, 25% of the population will attempt to resist. These are not regular, uniformed members of the military structure at the start of hostilities. They may field organized forces, form irregular bands of partisans, or even act alone to strike back. The number is an estimate of how difficult the population will be to subdue.

The 25% figure is modified as follows. Add all modifiers before applying:
Worlds with High Solidarity (Collectivistic) will add +5%.
Worlds with High Tractability (Submissive) will add +5%.
Worlds with High Aggression (Violent) will add +10%.
Worlds with Low Aggression (Pacifistic) will subtract -25%.
Worlds with a Control Rating of 5-6 will subtract -10%.
Worlds with a Control Rating of 0-1 will add +10%.
Worlds with PR 1-3 add +5%.
Worlds with PR 8-10 subtract -10%.

Examples: *Jewell has a population of 6.3 billion, and a CR of 5. Jewell has an available militia of (25%-10%) or 15% of 6.3 billion, or 945 million people.*

With its CR 6 and Submissive and Pacifistic tendencies, Motmos will have effectively no militia among its 7 million people. Individual PCs from Motmos may of course decide for themselves whether to fight an invasion.

Step 4: Tech Level Modifications

Each army has the base TL of its home world. Governments sometimes choose to spend available defense funds to buy higher-TL equipment and training from neighboring worlds. This can be done for any number of raw BEs at any number of TLs. For instance, a high-population TL8 world might field a TL8 army with a TL9 "first-line" core and elite units at TLs 10, 11, and 12.

So There I Was . . .

". . . Cpl. Campbell and I were sweeping a Swordy position on Lanth. There was this one sniper. Guy kept pot-shooting us from all over the place; sensor couldn't find him in all the junk and wreckage.

"Of course, nothing he shoots is getting through. But it's annoying! Your can freezes up and tells you that you're being shot at, like I hadn't figured that out yet. So the corp tells me to circle back about 500 and try to work around.

"So I do, and the next thing I hear is Campbell yelling 'Thunder!' and he pops a mini-nuke on the guy! Blows me flat on my back; suit goes nuts. I thought I was dead for a second.

"Campbell comes bouncing over as I'm getting up, and I tightbeam him. What did he think he was doing? That jerk didn't rate a nuke! Campbell grinned, you could hear it in his voice, and said that the sniper had a missile launcher.

"I tell him regiment is going to flay him alive if he tries to pass that story. He goes, 'They're more than welcome to search the body!' pointing at the crater . . ."

". . . Col. Eleri was out for blood. The Old Man was all over the place, threatening to bring in the IG, promising us that we'd never even see a promotion board, let alone get promoted, real end-of-the-universe threats.

"I just wish I could've seen his face when he heard it was Gen. Weir who had left that box on his desk . . ."

". . . and there was something ***knocking*** *on the hatch! Here we are, middle of nowhere, and something has crawled up on the* ***Intrepid*** *and is using my hatch like somebody's front door. Really strange, y'know?*

Continued on next page . . .

So There I Was . . .

[Continued]

"Thing is, it was a polite knocking. Not the banging you get when a dimbulb with a wrench wants you to crack open, but a polite tap tap tap. The crew and I looked at each other, and Kellie grabbed the SMG to cover me. I crack the hatch and peek out.

"It's pouring rain, of course, and I can smell the charred armor from the shot that took out the PESA, and there's this little guy, and about a quarter of the Squallian population, standing around and on our tank. He sees me, breaks into this huge smile, and asks if we want to buy souvenirs or food! Craziest thing I ever saw.

"Yeah, that's where I got this shirt . . ."

". . . You ever see a Virushi? Bloody great thing, like a K'kree wearing heavy plate. They rolled me into the brigade surgeon's, and I never expected to see anything like that. Seems he was a civilian doctor, and wanted to help out! Sounded like a grenade when it talked. But it did a job on my legs, and really seemed to be interested in me during recovery.

"Like my dear dad always said, every creature has a place in the divine plan. Lucky for my legs a Virush was there . . . ."

". . . I was helping out in the supply room while we were deployed on a 5. Whole division wandering around the Conterez Desert fighting the "Zhodani" opponents. But I had a bad knee, and couldn't run around with full gear. No tears in that beer.

"But anyway, me and Greene got sent to take the g-carrier to the central supply point to get that day's water rations for the company. Hey, it gets you away from camp and First Sgt. Mori for an hour or so.

"We're flying along, having a great time, when Greene sees another g-carrier. Just for fun, I shoot an IFF blip. Nothing, it's an enemy vehicle! So I shoot it.

"Now, these are training ranges, so all I did was plink it with a low-powered laser, but it knew it had been hit. A few seconds later, he plinked back. Now he's done it, Greene and I yelled, and we circled in for the kill.

"How much do you know about those training ranges? Combat vehicles are equipped with sensors to determine the effects of simulated hits. Hit a floater hard enough, the computer lands it and tells the crew they're dead. Fun stuff. What we had forgotten was that the g-carriers weren't equipped with sensors.

Continued on next page . . .

For each TL-upgraded battalion equivalent, a greater number of raw BEs must be "traded in." This represents the greater expense and maintenance required by high-TL units. To determine how many raw BEs are required to pay for each upgraded BE, find the exchange factor for both the army's base TL and the upgraded BE's TL, below. Then divide the upgraded BE's exchange factor by the world's exchange factor.

The exchanged raw battalion equivalents are gone. In effect, the world has spent more money on equipment, less on personnel.

TL	Exchange
13	2.0
12	1.0
11	0.50
10	0.31
9	0.20
8	0.12
7	0.075
6	0.05
5	0.03
4	0.02
3	0.01

Example: *Motmos (TL6) would like to have better protection than offered by its local weapons, so the government decides to raise a better, TL9 force. They have to use (0.20/0.05) four raw battalion equivalents for each BE raised to TL9. Motmos converts 20 TL6 raw BEs into five TL9 BEs. Since Motmos started with 27 raw BEs total, its Army has seven TL6 BEs left over.*

The GM can increase the effective exchange factor of a given TL if a source world for that TL isn't close by. This reflects the difficulty of paying for the shipping of spare parts and replacement systems. In extreme cases, the world's military might be entirely staffed by off-world mercenaries.

Most worlds cannot get more units by *lowering* the army's tech level! All that most planets get in that case is resentful soldiers and inquiries into where the procurement budget has gone. The GM might allow a few cultures to field units at one TL lower than the planet's TL; for instance, a fanatically religious society might deploy waves of low-TL infantry.

Militia are always fielded at the base planetary TL.

Step 5: Unit Types and Sizes

The next step is to define the types of units fielded, then group the resulting battalions into larger units. It would be very rare for an army to be organized around loose, independent battalions, though it has probably happened somewhere.

First, battalion equivalents are converted into one of two essential sorts of true battalions, infantry or armor. In this simple approach, both sorts of battalion are assumed to include their own integral artillery. In practice, infantry battalions created here may have modest armor assets and armor battalions may have modest infantry assets.

Each armor battalion costs double; i.e., it is paid for with *two* battalion equivalents.

Battalions of either sort can also be designated as "elite" by doubling their cost; i.e., paying two BEs for an elite infantry battalion or four for an elite armor battalion. No more than 20% of the regular BEs can be spent on elite battalions; reserves cannot be elite.

Example: *Jewell's army is beginning to take shape. The 755 regular BEs are spent on 80 armor battalions (costing 160 BEs), 20 elite armor battalions (80 BEs), 445 infantry battalions (445 BEs), and 35 elite infantry battalions (70 BEs). The 150 BEs spent on elite units are less than the 151 allowed. The reserves have 200 armored battalions (400 BEs) and 800 infantry battalions.*

Motmos decides that all 12 of its BEs will remain infantry battalions, with no elite units, leaving it 12 infantry battalions.

After this, organize the units. Battalions are used to "fill" different units. There is no requirement to use the largest unit possible. No matter what force structure is chosen, there is assumed to be an overall command present. If there is an odd number of units, they can be combined into a larger unit; as long as the actual

number of battalions is within about 10% of the listed size this is no problem. Such units might be noted as being under- or overstrength for additional color.

The standard unit sizes are 5 battalions per regiment or brigade, 20 per division, 100 per corps, and 500 per field army.

Example: *Jewell's regular Army is divided into two elite infantry divisions (one mildly understrength) and an elite armored division backed by 22 infantry divisions, four armored divisions, and a specialized infantry regiment (likely jump infantry). The reserves are more simply organized in eight infantry corps and two armored corps.*

The Motmos force is organized into a single TL9 infantry regiment, a TL6 infantry regiment, and two specialized TL6 infantry battalions (perhaps anti-armor units substituting anti-tank weapons for their conventional artillery).

Militias are also divided into battalions, though in practice it would take a great deal of combat experience for militia units to appear on the field in anything like battalion strength. To determine battalions of militia, divide the total militia strength by 500. Militia are always non-elite infantry, though individual units may have stolen or scrounged up minor armor assets.

Example: *Jewell's 945 million potential civilian defenders convert into 1.89 million militia battalions!*

Step 6: Finishing Up

The defense force for the world is now fully developed. The only thing left to do is to write the force up and add color details. Armies are known by their habits and traditions. Rarely is anyone satisfied with simply calling it "the Army." Army of the Potomac, People's Liberation Army, Le Grand Armee, The Immortals, Afrika Korps . . . these are names that grab attention.

Also consider the force's environment. Why is it so large or small? What is the largest threat it faces? Has it performed well in the past, or is it a traditional ne'er-do-well? All these things will help keep the armies encountered during a game from just being one more set of guys with guns.

The Defense Force of Jewell: TL10, 22 regular infantry divisions organized into four corps, four regular tank divisions. One elite armor and four elite infantry divisions known as the Gemstone Walls; each division is named for one of the worlds of the Jewell Cluster, and all five are organized as a single corps. One regiment of regular jump infantry, the 1st Meteorics. Eight infantry and two armored corps in the reserves. Potential 1.89 *million* militia battalions, some of whom already are loosely organized into "factory defense leagues" of battalion or even division strength.

So There I Was . . .

[Continued]

"So the other guy motions us to the ground, and we land. We all crawl out of our buggies, and they've been laughing as hard as we have. 'How do we resolve this?' one of their guys asked. I pulled a Cr1 coin out of my pocket. 'Call it in the air.'

"The forces of light vanquished the evil Zhos that day. I actually filed a contact report, though nobody ever got back to me on that one . . ."

". . . so Carlos hits it ***big*** *on the tables one night. I mean, he has more credits than half the Force. So we talk about what to do with it, and Carlos, he wants a big fancy air/raft.*

"Pretty stupid, huh? We could ship out in a day, and Carlos wants this big flashy floater. Nobody ever said the guy was smart, just lucky, right? So he heads out and buys this amazing float. An 1109 Sharurshaid Velocity with all the trim. You know, before they changed the front end and ruined them.

"Of course, we get shipped to Mora within the week. But Carlos is sneaky and lucky. He gets a tramp merchant to ship it, for free, in exchange for a little favor before we leave. I dunno, so don't ask.

"So the C-man has his fancy ride, and we start hitting the town. Doesn't matter that he's just another broke Marine; that raft attracts women by the bucketful! He started auctioning off the extra seats on liberty nights to mobility- and romance-impaired guys for kicks.

"Then we both get told to report to the Brigadier. That's real bad. Normally, if we had done something the brass would notice, we'd already have been busted and jailed. Weird thing is, she wants to see us in the raft lot at Fleet HQ, in our ride.

"We get over there and report, after our Ship Sergeant had inspected us 10 times. The Brigadier says, 'Gentlemen, I suppose you recognize this?' She's standing next to another 1109 Velocity, same color.

"You know that awful feeling of your insides trying to crawl up your throat at the very beginning of a drop during the transit to zero gee? Ten times worse, trust me.

"The Brigadier looks at us and in the coldest voice I have ever heard goes: 'We seem to share a taste in fine vehicles. However, our taste in after-hours amusements differs wildly. If my husband hears one more report about my air/raft being spotted in the seedier parts of Startown, you will both be placed on observation posts someplace so distant that the first light of creation has yet to get that far. Do I make myself clear, Marines?'

"Hey, what could we do? I think Carlos sold the raft a few months before that Vargr got him . . ."

The Motmos Guard: One TL9 regular infantry regiment of mercenaries, supported by a local TL6 regular infantry regiment and two anti-armor TL6 regular infantry battalions.

Step 7: Colonial Troops

On worlds of TL9 and up, about 10% of the world's army will be able to move off-world at any given time, assuming that the government is willing to let them go.

Subsector Armies

Once the planetary forces have been finished, the GM can look at the subsector army. The personnel are drawn from the same pool as the planetary forces.

Step 8: Mustering the Troops

The Imperial Army recruits from each world 5% of the number of raw BEs available to the world at the end of Step 2 on p. 78. This slice does *not* affect the world's own forces; the Imperium is taking the recruits it wants and the locals are left to fill in the slots with other troops. Reduce this levy by 10% for each TL the world is below TL11.

Example: *Jewell has 1,155 raw BEs. The Imperials would get 115.5 raw BEs from the planet but Jewell is TL10, which reduces this to 103.95 raw BEs.*

Many worlds will make fractional contributions to the subsector army. Save these numbers, and add them to the total size of the army. Use the same process used for planetary armies to allocate units. These units are already considered to be TL11, but may be (in rare circumstances) downgraded to TL10 or (frequently) upgraded to TL12 in Step 4. The Imperial Army has no reserves or militia.

At times, the GM may find that a subsector has, for various reasons, an extremely understrength army for the situation it faces. In these situations, units are sometimes loaned from the more populous subsectors in the area. If detailing an entire sector, take a look at the situation once all the subsectors are finished, and reinforce weak subsectors.

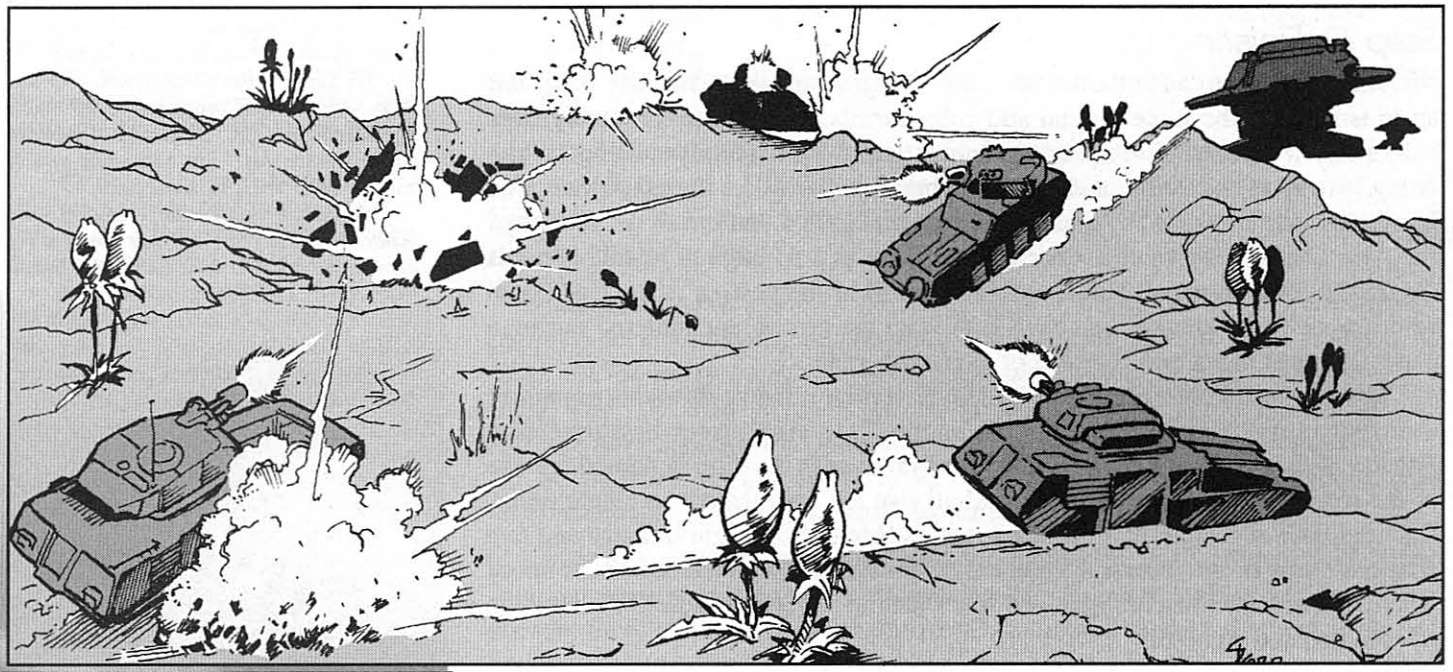
If a subsector consists mostly of worlds of TL10 or less, this may be one of the rare cases where the subsector army fields a large number of TL10 units to "flesh out its ranks," since every TL11 raw BE converts into 1.6 TL10 raw BEs.

Levies

Beyond all the regular and trained military organizations, there are untrained mobs dragooned into uniform and called "levies." For the most part, levies are used to free up more able troops for combat duties. In desperate situations, these levies might find themselves on the front lines. The most notable case of this in recent history was the German Volkssturm, old men and children given old weapons and used as a last-gasp measure to try and slow the Allied advance. As can be expected, very few of these units lasted more than a day in combat.

Another form of levy was seen in the United States, where numerous women went to work in "male" jobs so that the men could fight. Also, black Americans found new opportunities to advance as the war demanded more men and resources.

In the Imperium, levies are rarely used. It's much easier to hire mercenaries or call upon the Imperium for relief if the situation becomes too desperate. But the possibility of encountering half-trained troops cannot be discounted. An interesting dilemma for an Imperial commander would be to learn that his objective is being held by children. What does he do?



Standard Issue

Lt. Dylan was nearing the end of the proverbial rope, and doing it quickly. "Explain this to me again, Sergeant, and please do it slowly."

Sgt. Dollar flashed a big smile. "Certainly, sir. We are 450 units short on Mk. 52 Medikits, Individual, but the 6,943 Separate Evac has that many, so I'm going to make a trade with the 2nd Highpoint Lancers."

"Call me slow, Sergeant, but why are you trading with the Lancers if the medicos have what we need?"

"That's simple, sir; they don't want the M-348A2 stabilizers, but they do want several bottles of Glisten vodka and some real limes. The Lancers just got several cases."

"And why do we, a rapid interface unit, have stabilizers for ***Intrepid*** *main guns?" Dylan asked, with just a hint of mania edging into his voice.*

Dollar shrugged. "Beats me, sir. They were already buried under the parade ground when I got here."

The Military Procurement System

When the Army and Marines need equipment, they turn to their services' procurement systems. These troops are responsible for acquiring everything that the troops need. Ammunition, vehicles, forms, silverware, even the screws to hold a unit banner in its stand have to come through the logistical chain.

Imperial Standard Catalog Number

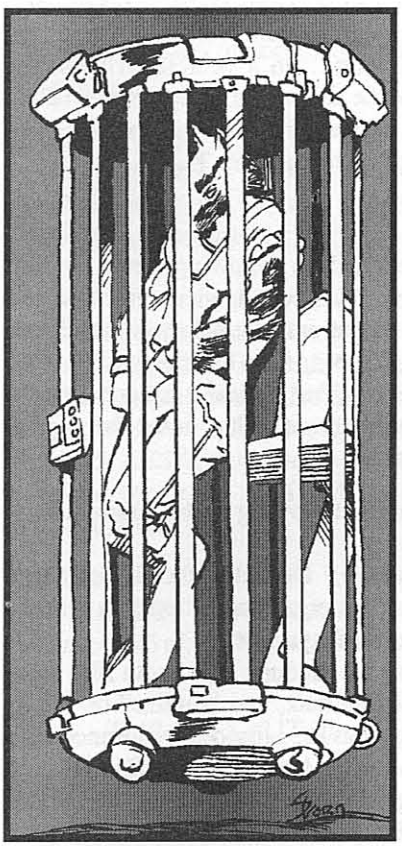
To control this flow of traffic, the military uses the *Imperial Standard Catalog Number* system. Everything that can conceivably be issued is given a 12-digit identifier. Materials are requisitioned using these numbers, and it is easy to check if the unit is authorized for the material requested.

The ISCN number has three main parts. The first three digits are a general classification number. Personal weapons are 001, dining facility equipment 152, etc. The next four spaces are an alphanumeric code for the region and year in which the item was first procured. The final five spaces are a unique item code.

Catalog numbers have no relationship to any model numbers or names that the equipment might have. A KG56A3 Gauss rifle will show up in the supply chain as a 001-COR9-47329. Soldiers know that supply workers who refer to equipment by full ISCNs are likely to lack any flexibility or sense of humor.

Even large pieces of equipment, such as grav tanks, have their own ISCN numbers. Along with the number to describe the entire vehicle, every one of its components should have its own ISCN. Trying to keep track of all the parts and systems can grow very confusing, especially since similar parts will tend to have ISCNs close to each other.

Occasionally mistakes do get past the system, and a psychological warfare unit might find itself with a 005-VLD0-110765 meson artillery sled rather than the 050-VLD0-110765 portable detention facility (Vargr) that they expected. Mistakes might also be made in the size of the order, causing a unit that expected 100 boxes of self-heating combat rations to receive 100 *cases* instead. When things like this happen, a good supply sergeant knows just what to do.



The Supply Market

Despite the Army's best efforts, there are always errors in getting material to the right place at the right time. Because of this, wise supply sergeants keep a stock of barter goods, items that have fallen off the books and into the unit's possession. Not all of these goods are strictly military. Comfort goods like liquor or entertainment material, personal favors, or even illegal services can be offered in exchange for that needed piece of equipment.

While technically against regulations, this sort of thing is an accepted part of military life. Commanders turn a blind eye to the deals being made in their supply rooms, and learn not to inquire too deeply into the origins of vital gear that shows up at the last second.

Battledress, Armored Vehicles, and Starships

Vehicles play a critical role in Imperial warfare, from the individual-sized battlesuit to the battalion-sized transport.

The single most important piece of equipment for an Imperial Marine and the average Imperial Army infantryman is his battlesuit. Its armor lets him survive the high-tech battlefield, its life support keeps him functioning in almost any environment, and its sensors provide him ultrapowerful "eyes and ears" to keep one step ahead of the opposition. It's no wonder that soldiers often develop psychological quirks concerning their "cans" (such as the the modified version of Combat Paralysis on p. 56); battlesuits may be the single most important force multiplier in the Imperial arsenal. The front-line models are described here.

On a larger scale, Imperial forces, and their foes, depend on a wide variety of armored grav vehicles to provide their mobility and striking power. Imperial and opposition assets are described in this chapter, designed with the modular system introduced in Chapter Seven, *Grav Vehicle Modular Design*.

The Army and Marines also deploy their own starships, since no degree of fighting efficiency matters if the force can't reach the theater of operations. The most common classes are detailed in this chapter, though a very wide variety of transports may be encountered. Note that neither service maintains enough starships to meet the demands of a war footing – both will rely on the Imperial Navy's far greater assets in the event of a major conflict.

Vehicles Key

The following vehicle descriptions list components in a format intended to make them easy to use in play, rather than the design-sequence format used in previous ***GURPS*** books. The following information describes the new system. If one of the following categories is missing from a vehicle writeup, the vehicle does not have any of the applicable equipment installed. Unless a component's TL is specified, it is of the vehicle's overall TL or the nearest equivalent of lower TL.

Abbreviations

The three-letter code in brackets following many components indicates their location. If no code is given, the vehicle's body is assumed. For other locations, the abbreviation always will consist of the first three letters of the location as described in *Subassemblies*. For instance, [Tur] indicates in/on the turret, [Tur 1] in/on the first of many turrets, [Cup] in/on the cupola, etc. Also see *Occupancy*, below.

Subassemblies: The number following each subassembly is the targeting bonus to hit it.

P&P (Power and Propulsion): Describes the size and type of power plant (or the size of energy bank if used as primary power), and all propulsion and lift systems.

Fuel/End: For fuel, gives the amount, type (with Fire number in parentheses), type of fuel tank, and "routine" or "cruising" endurance. For energy banks, provides endurance data under various conditions. Vehicles lacking a *Fuel/End* notation usually have unlimited range.

Occupancy: Each number is followed by an abbreviation. CCS is a cramped crew station, NCS a normal crew station, RCS a roomy crew station, and C no crew station (to designate crew members without assigned stations, such as sailors). Passenger seats use CS, NS, and RS for cramped, normal, and roomy positions respectively. Passenger standing room uses CSR, NSR, and RSR. Any exposed position precedes the normal abbreviation with an X (for instance, XNCS for an exterior normal crew station). Cycle and harness stations will be listed as XCCS (or XCS). Battlesuit stations are CCS.

Cargo: Gives capacity in cubic feet (for ***Vehicles*** designs), 5-cf spaces (for modular grav-vehicle designs from this book), or dtons (for starships). Each cubic foot generally holds 20 lbs.

Armor: F indicates frontal armor, RL right and left, B back, T top, and U underbody. Any letters following PD/DR values indicate laminate (L), ablative (A), wood (W), non-rigid (N), or composite (C) armor. Special circumstances (layered varieties of armor, non-matching right and left armor, etc.) will be detailed just below the tabular columns of armor values.

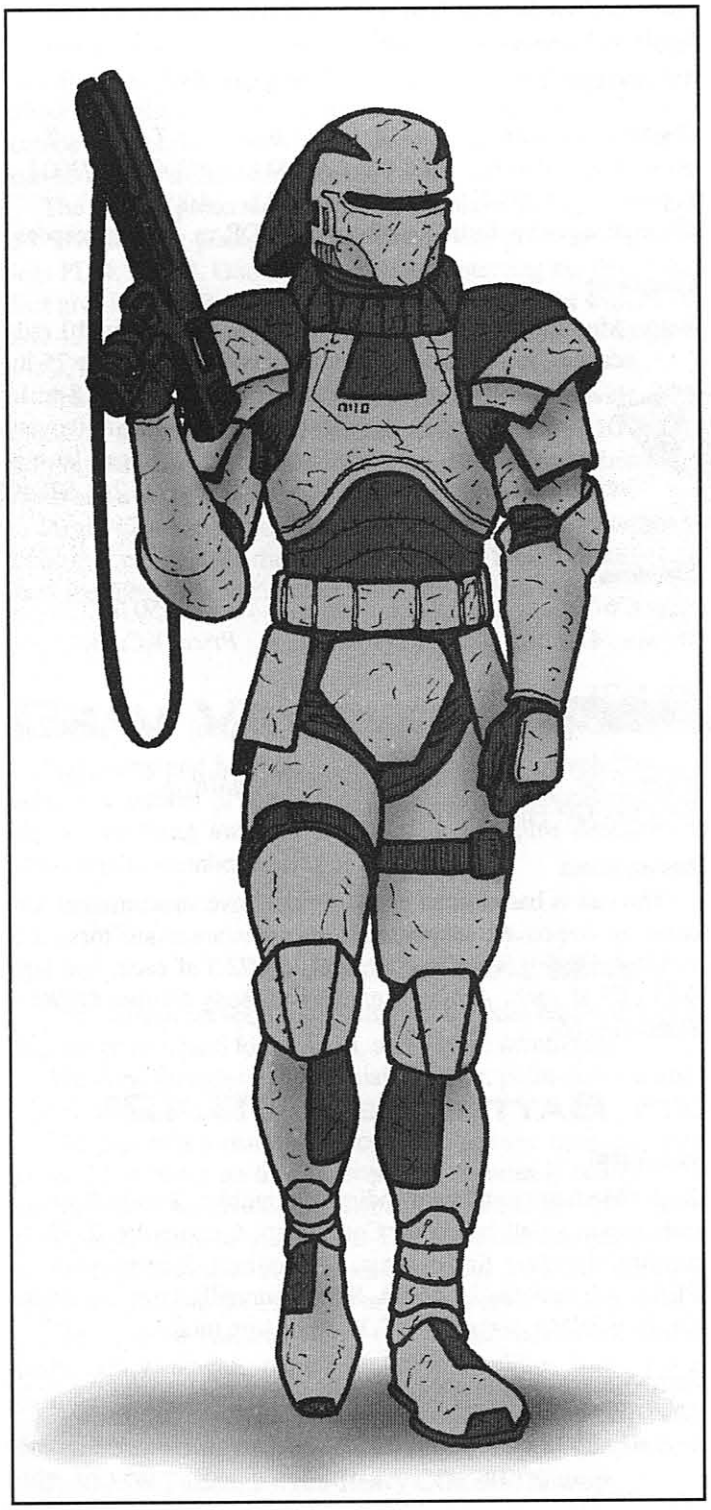
Weaponry: The location notation also gives the facing of the weapon, per *Armor*. All weapons are assumed to be in standard mounts with no stabilization up to TL6 and full stabilization (cancels up to -3 in movement penalties) at TL7+. Special mounts, stabilization exceptions, etc. will be detailed in the descriptive text. Ammunition listings include all shots stored on the vehicle, not just rounds in a magazine. For energy weapons, the value indicates shots stored in energy banks. Energy needs for energy-using slugthrowers are detailed in the descriptive text. Following each weapon is the targeting modifiers provided by all the vehicle's supporting systems. These include the +2 for any active sensors and any bonuses for computer programs listed as standard equipment. For Acc and other weapon statistics, see the appropriate weapons table.

Equipment: Grouped by location, these are *only* the gameplay-essential accessories to the vehicle; others will be described in *Design Notes*, below. For HPs and power usage of individual components, consult ***GURPS Vehicles***. For computer programs, a hyphen followed by a number denotes an effective skill level; a "+" followed by a number denotes a skill bonus. Weapon-related skill bonuses are already calculated into the *Weaponry* statistics. *Modular Vehicles:* This section will present a complete list of the installed modules not presented elsewhere in the writeup.

Statistics: *Size* is a *rough* indication of dimensions, usually height×width×length; *Lwt.* is loaded weight. *Maint.* is maintenance interval; see ***Vehicles***. *Price* is the loaded cost, with fuel, ammo, etc. The lowercase figure before a performance rating indicates mode of travel; i.e., *gSpeed* is top ground speed and *aMR* is the aerial maneuver rating. For those without ***Vehicles***, to determine turning radius per p. B139, square the vehicle's current speed, then divide by (40×MR).

Design Notes: A compilation of everything else, the vehicle accessories and data that rarely come up in play, but are useful for reverse-engineering the design.

Type 438-B *Redding* Assault Battledress (TL12)



The standard armor of the Imperial Marines, assault-grade battledress is illegal to own under any circumstances (LC 0).

Although the battledress can fly at up to 290 mph, doctrine discourages this in combat, since a flying target is an easy kill. Instead, the flight capabilities are used to clear obstacles or to make quick "skips" over open areas.

The pilot uses Battlesuit skill. The suit has quick access to his crew station, computerized controls, six hours of life support, and NBC protection.

Surface features include sealed, radical stealth, radical emissions cloaking, basic sound suppression, and instant chameleon. The suit can easily withstand 216 standard atmospheres of pressure, and up to 1,000 standard atmospheres with increasing risk of suit failure.

The Marine usually carries a fusion rifle (p. 102) and a battle pod on his back hardpoint. The pod has PD4, DR300 and all the surface features of the *Redding* armor. It usually holds 2 rE cells (for the rifle) with room for 0.6 cf or 30 lbs. of additional gear. Doctrine has a Marine in each squad exchange a 155-kW NPU for the rE cells. (He usually carries a LEMB-20 Gauss rifle; see p. 102.) The NPU can then be used for field recharges. The battle pod weighs 110 lbs. (140 lbs. loaded) and costs KCr18.5 or KCr34.5 with the NPU. It has a volume of 1 cf.

Subassemblies: Body, top limited-rotation Turret, two Arms, two Legs. Standard Human size modifiers.

P&P: 150-kWh rE cell w/ 1.6-kW TL12 drivetrain [Legs], 2×250-lb. vector reactionless thruster [Legs], 6,000 lbs. contragravity.

Fuel/End: 75 hours of normal operation or 5 hours of flight.

Occupancy: CCS. **Cargo:** 0 cf.

Armor	F	RL	B	T	U
Body:	4/400 L	4/400 L	4/400 L	4/400 L	4/400 L
All else:	4/300 L	4/300 L	4/300 L	4/300 L	

Thermal-superconducting: all faces +250 DR vs. energy weapons.

Equipment

Body: Small hardened Complexity 6 computer, 200-lb. hardpoint (on back). *Tur:* Medium tightbeam radio w/scrambler, short range lasercomm, 15-mile Scan 18 PESA, 3×1-mile Scan 11 PESA (cover 120° arcs right/back, left/back, top), 5-mile Scan 15 AESA, 10-mile Scan 17 radscanner, surveillance sound detector-10, HUDWAC w/pupil scanner. *Arms:* 2 × ST 80 arm motors.

Statistics

Size: 7′1″ tall. *Payload:* 380 lbs. *Lwt.:* 987 lbs.
Volume: 5.76 cf. *Maint.:* 49 hours. *Price:* KCr166.

HT: 12/84.
HP: 72 [Body] 30 [Tur] 30 [each Arm] 36 [each Leg].

gSpeed: 16 *gAccel:* 8 *gDecel:* 20 *gMR:* 3 *gSR:* 2
Low GP. Off-road speed: 13.

aSpeed: 290 *aAccel:* 10 *aDecel:* 24 *aMR:* 6 *aSR:* 2
Stall speed 0. Space performance: 0.5 Gs.

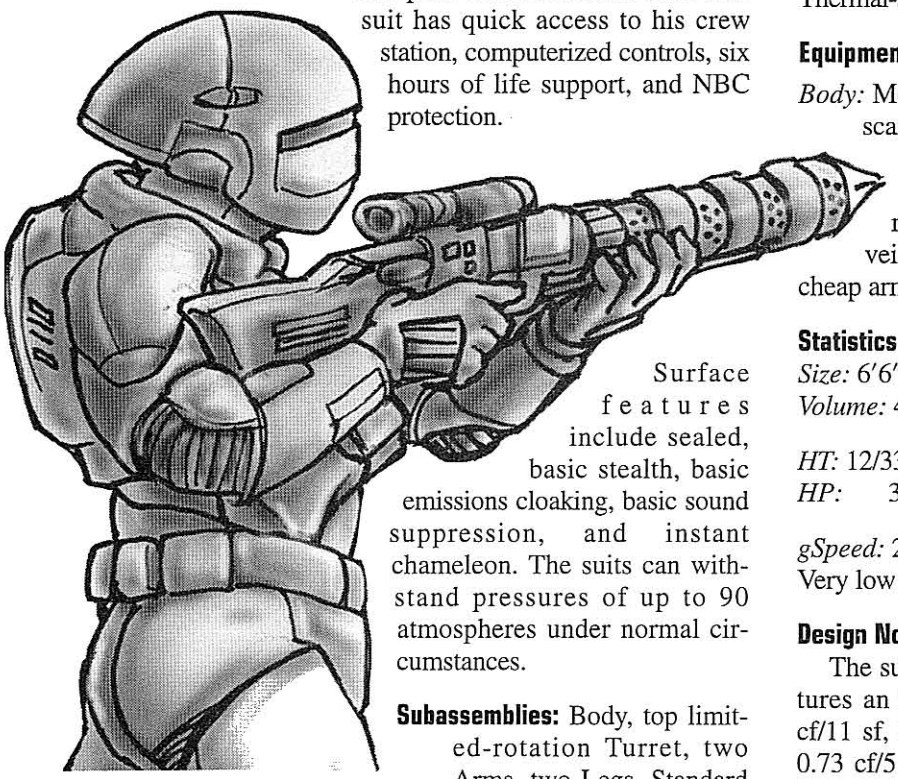
Design Notes

The suit features an extra-heavy, expensive structure and improved suspension. Volumes/areas are torso 2.8 cf/34 sf, head 0.76 cf/5 sf, arms 0.26 cf/2.5 sf each, and legs 0.84 cf/6 sf each. The body includes 0.044 cf of waste space. Armor is expensive. Typical flight drag is 43. Body ST (per ***GURPS Robots***) is 80.

Note that if payload is 310 lbs. or less (including pilot and battle pod), GP becomes very low with full off-road speed.

Type 62-C *Rearden* Medium-Duty Battledress (TL12)

The most common front-line battledress in the Army, *Rearden* suits are issued for rapid-interface troopers and elite or heavy infantry units. Controversy broke out at the end of the Fifth Frontier War when it was discovered that more than 200 of these suits had vanished from the Army's books. As of 1117, the IG has had no luck in tracking down the suits.



The pilot uses Battlesuit skill. The suit has quick access to his crew station, computerized controls, six hours of life support, and NBC protection.

Surface features include sealed, basic stealth, basic emissions cloaking, basic sound suppression, and instant chameleon. The suits can withstand pressures of up to 90 atmospheres under normal circumstances.

Subassemblies: Body, top limited-rotation Turret, two Arms, two Legs. Standard Human size modifiers.

P&P: 30-kWh 2×rD cell set w/ 1.5-kW TL12 drivetrain [Legs].
Fuel/End: 15 hours.
Occupancy: CCS. **Cargo:** 0.15 cf.

Armor	F	RL	B	T	U
Body, Tur:	4/300 L	4/300 L	4/300 L	4/300 L	4/300 L
Limbs:	4/250 L	4/250 L	4/250 L	4/250 L	

Thermal-superconducting: all faces +250 DR vs. energy weapons.

Equipment

Body: Medium tightbeam radio withscrambler, Scan 10 radscanner, small hardened Complexity 6 computer, 2×75-lb. hardpoints. *Tur:* Short-range lasercomm, 5-mile Scan 15 PESA, 2 × 0.5-mile Scan 9 PESA (covers rear 240°of suit), 1-mile Scan 11 AESA, Scan 10 surveillance sound detector, HUDWAC. *Arms:* 2 × ST 40 cheap arm motors.

Statistics

Size: 6′6″ tall. *Payload:* 330 lbs. *Lwt.:* 750 lbs.
Volume: 4.82 cf. *Maint.:* 86 hours. *Price:* KCr53.

HT: 12/33.
HP: 33 [Body] 12 [Tur] 15 [each Arm] 15 [each Leg].

gSpeed: 20 *gAccel:* 10 *gDecel:* 20 *gMR:* 3 *gSR:* 2
Very low GP. Full off-road speed.

Design Notes

The suit is based upon a heavy, expensive structure and features an improved suspension. Volumes/areas are torso 2.3 cf/11 sf, head 0.54 cf/4 sf, arms 0.26 cf/2.5 sf each, and legs 0.73 cf/5 sf each. Armor is expensive. Body ST (per ***GURPS Robots***) is 66.

Type 29-L *Colom* Light-Duty Battledress (TL12)

The lightest type of battledress in Imperial service, the *Colom* suit is used in situations where full body protection and life support is called for, but the actual threat is low. The Marines make use of the armor for guard duty at consulates and naval bases, where heavier armor would be out of place.

The pilot uses Battlesuit skill. The suit has quick access to his crew station, computerized controls, six hours of life support, and NBC protection.

Surface features include sealed and instant chameleon. The suit can only tolerate 43 atmospheres of pressure.

Subassemblies: Body, top limited-rotation Turret, two Arms, two Legs. Standard Human size modifiers.

P&P: 30-kWh 2×rD cell set w/ 1-kW TL12 drivetrain [Legs].
Fuel/End: 20 hours.
Occupancy: CCS. **Cargo:** 0 cf.

Armor	F	RL	B	T	U
Body, Tur:	4/200 L	4/200 L	4/200 L	4/200 L	4/200 L
Limbs:	4/120 L	4/120 L	4/120 L	4/120 L	

Thermal-superconducting: all faces +250 DR vs. energy weapons.

Equipment

Body: Medium tightbeam radio w/scrambler, 2-mile Scan 13 radscanner, small hardened Complexity 6 computer, 2×75-lb. hardpoints. *Tur:* Short-range lasercomm, 2-mile Scan 13 PESA, 1-mile Scan 11 AESA, Scan 2 surveillance sound detector, HUDWAC. *Arms:* 2 × ST 30 cheap arm motors.

Statistics

Size: 6′5″ tall. *Payload:* 280 lbs. *Lwt.:* 525 lbs.
Volume: 4.43 cf. *Maint.:* 126 hours. *Price:* KCr25.2.

HT: 12/30.
HP: 30 [Body] 12 [Tur] 15 [each Arm] 15 [each Leg].

gSpeed: 18 *gAccel:* 8 *gDecel:* 20 *gMR:* 3 *gSR:* 2
Very low GP. Full off-road speed.

Design Notes

The suit features a heavy, expensive structure and improved suspension. Volumes/areas are torso 2.15 cf/10 sf, head 0.5 cf/4 sf, arms 0.24 cf/2.5 sf each, and legs 0.65 cf/5 sf each. Armor is expensive. Body ST (per ***GURPS Robots***) is 59.

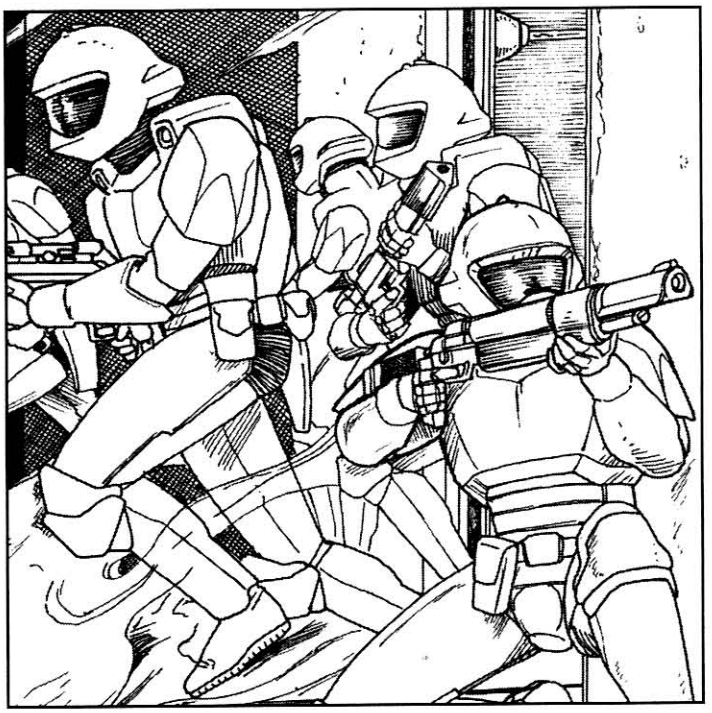
Army Combat Armor (TL11)

The standard combat uniform for Army infantrymen. ACA is a full-body suit of articulated ceramic armor, designed to allow the soldier to fight in almost any environment. The suit can be fully sealed, and with the addition of a life-support pack can be used as a short-term vacuum suit.

The torso is protected by rigid armor plates giving PD 6, DR 54. Overlapping plates on top of fiber mesh give the arms and legs PD 4, DR 44. Gauntlets and boots protecting the hands and feet give PD 4, DR 36. The helmet protects the head with PD 4, DR 42 except for the visor (location 5, from the front) which is PD 2, DR 34.

The surface of Army Combat Armor is equipped with an IR cloaking system (-3 to IR spotting and targeting, -10 to IR-homing missiles). The helmet has a short-range scrambled radio and a holographic HUD (p. GT116).

Army Combat Armor weighs 44 lbs. and costs Cr4,300. A pair of A cells drives the IR system for 12 hours; another pair runs the communicator and HUD for six months each.



Grav Vehicles

The Army and Marines have a wide variety of vehicles that serve any number of specialized purposes. The Imperium rarely throws anything away, so outdated and surplus designs are often sold to member worlds or client states.

Imperial forces also get *shot at* by the armor of opposing governments. Several examples of armored fighting vehicle likely to be encountered in opposition to the Imperium are included.

Intrepid Heavy Grav Tank (TL12)

The *Intrepid* serves the Imperium as its main battle tank. It is big, expensive, hard to transport, and next to invulnerable.

The crew includes a driver, main gunner, point-defense gunner, and commander.

The grav tank's fusion plant can recharge one main-gun shot every 7.5 minutes on the fly, every 2.6 minutes if dedicated to the purpose. One fusion-gun shot can be traded for 1,197 xaser shots on demand, or vice versa. The point-defense gunner has no energy "allotted" for his seldom-used VRFGG; firing it drains 1 shot from the PD xaser tally for every 29 Gauss shots.

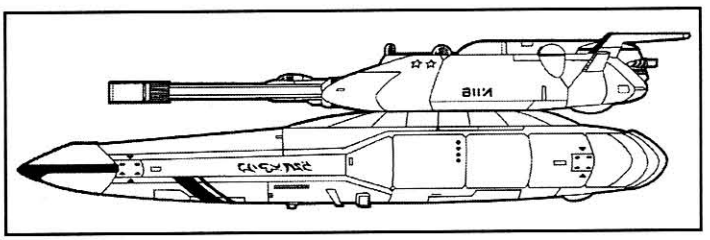
The *Intrepid* features heavy compartmentalization, sealed body, radical stealth, radical emission cloaking, basic sound baffling, instant chameleon surface, and psi shielding.

Subassemblies: Body +5, top Turret +4, top Cupola [Tur] +2.
P&P: 30-MW Fusion, 2 Extra-Heavy CGs, 90 Thrusters.
Occ: 4 RCS. **Cargo:** 6 Body, 0 Tur, 4.1 Cup.

Armor	F	RL	B	T	U
Body:	6/25,000 L	4/10,000 L	4/10,000 L	4/10,000 L	4/10,000 L
Tur:	6/25,000 L	4/10,000 L	4/10,000 L	4/10,000 L	
Cup:	4/5,000 L	4/5,000 L	4/5,000 L	4/5,000 L	

Weaponry

4mm VRFGG [Cup:F] (36,000 APS) +2.
PD Xaser [Cup:F] (1,302) +2.
2.3-GJ Heavy Fusion Gun [Tur:F] (40) +2.



Equipment

Body: Advanced Avionics, Discharger Pack w/ 20 reloads, 14 Heavy Energy Banks, Safety, 2×HUDWACs. *Cup:* Large AESA, Large PESA.

Statistics

Size: 10′×7.5′×40′ *Payload:* 0.4 tons *Lwt.:* 192.2 tons
Volume: 4.15 dtons *Maint.:* 4.7 hours *Price:* MCr18.2

HT: 8 *HP:* 4,800 [Body] 2,400 [Tur] 750 [Cup]

aSpeed: 600 *aAccel:* 19 *aDecel:* 16 *aMR:* 4 *aSR:* 5
CG lift 2.4 Gs.

Design Notes

All frames are extra-heavy for 3-dton sloped body, 1-dton sloped turret, and 0.15-dton cupola. Fusion plant is Core plus 48 Power. Vehicle varies in minor detail from ***Vehicles***-format version on p. T:SM75 to fit modular system.

Bergstrom Light Grav Tank (TL12)

The *Bergstrom* primarily fills the armored-reconnaissance role for the Imperial Army on the divisional level. At the battalion level, it also does capable duty as an infantry tank, backing up the ground troops with an armored punch without the high logistics needs of the *Intrepid*.

The crew includes a driver, gunner, and commander.

The xaser can use a fusion-gun shot to supply 520 shots, or vice versa. The NPU plant can recharge a fusion-gun shot every hour on the fly, every 14 minutes if dedicated to the purpose.

The *Bergstrom* features total compartmentalization, sealed body, radical stealth, radical emission cloaking, basic sound baffling, instant chameleon surface, and psi shielding.

Subassemblies: Body +4, top Turret +3, top Cupola [Tur] +0.
P&P: 2.455-MW NPU, 3 Medium CGs, 9 Thrusters.
Occ: 3 RCS. **Cargo:** 17.4 Body, 0.5 Tur, 0 Cup.

Armor	F	RL	B	T	U
Body:	6/14,000 L	4/4,000 L	4/4,000 L	4/4,000 L	4/4,000 L
Tur:	6/14,000 L	4/4,000 L	4/4,000 L	4/4,000 L	
Cup:	4/2,000 L	4/2,000 L	4/2,000 L	4/2,000 L	

Weaponry
PD Xaser [Cup:F] (520) +2.
1-GJ Medium Fusion Gun [Tur:F] (53) +2.

Equipment
Body: Advanced Avionics, 8 Heavy Energy Banks, Safety, HUDWAC. *Tur:* Discharger Pack, Large PESA, Small AESA. *Cup:* Small AESA.

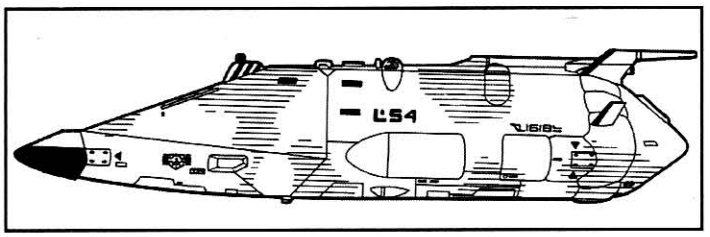
Statistics
Size: 9′×7′×15′ *Payload:* 0.3 tons *Lwt.:* 47.8 tons
Volume: 1.52 dtons *Maint.:* 7.8 hours *Price:* MCr6.6

HT: 10 *HP:* 2,400 [Body] 1,500 [Tur] 180 [Cup]

aSpeed: 600 *aAccel:* 8 *aDecel:* 18 *aMR:* 4.5 *aSR:* 4
CG lift 2.5 Gs.

Design Notes
All frames are extra-heavy for the 1-dton sloped body, 0.5-dton sloped turret, and 0.02-dton cupola. NPU is Core plus 1 Power.

Astrin Grav APC (TL12)



Where one finds Imperial troops, one finds *Astrins*. This armored personnel carrier serves a variety of fundamental roles.

The crew includes a driver, gunner, and commander.

No energy-bank capacity is allocated to the VRFGG; it simply uses one fusion-gun shot for every 153 rounds fired. The NPU plant can recharge one shot every 35 seconds on the fly, every 9 seconds if dedicated to the purpose.

The *Astrin* features sealed body, basic stealth, basic emission cloaking, instant chameleon surface, and psi shielding.

Subassemblies: Body +4, top Turret +2.
P&P: 2.455-MW NPU, 1 Medium CG, 9 Thrusters.
Occ: 3 RCS, 10 RS. **Cargo:** 18.1 Body, 0.7 Tur.

Armor	F	RL	B	T	U
Body:	6/1,100	4/550	4/550	4/550	4/550
Tur:	6/1,100	4/550	4/550	4/550	4/550

Thermal-superconducting: +250 DR vs. energy weapons.

Weaponry
4mm VRFGG [Tur:F] (12,000 APS) +2.
10-MJ RF Fusion Gun [Tur:F] (135) +2.

Equipment
Body: Airlock, Improved Avionics, 1 Light Energy Bank, Safety, HUDWAC. *Tur:* Discharger Pack w/ 20 Reloads, Small PESA.

Statistics
Size: 7′×7′×28′ *Payload:* 4.3 tons *Lwt.:* 15.5 tons
Volume: 2.1 dtons *Maint.:* 18.6 hours *Price:* MCr1.2

HT: 12 *HP:* 3,600 [Body] 600 [Tur]

aSpeed: 600 *aAccel:* 23 *aDecel:* 18 *aMR:* 4.5 *aSR:* 5
CG lift 2.5 Gs.

Design Notes
Frames are extra-heavy for 2-dton sloped body and 0.1-dton sloped turret. NPU is Core plus 1 Power. Varies slightly from ***Vehicles***-format version on p. T:SM75 to fit modular system.

Ambulance Variant
Replace 8 Passenger modules with 8 ESU, 8 Stretcher. Body Cargo becomes 10.1, Lwt. 15.7, Price MCr1.3, aAccel 22, CG lift 2.4 Gs.

Command Variant
Upgrade to Advanced Avionics; replace VRFGG with Small AESA. Body Cargo becomes 13.6, turret Cargo 0.5, Lwt. 16, Price MCr1.5, aAccel 22, CG lift 2.4 Gs.

Electronic Warfare Variant
As Command Variant, plus add Jammer to Body. Body Cargo becomes 11.6, Lwt. 16.2, Price MCr1.6.

Fire Direction Center Variant
Replace Passengers with 6 Crew, FDC. Body Cargo becomes 14.1, Lwt. 12.9, Price MCr1.4, aAccel 28, CG Lift 3 Gs.

Nuclear Damper Variant
Upgrade to 3.705-MW NPU, add Nuclear Damper. Body Cargo becomes 1.1, Lwt. 17.6, Price MCr3.3, aAccel 20, CG lift 2.2 Gs. Shot recharge: 25 seconds on fly, 6 seconds if dedicated.

Kushkikkan Marine Grav APC (TL12)

The *Kushkikkan* Marine grav APC is the former standard infantry combat vehicle in Marine units. Powerful and versatile, it served as both a transport and fire-support unit, giving Marine infantry platoons organic firepower unmatched by typical Army infantry units.

It was phased out because it made a poor tank and an expensive personnel carrier, filling neither role as well as a dedicated vehicle.

The design has remained largely unchanged since its introduction in 1072. The vehicle was replaced in 1112 by the *Astrin* APC. *Kushkikkans* have become a highly prized vehicle for mercenary units with large budgets.

The *Kushkikkan* crew includes a driver, gunner, and commander.

One fusion shot can be traded for 368 xaser shots or vice versa. No energy-bank capacity is allocated to the VRFGG; it simply uses one xaser shot for every 29 rounds fired. The NPU plant can recharge one fusion shot every 16.7 minutes on the fly, every 6.4 minutes if dedicated to the purpose.

The *Kushkikkan* features total compartmentalization, sealed body, radical stealth, radical emission cloaking, basic sound baffling, instant chameleon surface, and psi shielding. Its tactical missiles are stored in anti-blast magazines.

Subassemblies: Body +4, top Turret +3, top Cupola [Tur] +0.
P&P: 3.705-MW NPU, 1 Heavy CG, 11 Thrusters.
Occ: 3 RCS, 8 RS. **Cargo:** 6.3 Body, 2.6 Tur, 0 Cup.

Armor	F	RL	B	T	U
Body:	6/6,000	4/3,000	4/3,000	4/3,000	4/3,000
Tur:	6/6,000	4/3,000	4/3,000	4/3,000	4/3,000
Cup:	4/2,000	4/2,000	4/2,000	4/2,000	

Weaponry
4mm VRFGG [Tur:F] (60,000 APS) +2.
PD Xaser [Cup:F] (2,090) +2.
708-MJ Light Fusion Gun [Tur:F] (42) +2.
190mm Tactical ML [Tur:F] (30) +2.

Equipment
Body: Advanced Avionics, 5 Heavy Energy Banks, Safety, HUDWAC. *Tur:* Discharger Pack, Large PESA, Small AESA. *Cup:* Small AESA.

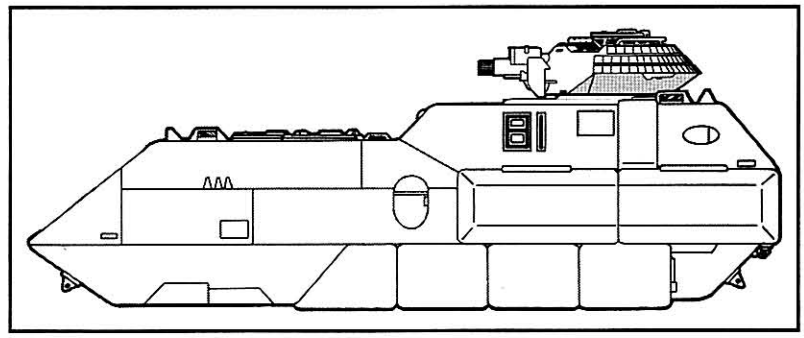
Statistics
Size: 7′×7′×28′ *Payload:* 9.1 tons *Lwt.:* 72 tons
Volume: 2.52 dtons *Maint.:* 8.9 hours *Price:* MCr6.2

HT: 10 *HP:* 3,600 [Body] 1,500 [Tur] 180 [Cup]

aSpeed: 600 *aAccel:* 6 *aDecel:* 18 *aMR:* 4.5 *aSR:* 5
CG lift 1.5 Gs.

Design Notes
Frames are extra-heavy for 2-dton sloped body, 0.5-dton sloped turret, and 0.02-dton cupola. NPU is Core plus 2 Power. Turret stores six rounds for tactical ML, body 24.

Terrapin Meson Sled (TL12)



Hailed as the ultimate artillery weapon, the *Terrapin* meson sled is slowly replacing the *Sunburst* in the Imperial Army. It packs devastating firepower limited only by its low endurance and long recharge times.

Extremely stealthy, meson sleds can hit targets with no regard for intervening obstacles and little chance of detection. Their main drawback is an exceedingly limited rate of fire.

The crew includes a driver, gunner, point-defense gunner, and commander.

The *immense* fusion plant takes 5.7 minutes to recharge one meson shot.

The *Terrapin* features sealed body, basic stealth, radical emission cloaking, radical sound baffling, instant chameleon surface, and psi shielding.

Subassemblies: Body +5, top Turret +0.
P&P: 62.5-MW Fusion, 2×Heavy CG, 15 Thrusters.
Occ: 4 RCS. **Cargo:** 0.5 Body, 0 Tur.

Armor	F	RL	B	T	U
Body:	4/1,250	4/1,250	4/1,250	4/1,250	4/1,250
Tur:	4/1,250	4/1,250	4/1,250	4/1,250	4/1,250

Weaponry
PD Xaser [Tur:F] (520) +2.
10-GJ Meson Gun [Bod:T] (8) +2.

Equipment
Body: Airlock, 12 Heavy Energy Banks, Improved Avionics, Safety, HUDWAC. *Tur:* Small PESA.

Statistics
Size: 10′×10′×25′ *Payload:* 0.4 tons *Lwt.:* 83.8 tons
Volume: 5.02 dtons *Maint.:* 8.5 hours *Price:* MCr5.5

HT: 12 *HP:* 7,200 [Body] 180 [Tur]

aSpeed: 600 *aAccel:* 7 *aDecel:* 16 *aMR:* 4 *aSR:* 5
CG lift 2.7 Gs.

Design Notes
Frames are extra-heavy for 5-dton body and 0.02-dton turret. Fusion plant is Core plus 100 Power. Varies slightly from ***Vehicles***-format version on p. T:SM74 to fit modular system.

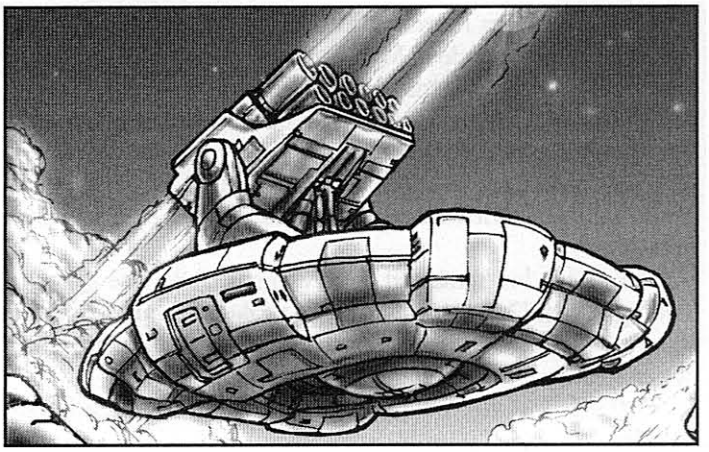
Sunburst Missile Sled (TL11)

Still the main Army artillery platform, the *Sunburst* can lay down withering fire. Meson sleds may be less expensive over the long term, but *Sunburst* crews point out that their last-gen platform remains a great deal more *flexible*.

The crew includes a driver, gunner, point-defense gunner, and commander.

The price includes 114 rounds of HE/HEC/Chaff/Smoke and 120 of HEDP/HEAT/APDU.

The *Sunburst* features total compartmentalization, sealed body, basic stealth, basic emission cloaking, instant chameleon surface, and psi shielding. An interesting omission is any sort of anti-blast magazines for the huge missile inventory. Many subsector armies make retrofitting of this feature a top priority.



Subassemblies: Body +5, top Turret +0.
P&P: 3.705-MW NPU, 1 Heavy CG, 15 Thrusters.
Occ: 4 RCS. **Cargo:** 2.4 Body, 0.95 Tur.

Armor	F	RL	B	T	U
Body:	4/200 L	4/200 L	4/200 L	4/200 L	4/200 L
Tur:	4/200 L	4/200 L	4/200 L	4/200 L	4/200 L

Thermal-superconducting: +200 DR vs. energy weapons.

Weaponry
4mm VRFGG [Tur:F] (24,000 APS) +2.
20×160mm Auto RL [Bod:T] (232) +2.

Equipment
Body: Advanced Avionics, 1 Light Energy Bank, Safety, Small PESA, HUDWAC. *Tur:* Small PESA.

Statistics
Size: 10′×10′×25′ *Payload:* 35.6 tons *Lwt.:* 54.9 tons
Volume: 5.02 dtons *Maint.:* 12.5 hours *Price:* MCr7.8

HT: 12 *HP:* 7,200 [Body] 180 [Tur]

aSpeed: 600 *aAccel:* 11 *aDecel:* 14 *aMR:* 3.5 *aSR:* 5
CG lift 2 Gs.

Design Notes
Frames are extra-heavy for 5-dton body and 0.02-dton turret. NPU is Core plus 5 Power. Base price is MCr3.

MRL Variant
Replace Auto RLs with 6×160mm MRL and 216 rounds of HE/HEC/Chaff/Smoke. Body Cargo becomes 61.6, Lwt. 56.3, Price MCr7.3 (Base Price MCr2.9).

***Solar Wind* Variant**
Add 50 Heavy Energy Banks, replace Auto RLs with 80mm six-barrel massdriver, 2,535 rounds of HE/HEC/Chaff/Smoke and 2,340 of HEDP/HEAT. Body Cargo becomes 97.1, Lwt. 82.8, Price MCr8.6 (Base Price MCr7.7), CG Lift 1.4, aAccel 7.

Thresher Close-Support Speeder (TL12)

The *Thresher* is at one end of the technological debate over combat grav vehicles. Where the *Intrepids* sacrifice speed for armor, the *Thresher* depends upon speed to survive.

Thresher squadrons are attached to Army corps, and used to make deep raids over enemy territory. This is extremely hazardous, and the loss rate among *Thresher* crews is high.

The crew includes a pilot and weapons/sensors officer.

One AD xaser shot can be traded for 234 PD xaser shots, or vice versa. The NPU effectively cannot provide battlefield recharges. Usual loadout is 24 rounds of HEDP/HEAT/APDU.

The *Thresher* features heavy compartmentalization, sealed body, radical stealth, radical emission cloaking, basic sound baffling, instant chameleon surface, and psi shielding.

Subassemblies: Body +4, right Turret 1 +0, left Turret 2 +0.
P&P: 6.83-MW NPU, 4 Light CGs, 30 Thrusters.
Occ: 2 RCS. **Cargo:** 0.7 Body, 0 Tur 1, 0 Tur 2.

Armor	F	RL	B	T	U
Body:	4/1,600 L	4/1,600 L	4/1,600 L	4/1,600 L	4/1,600 L
Tur 1:	4/1,000 L	4/1,000 L	4/1,000 L	4/1,000 L	4/1,000 L
Tur 2:	4/1,000 L	4/1,000 L	4/1,000 L	4/1,000 L	4/1,000 L

No L armor for Turret 1 or R armor for Turret 2.

Weaponry
2×PD Xaser [Tur 1:F, Tur 2:F] (585 each) +2.
360-MJ AD Xaser [Bod:F] (55) +2.
160mm Auto RL [Bod:F] (24) +2.

Equipment
Body: Advanced Avionics, Discharger Pack w/ 20 Reloads, 4 Heavy Energy Banks, Large AESA, Large PESA, Safety, 2×HUDWACs. *Tur 1:* Small AESA. *Tur 2:* Small PESA.

Statistics
Size: 6′×12′×25′ *Payload:* 3.8 tons *Lwt.:* 29.6 tons
Volume: 2.04 dtons *Maint.:* 7.5 hours *Price:* MCr7.7

HT: 12 *HP:* 3,600 [Body] 180 [Tur 1] 180 [Tur 2]

aSpeed: 2,600 *aAccel:* 41 *aDecel:* 18 *aMR:* 4.5 *aSR:* 5
CG lift 2 Gs.

Design Notes
Frames are extra-heavy for 2-dton streamlined body and 2×0.02-dton turrets. NPU is Core plus 5 Power. Base price is MCr7.2.

Type-431 Heavy Recovery Sled (TL11)

Designed to find, assist, and if necessary recover downed craft, the 431 features an array of powerful sensors and high speed that allows for quick deployment on the fringes of a battle. Onboard tools and mechanics allow for assisting the crew of the downed vessel in making their vehicle operational again. If all else fails or time is running out, the sled can simply pick up the damaged craft and move it to a safer location, even a highport or orbiting supply vessel.

The crew includes a driver, rear driver, load foreman, welder, and commander. All also double as mechanics. Seats are provided for the crew of a wrecked AFV.

The 431 features total compartmentalization, sealed body, modest stealth, and modest emission cloaking.

Subassemblies: Body +5.
P&P: 5.625-MW Fusion, 3 Heavy CGs, 18 Thrusters.
Occ: 5 RCS, 4 RS. **Cargo:** 92.4 Body.

Armor	F	RL	B	T	U
Body:	4/200	4/200	4/200	4/200	4/200

Weaponry
4×Rainbow Laser Drill [Body:4×F] (312 each) +2.

Equipment
Body: Airlock, Improved Avionics, Discharger Pack, 192 External Cradle, 2 Heavy Energy Banks, Large AESA, Large PESA, Safety, 10 Winch, 4 Workshops (one of each type).

Statistics
Size: 12′×12′×21′ *Payload:* 0.9+ tons *Lwt.:* 43.5 tons
Volume: 6 dtons *Maint.:* 11.4 hours *Price:* MCr3.1

HT: 12 *HP:* 9,000 [Body]

aSpeed: 600 *aAccel:* 17 *aDecel:* 14 *aMR:* 3.5 *aSR:* 5
CG lift 7.9 Gs.

Design Notes
Frame is extra-heavy for 6-dton body. Fusion plant is Core plus 9 Power. With an *Intrepid* in its cradle, Lwt. becomes 235.7, HT 9, CG Lift 1.4, aAccel 3.

Teamster Heavy G-Carrier (TL10)

The *Teamster* was originally designed for cargo-hauling and adopted by the Army during the Solomani Rim War. The grav truck hauls supplies in standard shipping containers (see pp. T:FT56-57), allowing for ease of handling by civilian merchants. The *Teamster* also serves capably in transporting ammunition for the *Sunburst* missile sled. Many mercenary groups employ *Teamsters* as troop transports, and (when loaded with a customized 4A container) as a mobile headquarters, hospital, or mess.

The crew consists of a driver, with passenger seats for two, often filled by cargo handlers.

The *Teamster* features total compartmentalization and a sealed body.

Subassemblies: Body +5.
P&P: 1.875-MW Fusion, 1 Heavy CG, 18 Thrusters.
Occ: 1 RCS, 2 RS. **Cargo:** 22.7 Body plus 800 Open.

Armor	F	RL	B	T	U
Body:	4/200	4/200	4/200	4/200	4/200

Equipment
Body: Airlock, Basic Avionics, 1 Extra Life Support, 1 Light Energy Bank, 400 Open Cargo, Safety, Small PESA.

Statistics
Size: 10′×10′×25′ *Payload:* 58.4 tons *Lwt.:* 76.2 tons
Volume: 5 dtons *Maint.:* 17.7 hours *Price:* MCr1.3

HT: 12 *HP:* 7,200 [Body]

aSpeed: 424 *aAccel:* 4 *aDecel:* 12 *aMR:* 3 *aSR:* 5
CG lift 1.5 Gs.

Design Notes
Extra-heavy frame, 5-dton body. Fusion is Core plus 3 Power.

Rusto Engineering Sled (TL11)

Combat engineers employ the *Rusto* in clearing terrain, ditch-digging, hauling materials, etc. Civilian versions, minus the turret and weapon, are commonly encountered.

The crew includes a driver and gunner.

The *Rusto* features a bulldozer blade, total compartmentalization, sealed body, modest stealth, and modest emission cloaking.

Subassemblies: Body +5, top Turret +0.
P&P: 2.5-MW Fusion, 1 Extra-Heavy CG, 10 Thrusters.
Occ: 2 RCS. **Cargo:** 136.5 Body, 0.45 Tur.

Armor	F	RL	B	T	U
Body:	4/200	4/200	4/200	4/200	4/200
Tur:	4/200	4/200	4/200	4/200	

Weaponry
4mm VRFGG [Tur:F] (24,000 APS) +2.

Equipment
Body: Airlock, Discharger Pack, Improved Avionics, 1 Light Energy Bank, Safety, 102 Winch, HUDWAC. *Tur:* Small AESA, Small PESA.

Statistics
Size: 8′×8′×24′ *Payload:* 0.2+ tons *Lwt.:* 23 tons
Volume: 3.02 dtons *Maint.:* 18.1 hours *Price:* MCr1.3

HT: 12 *HP:* 4,800 [Body] 180 [Tur]

aSpeed: 600 *aAccel:* 17 *aDecel:* 14 *aMR:* 3.5 *aSR:* 5
CG lift 10.4 Gs.

Design Notes
Frames are extra-heavy for 3-dton body and 0.02-dton turret. Fusion plant is Core plus 4 Power.

Zhdiakiz Grav Tank (TL11)

The Zhodani regarded the debut of the *Intrepid* with some alarm. The *Zhdiakiz* was their response. It has a small chance of beating an *Intrepid* head-on. The Imperium can well afford the challenge, since the Zhodani tank stretches both the Consulate's technology and logistics, requiring a great deal of maintenance. Currently, mostly Consular Guard units field the *Zhdiakiz*. For more detail on Zhodani forces, see ***Alien Races 1***.

The power plant recharges one fusion shot in 6 minutes on the fly, 2.3 minutes dedicated to the purpose. One fusion shot can be traded for 668 xaser shots, or vice versa.

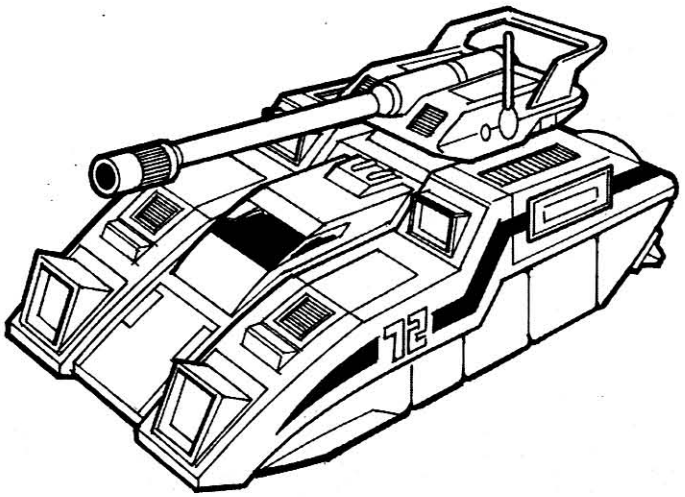
The crew includes a commander, gunner, point-defense gunner, and driver. The *Zhdiakiz* features total compartmentalization, sealed body, radical stealth, radical emission cloaking, basic sound baffling, and instant chameleon surface.

Subassemblies: Body +5, top Turret +4.
P&P: 30-MW Fusion, 2 Extra-Heavy CGs, 86 Thrusters.
Occ: 4 RCS. **Cargo:** 0 Body, 0 Tur.

Armor	**F**	**RL**	**B**	**T**	**U**
Body:	6/20,000 L	4/8,000 L	4/8,000 L	4/8,000 L	4/8,000 L
Tur:	6/25,000 L	4/10,000 L	4/10,000 L	4/10,000 L	

Weaponry
2×PD Xaser [Body:F] (370 each) +2.
2.05-GJ Heavy Fusion Gun [Tur:F] (55) +2.

Equipment
Body: Advanced Avionics, Discharger Pack w/ 20 reloads, 20 Heavy Energy Banks, Safety, 2×HUDWACs. *Tur:* Large AESA, Large PESA.



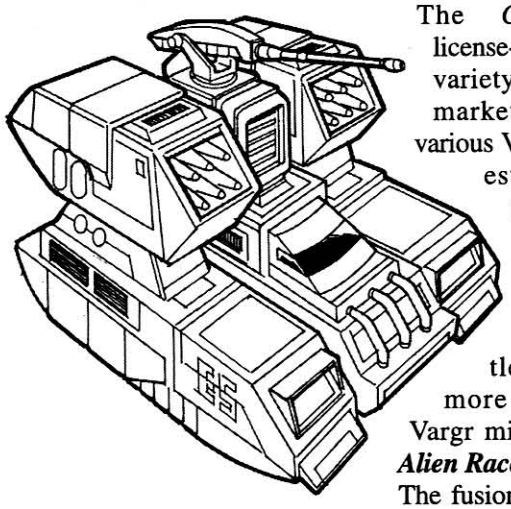
Statistics
Size: 10′×10′×25′ *Payload:* 0.4 tons *Lwt.:* 214.7 tons
Volume: 4 dtons *Maint.:* 3.2 hours *Price:* MCr37.4

HT: 7 *HP:* 4,800 [Body] 2,400 [Tur]

aSpeed: 600 *aAccel:* 16 *aDecel:* 14 *aMR:* 3.5 *aSR:* 5
CG lift 2.2 Gs.

Design Notes
Frames are extra-heavy for 3-dton sloped body and 1-dton sloped turret. Fusion plant is Core plus 48 Power. Turret armor is Advanced (TL12).

Cratermaker Missile Grav Tank (TL10)



The *Cratermaker* is license-manufactured by a variety of concerns and marketed (unsubtly) to various Vargr military interests. It exemplifies the Vargr preference for "more teeth than tail," packing formidable punch and little endurance. For more information on Vargr military efforts, see ***Alien Races 1***.

The fusion plant recharges a xaser shot in 55 hours (!) on the fly, 1.9 minutes if dedicated to the purpose. Usual loadout is 40 HE/HEC/Chaff/Smoke rockets and 40 HEDP/HEAT.

Crew includes a commander, gunner, rocket gunner, and driver. The *Cratermaker* features a sealed body, basic stealth, basic emission cloaking, instant chameleon, and psi shielding.

Subassemblies: Body +4, top Turret +4.
P&P: 8.125-MW Fusion, 2 Heavy CGs, 91 Thrusters.
Occ: 4 RCS. **Cargo:** 2 Body, 0 Tur.

Armor	**F**	**RL**	**B**	**T**	**U**
Body:	4/2,750 L	4/2,000 L	4/2,000 L	4/2,000 L	4/2,000 L
Tur:	4/2,750 L	4/2,000 L	4/2,000 L	4/2,000 L	

Weaponry
2×200mm MRL[Tur:F] (40 each) +2.
360-MJ AD Xaser [Tur:F] (80) +2.

Equipment
Body: Advanced Avionics, Discharger Pack w/ 20 reloads, 4 Extra Life Support, Safety, HUDWAC. *Tur:* 8 Heavy Energy Banks, Large AESA, Large PESA.

Statistics
Size: 12′×12′×12′ *Payload:* 8.4 tons *Lwt.:* 101.5 tons
Volume: 3.5 dtons *Maint.:* 6.3 hours *Price:* MCr11

HT: 9 *HP:* 3,600 [Body] 3,000 [Tur]

aSpeed: 600 *aAccel:* 14 *aDecel:* 14 *aMR:* 3.5 *aSR:* 5
CG lift 2.2 Gs.

Design Notes
Frames are extra-heavy for 2-dton body and 1.5-dton turret. Fusion plant is Core plus 13 Power. Base price is MCr10.1.

Serendipity Grav Tank (TL12)

The *Serendipity* is one of the heaviest AFVs yet fielded by the Hiver Federation, though it really can't stand up to much more than the light-tank role on the TL12 battlefield. The Federation rarely engages in all-out assault tactics, so it rarely notices the deficiencies; see ***Alien Races 3***.

The tank is designed for an Ithklur crew, using 1.5× the usual Crew and Passenger modules (round down) to provide ample room for the massive warriors in their heaviest battledress, and even Ithklur AFV crews wear their heaviest battledress . . . It carries four troops who dismount and act as "close escort" when needed. This is the first Federation tank with this feature; the Hivers couldn't keep the Ithklur crews of previous AFVs from dismounting and tackling infantry problems themselves . . .

The Ithklur gripe about having to use lasers rather than good, solid Gauss cannons, or fusion if the Gauss cannons are too heavy. The Hivers don't pay much attention.

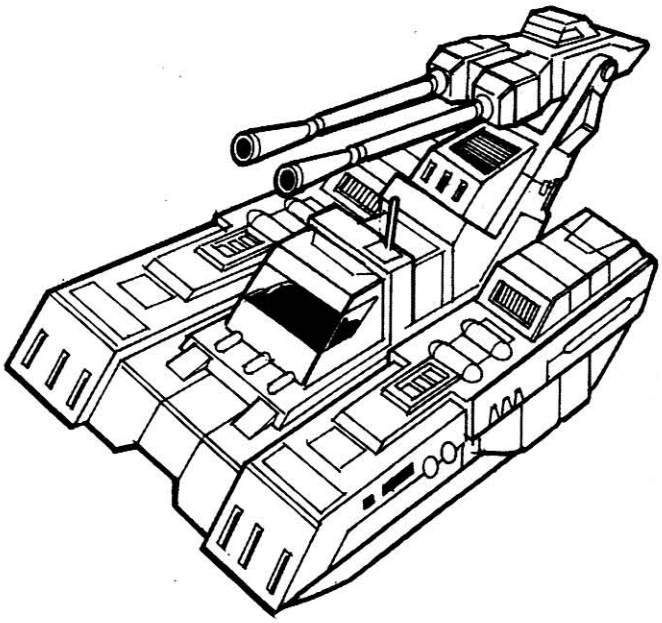
The power plant recharges one AD Xaser shot in 6.8 minutes on the fly, 1.4 minutes dedicated to the purpose. An AD Xaser shot can be traded for 234 PD Xaser shots, or vice versa.

The crew includes a commander, gunner, and driver. The AFV features total compartmentalization, sealed body, radical stealth, radical emission cloaking, radical sound baffling, instant chameleon, and psi shielding.

Subassemblies: Body +4, top Turret +4.
P&P: 11.25-MW Fusion, 3 Heavy CGs, 38 Thrusters.
Occ: 3 (4) RCS, 4 (6) RS. **Cargo:** 0.5 Body, 0 Tur.

Armor	F	RL	B	T	U
Body:	4/11,500 L	4/9,000 L	4/9,000 L	4/9,000 L	4/9,000 L
Tur:	6/11,000 L	4/8,000 L	4/8,000 L	4/8,000 L	

Weaponry
PD Xaser [Tur:F] (937) +2.
2×360-MJ AD Xaser [Tur:F] (148 each) +2.



Equipment
Body: Advanced Avionics, Safety, HUDWAC. *Tur:* Discharger Pack w/ 20 reloads, 20 Heavy Energy Banks, Large AESA, Large PESA, 3×Small PESAs (R, L, B).

Statistics
Size: 12′×10′×15′ *Payload:* 2 tons *Lwt.:* 144.4 tons
Volume: 3.5 dtons *Maint.:* 4.8 hours *Price:* MCr17.4

HT: 8 *HP:* 3,600 [Body] 3,000 [Tur]

aSpeed: 600 *aAccel:* 11 *aDecel:* 18 *aMR:* 4.5 *aSR:* 5
CG lift 2.3 Gs.

Design Notes Frames are extra-heavy for 2-dton body and 1.5dton sloped turret. Fusion plant is Core plus 18 Power.

Fragrant Flower Grav Tank (TL9)

The K'kree are renowned across known space for the poor quality of their armored vehicles. The *Fragrant Flower* class is an exception. Just barely.

Each K'kree crew member or passenger requires at least *six* standard modules (see ***Alien Races 2***), but in compensation does receive 36 hours of life support from those modules. (Note that no sane K'kree would be able to stand anything close to 36 straight hours confined in the tank, unless his life was at stake, and likely not even then.) Divide the standard duration of any Extra Life Support modules that are purchased by 4. This makes the K'kree AFVs massive. The *Fragrant Flower* is a bit of an exception, as it depends on steel-nerved crewmen who can make do with just two companions.

The power plant recharges one plasma shot in 11.2 minutes on the fly, 3.6 minutes dedicated to the purpose. A plasma shot can be traded for 488 laser shots, or vice versa. The VRFGG has no energy allotted; it drains 1 laser shot for every 29 rounds fired.

The crew includes a commander, gunner, and driver. The AFV features a sealed body, basic stealth, and basic emission cloaking.

Subassemblies: Body +5, top Turret +4.
P&P: 8.25-MW Fusion, 2 Extra-Heavy CGs, 55 Thrusters.
Occ: 3 (18) RCS. **Cargo:** 0 Body, 0.65 Tur.

Armor	F	RL	B	T	U
Body:	6/4,000 L	4/2,300 L	4/2,300 L	4/2,300 L	4/2,300 L
Tur:	6/4,000 L	4/2,300 L	4/2,300 L	4/2,300 L	

Weaponry
4mm VRFGG [Tur:F] (36,000) +2.
2×PD Laser [Tur:F] (590 each) +2.
878-MJ Heavy Plasma Gun [Tur:F] (36) +2.

Equipment
Body: Advanced Avionics, 5 Heavy Energy Banks, Safety, HUDWAC. *Tur:* Discharger Pack, 5 Heavy Energy Banks, Large AESA, Large PESA, 3×Small PESAs (R, L, B).

Statistics
Size: 13′×13′×20′ *Payload:* 1.8 tons *Lwt.:* 253.4 tons
Volume: 7 dtons *Maint.:* 3.8 hours *Price:* MCr27.4

HT: 9 *HP:* 9,000 [Body] 2,400 [Tur]

aSpeed: 589 *aAccel:* 4 *aDecel:* 10 *aMR:* 2.5 *aSR:* 5
CG lift 1.8 Gs.

Design Notes

Frames are extra-heavy for 6-dton sloped body and 1-dton sloped turret. Fusion plant is Core plus 66 Power.

Aehr Grav Assault Gun (TL10)

This compact design does well at straightforward assaults, less well at sneaking or streaking into position to make the attack. When they deign to use armor, the Aslan like the *Aehr* very much.

Aslan can use normal Crew and Passenger modules, finding them a bit less roomy than do Humans; see ***Alien Races 2***.

The NPU recharges one plasma shot in 9.2 hours on the fly, 15.4 minutes dedicated to the purpose. A plasma shot can be traded for 13,846 VRFGG shots, or vice versa.

The crew includes a commander, gunner, point-defense gunner, and driver. The *Aehr* features heavy compartmentalization, sealed body, basic stealth, and basic emission cloaking.

Subassemblies: Body +4.

P&P: 1.955-MW NPU, 4 Medium CGs, 15 Thrusters.

Occ: 4 RCS, 1 RCS [Cup]. **Cargo:** 0.5 Body, 0 Tur, 0 Cup.

Armor	F	RL	B	T	U
Body:	4/8,000 L	4/5,000 L	4/5,000 L	4/5,000 L	4/5,000 L

Weaponry

2×4mm VRFGG [Body:F] (12,000 each) +2.
2×945-MJ Medium Plasma Gun [Body:F] (30 each) +2.

Equipment

Body: Advanced Avionics, Discharger Pack, 12 Heavy Energy Banks, Large AESA, Large PESA, 3 Light Energy Banks, Safety, 2×HUDWACs.

Statistics

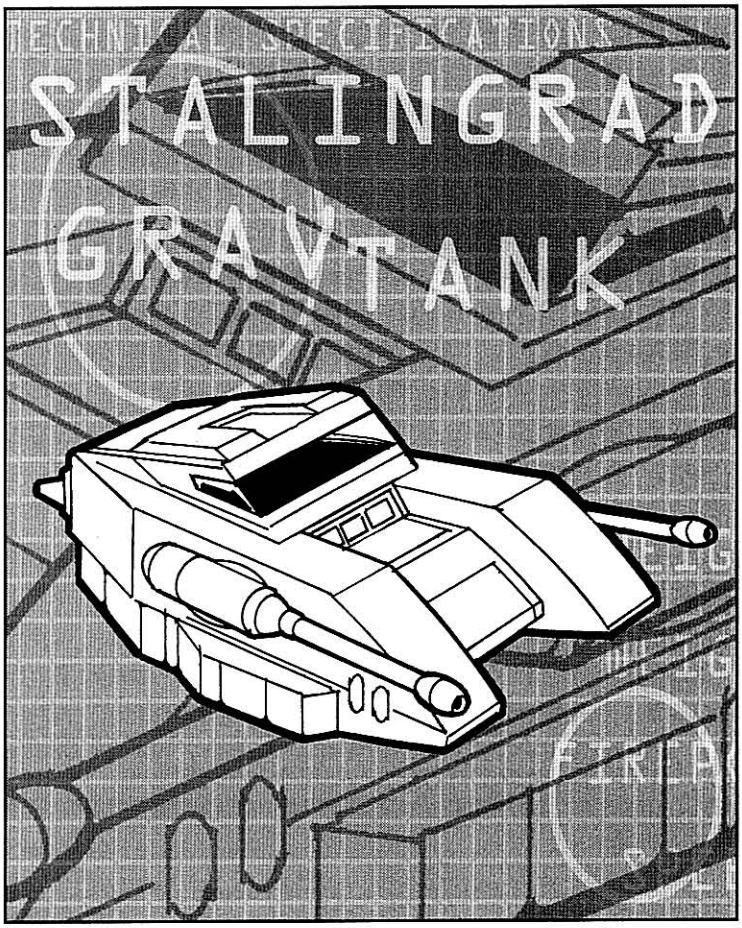
Size: 6′×7′×18′ *Payload:* 0.6 tons *Lwt.:* 99.2 tons
Volume: 1.5 dtons *Maint.:* 6.2 hours *Price:* MCr10.2

HT: 7 *HP:* 3,000 [Body]

aSpeed: 600 *aAccel:* 2 *aDecel:* 14 *aMR:* 3.5 *aSR:* 4
CG lift 1.6 Gs.

Design Notes

Frame is extra-heavy for 1.5-dton sloped body. NPU is Core plus 7 Power.



Stalingrad Grav Tank (TL11)

The core Solomani worlds tend to feature huge urban areas, and dictatorships with a taste for fleets of specialized tanks. (See ***Rim of Fire***.) The *Stalingrad's* design respects both facts.

The tank's unusual configuration is supposed to keep it hull-down with weapons bearing in the typical urban battlefield. It also reflects Solomani experience at facing Imperial combined arms; it can engage infantry, armor, and artillery simultaneously.

Analysts' opinion of the *Stalingrad*'s potential span the field. The AFV has yet to be tested under live fire.

The power plant recharges one fusion shot in two minutes on the fly, 1.3 minutes dedicated to the purpose. A fusion shot can be traded for 238 PD Xaser shots, or vice versa. Missile loadout usually is 12 HE/HEC/Chaff/Smoke rounds and 24 HEDP/HEAT in anti-blast magazines.

Crew includes commander, gunner, missile gunner, point-defense gunner, and driver. The tank has heavy compartmentalization, sealed body, radical stealth, radical emission cloaking, radical sound baffling, instant chameleon, and psi shielding.

Subassemblies: Body +4, top Turret +4, top Cupola +3 [Tur].

P&P: 18.75-MW Fusion, 2 Extra-Heavy CGs, 21 Thrusters.

Occ: 3 (4) RCS, 4 (6) RS. **Cargo:** 0 Body, 3 Tur, 0.5 Cup.

Armor	F	RL	B	T	U
Body:	6/16,000 L	4/6,000 L	4/6,000 L	4/6,000 L	4/6,000 L
Tur:	4/16,000 L	4/6,000 L	4/6,000 L	4/6,000 L	
Cup:	6/16,000 L	4/6,000 L	4/6,000 L	4/6,000 L	

Weaponry

2×190mm Tactical ML [Tur:F] (18 each) +2.
4×511-MJ Light Fusion Gun [Tur:F] (64 each) +2.
2×PD Xaser [Cup:F] (388 each) +2.

Equipment

Body: Advanced Avionics, Airlock, 19 Heavy Energy Banks, Safety, 2×HUDWACs. *Tur:* Large AESA, Large PESA. *Cup:* Discharger Pack w/ 20 reloads, 14 Heavy Energy Banks, Large AESA, Large PESA, 3×Small PESAs (R, L, B), HUDWAC.

Statistics

Size: 12′×10′×15′ *Payload:* 4.1 tons *Lwt.:* 203.5 tons
Volume: 3.5 dtons *Maint.:* 4.3 hours *Price:* MCr22.7

HT: 8 *HP:* 3,600 [Body] 2,400 [Tur] 1,500 [Cup]

aSpeed: 600 *aAccel:* 4 *aDecel:* 16 *aMR:* 4 *aSR:* 5
CG lift 2.3 Gs.

Design Notes

Frames are extra-heavy for 2-dton sloped body, 1-dton turret, and 0.5-dton sloped cupola. Fusion plant is Core plus 30 Power. Base price is MCr21.4 prior to purchasing typical missile load described in main text. Missiles are all stored in the turret.

STARSHIPS

Delivering the troops to the fight is one of the most difficult tasks that the Navy faces. To help accomplish this mission, the Navy operates specialized troop transports.

Note that the following troop complements assume a war footing. The troops (and, for that matter, the Navy crews) will be crammed elbow to elbow, clearing just enough space for some exercise and training areas that must be carefully rotated among the platoons and squads.

In peacetime or for long patrols, two to four times as many transports would be used for the same number of troops.

NEW STANDARD MODULES

These modules are used in the following ships, but are not described in ***GURPS Traveller***. Many debuted in other ***GURPS Traveller*** supplements.

Brig: This is an ordinary stateroom equipped with reinforced walls and door (DR 200), restraints, and a high-security alarm and observation system. It normally holds 1-2 people. Up to 50 could be crammed in for a limited time, but this will overwhelm the two-person life support. A ship or starport with one or two brigs usually will monitor them from the bridge. A larger number of brigs probably will have its own dedicated security station.

Bunkroom: Bunks for 16 personnel, with life support, under very cramped conditions. Imperial protocol is to load only four passengers per bunkroom, except for missions of very short duration or emergencies.

External Cradle: These are placed on the hull of a starship or starport. Each module clamps 125 standard tons of another vehicle onto the hull. Modules can be combined to form larger cradles, or installed in 0.5-displacement ton increments for smaller versions. Vehicles carried this way aren't counted against the ship's internal spaces, but must still be included in any jump-drive requirements. They are not protected by the ship's armor.

Gym: An exercise room. Several may be fitted together to form a single, larger facility.

Hall, Bar, or Conference Room: A large room with tables. Usable as a restaurant, bar, conference room, etc. It can comfortably accommodate 100 people per module (smaller lounges and conference rooms are included in stateroom volume). Weight and cost include furnishings.

Morgue: Space for 20 battledress suits and accessories such as flight packs, with room for maintenance and loading.

Shooting Range: A target practice facility, armored so as to protect the rest of the ship, and including pop-up targets and the like. Each module provides 50 downrange yards for eight shooters; several may be combined for longer ranges or more shooters.

Stage: A 20′×20′ stage area with high ceilings, usable for dancing, plays, nightclub acts, and so on. Includes sophisticated lighting and sound systems. Normally attached to a hall or theater containing the audience.

MODULES

Type of Module	Spaces	Mass	Cost (MCr)	Crew
Brig (1-2 occupants)				
TL10	4	11.4	0.052	†
TL12	4	5.6	0.03	†
Bunkroom				
TL10	4	4.8	0.018	0
TL12	4	1.92	0.018	0
External Cradle	1*	12.5*	0.25*	0
Gym	2.5	0.5	0	0
Hall, Bar, Conference	10	0.2	0.003	†
Morgue	1	28.75	0	0
Shooting Range	10	10	0.15	†
Stage	16	0.5	0.004	†
Tactical Command Center	4	3	2.8	†
Theater	20	2.1	0.015	†

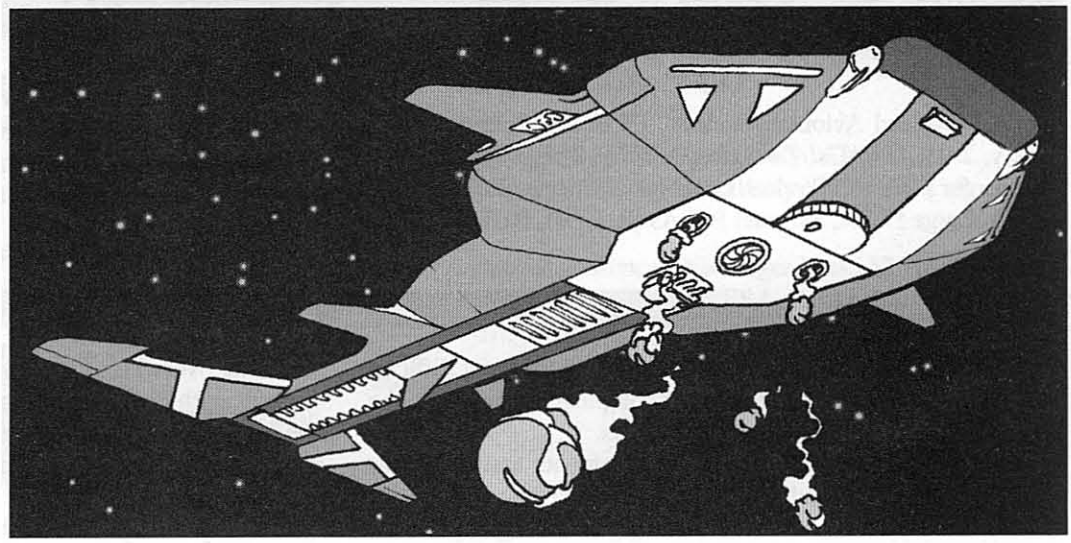
* per 125 standard tons of ship to be carried. External cradles count against the turret-mounted weapons limit at a rate of 3 modules per 1 turret.

† varies and/or GM's discretion. Many of these modules are passenger services, and usually the GM can safely rule that a military ship's standard complement fills the crew needs.

Tactical Command Center: TL12 operations room for 10-20 people. Includes fire direction center with mapping and display tables, dozens of cameras for video conferencing, and hardened Complexity 8 macroframe and 10 terminals.

Theater: A small auditorium with 100 roomy seats, a large holoprojector, and an operator's workstation. Can be used for entertainment or as a briefing or situation room. A stage is not included.

Keith-Class 30,000-ton Transport (TL12)



These giant vessels received their baptism of fire in the Fifth Frontier War, and performed far beyond all expectations. Shipyards are turning out new *Keiths* on a regular schedule, and the High Command hopes to be able to drastically reduce the Army's reliance on the older classes of cold-sleep "reefer" transports.

The heart of the transport is the mammoth central core, almost 900' long. Each of these huge transports can ferry a complete Army light infantry brigade, or a grav tank brigade and a rapid interface battalion.

All but one grav tank battalion of the brigade's vehicles are preloaded onto the transport's *Nakerkh* landers (see p. 97). The *Keith's* spacedock contains room for that grav tank battalion and any one other battalion's vehicles, in case some sort of mid-flight loading adjustment need be made (see below). Often this extra spacedock capacity is used to carry extra supplies.

Imperial doctrine calls for the *Keith* to close to within high orbit of the target world. When carrying a light infantry brigade, the six externally carried landers then disengage and begin a very high-speed descent with the command, three infantry, artillery, and support battalions. The grav tank squadron descends on its own power, since each *Intrepid* is a smaller, tougher target than a *Nakerkh*. When carrying a grav tank brigade, the non-armor battalions descend normally. The brigade commander decides whether to deploy the two *Nakerkh*-loaded grav tank squadrons rapidly in the landers or more safely in the usual dispersed fashion (by simply deploying from the still-moored lander in orbit). The third armor squadron must deploy on its own (or wait to board a returning lander).

Certain circumstances require deploying the landers farther out. In these cases, the undeployed armor squadron waits for a returning lander (or the brigade commander may choose to delay the landing of another battalion, often his support unit).

Keiths are crowded when filled with a full brigade, but the troops have space to train and prepare for their assignments.

The crew includes the captain, pilot, navigator, three sensors operators, three communications specialists, computer officer, 145 engineers, 21 medics, 125 gunners, and 80 frozen watch; the total of 210 staterooms houses up to 395 additional officers and the 230 bunkrooms house up to 3,398 additional NCOs and enlisted.

The *Keith*-class transport features heavy compartmentalization, sealed body, basic stealth, and basic emission cloaking.

Subassemblies: USL Hull +14, 120 Turrets +5, 3 Bays +7.
P&P: 5,100 Maneuver, 1,500 Jump.
Fuel/End: 12,000 Fuel.
Occ: See above. **Cargo:** 6,000 dtons.

Armor	**F**	**RL**	**B**	**T**	**U**
All:	4/2,500	4/2,500	4/2,500	4/2,500	4/2,500

Weaponry

100 Turrets w/ 3×Lasers (1 each) +2.
20 Turrets w/ 3×Sandcasters (200 each) +2.
3×Meson Gun Bays (1 each) +2.

Equipment

Modules: Hardened Command Bridge, Engineering, 30 Low Berths (120 tubes), 60 Utility, 20 Sick Bay, 4 Drop Capsule Launchers, 50 Capsule Racks (800 capsules), 120 Morgues (2,400 battledress suits), 2 Conference Rooms, 4 Stages, 10 Theaters, 5 Shooting Ranges, 7 Tactical Command Centers, 15 Gyms, 1,200-ton Spacedock (holds 600 dtons), 110-space Vehicle Bay (for 2 launches and 3 ship's boats), 926-space Meson Screen (DR 40,506), 10 Nuclear Dampers. *Hull:* 6×9,250-ton external cradles.

Statistics

Dim.: 125'×125'×960' *Payload:* 77,003 tons *Lwt.:* 163,581 tons
Volume: 30,000 dtons *Maint.:* – *Price:* MCr9,618

HP: 540,000 [Hull] 1,200 [each Tur] 9,750 [each Bay]

sAccel: 3.12 Gs/5.89 Gs empty *Jump:* 4 *aSpeed:* –

Design Notes

Data is for ship loaded with grav tank brigade. Lift infantry brigade is Lwt. 157,332, sAccel 3.24 Gs. Price does not include small craft or landers.

Nakerkh-Class 1,200-ton Lander (TL12)

These are an essential accessory to the *Keith* transport system. Each *Keith* carries six landers, each of which can carry any standard Imperial Army battalion to a world's surface.

Imperial doctrine usually has all battalions except grav tank squadrons deploy by lander, and if speed is crucial even the grav tanks drop on a *Nakerkh*.

Each *Nakerkh* has 648 passenger couches, sufficient for the full battalion, considerably extending passenger endurance for instances in which the *Keith* must deploy its landers far from the target planet. Immediately prior to entering final approach, the troops proceed to their vehicles. As soon as the lander hits the ground, the combat elements are ready to immediately move out through the cavernous front ramp.

Once the troops are clear, the lander can either remain on site, or move back to the fleet to rendezvous with waiting supply ships. Its cavernous spacedock can serve as a huge cargo hold, and usually does just after a major assault.

A specific, complete battalion is loaded into each lander, so that command and control is in place at touchdown plus zero. Loaded reserve landers wait outside enemy range to replace any battalions lost in landing. Usually these reserve components will be heavy in artillery battalions, especially when fighting the Zhodani, who seem to have a knack for picking out the *Nakerkhs* carrying the meson sleds.

Army veterans swear there is *nothing* quite like riding a *Nakerkh* under fire. Every lander pilot realizes that from the moment he leaves the transport to the moment he touches down, he is the single most important target in the sky – and almost certainly the largest inside high orbit as well. They therefore tend to maneuver as radically and drop as quickly as they dare . . .

Officially, the landers are unnamed, merely bearing the name of the mothership and an identifying number. As always, the crews of the landers found this unacceptable, and during the war began applying unauthorized names to their vessels.

The crew includes commander, pilot, sensors/comm officer, three engineers, 12 gunners, and two medics.

The *Nakerkh*-class lander features total compartmentalization, sealed body, radical stealth, and radical emissions cloaking.

Subassemblies: SL Hull +10, 12 Turrets +5.
P&P: 209 Maneuver.
Occ: See above. **Cargo:** 0.5 dtons.

Armor	**F**	**RL**	**B**	**T**	**U**
All:	4/2,500	4/2,500	4/2,500	4/2,500	4/2,500

Weaponry
12 Turrets w/ 3×Lasers (1 each) +2.

Equipment
Modules: Hardened Basic Bridge, Engineering, 54 Passenger, 2 Utility, Sick Bay, 673-ton Spacedock (holds 336.5 dtons), Nuclear Damper, Tactical Command Center.

Statistics
Dim.: 40′×75′×200′ *Payload:* 2,790 tons *Lwt.:* 7,060 tons
Volume: 1,200 dtons *Maint.:* – *Price:* MCr230.4

HP: 75,000 [Hull] 1,200 [each Tur]

sAccel: 2.96 Gs/4.89 Gs empty *Jump:* – *aSpeed:* 5,128

Design Notes
Data is for lander loaded with lift artillery battalion. Other non-armor battalions are lighter, but lander pilots loaded with them will limit themselves to 2.96 Gs so as not to single out the prized artillery-loaded landers . . .

Caen-Class 1,200-ton Dropship (TL12)

The Marine Force's primary transport is the *Caen*-class dropship, which inserts a line Marine company and its APCs. These ships are a common sight throughout the Imperium, patrolling even the most remote star systems.

The Marines have all the facilities they need to accomplish their missions and keep their edge during long deployments. The troop compartments, while crowded, are comfortable and have numerous entertainment channels and games.

Caens are not built to engage in front-line space combat. They are supposed to avoid detection until they can drop their Marines onto their targets. The ship's weaponry is defensive in nature. The exception is the missile launcher, which is mostly used to fire ground-support strikes.

The vessel depends upon the 25 *Astrin* APCs for interface duties unless part of a naval force that provides small craft.

The crew consists of the captain, pilot, navigator, two sensors operators, two comm operators, computer officer, seven engineers, three medics, and four gunners. A total of 6 Staterooms and 20 Bunkrooms provides for an additional six officers and 304 NCOs and enlisted.

The *Caen* features total compartmentalization, sealed body, radical stealth, and radical emission cloaking.

Subassemblies: USL Hull +10, 2 Turrets +5, 1 Bay +7.
P&P: 326 Maneuver, 60 Jump.
Fuel/End: 480 Fuel.
Occ: See above. **Cargo:** 50 dtons.

Armor	**F**	**RL**	**B**	**T**	**U**
All:	4/2,500	4/2,500	4/2,500	4/2,500	4/2,500

Weaponry
2 Turrets w/ 3×Lasers (1 each) +2.
Missile Bay (3,800) +2.

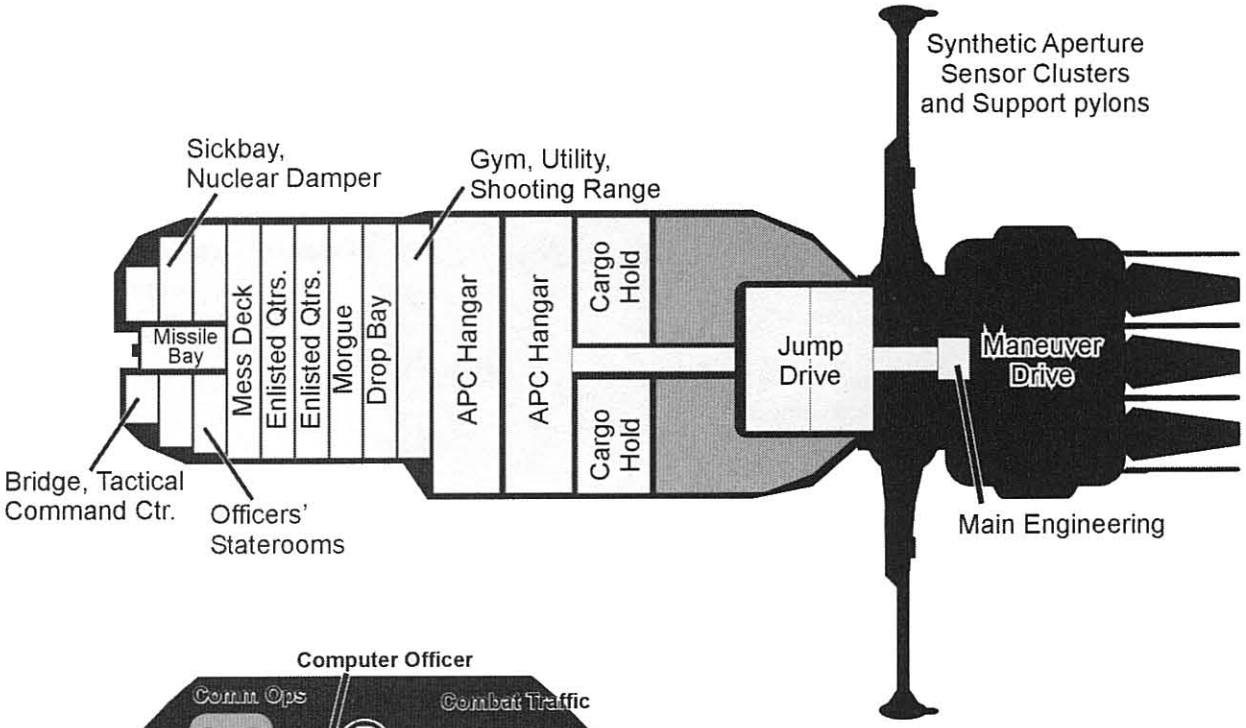
Equipment
Modules: Hardened Command Bridge, Engineering, 2 Fuel Scoops, 3 Utility, 2 Sick Bays, Drop Capsule Launcher, 20 Capsule Racks, 16 Morgues, Shooting Range, Gym, 57.5 Vehicle Bay (25 *Astrins*), Nuclear Damper, Tactical Command Center.

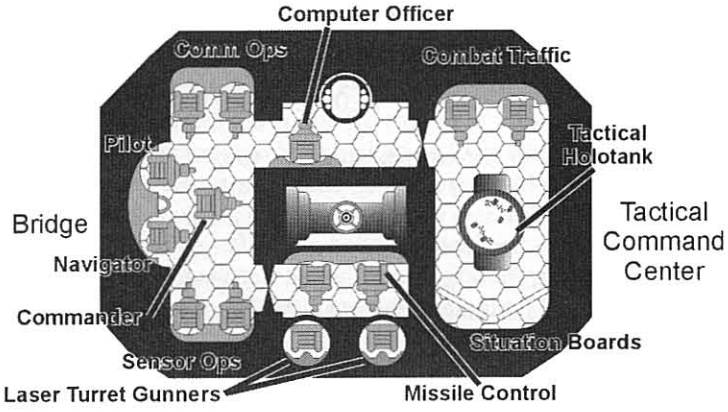
Statistics
Dim.: 60′×80′×125′ *Payload:* 607.5 tons *Lwt.:* 7,417.8 tons
Volume: 1,200 dtons *Maint.:* – *Price:* MCr503

HP: 540,000 [Hull] 1,200 [each Tur] 9,750 [Bay]

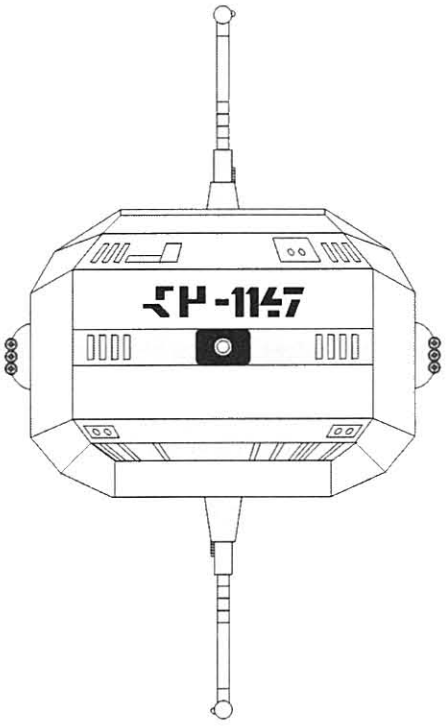
sAccel: 4.39 Gs/4.79 Gs empty *Jump:* 4 *aSpeed:* –

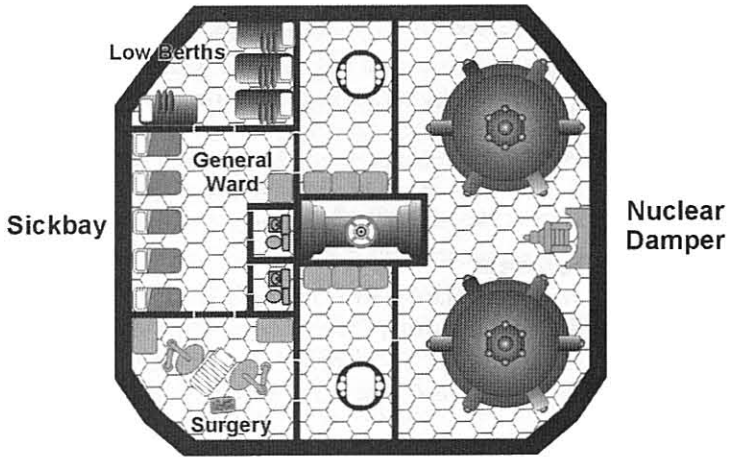
CAEN-CLASS 1,200-TON DROPSHIP (TL12)





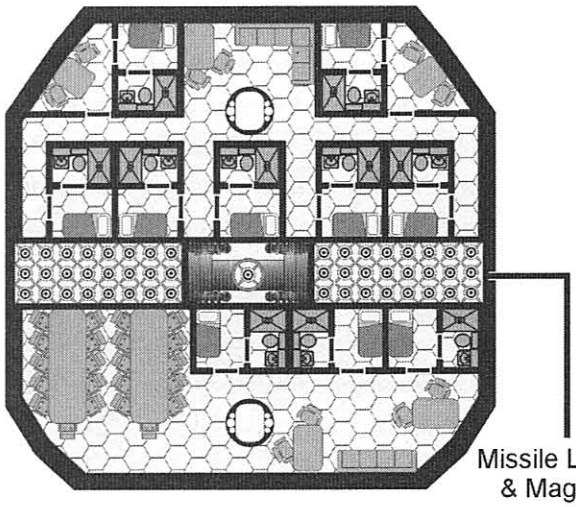
Deck 1 - Bridge & Tactical Command Center





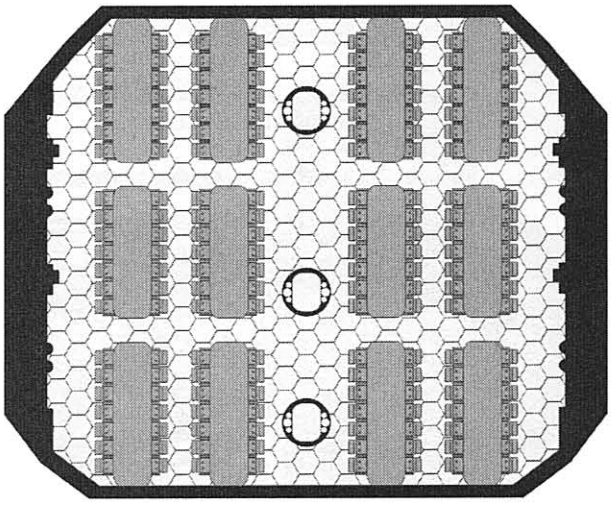
Deck 2 - Sickbay & Nuclear Damper

CAEN-CLASS 1,200-TON DROPSHIP (TL12)

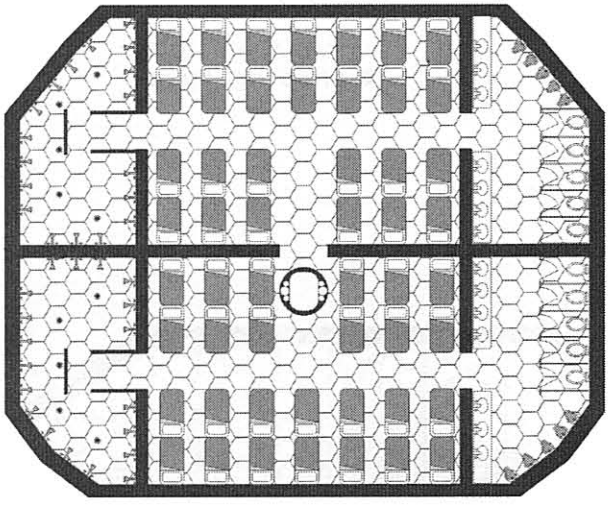


Deck 3 - Officers' Staterooms & Officers' Mess

A standing joke about serving aboard a Caen is that the officers don't have their usual need for a nightlight . . . the warm glow from the nuclear warheads just across the bulkhead serves the purpose just fine. In truth, Caens are fitted with nuclear arms on substantially fewer than half of their missions, and of course no appreciable measure of radiation is allowed to contaminate living areas.

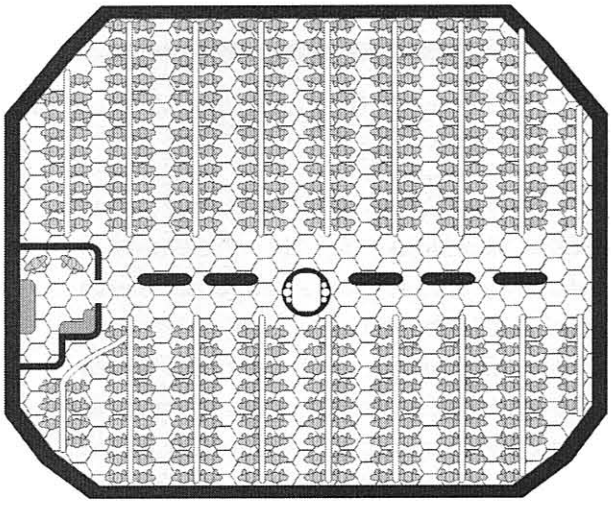


Deck 4 - Enlisted Mess



Decks 5 & 6 - Enlisted Quarters

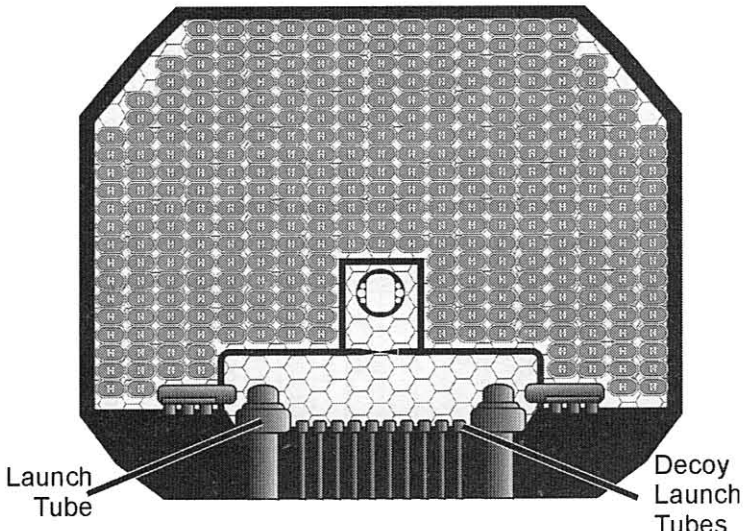
Enlisted living conditions aboard the Caen, while adequate, are far from comfortable, as the above deck plan illustrates. Bunks are arranged in triple tiers, with minimal stowage space for personal effects incorporated into their frames. In an emergency, the eight score men found on each deck can find it difficult to exit quickly via the single lift . . .



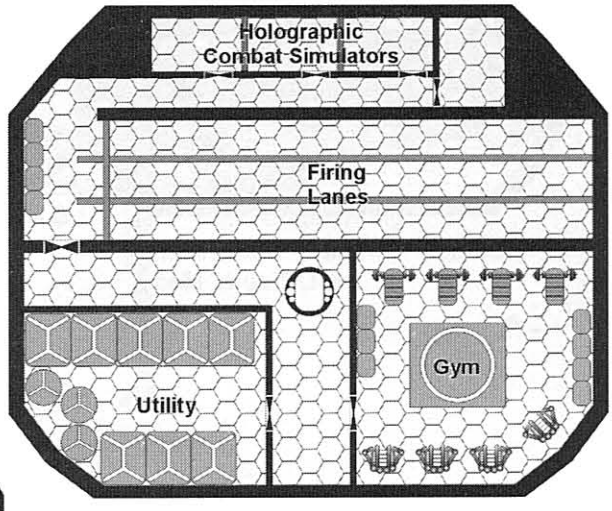
Deck 7 - Battlesuit Storage ("Morgue")

Caen-Class 1,200-ton Dropship (TL12)

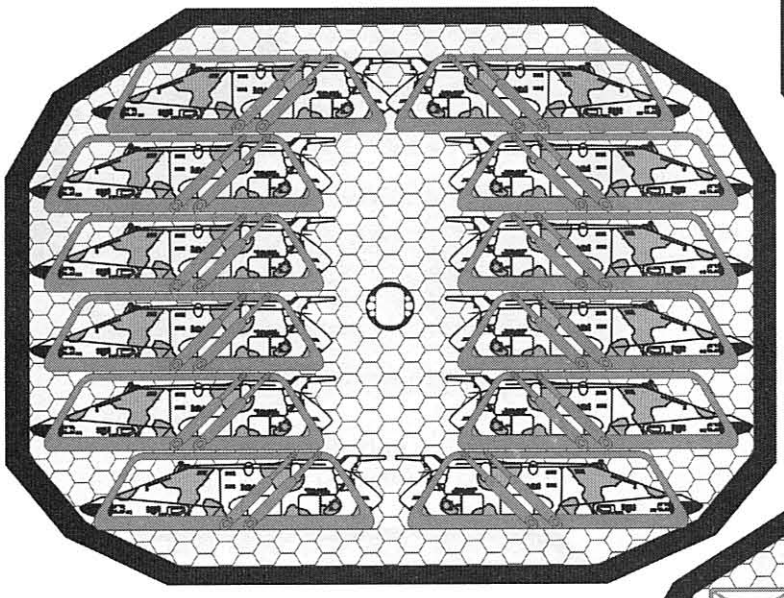
If Marines have any one complaint about the Caen, it's that the ship's design packs so much into so little hull, leaving almost no room for maintenance. Repair of battledress, drop capsules, and APCs, in particular, is next to impossible under regular stowage conditions.



Deck 8 - Drop Capsule Storage & Launch Tubes

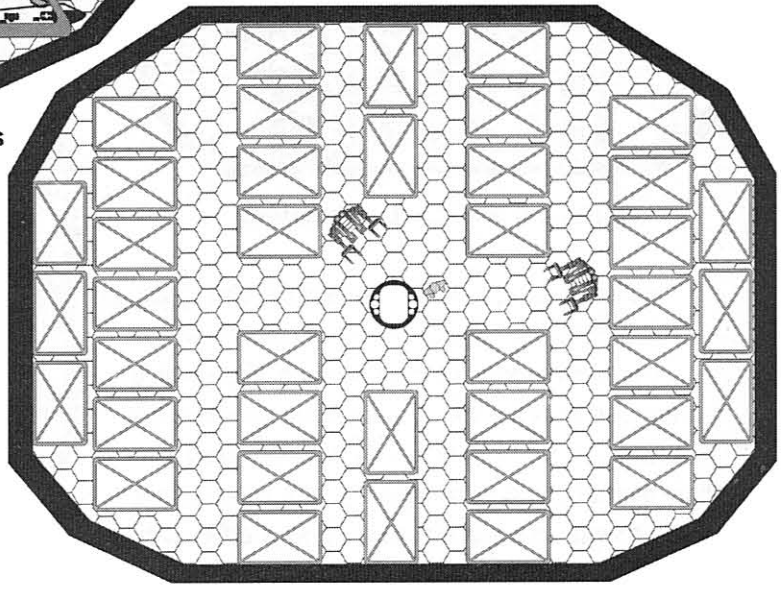


Deck 9 - Gym, Utility, & Shooting Range



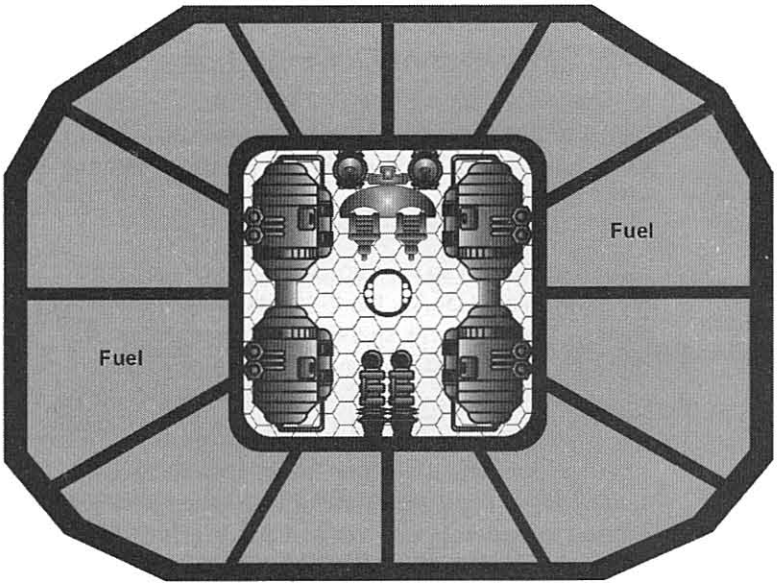
Decks 10 & 11 - *Astrin* APC Hangars

The Caen's complement of Astrin APCs is fitted into individual vehicle bays in a somewhat unusual arrangement, with each APC resting on its right or left side, oriented 90° off the main deck plan. Given the quality of Imperial contragravity technology, this isn't as awkward as it may first appear, but the mark of a true Caen veteran is the ability to mount or dismount an Astrin from any angle . . .

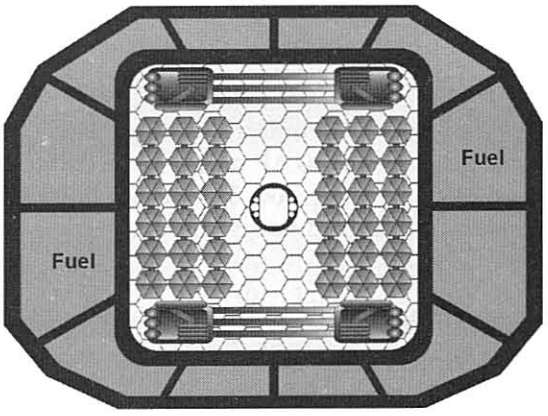


Deck 12 - Cargo Hold

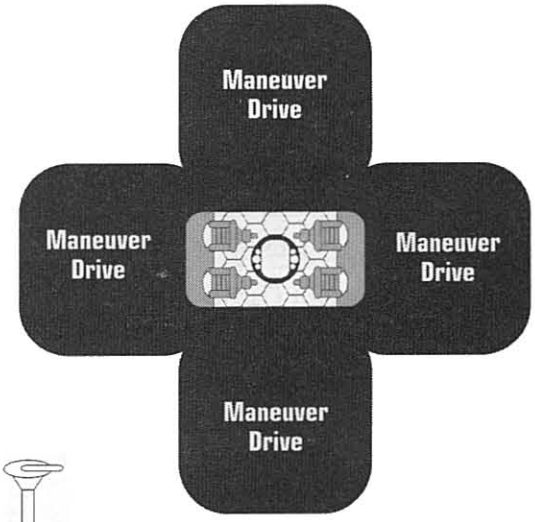
Caen-Class 1,200-ton Dropship (TL12)



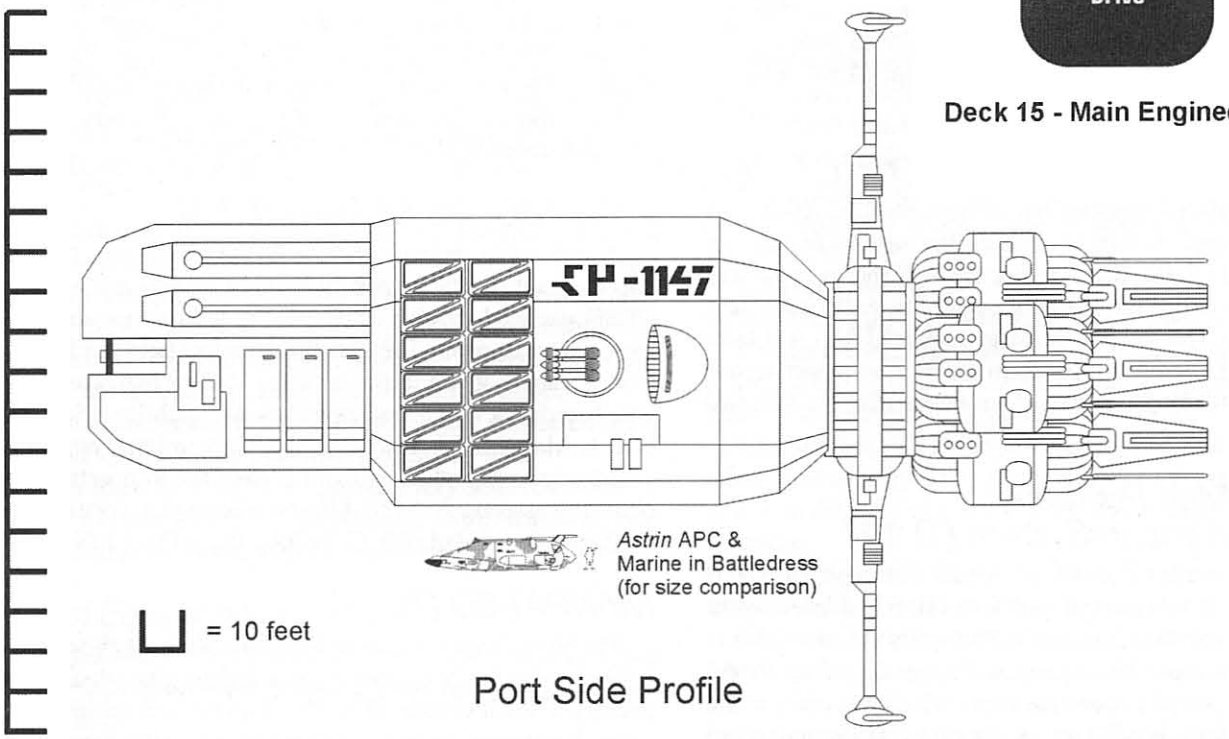
Deck 13 - Jump Drive



Deck 14 - Jump Capacitors



Deck 15 - Main Engineering



Port Side Profile

The Army and Marines make use of hundreds of different weapons. Those listed here are the standard issue seen throughout the Imperium.

Gauss Pistol 4mm High Capacity (TL10)

The standard Marine officer's sidearm, the HC Gauss uses the same magazines of 40 AP rounds as the GSMG and Army-standard KG56A3 rifle, below. The weapon has good firepower for its size; battledressed troops often carry one as a last-ditch backup.

Gauss SMG 4mm High Power (TL10)

An SMG built using the same principles as the HP pistol. The GSMG is very useful in ship-boarding actions where the opposing forces are known to be lightly armored. The GSMG has found its way into the hands of various special-operations groups such as the Sylean Rangers. The Gauss SMG is gyro-stabilized and incorporates HUD and laser sights.

KG56A3 Gauss Rifle 4mm (TL10)

The standard rifle for Imperial infantrymen for more than a century, the KG56A3 is beginning to show its age. The A3 model comes with HUD and laser sights, RAM-grenade hard-point, gyrostabilization, and rarely used bayonet lug.

KH301 Gauss LSW 4mm (TL11)

A long, four-barreled Gatling version of the standard Gauss rifle with a 3,600-round-per-minute rate of fire, the GLSW is the support weapon for infantry teams in most of the Army. The 600-round ammo cassettes are distributed among the team members. Most of the time the newest troops find themselves carrying more than their share of the load. To improve performance, the GLSW is often issued along with a gyrostabilized weapon harness (see p. 105). Despite the weapon's weight, GLSW gunners are very proud of their status as "hogmen."

Electromagnetic Battle Rifle 20mm (TL10)

For use by troops wearing battledress, the LEMB-20 is a 20mm electromagnetic cannon sharing the surface features of the Fusion Battle Rifle. (Each *magazine* also shares those features; new rounds for an old magazine only cost Cr260 and weigh 0.7 lbs.!) The weapon includes integral HUD and laser sights. This is the regulation weapon for Marine sniper teams. The weapon actually penetrates armor better than the standard Fusion Rifle.

MPAT-17 Man Portable Anti-Tank Weapon System (TL11)

This team-portable Gauss breech-loader fires a potent HESH anti-tank round. It comes equipped with HUD and laser sights. The integral rD cell fires 36 rounds. The system breaks down to the 34-lb. tube and the 19.4-lb tripod for handling. Usually the weapon is assigned to a four-man team, which can carry it and 12 rounds in four loads of 34 lbs. or just under. Dedicated targeting computers are often attached to increase first-round hits.

Battle Rifle, Fusion (TL12)

The companion armament for *Redding* battledress (see p. 85), this weapon is a standard 3,000-kJ fusion weapon (stats as per FGMP-12, but no grav compensation), with DR 100 armor, integral HUD and laser sights, and all surface features indicated for the battledress. Volume is 0.44 cf.

T-100 Personal Defense Laser (TL12)

Also known as the "laser SMG," this is a weapon typically issued to vehicle crews and rear-area soldiers. The weapon is a short, boxy design, with attachment points for sighting devices.

T-45 X-Ray Laser Rifle (TL12)

The latest entry in the Imperium's search for a replacement for the venerable KG56A3, the T-45 has found favor among Army snipers. The weapon's slightly higher weight per shot, and the difficulty of training troops to use it, has slowed deployment.

Fusion Gun, Rapid Pulse, XP (TL12)

An experimental weapon being issued on a trial basis to select Marine units, the FGRP-X is intended to be the next generation squad-support weapon for Marines facing lightly armored opposition.

HER-21 Starfire (TL11)

The HER-21 Starfire is a bipod-mounted plasma gun intended to be used as a squad-support weapon for units not equipped with battledress. The Starfire, unlike the FGMP/PGMP, is not equipped with contra-grav support or a backpack powercell package. The single rE powercell is attached as part of the gun stock. The targeting system utilizes an advanced PESA array, and attached HUD with pupil tracking and targeting computer.

The HER-21B Starfire is a TL12 version of the original Starfire. Slightly more powerful and longer-ranged than the original, most troops consider it too heavy to carry, but rapid interface troops like the increased firepower.

DTM-130 Tac Missile (TL10)

A disposable antitank missile issued to infantry, the DTM-130 is stealthy with an optical homing system and a powerful HESH warhead capable of destroying light armor and damaging even an *Intrepid*. The gunner can select between low-speed mode (stats as given in the table, p. 103) or high-speed mode, which reduces range but improves survivability (Spd 2,000, End 1, Max 2,000). They are best used in large numbers, or coordinated with other weapons if they are to penetrate point-defense systems. A 0.001-kiloton micronuke version is also available (Dam 6d×4,000, Cr26,700), the DTM-130N.

MANPAT-60 (TL11)

The 60mm man-portable anti-tank missile is a lightweight, disposable, single-shot missile intended to give unaugmented infantry a small chance of hurting an armored vehicle at close range. Sometimes supplied as a military-assistance item to friendly low-tech governments, it fires a stealthy, high-speed missile.

WEAPON TABLES

Gauss Weapons

Name	Type	Damage	SS	Acc	1/2D	Max	Wt	aWt	RoF	Shots	ST	Rcl	Cost	LC	Hld	TL
HC Gauss	Cr.	6d (2)	9	6	500	3,200	1.7	0.1	8*	40/rB	8	-1	1,320/32	1	0	10
GSMG	Cr.	7d (2)	12	10	750	4,000	3	0.1	16*	40/rB	8	-1	1,875/32	0	-2	10
KG56A3	Cr.	8d+1 (2)	12	11	900	4,500	5.9	0.1	20*	40/rB	9	-1	2,620/32	0	-4	10
GLSW	Cr.	9d+2 (2)	14	12	1,200	5,400	15.7	1.8	60*	600/rC	10	-1	5,025/125	0	-6	10
LEMB-20	Cr.	6d×6 (5)	14	12	1,300	5,500	27.1	4	1	18/rB	13	-3	7,400/1,120	0	No	12
MPAT-17	Exp.	6d×62	20	14	1,100	5,000	53.4	6.7	1/4	1	49T	-5	15,200/400	0	No	11

Energy Weapons

Name	Type	Damage	SS	Acc	1/2D	Max	Wt	aWt	RoF	Shots	ST	Rcl	Cost (Cr)	LC	Hld	TL
Battle Rifle	Exp.	8d×20†	15	12	1,100	3,300	46.5	48	1	80/2rE	10	-4	72,000/–	0	No	12
T-100	Imp.	5d (2)	10	14	650	1,300	3	2	4~	48/rC	8	0	1,990/500	0	-3	12
T-45 Rifle	Imp.	7d (2)	12	20	1,600	3,100	6.7	12	8~	135/2rD	8	0	3,000/1,000	0	-6	12
FGRP-X	Exp.	6d×8†	12	17	1,800	3,600	10	12	4*	100/2rD	11	-2	46,000/1,000	0	No	12
HER-21	Exp.	8d×8†	17	15	1,000	3,000	55	24	1	133/rE	14/17	-1	195,892	0	No	11
HER-21b	Exp.	6d×15†	20	15	1,300	3,900	61.3	24	1	133/rE	15/18	-1	119,661	0	No	12

† Splattering plasma does one-quarter damage to everyone else within 2 yards of target.

Tac Missiles

Weapon	Malf	Guidance	Damage	Max	Spd	End	Wt	RoF	Shots	Cost	TL
DTM-130	Crit	OH/21	6d×200	2,600	1,300	2	45	1NR	1	17,900	10
DTM-130N	Crit	OH/21	6d×4,000	2,600	1,300	2	45	1NR	1	26,700	10
MANPAT-60	Crit	IRH/22	6d×27 (10)	2,000	2,000	1	12	1NR	1	4,940	11

All weapon malfunctions are Ver.

Vehicular Armaments Table and related tables are on pp. 124-125.

PERSONAL ISSUE

The Army and Marines keep a bewildering variety of equipment on hand, some of which the troops never use or understand. This section lists some of the more common items issued in the services. Additional equipment can be found on pp. GT112-116 and in ***GURPS Ultra-Tech*** and ***Ultra-Tech 2***.

Technology Levels

All of the following items are shown at their tech level of introduction. Planetary forces will use equipment available at their planet's TL or lower, with the likely addition of some crucial higher-TL imports. Imperial forces will be issued equipment at TL10 or the tech level of introduction, whichever is higher.

Note that most of these goods become one-half price and weight one TL past introduction, and one-quarter price and weight two TLs past introduction. Goods that use power cells also see a 50% improvement in operating time or number of uses at each TL past introduction, assuming power cells of the higher TL are used. See p. UT10 for more information.

Note that this means that most Imperial gear will be cheaper, lighter, and longer-lasting than indicated in this table.

Items marked with a "*" are part of every soldier's standard kit. Items marked with a "†" do not receive the standard price and weight improvements with TL increases.

General Equipment

Artificial Gill (TL9): Extracts oxygen from water, allowing user to breathe underwater. Lasts 12 hours on a single rC Cell. KCr2, 20 lbs.

Autograpnel (TL8): Fires a grappling hook up to 50 yards, and can lift 400 lbs. at 5 yards per second. One rC cell powers 50 ascents or descents. Cr400, 6 lbs.

Backpack* (TL6): Basic medium pack, holds up to 100 lbs. or 3 cf. Cr100, 10 lbs.

Bag, Waterproof* (TL7): Used inside backpacks or other luggage. Can be used as an emergency flotation device. Can carry up to 25 lbs. without rupturing. Cr20, neg.

Baton, Police† (TL7): Collapsible police baton (Reach 1, Sw Cr, Th Cr, Holdout +1). Cr50, 1/2 lb.

Blanket* (TL1): Thick, warm sleeping blanket made from wool or a local equivalent. Cr15, 4 lbs.

Camouflage Face Paint (TL6): Compact with mirror has four colors, with varying patterns available for different environments. Cr5, neg.

Canteen, Basic (TL5): A simple 1-quart canteen with cover, holds 2 lbs. of water. Cr10, 3 lbs. when full.

Canteen Drinking Tube (TL7): Replaces canteen cap with a long drinking tube so canteen does not have to be removed from its storage place. Cr10, neg.

Chemlights (TL7): Plastic tubes that give off a soft light when bent sharply. They come in 1/2-, 1-, 8-, or 24-hour types, and a multitude of colors. Cr5, 1/4 lb. per tube per hour's operation.

Chemsticks, IR (TL8): As above, but these chemlights give off heat, aiding IR vision. Triple normal cost.

Chemsticks, Ultra-Bright (TL8): As above, but lasting only 5 minutes and giving off intense light, sufficient to light a 50-foot radius. Mostly used in situations where marking flares would be inappropriate. Cr5, 1/4 lb. per tube per five minutes' operation.

Datacloth, Large (TL8): This is a flexible combination of interface device (essentially, an ultratech keyboard) and monitor. Can be attached to a computer on site, or linked to a remote computer through a communicator. Solar powered, it stores enough energy to run about an hour in a darkened area. KCr1.8, 9 square feet, 1 lb.

Datacloth, Small (TL8): As above, but only 1 square foot. Infantry leaders often use these to brief troops, since the screen can be rolled up and put away. Cr200, neg.

Duct Tape, 200' (TL7): A 200-ft. roll of "100 MPH" tape, so named for the wind shear it is supposed to withstand. Very useful stuff, will stick to almost anything. Cr5, 2½ lbs.

Emergency Blanket (TL7): Aluminized survival blanket designed to allow the wearer to maintain body heat in cold situations, or deflect heat in overly warm ones, giving +3 to HT to resist extreme temperatures. Cr5, ¼ lb.

Entrenching Tool* (TL6): A folding shovel, and the most treasured tool in any infantryman's kit. If used in combat, use Axe skill-2, and does Sw-1 cutting. Cr15, 6 lbs.

Envirobag* (TL8): An insulated and heated sleeping bag, which can be sealed and make use of air/tanks. The standard issue sleeping bag for the Imperial Army, and prized by serious outdoorsmen. Insulation gives +10 to resist cold *and* can increase effective temperature. Requires one rC cell to operate for 24 hours if effective temperature is raised 10°, 12 hours if +20°, etc. Cr125, 7 lbs.

Filtration Canteen* (TL8): Purifies 1 quart of water in 30 minutes. The filters are good for 100 quarts, less if using badly contaminated water. Replacement filters cost Cr25. Cr175, 3 lbs. when full.

Flare, Rocket (TL6): A small, shoulder-fired flare. The 30mm rocket shoots up to 100' before bursting, lighting the area with light equal to a heavily overcast day. A variant type shoots a bright, colored signaling cluster. Cr10, 1 lb.

Grapnel, Basic (TL7): Three-pronged hook used to assist climbing. Requires Throwing roll to set properly. Supports about 300 lbs. Cr20, 2 lbs.

Grapnel, Advanced (TL7): Supports about 1,000 lbs., sound dampening (-3 to hearing to hear the grapple "clink" when it is used against stone or metal). Cr200, 2 lbs.

Heat Suit (TL8): Heated, multi-layered suit for surviving extreme cold weather, +10 to HT rolls and can increase effective temperature as per the Envirobag, above. The thick bulk of the suit gives DR 1 to the wearer. Powered by one rC cell. Cr150, 5 lbs.

Inertial Navigation System (TL7): More accurate than the Inertial Compass (see p. GT116), adds TL-2 to Navigation skill. Uses one rC cell per week. KCr50, 40 lbs.

Vermin Bar (TL5): Fine netting for hanging over a sleeping bag, cot, or hammock. Cr60, 4 lbs.

Lantern, Small (TL6): Provides a 5' radius of light. Powered by a rC cell for six months. Cr30, 2 lbs.

Lantern, Large (TL6): Provides a 15' radius of light. One C cell provides power for six weeks. Cr60, 4 lbs.

Machete† (TL5): A heavy blade used to clear thick brush. Only a mediocre weapon (Sw+1 cut, Reach 1, Min ST 10). Cr50, 3 lbs.

Mess kit, Group (TL5): A field mess kit, with frying pan, bowl, and pot. Cr50, 20 lbs.

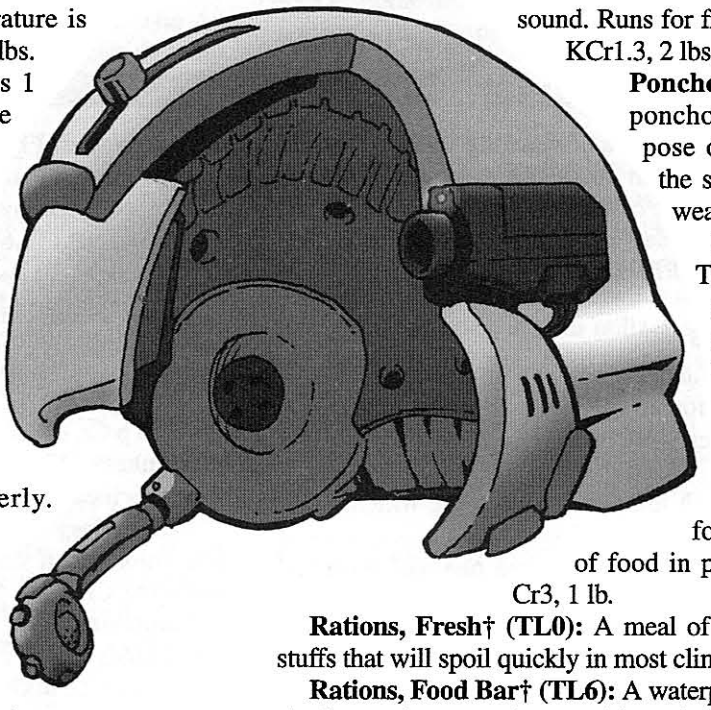
Mess kit, Personal* (TL5): Small cooking kit for one person with can opener, fork, knife, cup, and spoon. Cr15, 2 lbs.

Mirror (TL5): Used for hygiene or signaling passing aircraft, comes with a cloth cover. Cr5, neg.

Nav-Comp (TL7): Global Positioning System with map display, gives +TL-2 to Orienteering and Navigation skills as long as the satellite or orbiting spaceship network can be contacted. Uses one rC cell per week. Cr200, 1 lb.

Netting, Camouflage (TL6): Loose weave net that is placed over stationary vehicles and encampments to decrease the chances of being spotted from above. Along with the visual distraction, at higher TLs the netting contains IR scattering elements that interfere with thermographic and PESA sensors. The net gives a penalty of TL-7 to IR detection and TL-4 to visual detection. Each 10'×10' section costs Cr40, and weighs 24 lbs.

Pestguard (TL9): World-specific devices that repel small vermin within 6 yards with ultrasonic sound. Runs for five days on one rC cell. KCr1.3, 2 lbs.



Poncho* (TL6): Issue nylon poncho. The theoretical purpose of this item is to keep the soldier dry in inclement weather. Cr60, 4 lbs.

Poncho Liner* (TL7): Thermal lining for poncho, can be used as a replacement sleeping bag in warm climates. Cr100, 8 lbs.

Ration, Container (TL6): A DR 4 screw-top container for storing 1 cf (20 lbs.) of food in poor or wet conditions. Cr3, 1 lb.

Rations, Fresh† (TL0): A meal of ready-to-prepare foodstuffs that will spoil quickly in most climates. Cr2, 2 lbs.

Rations, Food Bar† (TL6): A waterproof, sealed package of six flavored squares that provides minimum nutrition for three days. The manufacturer claims that the squares come in three flavors; amused soldiers can spend hours coming up with fantastic guesses on what those flavors actually are. Cr18, 4.5 lbs.

Rations, Tube† (TL7): Seven tubes of concentrated rations for one week, bland and tasteless. Also known as Meat-Whiz. Cr50, 2 lbs.

Rations, Combat† (TL6): A meal of dehydrated military rations with gum, dessert, matches, etc. Cr2, ¾ lbs.

Rations, Tablets† (TL8): A 15-day supply of chewable tablets that provide minimal nutrition, often used in battledress. Cr100, 4 lbs.

Rations, Self-Heat† (TL7): A tasty self-heating meal. Cr2.5, 1 lb.

Rations, Preserved† (TL5): Three meals of canned or packaged foods, shelf-life is usually a couple of years. Cr6, 2 lb.s

Shelter-Foam (TL9): A DR 4 tent-in-a-can used to build two-person shelters. The shelters are formed with two 6'-diameter balloons, and the foam takes about 30 minutes to harden. Cr20, 3 lbs.

Sleeping Pad, Inflatable* (TL7): A self-inflating sleeping pad with insulation and padding for extra comfort. Cr15, 1 lb.

Sleeping Bag, Light (TL7): A very simple, thin sleeping bag. Not suitable for anything but the most benign weather. Cr15, 2 lbs.

Sleeping Bag, Heavy (TL7): A sturdy cold-weather bag, which gives +3 to HT rolls caused by cold weather. Cr100, 15 lbs.

Sleeping Bag, Standard (TL7): Basic sleeping bag, much like the civilian models found all over the Imperium. Cr25, 7 lbs.

Sleeping Bag, Modular (TL7): Includes both Heavy and Standard bags. When zipped together, they give a +5 to HT rolls caused by cold conditions. Cr125, 22 lbs.

Survival Knife† (TL7): Large, good-quality knife. The handle is hollow, and contains fishing line, hooks, a fire-starter, a compass and a wire-saw. The knife does damage as a Large Knife (p. B206). Cr40, 1 1/2 lbs.

Survival Straw (TL8): Filter-in-a-straw, used when the soldier has no other method of distilling potable water from the local sources. The straw is good for 5,000 gallons, although the quality of the filter is questionable. Cr25, neg.

Tent, One-Person (TL6): Simple, low-to-the-ground shelter. Cr150, 5 lbs.

Tent, Two-Person (TL6): Usually a dome tent at TL8+. Cr160, 10 lbs.

Tent, Four-Person (TL6): Usually a dome tent at TL8+. Cr300, 24 lbs.

Tent, Eight-Person (TL6): Usually a dome tent at TL8+. Almost a portable house, this tent has a 10'×12' floor area. KCr1.2, 120 lbs.

Trench Knife† (TL6): A large knife with knuckle-guard forming a set of brass knuckles (+2 to punch damage). Cr60, 1 1/2 lbs.

Vapor Canteen (Camp) (TL8): Creates 1 quart of water every 5 minutes, assuming Earthlike levels of water vapor in the atmosphere. Runs on one rE cell for two weeks. KCr3, 300 lbs.

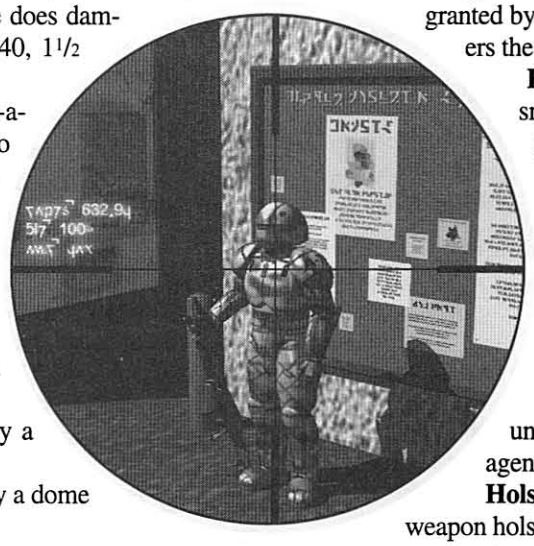
Vapor Canteen (TL8): Takes four hours to distill one quart of clean water, assuming Earthlike levels of water vapor in the air. The canteen holds 1 quart of water. After distilling 50 quarts, the canteen's rB cell needs to be recharged. Cr450, 4 lbs. when full.

Watchdog (TL8): A passive infrared sensor. It will give a warning, either audibly or to a remote unit, if intruders of a specified size and heat enter the sensor's range. The Watchdog runs on a rB cell for three months. Cr 600, 3 lbs.

Water Purification Tablets (TL7): Each of the 50 tablets will purify 1 quart of water and remove any trace of flavor. Cr10, neg.

Combat Accessories

Articulated Weapon Harness (TL8): Reduces the required ST of the weapon it is attached to by 3. Cr600, 5 lbs.



Battle Vest (TL7): A vest designed to hold up to 20 lbs. of gear. Finding a particular item takes 1d seconds unless an IQ (or Fast-Draw where appropriate) roll is made. Cr100, 2 lbs.

D-Tag (TL8): This is a small homing beacon built into the butt of a weapon that allows it to be tracked. Cr20, neg.

Flashlight, Gun-Mount (TL7): Small flashlight mounted on the barrel of a weapon. The light projects a tightly focused 50' beam, centered on the impact point of rounds fired by the weapon. Reduces the SS penalty by 1 in poorly lit areas. Powered by a B cell for two weeks. Cr20, 1/2 lb.

Gun Cleaning Kit, Large (TL7): For use with any chemical-propellant firearm up to 20mm bore size. Cr30, 3 lbs.

Gun Cleaning Kit, Standard (TL6): For use with any broad category of chemical-propellant firearm (pistols, rifles, MGs, etc.). Cr40, 2 lbs.

Gun Cleaning Kit, Small* (TL7): For use with one specific firearm. Cr20, 1/2 lb.

Gyrostabilized Weapon Harness (TL8): An advanced version of the Articulated Weapon Harness that cancels the penalties for walking or running while firing, in addition to the benefits granted by the Articulated Weapon Harness. A C cell powers the harness for 500 hours. KCr2, 10 lbs.

Holster, Tactical (TL7): A holster for pistols or small automatic weapons. Strapped to the thigh, it grants a +2 to Fast-Draw skill with that particular weapon if using the advanced rules on pp. CII97-89. Cr100, 1/2 lb.

Holster, Military (TL5): A standard-issue holster for pistols, with a flap to both protect the weapon and guard against accidental losses, -2 to Fast-Draw due to flap, -1 to Holdout. Cr50, 1/2 lb.

Holster, Undercover, Custom (TL7): A fine undercover holster, +2 to Holdout. A favorite of IG agents. Cr200, 1/2 lb.

Holster, Undercover (TL7): The basic concealed-weapon holster. Gives a +1 to Holdout. Cr100, 1/2 lb.

Laser Designator (TL8): Illuminates targets for laser-homing projectiles. Each rC cell lasts 300 seconds. Cr500, 2 lbs.

Personal Transponder* (TL9): A short-range Identify Friend or Foe system. The Army uses weapons lock-outs on all of its weapons to prevent soldiers from firing on people wearing the correct transponder. Commanders from platoon level on up may turn off this safety feature, should an opponent exploit it . . . An rA cell powers the device for a year. Cr100, neg.

Recognition Pad (TL9): This is a palm-print analyzer built into the gun's handgrip. This prevents anyone but the registered user from firing the weapon. If the weapon has no other power source, an rA cell is required. Cr250, 1/2 lb. Per p. UTT12, these might be available as early as late TL7.

Recoil Reduction† (TL7): Modification that costs +50% of base weapon cost. The weapon's Rcl is reduced by 1 (to a minimum of -1) and the required ST is divided by 1.2

Scope, 2× (TL5): +1 to Acc for aimed shots. Cr200, 2 lbs.

Scope, 4× (TL5): +2 to Acc for aimed shots. Cr400, 3 lbs.

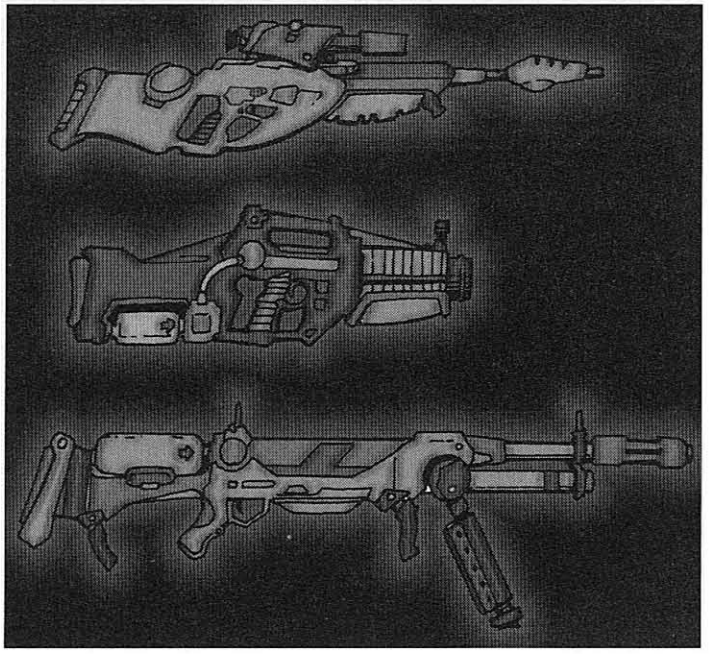
Scope, 8× (TL5): +3 to Acc for aimed shots. Cr800, 4 lbs.

Tripod, Standard† (TL5): Unless otherwise specified, a tripod has the same weight as the weapon for which it is designed, and costs Cr10 per pound.

Tripod, Light† (TL7): A light tripod has half the weight of the weapon for which it is designed, and costs Cr30 per pound.

Tripod Motor (TL8): Tripods are often built with electric motors to improve reaction speed. The motors reduce SS by 2. Two rB cells power the motor for one week. KCr1, 4 lbs.

Vacuum-Proofing (TL7): Allows TL7 guns to work in vacuum with no Malf penalty. Cr400, neg.



Demolitions

Backpack Mini-Nuke† (TL8): One-kiloton nuclear device, does 6d×4 million. KCr40, 25 lbs.

Breaching Charge Frame (TL7): An adhesive, adjustable frame for blowing doors or walls. Used mostly by police and anti-terrorist teams. No explosives are installed. Cr50, 3 lbs.

Contact Wire, 50 ft. (TL5): Used with plunger and detonator caps, or electronic control unit. Cr25, 3 lbs.

Control Unit, Radio (TL7): Detonates remote triggers, can be traced or jammed, 3-mile range. Cr50, 1/2 lb.

Control Unit, Electronic (TL7): Detonates remote triggers, plugs into fiber-optic cable. Cr50, 1/2 lb.

Det-Cord, 30 ft. (TL6): Does 6d×2 damage per 30' if used as explosive, or burns at 4,000' per second. Cr100, 1 lb.

Detonator, Plunger (TL5): Safe and secure detonation device, familiar to anyone who has ever seen a cartoon. Requires contact wire and detonator caps. Cr100, 1 lb.

Detonator Caps, Pack of 50 (TL5): These do 1d-3 damage each, and are used to detonate explosives. They must have an electrical current to function. Cr50, 2 lbs.

Fuze, Military, 100' (TL6): A slow fuse that burns at 30 seconds per foot. Cr20, 1/2 lb.

Explosives, Demo-Brick (TL7): Standard plastic explosive. Does 6d×14 at TL7, 6d×42 at TL8, and 6d×63 at TL9+. Can be broken into smaller charges and shaped, though *not* turned into a true HEAT charge in the field. Cr100, 5 lbs.

Explosives, Demo-Brick, TDX (TL9): As above, but explosion radiates perpendicular to gravity, doing twice the damage of normal charge to objects crossing the plane of detonation, with a burst radius 1.5× normal. Quadruple normal cost.

Satchel Charge (TL7): A knapsack with 5 lbs. of explosives (see above), and an electronic timer. Cr160, 6 lbs.

Trigger, Pressure (TL6): Can be set for different weights. Cr10, 1/2 lb.

Medical

Anti-toxin kit (TL7): Useful against one specific toxin, 10-100 doses depending on toxin. Cr25, 1/2 lb.

Drug Patch (TL8): Self-sticking patch soaked in a pre-measured dose of a specific drug. The most common are painkillers and antibiotics. Cr10+, neg.

Medkit, Emergency† (TL7): +1 to First Aid. Cr30, 2 lbs.

Medkit, Squad† (TL7): as for Medical Pouch, p. GT116.

Tools

Chainsaw (TL): Designed for the quick, efficient cutting of wood. Other uses have surfaced from time to time. Reach 1, 4d cutting, ST 12, 1 turn to ready. Runs on a C cell for two hours. Cr150, 15 lbs.

Crowbar, Titanium (TL7): Non-sparking, non-magnetic, corrosion-resistant basic prying tool. Cr50, 1/2 lb.

Laser Torch (TL8): Cuts through materials at 4d per second. Runs on a rC cell for 30 seconds. Cr250, 5 lbs.

Non-Sparking Tools (TL8): Most tool kits (see p. GT116) can be made of non-sparking, non-magnetic alloys for ×10 cost.

Plasma Torch, Light (TL9): Cuts at 7d per second; 10 points of damage from the torch reduces the target's DR by 1. Powered by an rC cell for 30 seconds. Cr750, 4 lbs.

Plasma Torch, Heavy (TL9): Cuts at 20d per second; 10 points of damage from the torch reduces the target's DR by 1. Powered by an rE cell for 100 seconds. KCr3, 40 lbs.

Six-in-One Axe (TL7): This handy tool combines the functions of an axe/pick (ST 12), hydrant wrench, spanner, wrench, pry bar, and gas-shutoff tool. Cr200, 4 1/2 lbs.

Sensors and Electronics

Binoculars, 8× (TL7): +3 to vision. Cr400, 3 lbs.

Binoculars, Military 10× (TL7): +3 to vision, with light-intensification, Cr600, 4 lbs.

Binoculars, Military 45× (TL8): +5 with light-intensification. Run off an rB cell for three months. KCr1.1, 6 lbs.

Near Miss Indicator (TL8): Gives a +2 to vision to spot enemy projectile fire. An A cell powers the device for a month. KCr1, neg.

Radiation Counter (TL8): Digital radiation counter, can be built into a helmet or goggles. Cr100, 1/4 lb.

Tactical Sensor Array (TL8): An optical imager, sonic-motion detector, thermograph, and parabolic mike in a backpack with a turretlike probe sticking over the user's shoulder. Uses two B cells every week. KCr20, 6 lbs.

Life Support

Air Tank, 24-Hour† (TL7): Heavy space-suit or pressure-tent tank. Cr400, 73 lbs.

Life Support Pack (TL8): Can be added to any sealed body armor to allow operations in vacuum or hostile environments. Requires a B cell for its own operation, beyond whatever power drains are caused by excessive life-support needs. Cr750, 2 1/2 lbs.

Grav Vehicle Modular Design

Sternmetal Horizons grav vehicle dealerships Imperium-wide are pleased to offer our innovative "Vehicle Builder" program where you design the customized Sternmetal Horizons grav vehicle of your choice. Select from an array of pre-designed component plug-ins and let Sternmetal's autofacs do the rest! Your custom-built modularized vehicle ready within 48 hours. (Some exceptions for large or milspec orders. Inquire first.)

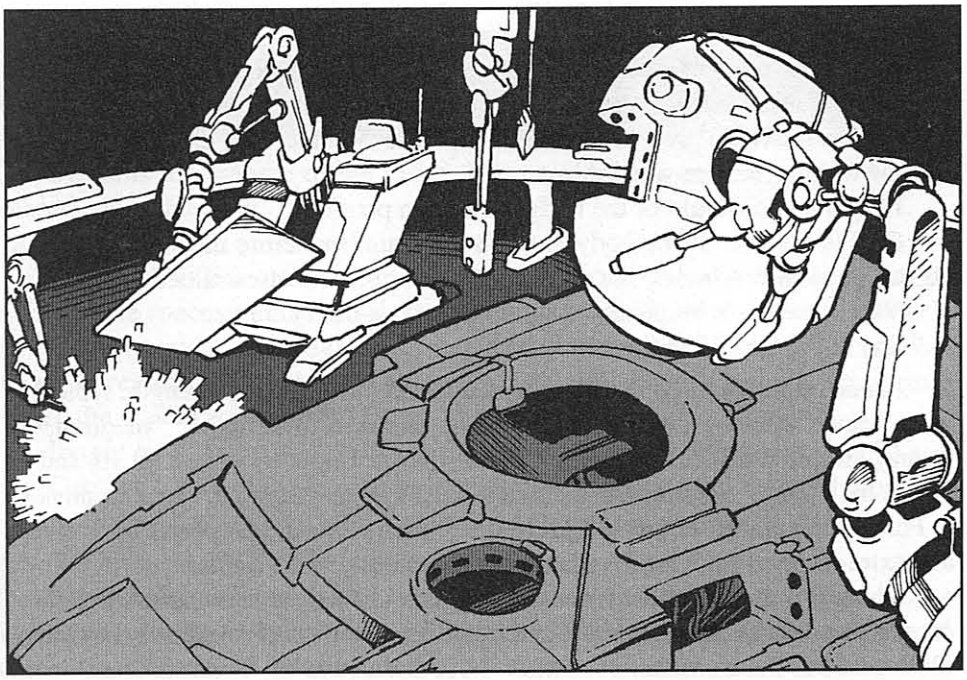
Design Sequence

This design system provides rules for the modular design of grav vehicles at TL9 to TL12, using a method similar to that of the starship design rules in ***GURPS Traveller.*** It is not intended to replace the far more detailed rules found in ***GURPS Vehicles***. Instead, the design rules presented here represent a simplification of ***GURPS Vehicles*** optimized for the ***Traveller*** setting.

To design a vehicle, follow the steps below and the instructions in each step, noting down design choices and keeping track of the cumulative weight (in lbs.), cost (in KCr, units of thousands of credits), and power requirements (in kilowatts, or kW).

Step 1: Concept and Tech Level

Decide what the purpose of the vehicle will be, and whether it will be built at TL9, TL10, TL11, or TL12.



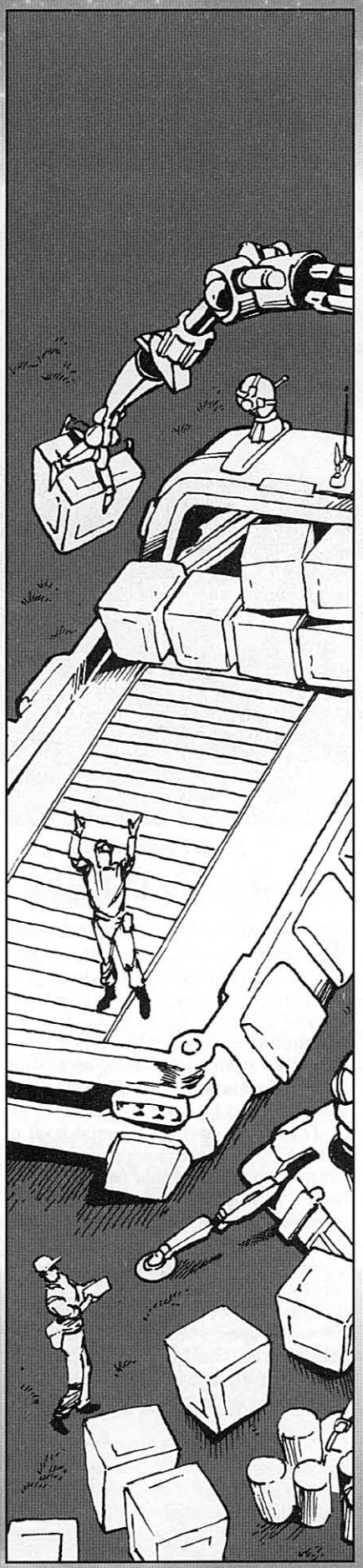
TL of Grav Vehicles

TL9 is the earliest tech level at which modern grav armor is mass-produced, and the TL at which grav vehicles replace most helicopters and tracked AFVs on the battlefield. Some interstellar mercenary units and many PDFs are equipped at TL9, as are the Sword Worlds and some Zhodani Army units.

TL10 is the average Imperial level of technology. New technology used in grav vehicles includes meson comms, X-ray lasers, and nuclear dampers. Most star merc forces are TL10, as is most of the Zhodani Army.

TL11 is an above average Imperial level of technology. At TL11, sensor, thruster, and fusion-power technology reaches its apex, while fusion guns replace plasma guns. The majority of Imperial Army formations are equipped with TL11 vehicles, as is the elite Zhodani Consular Guard.

TL12 is the peak of Imperial technology. Meson accelerators are now small enough for practical use in artillery grav vehicles. The Imperial Marines and a few Imperial Army units are equipped at TL12.



Step 2: Vehicle Body

First, pick one of these three configurations:

Normal: An ordinary vehicular body, typical of grav trucks, air/rafts, and some light armored vehicles.

Sloped: Body with radical front sloping, typical of the majority of grav tanks and grav APCs.

Streamlined: Body with very good streamlining, typical of speeders, fast-attack sleds, and sub-orbital interceptors.

Then select the body size from the table below. Size is given in displacement tons (dtons). As a rough guide, most air/rafts and grav cars are 0.1 to 0.5 dtons, a typical utility grav truck or g-carrier is 0.5-2 dtons, a light tank or APC is 0.5-1.5 dtons, a medium tank or APC is 2-4 dtons, while a heavy APC or tank is 6-15 dtons. Sizes can *substantially* decrease as TL advances (components get smaller).

VEHICLE BODYS

			weight						
DTons	Area	VSP	TL9	TL10	TL11	TL12	Cost	HP	Size
0.1	100	10/8	600	400	300	200	25/50	600	+2
0.15	125	15/12	750	500	375	250	31.25/62.5	750	+2
0.2	150	20/16	900	600	450	300	37.5/75	900	+2
0.3	175	30/24	1,050	700	525	350	43.75/87.5	1,050	+3
0.5	250	50/40	1,500	1,000	750	500	62.5/125	1,500	+3
0.7	300	70/56	1,800	1,200	900	600	75/150	1,800	+4
1	400	100/80	2,400	1,600	1,200	800	100/200	2,400	+4
1.5	500	150/120	3,000	2,000	1,500	1,000	125/250	3,000	+4
2	600	200/160	3,600	2,400	1,800	1,200	150/300	3,600	+4
3	800	300/240	4,800	3,200	2,400	1,600	200/400	4,800	+5
4	1,000	400/320	6,000	4,000	3,000	2,000	250/500	6,000	+5
5	1,200	500/400	7,200	4,800	3,600	2,400	300/600	7,200	+5
6	1,500	600/480	9,000	6,000	4,500	3,000	375/750	9,000	+5
10	2,000	1,000/800	12,000	8,000	6,000	4,000	500/1,000	12,000	+6
15	2,500	1,500/1,200	15,000	10,000	7,500	5,000	625/1,250	15,000	+6

Volume is the volume in cubic feet.

DTons is the volume in starship "displacement tons" (spaces) of 500 cf. Thus, a 0.5-dton vehicle has a volume of 250 cubic feet.

Area is the surface area in square feet.

VSP is the number of "vehicle spaces" of components that can be installed. The number after the slash applies to streamlined or sloped vehicles, which have less usable internal space. One VSP is equal to 5 cubic feet, exactly 1% of the volume of a "space" on a starship.

Weight is the weight of the body's frame in pounds.

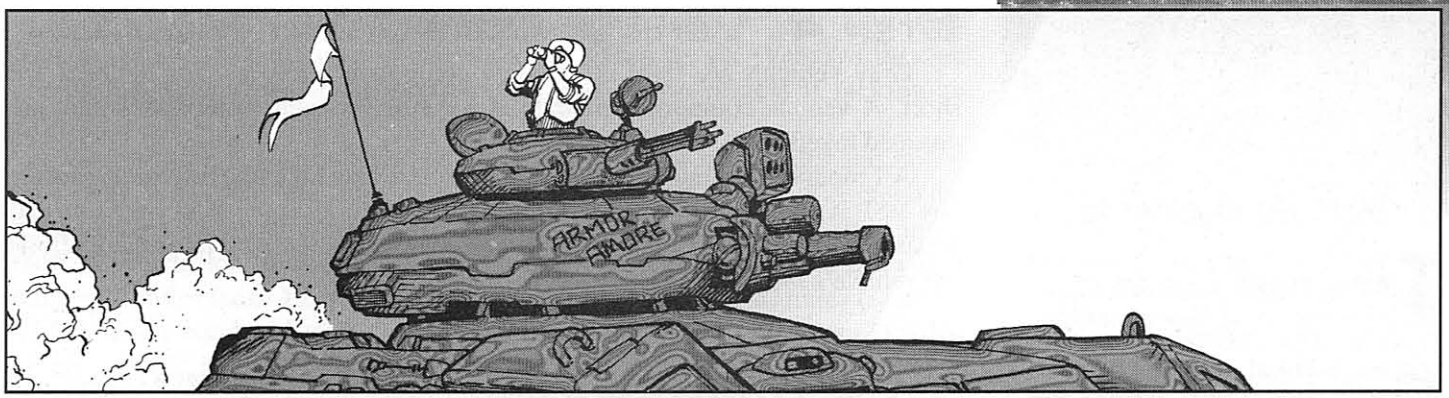
Cost is the cost of the body, in KCr. The number before the slash applies to normal or sloped vehicles; the number after it applies to streamlined vehicles.

HP are the body hit points, assuming an extra-heavy frame.

Size is the Size Modifier of the body.

Frame Options: The table assumes an extra-heavy frame strength, typical of most heavy tanks and APCs. This may be changed to a "light," "medium," or "heavy" frame if desired. For a light frame, divide weight by 4, cost by 10, and hit points by 8. For a medium frame, divide weight by 2, cost by 5, and hit points by 4. For a heavy frame, divide weight by 1.5, cost by 2.5, and hit points by 2. Heavy and extra-heavy frames are very common in grav armored vehicles.

Compartmentalization: For extra weight and cost, vehicles can have "heavy" compartmentalization (masses 10% of body mass) or "total" compartmentalization (20% of body mass). Either costs KCr 0.005 per pound of weight added. A compartmentalized vehicle is harder to depressurize and less vulnerable to fires.



Step 3: Add a Turret

A turret is optional, but is useful for mounting weapons or sensors. Several turret sizes are available. Select one or more turrets, but all turret volumes combined must be smaller than the body volume.

Decide whether the turret is attached to the top or underside of the vehicle. (A turret may be mounted atop another larger turret; the upper turret is then known as a cupola.) Turrets of 0.05 dton or larger size may also be *sloped*, sacrificing volume for an angular front face offering better defense.

VEHICLE TURRETS

			weight						
DTons	Area	VSP	TL9	TL10	TL11	TL12	Cost	HP	Size
+0.01	18	1	108	72	54	36	4.5/9	108	0
+0.02	30	2	180	120	90	60	7.5/15	180	0
+0.05	60	5/4 (-1)	360	240	180	120	15/30	360	+1
+0.1	100	10/8 (-2)	600	400	300	200	25/50	600	+2
+0.15	125	15/12 (-3)	750	500	375	250	31.25/62.5	750	+2
+0.2	150	20/16 (-4)	900	600	450	300	37.5/75	900	+2
+0.3	175	30/24 (-6)	1,050	700	525	350	43.75/87.5	1,050	+3
+0.5	250	50/40 (-10)	1,500	1,000	750	500	62.5/125	1,500	+3
+0.7	300	70/56 (-14)	1,800	1,200	900	600	75/150	1,800	+4
+1	400	100/80 (-20)	2,400	1,600	1,200	800	100/200	2,400	+4
+1.5	500	150/120 (-30)	3,000	2,000	1,500	1,000	125/250	3,000	+4
+2	600	200/160 (-40)	3,600	2,400	1,600	1,200	150/300	3,600	+4
+3	800	300/240 (-60)	4,800	3,200	2,400	1,600	200/400	4,800	+5
+4	1,000	400/320 (-80)	6,000	4,000	3,000	2,000	250/500	6,000	+5
+5	1,200	500/400 (-100)	7,200	4,800	3,600	2,400	300/600	7,200	+5

DTons is the volume of the turret. It is expressed as an addition to the displacement of the body.

Area is the area of the turret in square feet.

VSP refer to the spaces available in the turret. The number after the slash refers to the spaces available if the turret was sloped. The number in parenthesis is the spaces which are *subtracted* from the body for the turret rotation mechanism. *Exception:* in the case of a cupola, subtract spaces from the turret atop which the cupola is mounted.

Weight by TL is the weight of the turret in pounds, varying at different TLs.

Cost is the cost of the turret on an unstreamlined or sloped vehicle before the slash, or cost on a vehicle that is streamlined after the slash.

HP is the hit points of the turret.

Frame: As with the body, the turret is assumed to have an extra-heavy frame, but can be given a light, medium, or heavy frame to reduce weight and cost, at the expense of fewer hit points. Multipliers to weight, cost, and hit points are identical; see p. 108.

Vehicle Crew Requirements

A grav vehicle in combat should have the following crew (civilian needs will vary, of course):

Pilot: A vehicle requires one pilot with Piloting (Contragrav) skill. On vehicles with only one crew member, he may also act as gunner and commander, but will usually be too busy to be completely effective.

Commander: Most combat vehicles have a commander, who is in charge of the vehicle. Useful skills are Tactics and Leadership; the commander usually also handles sensors and communications using Electronics Operation (Sensors) and (Communications) and may act as gunner for a secondary weapon.

Gunner: An armed vehicle should have one gunner per weapon intended to be used simultaneously. Note that vehicles may have multiple weapons, but only use a couple at a time. The relevant skill usually is Gunner.

Less common crew requirements include:

Fire Direction Centers: A vehicle with an FDC should carry two fire-control officers per battery it will coordinate at once. They need Electronics Operation (Communications) skill.

Medics: Ambulances (vehicles with stretchers and/or ESUs) will usually have one or more often two medics assigned to them. The most useful skills are Diagnosis, First Aid, and Electronics Operation (Medical).

Nuclear Damper Operator: A vehicle with a nuclear damper should have one damper operator with Electronics Operation (Force Shields) skill.

Workshop Technicians: Vehicles with a workshop should have one mechanic or technician per workshop module, with appropriate skills. Otherwise, technicians are rarely necessary as (unlike starships) grav vehicles usually operate near garages or logistics bases. Even so, military vehicle crews often have modest skill levels in Armoury, Electronics Operation, and Mechanic skill to perform routine maintenance.

Vehicle Systems

This section provides additional details of some avionics, sensor, and crew/passenger module components.

AESA, PESA, Radscanner: These sensors are described on p. GT162. Aside from being shorter ranged, vehicular sensors are identical. Ranges of AESA and PESA sensors are multiplied by 10 if used to detect targets in space. Note that if AESAs (active sensors) are turned on, they can be used as range finders and provide a +2 bonus to hit.

Computer: All vehicles incorporate computers and computer terminals for each crew member. See p. GT161 for computer rules. Basic avionics systems do not use *hardened* computers; they are vulnerable to electromagnetic pulse from nuclear weapons. See ***GURPS Space*** or ***GURPS High-Tech*** for EMP rules.

Crashweb: An advanced "smart" airbag that reduces whiplash damage suffered by seated vehicle occupants involved in crashes or collisions, providing an effective DR equal to its TL against such damage. An activated crashweb will prevent the user doing anything until he gets free (DX-2 roll to do so each turn). If a collision is expected and the occupant is not worried about surviving it, he can turn off the crashweb.

Full Life Support: Provides air, water recycling, and temperature control (but not food) for as long as the vehicle has power.

GPS: A global positioning system receiver, designed to receive real-time satellite navigation data from friendly GPS satellite constellations (if any have been installed). Normal version accurate to +/-25 yards, military version to +/-5 yards.

IFF: An "identify friend or foe" system intended to prevent fratricide, warning the user if he is targeting or detecting a friendly target (provided that individual or vehicle has IFF as well). Brilliant missiles and drones are normally programmed to attack anything that does not give a proper IFF response.

Inertial Navigation System: Gyroscopic system used for "blind" navigation and fixing the vehicle's position. Adds (TL-2) to Navigation skill.

Continued on next page . . .

Step 4: Vehicle Component Modules

Grav vehicles are built in "vehicle component modules," or modules for short. A vehicle component module is a set of vehicular components that are grouped together.

All modules are rated for the internal space they take up (in vehicle spaces; one VSP is 5 cubic feet), along with their weight (in pounds), cost (in KCr), and power (in kW). Select precisely a number of modules with a total space that fills the vehicle's internal space.

Internal Space

A vehicle's internal space is equal to the vehicle body's VSP (minus any subtraction for turret rotation). In addition, components may also be placed in turrets/cupolas, which have their own VSP. If the vehicle has one or more turrets or cupolas, be sure to note which components are there, rather than in the body.

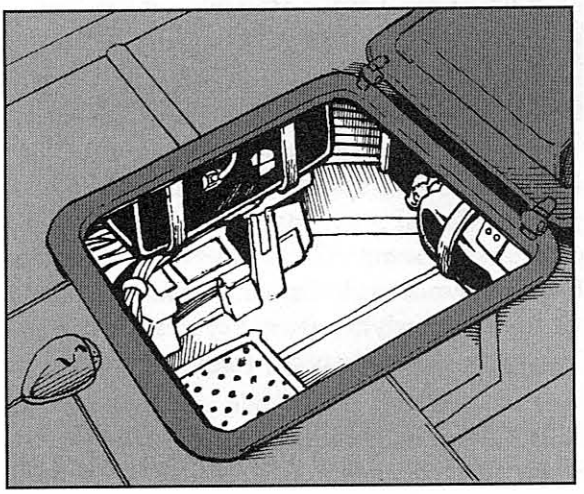
Required Modules

Certain modules are required for all vehicles. Specifically, every vehicle must take one or more Crew or Exposed Crew modules, one or more Thruster (or Ducted Fan) modules, and one or more Light, Medium, Heavy, or Extra Heavy CG modules. Vehicles must also have sufficient power modules (NPU Core, NPU Power, or Fusion Power) to power their other modules.

Lift: Grav vehicles are buoyed up by contragravity (CG) systems, allowing them to fly without wings or rotors, regardless of a planet's atmosphere or lack of one. CG modules are rated for how much *lift* they provide. To fly, the vehicle's final loaded weight (its basic weight in 1 gee times the local gravity) must not exceed contragrav lift. For most civilian vehicles, a single Light CG module is more than enough to ensure all necessary lift in most gravities, but if a great deal of armor or heavy cargo is added, a vehicle may need one or more Medium, Heavy, or Extra-Heavy CG modules.

Module Descriptions

These modules are commonly installed in grav vehicles. (For more details of Avionics and Crew/Passenger modules, refer to the *Vehicle Systems* sidebar).



Advanced Avionics: Instruments and electronics typical of heavy grav tanks or command vehicles. It includes computerized controls and three hardened microframe computers (complexity of TL-4), one scrambled extreme-range radio, four scrambled long-range radios, four long-range laser comms, and (at TL10+ only) one medium-range meson comm. Navigation systems are two terrain-following radars, a military global positioning system (GPS), two inertial navigation systems, and two IFFs. Sensors consist of a band of four PESAs with 5-mile range (scan 15) around the vehicle and a radscanner with range of 100 miles (scan 23, TL9), 200 miles (scan 25, TL10), or 1,000 miles (scan 29, TL11+).

Airlock: A pressurized chamber sealed with hatches or iris valve large enough for one man to enter or exit without spilling its air. (Vehicles that are compartmentalized will only depressurize part of the vehicle if lacking an airlock.)

Basic Avionics: Instruments and electronics typical of air/rafts and utility grav sleds. It has computerized controls, a mini computer with TL-5 complexity, a long-range radio, a terrain-following radar, a transponder, a GPS, and a radar/laser detector. Sensors are a low-res imaging radar (non-targeting) with a range of 5 miles (scan 15, TL9), 10 miles (scan 17, TL10), or 20 miles (scan 19, TL11+) and a band of four PESAs around it with a range of 0.5 miles (TL9-10) or one mile (TL11+).

Cargo: Five cubic feet of cargo space. Multiple cargo modules can be combined to form a single larger cargo hold. Cargo modules with fractional spaces are also possible.

Crew: A crew station is necessary for each desired crew member. It includes a roomy seat (cramped if used by someone in battledress) with a crashweb, and a computer terminal. It is enclosed within the vehicle and has life support (one man-day's worth at TL9-10, indefinite at TL11+).

Diagnosis Table: A computerized table equipped with scanners that adds +5 (TL9) or +6 (TL10+) to a medic's Diagnosis skill when examining a patient lying on it.

Discharger Pack: A pack of five dischargers for defensive launch of smoke, hot smoke, anti-laser "prism" aerosol grenades, or decoys such as chaff. Additional Reload Packs may be carried with 20 reloads. Effects are identical to the appropriate warheads (see sidebar, pp. 116-117); the grenades can be fired to burst at a point within 20 yards, affecting a burst radius of 20 yards for smoke/hot smoke/prism or 100 yards for chaff.

Drone Missile Bay: A small vehicle bay for launch of contragrav drone missiles (see sidebar, p. 123).

Ducted Fan: A low-tech alternative to reactionless thrusters, this is a vectored-thrust ducted fan assembly similar to that used in hovercrafts. It generates 1,500 lbs. (0.75 tons) of vectored thrust. It is only effective in a thin (or denser) atmosphere. It is sometimes used at TL8-9 in preference to reactionless thrusters for vehicles that do not have to operate in all planetary environments.

ESU: An emergency support unit capable of sustaining life in one mortally wounded stretcher casualty. (See p. VE68 for detailed rules.) Requires a Stretcher module.

Exposed Crew: A crew station is necessary for each desired crew member. This includes a roomy seat (cramped if someone in battledress is using it) with a crashweb, and a computer terminal. It is in an open-topped compartment exposed to the elements with partial side and no overhead cover.

Exposed Passenger: A roomy passenger seat (cramped for battledress) for one person in an open compartment (see *Exposed Crew*, above).

External Cradle: A large exterior grapple for attaching other craft to the exterior of the vehicle. The cradle is sized per ton of loaded mass of the other craft, so to carry a 5-ton vehicle, mount five external cradle modules. Do not forget to include the weight of the carried craft in the final loaded weight of the vehicle!

Extra Life Support: Increases the duration of the limited life support in the TL9-10 crew and passenger modules. Each Extra Life Support module adds 2.5 man-days of life support at TL9, or five man-days at TL10. Not needed at TL11+.

Extra-Heavy CG: A very powerful contragravity unit (suitable for a heavy grav tank) with 480,000 lbs. (240 tons) of lift.

Vehicle Systems

[Continued]

Laser Comm: A line-of-sight laser communicator; see p. GT160.

Limited Life Support: If the vehicle is sealed up, this system provides air for one man-day per crew or passenger module so equipped. (For example, if a vehicle has two crew and six passenger modules, it would have eight man/days of air, enough for one person to breath for eight days, or 16 people to breathe for 12 hours).

Low-Res Imaging Radar (no targeting): A radar capable of discerning and displaying the general shape of an object detected. It works like an AESA functioning in radar mode. It does not provide a targeting bonus for weapons.

Meson Comm: A meson communicator; see p. GT160.

Radio: A radio communicator. A long-range radio has (at TL10+) a 500,000-mile range, a very-long-range radio has 5 million-mile range, while an extreme-range radio has a 50 million-mile range. Radio use can be detected and located via radscanner; vehicles often transmit on lower-power, shorter-range settings as a result. *Scramblers* are transmission encryption systems (basically unbreakable at TL9+). A scrambled radio signal can still be detected, but its content is unknown.

Radar/Laser Detector: Warns if vehicle is being scanned by radar or ladar (from AESA) at up to twice the system's range, but, unlike a radscanner, does not locate the scanning system.

Terrain Following Radar: A radar or ladar that is slaved to altitude controls, assists the pilot in flying at high speed just above the ground without accident or fatigue. The ladar/radar pulses are very short range and (unless someone is directly below the vehicle) will not be detected by radscanners.

Transponders: An electronic beacon. If turned on, it automatically identifies the vehicle to allied civilian traffic-control systems or military sensors.

Gunnery Made Easy

A grav armor gunner firing at a target will have a *lot* of modifiers. To prevent play bogging down as the player or GM adds everything up, it is a good idea to calculate each gunner's adjusted skill beforehand with the weapons they are likely to use. Adjusted skill should be recorded as two numbers separated by a slash: the first for snap shots, the second for aimed shots. For snap shots, adjusted skill is equal to Gunner skill plus any bonus for Targeting programs used. For aimed shots, adjusted skill is equal to the snap shot adjusted skill plus half the weapon's Acc bonus (which may not exceed the gunner's base skill before targeting programs are added).

Accuracy is halved to reflect battlefield realities, as described on p. VE182. This can be ignored, if desired.

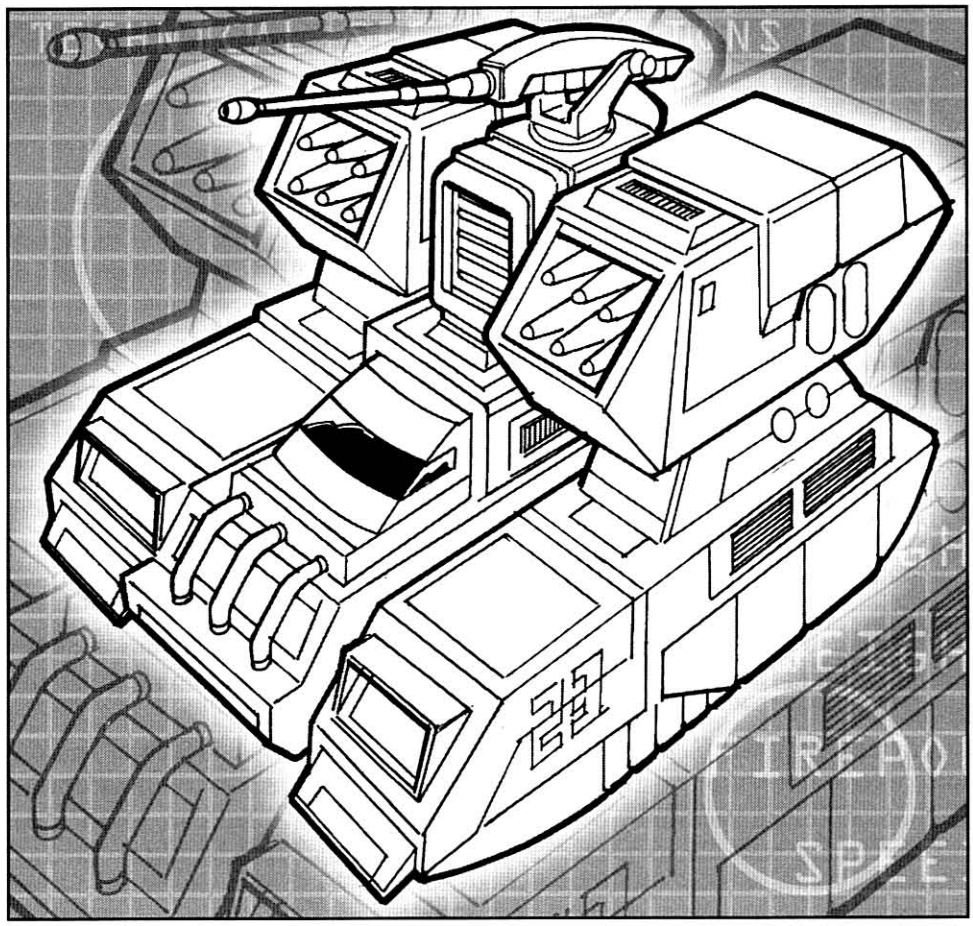
Example: *Sergeant Vlad Yakovich is a gunner on the Ace of Swords, a grav tank. He has Gunner (Beams)-14. Using the tank's 945 MW plasma cannon (Acc 24) and targeting program bonus (+7) his adjusted skill when firing a snap shot is 14 (skill) +7 (program) = 21. With an aimed shot, it is 21 + the Accuracy bonus. The plasma cannon has Acc 24, halved to 12; this Acc does not exceed Vlad's basic skill 14, so added to 21 it gives an adjusted skill of 33. Record this as (945 plasma) 21/33.*

Battlefield Scale

Various grav tanks can fly at 600 mph and feature weapons that can reach out to destroy targets miles away. For this reason, neither the one yard to a hex scale suggested in ***Basic Set*** nor the 5 yards/hex scale for ground vehicle combat (see ***GURPS Vehicles***) are easy to use. GMs are encouraged to either use abstract resolution (keeping track of ranges and locations on paper or in their heads) or to adopt a larger scale if using a hex grid.

As an alternative, a suggested hex map scale of 50 yards to a hex is recommended. At this scale, a small platoon level action can be played out on three or four ordinary ***GURPS*** hex grid maps (such as those included with the ***Basic Set.***). If using large-scale maps for combat, remember that ***GURPS*** is not a war game, and the emphasis should always be on the actions of the PCs. The GM should describe events from the perspective of the player-characters – use hex maps as spatial aids, not as a substitute for graphic description of what the troopers sense, hear, smell, and see.

If utilizing a 50-yard hex in combat, a quick way to calculate ranges is to mentally knock off two zeros, then double the remainder. Thus, a weapon with 1/2D range of 700 yards becomes 1/2D range 14 hexes.



FDC: A fire direction center with specialized map displays and systems for coordinating artillery fire. Adds a +4 bonus to any indirect fire plotted through it. An FDC requires minimum crew of two per battery it directs. Install the crew modules in addition to the FDC.

Fusion Core: The heart of a fusion reactor. It does not generate power, but one Fusion Core is a necessary prerequisite for installing any number of Fusion Power modules. The fusion reactor will function for 200 years on internal fuel.

Fusion Power: Generates 125 kW (TL9) or 625 kW (TL10+) of power output. The vehicle must have a reactor core, but only needs one such core regardless of how many Fusion Power modules are installed.

Heavy CG: A powerful contragravity unit with 230,000 lbs. (115 tons) of lift, suitable for a medium tank or APC.

Heavy Energy Bank: A set of 25 rechargeable E power cells storing 6,750 megawatt-seconds (MWS) at TL9, 9,000 MWS (TL10), 11,250 MWS (TL11), or 13,500 MWS (TL12). One MWS is 1,000 kWS.

Jammer: A battlefield or tactical-area electronic warfare device, this module affects a 60-mile radius and subtracts 12 from all rolls for radio communication and radar (not ladar) detection or lock-ons in the area, whether by friend or foe. It is only effective vs. radars of equal or lower TL. Location of the jamming field (but not what is in it) is detected automatically by any radar within 20 times the jamming range.

Large AESA: An active electromagnetic sensor array with active targeting (+2 bonus to hit) and search radar, imaging radar, and ladar capabilities – see p. GT161. The AESA must be mounted to look in one direction; for complete coverage, place it in a turret or install one facing in each compass direction. Its range is 750 miles (scan 28) at TL9, 1,500 miles (scan 30) at TL10, or 3,000 miles (scan 32) at TL11+.

Large PESA: An advanced passive electromagnetic sensor array including thermal imaging, passive radar (detection of low-level millimetric-band emissions), and a low-light television camera (see p. GT161). Range is 500 miles (scan 27) at TL9, 1,000 miles (scan 29) at TL10, or 2,000 miles (scan 31) at TL11+. The PESA must be mounted to look in one direction; for complete coverage, place it in a turret or install one facing in each compass direction.

Light CG: A modest contragrav generator with 30,000 lbs. (15 tons) of lift, suitable for a light grav vehicle.

Light Energy Bank: Contains a bank of five rechargeable E cells storing 1,350 MWS (TL9), 1,800 MWS (TL10), 2,250 MWS (TL11), or 2,700 MWS (TL12).

Medium CG: A contragrav generator with 80,000 lbs. (40 tons) of lift, suitable for a heavy grav truck, light tank, or APC.

Improved Avionics: Instruments and electronics typical of the majority of light and medium grav armor. It has computerized controls, one hardened computer (complexity of TL-5), one scrambled very-long-range radio, a laser comm, four long-range radios, two terrain-following radars, one military GPS, two inertial navigation systems, and two IFFs. Its sensors consist of a radscanner with a range of 10 miles (TL9), 20 miles (TL10), or 100 miles (TL11+) and a band of four PESAs with range of 1 mile (scan 11, TL9-10) or two miles (scan 13, TL11+) around it.

NPU Core: The core of a Nuclear Power Unit (an advanced radiothermal generator or micro-fusion reactor) plus power-generating components. Its output varies by TL; see *Vehicle Module Table*, pp. 114-115. The NPU will function for 1 year (TL9), 2 years (TL10), 5 years (TL11), or 10 years (TL12) on internal fuel before requiring replacement.

NPU Power: A vehicle that possesses an NPU Core that requires additional power output may add extra NPU Power units to the core. See above for duration. Output varies by TL; see *Vehicle Module Table*, pp. 114-115.

Nuclear Damper: This is a nuclear damper (p. GT51) capable of being focused to prevent nuclear fission or fusion detonations. Multiple modules increase area of effect; maximum range is a 5-mile radius times number of modules installed. It will require one crew member serving as the nuclear damper operator. It is available only at TL11+. See also *Nuclear Dampers*, sidebar, p. 122.

Open Cargo: Ten cubic feet of cargo space, in an open cargo bed (see *Exposed Passenger*, p. 111). Multiple cargo modules can be combined to form a single larger cargo hold, or fractional modules can be installed.

Passenger: A roomy passenger seat (cramped if used by battledress) with a crashweb and (optionally) a window. It is enclosed within the vehicle, and has life support (one man-day's worth at TL9-10, indefinite at TL11+).

Safety: Contains a fire-suppression system that senses fires and then floods the burning compartment with inert gas to extinguish them.

Small AESA: As Large AESA, but with a range of only 75 miles (scan 22, TL9), 150 miles (scan 24, TL10), or 300 miles (scan 26, TL11+). This is typical of systems mounted on light or medium grav armor. Civilian vehicles typically rely on the sensors built into the Basic Avionics module, instead.

Small PESA: As Large PESA, but range is only 50 miles (scan 21) at TL9, 100 miles (scan 23) at TL10, or 200 miles (scan 25) at TL11+. As with Small AESA, typical of light or medium grav armor, but most civilian vehicles just rely on Basic Avionics.

Stretcher: As per Passenger module, but contains a stretcher pallet (removable) for one casualty instead of a seat.

Other Attack Roll Modifiers

Vehicles take the usual modifiers for ranged fire (see p. B201). In addition, the following will often apply:

AESA: If activated, an AESA feeds targeting data to the gunner and thus adds +2 to hit with all weapons built into the vehicle.

Firing while Moving: As all built-in vehicular weapons are fully stabilized, vehicles suffer no penalties for firing "on the move." However, someone firing a hand weapon from a moving grav vehicle will suffer a -1 penalty, or a -5 if trying to hit another flying target.

Terrain and Concealment: Ground targets, or a grav vehicle that has landed or is flying "nap of the earth" can be concealed by terrain or poor visibility. Typical modifiers are:

- Target obscured by light woods -2
- Target obscured by dense forest or jungle -4
- Target in built-up area -4
- Target obscured by smoke, hot smoke, or prism -5
- Target has instant chameleon system -3, or -6 if stationary

Fire beyond 1/2D Range: Fully stabilized vehicle-mount weapons do not drop to zero Accuracy when performing direct fire at targets beyond 1/2D range. Unless noted, all weapons are fully stabilized.

Battlefield Scale Speed/Range Table

If using battlefield scale, use this table for speed/range modifiers. It is identical to the table on p. B201, except that distances are divided by 50 for ease of use. Equivalent distances are shown in yards for reference.

Speed/Range Modifier	*50-yd hexes*	*Linear yards*
-6	0	20
-8	1	45
-10	2	100
-11	3	150
-12	4	200
-13	5-6	300
-14	7-9	450
-15	10-14	700
-16	15-20	1,000
-17	21-30	1,500
-18	31-40	2,000
-19	41-60	3,000
-20	61-90	4,500
-21	91-140	7,000
-22	141-200	10,000

Indirect Fire

Indirect fire means the gunner is firing projectiles in a ballistic arc, like an artillery shell. Only guns or unguided rockets may use indirect fire. (Guided missiles may be fired in a high ballistic arc with similar effects – see *Inertial Guidance*, sidebar, p. 121). The target need not be in line of sight, provided the weapon has the range to shoot over it. The firing weapon should have a universal or high-angle mount, but in a pinch any gun can be sited for indirect fire by having it fire while on an upward slope or the like. Indirect fire multiplies the range of a gun by 2.5 and a rocket or missile by 5.

To attempt indirect fire, the gunner must be able to observe the target, or be in communication with a forward observer or fire direction center that can provide accurate target coordinates. Indirect fire is aimed at an area, not an individual. Indirect fire relies on having accurate map references and knowing the relationship of the weapon to the target area. For proper accuracy a vehicle should be fixed and sited – that is, stopped with its position precisely located on maps or via navigation systems. It takes a vehicle one minute to do this after moving, or 10 seconds if it has an inertial navigation system.

It takes a forward observer 2d+5 seconds to relay coordinates (2 seconds if datalinked) assuming absolutely ideal conditions. This assumes he is already in contact and the battery commander is ready and waiting for him to transmit the coordinates. In practice, a "call for fire" will usually take more like 10-60 seconds. After receiving coordinates or observing the target for himself, the gunner can fire an aimed shot at the target. Only range modifiers (not size or speed) apply as the target is firing at an area. Indirect fire is *always* treated as "beyond 1/2D range." For this reason, weapon Accuracy does not come into play. Instead, these special modifiers apply:

- Fire direction center coordinating +4
- Firing weapon fixed and sited +2
- Relying on observer to see target 0*

* Plus a bonus equal to the amount by which the observer makes a Forward Observer skill roll (see p. B243; use IQ-5 if the observer lacks this skill). If directing fire from multiple weapons on the same target, roll only once.

If a hit is achieved, it means the shot fired came in over the target hex (or burst above it, as appropriate). Given that weapon Accuracy bonuses are not added, the more likely result is a miss. If the attack missed, it will land elsewhere; use the *scattering* rules, p. VE176.

Continued on next page . . .

Thruster: A reactionless thruster system with vectored thrust that generates 160 lbs. (0.08 tons) vectored thrust at TL8, 1,600 lbs. (0.8 tons) at TL9-10, or 4,000 lbs. (2 tons) at TL11+.

Winch: A motorized winch. It can lift one ton (ST 100) at up to 4 yards/second or tow much greater weights.

Workshop: A portable repair shop, including spares and tools, allowing one person to work on one of Armoury, Electronics, Engineer, or Mechanic skill tasks. Each type of skill task requires its own shop.

Sensor Note: Sensors (except radscanners, which are omnidirectional) are assumed to face forward out of the turret or body unless otherwise specified. If installing PESAs or AESAs to face a different direction, specify this.

VEHICLE MODULES

Type of Module	TL	VSP	Wt.	KCr	Pow.
Adv. Avionics	9	9	2,201	711	-3.46
Adv. Avionics	10	6	1,416	597	-3.46
Adv. Avionics	11	5	1,233	384	-3.46
Adv. Avionics	12	5	1,205	333	-3.46
Airlock	7+	10	500	1	neg.
Basic Avionics	9	0.2	42.5	25.7	-2.54
Basic Avionics	10	0.1	31	22.8	-5.04
Basic Avionics	11+	0.1	30	22.3	-5.04
Cargo	0	1	0	0	0
Crew	9	9	165	1.2	-0.5
Crew	10	9	105	0.95	-0.5
Crew	11+	9	75	0.95	-0.1
Diagnosis Table	9+	16	250	12	neg.
Discharger Pack	6+	1	100	0.5	0
– 20 reloads	6+	1	100	(0.4)	0
Drone Missile Bay	12	0.16	7.5	0.01	0
– Heavy Drone Missile	12	–	(66)	(19.7)	0
Ducted Fan	8+	1	252	18	375
ESU	9	1	100	15	-1
ESU	10+	1	100	7.5	-1
Exposed Crew	9	5	65	0.7	neg.
Exposed Crew	10+	5	55	0.45	neg.
Exposed Passenger	10+	5	45	0.2	0
External Cradle	1+	0.8	200	2	0
Extra-Heavy CG	9+	1*	250	2.9	-480
Extra Life Support	9	1	250	1.25	0
Extra Life Support	10	1	250	2.5	0
FDC	7+	40	2,000	250	neg.
Fusion Core	9	160*	20,000	5,000	0
Fusion Core	10	16*	2,000	300	0
Fusion Core	11+	16*	2,000	150	0
Fusion Power	9	1*	125	25	+125
Fusion Power	10	1*	125	6.25	+625
Fusion Power	11+	1*	125	3.125	+625
Heavy CG	9+	0.5*	125	1.65	-230
Heavy Energy Bank	8+	1	500	50	0
Imp. Avionics	9	1	254	130	-0.58
Imp. Avionics	10	0.5	155	88.7	-0.58
Imp. Avionics	11+	0.5	152	88.2	-0.58
Jammer	9	2	500	100	-600
Jammer	10+	1	250	50	-300

Type of Module	TL	VSP	Wt.	KCr	Pow.
Large AESA	9	5	1,125	625	-187.5
Large AESA	10	5	1,125	500	-375
Large AESA	11+	5	1,125	437.5	-750
Large PESA	9	4	1,000	1,600	0
Large PESA	10	4	1,000	1,200	0
Large PESA	11+	4	1,000	1,000	0
Light CG	9+	0.1*	25	0.65	-30
Light Energy Bank	8+	0.2	100	10	0
Medium CG	9+	0.2*	50	0.9	-80
NPU Core	9	1*	250	50	+102.5
NPU Core	10	1*	250	50	+205
NPU Core	11	1*	250	50	+580
NPU Core	12+	1*	250	50	+1,205
NPU Power	9	1*	250	50	+125
NPU Power	10	1*	250	50	+250
NPU Power	11	1*	250	50	+625
NPU Power	12+	1*	250	50	+1,250
Nuclear Damper	11	32	8,000	4,000	-1,000
Nuclear Damper	12	16	4,000	2,000	-1,000
Open Cargo	0	1	0	0	0
Passenger	9	9	145	0.75	-0.5
Passenger	10	9	95	0.75	-0.5
Passenger	11+	9	65	0.7	-0.1
Safety	7+	1	200	5	0
Small AESA	9	0.5	112	187.5	-18.75
Small AESA	10	0.5	112	162.5	-37.5
Small AESA	11+	0.5	112	100	75
Small PESA	9	0.5	100	400	0
Small PESA	10	0.5	100	400	0
Small PESA	11+	0.5	100	280	0
Stretcher	9	9	155	0.75	-0.5
Stretcher	10	9	105	0.75	-0.5
Stretcher	11+	9	75	0.7	-0.1
Thruster	8	1*	120	2.4	-80
Thruster	9-10	1*	120	2.4	-80
Thruster	11+	1*	120	12	-200
Winch	8+	1	250	1	-0.5
Workshop	5+	27	3,000	4	-0.5
– if electronics	5+	22	1,500	7	-0.5

Module Type: The type of component module.

TL: Minimum tech level at which the module becomes available. Vehicle designs *may* mix modules of various TLs.

VSP: The vehicle spaces the module takes up. An * after spaces indicates that the module may only be installed in the body, not in turrets.

Wt. The weight of the module in pounds.

Cost: The cost of the module in KCr.

Pow: The power requirement (if a minus sign) or output (if a plus sign) of the component. The vehicle should be designed with a neutral or positive power output. Neg. means negligible power – as long as the vehicle has any power plant, the component will work.

Values in parenthesis are consumables; they are not counted toward empty weight and base cost of vehicle, but do count toward loaded weight or equipped cost.

Indirect Fire

[Continued]

Once an initial shot has fallen, fire can be corrected if the fall of shot can be observed. This takes the same time as aiming at a new target, but is made at +4 bonus for the first shot, +8 for the second, and a further +2 for later ones, up to a limit of the weapon's Accuracy.

Meson Guns: Meson guns can be used for indirect fire, but in this case the gun is firing *through* the ground or other obstacles. When a meson gun fires at an unseen target spotted by another observer, treat as indirect fire. The weapon's range is not increased, but no special mounting is required.

Open Cargo, Exposed Crew, and Passenger Seats

These provide no overhead cover, so cargo and occupants will also take damage (separately from the vehicle and unprotected by its PD/DR) if exposed to indirect fire, explosion, ICM, SATNUC, or (except from below) fragmentation damage. This includes "backblast" from plasma and fusion gun hits against the vehicle.

Angle of Fire

This depends on how the weapon was mounted; see *Weapon Module Descriptions*, p. 116. Usual mounts in this system are:

Universal Casemate in Body: A casemate is a trainable mount installed in a vehicle's body. A weapon in a casemate has a 180° vertical and horizontal arc of fire; i.e., it can be swiveled to fire up to 90° to either side, or up and down off the direction it is facing (usually forward).

Universal Casemate in Turret Atop Body, or Cupola Atop Turret: The turret can be rotated to fire in any direction except immediately below the vehicle. (And a grav vehicle can fire below itself by tilting nose downward.) Reverse this if the turret/cupola is mounted below the vehicle. Turrets are power-driven and can rotate in under a second, but the turret's facing at the end of the turn should be specified. Normally one crew member (gunner or commander) will control the rotation.

High Angle Casemate in Body/Turret: As above, but can't depress. Can only fire at targets above the vehicle, or in indirect fire.

Warheads

Guns, rockets, and missiles may fire munitions with warheads whose effects require various special rules. Warheads are indicated on weapon tables by cryptic abbreviations for the ammunition used, such as HE or ICM.

HE: High explosive warheads inflict explosive concussion effects as per p. B121. The area of large explosions is greater: if damage is 120d or more (e.g., 6d×20), the increment at which damage is quartered is 4 rather than 2 yards. If 1,200d or more, it is 8 yards. If 12,000d or more, it is 16 yards, etc. Sealed vehicle armor protects vs. explosive concussion damage with the square of its DR, but occupants of open-crew, open-passenger, or open-cargo spaces are unprotected and take damage separately. The warhead also scatters fragments over the area; see p. B122. Fragment damage for HE warheads is given in brackets after concussion damage, for example, 6d [2d] means 6d explosive concussion damage and 2d cutting fragmentation damage.

HEC: High explosive concussion warheads use the same rules as HE, but have a light non-rigid casing that does not inflict fragmentation damage.

HEAT: High explosive anti-tank warheads are shaped charges that inflict full damage on anyone directly hit (sealed armor is *not* squared) plus armor protects at one-tenth DR. In addition, they have the same effect as an HEC warhead on anyone nearby (sealed armor DR *is* squared against this secondary damage).

CHEM: Chemical warheads burst and spread whatever chemical agent (options include smoke, nerve gas, etc.) they were filled with over the radius of effect listed under damage. CHEM rounds usually persist for 300 seconds divided by wind speed in mph. As dumping offensive chemicals on targets is normally frowned on, the most popular CHEM warheads are:

Continued on next page . . .

Weapon Module Descriptions

The following weapon-module options are commonly available for grav vehicles at the TLs described. All weapons are fully stabilized, allowing fire while moving.

AutoRLs and MRLs are in high-angle mounts, and drills in standard mounts. All other weapons except the meson accelerator are in universal mounts (if in turrets or cupolas) or casemate mounts (if installed in the body). As with sensors, a weapon is assumed to face forward out of the turret or body in which it is placed. If installed to face a different direction, specify this.

Guns

4mm VRFGG: A very rapid fire Gauss gun. Its typical role is anti-personnel, but it can chew up poorly armored vehicles and has some utility as a point-defense weapon. Available in TL9 and TL10 versions. Use Gunner (Gauss gun) skill.

20mm ETC CG: A TL9 electrothermal chaingun ("ETC" guns use an electric charge to boost the efficiency of a chemical propellant). This is a typical auto-cannon designed for engaging infantry and light armor, normally firing armor-piercing discarding sabot (APDS) ammo. Use Gunner (Cannon) skill.

75mm EMC: A TL10 75mm electromagnetic ("Gauss") cannon firing depleted uranium (TL10) or hyperdense (TL11) darts at very high velocities. It is an alternative to a medium fusion cannon, with better penetration but a slower rate of fire. Use Gunner (Railgun) skill.

80mm RF Howitzer: A TL10 light rapid-firing electromagnetic gun-mortar artillery piece used for direct or indirect fire support. Use Gunner (Mortar) skill.

80mm 6-barrel Massdriver: A large six-barrel electromagnetic cannon. The Imperial Army calls its version the "Solar Wind." Use Gunner (Railgun) skill.

All guns also require ammunition modules. Anti-blast magazines are available for the 80mm howitzer and massdriver to reduce risk of ammunition explosions. If so, one should be installed per 200 howitzer or 39 mass-driver rounds carried.

Artillery Rocket Launchers

These are missile launchers mounted on high angle mounts for indirect fire. Along with meson accelerators, they are the mainstay of the Imperial Army's artillery batteries.

A frequent tactic is to precede bombardment with a lead volley of missiles with hot smoke, prism, and chaff warheads to degrade the effectiveness of point defense. Depending on guidance systems, following missiles' accuracy may suffer as well.

AutoRL: The automatic rocket launcher is a magazine-fed autoloading missile launcher designed for rapid sustained missile fire. The example included is the 160mm AutoRL built to fire the 160mm "Sunray" missile (the standard Imperial Army artillery missile). Anti-blast magazines are available for it; install one per eight missiles.

MRLs are artillery multiple rocket launchers with 20 (200mm) or 36 (160mm) launch tubes, some or all of which can be fired simultaneously in a devastating barrage. The disadvantage is that it takes a long time to reload them. MRLs are in high-angle mounts, suitable only for indirect artillery fire (see *Indirect Fire* sidebar, pp. 114-115).

All rocket launchers require ammunition modules. Use Gunner (Rocket launcher) if firing unguided rockets, or Gunner (Guided missile) if firing guided missiles.

Tactical Missile Launcher

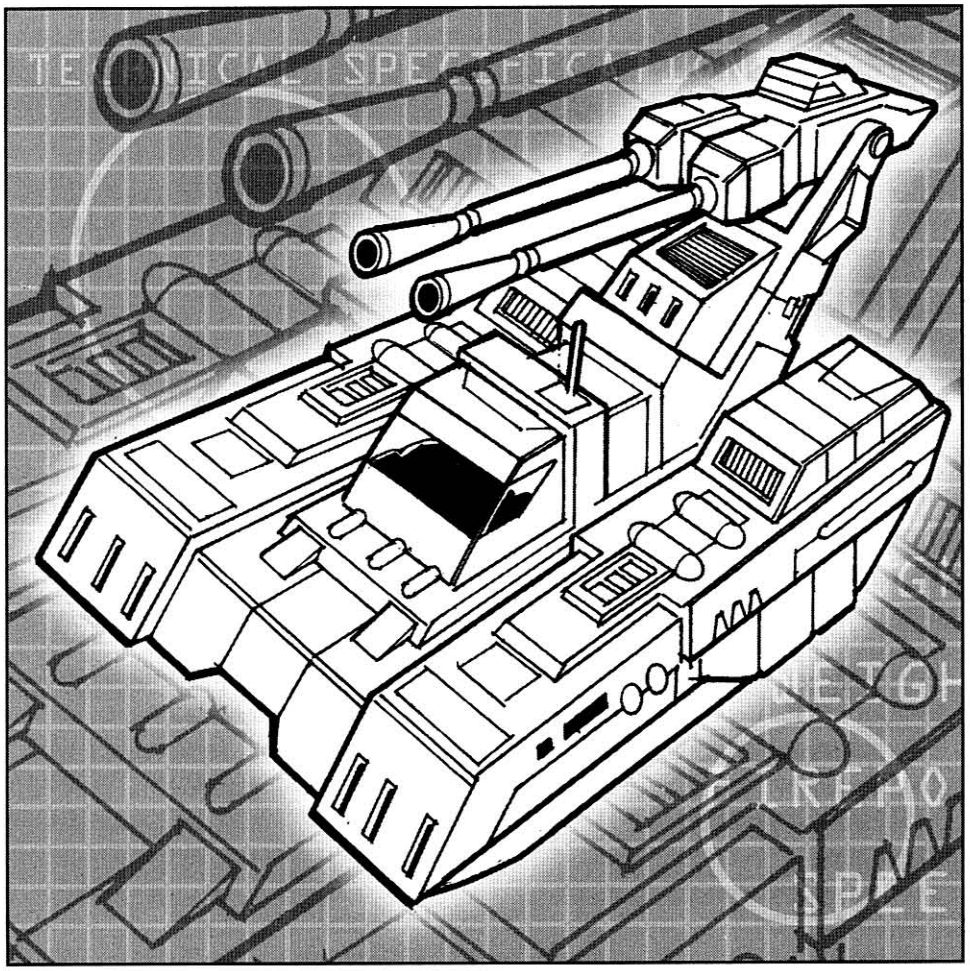
The TML is a standard direct-fire tactical missile launcher weapon. It requires an ammunition module, and needs Gunner (Guided missile) skill to fire.

Lasers and X-Ray Lasers

All lasers and X-ray lasers use Gunner (Beam) skill.

Laser Drill: A 2-megajoule rainbow laser energy drill used for mining operations or as a cutting torch for quickly opening up damaged vehicles to rescue their personnel.

PD Laser: These are rapid-fire "rainbow" (multi-frequency) laser weapons designed to shoot down incoming missiles or shells in point defense, but also effective against other lightly armored targets.



PD Xaser: A PD laser using a more powerful X-ray laser beam.

AD Laser, AD Xaser: A long-range "rainbow" laser or X-ray laser intended for theater aerospace defense against orbital bombardment, long-range missiles, and approaching aerospace craft.

Plasma and Fusion Guns

These high-energy weapons are the standard armament of grav AFVs, as their combination of high penetration and explosive area effect makes them ideal for engaging both point and area targets. Use Gunner (Beam) skill.

Rapid-Fire Plasma: Light weight, rapid-pulse energy weapons that fulfill a role similar to the 20mm autocannon. Their high rate of fire makes them good for killing infantry and intercepting missiles. They are often mounted on grav APCs.

Warheads

[Continued]

- *Smoke:* Obscures the area with dense but harmless chemical smoke. Infrared (included in PESA) and radar (in AESA) can see through it; otherwise, there is a -5 to vision and attack rolls. Takes five seconds to form.
- *Hot Smoke:* As smoke. Also impairs IR and thermograph sensors (including PESA). Lasts half as long as normal smoke.
- *Prism:* Prismatic anti-laser aerosol smoke. Same effect as ordinary smoke, but forms instantly and the shimmering cloud is impenetrable to TL7-9 lasers (including weapons, ladar, laser comms, etc).
- *Blackout:* Dense opaque cloud that combines effect of prism and hot smoke, with *double* penalties to normal vision.

CHAFF: Conductive strips that confuse radar returns. Covers a radius five times greater than that listed for a normal CHEM round. Gives a -10 penalty on radar detection into or through it, but only vs. systems of the same or a lower TL. Persists half as long as a CHEM round.

ICM: Scatters explosive bomblets over the listed radius, doing 6d explosive and 4d cutting fragment damage everywhere. Also, roll 3d for everything important in the area, and on a roll of (5+Size Modifier) or less a bomblet scores a direct hit. Use the same damage, but armor protects at one-tenth DR due to its shaped charge.

ICMTDX: An ICM variant replacing shaped charges with bomblets filled with altitude-fused gravitationally polarized two-dimensional explosive (the TDX described on p. T:SM67). The explosion has a normal radius but occurs in a flat plane, with the bomblets detonating at variable altitudes 2'-4' off the ground! Everyone in the area takes 6d×2 explosive and 4d cutting fragmentation.

SATNUC: An ICM round that scatters small nuclear bomblets! Generally, only interstellar governments will possess these. See pp. VE192-193 for the full, complex effects, or just assume everything in the burst radius takes 6d×200 explosive damage (6d×20 to twice the radius). The ground underneath the burst radius will also be contaminated with 50 rad/day of radiation (10/day out to twice the radius).

Drone Warhead, 160mm: A bus missile that will break up to release seven microdrones. It is designed for light anti-armor and anti-battledress roles, providing the mobile equivalent of land mines. See p. 122 for drone rules.

Light, Medium, and Heavy Plasma: Powerful plasma cannons usually installed as the main turret weapon of light, medium, and heavy grav tanks. They have a slower rate of fire than rapid-pulse weapons, but are more devastating.

Fusion: More powerful fusion guns of all types replace plasma guns at TL11+.

Meson Guns

Meson guns are the ultimate artillery weapons, but do not become compact enough for practical vehicular use until TL12. Use Gunner (Beam) skill.

10-GJ Meson: The standard TL12 battlefield meson accelerator.

WEAPON MODULES

Guns

Type of Module	TL	VSP	Weight	KCr	PPS
20mm ETC chaingun	9	0.6	144	15	0.12
1,250 rds. APS	9	0.4	200	12	0
4mm VRFGG	9	0.2	46.4	26.3	0.13
12,000 rds. APS	9	0.05	(25)	(1.5)	0
4mm VRFGG	10	0.25	46.4	13.3	0.13
12,000 rds. APS	10	0.05	(25)	(1.5)	0
75mm electromag cannon	10	33	8,160	586	95
45 rds. APFSDSDU	10	1	(495)	(68)	0
80mm RF howitzer	10	2	464	54.1	0.96
200 rds. HE	10	1	(500)	(12*)	0
anti-blast magazine	11	–	125	1.25	0
80mm 6-barrel massdriver	10	101.4	25,344	2,554.4	115.2
39 rounds HE	11	1.5	(750)	(5.8)*	0
anti-blast magazine	7	–	125	1.25	0

Launchers

Type of Module	TL	VSP	Weight	KCr	PPS
200mm MRL	9	12	2,580	60.55	0
20 rockets	9	16	(4,000)	(156/64*)	0
20 missiles	9	16	(4,000)	(796/64*)	0
200mm MRL	10	12	2,580	43.175	0
20 rockets	10	16	(4,000)	(156/64*)	0
20 missiles	10	16	(4,000)	(596/64*)	0
190mm TML	11	2.6	640	34.4	0
6 missiles	11	4.8	(1,200)	(201/6.6*)	0
anti-blast magazine	11	–	600	6	0
160mm AutoRL	10	3.7	915	14	0
8 missiles	11	12.4	(2,425)	(160/5.25*)	0
8 stealth missiles	11	12.4	(2,425)	(1,373/5.25*)	0
anti-blast magazine	7	–	1,250	12.4	0
160mm MRL	10	18.4	4,200	30	0
36 stealth missiles	11	44	(11,000)	(6,180/23.5*)	0
36 missiles	11	44	(11,000)	(722/23.8*)	0

Lasers

Type of Module	TL	VSP	Weight	KCr	PPS
Rainbow Laser Drill	9	23	0.09	6.45	4.5
PD Laser/9	9	1	240	24.65	3.6
PD Xaser/10	10	2	400	123	6
PD Xaser/12	12	1.5	320	29.2	3.84
50-MJ AD Laser	9	97	4,830	236	112.5
360-MJ AD Xaser	10	43	10,720	1,873	900

Plasma Guns

Type of Module	TL	VSP	Weight	KCr	PPS
141-MJ Lt. Plasma Gun	9	14	3,520	384	281.25
562-MJ Md. Plasma Gun	9	38	9,440	985	1,125
878-MJ Hv. Plasma Gun	9	59	14,560	1,500	1,757
10-MJ RF Plasma Gun	10	4.5	1,120	75	20
540-MJ Lt. Plasma Gun	10	18	4,480	952	1,080
945-MJ Med. Plasma Gun	10	30	7,520	782	1,800
1.35-GJ Hvy. Plasma Gun	10	45	11,200	2,177	2,700

Fusion Guns

Type of Module	TL	VSP	Weight	KCr	PPS
10-MJ RF Fusion Gun	11	4.5	1,120	31	20
511-MJ Lt. Fusion Gun	11	11	2,700	465	1,432
2.05-GJ Hvy. Fusion Gun	11	71	17,600	1,801	4,010
708-MJ Lt. Fusion Gun	12	24	5,920	634	1,416
1-GJ Md. Fusion Gun	12	34	8,320	867	2,000
2.3-GJ Hvy. Fusion Gun	12	77	19,200	1,932	4,600

Meson Accelerators

Type of Module	TL	VSP	Weight	KCr	PPS
10-GJ Meson Gun	12	308	77,000	1,770	20,000

Module Type, TL, Spc., Weight, Cost: As for p. 115. Values in parenthesis are ammunition costs and weights; they are not counted toward empty weight and base cost of vehicle but do count toward loaded weight or equipped cost. For missiles and rockets, two costs are given: the first is the cost of the missile/rocket body, the second the warhead; the latter cost may vary by ammo type.

* *Varies by ammo type:* select from HE or HEC (×1 cost), HEDP or HEAT (×1.5 cost), ICM (×3 cost), ICM TDX (×12), or CHEM (varies: ×1 for chaff or smoke, ×2 for prism or hot smoke). If 80mm RF, may also use solid (×0.5 cost) or APFSDSDU (×6 cost). If missiles/rockets, may also use SATNUC (×100 cost) or (for 160mm) APDU (×1.5 cost) or drone (no "warhead" cost, but add cost of seven microdrones).

PPS: The power requirement in MWS for a single shot. Thus, a weapon firing at RoF 20 (for instance) would multiply the PPS by 20. The power is drained from Energy Banks, requiring that the vehicle have Energy Banks installed. Power plants can recharge Energy Banks.

Features, Upgrades, and Options

These systems do not take significant space but may add extra expense. They can also easily be retrofitted.

Emergency Lights and Siren: Typical of police sleds, fire engines, and ambulances. KCr0.05.

Genius Option: Adds +1 to Complexity of computers in Avionics module. Cost is KCr22.5 for a Basic Avionics module, KCr112.5 for an Improved Avionics module, or KCr300 *per computer* for the three computers in an Advanced Avionics module. At TL9, price is *doubled.*

Lights, Doors, Ramps: Included in vehicle cost.

HUDWAC with Pupil Scanner: A head-up display which trains turret- or casemate-mounted weapons in whatever direction that the user looks, applying a -7 to the weapon's SS number. May be added to any gunner's Crew module. KCr1.

Beam Weapons

Plasma and fusion weapons do burn damage (no damage multiplier) to anything directly hit. In addition, anything within two yards takes one-quarter the listed damage from splattering hot plasma, and flammable objects will usually catch fire. Vehicular plasma or fusion weapons can also fire "hot shots" at 4 times PPS energy consumption doing ×1.5 damage.

Lasers fired through rain, heavy snow, or fog do half damage. Damage is also halved for every (1/2D range × 0.2) hexes of smoke (or fraction) that they cross. Lasers cannot penetrate blackout gas or prism clouds at all.

X-ray Lasers (Xasers) are not degraded by environmental conditions, smoke, prism, or blackout gas, and DR protects at half value against them.

Meson weapons do full damage to any target directly hit, and that target's DR does not protect it. They also inflict explosive concussion damage on everything else in the immediate area, just as if they were an HEC warhead with the same damage as the meson gun.

Guided Missiles

Guided missiles use different rules than other weapons. Vehicular missiles are generally "brilliant" semi-autonomous weapons that, once launched, look for targets on their own, or artillery missiles with inertial guidance systems that are fired vs. map coordinates, usually using a form of indirect fire. Some missiles have multiple guidance systems. If so, decide which is used at time of launch.

Brilliant Missiles

Brilliant missiles must be preprogrammed with a course (distance and bearing, up to 90% of its range), a point along its course at which to turn on its terminal guidance to start hunting for targets, and a target category. This programming can be changed before launch (takes 2 seconds; multiple missiles can be programmed with the same targets at once). The target category may be specific ("*Astrin* APC") or general ("any vehicle") provided the parameters are available in a database. Missiles with broad parameters may attack friendly targets, but can be programmed to respect friendly IFF signals.

Continued on next page . . .

Step 5: Armor

Vehicles are normally armored to provide some protection against accident or fire. Typically, the material used is either high-tech metal alloys (such as crystal iron or superdense) or more costly (but also somewhat more effective) composite laminates of metal alloys, synthetic materials, and ceramics. Decide on the vehicle's body DR and whether it will use metal or laminate armor.

Some typical DR ranges:

Air/raft, utility sled	DR 5-100
Artillery grav sled	DR 50-1,500
Light grav APC	DR 100-1,000
Medium grav APC	DR 200-2,000
Heavy grav APC	DR 500-5,000
Light grav tank	DR 1,000-5,000
Medium grav tank	DR 2,000-10,000
Heavy grav tank	DR 4,000-20,000

Figure armor weight (in pounds) as:

armor weight = body area × DR × M

M depends on the armor's material and TL, as follows:

TL9: 0.15 if metal, 0.1 if laminate.
TL10: 0.1 if metal, 0.06 if laminate.
TL11: 0.06 if metal, 0.04 if laminate.
TL12: 0.04 if metal. 0.025 if laminate

Guided Missiles

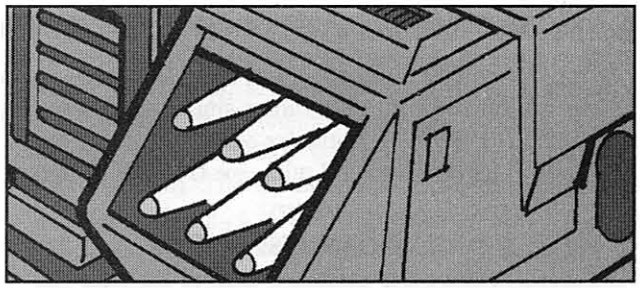
[Continued]

Launching is an attack maneuver (unmodified Gunner+4 roll). Failure means the missile was misprogrammed and will crash the second after launching; critical failure means it may go after the wrong kind of target. After launch, the

LAUNCHERS

Name	SS	RoF	Launches	TL
200mm MRL	25	6:8	200mm rocket or missile	9-10
190mm TML	20	1/5	190mm missile	11
160mm AutoRL	20	1	160mm missile	11
160mm MRL	30	36:8	160mm missile	11

Other statistics depend on the type of missile that is loaded and fired, as shown below:



ROCKET AND MISSILE STATISTICS

Name	Guid.	Type	Damage	Spd.	End.	Max	Acc	Skill
200mm rocket/9	none	Var.	Var.	800	36	28,800	15	–
200mm missile/9	BOH/IG	Var.	Var.	34	Var.	27,200	–	16/IG
200mm rocket/10	none	Var.	Var.	800	54	43,200	15	–
200mm missile/10	BOH/BNH/IG	Var.	Var.	800	53	42,400	–	17/16/IG
200mm warheads:								
w/CHEM	Var.	Spcl.	360 yd.	Var.	Var.	Var.	Var.	Var.
w/Chaff	Var.	Spcl.	1,800 yd.	Var.	Var.	Var.	Var.	Var.
w/HE	Var.	Exp.	6d×750 [12d]	Var.	Var.	Var.	Var.	Var.
w/HEAT	Var.	Exp.	6d×90 (10)	Var.	Var.	Var.	Var.	Var.
w/ICM	Var.	Spcl.	720 yd.	Var.	Var.	Var.	Var.	Var.
w/ICMTDX	Var.	Spcl.	1,080	Var.	Var.	Var.	Var.	Var.
w/SATNUC	Var.	Spcl.	1,440 yd.	Var.	Var.	Var.	Var.	Var.
190mm missile/11	BOH/BIRH/BNH/SALH	Var.	Var.	600	34	31,000	19/19/-/18	Var.
190mm warheads:								
w/HE	Var.	Exp.	6d×640 [12d]	Var.	Var.	Var.	Var.	Var.
w/HEAT	Var.	Exp.	6d×80 (10)	Var.	Var.	Var.	Var.	Var.
w/ICM	Var.	Spcl.	540 yd.	Var.	Var.	Var.	Var.	Var.
160mm missile/11	BOH/BNH/IG	Var.	Var.	1,700	105	178,500	–	19/18/IG
160mm warheads:								
w/APDU	Var.	Cr.	6d×60 (3)	Var.	Var.	Var.	Var.	Var.
w/Chaff	Var.	Spcl.	960 yd.	Var.	Var.	Var.	Var.	Var.
w/CHEM	Var.	Spcl.	192 yd.	Var.	Var.	Var.	Var.	Var.
w/Drone	Var.	Spcl.	7 drone	Var.	Var.	Var.	Var.	Var.
w/HEC	Var.	Exp.	6d×256	Var.	Var.	Var.	Var.	Var.
w/HEAT	Var.	Exp.	6d×64 (10)	Var.	Var.	Var.	Var.	Var.
w/ICM	Var.	Spcl.	192 yd.	Var.	Var.	Var.	Var.	Var.
w/ICMTDX	Var.	Spcl.	288 yd.	Var.	Var.	Var.	Var.	Var.
w/SATNUC	Var.	Spcl.	384 yd.	Var.	Var.	Var.	Var.	Var.

Damage: A number in yards is the burst radius. See the *Warheads* sidebar, pp. 116-117, for special rules for missile warhead effects.

Guid.: The guidance system used. *B* = brilliant, *OH* = optical homing, *NH* = neutrino homing, *SALH* = semi-active laser homing, and *IG* = inertial guidance. If multiple systems, select which to use at launch. See the *Guided Missiles* sidebar (pp. 119-121) for rules and descriptions. Missiles that use OH may be built instead as IRH (infrared homing); cost and skill is the same.

End. is the amount of time (in seconds) that the missile or rocket can fly.

Spd. is its speed in yards per second; double this to get speed in mph.

Max is the maximum range assuming horizontal flight. All artillery rockets (and missiles using IG) guidance can also be fired indirectly, with five times the listed Max range.

Acc/Skill: Rockets (being unguided) have an Acc rating, while missiles (being guided) have a Skill rating. For weapons with both BOH and BNH the first skill rating refers to BOH, the second to BNH. For weapons with BOH/BIRH/BNH/SALH the first skill rating applies to BOH, the second to BIRH, the third to BNH. SALH has no skill rating.

Malf. All missile Malf. numbers are Crit.

The 160mm stealth missile is identical to the 160mm missile but has Basic Stealth (p. 121) which subtracts TL-4 from its chance of being detected by radar, etc.

Grav Armor in Action

This section provides some rules for grav vehicle operations on the battlefield or in adventuring situations. These rules are optimized for ***GURPS Traveller*** vehicle designs created via this system; for more general rules, see ***GURPS Vehicles.***

Fire and Movement

A vehicle moves 1 yard per second for every 2 mph of speed. If using 50-yard hexes (see *Battlefield Scale* sidebar, p. 112) this converts neatly to one hex per 100 mph of top speed. Vehicles slower than 100 mph move one 50-yard hex every [100/top speed] turns; e.g., a vehicle with a 25-mph top speed would move one hex every 4 turns.

A grav vehicle retains its speed and direction of travel from turn to turn unless it accelerates or decelerates (or loses power and falls out of the sky). The pilot can add the vehicle's aAccel to its speed each second, or subtract its aDecel, provided it does not accelerate past its top air speed. The GM is free to ignore acceleration and simply have vehicles whiz about the battlefield at up to their top speed, or he can keep track of speed on scratch paper. Note that often all vehicles in a platoon will be moving at the exact same speed to keep formation; this reduces the recordkeeping.

Grav vehicles can use their vectored thrust to assist in maneuvering rather than accelerate. They can trade 2 mph/s of acceleration for 1 yard of up, down, or sideways movement (retaining its current facing), or add its acceleration to its deceleration.

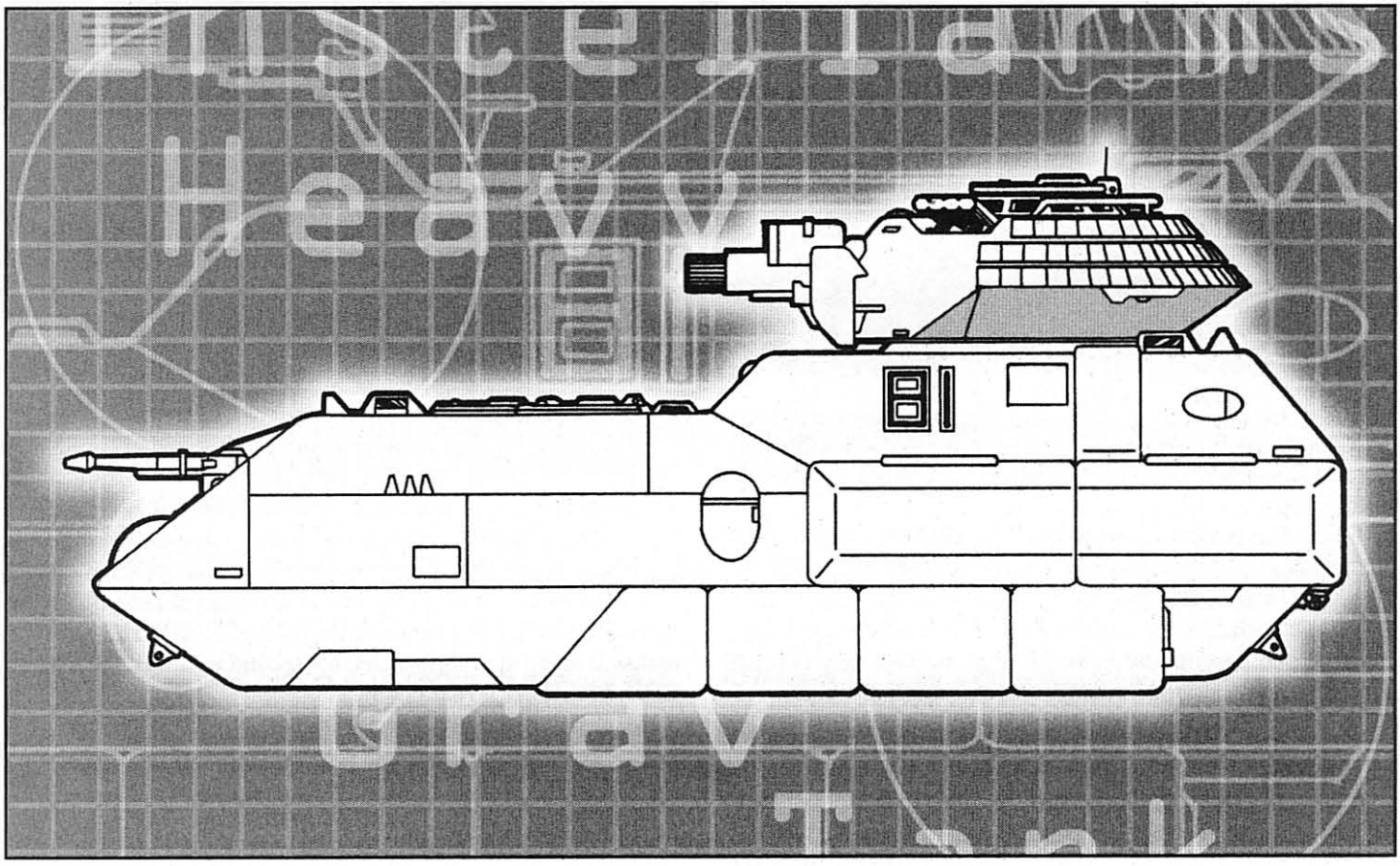
A sudden upward "pop-up" to carry the vehicle over concealing terrain and into a firing position is a common maneuver for high-acceleration vehicles. A grav vehicle can also trade acceleration for aMR: each 5 mph/s unused adds 0.25 to aMR. If the vehicle has decelerated to 0 speed, it can choose to accelerate backward or sideways, but does so at half aMR and cannot exceed 150 mph or half top speed, whichever is less.

A grav vehicle moving at high speed is not able to turn on a dime. The vehicle's aMR is the number of gravities it can "pull" in a turn. The GM can use the precise formula for turning radius found on p. B139 (or for more detail, ***GURPS Vehicles***).

Alternatively, the GM can ignore turn-radius questions and assume that contragravity allows grav vehicles to turn "on a dime" and maneuver much like spacecraft in zero gee, or fictional UFOs. If using the turning rules on p. B139 in conjunction with *battlefield scale* (sidebar, p. 112) 50-yard hexes, the table below shows the number of turns a vehicle must travel in a straight line after making a 1-hexside facing change. (This formula is derived from the turning-radius formula on p. B139.)

Turning Radius

	aMR								
Speed	**0.5**	**1**	**1.5**	**2**	**2.5**	**3**	**4**	**5**	**6**
At 100 mph:	10	5	4	3	2	2	1	1	1
At 200 mph:	20	10	7	5	4	4	3	2	2
At 300 mph:	30	15	12	8	6	5	4	3	2
At 400 mph:	40	20	15	10	8	7	5	5	3
At 500 mph:	50	25	19	13	11	9	7	5	4
At 600 mph:	60	30	22	15	12	10	8	6	5



Cross-index vehicle speed (round up) with aMR (round down) to find the vehicle's turning radius (the number of hexes it must travel in a straight line after each one-hexside turn).

Example: *Lt. Jen Riisha is driving her grav APC at 212 mph, allowing it to move two 50-yard hexes every second. Her vehicle has aMR 4. Rounding the speed up to 300 mph for this purpose, it means that after announcing a 1 hexside change in facing she must "fly straight" for the two following turns (moving four hexes directly ahead). Only then can she maneuver again.*

The limitations on turning radius show why grav vehicles flying at nap-of-the-earth altitudes (i.e., skimming the ground) will do so at slow speeds. If they don't, they risk being unable to turn in time to avoid ramming into a building or hill.

Crashing and Falling

For detailed rules for falls or collisions, see ***GURPS Vehicles.*** Generally, a vehicle hitting an immovable object (ground, big building, etc.) takes (its own body hit points× collision speed in mph)/200 dice damage, while one smashing into another vehicle *inflicts* damage equal to the above formula based on their relative velocity; the damage it *receives* is based on the other vehicle's results from the above formula.

A vehicle shoves aside the other vehicle if it inflicts twice the damage it took. In addition, anyone in a vehicle that crashed into something it couldn't smash through or shove aside will suffer whiplash or concussion damage if speed was 20 mph or more: 1d-2 crushing per 20 mph. Vehicle or personal armor does not protect, although Toughness and crashwebs do. Double damage for anyone not wearing a safety belt.

Attacking Vehicles

Attacks on a grav vehicle will normally be directed at the vehicle's body on the side facing the attacker. An attacker may choose to target a turret or cupola instead; if so, use the appropriate Size Modifier rather than that of the vehicle body.

Incoming indirect fire generally strikes the top of a vehicle (unless the vehicle is at a very high altitude); if the vehicle has subassemblies, roll randomly to determine the hit's location.

Passive Defense and Dodging: A grav vehicle that has been hit may attempt to Dodge, just like a person, provided it has aMR 1+. Its Dodge score is its pilot's Piloting (Contragrav) skill/3 (round down) plus its PD. If this gives Dodge over 14, treat it as 14. A vehicle that cannot Dodge may still roll vs. PD.

Active Sensors and Dodging: If an attacker is using an AESA or similar active sensor (laser sight, etc.) to aim or fire at a vehicle that has either a radar/laser detector or radscanner, the vehicle's defenses will warn the pilot, allowing him to add +1 to Dodge. Thus, it can be better to turn off the active system.

Damage and DR

A vehicle's DR normally works just like a character's DR, but it may vary depending on location (body, turret, cupola) and facing (front, back, right, left, top, underside) attacked. Some special circumstances also apply:

Armor divisors are present on some weapons, noted as a number in parentheses.

Sealed vehicles have their DR *squared* against any explosive concussion damage. This does *not* apply to *direct hits* from HEAT/HEDP warheads, ICM shaped-charges, or plasma, fusion, and meson guns. *Laminate armor* doubles DR against *direct hits* from HEAT or HEDP warheads, and vs. the shaped-charge effects of ICM. This is cumulative with any armor divisors the warhead has; e.g., a HEAT warhead with armor divisor (10) would divide laminate DR by 5. *Thermal superconductor armor* adds DR 250 or doubles armor DR (whichever is less) against laser, X-ray laser, or plasma/fusion gun direct hits.

Effects of Vehicle Damage

Damage is kept track of separately for the body and for each turret or cupola; each of these locations has their own individual hit point totals. If a location's hit points are reduced to 0 or less, it is disabled, but may later be repaired. If reduced to -5 × original hit points it is destroyed, and cannot be repaired.

Disabled/Destroyed Body: When a vehicle's body is reduced to 0 or fewer Hit Points, the entire vehicle is effectively knocked out. All components in it cease to work, including contragrav. If the vehicle is flying, it will begin to fall.

Disabled/Destroyed Turret/Cupola: When a vehicle's turret or cupola is disabled, only those components inside it are knocked out of action.

Unsealing Vehicles: If a sealed location loses 10% of its hit points (20% if it has heavy compartmentalization, 50% if total compartmentalization), it is no longer sealed. This exposes the occupants to any hostile environment outside.

Crew and Passenger Injuries: If a location is occupied and damage penetrates DR, roll 1d per 100 points (or fraction thereof) of penetrating damage. For each 6 rolled, one occupant in the location (determined randomly or by GM fiat) takes either 50 points of damage or half the penetrating damage suffered by the location, whichever is higher. *Exception:* If damage was greater than the location's original hit points, damage is inflicted on a 5-6, and the maximum damage is 100 points.

Fire: If a laser or explosive weapon penetrates vehicle armor, it may cause a fire in the penetrated location. This is automatic if damage is 18 or more points. Otherwise, roll 3d vs. penetrating damage. If a vehicle catches fire, the location takes 2d damage plus a further 2d every 10 seconds; DR is ignored, but heavy compartmentalization subtracts 2 points and total compartmentalization subtracts 4. Any time a fire does 8+ damage (after modifiers) it spawns another fire either affecting the vehicle or setting fire to a person in it (GM's option); if it does less than 4 hits, the fire goes out. A fire will fill a location with smoke (pp. B132-133). A Safety module puts out fires on a roll of TL+6 or less (-1 penalty per extra fire raging) on 3d; check immediately and again every 10 seconds for *each* fire separately. Occupants can take 10 seconds to put out a fire manually (roll 6 or less) or with handheld extinguishers (TL+2 or less); critical failure means they take 2d burn damage.

Ammunition Explosion: If a vehicle location is on fire and has explosive ammunition stored in it, roll 1d: on a 5-6 it "cooks off" and explodes. All ammunition is destroyed; use the damage of 1d shots (or whatever is left) to determine the dam-

Staff Sgt. Khashi "Mouse" Khurlushasum

Unified Army of Rhylanor 105 points

Khashi was born a few thousand years too late. Raised by her pure-Vilani grandparents after her mother and father were killed in a fire, she was raised on tales of the glory that was the Ziru Sirka. She grew up in a Vilani purist enclave on Rhylanor, and by the age of 15 had almost forgotten how to speak Galanglic.

With the death of her beloved grandparents, Khashi found herself adrift. The insular community she had grown up in had little time for her without her family's protection and patronage.

The first place she found herself was the Army recruiting office. The recruiter promised her wild adventures on exotic worlds, and assured her that most people in the service spoke Vilani. Well, she did get the adventures.

Khashi chose to enlist as a tanker almost at random. To her delight, she found an affinity for the big machines. As small as she was, the standard crew couches seemed almost luxurious.

Khashi served in the final portions of the Fifth Frontier War. She was "lucky" enough to deal with the few Zhodani troops who landed on Rhylanor in 1109. It was here that her reputation as an ace sled-pusher was born. She proved to be an instinctive driver, often anticipating her vehicle commander's orders.

After the war, Khashi left the military at the end of her term. She spent two years trying to fit into the civilian world before returning to the Army.

The biggest impairment to Khashi's career has been her temper. Her comrades have learned to get away from the tiny NCO when she sets her hands on her hips, for this is a sure sign of a coming rampage.

After a few early reprimands for her foul language, Khashi began swearing exclusively in Vilani. Some speakers of that tongue have been truly impressed and shocked by her command of invective. Most people who hear her just understand that the Sarge is *really* mad.

Currently, Staff Sgt. Khashi Khurlushasum commands an *Intrepid* as part of the 1st Dublain Lancers. Her unit, the 452nd Grav Armor Brigade, is currently stationed on Treece/Lanth as part of the internal security force.

Khashi stands barely 5'4", just over the minimum height for service. She weighs a scant 130 lbs. Her hair would be chestnut-brown, if she had any; she keeps her head shaved to a stubble.

Attributes: ST 10 [0]; DX 12 [20]; IQ 12 [20]; HT 11 [10].

Advantages: Combat Reflexes [15]; Fit [5]; Military Rank 1 [5]; Panimmunity [5]; Reputation +2 (Excellent tanker, large group on 10 or less) [3].

Disadvantages: Bad Temper [-10]; Duty [-15]; Overconfidence [-10].

Quirks: Believes the Vilani invented everything; Swears in Old High Vilani; Keeps a stuffed animal in her tank. [-3]

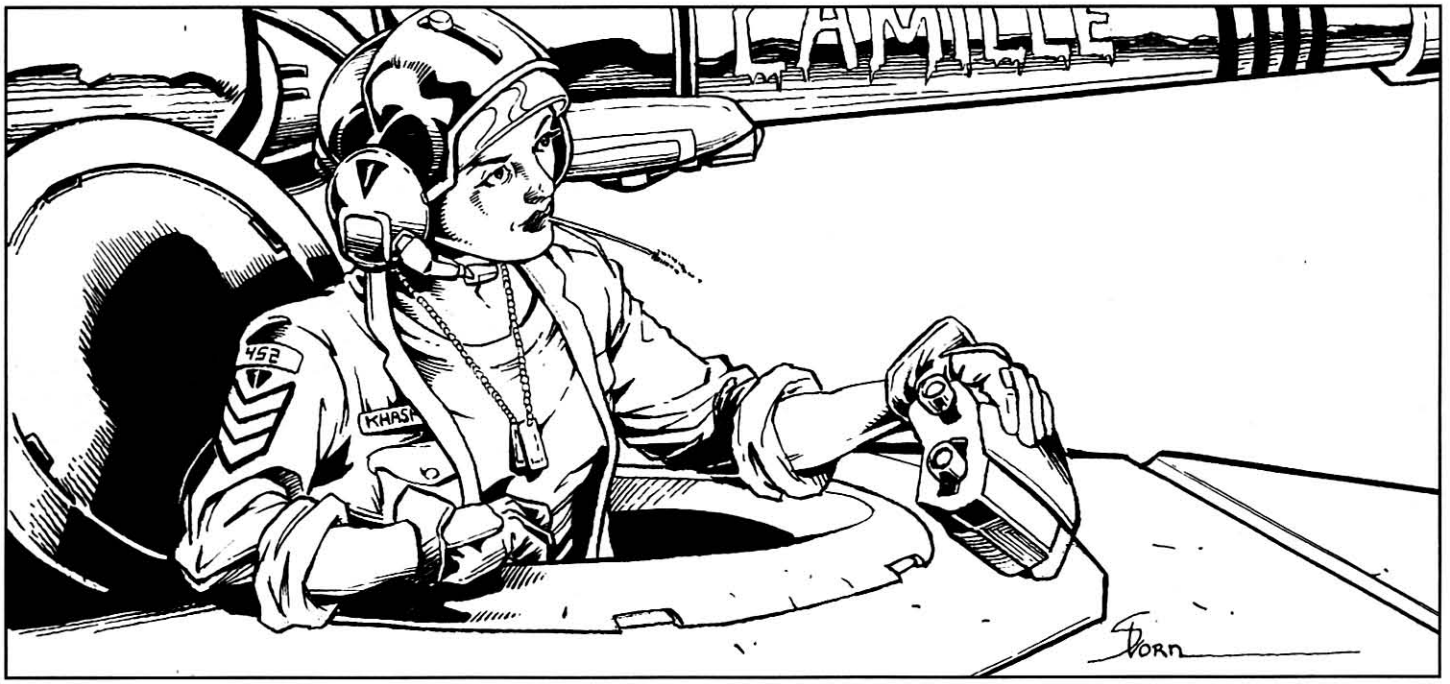
Skills: Administration-12 [2]; Area Knowledge (Treece/Lanth)-12 [1]; Armoury (Vehicular weapons)-12 [2]; Brawling-11 [1/2]; Camouflage-12 [1]; Demolition-12 [2]; Electronics Operation (Commo)-11 [1] (Sensors)-12 [2]; Engineer (Combat)-11 [2]; First Aid-11 [1/2]; Forward Observer-12 [2]; Gunner (Beam)-16* [8] (Gauss)-13* [1]; Guns (Light auto)-13* [1/2] (Pistol)-14* [1]; History (Vilani)-12 [4]; Knife-12 [1]; Leadership-14 [6]; Mechanic (AFV)-12 [2]; NBC Warfare-11 [1]; Piloting (Grav)-14 [8]; Savoir-Faire (Military)-11 [1/2]; Scrounging-12 [1]; Survival (Plains)-11 [1]; Tactics-12 [4].

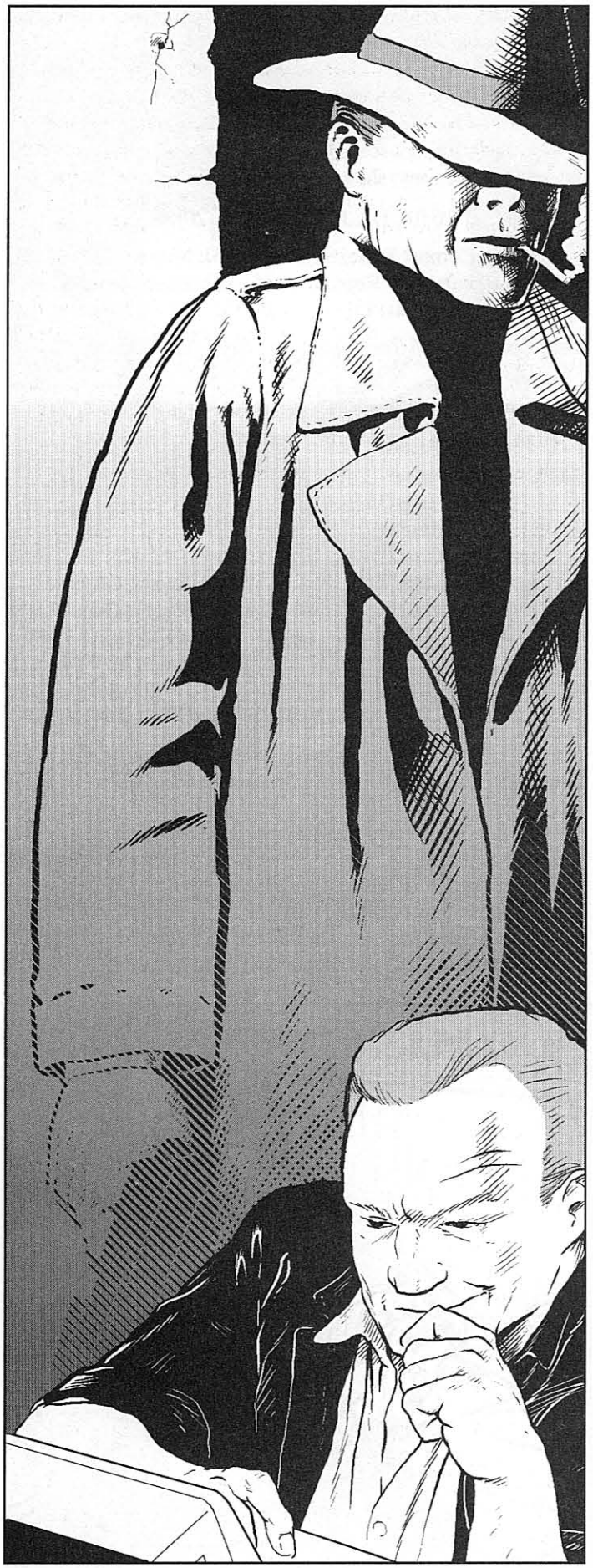
Languages: Galanglic-12 [2]; Vilani (native)-15 [3].

* Includes +2 for IQ.

Quotes: "There's nothing like sliding through the sky in tons of advanced armor, unless it's blasting the *eshkha* out of a Zho doing the exact same thing."

"*Ziiimkhemmigane gudaakubimumin*! I swear I'm going to throw you two *ashsha* out of this vehicle in low orbit!"





Capt. Sir Irlar Kallan

Unified Army of Mora **130 points**

Capt. Kallan is the Inspector General's dream of an investigative agent. He is diligent, thorough, and relentless. He has cleared more cases in the Army of Mora than any other three agents combined.

He also has a secret. In his spare time, he is the author of a very popular series of hard-boiled detective novels he writes under the name "Eneri Dagger." Presented as first-person case files, the books have become wildly popular across the Domain of Deneb. While his superiors know about the second career, Irlar has worked hard to keep his coworkers from learning that Eneri Dagger is really working right alongside them. The embarrassment would be too much to bear, since the novels contain great numbers of utterly ridiculous but dramatic scenes.

Kallan was born into an upper-class family on Mora. His mother, an official in the Matriarchy government, taught him that every question has an answer, if you know how to phrase the question. She had hoped he would become a scientist, but in his early teens Irlar developed a passion for mystery fiction.

Irlar attended the Imperial Military Academy on Mora with the intention of joining the Inspector General's office. When his service obligation is up in 1126, Irlar plans on seeking a job with the Imperial Ministry of Justice.

If Capt. Kallan has a failing, it is his tendency to be overly dramatic in front of people when on the case. Sometimes Irlar has found himself saying things that really should have been said by Eneri Dagger. Irlar is disturbed by this, and is trying to watch himself a bit more closely.

To see Irlar Kallan in his street clothes, one would never guess that this was a top IG agent. While not actually ugly, Kallan will never be described as good-looking. He is around 5'10", 165 lbs., and has thinning brown hair. When not in uniform, he wears slightly out-of-style suits and a treasured trenchcoat.

Attributes: ST 10 [0]; DX 11 [10]; IQ 15 [60]; HT 11 [10].

Advantages: Fit [5]; Legal Enforcement Powers [10]; Military Rank 3 [15]; Panimmunity [5].

Disadvantages: Appearance (Unattractive) [-5]; Duty [-15]; Fanaticism (Imperium) [-15]; Secret (Mystery writer on the side) [-5].

Quirks: Collects mystery novels; Overly dramatic. [-2]

Skills: Acting-15 [2]; Administration-15 [2]; Computer Operation-16 [2]; Criminology-17 [6]; Detect Lies-15 [4]; Fast-Draw (Pistol)-10 [1/2]; First Aid-14 [1/2]; Forensics-14 [4]; Guns (Light auto)-12* [1/2]; Guns (Pistol)-14* [2]; Holdout-15 [2]; Interrogation-17 [6]; Intimidation-15 [2]; Judo-11 [4]; Knife-10 [1/2]; Law-16 [6]; Piloting (Grav)-11 [2]; Research-16 [4]; Savoir-Faire (Military)-14 [1/2]; Writing-15 [1 1/2].

Languages: Galanglic (native)-18 [3]; Gvegh-15 [2].

* Includes +2 for IQ.

Quotes: "I'm afraid that the evidence is clear; Col. Alaric has been siphoning those funds."

"I have called you all here tonight, as I am ready to reveal the murderer!"

Gen. Lord Kurt Feltenberger, Marshal of Jewell — 172 points

Gen. Kurt Feltenberger, Baron Andersonville and Marshal of the Unified Army of Jewell, has reached the pinnacle of his 36-year career in the service of the Imperium. A native of Jewell, he enlisted in the Army just prior to the Fourth Frontier War. His unit had been nearly wiped out by Zhodani commandos when the young Feltenberger won a battlefield commission and the Starburst for Extreme Heroism. He had rallied his dispirited platoon for a final attack that destroyed a critical Zho headquarters unit.

The "trickery" of the Consular Guard troops set Feltenberger's mind solidly on an anti-Zhodani course. His dedication allowed him to quickly build a strong career as an infantry officer. Taking four years off to attend university in the 1090s, he set as his life's goal the defense of the Jewells.

By the outbreak of the Fifth Frontier War in 1107, Feltenberger was commanding a brigade on Emerald/Jewell. The Zhodani invasion force quickly overwhelmed the single Imperial division on planet, and Col. Feltenberger was taken captive.

Kurt's memories of the camp are hazy. He remembers being injured in the attack, and being in a hospital for some time. He has no recollection of how he got to the prisoner-of-war camp, nor where it was. Judging from the time it took to get him home, it could be up to 20 parsecs from Jewell.

He does remember the camp as a harsh, cold place. The prisoners were never fed enough, and were expected to work long shifts. Even thinking about escaping was punished severely. Many prisoners simply gave up hope, submitting to the Zhodani way of doing things. Some even became collaborators. The only bright spot was learning chess from a fellow captive, and Kurt has become quite a good player.

After three years of this, he was informed that the war had ended in a Zhodani victory, and he was being sent home. Kurt spent the voyage in a sealed room. He was handed over on Esalin as part of one of the final prisoner exchanges of the war.

After receiving a thorough medical exam, and six months' recuperative leave, he resumed his career with renewed vigor. Marked by all as a rising star, he became well known for his outspoken comments on the Zhodani threat. He also insisted that the needs of the soldiers come first, gaining him a great deal of support among the troops.

In 1116, Gen. Marh, then the Marshal, announced his intention to retire at the end of the year. All observers felt that Gen. Feltenberger was the only real choice to replace him, and he was appointed Marshal effective 001-1117. As Marshal, Kurt has continued to champion the common soldier, insisting on better equipment and better quarters. He can often be found making unannounced visits to field units to speak with the soldiers face to face. During these visits he is quite charming, telling war stories with an easy style.

Gen. Kurt Feltenberger is a man in his mid-60s, with dark hair that has mostly gone to gray. He stands 6'2", and presents an impressive form. He always seems focused, which can be very disconcerting if his attention happens to be directed toward you. Gen. Feltenberger is most often found in Army Headquarters on Jewell, or at his estate where he lives with his wife of 25 years, Ilse.

Game Master's Note: The information regarding Kurt's time as a prisoner of war is almost entirely false. There was no camp, no cruelty, and no fellow prisoner teaching him to play chess.

What really happened is that when Kurt was identified in a Zhodani military hospital, his name was recognized as one of the officers likely to reach high rank within the Imperium. Kurt became a subject for Project *Zitschia Venzhip*, or Hidden Friend.

This project, run by the *Tozjabr* intelligence service, was an attempt to turn Kurt into a hidden agent. The process was two-pronged. The first step involved reinforcing Kurt's dislike of the Zhodani by implanting the false memories of the prison camp. The prison-camp environment covered the second part of the plan.

Kurt has been programmed with several orders by the Tozjabr. He was released with the compulsion to continue his career and to gather support.

The keys for executing his orders are obscure chess moves combined with specific phrases. Given these commands, he will gain an Obsession (Secretly render the subsector unable to defend itself) and Delusion (The Marquis is the real traitor).

One sure way to discover what has happened is for a psionic talent to read deep into Kurt's mind. This course, however, would require that the adept and Kurt be undisturbed and calm for several hours. The logistics of kidnapping and holding an Army Marshal for a lengthy period are left up to the players.

When he is under these orders, he will act as though everything is normal. There will be no discernible change in his demeanor or actions. Acquaintances high in the Jewell Army may notice odd orders that don't seem to make sense. If they investigate, they may find out that the other prisoners who were held with the Marshal have very vague, hazy memories of their time in the Consulate. Many will have died in the intervening years. A few might be found who have identical memories of the same event, a particularly harsh interrogation.

If Feltenberger is confronted, he will accuse his questioners of being traitors, working with the Marquis. The bulk of the Army is very loyal to Feltenberger, and will believe what he tells them.

One sure way to discover what has happened is for a psionic talent to read deep into Kurt's mind. This course, however, would require that the adept and Kurt be undisturbed and calm for several hours. The logistics of kidnapping and holding an Army Marshal for a lengthy period are left up to the players.

Even if the psionic brainwashing is undone, Kurt will be furious about what happened to him. He might go so far as provoking a war just to get his personal revenge.

Those interested in this sort of plot should consider seeing the films *The Manchurian Candidate* and *Seven Days in May.*

Attributes: ST 10 [0]; DX 11 [10]; IQ 14 [45]; HT 11 [10].

Advantages: Charisma +1 [5]; Combat Reflexes [15]; Fit [5]; Military Rank 8 [40]; Panimmunity [5]; Reputation +3 (A soldier's general, large group all the time) [8]; Status 4 [5].

Disadvantages: Duty [-15]; Intolerance (Zhodani) [-5]; Secret [-30].

Quirks: Calls all junior officers "son"; Makes a lot of chess analogies; Neat freak. [-3]

Skills: Administration-16 [6]; Area Knowledge (Jewell sector)-15 [2]; Armoury (Small arms)-13 [1]; Battlesuit-12 [4]; Beam Weapon (Lasers)-13* [1]; Brawling-11 [1]; Camouflage-13 [1/2]; Chess-15 [1]; Climbing-10 [1]; Computer Operation-13 [1/2]; Demolition-14 [2]; Diplomacy-13 [2]; Electronics Operation (Comm)-12 [1/2] (Sensors)-14 [2]; Fast-Draw (Magazine)-11 [1]; First Aid-13 [1/2]; Forward Observer-12 [1/2]; Gunner (Gauss)-12* [1] (Guided missiles)-12* [1]; Guns (Light auto)-15* [4] (Pistol)-15* [4] (RAM grenade)-12* [1/2]; Hiking-11 [2]; Knife-10 [1/2]; Leadership-17** [6]; NBC Warfare-14 [2]; Orienteering-14 [2]; Parachuting-12 [2]; Piloting (Grav)-9 [1/2]; Savoir-Faire-16 [free from Status] (Military)-15 [2]; Strategy-16 [8]; Survival (Radioactive)-14 [2] (Jungle)-14 [2]; Tactics-15 [6]; Throwing-10 [2]; Traps-14 [2].

* Includes +2 for IQ.
** Includes +1 for Charisma.

Languages: Galanglic (native)-14 [0]; Zhodani-13 [1].

Quotes: "General, if you do not like my decision, you can appeal it to my commanding officer. Since I command the entire damn army, that would be me. Appeal denied. Carry out your orders."

"If we have learned anything from the past 600 years, it is that those bloody Zhos will try it again. Next time, we shouldn't just defend ourselves, we should end the menace once and for all!"

Technician Mikhail Yons

Garda-Vilis Defense Force 57 points

Mikhail has never found a job that couldn't be done more easily. Serving his obligatory time in Garda-Vilis' COACC arm, he has decided that while the government may be able to make him be there, they can't make him move any faster than absolutely necessary.

He is not really a bad soldier; he just never sees why he shouldn't take things easy. His assignment with one of the hypersonic interceptor arms means he's never been affected by the disturbances on his world. Technician Yons is more than happy to do his job, and if he can sit down while he does it, so much the better.

The sad part is he works so hard to avoid work, it probably balances out. Mikhail is always alert for rumors of upcoming deployments (which mean more work) and keeps a list of schools within the COACC system that he is qualified to attend. He is fully aware that his commanders are getting wise to his scheme, but it would be too much work to change his methods. The schools he attends are always the easy ones, so as to not force him to work too hard.

When he does work, he is very conscious of the responsibilities that he holds. Mikhail likes the pilots in his unit, and has seen with his own eyes what happens when something breaks at several thousand miles an hour on the edge of space. His skill as a mechanic is the reason that his supervisors turn a blind eye when he drags a chair across the hangar floor to work on something.

Strangely enough for someone who works with high-performance aircraft, Mikhail is deathly afraid of heights. Last year, the squadron XO took him up for a check ride for his birthday. Once they had managed to pry Yons out of the weapons officer's seat, he swore he would never get more than 10' off the ground again.

Mikhail Yons is 21, and nearing the end of his required military service. Much to his surprise, COACC has made it known that they would like him to re-up. Even more surprising, he is seriously considering the offer. He currently serves with the 15th Near-Space Interceptor Squadron.

Mikhail's good looks and sparkling personality have made him a hit with the local ladies. He strings along several girlfriends, causing some friends to observe that it is no wonder that he never seems to have the energy for work. As is the style of Garda-Vilis, he wears his long black hair pulled into a tight braid.

Attributes: ST 12 [20]; DX 11 [10]; IQ 13 [30]; HT 10 [0].

Advantages: Appearance (Attractive) [5]; Charisma +3 [15].

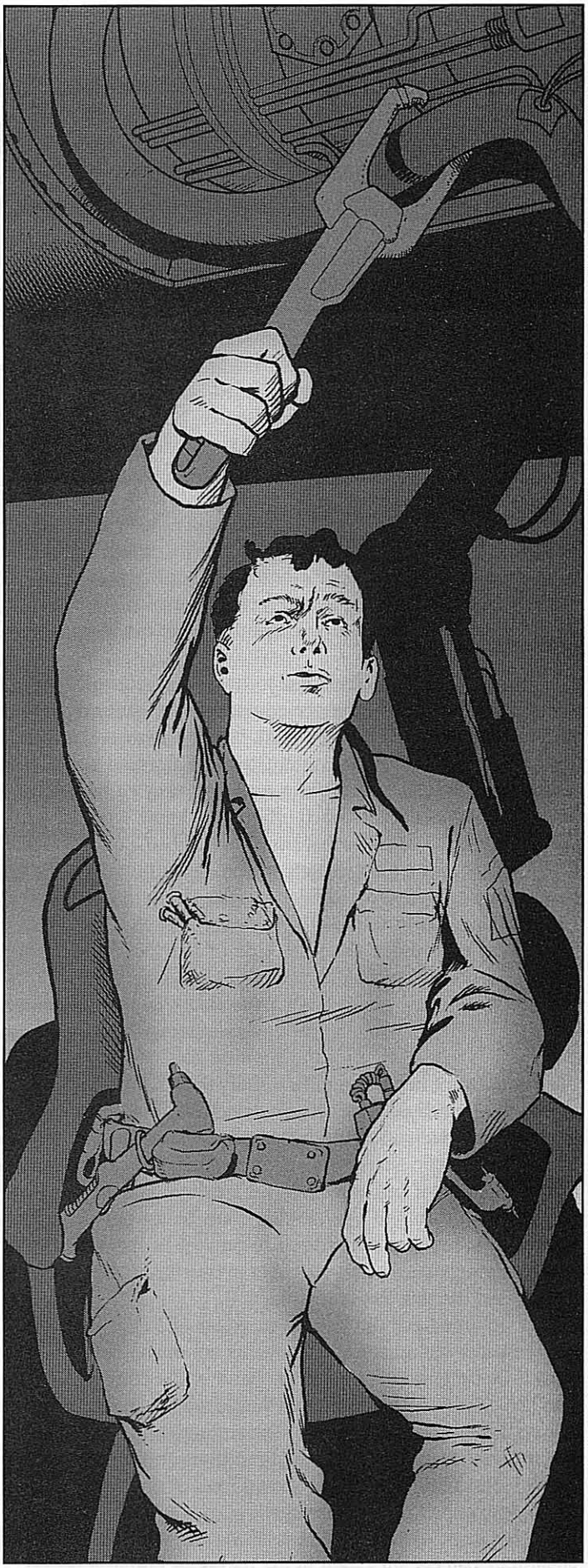
Disadvantages: Duty [-15]; Laziness [-10]; Lecherousness [-15]; Phobia (Heights) [-10].

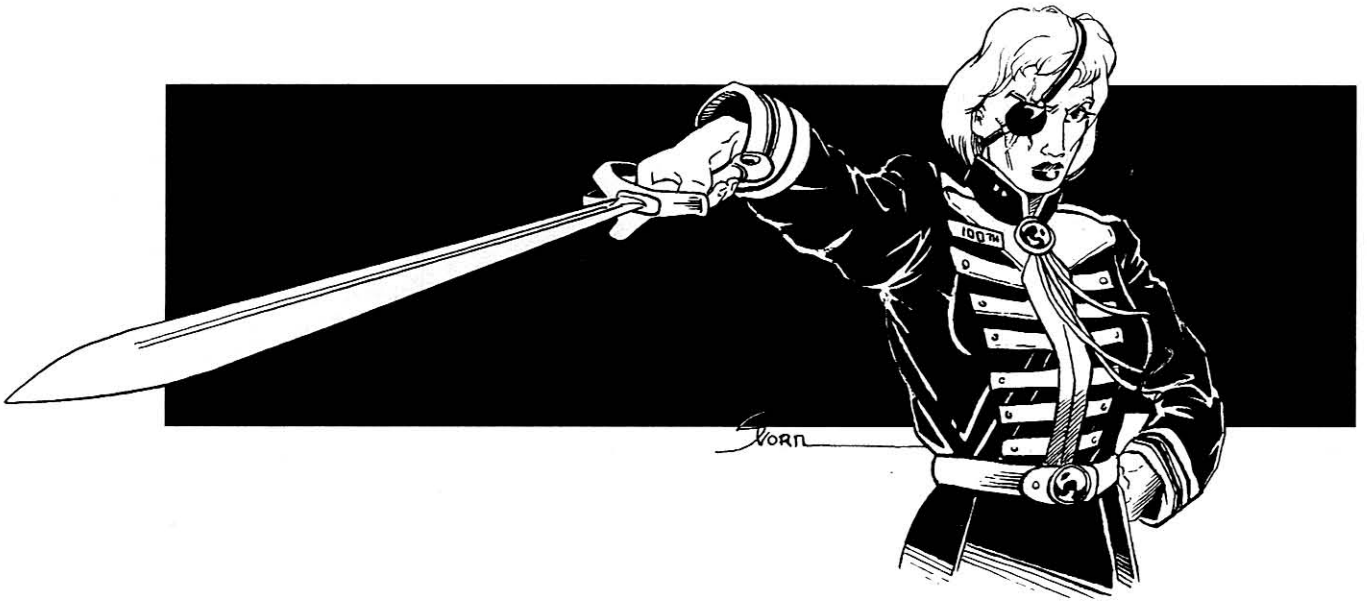
Quirks: Refuses to drink alcohol; Juggles tools. [-2]

Skills: Armoury (Aircraft weaponry)-14 [4]; Electronics (Aircraft systems)-14 [6]; Guns (Light auto)-12* [1/2]; Fast-Talk-14 [4]; First Aid-13 [1]; Mechanic (Aircraft)-13 [2]; NBC Warfare-12 [1]; Savoir-Faire (Military)-12 [1/2]; Scrounging-15 [6]; Streetwise-14 [4].

Quotes: "There's no real reason why I can't do this repair perfectly well sitting on the ground, Technician-Leader."

"Pity I can't go on that deployment, guys, but I have orders for FH&S school. Have fun without me!"





Force Capt. Petra Kimdöttir

Imperial Marine Force — 185 points

Force Capt. Petra Kimdöttir is a hard-driving, dedicated Marine officer. She expects the best from her Marines and even more from herself. Petra is extremely self-critical, and several senior officers have tried unsuccessfully to get her to relax a little in social situations.

The only place Petra feels free to let her emotions run wild is in combat. Those who have served with her tell amazing stories of Kimdöttir being all over the field, blasting away at the enemy with no regard for her own safety, and her frenzied orders that sound more like the ranting of a mad (but very skilled) lunatic than the orders of the controlled officer they know.

The incident where she lost her eye is a good example. Force Lt. Kimdöttir was leading a platoon on a strike mission against a nest of pirates operating in District 268. Early in the fighting, Kimdöttir was hit in the head by a heavy slug that ripped open her helmet and ruined the right side of her face. Despite the wound, Kimdöttir overrode the automatic systems in her suit and charged the pirates' position, singlehandedly taking the control room for the base's main hangar bay, preventing the pirates from escaping. It was only after the fighting had ceased that Petra seemed to notice her mangled face. Only then did she pass out.

Due to her religious beliefs, Petra refused both regeneration therapy and mechanical replacement. She consented only to minimal cosmetic surgery, and has a noticeable scar running from the bridge of her nose up to the hairline. She wears an eye patch over the ruined eye. Rather than being ugly, the look seems to fit her. Petra managed to remain in the Marines by demonstrating that she was still able to operate battledress up to and beyond the standards required.

Her actions have drawn the attention of Force leadership, who consider her a natural to someday command her own regiment. The problem is calming her battle rages down before she gets herself killed. In the last two years, she has been given several staff jobs to try to broaden her perspective. As of 1117, she is the Marine aide to Adm. Khigunirdar, commander of the 100th Fleet. The Admiral has grown fond of the young officer, and is determined to crack her shell.

As her name indicates, Petra is of Sword Worlds descent. Her great-grandparents left Gram in the mid-800s during a period of political upheaval. They settled in a Sword World expatriate community on Adabicci/Lunion. After two centuries, all that remains of the Sword World culture are the names and cuisine. Despite this, Petra has had to deal with some anti-Sword World bias.

Petra has the classic Sword Worlds look; she has light blonde hair and her remaining eye is ice-blue. She is tall for a Marine, and walks with an effortless grace that reminds the viewer that Petra is an expert swordwoman as well as an experienced battledress pilot.

As Adm. Khigunirdar's aide, she can be found almost anywhere in Glisten or District 268. Junior aides are traditionally sent on "gopher" tasks, so she might be doing anything.

Attributes: ST 12 [20]; DX 13 [30]; IQ 13 [30]; HT 13 [30].

Advantages: Charisma +1 [5]; G-Experience [10]; Military Rank 3 [15]; Panimmunity [5]; Reputation +1 (MCG recipient, large group on roll of 10 or less) [2]; Strong Will +2 [8]; Very Fit [15].

Disadvantages: Berserk [-15]; Duty [-15]; Code of Honor (Officer's) [-10]; One Eye [-15].

Quirks: Projects strong image; Refuses to have eye fixed. [-2]

Skills: Administration-14 [4]; Armoury (Battlesuit)-13† [4]; Battlesuit-13† [4]; Beam Weapon (Fusion)-14*† [4]; Brawling-12† [1]; Demolition-13 [2]; Diplomacy-12 [2]; Electronics Operation (Comm)-13 [2] (Sensors)-13 [2]; First Aid-12† [1]; Gunner (Beam)-13*† [4] (Guided missile)-12*† [2]; Guns (Light auto)-14*† [4]; Free Fall-13 [2]; Knife-12† [1]; Leadership-15** [4]; NBC Warfare-12 [1]; Parachuting-13 [1]; Piloting (Grav)-11† [4]; Savoir-Faire (Military)-13 [1]; Scrounging-13 [1]; Shortsword-12† [2]; Survival (Arctic)-12 [1] (Desert)-12 [1] (Jungle)-13 [2]; Tactics-14 [6]; Throwing-11† [8]; Traps-12 [1].

* Includes +2 for IQ.
** Includes +1 for Charisma.
† Includes penalties for One Eye.

Quotes: "Perhaps I haven't made myself clear to you, Ship Sergeant. The Force standard for this exercise is indeed 70%. *My* standard, and therefore the standard for this unit, is 80%."

"Yes, the patch is worn for a reason. No, you can't see why."

Over-Leader Four

Winston Freedom League 170 points

At one point, the man now known as Four was a contented junior officer in the Baelit Union Army's corrupt supply service. Lt. Dafydd Barr knew how the game was played, and he knew just how much of a cut he could take. All in all, life was good.

Then the bloody Darrians came. No one had ever asked to be included in their arguments with the Sword Worlds. Didn't they realize how much damage they had caused already? But no, since some of the world's nations were pro-Swordy, they all got dumped on. Now Darrian troops stand on the corners, and the news is read by puppets. You never really know what is happening any more.

Luckily, Lt. Barr had been diverting ammunition from a division. (They'd never miss it. The division's general had sold most of the unit's vehicles, so they couldn't move out, anyway.) He contacted several fellow ex-officers, and helped build the Winston Freedom League. With the store of ammo and weapons, they went to storm the Darrian Headquarters and demand that the invaders leave!

The rebellion lasted just under one standard day. The troops were cut down by orbital support, while Darrian troops in battledress casually wiped out the few stragglers. More than 5,000 died. The remnants of the WFL retreated into hiding.

Since open revolt had failed, the WFL decided to begin a campaign of guerrilla warfare. Darrian outposts were attacked, Darrians were kidnapped off the streets, all to goad the Occupation Governor into retaliating, and igniting rebellion among the general populace.

This campaign has been going on for five years, and the WFL is slowly atrophying. Desertion, sickness, and constant raids by Darrian special forces have left the resistance a shadow force of fewer than 100 fighters. Four is the last of the original leaders.

Dafydd is determined to prosecute the war. He believes, against all evidence, that the general population is just waiting for some signal to begin the uprising that will free Winston.

The truth is that Four and his troops have become little more than terrorists. Dafydd is not bloodthirsty, but his definition of "acceptable target" has become so wide as to encompass most of the people on the planet. He can rationalize any atrocity in the name of his goal. He is blind to the fact that the vast majority of people on Winston have accepted the presence of the Darrians.

Dafydd is a large man who has obviously seen better times. He is solidly built, standing well over 6' and weighing close to 200 lbs. His brown hair is roughly cut and shoulder length. Looking into his eyes can be disconcerting, as they seem to always be glazed over with some spark of fanaticism. He wears whatever clothing is available, usually a hodgepodge of Winston and Darrian combat gear and civilian clothes.

PCs might be sent to contact the Winston Freedom League to evaluate them. Four will greet any Imperial troops as a sure sign that the Imperium is rushing to his support. He will not be happy with any news to the contrary.

Attributes: ST 14 [45]; DX 12 [20]; IQ 13 [30]; HT 14 [45].

Advantages: Charisma +2 [10]; Hard to Kill +1 [5]; Reputation +2 (Famed freedom fighter to those opposing the occupation, small group recognizing him all of the time) [4].

Disadvantages: Delusion (We can win) [-10]; Intolerance (Darrians) [-5]; Primitive -4 (TL6) [-20]; Reputation -2 (Horrid terrorist to those who support the Darrians, large group on roll of 7 or less) [-2]; Vow (Kick Darrians off Winston) [-10].

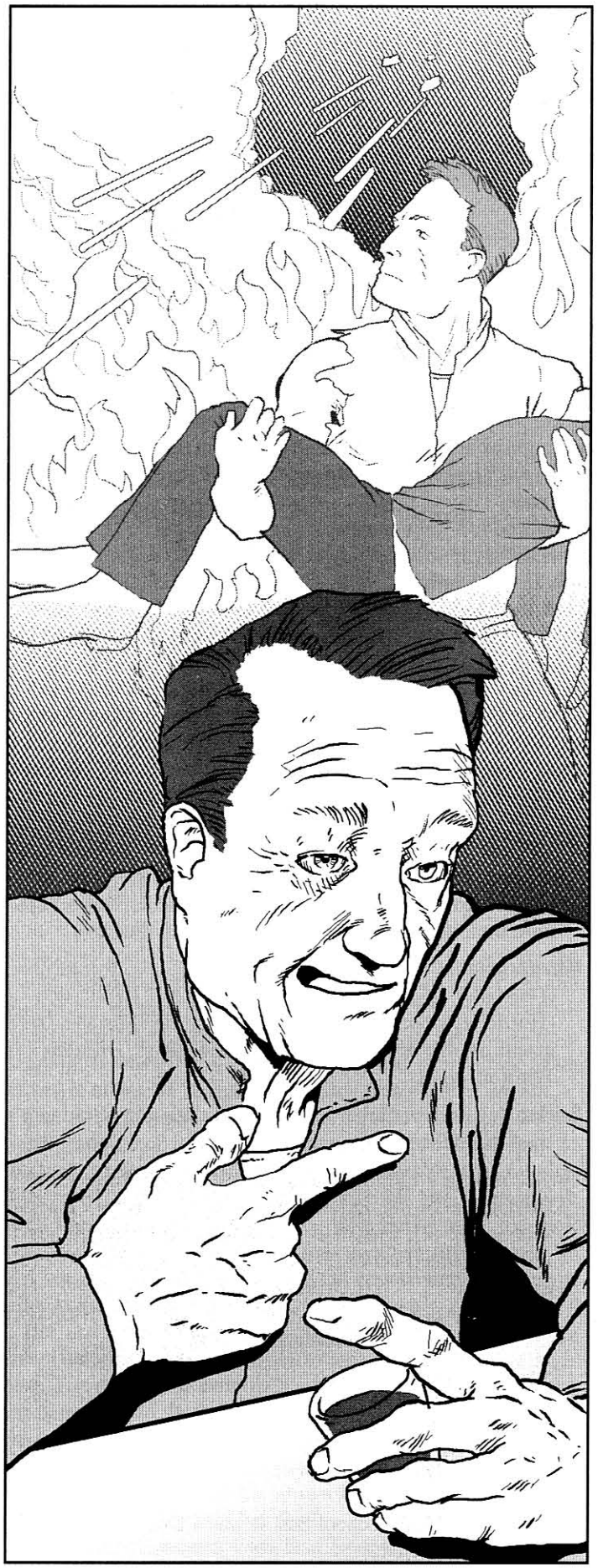
Quirks: Revels in wildman image; Trademark: pin of old unit's crest left at the scene of attacks. [-2]

Skills: Armory (Small arms)-14 [4]; Brawling-15 [8]; Demolition-14 [4]; Driving (Car)-13 [4]; Driving (Tracked vehicle)-12 [2]; First Aid-14 [2]; Gunner (Machine gun)-15* [4]; Guns (Pistol)-15* [2] (Rifle)-15* [2]; Knife-15 [8]; Leadership-15** [2]; Orienteering-14 [6]; Running-12 [1]; Scrounging-13 [1]; Streetwise-12 [1]; Survival (Mountains)-15 [6] (Woodlands)-14 [3].

* Includes +2 for IQ.
** Includes +2 for Charisma.

Quotes: "All we have to do is make it too expensive to stay here, in terms of men and material, and they'll leave. Then we'll be free."

"So we blew up a school bus. It was a Darrian school bus. Makes all the difference."



Commodore Harvey Rathbone

Grand Flotilla of Roup **87 points**

Commodore Rathbone is the hero of Roup's world-spanning wet navy, the Nautical Command. His face is instantly known, and every schoolchild can recite his great deeds and battles.

Unfortunately, the truth is something different. Rathbone is a genius, true enough, but his skills lie in taking the credit for the work of others. His entire career has been propelled by treachery.

Rathbone knows this, and as he ages, he spends more and more time trying to convince himself he was the hero that the media made him out to be. He has spent the years since the Fifth Frontier War inside a bottle, and seems to be happy there. The Roup Navy has placed him on "goodwill duty" until he either dies or retires.

Much of Harvey's fame rests on a single engagement. During the war, his battleship managed to shoot down four Vargr starships during the landings at the world's only starport. His ship, the *Warrior,* was sunk out from under him as he fired. There were very few survivors. Aside from Rathbone, no one from the bridge made it out.

The reports from the witnesses to the battle made Harvey out to be the architect of Roup's defense. In fact, he had never even been on the bridge that night. He had been in a stupor in his cabin when the fight started. By the time he managed to get dressed, the ship had been carved into pieces around him.

Commodore Rathbone is a wonderfully charming man of about 70. He shows his age, with snow-white hair and a deeply lined face. Once he has a chance to get started, the Commodore will never shut up. He has close to six decades of sea stories to tell, and is always searching for an audience to impress. He isn't a bad storyteller, but has problems sticking to the point.

His biggest fear is being exposed. Rathbone has carefully checked to see if anyone who could had have access to combat information survived the fight, and champions a drive to declare the wreck a war grave, forbidding any access to the site. So much of his self-image is tied up in the fantasy of himself as the true hero that he may crack if confronted with the truth.

Attributes: ST 11 [10]; DX 12 [20]; IQ 12 [20]; HT 10 [0].

Advantages: Military Rank 6 [30]; Reputation +3 [15]; Status 3 [5].

Disadvantages: Alcoholism [-15]; Odious Personal Habit (Tells long-winded stories) [-10]; Primitive -3 (TL7) [-15]; Secret (Not a hero) [-20].

Quirks Snaps at subordinates for no reason; Wears an out-of-date uniform. [-2]

Skills: Bard-14 [6]; Electronics Operation (Sensors)-12 [2]; First Aid-12 [1]; Leadership-14 [6]; Meteorology-12 [2]; Navigation-13 [6]; NBC Warfare-12 [2]; Savoir-Faire (Military)-15 [6]; Seamanship-15 [6]; Shiphandling-16 [12].

Quotes: "Ah, that reminds of the time that Lt. Petty and I were onboard the old *Kramer*, fine ship that, pity the Vargr sank her at her moorings, crime against nature that, a ship should go out fighting. Anyway, as I was saying . . ."

2nd Lt. Colin Kerr-Ardor

Unified Army of Glisten **60 points**

Colin Kerr-Ardor comes from a grand line of military officers. His father was Marshal of Glisten. His grandfather died in the Fourth Frontier War defending Esalin. His great-great grandfather commanded a division on Terra. All the way back to the Imperium's founding, there have been Kerrs in the line, fighting for the Imperium and glory.

Colin couldn't hate it more. Despite his family history, he's a complete loss as a soldier. His entry into Glisten's Military Academy came only because Dad made noises, and even then it was clear that Colin wasn't going into the family histories as one of the great Kerrs. He graduated in the middle of his class, due to his inability to adapt to military life.

Cadet Kerr-Ardor would have been happy to serve his four years in some finance office somewhere, but yet another of his father's friends pulled some strings and got him assigned to the artillery! Now not only was Colin trapped in this military nightmare, he was also wet, dirty, tired, and hungry. Even more string-pulling landed him in the 1st Glisten Artillery, the Hard Chargers. Normally, there's a two-year waiting list for this regiment. Not for the son of Gen. Kerr-Ardor.

Colin tries his best, but he just does not have what it takes to be an average soldier, let alone an elite officer. He finds himself being dug in deeper and deeper as his fellow officers turn their backs on him out of disgust. His greatest dream is to get out of the Army so he can turn to his true love: cooking. Colin is quite the chef, and wants to pursue it as a career. But he would never do anything to hurt his father, so he remains possibly the most miserable officer in the Unified Army of Glisten.

2nd Lt. Colin Kerr-Ardor stands 5'9" and is a skinny 150 lbs. He has short black hair and sunken eyes. He stands out among the men of the 1st Glisten Artillery because he is always just a bit behind everybody else. His uniform is never *quite* pressed, his boots are just a *little* below the standard. When nervous, he tends to repeat himself.

Colin is often found alone at the officers' mess. He has befriended the staff, and helps out in the kitchen. When with his unit, he commands a firing section of *Sunburst* missile sleds.

Attributes: ST 12 [20]; DX 9 [-10]; IQ 11 [10]; HT 12 [20].

Advantages: Fit [5]; Military Rank 3 [15]; Panimmunity [5]; Status 2 [5].

Disadvantages: Duty [-15]; Easy to Read [-15]; Edgy [-5].

Quirks: Pats self down before going out; Repeats himself. [-2]

Skills: Administration-10 [1]; Armoury (Vehicular weapon)-11 [2]; Brawling-9 [1]; Cooking-15 [8]; Engineer (Combat)-10 [2]; Forward Observer-11 [2]; First Aid-10 [1/2]; Gunner (Beam)-10* [2] (Guided missile)-10* [2]; Guns (Light auto)-10* [1]; Leadership-10 [1]; Mechanic (AFV)-10 [1]; NBC Warfare-10 [1]; Piloting (Grav)-9 [2]; Savoir-Faire (Military)-10 [1/2].

Quotes: "Um, sir? Could you go over that again?"
"Aw, man! We can't be that lost!"
"986 days, 10 hours, 30 minutes until I'm out. Thank the Stars."

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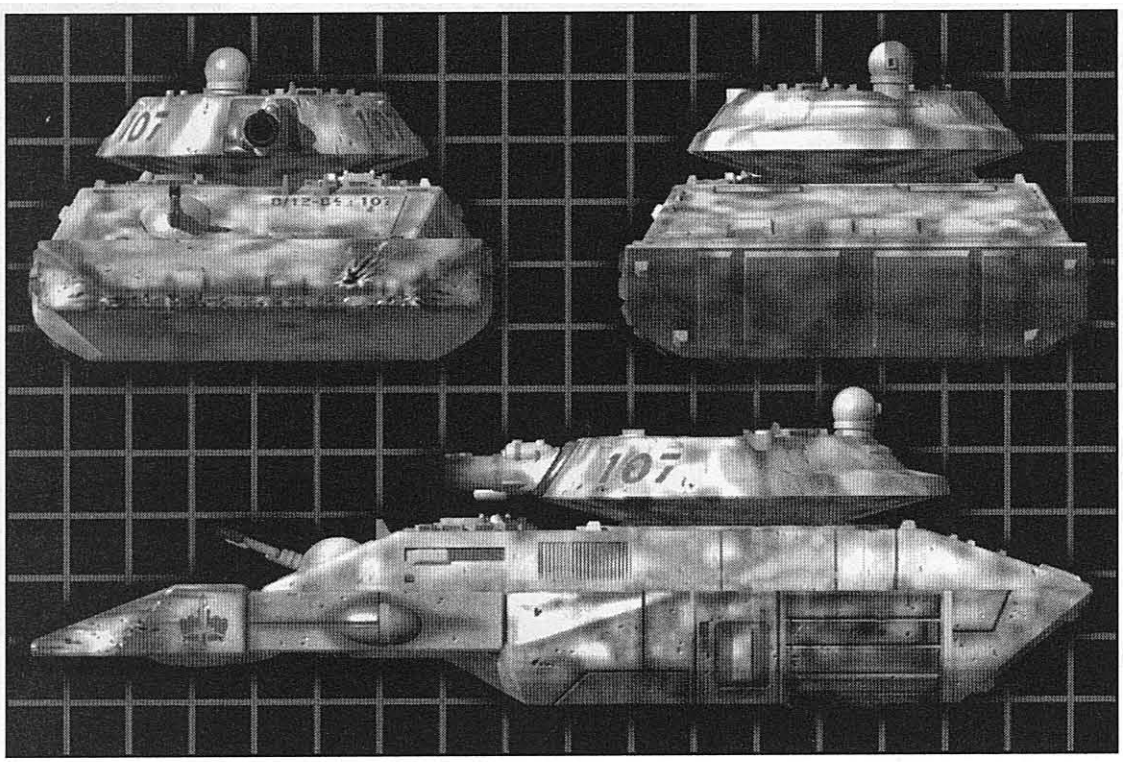

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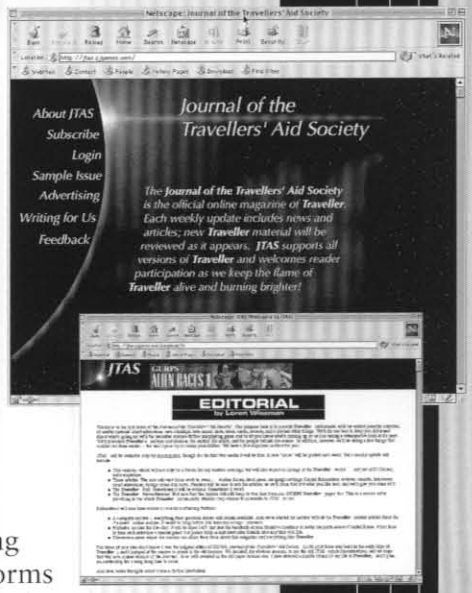

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