CYCLOPS TRANS-LITTORAL COMBAT WALKER
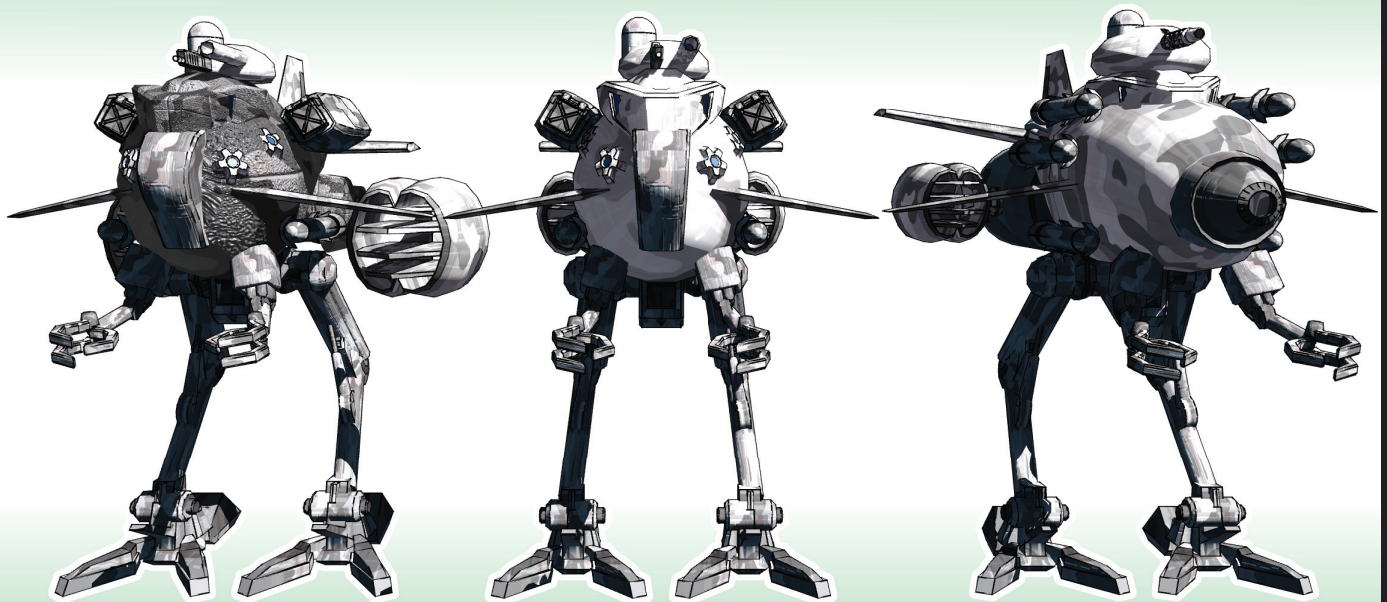

A micro-supplement for Traveller. Requires the Mongoose Traveller Core Ruelbook

Colin Dunn

Cyclops Trans-Littoral Combat Walker

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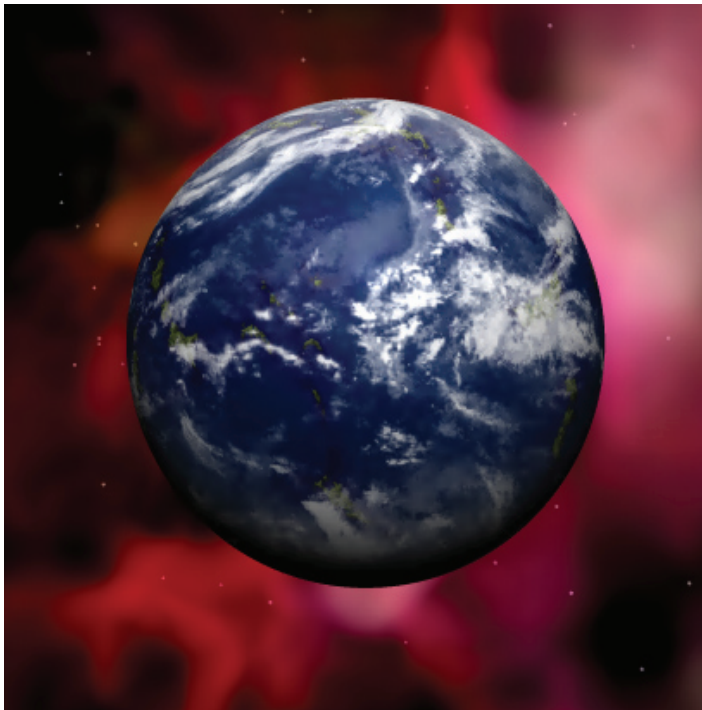Cartography: Colin Dunn
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Special Thanks to: Marc Miller, Loren Wiseman, Lester Smith, and all those who have gone before on the Traveller road

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Dedicated to my wife and partner, Julia

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TRAVELLER
Compatible Product

Cyclops Trans-Littoral Combat Walker

The shallow-water boundary between the ocean and dry land is a complex area for military operations. The water is too shallow for conventional deep hulls and large submarines, and the murky water and shifting seabed provide many hiding spots and ambush sites for fighter subs and mines.

In the face of this environment, inserting troops onto a hostile shoreline becomes a difficult task. Aircraft ruin the element of surprise, and are subject to counterattack from missiles, directed energy weapons, and anti-aircraft railguns. Most small subs capable of landing troops are not capable of carrying combat walkers to support them, and are seldom capable of delivering troops right to the shore. Conventional combat walkers are rarely designed to handle any sort of depth, and maneuver poorly in water. Even the add-on swimmer pack for the M-80 did little to help, and it remained an easy target for fighter subs and Attack ROVs.

Combat Walkers are larger than battledress, and are designed to provide heavy fire support to infantry, while carrying enough armour to survive the inevitable concentration of fire they end up drawing upon themselves. The Cyclops continues this role, heavily armed with a water-capable laser cannon, a machine gun, and an assortment of missiles and/or torpedoes to provide heavy point fire.

The Cyclops was developed to address this issue, and is essentially a small fighter sub that can walk. Its function is geared primarily towards underwater usage, and it somewhat clumsy and

awkward on land. However, when used to secure a beachhead, and provide support for light expeditionary forces, it excels. Once more conventional forces are able to land, the Cyclops can return to its element, guarding the shoreline.

In the Imperial assault on Shigema, Imperial Marines landed in conventional battledress. While they were able to control the few land-locked facilities on the world, the underwater facilities were lost to them, largely because of vehicles like the Cyclops and its deep-water fighter sub brethren. Only after Imperial forces were able to bring in specialist troops, with the much more advanced Orca undersea combat suit, were the defenders pushed back to their abyssal cities.

On the other side of human space, a tin-pot dictator by the name of Tylin III, on the world of Ganalon V, bought enough Cyclops to outfit a battalion. However, Ganalon V has almost no water to speak of, and the ungainly Cyclops were no match for the purpose-built ground walkers and higher-tech battledress employed by his adversaries. Some units "retrofitted" their Cyclops by pulling out the marine drive units, making the walkers lighter, better balanced, and able to provide more power to the legs. These modified walkers, coupled with the firepower inherent in the design, were substantially more successful. In the end, though, Tylin and his forces were defeated.
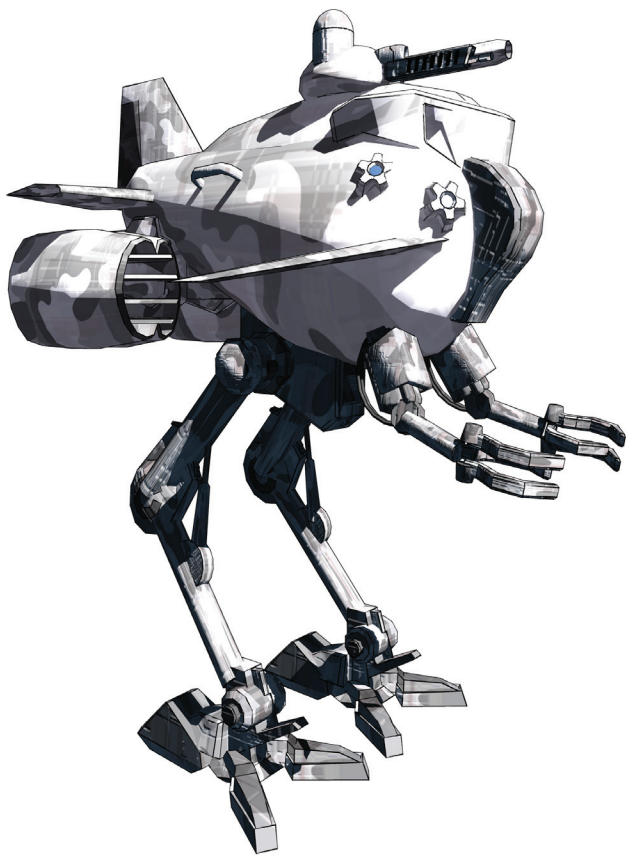
It is rated down to 100 meters, with an absolute crush depth of 500 meters. In an emergency, the top of the hull can be released with explosive bolts, and in theory the operator could escape. An emergency rebreather with 10 minutes of air is provided for this. However, since the walker is kept at surface pressure, any escape attempt at a depth greater than about 10 meters would result in the bends and could even be fatal.

Sensors
Underwater, the Cyclops maintains a suite of acoustic sensors, both active and passive, and couples them with an active blue-green LIDAR array, magnetic anomaly detectors, ion sniffers, and passive thermals. Out of the water, the walker relies on a suite of passive sensors, incorporating visual, low-light, thermal and infrared. Active sensors are available, but are rarely used due to the inherent risk.

Communications
A Cyclops can maintain LOS blue-green laser communications up to 500 meters from the vehicle. Radio is also available at very shallow depths, or on the surface.

Power
The Cyclops derives its power from a closed-cycle hudrogen/oxygen fuel cell. The cell contains enough fuel to run all the walker's systems for about 12 hours.

Drive System
Feeding from the walker's power cell, the two electronic tunnel drive units accelerate water with no moving parts and very little noise, most of which gets drowned out by background noise or cancelled by the active anti-acoustic system. Underwater the Cyclops can manage 20 km/h. On land, the two computer-controlled legs can move the walker at a brisk, if jarring, 60 km/h. If the Cyclops is knocked over, an automatic retrieval program can roll the walker around until it can get its legs back under it. On land, the Cyclops suffers a -1 DM to all drive rolls due to its ungainly design.

Weaponry
The stock Cyclops is armed with a 120 MJ blue-green combat laser in a small remote turret on top of the walker. The blue-green laser is capable of firing underwater, albeit at a reduced range, as well as on the surface. Secondary armament includes a 6mm machinegun in the turret, with 600 rounds of ammunititon, which can only fire when the turret is above water. Heavier firpower is provided by 2 mini-torpedoes and 2 anti-armour tac missiles mounted externally on the walker's hull.

Defense
The walker's armour is supplemented by an advanced anechoic coating, which, along with its electronic drive system, renders it virtually silent to acoustic sensors of its Tech Level or lower. The active anti-acoustic system cancels out whatever noise the walker does make, at least while underwater. It cannot cancel the walker's noises once it starts to actually walk, especially on land.
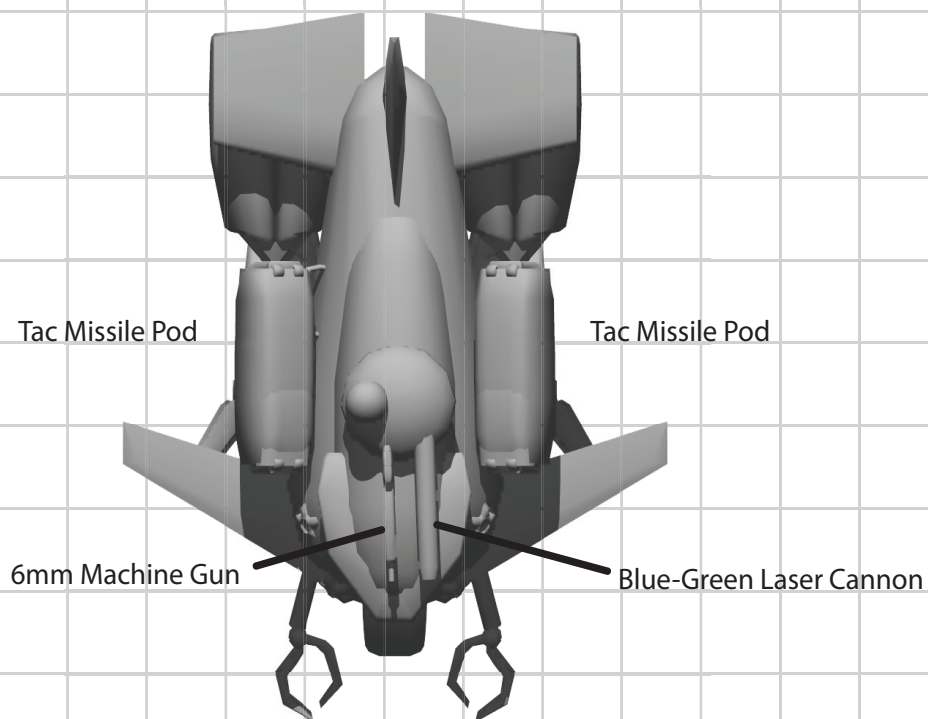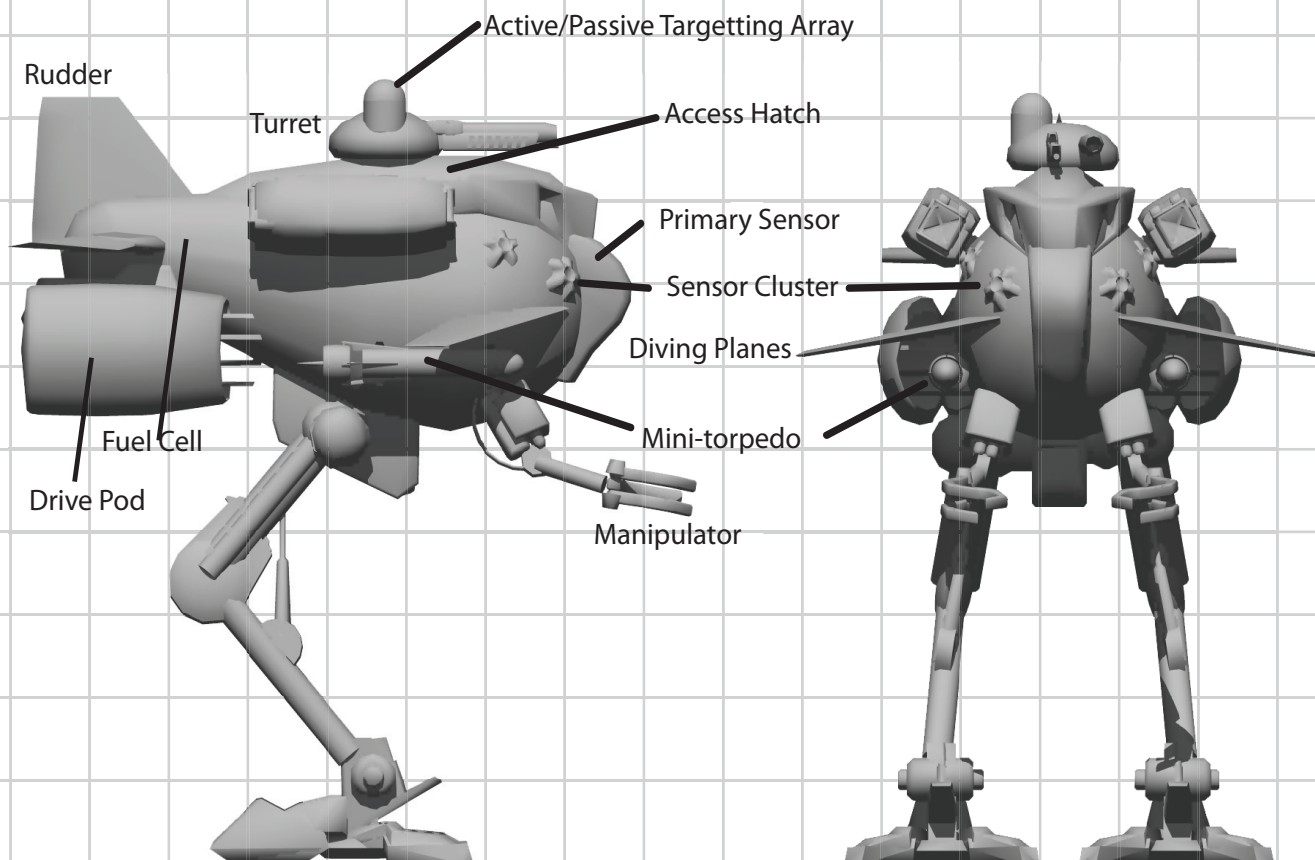

Cyclops Combat Walker

TL	11
Skill	Drive (Walker), Seafarer (Submarine)
Agility	-1 (land), 0 (water)
Speed	60 km/h (land), 20 km/h (water)
Crew	1
Open/Closed	Closed
Armour	8
Hull/Structure	2/2
Weapons	blue-green laser cannon, 6mm machinegun, 2 mini-torpedoes, 2 tac missiles
Options:	On-board computer (Intellect/1, Expert (Heavy Weapons)/1), Auto-pilot (submarine mode only), sealed, stealth

Control
The Cyclops is not a suit. It is a small walking vehicle, with actions of the legs controlled by the onboard computer. The two arms, mounted far forward, are controlled by a tele-presence rig in the small, cramped cockpit, but the relatively fragile arms are generally kept folded up in their internal bay.

Life Support
The Cyclops can provide 8 hours of life support for its operator.

Rudder

Active/Passive Targetting Array

Turret

Access Hatch

Primary Sensor

Sensor Cluster

Diving Planes

Fuel Cell

Mini-torpedo

Drive Pod

Manipulator

Tac Missile Pod

Tac Missile Pod

6mm Machine Gun

Blue-Green Laser Cannon

SW-22 "Cyclops"
Trans-Littoral Combat Walker
Height: 2.7m at rest
Length: 2.2m
Mass: 800kg
Power: 500 kW closed-cycle fuel cell
Drive Systems: 2x Gavin T20 MHD tunnels
Communications: Spassky L-20 lasercomm, MilTech M-9 tac radio
Sensors: Soroyama active/passive phased sonar array, Buhl HB MAD sensor, RS-90 thermal/visual optics package
Life Support: 12 hours closed-cycle regenerative system
Weapons: Rostov Optics 120 MJ blue-green laser cannon, Rheinlander MG-75 6mm machinegun, 2 Hellwinder tac missiles, 2 Moray mini-torpedoes

Take a Walk on the Wild Side

Jon Latimer, mercenary operator with the Carlson Crusaders:
We've been using the Cyclops for about 6 years now, in this long-running gig we got going on Owen's Lament for General Petro Corp. The suits in charge hired us to keep the sea-folk from over-running their oil platforms. Between you, me, and the wall, the sea-folk are nicer people, but hey, we're not paid to be nice.

Despite the name, the sea-folk had no deep-water stuff, just some small surface skimmers that could dive to 3-4 meters, just deep enough to not show a wake on the surface. Each skimmer carried somethin' like a homemade Mk12 torp, over 200kg of high explosive. That was it, though, nothin' else.

I know a guy, real hotshot. One time a skimmer fired its load, and was turning for deeper water. He shot the torp with his laser, killed it outright, and then did a sprint and caught that skimmer as it was running for the surface. I'll be damned if he didn't unfold the Cyke's arms and grab holda that skimmer. Ripped the canopy right off, too. Then the pilot's head. Poor folkie never know what hit him.

Me and coupla other operators dry-gulched that hotshot behind the bar that night. He never knew what hit him, either. We have to kill the sea-folk, it's our job. But we don't have to be freaks about it.

Sometimes the sea-folk tried to attack the offices and barracks on what passed for a mainland on this planet, and then we would take to the sand. Cykes kinda waddle out of the water, but they do alright. The folkies never brought enough firepower to do much to a walker, though I remember one time, a folkie buried himself in the sand, and when a waler came near, he popped up a slapped a satchel charge on it. Blew the leg clean off. Folkie got away clean, too. I couldn't bring myself to shoot someone with stones like that. The operator was unhurt, just rattled. We started being extra-careful in the sand after that.

With the Cyclops, and that laser, it was like shootin' fish in a barrel, if you get my drift. We never lost a single Cyke, or platform, until last week, when the sea-folk done went and hired their own mercs, with a bunvh of Narwhal fighter subs. Now we have ourselves a real war.

A Cyke can hold a fighter sub in shallow water, but the fighter is way faster in the deep. And even if the fight is going badly, a fighter can kick in it's supercav drive, and it's outta there. We almost lost a couple of Cykes to a Narwhal's shockwave two days ago. So we're in trouble with the platforms, but they still got nothin' that can touch us on land. So the Major left yesterday to track us down some Polyphemus hulls. Like a Cyke on steroids, those are. Then we can start Narwhal hunting.

walking vehicle.

Life Support
The Poly can provide 16 hours of life support for its operator. It is rated down to 1000 meters, with an absolute crush depth of 5000 meters.

Sensors
The Poly mounts a suite of sensors effectively indentical to the Cyclops, though a bit more advanced.

Communications
The Poly features a more powerful and secure commo suite than the older Cyclops. Lasercomm range is up to 1000 meters underwater, while radio is also available at very shallow depths, or on the surface.

Power
The fuel cell on the Poly is much larger than the one on the Cyclops, and has greater endurance. The closed-cycle fuel can provide power for all of the walker's systems for up to 18 hours.

Drive System
In addition to the electronic drive units, which, while larger, are identical in function to the drives on the Cyclops, the Polyphemus also sports a supercavitation drive system. The rocket motor has enough fuel for 15 minutes, sufficient for high-speed intercepts or escapes. Due to its larger size, the Poly is more clusmy on land than the Cyclops. It suffers a -3 DM to all control rolls while on land.

Weaponry
The Polyphemus replaces the turret-mounted laser and machine gun with a single plasma gun. While this increases its firepower out of the water, the plasma gun is worse that useless underwater, necessitating multiple safeties. Safety interlocks prevent it from being fired while underwater. Bypassing the safeties and firing the weapon will result in a steam explosion at the barrel of the gun. The steam explosion does 6D6 damage with a radius of 4D6 meters.

For underwater use, the Poly mounts 6 mini-torps, and is capable of carrying 2 standard Mk12 torpedoes. However, the Mk12 cannot be carried while in walker mode, as they are too heavy and awkward for the walker's suspension to handle.

Defense
The walker's armour is supplemented by an advanced anechoic coating, which, along with its electronic drive system, renders it virtually silent to acoustic sensors of its Tech Level or lower. The active anti-acoustic system cancels out whatever noise the walker does make, at least while underwater. It cannot cancel the walker's noises once it starts to actually walk, especially on land.

Polyphemus Combat Walker

TL	12
Skill	Drive (Walker), Seafarer (Submarine)
Agility	-3 (land), 0 (water)
Speed	50 km/h (land), 40 km/h (water), 500 km/h (supercavitation mode)
Crew	1
Open/Closed	Closed
Armour	12
Hull/Structure	3/3
Price	
Weapons	PGMP-12, 6 mini-torpedoes, 2 Mk12 torpedoes in water
Options:	On-board computer (Intellect/1, Expert (Heavy Weapons)/1), Auto-pilot (submarine mode only), sealed, stealth, extended life support, heavy armour

The Polyphemus (Poly, for short) is a more advanced version of the Cyclops, built at a higher tech level. It incorporates better armor, better sensors, and a faster drive system, both in and out of the water. One notable addition is a short-ranged supercav drive, allowing it to keep pace with, or escape, fighter subs. Even more so than the Cyclops, the Polyphemus is a fighter sub with legs.

Control
Like the Cyclops, the Polyphemus is not a suit, but rather a small
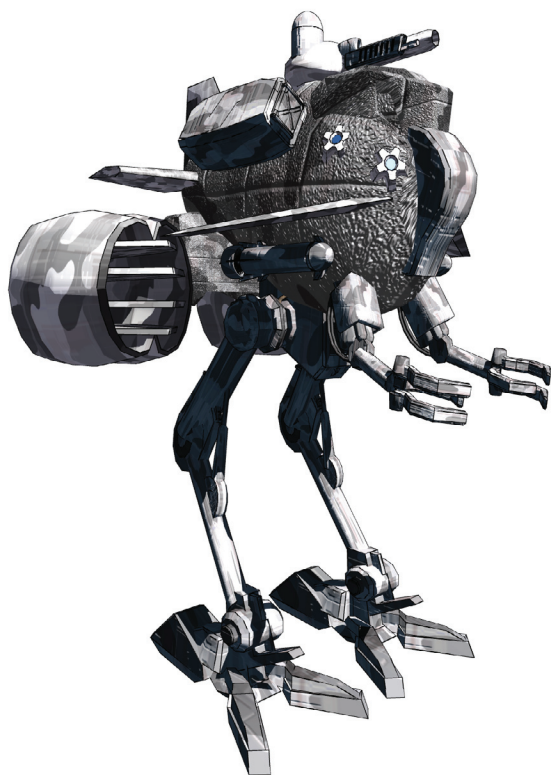
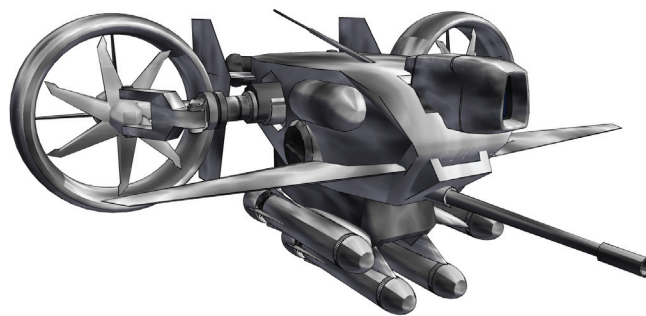meters. Absolute crush depth is 1000 meters.

Power:

In order to provide enough power for the enhanced drive system and the additional life support, the Mk2 is supplied with a larger, more powerful fuel cell. This closed-cycle fuel cell has 24 hours of endurance at normal power loads.

Between the larger fuel and the more extreme depths at which the Mk2 is expected to operate, the decision was made to remove the emergency escape system found on the standard Cyclops. This frees up enough space for the larger cell.

Drive System:

The twin electronic drives pull roughly double the power from the fuel cell as the units on the original Cyclops, but they can drive the Mk2 at up to 35km/h underwater. Due to the weight and altered balance of the Mk2, the feet were made substantially larger, in an attempt to make it more stable. However, between the drive units and the feet, it is noticeably more awkward on land than the standard model. The Mk2 suffers a -2DM to all

Cyclops Mk2 Combat Walker

TL	11
Skill	Drive (Walker), Seafarer (Submarine)
Agility	-2 (land), 0 (water)
Speed	60 km/h (land), 35 km/h (water)
Crew	1
Open/Closed	Closed
Armour	12
Hull/Structure	3/2
Price	
Weapons	blue-green laser rcannon, 6mm machinegun, 2 mini-torpedoes, 2 tac missiles
Options:	On-board computer (Intellect/1, Expert (Heavy Weapons)/1), Auto-pilot (submarine mode only), sealed, stealth, extended life support, heavy armour

The Mk2 is designed for deeper operationsthan the standard Cyclops, and features an improved crush depth, faster underwater drive system, bigger power cell, and longer life support. It is slightly bigger than the standard Cyclops, and even clumsier when on land. Armament remains the same.

Life Support:

The Mk2 has 16 hours of life support, and a safe depth of 500

KPR Jg-57 "Jester" AROV

TL	11
Skill	Seafarer (ROV)
Agility	0
Speed	30 km/h
Crew	1 operator
Open/Closed	Closed
Armour	2
Hull/Structure	1/1
Price	Cr45,000 + weapons
Weapons	blue-green laser cannon, 4 mini-torpedoes
Other:	Strength: N/A (0) Dexterity 8 (+0) Intelligence: 4 (-1) Education: 5 (-1) Social Standing: 0 (-3)
Traits:	Integral System (acoustic sensors), Integral System (MAD Sensor), Inegral System (comm., A/V), Integral System (blue-green laser cannon), Specialized Computer/1 (running Intellect/1 and Laser Rifle/1 and Heavy Weapons/1)

Drive rolls while on land.

Attack Remote-Operated Vehicles (AROVs) are remote-controlled miniature attack subs. Since they don't need life-support or operator space, they are very small and cheap.

The typical AROV carries a blue-green laser rifle fixed forward, and a brace of four mini-torpedoes. While it doesn't require a remote human operator, it usually performs better if it has one.

Drive System:
A pair of small ducted propellers drive the AROV. While much noisier than the silent electronic drives of the Cyclops, they are far cheaper, too. AROVs are good down to about 2000 meters.

Power:
Power is provided by a battery, good for 8 hours of operation at cruising speed.

Sensors:
Active and passive acoustic, visual, and magnetic anomaly detection.

Control:
To maintain operator control, an AROV must either be above 5 meters depth for radio, or within 500 meters of a blue-green laser buoy. Otherwise, the AROV must operate independently, based on the last commands issued. In most jurisdictions, attack commands must come from an operator, and weapons are supposed to be locked while in autonomous mode. (Law lever 4 or higher)

New Weapons

Blue-green laser cannon
The blue-green laser cannon is specifically tuned to operate underwater. Keeping to the blue-green wavelengths minimizes absorption by the surrounding water, though the range is still sharply curtailed while underwater. The first row in the chart is for use out of water, the second for use in water.

TL	Range	Damage	Auto	Recoil	Mass	Cost
11	Rifle	6D6	No	No	55kg	15,000
	Assault	4D6	No	No		

Moray Mini-torpedo
The mini-torpedo is a 50kg weapon, powered by a small super-battery and a single high-speed propeller. The 15kg warhead packs a great deal of destructive potential, and can easily sink small patrol boats and fighter subs. Speed: 50 km/h

TL	Range	Damage	Auto	Recoil	Mass	Cost
11	Rocket	6D6	No	No	50kg	10,000

Mk12 supercav torpedo
The heavy Mk12 supercav torpedo uses supercavitation and a rocket engine to achieve extremely high speeds underwater. They are almost impossible to evade, and the only real defense is to intercept them or spoof them. The 500kg high-explosive warhead can take out practically any vessel or structure. Speed: 800 km/h

TL	Range	Damage	Auto	Recoil	Mass	Cost
11	Rocket	10D6	No	No	2000kg	15,000

New Skills

Seafarer (New Specialty)
ROV - ROV is the skill of piloting Remote Operated Vehicles and Attack Remote Operated Vehicles

Drive (New Specialty)
Walker - Walker is the skill of driving walking vehicles, including combat walkers, cargo handlers, and exploratory walkers
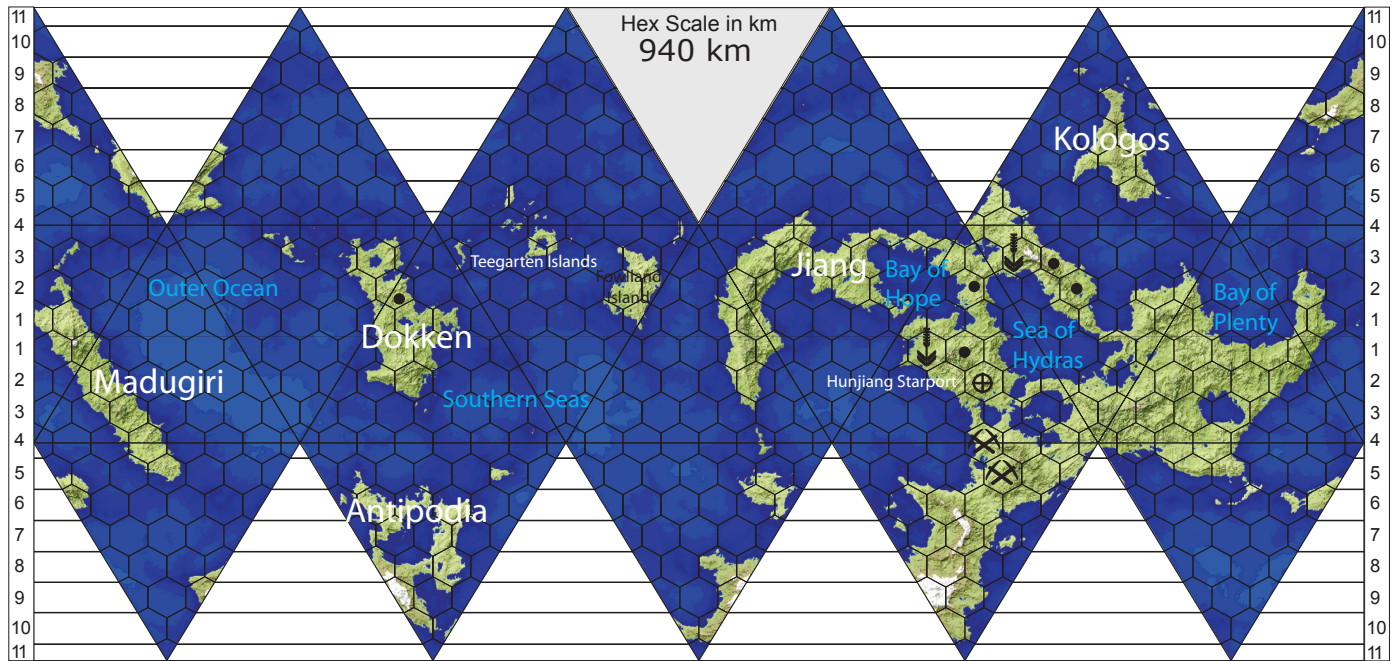
World Name:		UWP
Cabal		**B-776655-A**

Legend

⊕	Spaceport	↓	Farming	⛰	Heavy Industry	≡≡≡	Solar Power Rectenna
●	Major City	⚒	Mining	⌐	Fusion Plant	⛴	Military Base

Adventure Seed 1:

Echandra Chu is the clone-daughter Jacob Chu, the chairman of the Hansu Heavy Industrial Corporation on the world of Cabal. She has gone missing while sailing the remote Teegarten Islands chain in the Jainu Ocean. She was last seen six days ago with her grav yacht, picking up supplies in the port of Gelt, on Teegarten Vee. The dockside vendor reported that she ignored warnings not to continue further down the island chain, citing reports of pirates and missing fishing boats. Her reply was to merely wave as her yacht floated serenely off with the prevailing light wind.

The ORCA Marine group is an engineering corporation on Cabal, and is currently employing some off-world operators in its deep engineering division. Hansu has approached ORCA about seconding this talent in their search for Echandra. They have another grav yacht, and 5 Cyclops walkers, to offer, along with Cr50,000 each if she is recovered alive.

Options:
1 She was captured by pirates, and a straightforward rescue is in order. The pirates are numerous, but relatively poorly equipped.
2 She was actually captured by a rival corporation, hoping to use her to bypass the DNA-based biometric security at a research post not too far north of the Teegarten Islands.
3 She isn't kidnapped at all. During a drug-fueled binge, she simply fell of her boat. Her Personal drone deployed a line and towed her to a nearby island, but its commlink was damaged in the process.

4 She made herself "disappear," meeting her lover in the islands, setting her boat adrift, and then camping out with him on one of the more remote islands. He has a 10-ton launch, which they can use to escape completely.
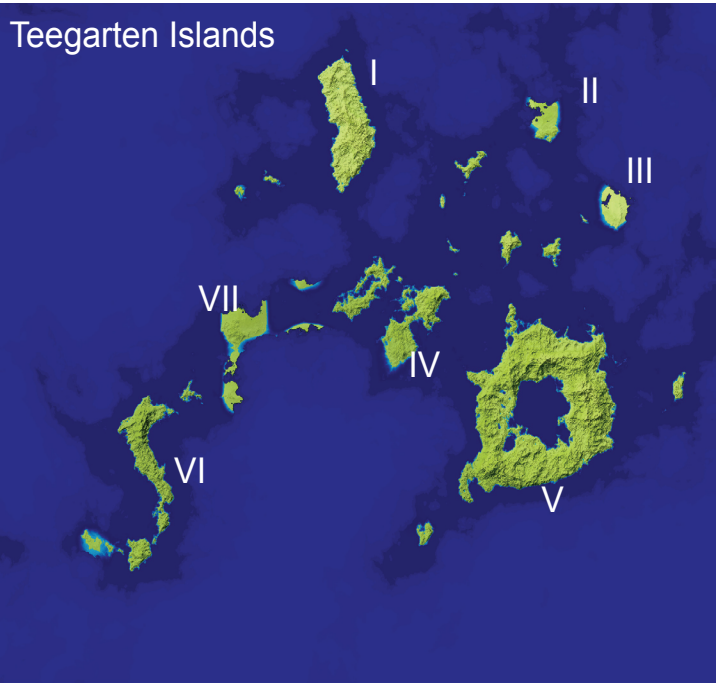
World Name:		UWP
Owen's Lament		**C-77A752-8**
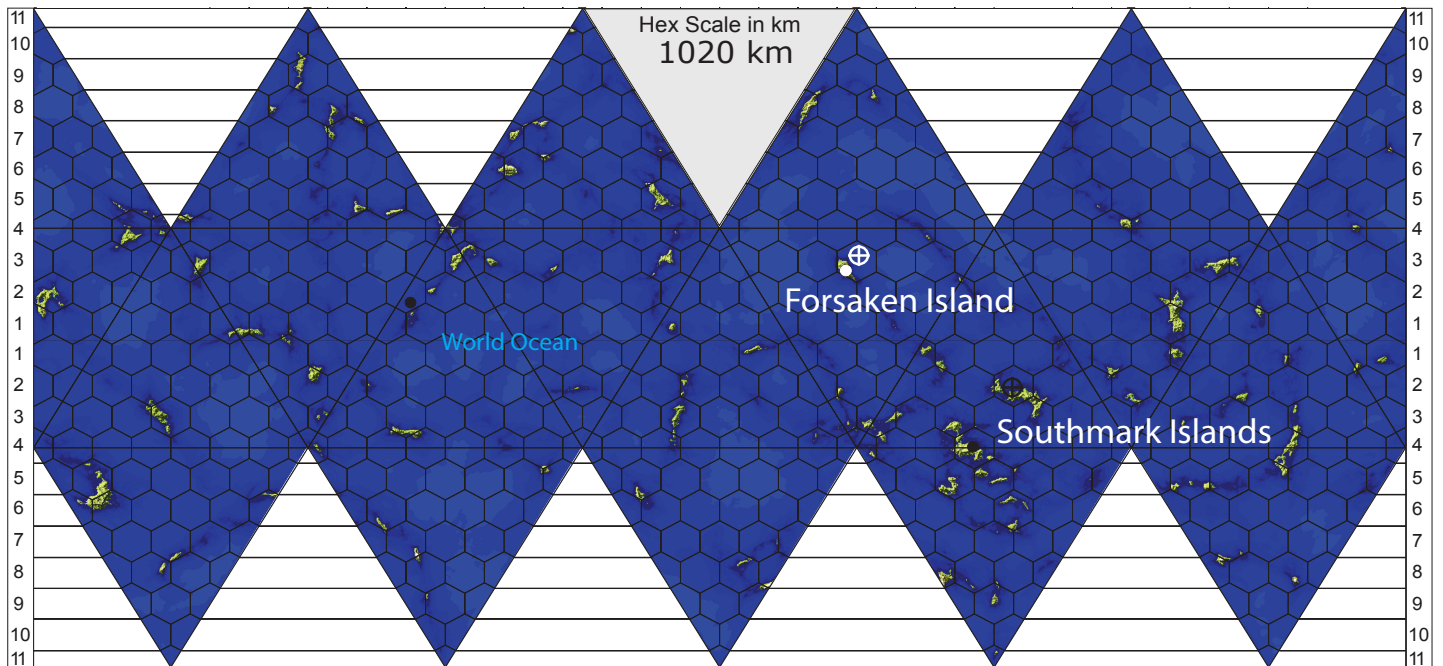
Hex Scale in km
1020 km

Forsaken Island ⊕

World Ocean

Southmark Islands

Legend

⊕ Spaceport   ⬇ Farming   🏭 Heavy Industry   Solar Power Rectenna

● Major City   ⚒ Mining   ⌐ Fusion Plant   Military Base

Adventure Seed #2

The Sea Folk of the world of Owen's Lament need to hire mercenaries. They simply don't have the technological capability to go up against General Petro Corp and its mercenaries. While they have retained the Sea Wolves to provide fighter subs and deep-sea capability, they still don't have the ability to take the fight to General Petro's HQ on Forsaken Island. They now need more conventional troops, and the first mission will be to steal some Cyclops combat walkers from the mercenary compound.

Once they have some walkers, they can take the fight to the General Petro HQ, or any of the drilling platforms.

On the first night without a moon, the Sea Wolves will use a modified fighter sub to insert a commando team on Forsaken Island, about 6 km frm the mercenary compound. It will wait for 4 hours.

The mercenary compound consists of a bunch of quonset huts for living quarters, a few larger ones as staff and office building, and a big quonset that is used as a maintenance depot. Several smaller quonsets huts arranged around the maintenance hanger hold spare parts. The walkers themselves are stored outside, under cloth shelters.

The base defenses consists of a minefield around the outer fence, a roving patrol of two men and a couple of dogs, 2 walkers waiting on alert, and a pair of mass-driver cannon turrets, for both anti-aircraft and anti-armor fire support.

All the PCs have to do is get past the minefield, through the fence, steal a bunch of walkers, hopefully damage a bunch more, get out again, and make it back to the sea.

Piece of cake.
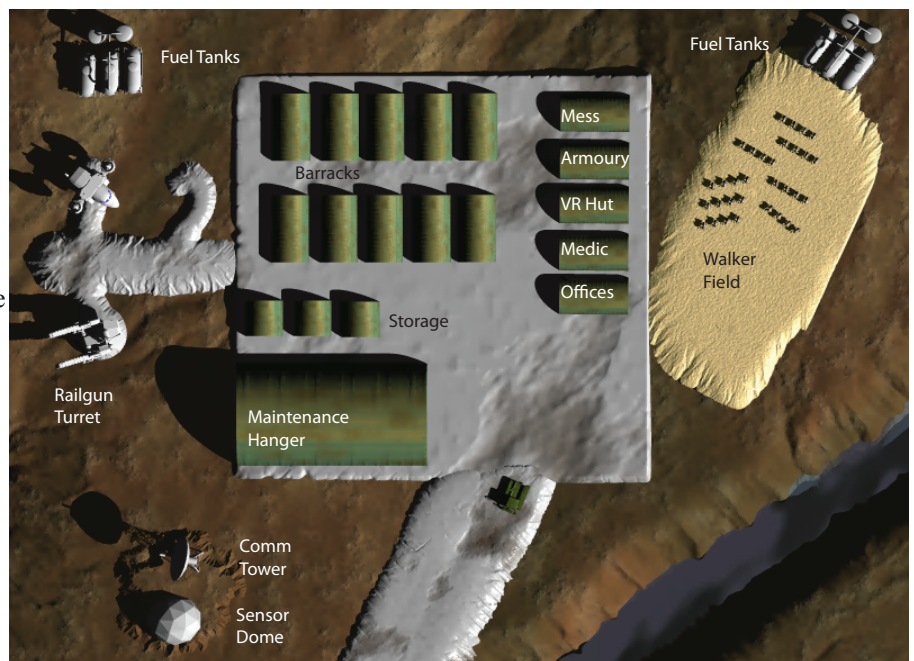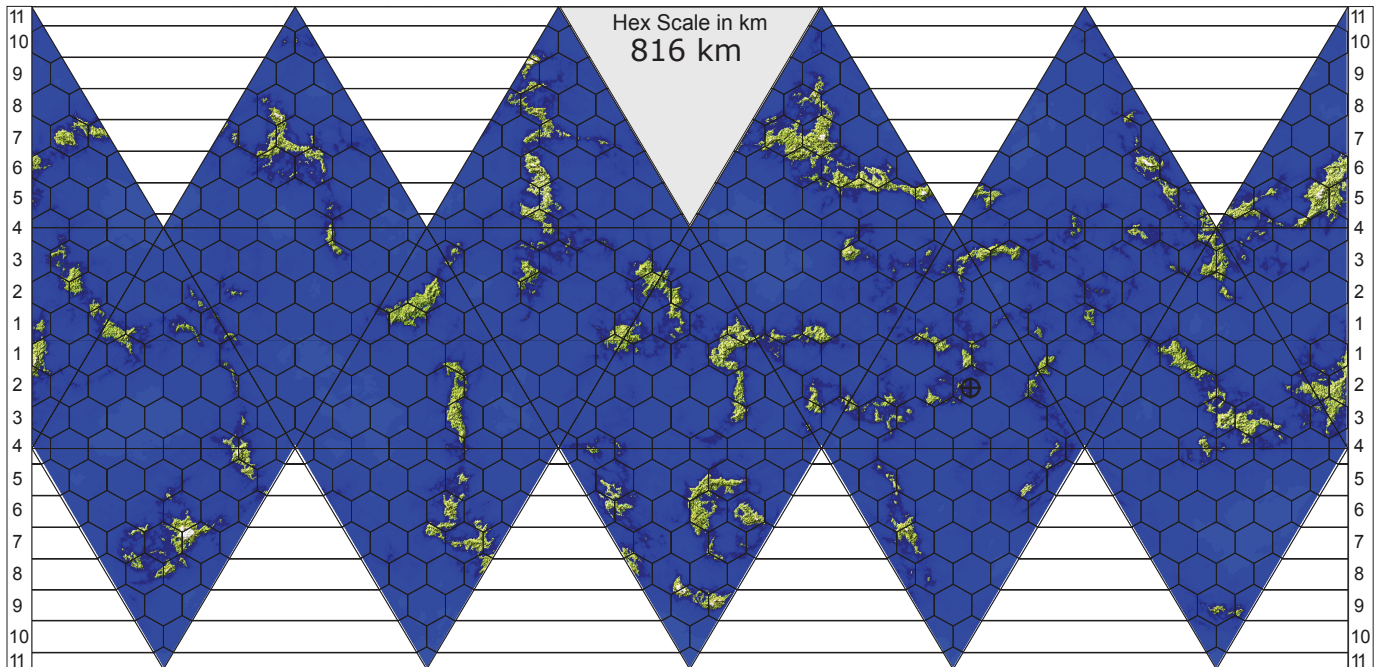
Hex Scale in km
816 km

Legend

⊕	Spaceport	↓	Farming	🏭	Heavy Industry	▦	Solar Power Rectenna
•	Major City	⚒	Mining	🏭	Fusion Plant	🛥	Military Base

Adventure Seed #3

The Scouts have recently released the watery world of Tempest to active exploitation. Within six months,The OceanHarvester Group landed the immense (20,000 ton) mobile base *Charybdis*. Capable of diving to 10,000 meters, or ascending into orbit, and able to support a host of smaller submarine harvesters, one of these vessels can strip a world bare of sea life in a short period of time.

For five months, *Charybdis* and its fleet operated with no problems. Once every month, the mobile base would rise out of the water and into space to meet with a transport ship to off-load it's cargo bays full of frozen sea food. On the last visit by the transport, there was no contact from the surface. A security team from the star ship found the *Charybdis* floating in the open sea, her cargo holds empty, all subcraft missing, and blood everywhere. Overnight, the security team disappeared as well.

OceanHarvester cannot find another crew to man the *Charybdis*, and is losing money like water from a fire hose.

The PCs have been hired to board the *Charybdis*, and figure out the mystery. OceanHarvester will provide Cyclops MK2 and Polyphemus suits, and any weapon short of a fusion gun.

Notes on the world of Tempest: Tempest, is a small, low-gravity world with frequent, ferocious storms. The atmospheric taint is due to the heavy concentrations of various metallic salts in the air whipped up from the ocean by the storms

Options:

1   A radical environmental group attacked the *Charybdis* using a combination of hunter-killer drones and Cyclops combat walkers. Their goal is to save the planet from OceanHarvester stripping the oceans bare. They have a submarine loitering close to *Charybdis*, and a good sensor operator in a Polyphemus suit should be able to find them.

2   As above, but it is a rival fishing conglomerate. They have a merc cruiser grounded and camouflaged on an island nearby.

3   The Scouts missed something in their survey, a monster of the deep that has lots of little monsters living commensally on it. It destroyed the subcraft, while the little monsters swarmed the ship and killed (and ate) everything on it, including the fish in the cargo bays. The big one then laid eggs on the underside of the ship, and is lurking not too far below. Six weeks after the initial attack, they will hatch into a swarm of hungry little monsters.

Type	Habitat	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Unknown							
Killer (Carnivore)	Deep Ocean Swimmer	80	8	70	1	6	1
Melee (teeth) 3, Survival 1, Atheletics (co-ordination) 1, Stealth 1							
Teeth: 10D6, Thrasher: 8D6. Thick Hide:18. Number Encountered: 1							
This gargantuan predator feeds on the numerous oceanic mega-fauna of its homeworld. It carries a community of vicious scavengers with it, in burrows and lairs in its outer hide							

Type	Habitat	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Unknown							
Eater (Carnivore)	Deep Ocean Swimmer	12	10	8	1	8	12
Melee (teeth) 3, Melee (claws) 2, Survival 1, Atheletics (co-ordination) 1, Stealth 1							
Teeth: 1D6, Claws: 3D6. Thick Hide: 2. Number Encountered: 3d6							
These terrifying creatures live in folds and burrows within the thick, blubbery hide of the Killer, above. Whenever it kills, they swarm out to pick up the leftovers. Against small targets, they will often attack first.							

Into the Depths...

Combat Walkers are the precursors to modern battledress, and for a while, exist alongside the smaller suits as heavy fire support. This micro-supplement for Traveller, written by the author of 2320AD, examines a special-purpose combat walker called the Cyclops. The Cyclops is designed for littoral (shallow-water) environments, and serves as heavy fire support for troops along the shore.

This book includes stat and details on the Cyclops, along with two variants, the Cyclops Mk2, and the Polyphemus. Additional information is provided on new vehicular weapons, new skills, and a new robot, the Attack Remote-Operated Vehicle.

Three adventure seeds complete the book, each with detailed world map and adventure notes.

This book requires the use of Mongoose Publishing's core Traveller Rulebook.

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