

For Referees Only

EPIC Adventure 6
Mercenary Cruiser

TRAVELLER²⁰
*Science-Fiction Adventure in
the Far Future*

QLI/RPGRealms

CT - Classic Traveller
T20 - Traveller20
Gateway Domain

EPIC Adventure 6
Mercenary Cruiser

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QLI/RPGRealms
2307 Brafton Ct.
Acworth, GA 30101
<http://www.TravellerRPG.com>
<http://www.RPGRealms.com>

Traveller for the *d20 System*
Science Fiction Adventure in the Far Future

AUTHOR
Michael Taylor

SUBSECTOR MAP
Shane McLean

DECKPLANS AND MAPS
Michael Taylor

TRAVELLER LINE EDITOR
Martin J Dougherty

EDITOR/PROOFREADER
Jason "Flynn" Kemp

MERCENARY CRUISER ART
Bryan Gibson

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About This Book

This book contains a background history of the *Javelin* class Mercenary Cruiser, including deckplans and an adventure for *Traveller* based around a *Javelin* class Mercenary Cruiser.

This book contains a minimum of general background data and sufficient specific background to allow it to be used without reference to any other setting or adventure book. The adventure is presented in the standard 'EPIC' format developed by Marc Miller, creator of the *Traveller* game. It can be played straight out of the book or adapted to fit into an ongoing campaign.

It is possible to think of this adventure as being similar to the key episodes in a season of a TV series. Unrelated episodes can be slipped in between the key ones, but eventually the story will reach the series finale. Of course, there may well be another series, and so other adventures may follow this one.

The Mercenary Cruiser adventure is set in the Gateway Domain setting described in the QLI Gateway To Destiny sourcebook. Possession of this sourcebook will be useful but is not necessary for enjoyment of this adventure. Indeed, the adventure could be set in almost any game universe with just a little tweaking.

THE COLOR CODE

The *Traveller Epics* adventure series includes material set in the various major eras and settings of the Official *Traveller* Universe. While any of them can be tweaked to fit another region, era or even a totally different setting, each Epic sits best in its 'home' setting. To allow the home setting of any given book to be quickly determined, a color code is used for the cover-edge and central stripes. Books are coded as follows:

- 993-1000 period: Blue
- 1107-1116 period: Red
- New Era (1248) period: Orange
- Generic or one-off: Green

WHAT YOU NEED TO PLAY

Please note that this is not a standalone Adventure. It requires that you have access to a set of Traveller rules. The adventure was created for use with the T20 rules system from QLI and the original Classic Traveller rules, but can easily be converted to other versions of the game or even other rules systems.

Assuming you intend to run this adventure with the T20 rules, you will require at least the T20 Lite rules from QLI. We recommend the following:

- The Traveller's Handbook (T20 Core Rulebook) plus either the T20 Player's Book or a d20 system core rulebook such as the *Dungeons & Dragons™ 3rd Edition Player's Handbook*.
- One or more of each of the following types of dice: four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20).
- Pencil (or pen) and paper for keeping notes about your character and the adventure. Graph paper is also recommended for making maps of places your character has visited.
- If you enjoy playing online, or are interested in playing *Traveller* online, you should also have a copy of *GRIP: Traveller*. *GRIP* (Generic Roleplaying for Internet Players) will allow

a Referee and up to eight players to get together via the Internet or a local area network (LAN) and play *Traveller* (or any other RPG) no matter where they are located physically in the world. Visit <http://www.RPGRealms.com> for more information.

THE EPIC ADVENTURE SYSTEM

This adventure uses the EPIC adventure system created by Marc Miller. The EPIC system is a way around one of the most common problems with many RPG adventures; the fact that they are very 'linear' in design. In far too many adventures, encounter one typically leads to encounter two, which inevitably leads to encounter three, ad-nauseum. This has several problems. Firstly, the players may not notice a critical fact and thus be left in limbo with no clue how to find the next plot element. Railroading them is sometimes the only solution, and in general railroadng is a common feature of this kind of linear adventure. This can lead to player frustration, since there is little worse than not being captain of your own fate.

Reducing the amount of leading-by-the-nose is fine until one of those gaming groups comes along, who insist on doing everything in the wrong order and generally do violence to the plot of an otherwise great adventure.

The Epic Adventure System provides a new way to design and organize adventures, incorporating enough flexibility that the player characters have the 'freedom to roam' without causing the referee nightmares. Asides, delays and additional adventures can easily be slotted into an Epic Adventure.

An Epic Adventure is broken down into 6 parts:

The Cast of Characters – A description of major characters encountered in the course of the adventure, possibly including pregenerated player-characters.

The Background – The background provides the Referee with the information needed to prepare himself, and lays the groundwork for introducing this adventure to the players.

Minor incidents and encounters – Referred to as Minor Scenes or just Scenes, are encounters or events that involve the player characters in some form. Many are directly related to the adventure, and may provide clues, equipment, or other information and materials needed to eventually complete the adventure. Others are merely to provide diversion and amusement. Scenes, unless noted in their descriptions, do not need to be played in any particular order, and may be sprung upon the player characters when the Referee deems appropriate.

Critical Plot Elements – Referred to as Plot Keys, Key Scenes or simply Keys, make up the heart of the storyline for the adventure. They contain vital pieces to the plot that must be played for the adventure to make any sense to the players in the end. You may play any number of Scenes before and after each Plot Key, but all of the Plot Keys should eventually be completed in their proper order.

Chapters – A Chapter or Act is made up of one or more Plot Keys. They outline the plot to the Referee, and provide tips and information for playing the Scenes and Plot Keys that are contained in the Chapter. In order to complete a Chapter, each Plot Key within must be completed. Each Chapter must be completed, and played in order to successfully run the

adventure. Due to the 'cinematic' nature of an EPIC adventure, it is easy for the Referee to allow the player characters to temporarily deviate from the current adventure storyline to follow a false lead or pursue another short adventure that has interested them. When you are ready to return the player characters back to this adventure plot line, simply pick up with the next Scene.

Adventure Checklist – The Adventure Checklist provides the Referees with a recommended guideline of the order in which various Scenes and Plot Keys in this adventure should be presented to the players. As the player characters complete each Scene or Plot Key, the Referee simply checks it off the list. When every Plot Key in a Chapter has been played, that Chapter has been completed the Referee may begin the first Scene in the next Chapter.

REWARDS AND ADVANCEMENT

Before embarking upon a *Traveller* game or campaign, it is worth deciding what the pace of advancement will be for participating characters. For one-off games this is not important but if the same characters are going to have future adventures, advancement becomes a major issue.

If too little experience is given out, players may become frustrated. There is always a new skill or feat that a character could have done with having, or that the player really wants to have, and for many people working towards gaining such abilities is an important part of the game. If the distant mountains never seem to be any closer, what is the point of walking towards them?

On the other hand, characters that gain large amounts of experience and other rewards may become overpoweringly powerful. True, a shotgun in the back will be as detrimental to the health of a 20th level veteran as a beginner, but skill levels are critical to adventuring success; too much too fast is bad for a game even if it does not make the characters invincible. Thus the Referee should tailor the experience awards suggested by the T20 core rulebook to his or her own game style. In our experience it is better to keep characters a little bit hungry.

This brings up the question of whether to give out experience at the end of each Act or at the end of the adventure. Each Act can be treated as a separate adventure in terms of experience awards. Typically, each Act (or Chapter) is about equivalent to an Amber Zone or Signal GK adventure, leading to the conclusion that it should be worth around 2000XP X the Average party level. This is not a good parallel, since some Acts are quite short and besides, over a 5-Act adventure this adds up to a LOT of experience.

If experience is to be given out at the end of each Act, it is better to use the following system:

Base Experience for the adventure is calculated as per the THB – this is a full adventure so experience award is set as 4,000 XP multiplied by the average party level (at the beginning of the adventure). Half of this is saved up, to be awarded at the end of the adventure. The other half is available to be assigned at the end of each Act. It is possible to simply assign 10% of the total to each Act (assuming 5 Acts), but the Referee should consider assigning greater or lesser percentages to certain Acts if he/she feels that the characters would learn more from the events in that Act than from another.

The experience available for any given Act is subject to the standard multipliers listed in the T20 core rulebook; some acts are just plain more dangerous than others! The 50%

block of experience is also subject to multipliers for difficulty of the overall adventure.

Remember that all experience awards are totals, and are then shared among the participating characters. Only characters present in a given Act gain experience for it. When determining who gains experience from the adventure as a whole, the Referee must use judgment. Obviously, characters that were there the whole time should gain the full amount. People who popped in for a single Act should not. If a player brought in a new character to replace one killed or otherwise indisposed, the Referee should count the character as being present for purposes of dividing up the experience but only award a portion of the total experience, based on how long the new character was involved. The rest of the experience entitlement was lost with the dead character.

Using this system, characters that were present for just one or two Acts of the adventure gain some experience, but do not share in the overall end-of-adventure award. Referees also are able to easily deal with the situation where a player brings along three friends to a session in the middle of the adventure, only one of whom comes back to play in the remaining Acts.

CHARACTER TYPES AND SKILLS

Characters with backgrounds in the military or mercenaries will be most useful for this adventure. A starship is also a prerequisite, preferably the *Javelin* class Mercenary Cruiser. If playing this adventure as a standalone or the start of a campaign it is logical to use a *Javelin*, but existing starmerc units with their own ship can easily be used with no changes to the adventure except possibly where they hear about the Merc Ticket.

Background

The following background information is presented for the use of the Referee. None of it is 'secret' as such, but the individual Referee must decide how freely available any given piece of data will be. A few minutes at any library terminal will suffice for characters to uncover common or basic information; greater detail will require special research or may not be available at all.

THE THIRD IMPERIUM

The Third Imperium is a human-dominated empire of some 11,000 star systems. It is not a vast, monolithic structure. The time lag inherent in interstellar communications makes this impossible. Instead, the Imperium resembles a vast federation of worlds that agree to certain common practices, and allow the Emperor and his subordinates to deal with foreign policy, military affairs and similar multi-world considerations while maintaining control of their internal affairs.

THE IMPERIAL DOMAIN OF GATEWAY

Gateway Domain lies at the very fringe of the Imperium. As a result it is in some ways a backwater and in others a vital strategic area. The nominal area of the domain is the same as all others; four sectors. However, since much of the area that would be part of the Domain lies either in the two Rifts or else beyond the Imperial border, the territory administered by the Archduke of Gateway is rather smaller than that of other Imperial Domains.

The Domain of Gateway is protected by a single Named Imperial Fleet; the Ley Sector Fleet. Since the outbreak of the Solomani Rim War, force transfers have stripped the fleet of a portion of its vessels, leaving it understrength and still responsible for an area slightly larger than a normal sector.

The Imperium reached its present borders in the region about 200 years ago, and while a few worlds have applied to and joined the Imperium since then, there has been little deliberate expansion in the past two centuries.

Thus while still a frontier, Gateway Domain is also a settled area. There is some friction along the border, but for the most part the worlds and states close to the Imperial border are used to their status as clients or independent worlds. Relations are not always cordial, but understandings have been developed. Cross-border trade and travel is common and many businesses operate on both sides of the border. Law enforcement agencies usually co-operate, much to the detriment of criminals seeking refuge on the other side of the line. The Imperial Navy does make anti-piracy sweeps beyond its borders, usually but not always with the consent and cooperation of the local independent worlds.

THE RAIDERMARCH

Founded during the last days of the Long Night as a raider kingdom, the Raidermarch is today a powerful and militarized state lying in the Alpha quadrant of the Crucis Margin sector. Although built on a foundation of wealth and technology taken by force, the Raidermarch acquired a certain respectability during the middle centuries of the millennium. Where vessels had once plundered across Crucis Margin and Glimmerdrift Reaches sectors, and even into the Galian Trade League in Gateway, they came instead to trade. Indeed, for several centuries, the Raidermarch was almost apologetic about its

origins, and generous in trade and foreign assistance. While maintaining a strong military force, the Raidermarch was determined to be seen as a power for stability and order in the region. Its vessels went out on antipiracy patrols, and even launched punitive raids on worlds that harbored corsairs. However, from around 750, something changed. Rumors began to circulate that the naval vessels of the Raidermarch were using commerce-protection as a cover for piracy. Some of the vessels that were seized on the pretext that they were operating as corsairs were highly unlikely candidates for pirate ships. Despite a vigorous clash with forces backed by the Glimmerdrift Trade Consortium, the Raidermarch came to dominate trade in the local systems, charging high tolls for safe passage.

It seems likely that the Raidermarch intends to continue expanding. Certainly its navy is highly active in the local region, and rigidly controls trade within several parsecs of Marcher space. Where the Raidermarch will look to for its next conquest is a matter for conjecture, but experts agree that some nearby world is about to be annexed.

INDEPENDENT WORLDS AND CLIENT STATES

Many of the worlds along the border of Gateway Domain are to a greater or lesser degree 'client states' of the Imperium. In effect, they are friendly independents who allow Imperial Navy vessels to use their ports and patrol their systems as a matter of course. Trade links are strong and relations generally cordial. Joint naval operations are not uncommon and extradition treaties are in place. Imperial-registered ships arriving in port on such worlds are treated more or less as if they were local shipping – papers are normally accepted at face value and customs checks are no more rigorous than usual. In return, client worlds are guaranteed protection against aggression and can request aid from the Imperium in times of trouble.

Some worlds have formal Client status and are listed as such in the star system data. Good relations with the Imperium and its citizens can be taken for granted. Some other worlds are a kind of 'informal client state' with friendly relations but no formal treaty in place. Some worlds listed as Independent fall into this group.

Other independent worlds are truly that; non-aligned. Some are actually quite hostile to the Imperium and will harass ships coming through their ports with endless paperwork or intense customs inspections. Actual violence against Imperial citizens acting lawfully would be a very stupid mistake, but some worlds will do everything they can to discourage Imperial attention and Imperial visitors.

The majority of Independent worlds are fairly neutral in their attitude to Imperial citizens, and treat them no better or worse than any other visitors. Attitudes do shift, however, due to internal or external factors.

THE SOLOMANI CONFEDERATION

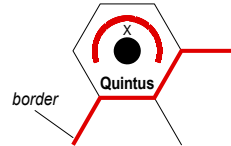
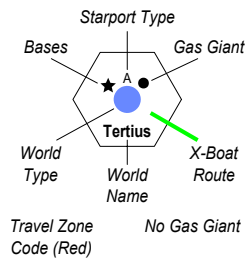
The Solomani Confederation, with its capital at Terra, is a large interstellar power and a major rival to the Imperium. It is dominated by the Solomani Party, whose will is enforced by Solomani Security (SolSec). The Confederation is basically racist in outlook, believing in human (i.e. Solomani-human) supremacy. There is some internal division about how this philosophy works, but the fundamental Solomani position is that Terran humans are better than everyone else.

At present (993), the Confederation is at war with the Imperium and has made some impressive early gains, though at a high cost. The war shows every sign of going on for several years, and while Imperial citizens this far from the main war zone do not feel unduly threatened by Solomani power, already the effects of the conflict are being felt.

WILLIAMSBURG SUBSECTOR

Name	Loc.	UWP	Trade Codes	All	Stellar
Gloriana	1712	C11068A-B	Na Ni	404	Xx M3 V
Siigi	1714	E594646-3	Ag Ni	612	Xx M9 III
Anish Ishas	1715	B765668-8	Ag Ni Ri	200	Xx K9 V
Akhag	1718	A624559-C	Ni	614	Xx K0 V
Bubi	1810	E464313-7		903	Xx G7 V
Wideocean	1816	B98A620-8	Ni Wa	300	Xx M1 V K1 D
Udar's Dagger	1817	C79879C-4	Ag	204	Xx K1 V A6 D
Aapizishga	1913	B262653-A	Ni Ri	403	Cs M3 V
Zarkhakugsi	1916	C244678-9	Ag Ni	322	Xx M7 II A0 D
Tailend	2115	C786764-3	Ag Ri	204	Xx K7 V
Bartle	2117	C64A634-9	Ni Wa	602	Xx M3 V K2 D
Sea of Light	2118	B567356-8		503	Xx G2 V F8 D
Eda	2211	A100544-F	Ni Va	505	Xx G3 V M2 D
Shuriken	2212	B300568-A	Na Ni Va	904	Xx K0 III
Cixntha	2215	C100999-A		400	Xx M3 V M9 D
015-424	2216	E7A08BC-4	De	703	Xx M3 V
Miller's Reach	2218	D344348-6		821	Xx G7 V
Am	2319	C110513-7		223	Xx M9 V K1 D
Starfall	2411	B654554-B	Ag Ni	803	Xx M2 V
Didan	2415	C629301-8		300	Xx M5 V M7 D
Nu Khidam	2417	E765255-5		403	Xx K0 V A2 D
Miracle	2418	B755675-B	Ag	800	Xx M4 III F4 D

MAP LEGEND



WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- ★ Naval Base
- ▲ Scout Base
- △ Way Station

TRAVEL ZONES

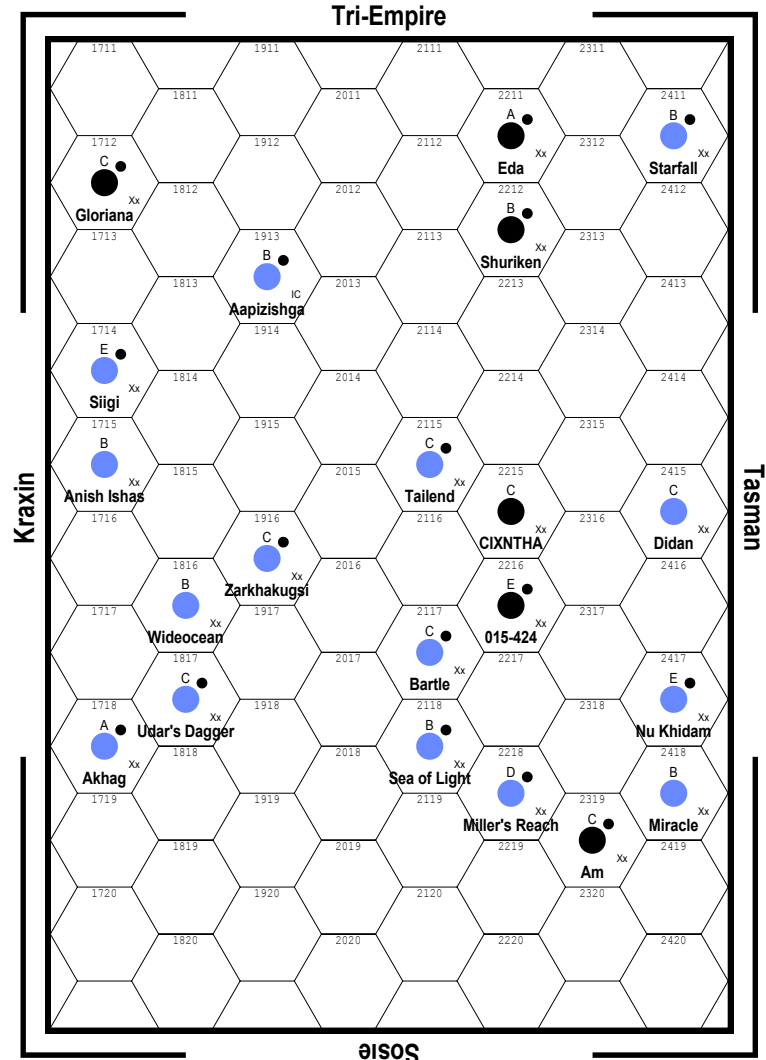
- Amber Zone
- Red Zone

POPULATION

- Secundus under one billion
- PRIMUS over one billion

World names in red are subsector capitals

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P



Williamsburg Subsector
(subsector G of Glimmerdrift Reaches sector)

World Data

The following information is available to the characters from Library Data files. If the group decides to visit other planets in the subsector after the Merc Ticket has finished (and assuming they survive) the referee can initiate other adventures or scenarios as he/she sees fit. Rumors may also be expanded into adventures.

ZARKHAKUGSI

Zarkhakugsi 1916 C244678-9 Ag Ni 322 Xx M7 II A0 D

An independent, cool, low gravity, agricultural mid-tech world located at the spinward end of Williamsburg subsector, Zarkhakugsi has been plagued for centuries by skirmishes between its two nation states. Add to this chaos the occasional raid by Raidermarch vessels as well as a seismically unstable planet, and the warring governments on Zarkhakugsi have their hands full just keeping order. Little is known about the world's current situation other than the fact that tensions are high between the two nation-states (one pro-Solomani, one pro-Imperial) and have been for centuries.

ANISH ISHAS

Anish Ishas 1715 B765668-8 Ag Ni Ri 200 X K9 V

A rich agricultural world, Anish Ishas is an important link between the Broken Chain and the Stoner Cluster, and thus represents prime real estate. Its large and well-equipped starport sees considerable traffic and refits starships at very reasonable rates. Despite this, visitors approach Anish Ishas with caution.

The world was effectively conquered in a coup by offworld forces in 986 and remains an occupied territory. The origin of these forces is unknown and their equipment was a mix of Imperial, Solomani and Stoner-made systems of a sort that can be obtained anywhere in the sector. The invaders fielded the equivalent of a brigade of grav cavalry equipped to TL A or so, but with the advantage of surprise (and, apparently, some infiltration ahead of time) this force was more than enough to over-run the stunned defenders and establish a military dictatorship in a matter of days.

Since the occupation, the new world government has treated visitors with extreme courtesy and taken pains to ensure 'business as usual', though large numbers of offworld mercenaries equipped with local TL-8 weapons have now been brought in to suppress unrest. Control is very tight in the port region, but there is open rebellion in more distant areas. The high-tech forces make the occasional sweep but for the most part the rebels are opposed by TL-8 forces using an effective combination of brutality and lenient treatment for those who surrender. It seems likely that there will be trouble for some years to come, but the invaders are steadily winning their campaign.

The dictatorship is actively courting the Grand Duchy of Stoner, presumably in the hope of gaining recognition as the legitimate government of Anish Ishas.

CIXNTHA

Cixntha 2215 C100999-A Va 400 X M3 V M9 D

A link on the Broken Chain, Cixntha is a tidally locked, airless rockball orbiting close to its primary. As a result, the "bright face" is a scorched wilderness while the "cold face" is cratered by meteor impacts. Between the two lies the twilight region where most of the

world's population and industry are found. A belt of arcologies linked by subterranean transit tubes circles the twilight region and houses 90% of the world's 4 billion population. The remainder dwells in mining or industrial outposts, or in subterranean cities on the bright or cold faces.

Cixntha's main exports are light industrial produce and TL-A electronic systems, and the process of mining, refining and using the raw materials required to support this industry employs a sizeable percentage of the population. The populace are ruled by a restrictive (but not particularly oppressive) bureaucratic government.

Visitors to Cixntha are struck by its drabness more than anything else. Clothing styles tend to be tasteful and functional, ornamentation is sober; even park areas are formally laid out according to strict rules that make them all seem alike. Cixnthan art and music are mass-produced and, to an outsider at least, extremely boring. Some observers prefer to describe both art and music as "subtle", implying that true appreciation is beyond the understanding of the uneducated masses. This piece of snobbishness has been at least partially successful – Cixnthan art and music have enjoyed considerable export success in the past few years, being bought mainly by people who don't want to admit that they, too, find it boring and drab for fear of seeming like cultural Neanderthals.

Cixntha's small starport is situated on the Cold Face, a thousand kilometers from the nearest Arcology but close to an industrial marshaling point. As well as a stopover for trade ships plying the Broken Chain, Cixntha Down acts as a port of registry for many independent vessels. Most ships registered out of Cixntha have nothing to do with the world, other than as a flag of convenience. Cixntha conducts workmanlike checks on the legality and spaceworthiness of vessels using its flag, and so its endorsement is considered to be worth paying the high registry fee for.

Probably the only thing about Cixntha that is not drab is the cuisine. Almost the entire food production on-planet comes from vast algae tanks and tiny gardens and microfarms. Making anything interesting to eat out of these limited raw materials is a challenge, so when a Cixnthan chef has access to shipments of spices and frozen produce from other worlds, he or she plunges into the task with heart and soul – and the results are simply incredible.

Javelin Class Mercenary Cruiser

Instellarms, an Imperial megacorporation, deals in weaponry and trained mercenary personnel. The firm offers an accreditation and registration service for merc units and individuals, and is renowned for its strictly legal dealings. Instellarms deals mainly with bulk orders. Its subsidiary, **Portcullis Defense**, manufactures and markets a range of quality weaponry across the Gateway region. Instellarms does occasionally deal outside the Imperial border, but leaves extra-Imperial dealings to its subsidiary Portcullis, which maintains a whole chain of sales facilities outside Imperial space.

In 950 Instellarms, faced with enquiries from throughout the region for a dedicated mercenary vessel, designed the *Javelin* class Mercenary Cruiser, loosely based on the standard Imperial model. Essentially a smaller low-cost version of the Imperial 800 tonner, the ship's boat complement was set at two 30 ton boats, a configuration decided upon after extensive consultation with Gateway region armed forces and mercenary organizations.

Both Instellarms and Portcullis offer the *Javelin* class Mercenary Cruiser design throughout the Gateway Domain in an effort to provide a one-stop-shop solution for merc units. Portcullis markets the design outside the Imperial borders and Instellarms within the Imperium. Instellarms/Portcullis does not build the *Javelin* class - rather, the Corporation contracts out the building to two starship manufacturing firms, one situated in Imperial space in Ley Sector and one in Gateway Sector.

Geschichtkreis Sternschiffbau AG – GsbAG builds the ship at their shipyards on Saramid (Frontier Worlds/Ley). Outside Imperial borders, **Gateway Shipping** builds the merc cruiser on Gateway Prime, a major Galian Federation world in the Gateway Sector. Gateway Shipping (GS) is a huge, sector-wide firm that constructs starships, trains their crews, and operates the vessels on behalf of client worlds. Specializing in bulk transports and secure couriers, GS maintains main offices at many worlds of the former Galian Trade League, and smaller facilities elsewhere. The few TL12 components the Mercenary Cruiser has (the armor and the Jump drive) are imported from other worlds to Gateway Prime.

Since the design was first offered over 90 have been built. Production continues at a rate of 1 to 3 per year.

SPECIFICATIONS

Capable of Jump-3 and 3-G acceleration, the streamlined close structure *Javelin* class is highly responsive, capable of moving to troubled regions quickly. Not particularly agile, *Javelins* are nevertheless armored (unlike the Imperial merc cruiser design) and can carry a mix of weaponry. As purchased, the basic armament consists of two double beam laser turrets and one triple missile turret. Three double turrets remain empty for retrofitting by the purchaser at a later stage. Some purchasers replace the double turrets with triples.

Adjacent to the bridge is a model/4 computer. The class has 26 staterooms allowing the carriage of up to 36 mercenaries in double occupancy in addition to the crew. Three autodocs are installed, creating a pseudo "sickbay". An engineering shop ensures the ship can make minor onboard repairs allowing it to remain on-station for long periods of time. Four Low Berths allow the carriage of those too seriously injured to be cared for onboard.

A 40.1 ton cargo hold allows ample room for extra vehicles, supplies, ammunition and weapons. This area effectively acts as a huge ship's locker, vital considering how much equipment needs to be carried, especially on extended missions. A 10 ton armored missile magazine store missiles for the ship and the small craft, enabling 200 missiles to be carried. The ship contains fuel scoops and a fuel processor to allow fuel skimming from an ocean or gas giant.

The *Javelin* class has two 30 ton docking bays. Normally a *Javelin* would be purchased with one standard slow boat leaving the other bay free for cargo, but Instellarms designed the 30 ton *Kimu* class Assault Boat specifically for use with the *Javelin* class. Purchasers are free to pick and choose the mix of small craft. Some operating in a "standard" mercenary environment (if there is such a thing) opt for two slow boats. Some choose one slow boat and one *Kimu* class Assault Boat, while a few, which need them, carry two Assault Boats. The choices are dependent on perceived mission and budget. Slow Boats embarked aboard *Javelins* frequently have their small cabins and missile magazines removed to increase cargo capacity to 10 tons. A few mercenary units specializing in starship escort duty have been known to squeeze four 15 ton fighters into the docking bays and two more in the forward cargo hold!

Some starmerc units may have two slow boats but will also embark vehicles like ATVs, AFVs, air/rafts, speeders, G-carriers or even small grav-tanks. The way a *Javelin* is configured is entirely dependent on the mission types and tastes of the starmerc unit. If

Javelin class Mercenary Cruiser

Class: Starship, Type MC	EP Output: 26 (2 excess)	Triple Turret: Missile Rack (x3), Attack Bonus +2 (+2 USP), Damage 2d6. Double Turret: Beam Laser (x2), Attack Bonus +2 (+2 USP), Damage 2d8. Double Turret: Beam Laser (x2), Attack Bonus +2 (+2 USP), Damage 2d8. Double Turret: Empty. Double Turret: Empty. Double Turret: Empty.
Tech Level: 12	Agility: 0	
Size: Medium (600dt)	Initiative: +0	
Streamlining: Streamlined – Close	AC: 11 (+1 armor)	
Jump Range: 3	Repulsors: None	
Acceleration: 3	Nuclear Dampers: None	
Fuel: 206	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 14 + 36 Troops	AR: 1	
Staterooms: 26	SI: 175	
Small Cabins: 0	Main Computer: Model/4	
Bunks: 0	Sensor Range: Long (Model/4)	
Couches: 0	Comm. Range: Long (Model/4)	
Low Berths: 4		
Cargo Space: 40.1	Cost: MCr275.63 (new)*	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: 10dt Missile Magazine (200 Missiles), Fuel Scoops, Fuel Processor (8hrs for 180dt Jump fuel). Hangar for 2x30dt craft, 1xEngineering Shop, 3xAutoDocs, 3xExtra Airlocks.		

TAS Form 3.1 (Condensed)

* Price excludes small craft.

Ship's Data (Commercial)

an ATV or similar sized 10,000vl vehicle is carried, there is usually a problem fitting it into a Slow Boat - it takes about 30 minutes of careful maneuvering to squeeze in the slow boat's specially widened cargo door. A grav-lifter will be able to move the ATV into the slow boat in about 2 minutes, but not every Merc unit has - or wants to waste cargo space - on a grav-lifter. Depending on the tactical situation, large ground vehicles are sometimes off-loaded directly from the cruiser onto the planet's surface.

Most Imperial military analysts derisively refer to the Javelin class as "the poor man's merc ship" but the class has been quite successful in service. The most vocal complaints have usually been about the cramped living quarters and small cargo hold. Some units forgo a second 30 ton small craft and use the empty boat bay to increase cargo capacity. But it cannot be denied the ship serves its purpose well, and costs significantly less than the Imperial 800 tonner.

A Deck

Situated on top of the main hull at the aft of the ship, A Deck houses the bridge and computer. A lift and manual hatch at the rear of the deck allow access to the decks below.

B Deck

This deck contains all 26 staterooms as well as living areas. The rear of the deck houses some fuel tanks, while the raked bow houses the fuel scoops and fuel processor. Just aft of the processors are the low berths and a tiny sick bay housing 3 autodocs. Access to 4 turrets is gained from this deck, while the fifth dorsal turret on the upper side of the ship can be accessed from the living quarters area. A lift and manual hatch at the rear of the deck allow for easy transportation to C Deck and up to the bridge.

C Deck

The boat, cargo and engineering deck, C Deck has a high ceiling height to allow bulky cargo loads to be carried. The bow of the ship has a large cargo ramp to allow easy egress from the forward 29.1 ton cargo bay. Boat Bays 1 and 2 can house small craft up to 30 tons in size. The floor of the boat bays open to allow entry and exit of the craft. Boat Bay 2 has a smaller 11 ton cargo bay which also has an iris airlock for transfer of cargo between ships as well as a ramp to allow transfer while on the ground. Just aft of this cargo bay is the armored missile magazine allowing the carriage of up to 200 ship missiles. In the corridor next to the missile magazine is a floor iris valve giving access to the ventral triple missile turret located on the underside of the ship.

The aft section contains the engineering section – powerplant, jump drive and in boxy nacelles, the maneuver drive. Engineers monitor their systems from a central location in this area, as well as housing the engineering shop. Access to this deck is from the lift shaft at the rear of the deck or from 7 ceiling iris valves and hatches all along the spine of the ship.

D Deck

Essentially a faring on the underside of the ship, D Deck contains a small amount of fuel – about 17.3 tons worth.

CREW QUARTERS

The Mercenary Cruiser has 26 staterooms. Crew consists of 1 pilot, 1 astrogator, 1 medic, 4 engineers, 3 gunners and 4 crew for the two 30 ton craft. A maximum mercenary complement of 36 troops can be carried, including the Starmerc Commander. All have double occupancy staterooms except for the starmerc commander and pilot who have their own staterooms.

The usual arrangement of staterooms is listed below.

- Staterooms 1-2: Engineers
- Staterooms 3-4: Medic, Gunners
- Staterooms 5-6: Small Craft Crew
- Stateroom 7: Astrogator, 1 Mercenary
- Stateroom 8: Starmerc Commander
- Stateroom 9: Pilot
- Staterooms 10-26: 34 Mercenaries

KIMU CLASS ASSAULT BOAT

Essentially a heavily modified slow boat, the *Kimu* class Assault Boat is a 30 ton small craft design commissioned by Instellarms specifically for use with the *Javelin* class. Built by both Gateway Shipping and GsBAG, the class proved so successful in its role of meteoric assault and close support it has been bought by military organizations throughout the

Kimu class Assault Boat		
Class: Small Craft, Type BA	EP Output: 1.8 (.9 excess)	Double Turret: Missile Rack (x1), Attack Bonus +1 (+1 USP), Damage 1d6 (6d6 versus vehicles). Empty second slot in turret reserved for one Weapon Pack.
Tech Level: 12	Agility: 3	
Size: Small (30dt)	Initiative: +3	
Streamlining: Streamlined – Cylinder Airframe	AC: 19 (+5 armor, +3 agility, +1 size)	
Jump Range: 0	Repulsors: None	
Acceleration: 3	Nuclear Dampers: None	
Fuel: 1.8	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 2	AR: 5	
Staterooms: 26	SI: 80	
Small Cabins: 0	Main Computer: Model/2	TAS Form 3.1 (Condensed)
Bunks: 0	Sensor Range: Short (Model/2)	
Couches: 2 + 16	Comm. Range: Short (Model/2)	
Low Berths: 0		
Cargo Space: 0.1	Cost: MCr19.651 (new)	
Atmospheric Speeds: Cruising = 3975kph	NoE = 1325kph Maximum = 5300kph	
Other Equipment: .9 dt (2500vl) for a Weapon Pack. Troop Couches can be removed to carry 8dt of cargo.		
Ship's Data (Commercial)		

WEAPON PACKS						
Weapon Pack Type	TL	Magazine Capacity	Vehicle Damage	ROF	Range	Cost in Quantity
Weapon Pack 1: Light MRL	11	488 rounds	1D8	1/4/10/20/100	900m	26,849
Weapon Pack 2: Heavy MRL	10	75 rounds	6D8	1/4/10/20/100	2100m	30,449
Weapon Pack 3: VRF Gauss Gun	10	50,000 rounds	1D12-4	100	111m	186,449
Weapon Pack 4: Medium Laser	7	60,000 shots	3D10	1	Sensor	43,649
Weapon Pack 5: 30mm 4 barrel autocannon	8	1784 rounds	1D12	70	400m	35,089
Weapon Pack 6: 45mm 4 barrel autocannon	8	428 rounds	3D12	50	600m	43,729
Weapon Pack 7: 60mm 4 barrel autocannon	8	187 rounds	5D12	35	900m	56,689
Weapon Pack 8: 7.5cm autocannon	8	107 rounds	6D12	6	1300m	70,609
Weapon Pack 9: 9cm autocannon	8	51 rounds	7D12	4	1500m	91,729

region and is now in service with various planetary and interstellar navies and armies.

A design geared toward survivability, the boat has extensive armor protection as well as good in-atmosphere performance with its airframe wings enabling it to outrun atmospheric fighters. The wings fold into the body of the boat when entering the *Javelin* docking bays. The class can carry 16 troops in cramped couches, but the couches can be quickly removed to carry 8 tons of cargo. The craft is highly agile and is designed for meteoric assault (ie assault from orbit) as well as close support for mercenaries. Mounting a single missile rack, the boat also has a space in the double turret for an Instellarms designed "Weapon Pack" designed to augment the firepower of mercenary units. Weapon Packs can easily be changed out to allow access for maintenance and even changing the type of Weapon Pack.

Weapons Packs for the *Kimu* Class Assault Boat

Weapon Packs were developed by Instellarms to be slotted into the empty slot in the double turret of the Assault Boat. Such packs may be changed out within one hour. The Assault Boat gunner, using a hardwired TL11 synaptic targeting computer attached to the weapon, remotely controls the weapon pack. Ammunition or battery storage is included in the Weapon Pack. The costs listed below exclude ammunition costs but include the targeting computer and software costs and are listed in Cr.

WEAPON PACKS (CLASSIC TRAVELLER STATISTICS)							
Weapon Pack Type	TL	Magazine Capacity	Damage*	ROF	Range	Cost in Quantity	Book 4 Name
Weapon Pack 1: Light MRL	11	488 rounds	8D	1/4/10/20/100	900m	26,849	Light MRL
Weapon Pack 2: Heavy MRL	10	75 rounds	8D	1/4/10/20/100	2100m	30,449	Remote MRL
Weapon Pack 3: VRF Gauss Gun	10	50,000 rounds	10D	100	111m	186,449	VRF Gauss Gun
Weapon Pack 4: Medium Laser	7	60,000 shots	5D	1	Sensor	43,649	No Equivalent
Weapon Pack 5: 30mm 4 barrel autocannon	8	1784 rounds	8D**	70	400m	35,089	No Equivalent
Weapon Pack 6: 45mm 4 barrel autocannon	8	428 rounds	10D	50	600m	43,729	Autocannon
Weapon Pack 7: 60mm 4 barrel autocannon	8	187 rounds	10D	35	900m	56,689	No Equivalent
Weapon Pack 8: 7.5cm autocannon	8	107 rounds	8D	6	1300m	70,609	Light Gun
Weapon Pack 9: 9cm autocannon	8	51 rounds	8D	4	1500m	91,729	Field Gun

* Damage against personnel is listed as per Book 4, *Mercenary*. This book does not contain a vehicle combat system.

** This damage is firing HE. If firing discarding sabot against personnel, damage is 6D.

Ranges are kept as per T20 statistics to allow more flexibility. It is a given that all Weapon Packs can fire out to Classic Traveller's "very long" range.

Treat all autocannons as having autoloaders.

Magazine capacity is the capacity within the pack. Reloading cannot take place internally. The Pack must be removed for maintenance and reloading ammunition hoppers. This is a relatively quick process – it takes about 15 minutes to remove a Pack.

CLASSIC TRAVELLER STATISTICS

The T20 ship statistics are almost completely compatible with Classic Traveller High Guard statistics. The major difference is that EP ratings and powerplant sizes may differ slightly in High Guard.

Under High Guard rules the Mercenary Cruiser has powerplant-3, producing 18 EP. After reserving for 6 EP for weapons and 2 EP for the computer, this gives the cruiser agility-1 with 4 excess EP. Allowing for a reduction in powerplant fuel to 18 tons, the cargo capacity of the High Guard version of the *Javelin* is reduced slightly to 33.1 tons.

The Assault Boat also has powerplant-3, producing 0.9 EP with a powerplant size of 2.7 tons. Fuel requirements are reduced to 0.9 ton and agility remains 3, the same as the T20 version. Cargo space is increased to 1 ton over the T20 version.

The T20 armor rating is the same as the High Guard armor rating for all vessels. T20 agility rating translates to the High Guard agility rating. For weapons, the USP rating of each battery is the same as the High Guard rating for that battery. For instance, under High Guard the standard *Javelin* class Mercenary Cruiser has a Factor-3 missile battery and 2 Factor-2 Beam Laser batteries.

For the Weapon Packs, *Classic Traveller Book 4, Mercenary* contains statistics on the light MRL, heavy MRL, VRF Gauss Gun and autocannon. Figures for the other weapon packs are presented below in Classic Traveller format, extrapolated from Book 4.

JAVELIN CLASS MERCENARY CRUISERS IN SERVICE [PARTIAL LISTING]















Listed above are Javelin class Mercenary Cruisers operating in the Beta Quadrant of the Glimmerdrift Reaches Sector, a region particularly troubled by unrest, piracy and Solomani agitation.

JAVELIN CLASS SHIPS IN SERVICE (BETA QUADRANT OF GLIMMERDRIFT REACHES)			
<i>Name</i>	<i>Service Entry</i>	<i>Current Owner/Status (as at 001-993)</i>	<i>Registration</i>
Federate Defender	962	Beta Quadrant Security	FR-301-98
Hammerhead	968	Colonel Ryan Dekamar	LSR-3784-010
Hope Glimmers	970	Destroyed in Battle with Corsairs, Williamsburg Subsector, 985.	-
Scarlet Lancer	973	Lunarmise StarMercs	GTC-B369
Crossbow	974	Beta Quadrant Security	FR-301-107
Dark Tower	974	Beta Quadrant Security	FR-301-111
Vindicator	978	Lunber Planetary Navy	LPN-X038
Turin	983	Deadspace Raiders	CPN-101
Jiaantha	983	Cixntha Planetary Navy	CPN-102
Minuteman	984	Beta Quadrant Security	FR-301-123
Zhastera	986	Glimmerdrift Merchant Escorts Inc	GTC-B421
Sharman	987	Snapshot Security LIC	LSR-3784-014
Reprise 3	990	Reprise Planetary Navy	RPN-M031

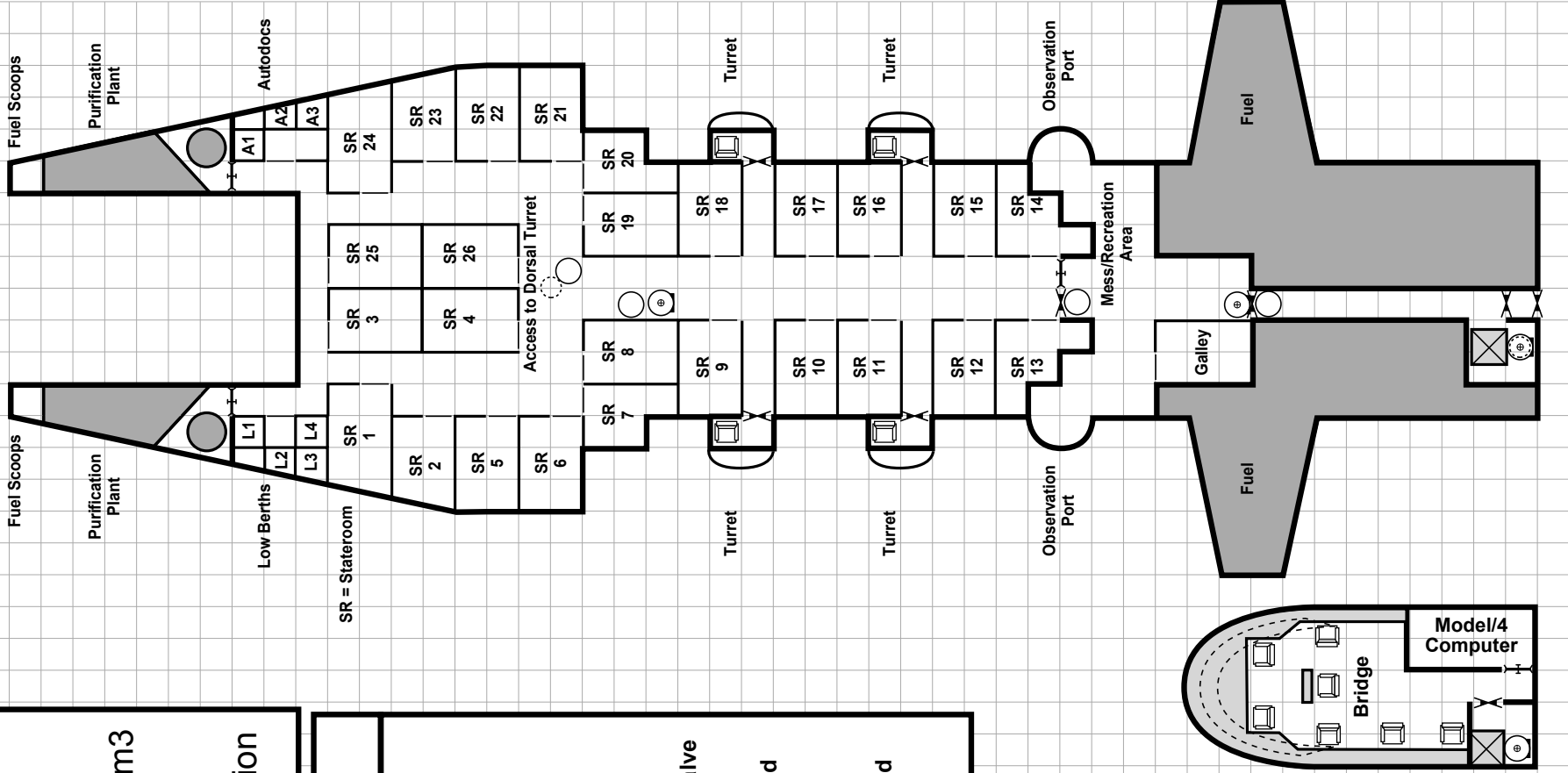
Registration Prefixes:
FR = Federate Republic
GTC = Glimmerdrift Trade Consortium
LSR = Ley Sector Imperial Registry
LPN = Lunber Planetary Navy
CPN = Cixntha Planetary Navy
RPN = Reprise Planetary Navy

**Javelin Class
Mercenary
Cruiser
B Deck - 2680m3**
3m ceiling
• Quarters
• Fuel Purification

Legend

-  1.5m Square
-  Bulkhead
-  Interior Wall
-  Sliding Door
-  Crew Station
-  Iris Valve
-  Manual Hatch
-  Overhead Iris Valve
-  Floor Iris Valve
-  Floor & Overhead
-  Floor Hatch
-  Overhead Hatch
-  Floor & Overhead
-  Lift Shaft

**Javelin
Class
Mercenary
Cruiser
A Deck - 324m3**
3m ceiling
• Bridge



Javelin Class

Mercenary

Cruiser

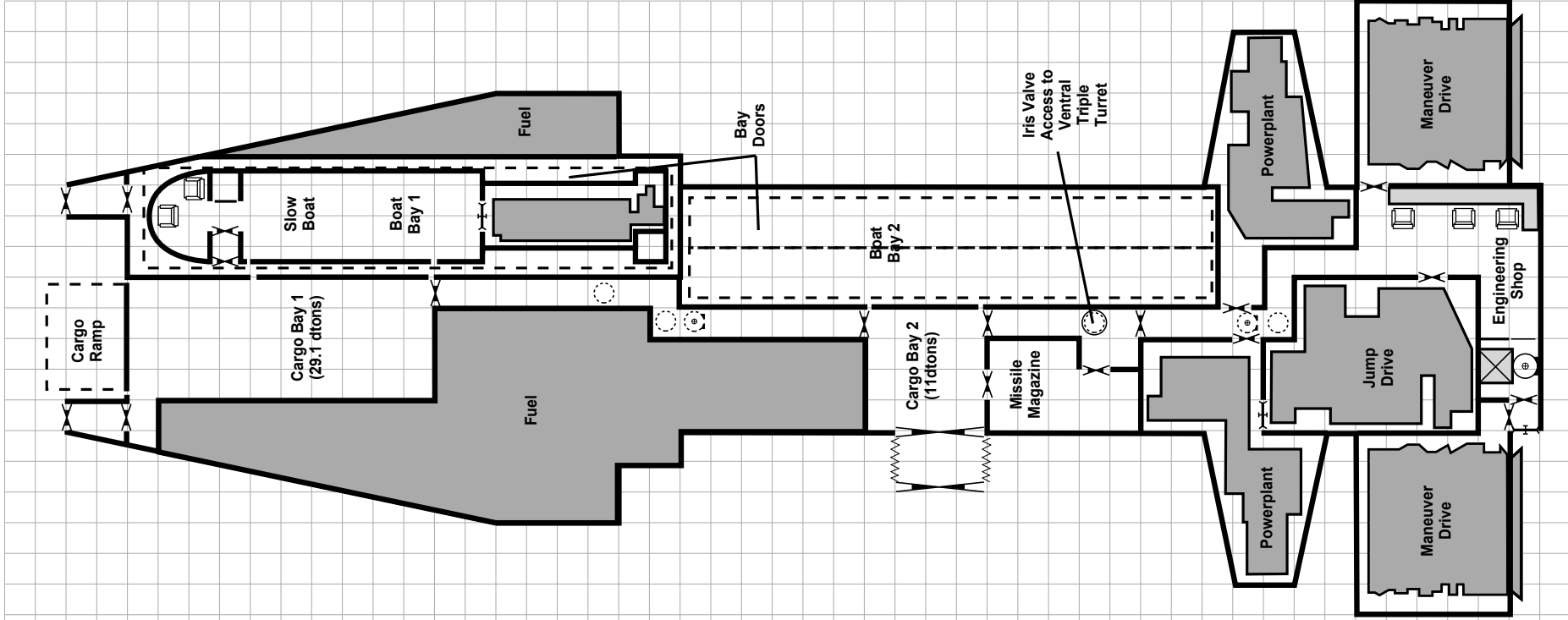
C Deck - 5154m³

4.5m ceiling

- Cargo Bay
- Engineering
- Boat Deck
- Missile Magazine
- Fuel

Legend

- 1.5m Square
- Bulkhead
- Interior Wall
- Sliding Door
- ☐ Crew Station
- ✂ Iris Valve
- ⊕ Manual Hatch
- Overhead Iris Valve
- Floor Iris Valve
- ⊙ Floor & Overhead
- ⊕ Floor Hatch
- ⊕ Overhead Hatch
- ⊕ Floor & Overhead
- ⊗ Lift Shaft



**Javelin Class
Mercenary
Cruiser**

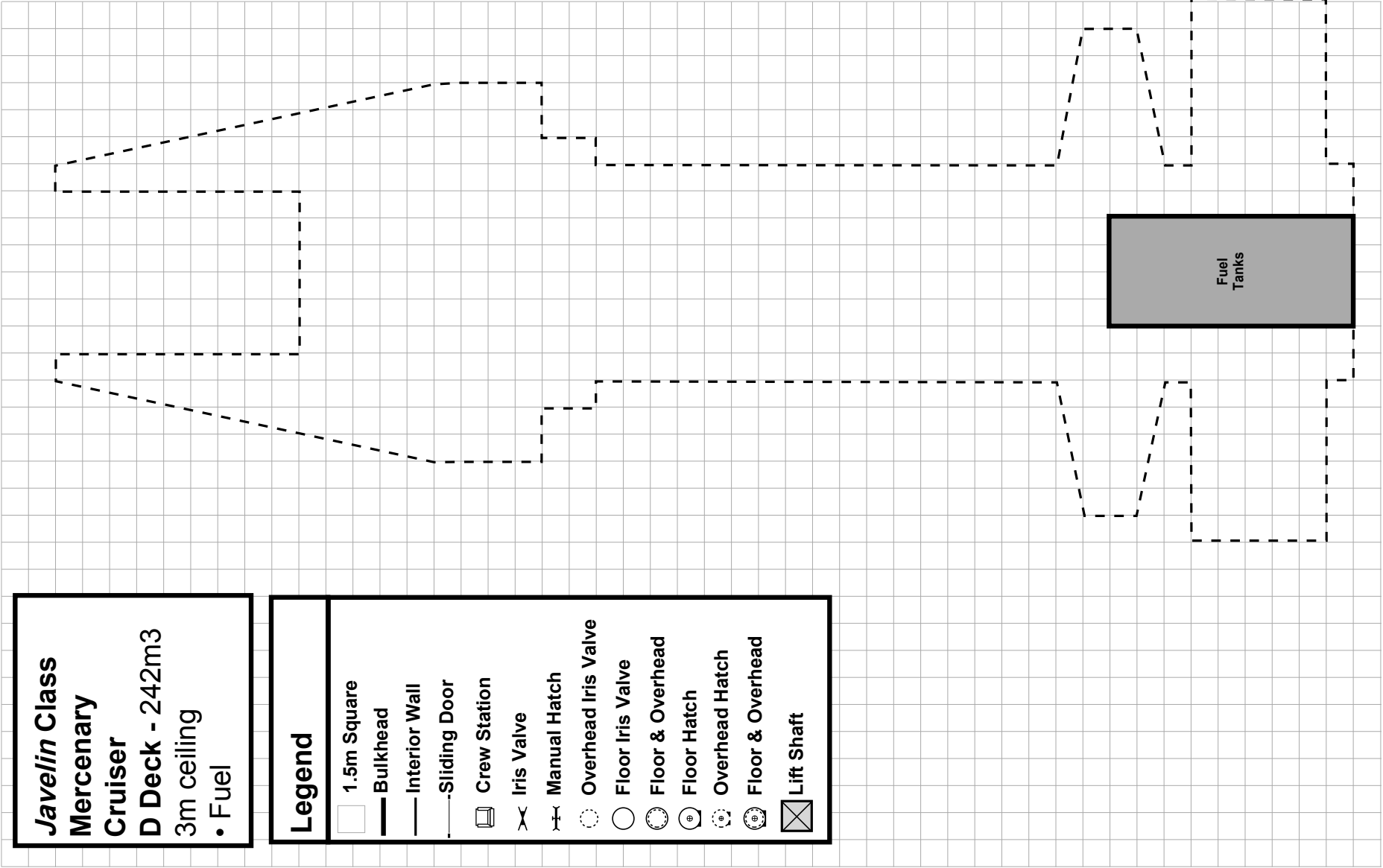
D Deck - 242m3

3m ceiling

- Fuel

Legend

- 1.5m Square
- Bulkhead
- Interior Wall
- - - Sliding Door
- ☐ Crew Station
- ✂ Iris Valve
- ⊕ Manual Hatch
- Overhead Iris Valve
- Floor Iris Valve
- ⊕ Floor & Overhead
- ⊕ Floor Hatch
- ⊕ Overhead Hatch
- ⊕ Floor & Overhead
- ⊗ Lift Shaft



MAJOR VARIANTS

There are as many variants of the *Javelin* class as there are *Javelins*. As manufactured, their basic armament consists of two double beam laser turrets and one triple missile turret. Three turrets remain empty. Most Mercenary Cruisers have been up-gunned with more weaponry in the spare turrets, and some have replaced the standard TL12 systems with TL13 and even TL14 weapon systems. Internal modifications have also been made to some ships. Listed below are some known variants in service.

Zhastera, commissioned in 986 for Glimmerdrift Merchant Escorts Inc, the ship is exclusively used to escort Glimmerdrift Trade consortium merchant vessels throughout the Beta Quadrant. While the ship retains a nominal starmerc carriage capability, its ship-based armament has been considerably upgraded to TL13 standard and all turrets retrofitted with beam or pulse lasers. The triple missile turret has been retained. To power all these lasers the powerplant has been significantly upgraded, also giving increased agility (2). In addition the 30 ton craft have been removed and 6 15 ton light fighters have been crammed into the boat bays and cargo bay, providing a useful escort capability.

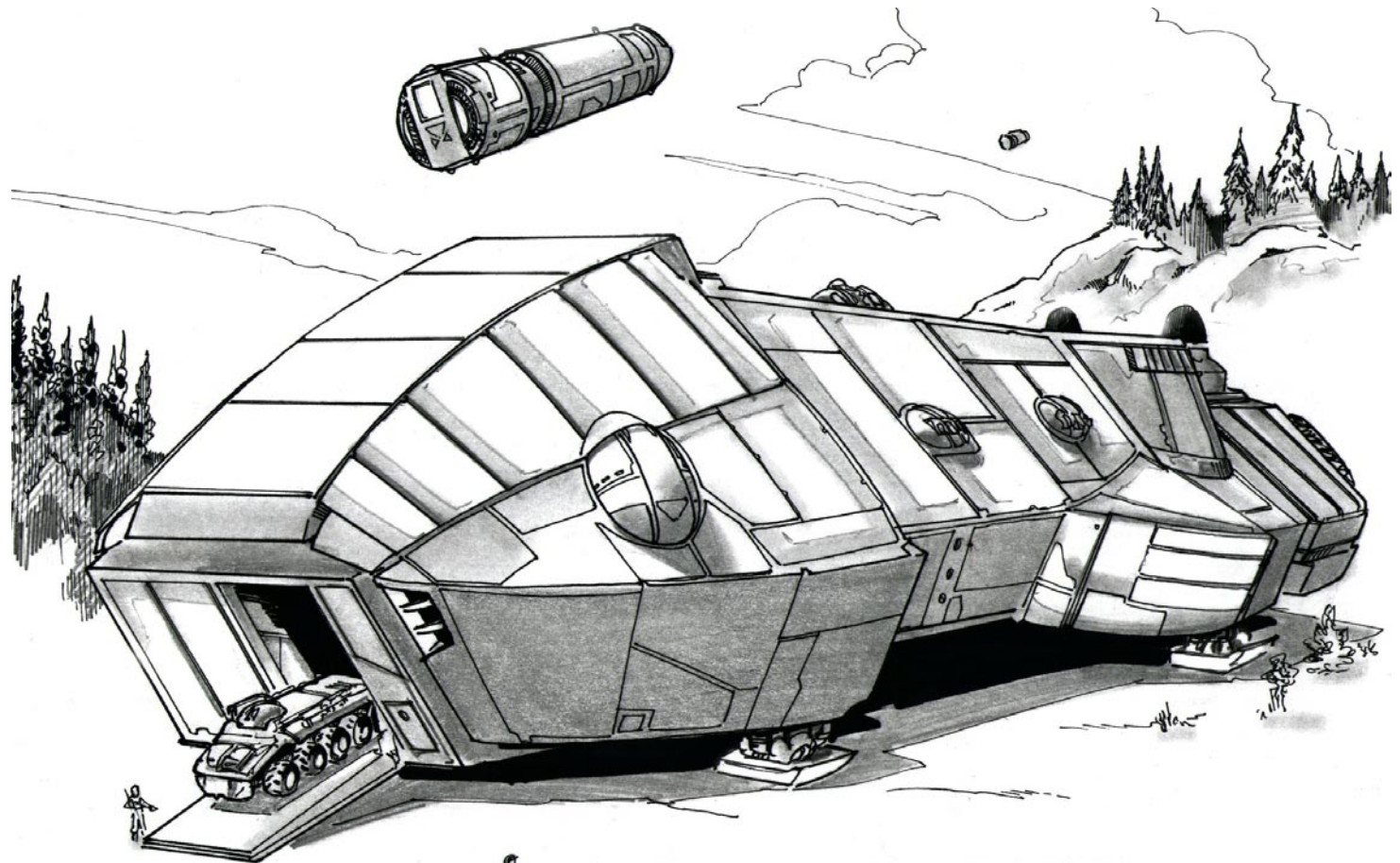
Sharman, commissioned in 987, an Imperial noble now owns *Sharman* through a holding company, Snapshot Security LIC. The identity of the noble has never been revealed publicly. The craft operates mainly in the Beta Quadrant providing security and training for local pro-Imperial planetary armed forces. Known for its brutal attitude to training, the starmerc unit on *Sharman* has the luxury of TL12 weapons to choose from, as well as 2 Assault boats embarked. It is not known if the starship's armament has been upgraded from the base configuration.

Hammerhead, commissioned in 968, *Hammerhead* was originally owned by the Frontier Worlds Imperial subsector Navy. In 980, Colonel Ryan Dekamar, an ex-Imperial Marine with an excellent reputation in mercenary circles, bought the vessel. Dekamar's unit has developed an enviable reputation, having worked as far away as the Crucis Margin. Scandal erupted in 988 when the unit was rumored to have been involved in a massacre of pro-Solomani insurgents

on Wizard (Tasman subsector). The allegations were never proven but pro-Solomani governments in the region now look with disdain on the unit. The *Hammerhead* currently is configured for escort operations as well as starmerc operations, with 2 triple missile turrets and 4 triple beam laser turrets.

Vindicator, commissioned in 978 for the Lunber Planetary Navy, has occasionally been hired out for mercenary operations in the local area around Lunber, but while operating with the Planetary Navy the ship itself is modified to act as a large "dropship" for close support operations. The empty turrets have been filled with autocannons of various calibers as well as other close-support weaponry. The 30 ton hangers and cargo bay usually carry 9 G-Carriers.

Crossbow, owned by Beta Quadrant Security, is loaned to a highly regarded specialist engineering/medical mercenary unit, the "*Promise Keepers*". The unit has assisted with many military engineering as well as humanitarian disaster relief operations



throughout the quadrant, earning the unit a great reputation with governments of all persuasions. Crossbow has a full-scale sickbay fitted as well as 10 autodocs. The ship does not carry small craft – instead its docking bays are filled with all manner of grav vehicles - ambulances, fire fighting vehicles and heavy engineering vehicles.

SHIP'S LOCKER

There is no standard Mercenary Cruisers' locker: the "locker" usually takes up some cargo capacity, considering the amount of equipment a mercenary unit has to call on during a mission. A Mercenary Cruisers' locker will usually be stacked full of weapons and ammunition as well as armor, night vision aids and various survival items. To equip a full platoon of 36 TL11 mercenaries as well as ship's crew, a typical *Javelin* class locker could contain the following equipment:

- 50 sets of Cold Weather Clothing
- 50 Combination Masks
- 18 Vac suits
- 36 Hand Computers
- 50 Inertial Locators
- 4 Long Range Communicators
- 10 Medium Range Communicators
- 32 Short Range Communicators
- 5 Radiation Counters
- 12 Binoculars
- 36 sets of LI Goggles
- 46 Electronic Sights
- 5 Metal Detectors
- 4 Electronic Tool Sets
- 4 Mechanical Tool Sets
- 8 TL11 Field Medical Kits
- 1 Advanced Base
- 10 Pressure Tents

Weapons and Armor

- 30 sets of TL11 Combat Armor
- 10 sets of Cloth Armor
- 36 ACR's with 100,000 rounds of ammunition
- 36 RAM Launchers with 1000 HEAP and 1000 Flechette grenades
- 36 Body Pistols with 4000 rounds of ammunition
- 5 Silencers
- 36 Blades
- 6 Laser Rifles with 12 powerpacks.
- 5 Laser Carbines with 5 powerpacks
- 50 Disposable Launchers
- 1 Medium Mortar with 400 mortar rounds
- 50kg of plastic explosive
- 10kg of TDX explosive
- 100 Aerosol grenades

100 Smoke grenades

The above list of items and weapons takes up about 5 displacement tons of cargo space.

STARMERC ORGANIZATION

The term "starmerc" applies to mercenaries that have their own starship transport or who offer (and crew) a starship for hire. Given the decentralized nature of mercenary training and operations, there are a bewildering variety of mercenary organizations and equipment fitout. Listed below is a sample Starmerc platoon and a sample listing of Starmerc equipment at various tech levels.

A *Javelin* class Mercenary Cruiser can carry 36 mercenaries. A typical 36 man platoon could consist of:

Platoon Command Group: 1 Starmerc Platoon Commander, 1 Comms Specialist.

"A" Section: 3 Fire Teams, each 4 Mercenaries. 1 Section Commander, 1 Medic, 1 Comms Specialist.

"B" Section: 3 Fire Teams, each 4 Mercenaries. 1 Section Commander, 1 Medic, 1 Comms Specialist.

"H" Fire Team: Heavy Weapons/Engineering Team: 4 Mercenaries, 1 Medium Mortar, Disposable

Launchers, explosives.

Each Fire Team has 1 support weapon (LMG, LAG, Laser Carbine, Laser Rifle or PGMP-12 depending on Tech Level).

There are infinite variants on the above organization.

Typical Individual mercenary equipment at various Tech Levels:

TL7 Infantry: Flak Jacket, Auto Rifle, SMG or Assault Rifle, Grenade Launcher, Telescopic Sights, LI Goggles.

TL7 Infantry Support: Flak Jacket, LMG, LI Goggles, Binoculars.

TL7 Heavy Weapons: Flak Jacket, Binoculars, Light or Medium Mortar, Disposable Launchers.

TL8 Infantry: Cloth, Laser Carbine, Auto Rifle or Assault Rifle, RAM Launcher, Telescopic Sights, LI Goggles.

TL8 Infantry Support: Cloth, LAG or LMG or Laser Carbine, LI Goggles, Binoculars.

TL8 Heavy Weapons: Flak Jacket, Binoculars, Light or Medium Mortar, Disposable Launchers.

TL9 Infantry: Cloth or Ablat, Laser Rifle, Auto Rifle or Assault Rifle, RAM Launcher, Electronic Sights.

TL9 Infantry Support: Cloth or Ablat, LAG or Laser Rifle, Electronic Telescopic Sights, Binoculars.

TL9 Heavy Weapons: Cloth, Binoculars, Light or Medium Mortar, Disposable Launchers.

TL10 Infantry: Combat Environment Suit/Reflec, ACR or Laser Rifle, RAM Launcher, Electronic Sights.

TL10 Infantry Support: Combat Environment Suit/Reflec, LAG or Laser Rifle, Electronic Telescopic Sights, Binoculars.

TL10 Heavy Weapons: Cloth, Binoculars, Light or Medium Mortar, Disposable Launchers.

TL11 Infantry: TL11 Combat Armor, ACR or Laser Rifle, RAM Launcher, Electronic Sights.

TL11 Infantry Support: TL11 Combat Armor, LAG or Laser Rifle, Electronic Telescopic Sights, Binoculars.

TL11 Heavy Weapons: Cloth, Binoculars, Light or Medium Mortar, Disposable Launchers.

TL12 Infantry: TL12 Combat Armor, ACR or Gauss Rifle, RAM Launcher, Electronic Sights.

TL12 Infantry Support: TL12 Combat Armor, PGMP-12, Electronic Telescopic Sights, Binoculars.

TL12 Heavy Weapons: Cloth, Binoculars, Light or Medium Mortar, Disposable Launchers.

Most infantry will usually carry a sidearm pistol of some kind or a blade, or both.

All will carry short-range communicators. Heavy Weapons teams will always have at least medium range communicators.

Comms Specialists will always carry long-range communicators, but will also usually be equipped as per infantry.

Not all mercenary units deploy heavy weapons like mortars. Vehicle mounted weapons like autocannon are manned by heavy weapons specialists.

Medics will carry medical kits but generally only carry sidearms and blades as weapons.

At TL9 and above, electronic sights replace LI goggles amongst infantry as night vision aids.

At TL9 and above, all will carry inertial locators.

At TL11 and above, all will carry hand computers.

Referees' Overview

A small cool, agricultural, mid-tech world located in the Williamsburg subsector, Zarkhakugsi has been plagued for centuries by skirmishes between its two nation states. Add to this the occasional raids from Raidermarch commerce raiders as well as a seismically unstable planet, and the warring governments on Zarkhakugsi have their hands full just keeping order. Agricultural exports are the primary resource of Zarkhakugsi, but the "breadbasket" regions of the planet have been fought over for centuries, although the "wars" are on a minor scale compared ancient terran wars.

Two nation-states vie for control over the "breadbasket" regions. Zarkhakugsi Republic, from which the system is named, is the oldest and largest nation-state. Descended from Vilani colonists who settled on the world thousands of years ago, Zarkhakugsi Republic has a population of about 2 million. These are mainly farmers who are governed by a democratically elected "Farmers Forum". Zarkhakugsi Republic has in its possession some of the most fertile land on the planet, as well as a starport.

The competing nation-state, the Monarchy of Kragin is an authoritarian monarchy ruled by the House of Kragin. Descended from Solomani colonists who arrived on the world during the Long Night, the Kragins established a rival state antagonistic to the Vilani "plodders" and quickly grew to considerable size and economic power. Kragin's population is only about 1 million but has considerable economic power and a powerful army for the size of the planet - more powerful than the Zarkhakugsi. Kragin also has a starport for exporting its products offworld.

Four wars have been fought for control of the planet in the last 400 years. Acts of brutality were initiated by each side, with each side passing on to each new generation lurid tales of Vilani/Solomani brutality. Each war ended in a bloody stalemate, with a "Demarcation Line" running along the border between the two states. Currently there is a ceasefire in place, a state of affairs that has existed for over 40 years. Acts of state-sponsored terrorism occasionally occur but the heavily fortified border has not moved for a long time.

Recently the Kragin have started receiving money and weapons from Solomani Confederation sources. Their Solomani backers want the Kragin to finish off the pro-Imperial Zarkhakugsi once and for all - as if the House of Kragin needs any more incentive to wipe them out. The Zarkhakugsi Republic government is in trouble. Recent intelligence has indicated a buildup of forces on the other side of the border. Extortion and corruption scandals within the Zarkhakugsi Army hierarchy have shaken the morale of the frontline soldiers, and haphazard weapons acquisition programs have left the army ill-prepared for a major Kragin offensive. The word has gone out through mercenary channels of an urgent request for mercenary forces to stiffen the Zarkhakugsi Army and provide security for key installations.

The players may be part of an existing mercenary unit or they may have started this adventure with the mercenary crew from the Cast of Characters section and a *Javelin* class Mercenary Cruiser. Either way, this adventure is compatible with an existing campaign or as a standalone adventure that could easily be the start of a full-blown merc campaign. The players may be anywhere in the quadrant when word is received. They could start

from the Starfall Cluster, Imperial space, in the Grand Duchy of Stoner to spinward or in Glimmerdrift Trade Consortium space.

Once the players arrive in the Zarkhakugsi system they will be offered a 6 month Mercenary Ticket to act as high-impact security for a key strategic asset, the Zarkhakugsi C class starport. They will also be required to participate in recon missions against the Kragin.

The players will become embroiled in a full-scale invasion of Zarkhakugsi territory by the well-equipped Kragin armed forces. Urgent couriers will be sent coreward in the hope of convincing Imperial navy or marine units to assist the pro-Imperial Zarkhakugsi Government, but those reinforcements will be at least 6 weeks away and may not come at all because the Imperium may not be able to spare any units.

The Zarkhakugsi forces, with their morale already shaky, will collapse. The merc unit will be left to their own devices - plus some shattered remnants of the Zarkhakugsi Army - to defend the starport against overwhelming odds while they wait for possible reinforcements from the Imperium, or certain death...

Unlike many Traveller adventures, this adventure **is** about fighting the enemy. This is a serious merc mission, eventually descending into a desperate fight against overwhelming odds. The merc unit cannot rely on much help from the Zarkhakugsi Army, either in terms of manpower or supplies although there will be plenty of ammunition available. The unit must rely on what it can bring with them. The most powerful weapon in the unit's armory, the cruiser itself, may be called upon to perform battle tasks it was never designed to do. So this adventure is primarily suited to players who are military-inclined, which in the author's experience as a Traveller referee, is what most Traveller players are like.

Gravity

Zarkhakugsi is a low gravity world - 0.25g. This means all attacks, skill rolls and reflex saves occur at -2. In addition, aircraft, helicopters, grav vehicles and spacecraft can move at 1.5 times their maximum speed in the atmosphere.

Rumors

These rumors are to be used when characters are questioning others they encounter in the course of the adventure. Referees may use these rumors to spark further adventures or to mislead the characters as false rumors. Or they may simply be used to create “atmosphere” in the game. Rumors may be imparted to the characters in any number of ways – watching local news programs, meeting people in bars, restaurants, starports, officials mouthing off or information from visiting starships. Depending on how the characters interact with the locals, more than one rumor may be given to the characters each week, but one rumor per week would be the norm.

- The Zarkhakugsi Government is nearly bankrupt – the mercenaries won’t get paid for any of their work. (This rumor is not true, but it could upset the mercenaries).
- The Kragin spy network has penetrated the Zarkhakugsi military and have been responsible for exposing the corruption scandals against senior officials.
- A Kragin spy has penetrated the starport administration. It is not known whether he/she is still active.
- The Solomani aren’t funding the Kragin at all – it is those nasty Raidermarch types (an expansionist pirate-kingdom a few parsecs to rimward). This rumor is not true.
- A Raidermarch ship called at Kragin starport 9 months ago – they are behind the Kragin military buildup.
- The Kragin are actually good guys – just misunderstood, just like the Confederation’s efforts to reclaim the Solomani Sphere.
- The Kragin are training a bunch of uplifted dolphins to conduct underwater strikes against Kragin merchant ships.
- The Kugsi Defense Corporation (KDC), the most powerful corporation on the planet is secretly funding both sides in a Machiavellian attempt to control both sides of the conflict and benefit financially. KDC manufactures 90% of the arms used by the Zarkhakugsi. (This rumor is untrue but the referee may decide it is and all manner of situations could develop if the characters decide to investigate).
- An Imperial Navy ship has not been seen in the system in over a year – they used to visit at least twice a year.
- Negotiations between the Zarkhakugsi and Kragin are continuing in secret for the 50/50 splitting of the planet’s landmasses. This would cause the forced removal of tens of thousands of Zarkhakugsi from the border region.
- A major earthquake two years ago wiped out a Kragin naval base. High levels of radiation were detected in the area subsequent to the tremor.

Plot and Episodes

ACT 1: IT’S DANGEROUS WORK...

The characters, already working for Beta Quadrant Security, are called to fulfill an urgent Security Merc Ticket on the balkanized world of Zarkhakugsi.

SCENE 1: MERC TICKET (KEY SCENE)

Beta Quadrant Security (BQS) is a private mercenary firm run out of the Federate Republic world of Shumi Kiri. The characters have been employed by BQS for a few weeks now under an unusual arrangement whereby a *Javelin* class Mercenary Cruiser and small craft are “loaned” to a starmerc unit for no charge in return for 10% of the face value of any Merc Ticket and the exclusive right of BQS to sell the Merc unit its weapons, equipment and ammunition. The Merc unit picks up the tab for any repairs from battle damage as well as arming and equipping the Merc unit, but the yearly overhauls are performed free of charge by BQS engineers. The other exception is starship missiles are provided free of charge by BQS. Merc Ticket requests are usually (but not always) handled through BQS and passed on to Merc units, a unit receiving a Merc Ticket based on their equipment levels, experience or current proximity to the Ticket’s location.

Beta Quadrant Security effectively acts as a mercenary unit broker, employing few people directly. Because of its good reputation, governments, individuals and corporations throughout the Beta Quadrant now call on the company’s services. It currently has 4 *Javelin* class Mercenary Cruisers as well as other ships “loaned” to merc units, with several other ground units on retainer bolstering various governments and security throughout the quadrant.

The characters, leading a newly formed merc unit, have just started a shakedown cruise of the newly overhauled *Javelin* class Mercenary Cruiser *Dark Tower* somewhere in the Williamsburg subsector when they encounter a BQS scout/courier carrying details of an urgent Merc Ticket. The Merc Ticket outlines the details of the task.

The characters should proceed at all speed to Zarkhakugsi. The Zarkhakugsi Republic government is in trouble. Their intelligence has recently indicated a buildup of forces on the other side of the border in neighboring Kragin. Recent extortion and corruption scandals within the Zarkhakugsi Army hierarchy have shaken the morale of the frontline soldiers, and haphazard weapons acquisition programs have left the army ill-prepared for a major Kragin offensive. The word has gone out through mercenary channels for an urgent request for mercenary forces to stiffen the Zarkhakugsi Army and provide security for key installations. A 6-month Mercenary Ticket is offered to act as high-impact security of the Zarkhakugsi Republic’s prized strategic asset, their C class starport, as well as provide high-tech orbital and ground recon capability of Kragin intentions for the Zarkhakugsi Army. Payment is Cr130,000 per month to the unit.

The players should ignore all distractions and jump to Zarkhakugsi as soon as possible.

Positions

The characters should occupy the leadership positions in the unit – Starmerc Commander and Section leader positions at the very least. A character should fill the position of merc cruiser pilot, if possible, but characters can also fill other key positions like Assault Boat

pilot and heavy weapons specialists. All crew – including the ship’s crew, are paid out of the Merc unit coffers as all have valuable contributions to make to the team.

Equipment

If playing this adventure as a standalone or the start of a merc campaign, the players should have certain equipment already in the *Dark Tower’s* cargo bays to undertake the mission:

- A *Javelin* class Mercenary Cruiser loaned from Beta Quadrant Security with an extra double sandcaster turret and extra double beam laser turret fitted.
- 1 *Kimu* Class Assault Boat loaned from Beta Quadrant Security with Weapon Pack 7. In addition, 5,000 rounds of autocannon ammunition are carried for Weapon Pack 7. The characters may, at the referee’s discretion, choose their own Weapon Pack including the TL12 VRF Gauss Gun Weapon Pack. Substantial ammunition should be carried for the chosen Weapon Pack.
- 1 Slow Boat (standard design) loaned from Beta Quadrant Security with a single missile rack installed.
- 4 Jeeps each mounting an LMG. 50,000 LMG rounds carried on the *Dark Tower*.
- 1 Wheeled Armored Fighting Vehicle (standard TL12 design from THB).
- The ship’s locker, weapons, armor and ammunition as per the locker description earlier in this book. This is enough to equip a TL11 starmerc unit. The primary weapon is the ACR, while the infantry support weapon (one per Fire Team) is the Laser Rifle. The heavy weapons/engineering team has a medium mortar available in addition to the explosives and disposable launchers. All infantry carry RAM grenade launchers.
- Any personal equipment the characters can buy with their own funds – up to TL11. The extra ammunition, jeeps and AFV listed above will take up another 23 displacement tons of cargo space in addition to the 5 displacement tons of the ship’s locker.

Some players love skipping with starships that have been loaned to them. If the players insist on “stealing” the *Dark Tower* they will be blacklisted throughout the region. Merc Units have a code of conduct - rogue units with a bad reputation find it hard to get work and any dishonorable dealings will land the characters in the unemployment line very quickly. The news may take a few months to spread, but Instellarms and Portcullis will ensure the characters never find work in the Gateway Domain again.

If this adventure is being played within the context of an ongoing merc or military campaign, the players will bring to the Merc Ticket whatever equipment they currently have – be that a merc cruiser or other starship, weapons, ground vehicles and grav vehicles. Such a force need not be on retainer to BQS – they may hear about the Merc Ticket through other sources and arrive on the planet to take up the mission. Either way, the details of the mission are the same.

Costs

The main monthly costs are the starmerc salaries. The chart below shows the starmerc unit salaries based on the configuration of the *Javelin* Class Mercenary Cruiser *Dark Tower*.

Position	Monthly Salary
StarMerc Commander	Cr8000
Pilot:	Cr6000

Astrogator:	Cr5000
Chief Engineer:	Cr4000
3 Engineers:	Cr3000 each
Medic:	Cr2000
3 Gunners	Cr1000 each
2 Small Craft Pilots	Cr2000 each
2 Small Craft Gunners	Cr1000 each
2 Fire Team Commanders	Cr1250 each
33 Starmercs	Cr750 each
Total:	Cr70,250 per month

Additional costs include repairs, fuel, equipment, ammunition and weapon purchases.

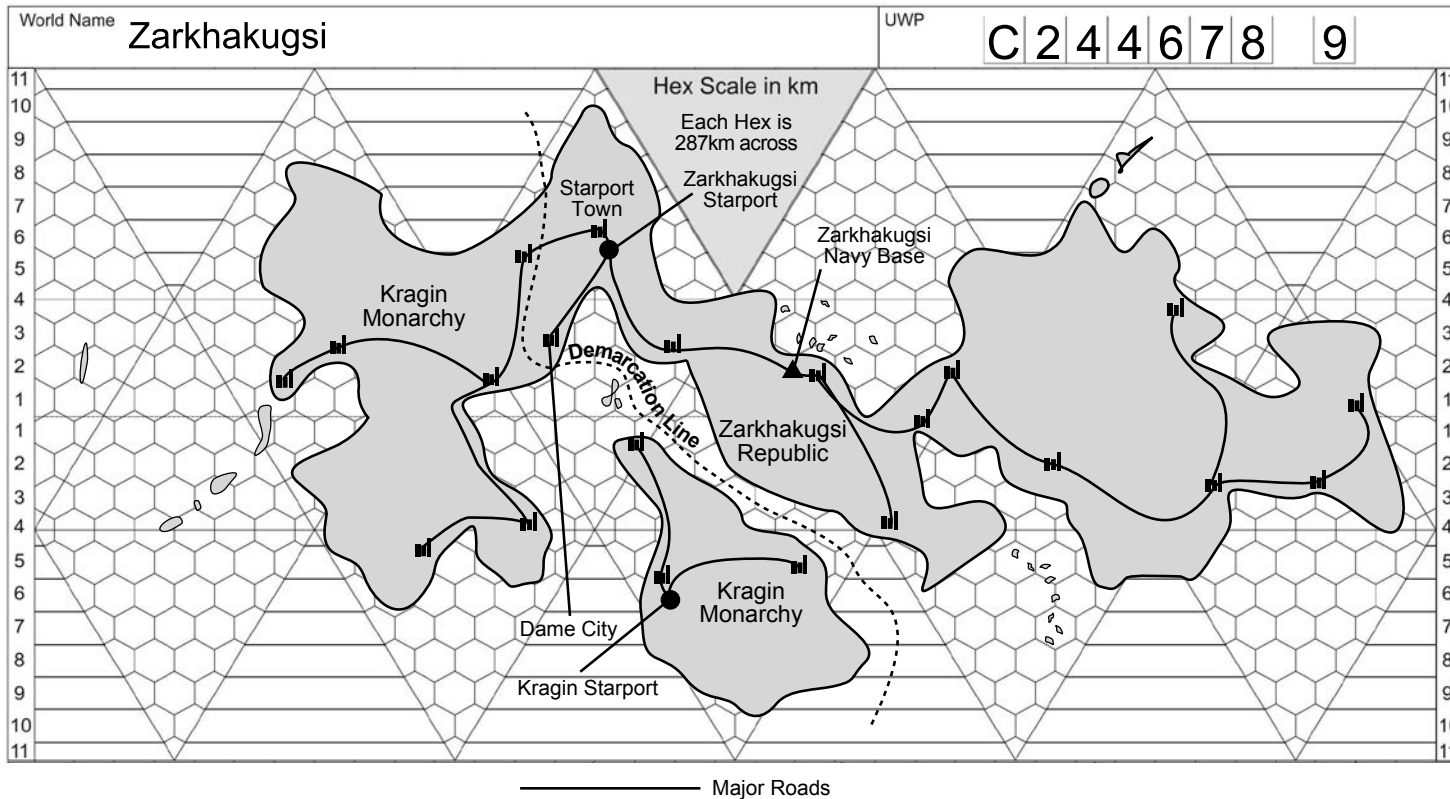
SCENE 2: BRIEFING (KEY SCENE)

The characters will arrive in the Zarkhakugsi system to be met by a squadron of 10 Zarkhakugsi Republic 15 ton fighters that identify the cruiser and escort it into orbit. Trailing the cruiser and fighters are two Kragin 15 ton fighters. These craft keep a safe distance but their intent is obvious. Scans reveal the system itself to be a binary, with the M7 companion orbiting just 60 million km from the main white giant A0 star. At orbit 8 (3 billion km) is the primary world of Zarkhakugsi, which has no natural satellites of its own. Occupying orbits 9 and 10 are two small gas giants, which obviously have a strong gravitational effect on the main world. Neither gas giant has any satellites - both have extensive ring systems however. Two massive asteroid fields, possibly the remnants of old planets, occupy orbits 12 and 15. Several small lumps of ice classed as planets occupy orbits 13, 14 and 16. Zarkhakugsi itself is low gravity (.25g) and has a thin atmosphere. Temperatures fluctuate from 10 degrees in daytime to a chilly -10 at night, yet the world has a high agricultural output, primarily in hardy vegetables. Trace elements in the volcanic soils combined with the low gravity make for high yielding, high quality produce that is exported to many high population worlds in the area.

The characters should decide whether to take the ship down to the Zarkhakugsi starport or take a slow boat to the starport. If the unit wants to make an impression they should take the merc cruiser down. Either way they are met by a contingent of 5 Zarkhakugsi Republic Army officers. The most senior officer, a tall refined Vilani named Colonel Fuijar Erlight, insists on an inspection of the cruiser and its weaponry before inviting the entire unit to a meeting in the mess hall of the army barracks on the south side of the starport. After a simple vegetarian meal, the team gets down to business.

Erlight and his officers explain the Ticket. The brief is to protect and augment security at the starport for 6 months until the Zarkhakugsi Army can spare enough trained troops to take over the security operation. The Ticket includes an orbital component. The merc cruiser is to maintain a high guard position in orbit to protect against any possible attacks from space. Payment is to be made monthly. Additional tasks utilizing the capabilities of the unit may be assigned from time to time, with a success-only fee attached to those assignments.

Erlight then explains the strategic situation on the planet. “When the Kragin came to this planet they sought dominance over us, first economically then militarily. But the bottom line is, we Vilani were here first – 800 years before the Kragin. We may not have had the drive and ambition of those Solomani, but we had a peaceful, ordered existence.



They have spent the last 400 years invading our territory, burning our border towns, murdering our people. We responded in kind of course, but continuous war is no way to move forward.”

“The Solomani Rim war has re-ignited the expansionist desires of the Kragin Monarchy. In the last two years we have seen a couple of Solomani Confederation ships visit the Kragin starport. One was an 8000 ton Solomani light cruiser. Now I ask you gentlemen – I suppose you are pro-Imperial? What would such a massive Solomani warship be doing in this system? Our intelligence indicates the ship sealed a deal with the Kragin for money to support their drive to wipe us off the face of this planet.”

“I’ll be frank. Most Zarkhakugsi – we are farmers, not fighters. The Rim war seems to have stirred the Kragin Monarchy into action. Our army is ill equipped – we need time, help from units like yours to get our defenses ready for what we fear the most – another Kragin invasion. We have even sent envoys to the Gateway Domain Imperial Government appealing for help. Surely they must come to our aid – we are Imperial at heart gentlemen. We have no desire to dominate other peoples.”

Erlight uses a map to illustrate the situation.

“The starport is 560km from the demarcation line. Of our 30,000-man army we have 50% stationed along this border, mainly in static defensive forts with a small

mobile reserve. We have 15,000 more reservists currently in training but they are short of heavy weapons. The rest of our army is stationed along the southern coast to defend against a Kragin sea borne invasion. But our troops are spread thin along the coast. We have 4500km of coastline to defend, and only 15,000 troops to defend it with. It is clearly an impossible task to defend effectively, so we maintain a network of comm stations along the coast and a strong central reserve to be rushed to where ever it is needed. But we are also faced with a superior army, gentlemen. They number 60,000 and we fear they have purchased additional weaponry with Solomani Confederation funds.”

The meeting clearly demonstrates that the Zarkhakugsi have problems. Despite the massive threat to their existence, the Republic seems to be doing little to prepare itself for war. A visit to the nearby Starport Town reveals a laid-back attitude, lax security and a general air of fatalism. The locals do not appear well off – 400 years of wars and skirmishes have done nothing for the local economy. Facilities are old and run-down, both in the town

and at the starport.

Referee

The Zarkhakugsi Army delegation is correct in its assessment. Their army is small, disorganized and badly equipped. A few units have decent morale but most are demoralized, particularly in the face of the corruption allegations against the senior military leaders. These allegations are largely correct, and questions about the allegations are promptly stonewalled. The Army is also faced with the massive threat from the Kragin augmented by Solomani money. Something drastic has to be done but re-training an entire army is too large a task for a merc platoon.

SCENE 3: RECON (KEY SCENE)

The unit must settle in and stake out its patch – the starport. The Zarkhakugsi Army can provide no more than one company of infantry to assist the merc unit. The starport itself has a 2m deep irrigation ditch on the south and west borders, plus a 14 foot high electrified security fence around the entire starport itself. Guard towers with pintle-mounted laser rifles cover the north and south entrances. A triple starship-sized missile rack with a 5 ton

magazine (100 missiles) is mounted on top of the 50m high black control tower – ironically dubbed “The Dark Tower” by the locals. A flight of five 15 ton fighters is stationed at the starport to provide some aerospace defense, but there is little else. The starport facilities themselves are rundown and badly in need of overhaul.

The characters should set up their forces how they see fit. They can use the Zarkhakugsi infantry company to construct fortifications or for any other purpose. In deference to the merc unit’s abilities, the company is placed under command of the characters.

The only vehicles available to the characters are a dozen old internal combustion farm trucks, but these are usually reserved for the Zarkhakugsi infantry company.

Referee

The characters have the opportunity to monitor starport traffic as well. When they arrive, there are a couple of independent far traders, a scout/courier and a 600 ton Grand Duchy of Stoner Subsidized Liner in port. The starport itself is relatively quiet for a C class facility, but every day or so there are new arrivals to the port. The referee should roll for traffic on a daily basis, consulting the starship encounters table later in this book. Unusual arrivals should be role-played as necessary. The merc cruiser can also intercept suspicious ships in orbit if it wishes. A small Zarkhakugsi customs team can be based on merc cruiser if the merc unit suggests the cruiser can be used for this purpose. A squadron of Kragin 15 ton fighters will always escort ships bound insystem for the Kragin starport. There will be no chance of intercepting these ships. Of course, the merc cruiser could always provoke a war by intercepting a Kragin-bound vessel. Assisting with orbital defense are 2 squadrons each of ten 15 ton fighters, based at a small orbiting naval base in geosynchronous orbit. The merc cruiser can also use this facility to refuel.

After a week or two the characters are called to a meeting with Colonel Erlight in Starport Town’s army base. The characters view the shambles of a base as they enter with Erlight – vehicles rusting in the parade ground, errant soldiers being flogged, rundown buildings. It is not an encouraging sight. Erlight’s only comment about the soldiers being flogged is “Spies. We caught them last night”. Erlight has a special mission for the merc unit.

“We need a recon task performed. Your merc cruiser has the most powerful orbital sensors available to us. We have heard about a buildup of Kragin forces on the southern continent. We need to find out more. Are you able to task your merc cruiser to give us more information?”

The characters should agree to this simple task. Colonel Erlight and a small team of intelligence experts travel to the merc cruiser to oversee the task. They turn the merc cruiser’s sensors to the southern continent. On the northern tip of the continent they find, in the harbor of Kraken, the northernmost town on the continent, a huge new warehouse. High-resolution imaging cannot confirm any other details. Erlight and his experts are perplexed. The warehouse is over 1 square km in size. It appears to be guarded.

“We need to get in there and find out what’s inside.” Erlight asks the merc unit for help. “You must help us. The problem with sending in our own personnel is that if they find any of our military undertaking such a mission, it will be all the excuse they need to launch an invasion. We know this because the 4th Planetary War – the war fought 40 years ago, started in exactly that way. And we suffered as a result.” Erlight will offer them Cr30,000, success only, to undertake the mission. This should be enough to entice the characters out of their bunks.

Depending on how the characters undertake the mission, the referee should determine what happens. “Gung ho” units may wish to undertake a meteoric assault in rescue balls, although this is extremely dangerous and the balls could be shot out of the sky by local missile defenses. A more logical method would be a nape-of-earth grav-vehicle or submarine insertion into the area along the coastline, and the characters, dressed in Kragin civilian clothes, penetrate the harbor and attempt to find out what’s going on at the warehouse.

The warehouse is guarded by a Line Battalion (see Act 3, Scene 3 for composition). The perimeter is a 12-foot high concrete wall with barbed wire on top. Characters with grav-belts will be particularly useful in getting over this barrier. It may be breaking into the compound is not necessary as locals may talk about what is going on. But subtle inquiries amongst locals will generate no information. The locals have been cowed into silence. Kragin soldier patrols are a frequent sight, and do an impressive job of keeping everyone’s mouths shut. If the characters manage to get into the compound they will find the warehouse filled with Kragin tracked AFVs, trucks and hundreds of landing craft as far as the eye can see. They will not be able to hang around for long however. If they manage to break in or are found trying to break in, the following events will play out. The characters will probably try to fight their way out. This is actually quite sensible as the Kragin defenders are shooting to kill.

• If they succeed in breaking out, they could split up or stay together in an effort to get back to friendly territory. The referee should determine the success or otherwise of their efforts. The characters could, in a desperate situation, rely on their merc cruiser to bail them out, the cruiser swooping down from orbit to pick up the characters or provide covering fire. However, this will cause an international incident. Within 24 hours the Kragin ambassador will hand a letter to the Zarkhakugsi government breaking off diplomatic ties and declaring a state of war between the two countries. A Kragin invasion of the southern coast and western frontier will start within 24 hours of the ceremonial letter. The characters will have been responsible for starting another world war. It is advisable to let the characters know beforehand the devastating consequences their overt intervention will have for the planet.

• If the characters are captured, they will be held in a dirty prison in the town and tortured. They will remain in prison for two weeks until they are released in a prisoner exchange with the Zarkhakugsi. The experience will be highly unpleasant. But while the Kragin may protest the intrusion, they will not declare war. Perhaps they want the Zarkhakugsi to know about the existence of the landing craft. Perhaps it is a decoy.

• Of course, the characters may be injured or worse. But hopefully their combat armor will ensure they can get out in one piece.

• The characters may devise another fiendish method of finding out what is inside the warehouse that does not require them to get inside the compound (for instance, a stealth drone or missile equipped with imaging equipment). The success or otherwise of such schemes is up to the referee.

If the characters succeed in getting useful information back to the Zarkhakugsi Army, they will get their money. The information will confirm that the southern coast is under serious threat. The situation is bleak for the Zarkhakugsi Republic.

Starport Recon

The characters will be asked to undertake another recon mission, to the Kragin starport to

find out what is going on there. Payment will be the same as the previous recon mission. If they do manage to get close enough to the starport – which is heavily guarded – they will find little of value to report other than the fact that it appears to have a substantial missile defense system installed. There is however, parked in a hanger in a far-flung corner of the complex, a 400 ton starship of unusual design adorned with Solomani Confederation markings. The ship is heavily guarded by troops and even a platoon of 3 Kragin AFVs. This ship must be supplying aid or advice of some kind. Zarkhakugsi military satellites did not spot the ship because the hanger is heavily camouflaged. This information could easily be passed on to the Imperial government to further demonstrate the Solomani threat is, even two Sectors from the battlefield, very real.

ACT 2: ENEMY FROM THE SKY

The Dark Tower merc unit gets some nasty surprises from the heavens.

SCENE 1: THE MOAT

The characters can be at the starport or in Starport Town when this scene occurs. A well-dressed elderly gentleman named Vlaan Aersaat approaches them and asks to see the commander of the unit. Vlaan explains that he is a farmer whose land has been fought over for centuries. His family has suffered greatly from the wars, and he asks the merc commander whether he thinks the Zarkhakugsi Army stands a chance this time. “I don’t want our family land bombed and invaded again. My family has suffered for too long.” Vlaan explains that he is prepared to defend his land again, to the death. He has devised some interesting defenses. He offers the characters a trip to his farm to view his fortifications. They sound impressive.

If the characters accept he flies them in his air/raft to the family home, only 40km from the Zarkhakugsi-Kragin border. The defenses are ingenious. He has dug a deep anti-tank ditch the entire length of his western boundary. He has laid minefields behind the ditch, both anti-personnel and anti-tank. Enquiries as to where he got these mines from meet with a two-word answer: “army surplus”. Vlaan shows them his “secret weapon”. Along the 10km of ditch is an underground pipe. “I paid for this myself” claims Vlaan as he directs the characters to an underground bunker. A flickering row of video monitors breaks through the gloom of the bunker. The monitors show various points along the moat. “Check this out people.” Vlaan flicks a couple of switches and part of the moat bursts into flame, 50 feet high. “Gas. It just seeps out of the ground around here. I use the gas out of the ground to power my electricity, but there’s so much of it I figured I could make it into a weapon. Place igniters along the ditch, pump the gas through and presto, instant wall of flame. You like?”

A 10km long wall of flame is obviously very impressive. He turns it off within 30 seconds. He does not want the Kragin catching wind of his device. He then offers to help install a flaming moat around the starport.

The characters can take him up on the offer or build something similar themselves. It is an idea worth considering, although the Kragin will no doubt have airborne troops in grav-vehicles and helicopters to avoid such an obstacle. They will find that the starport has a massive gas supply because the starport is powered by natural gas. It will take about two weeks to install the equipment and pipes required to create a flaming moat.

SCENE 2: RAIDERMARCH SURPRISE (KEY SCENE)

At some stage during the Ticket the merc cruiser orbiting the planet detects a ship exiting jump and heading towards a departing Imperial far trader at 3-G. Scans reveal it to be a 1000 ton ship, but its transponders are turned off. The Zarkhakugsi Planetary Navy scrambles a squadron of 10 fighters to intercept the unknown vessel. The far trader frantically radios for assistance before the signal is cut off in a storm of laser and missile fire. When the fighters get within range, the ship will open fire on the fighters as well, the far trader having been turned into scrap. The merc cruiser may possibly travel with the fighters to intercept the vessel but the fighters, travelling at 6-G, will intercept first. The vessel is quickly identified as a Raidermarch 1000 ton Commerce Raider – a pirate vessel. Known throughout the quadrant for their bullying piracy, Raidermarch ships are both feared and hated. Seemingly attacking merchant ships at random, the pirate Raidermarch kingdom has become more aggressive lately, as this attack demonstrates.

The Raidermarch ship will fight the merc cruiser and fighters and inflict as much damage as possible before immediately jumping again. It will not hang around to take much damage. It obviously has spare fuel in its tanks to enable the ship to do that.

The merc cruiser should rescue any damaged fighters. It may be that the Zarkhakugsi and merc cruiser can overpower the Raidermarch ship and disable its jump drive or other critical system before it can jump. If they can, the ship can possibly be boarded, giving the Raidermarch crew a taste of its own medicine. The Raidermarch crew will fight to the death in boarded. And the ship may be able to be salvaged by the Zarkhakugsi and merc unit, providing valuable additional firepower.

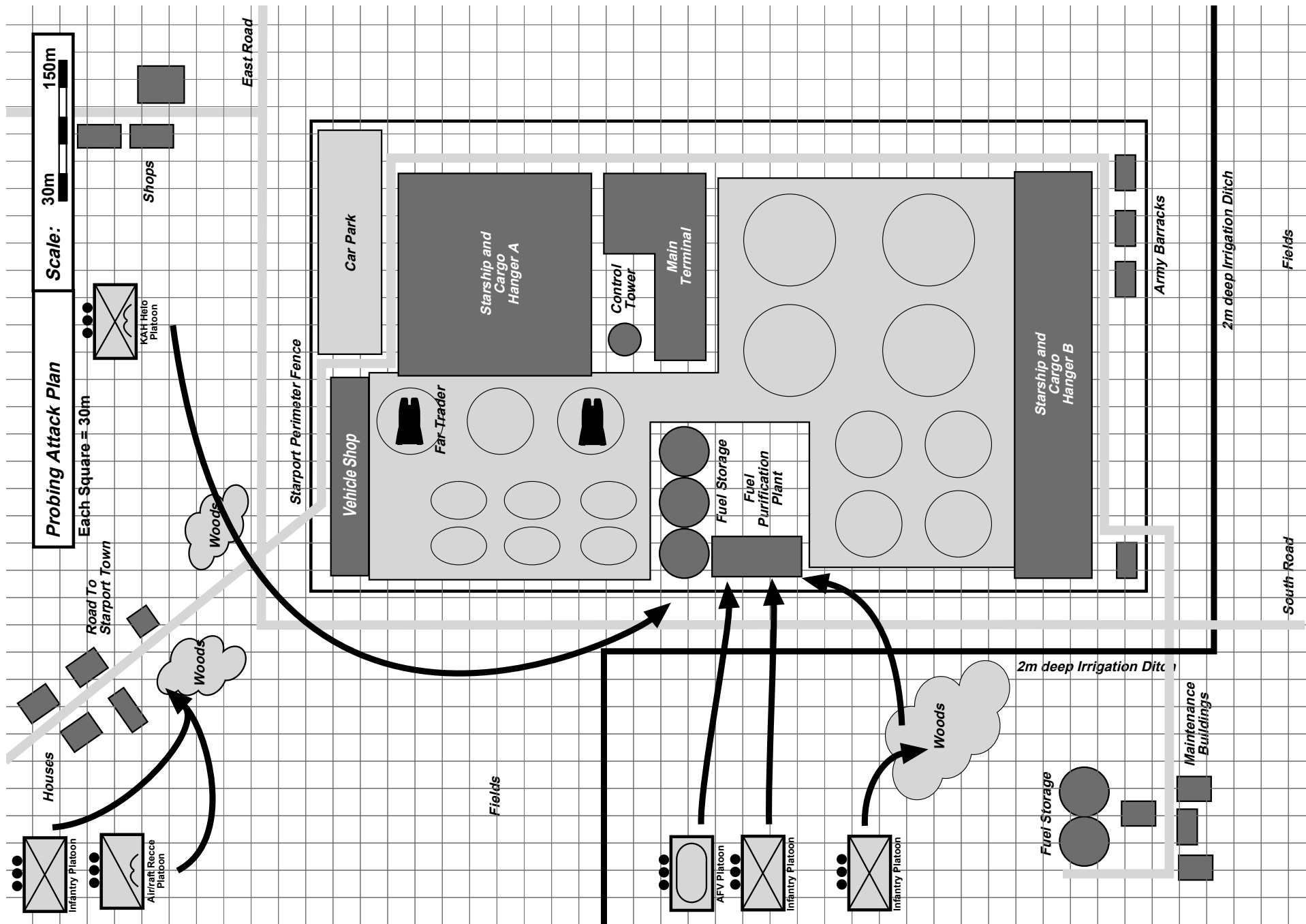
Capturing the Raidermarch ship is an unlikely scenario however. The Raidermarch ship is almost twice the size of the merc cruiser and is specially designed to take on other ships. If the characters decide not to intercept the Raidermarch ship, the battle will be fought between the fighter squadron on its own and the raider. If the Raidermarch ship wins the battle, it will not approach the planet – rather it will disappear into one of the asteroid fields. This is a threat that must be dealt with. The characters will be asked to assist in ridding the system of the raider. No offer of payment will be forthcoming however. It will be implied that hunting down the raider is part of the brief to defend the starport.

Whatever the reason and outcome of the raid, the intrusion is unwelcome and does nothing to ease tensions in the system. The strike may damage precious fighters and the merc cruiser as well, a most unwelcome outcome.

SCENE 3: AIRSTRIKE (KEY SCENE)

Two to three weeks after the Raidermarch raid the merc cruiser is in orbit monitoring Kragin territory when it suddenly detects hundreds of missile launches and bogies crossing the border from Kragin territory. There is no warning – no declaration of war from the Kragin. This must be the invasion. Immediately radioing their companions at the starport of the launches, the Zarkhakugsi liaison officer on the merc cruiser starts talking to his own high command. The bogies are mainly aircraft and missiles, although some slower moving ones are obviously helicopters and grav vehicles. The aircraft and missiles appear to be headed for the military bases, starport and frontline forces.

The merc cruiser may decide to get involved, swooping into the battle and providing an anti-missile capability with its defensive and offensive programs like anti-missile. But there are too many missiles and too many targets. The other problem is that the merc cruiser is attacked before it can leave orbit by a squadron of 10 Kragin 15 ton fighters.



The Zarkhakugsi are unable to spare any fighters to assist the merc cruiser as they have sent all their fighters into the fray in a desperate attempt to stave off the attack. The merc cruiser must fight the squadron on its own. The characters and referee should determine the course of the battle. It may leave the merc cruiser damaged and unable to help the merc unit at the starport. The attack may even destroy the merc cruiser, which would be a disaster, although nothing compared to the disaster threatening to engulf the Zarkhakugsi Army on the planet's surface.

The starport itself will be attacked by another squadron of 10 Kragin 15 ton fighters, firing their missiles into the various buildings, ships in port, defensive positions and the control tower. The characters will fight back with whatever can target the highly agile fighters – the missile racks on the control tower and weaponry on any boats currently in port. Starship crews, if in port (50% chance) will also defend themselves with their own starship weaponry, helping the merc unit fight off the attack. Whatever the outcome, it will not be rosy for the Zarkhakugsi. The starport will be damaged in some way. There will be casualties.

ACT 3: INVASION

After initial air attacks, Kragin launches a full-scale invasion.

SCENE 1: FRONT LINES RECON (KEY SCENE)

Surveying the damage from the first air attack, the merc unit hears from Colonel Erlicht. An invasion of Zarkhakugsi territory has begun, with a sea borne invasion to the south providing the most cause for concern. Zarkhakugsi forces are being pounded to the west. The merc unit may decide to undertake a recon of the front lines to see the actual extent of the problem. They could use the Assault Boat or grav-vehicles or even grav-belts, but as they approach the battle zone the situation looks bleak. Within 24 hours of the invasion, Kragin mechanized forces have broken through the frontlines both along the south coast and to the west. Some isolated Zarkhakugsi forts are fighting desperately but they have been surrounded and cut off. Other Zarkhakugsi units have simply surrendered in the face of artillery and missile bombardment. With Kragin tanks in the van, two columns are advancing, one towards Starport Town and one towards Dame City to the south. At their current rate of advance they will be at the starport gates in 3 days.

The characters may decide to enter the fray and fight alongside regular Zarkhakugsi units in the frontlines, but this is not their core mission. They may be advised to save their firepower for defending the starport itself. However if they do fight alongside their pro-Imperial allies, the characters will endear themselves to the Army High Command. Whether this will be of any use in a post-war world dominated by the Kragin is a moot point. And how much one platoon, however well equipped, can achieve against an invading army is an open question. Any thoughts of frontline heroics are dashed however when an urgent message is relayed to the recon unit that the Zarkhakugsi company at the starport has abandoned its posts and retreated into the hills to the north. The starport is basically defenseless. One platoon with 36 mercenaries is all that remains of the starport defenses. The recon unit should return to the starport immediately.

SCENE 2: SHATTERED UNITS (KEY SCENE)

The merc recon unit returns to the starport to find the defenses in a shambles. The

Zarkhakugsi company has simply melted away, leaving their weapons and guard towers, fox holes and pillboxes. Help appears in an unusual form however. About 8 hours after the Zarkhakugsi company disappears, a line of trucks roars down the north road escorted by 8 armed air/rafts into the starport. Exhausted Zarkhakugsi troops, some wounded, disembark from the trucks.

Although morale is low, the Zarkhakugsi Army is still able to put up a reasonable sized army with 30,000 troops in the frontlines. The units that have retreated to the starport and Starport Town are of average quality but are lacking in heavy weapons, having abandoned their fortified positions days before in the headlong retreat. Their commander, Captain Lirass Eackin, wishes to add his troops to the unit defending the starport. He is disgusted that the Zarkhakugsi garrison has fled, and promises that his troops will not do the same. "We have a company about 5 clicks north holding the village on the north road. They will hold as well. I promise you." The fresh-faced captain is convincing, but the army's performance thus far has been abysmal.

The Zarkhakugsi Army remnants that are to bolster the starport defenses comprise the following:

3 Infantry Platoons (all Regular Troops) each with:

HQ Section: 1 command Fire Team, 1 comms Fire Team, 1 medical Fire Team.

3 Infantry Sections each with 1 command Fire Team, 2 infantry Fire Teams.

Infantry are equipped with auto rifles, cloth armor and RAM grenade launchers. Each command and infantry Fire Team has one support trooper with a laser carbine instead of an auto rifle.

In addition, there are two Airborne Support Platoons each with 4 air/rafts. Each air/raft mounts a Medium Laser (3D10 damage versus vehicles) in a cupola (Regular crews).

The characters should begin work immediately to integrate the new forces into the defensive network they have set up. They do not have much time. They are also faced with another problem – refugees. Hundreds of civilians start surging their way into the starport in an attempt to find a way offworld. A few cargo ships not damaged in the initial air attack are filling their holds with refugees, their captains charging outrageous prices for passage offworld. It is a chaotic situation as children are separated from their families in the rush for safety. The numbers of civilians at the starport swells to over two thousand, and it is obvious the merc unit has to restore order and possibly close the starport to civilians. Occasional air attacks from Kragin fighters on the refugee columns cause appalling casualties. The medical facilities at the starport are filled to overflowing with civilian wounded. The characters will have to step in and make some hard decisions on how to handle the situation. They will have to take into account the fact that the starport is a prime target and civilians staying at the starport will come under attack. Some also want to take up arms and fight the Kragin. Some arrive with rifles, shotguns, swords – the characters have to decide if they are to form a militia and put them in the front line. If they do, they will get another 20 Fire Teams of four militia each. Their armament will consist of what few weapons they possess: shotguns, rifles or carbines and blades or swords. The merc unit and Army have few spare weapons and ammunition to give them, but these people have everything to fight for. The militia will defend their land to the death.

SCENE 3: STARPORT PROBE (KEY SCENE)

The Royal Kragin Army is mostly conscripted. Troop quality is low except for a few elite

commando and royal guard units. Numbering about 50,000, the army's largest operational unit is a "Royal Brigade". Each Royal Brigade is composed of 3 Line Battalions and a Support Battalion, which comprises an independent artillery company, armor company and assault helicopter company. Units from the Support Battalion are attached to Line Battalions whenever needed. The best units in the army are the artillery, helicopter and tank units.

A Line Battalion has the following organization:

Line Battalion

HQ Section: 1 command Fire Team, 1 comms Fire Team, 1 medical Fire Team.

3 Line Companies each with:

HQ Section: 1 command Fire Team, 1 comms Fire Team, 1 medical Fire Team.

3 Infantry Platoons each with 1 command Fire Team, 1 comms Fire Team, 8 infantry Fire Teams, 1 LMG Fire Team.

1 Recce/Support Platoon with 2 air/rafts each mounting a LAG, 2 medium mortars, 1 laser carbine Fire Team.

Infantry are equipped with assault rifles, flak jackets and RAM grenade launchers. Most carry their infantry in trucks, while one elite brigade carries its infantry in wheeled APCs.

Additional specialist units are attached to battalions from brigade level. Each unit type has the following organization:

Independent Artillery Company:

Company HQ, 1 command Fire Team, 1 comms Fire Team. 2 forward observers in jeeps, 1 forward observer in air/raft.

3 Batteries each 3 Field Artillery Weapons (range: 1.2km, ROF: 1:3, Damage 6D12, AOA: 4)

Armor Company:

Company HQ: 1 Assault AFV

3 Platoons each 3 Assault AFVs.

Assault Helicopter Company:

Company HQ: 1 command Fire Team in air/raft, 1 comms Fire Team in air/raft.

3 Platoons each 3 KAH (Kragin Assault Helicopters).

The Kragin Assault AFV and Assault Helicopter are detailed in the Starships and Vehicles Section of this book.

Probing Force

48 hours after the Zarkhakugsi units arrive to bolster the defenses of the starport, the initial Kragin probing force will attack the starport. The force comprises:

1 Line Company (Green Troops)

1 Assault AFV Platoon (3 AFVs – Regular crews)

1 KAH Platoon (3 Helicopters – Regular crews).

1 Artillery Platoon (3 Field Artillery Weapons – Regular crews)

The attack will be launched at 0600 hours, early morning, just after sunrise with no artillery preparation or warning. Any minefields laid will be crossed by 2 special flail tanks (Kragin AFVs which have had their main armament removed). Two Kragin AFVs also have

an armored bridge mounted on top to facilitate the crossing of obstacles. These bridge-layers also have their main armament removed. The map shows the attack pattern. A feint to the north will tie up the attention of the defenders. 30 minutes after the feint attack starts, the main force, including the helicopters and AFV's will make for the starport perimeter and the fuel purification plant. A battle should develop between the merc unit, the Zarkhakugsi Army remnants, the militia and this probing force. The way the battle progresses will be entirely dependent on how the characters have set up their defenses and organized their unit dispositions. Whatever their dispositions the Kragin probing force will attack according to the plan outlined above.

This battle may take a while to simulate using T20 or CT/Striker combat rules but there will be plenty of scope for heroism and AAOC (Amazing Acts Of Courage) from the characters as they attempt to inflict serious casualties on their attackers. But once the attackers take 30% casualties they will withdraw. The probing force attack was probably an attempt to take the starport by surprise, but also a recon in force to determine the strength of the defenses. There is no doubt they will be back in strength.

Several suggestions are listed for what may happen during the battle, subject to the discretion of the referee.

- Once any Zarkhakugsi Army Fire Team takes 30% casualties, they flee the battlefield.

- The attackers will make intelligent use of cover, even though they are green troops. They will not stand in the open, blazing away until they are cut down. The referee may devilishly take a Traveller player who is not part of the Merc unit and assign them to role-play the Kragin attacks. That would ease the workload and potentially make for very unusual results.

- The merc unit may use their merc cruiser, if not already damaged by the assault from the fighters, to repel the attackers using its laser turrets or missiles. The merc cruiser itself is a powerful fighting unit against ground vehicles, and its effectiveness will be determined by the way the characters position the merc cruiser – either in orbit or on the ground. If, as expected, the merc unit and Zarkhakugsi Army remnants repel the attack, the Zarkhakugsi will celebrate their glorious victory by looting Kragin bodies and vehicles left on the battlefield. Their morale will skyrocket, but it will be obvious to any experienced military personnel that there is more to come.

Referee

The battle could be played out as a miniatures battle or, to save time, it may be resolved using an abstract combat system. The referee may wish to use the abstract combat system presented in *Classic Traveller Book 4, Mercenary*.

SCENE 4: THE MAIN ASSAULT (KEY SCENE)

In the aftermath of the initial assault, the defenders may be able to replenish their ammunition and supplies, but within 6 hours of the failure of the initial probe, artillery will start to fall on the defenders' positions. A company of 9 field artillery weapons will open up and subject the starport to 24 hours of continuous bombardment. The referee may choose to abstract any casualties from this bombardment or determine the results in the light of character actions – for instance the characters may have prepared deep bunkers that are invulnerable to artillery, or have created decoy positions. Garbled radio reports from other Zarkhakugsi Army units report bad news along the front – Zarkhakugsi troops have

broken in many places although some towns are being stubbornly defended, including Starport Town. Although the link between the Starport Town and Starport has been cut off, the Kragin forces have been unable to completely surround the starport due to stubborn resistance from a Zarkhakugsi unit defending a village 5km to the north. At least the Zarkhakugsi Army still has some sense of pride.

Then, at dawn on the 2nd day after the initial probe, the artillery bombardment ceases and the defenders will hear the roar of massed tanks and vehicles in the distance. The hum of helicopter blades soon becomes the ominous sight of an entire company of assault helicopters heading for the starport. Artillery starts up again, dropping a smoke screen in front of the advancing Kragin tanks and troops. The final assault has begun.

The Assault Force will consist of:

2 Line Battalions (Green Troops)

2 Assault AFV Companies (each with 10 AFVs – Regular crews)

1 KAH Company (9 Helicopters – Regular crews).

1 Artillery Company (9 Field Artillery Weapons – Regular crews)

The assault will be along two main axis of attack, designed to split the attention of the merc unit's heavy weapons. The northern assault will be the main effort, with a diversionary move from the south. In a similar manner to the initial probe, the diversionary attack will open one hour before the main assault. Any minefields laid will again be crossed by 3 special flail tanks (Kragin AFVs which have had their main armament removed). 3 armored vehicle bridge-layers are also to be used by the southern assault force to facilitate crossing the moat. The defenders will be massively outnumbered. The defenders amount to about 5 platoons in total (excluding any militia) – about a company, up against 8 Line companies, 2 companies of tanks, 1 company of helicopters and artillery. Outnumbered 10 to 1 in troops and heavy weapons, this is the kind of action that will make a merc unit's reputation throughout the Sector, or simply annihilate the unit.

The characters may wish to fire up the moat while Kragin troops are crossing it, or while tanks are crossing it. A soldier will suffer 4D6 stamina points of damage (CT: 4D wounds) from the flames while a vehicle will suffer 1D6 damage if caught crossing the moat as it is lit. Naturally, soldiers and vehicles caught in the flames will leave the moat immediately, unless soldiers fall unconscious or die. The damage will be caused even if the soldier or vehicle is on a vehicle-bridge crossing the moat.

The characters may have prepared some other aces up their sleeves prior to the invasion. Now would be a good time to play them. The attack will continue until the attackers over-run the starport or take 60% casualties. Each attacking company should be monitored for casualties, and will withdraw once the 60% threshold has been reached. If the defenders succeed in staving off the first attack, the starport will be completely surrounded and will suffer a long siege, artillery falling on a regular basis (2 hours of shelling every day). The rest of the Zarkhakugsi Republic will be quickly over-run.

Referee

To save time the battle may be resolved using an abstract combat system, or it could be played out as a miniatures battle in 15mm or 1:300 scale. The referee may wish to use the abstract combat system presented in *Classic Traveller Book 4, Mercenary*.

SCENE 5: HOPE FADES... (KEY SCENE)

Depending on how Scene 4 played out, Scene 5 will follow on directly from Scene 4. It is either time to celebrate the successful defense of the starport, or undertake an emergency evacuation.

If the starport is successfully defended against overwhelming odds, word will spread throughout the Zarkhakugsi Army via the radio network, inspiring the beleaguered and exhausted defenders. The Army will hold fast at various strongpoints – towns, villages, mountain passes and bases. Gradually the Kragin will be worn down and will be sucked into street battles and sieges. The merc unit and their Zarkhakugsi allies may even launch limited counterattacks designed to drive the enemy out of Zarkhakugsi territory. The successful defense of the starport will also dramatically elevate the merc unit in the eyes of the Zarkhakugsi Republic government.

12 days after the main starport assault system-wide scans from either the Zarkhakugsi planetary navy or the merc cruiser spot a massive ship jumping insystem. As the ship races towards the planet at 4-G, displacement scans reveal a 17,500 ton ship! No comm signals are detected and its transponder is turned off. The ship enters orbit and starts firing particle accelerator and missile bays in a devastating planetary bombardment, aimed at Kragin military bases and troop concentrations. Comm channels finally spark into life as the huge ship slides past the merc cruiser, directing its weapons at attacking Kragin fighters as well as numerous ground targets. It is a brand new Imperial *Arandol* class light cruiser *Gieshen* and swats the Kragin fighters aside with ease as it circles the planet. Within 24 hours the Kragin Monarchy surrenders to the Imperial cruiser. The Gateway Domain government answered the Zarkhakugsi's pleas for help, although the move may backfire for the Imperium. Pro-Solomani systems will no doubt see an Imperial cruiser crushing a pro-Solomani government outside its borders as a highly aggressive move, and this may force more worlds into the Solomani camp. But for the Zarkhakugsi the help could not come soon enough. Wild celebrations break out in Starport Town as the *Gieshen*, escorted by the merc cruiser and surviving Zarkhakugsi fighters makes a low pass over the town before landing in a field just outside the town. Crowds throng around the cruiser and other ships, and welcome their crews as heroes.

If the starport falls, the merc unit will have to undertake an emergency evacuation. Perhaps in association with any surviving starships and small craft at the starport, the merc cruiser leads a planetary evacuation and heads towards either jump distance or the outer system. This may not be possible if the merc cruiser has been damaged in its orbital battles, so the merc unit may try to commandeer a ship to undertake its evacuation. Either way, their client has ceased to exist as an organized political force. Some senior Zarkhakugsi military staff are part in the evacuees, Erlight flying out with the mercenaries. The mission has failed, although there is little doubt the merc unit made the Kragin Monarchy pay dearly for Zarkhakugsi's bombed-out starport.

12 days after the main starport assault the Imperial *Arandol* class light cruiser *Gieshen* will jump insystem, the Imperium's answer to the Zarkhakugsi's pleas for help. If the characters and other ships are still insystem they should make contact with the cruiser. The mercenaries and Zarkhakugsi military staff including Erlight are transported by cutter onto the *Gieshen* and are escorted to the dimmed situation room adjacent to the bridge. Captain Baron Janus Dibeer and his XO greet the team, listening intently to the disastrous situation report. Dibeer responds gravely. "We have the firepower to take out their entire army and space forces. I'm ordered to help the Zarkhakugsi Republic to the best of

Epilogue

my ability – that's what we are going to do. We will make for planetary orbit..." Erlight interrupts. "Captain, we have a problem. A real problem. A week ago the Kragin captured some of our planetary defense facilities intact. Although we never intended using them in our atmosphere, as it would destroy our agricultural economy, the Kragin captured most of our nuclear missile stockpile - about 200 missiles. They now have nuclear weapons. They may have them anyway."

One of the other Zarkhakugsi officers interjects. "I didn't know about this stockpile! Who authorized it?" The Zarkhakugsi start arguing amongst themselves. The implications are clear however. Dibeer interjects. "Silence gentlemen! We have a nuclear damper screen. We are not going to be put off by a couple of hundred nuclear missiles."

Erlight shakes his head. "Sir, it is too risky. We are not going to place the entire economic future of our planet in the hands of some Kragin madmen with their finger on a nuclear trigger. Even if they launch a nuclear strike against your ship in orbit, what if some exploded in the upper atmosphere? Our atmosphere is very thin – radiation would quickly cover the whole planet and render the place uninhabitable. It would destroy our agriculture. I'm afraid we cannot risk the Kragin being backed into a corner and launching a nuclear strike. I would rather see our planet survive and we find other means to take back the planet."

The meeting room is silent. The cruiser has massive firepower yet cannot use it. Another way has to be found to retake the planet.

If the starport falls to Kragin forces the Zarkhakugsi Army will cease resistance within days and the Zarkhakugsi Republic will surrender. It is likely that the Republic will cease to exist as the Kragin Monarchy absorbs it. The defeat of a pro-Imperial Government like the Zarkhakugsi Republic will send alarm-bells ringing in the Gateway Domain government. There is ample opportunity for further adventures as a result of this development.

The Imperial Navy may interdict the world to force the downfall of the Kragin Government. The Imperial light cruiser is urgently needed elsewhere so will not be part of the interdiction force. A BQS scout/courier makes contact with the mercenaries to assess their situation – and any damage. The mercenaries will probably have put up a valiant defense so will have their reputations intact, although their pride may be severely dented.

A sufficiently concerned Imperial noble (or the Domain Government) may fund mercenary units to conduct guerilla warfare against the Kragin government. The merc unit may be hired to undertake such a task. But one thing is for sure – the fall of the starport will have far-reaching consequences for the Quadrant. Pro-Solomani groups and governments may side with the Confederation if it comes calling with weapons and money. If the merc unit successfully defends the starport, the Imperial light cruiser will arrive and turn the balance in favor of the Zarkhakugsi Republic. The Kragin will surrender within a day.

The merc unit will be awarded the Army's highest award for heroism, the Zarkhakugsi Sunburst in a lavish ceremony at the shattered remains of Starport Town Army Base. The unit will be offered a permanent position as advisors to the Zarkhakugsi Government on military issues. The unit will be offered a parcel of land – about 10 hectares – to establish a base of operations for their mercenary unit, if they wish to. The land cannot be on-sold, only given back to the Zarkhakugsi Republic if they do not wish to use the land.

Most importantly, the reputation of the merc unit will be enhanced throughout the Sector. This will enable the unit to find lucrative Tickets. And news will spread fast. BQS will ensure everyone knows which organization the unit operates under. The characters may also be presented with offers from rival mercenary firms.

Further adventures of the Dark Tower could also center around:

- Overseeing the retraining and equipping of the Zarkhakugsi Army.
- A counteroffensive against the Kragin to destroy their planetary influence once and for all.
- More Merc Tickets in the Beta Quadrant. There are hundreds of worlds wanting protection of some kind, or wanting to strike at perceived threats. Like all Traveller campaigns, the possibilities are limitless.

Epic Adventure Checklist

Act 1: It's Dangerous Work...

Key?	Done?	Scene
K1	_____	Scene 1: Merc Ticket
K2	_____	Scene 2: Briefing
K3	_____	Scene 3: Recon

Act 2: Enemy from the Sky

-	_____	Scene 1: The Moat
K4	_____	Scene 2: Raidermarch Surprise
K5	_____	Scene 3: Airstrike

Act 3: Invasion

K6	_____	Scene 1: Front Lines Recon
K7	_____	Scene 2: Shattered Units
K8	_____	Scene 3: Starport Probe
K9	_____	Scene 4: The Main Assault
K10	_____	Scene 5: Hope Fades...
K11	_____	Epilogue

Starship Encounters

Every day the following table should be consulted for starships entering the system. Ships should spend 1D6+1 days at the starport, refueling and/or unloading or loading cargo before leaving the system again. If a Raidermarch Commerce Raider is rolled, Act 2 Scene 2 should be initiated. The Raidermarch Commerce Raider will only be encountered once.

2D6 Encounter

2-3 No Ship

4 - 2 Seekers operating together (each with 1 single turret with 1 mining laser)

5 - Independent Scout/Courier (1 double turret with 2 pulse lasers)

6 - Independent Far Trader (2 double turrets, 1 with 2 beam lasers, 1 with 2 missile racks)

7 - Federate Republic Far Trader (2 double turrets, 1 with 2 missile racks, 1 with 2 beam lasers)

8 - Grand Duchy of Stoner Subsidized Liner (4 triple turrets each with 3 pulse Lasers)

9 - Glimmerdrift Trade Consortium Far Trader (2 triple turrets, 1 with 3 sandcasters, 1 with 3 pulse lasers)

10 - Glimmerdrift Trade Consortium 5000 ton Merchant Cruiser

11 - Raidermarch 1000 ton Commerce Raider

12 - Referee Choice

Roll 1D6 again to determine where the ship is headed:

1 - No contact with the main world – gas giant skimming then jumping (or asteroid prospecting if seeker)

2-4 - To the Zarkhakugsi Republic starport to conduct business of some kind

5-6 - To the Kragin Starport to conduct business of some kind

Starships and Vehicles

The *Javelin Class Mercenary Cruiser* and *Kimu class Assault Boat* are detailed in part 1 of this book. Prices below exclude small craft.

IN-SYSTEM FIGHTER

Each government employs some squadrons of 15 ton space-fighters for patrols in space as well as highly-capable aerospace fighters. They are standard Imperial TL9 designs, both mounting missile racks. Some Kragin fighters have been fitted with single beam lasers (Attack Bonus +1, Damage 1D8).

In-system 15 Ton Fighter

Class: Small Craft	EP Output: 1.9 (1 excess)	Battery 1: Missile Rack (x3), Attack Bonus +3 (+3 USP), Damage 3d6.
Tech Level: 9	Agility: 6	
Size: Small (15dt)	Initiative: +6	
Streamlining: Streamlined – Wedge	AC: 17 (+6 agility, +1 small)	
Jump Range: 0	Repulsors: None	
Acceleration: 6	Nuclear Dampers: None	
Fuel: 1.9	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 1	AR: 0	
Staterooms: 0	SI: 77	
Small Cabins: 0	Main Computer: Model/1	
Bunks: 0	Sensor Range: Close (Model/1)	
Couches: 1	Comm. Range: Close (Model/1)	
Low Berths: 0		
Cargo Space: .2 ton	Cost: MCr11.88 (new)	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: 1dt missile magazine (20 missiles).		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

RAIDERMARCH COMMERCE RAIDER

The Raidermarch employs what can only be described as Q-Ships to attack and loot commerce throughout the Glimmerdrift Reaches. This 1000 ton Raidermarch “Merchant” is more accurately called a Commerce Raider, so is listed here as such. Although it has reasonable cargo capacity, that capacity is usually utilized to store looted valuables, not engage in legitimate trade. Piracy is a real problem and with powerful ships like this in the prowl, the threat to the region’s stability cannot be over-estimated. The ship itself is well armored but not particularly agile, preferring to close with its prey and conduct a surprise attack with its 10 popup triple turrets before withdrawing or boarding the stricken target vessel. Standard practice is to keep 2 to 4 triple turrets visible at all times so attention is not drawn its apparent lack of armament.

Raidermarch Commerce Raider

Class: Starship, Type RRC	EP Output: 61 (10 excess)	Battery 1: Popup Beam Laser (x1), Attack Bonus +6 (+6 USP), Damage 6d8. Battery 2: Popup Beam Laser (x1), Attack Bonus +3 (+3 USP), Damage 3d8. Battery 3: Popup Missile Racks (x1), Attack Bonus +4 (+4 USP), Damage 4d6.
Tech Level: 12	Agility: 1	
Size: Large (1,000dt)	Initiative: +1	
Streamlining: Partially Streamlined – Close	AC: 13 (+3 armor, -1 large, +1 agility)	
Jump Range: 3	Repulsors: None	
Acceleration: 3	Nuclear Dampers: None	
Fuel: 361	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 15 + 5 Troops	AR: 3	
Staterooms: 11	SI: 250	
Small Cabins: 0	Main Computer: Model/5	
Bunks: 0	Sensor Range: Very Long (Model/5)	
Couches: 0	Comm. Range: Very Long (Model/5)	
Low Berths: 10		
Cargo Space: 209.5 tons	Cost: MCr551.097 in Quantity*	
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph	
Other Equipment: 10xMissile Magazines (100 Missiles), Fuel Scoops, Fuel Processor (8hrs for 200dt Jump fuel). Hangar for 1x20dt Launch, 1xSickbay, 10xPopup Triple Turrets.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

ARANDOL CLASS LIGHT CRUISER

This brand-new Imperial light cruiser is fully described in QLI's *Traveller's Aide 7, "Fighting Ships"*. Statistics are reproduced from this Traveller's Aide and are shown here although it is highly unlikely any battles will need to be resolved using this ship.

Arandol class Light Cruiser

Class: Starship, Type CL	EP Output: 2539 (700 excess)	Spinal Mount: Meson Gun, Attack Bonus +16 (+16 USP), Damage 16d20 +16d12 radiation. 100dt Bay: Particle Accelerator (x2), Attack Bonus +9 (+9 USP), Damage 9d12+9d10 radiation. 50dt Bay: Missile (x4), Attack Bonus +9 (+9 USP), Damage 9d6. Battery 1: Beam Laser (x4), Attack Bonus +9 (+9 USP), Damage 9d8 Battery 2: Sandcaster (x6), Defense Bonus +9 (+9 USP).
Tech Level: 14	Agility: 4 (+700 EP)	
Size: Huge(17,500dt)	Initiative: +4	
Streamlining: Streamlined – Wedge	AC: 12 (+4 agility, -2 huge)	
Jump Range: 4	Repulsors: None	
Acceleration: 4	Nuclear Dampers: USP 2	
Fuel: 9539	Meson Screens: USP 2	
Duration: 4 weeks	Black Globes: None	
Crew: 163	AR: 0	
Staterooms: 90	SI: 518	
Small Cabins: 0	Main Computer: Model/8fib	
Bunks: 0	Sensor Range: 1 Parsec (Model/8)	
Couches: 0	Comm. Range: System Wide (Model/8)	
Low Berths: 0		
Cargo Space: 6 tons	Cost: MCr12,312.3	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: Missile Magazine (x4), 500 Missiles (10 Shots per 50dt Bay). Fuel Scoops, Fuel Processor (10.5hrs for 7000dt Jump Fuel), 50dt Modular Cutter.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

KRAGIN ASSAULT AFV

A heavy, spartan vehicle built to an old Solomani design, the Kragin Assault Tank is the only tank in the Kragin arsenal worth sending into battle – light tanks used for training are not suitable for the front line. Heavily armed and armored, it does not employ an overpressure system or climate control so is vulnerable to NBC attacks, but NBC warfare would never be practiced on such a small world as it would be suicide for both sides. The crew consists of a driver, LMG gunner, autocannon gunner and commander. The

Kragin "Assault AFV"

Class: Ground Vehicle	EP Output: 116 (0.39 excess),	Heavy Manned Turret: 7.5cm autocannon (x1), Attack Bonus +0, Damage 6d12 versus vehicles. Cupola co-axial to autocannon: LMG (x1), Attack Bonus +0, Damage 1d12 versus personnel, 1d12-5 versus vehicles.
Tech Level: 9	Agility: 0	
Size: Huge (10,000vl)	Initiative: +0	
Streamlining: Standard	AC: 16 (+8 armor, -2 huge)	
Pressurized?: No	AR: 8	
Climate Control?: No	SI: 65	
Drive Train: Tracked x2	Visual: 2 Beam headlights (12m), 4km Visual Sensor+LI	
Crew: 4	Comm: 2 way Radio (Long)	
Passengers: 0		
Cargo Space: 7.55vl	Cost: Cr135,856.2 in Quantity	
Fuel: 696vl		
Range: 1200km		
Speeds: Acceleration: 5kph Offroad: 22.5kph Very Slow: 5kph Slow: 12.5kph Cruising: 25kph Fast: 37.5kph Maximum: 50kph		
Other Equipment: TL8 linear hardwired linear fire control computer with TL7 electronic interface for autocannon, 3000 rounds for LMG, 76 rounds for 7.5cm autocannon, Turbine Powerplant.		

TAS Form 3.1v (Condensed)

Vehicle Data (Commercial)

autocannon is fed by an autoloader.

Cast Of Characters

KRAGIN ASSAULT HELICOPTER

The Kragin Assault Helicopter (KAH) is a large, highly agile, well-armored rotary wing craft designed for the strike role. With one pilot and three gunners, the craft is literally a flying weapons platform, with a fixed forward-firing 7.5cm autocannon backed up by one small turret mounted on each side of the main body, each mounting a 35mm 4 barrel autocannon. Hundreds of rounds of ammunition are carried, and combined with the long range and low-light capability the craft is able to undertake long-duration missions even at night deep in enemy territory. Kragin has also produced a variant with the 7.5cm autocannon removed and 16 passenger seats fitted for carriage of troops.

Kragin Assault Helicopter

Class: Aircraft	EP Output: 957 (300.628 excess),	Fixed Forward Firing Mount: 7.5cm autocannon (x1), Attack Bonus +0, Damage 6d12 versus vehicles. Heavy Unmanned Turret x2: 4 barrel 35mm autocannon (x1), Attack Bonus +0, Damage 2d12 versus vehicles.
Tech Level: 9	Agility: 5	
Size: Huge (15,000vl)	Initiative: +5	
Streamlining: Standard	AC: 15 (+5 agility, +2 armor, -2 huge)	
Pressurized?: Yes	AR: 2	
Climate Control?: No	SI: 75	
Drive Train: Rotary Wing	Visual: 2km Visual Sensor+LI	
Crew: 4	Comm: 2 way Radio (Long)	
Passengers: 0		
Cargo Space: 0.35vl		
Fuel: 1196.25vl	Cost: Cr449,232 in Quantity	
Range: 1250km		
Speeds: Acceleration: 25kph Very Slow: 25kph Slow: 62kph Cruising: 125kph Fast: 187kph Maximum: 250kph		
Other Equipment: TL8 linear hardwired 17cpu fire control computer with TL7 electronic interface for each autocannon, 975 rounds for 4 barrel 35mm autocannon, 72 rounds for 7.5cm autocannon, Turbine Powerplant.		

TAS Form 3.1v (Condensed)

Vehicle Data (Commercial)

Note: only those NPCs likely to be involved in combat are listed in this section.

CREW OF THE DARK TOWER

Any *Dark Tower* positions not filled by characters should be filled by the NPCs below.

MERC UNIT STARSHIP PILOT

T20: (Traveller level 9) TL12 Medium human
Stamina 43, Lifeblood 12; Init +0; Speed 6 m (4 squares);
Armor Class: 12 (+2 vac suit), Armor Rating: 2 (vac suit)
Str 11, Dex 11, Con 12, Int 11, Wis 11, Cha 11, Edu 11, Soc 10
SV Fort +4; Ref+4; Will +4; Atk +4;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Laser Pistol	+4	2d10	36	20 x2	1	25
Blade	+4	1d6	--	19	--	--

Skills: Pilot +12, T/Computer +12, T/Astrogration +9, T/Communications +9, T/Sensors +9, Gunnery +9, T/Engineering +9, T/Sensors +8, T/Electronic +7.
Feats: Armor (light, vac suit), Weapons (marksman, lasers, ship's weapons), Zero-G/Low-G Adaptation, Vessel (starship, ship's boat, grav), Ship Tactics, Miracle Worker.
Equipment: vac suit, laser pistol, blade.

CT: Merc Unit Starship Pilot 5 Terms: 778887

Skills: Pilot-3, Ship's Boat-1, Grav Vehicle-1, Computer-2, Navigation-1, Ship Tactics-1, Gunnery-1, Engineering-1, Electronic-1, Laser Pistol-0, Vac suit-0.

MERC UNIT STARSHIP ENGINEERS

T20: (Scout level 6) TL12 Medium human
Stamina 24, Lifeblood 11; Init +0; Speed 6 m (4 squares);
Armor Class: 12 (+2 vac suit), Armor Rating: 2 (vac suit)
Str 12, Dex 11, Con 11, Int 12, Wis 10, Cha 10, Edu 11, Soc 9
SV Fort +2; Ref+3; Will +3; Atk +4;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Body Pistol	+4	1d8	24	20 x2	1	6
Blade	+4	1d6	--	19	--	--

Skills: Pilot +9, T/Engineering +9, T/Electronic +9, T/Computer +9, T/Gravitics +9, Gunnery +3
Feats: Armor (light, vac suit), Weapons (marksman), Zero-G/Low-G Adaptation, Vessel (ship's boat, grav), Gearhead, Hacker, Jack-of-all-Trades.

Equipment: vac suit, body pistol, blade.

CT: Merc Unit Engineers (Scouts) 4 Terms: 877877

Skills: Ship's Boat-1, Grav Vehicle-1, Engineering-2, Electronic-1, JOT-1, Computer-1, Gravitics-1, Gunnery-0, Pistol-0, Vac suit-0.

MERC UNIT ASTROGATOR

T20: (Traveller level 6) TL12 Medium human

Stamina 24, Lifeblood 11; Init +0; Speed 6 m (4 squares);

Armor Class: 12 (+2 vac suit), Armor Rating: 2 (vac suit)

Str 11, Dex 11, Con 11, Int 12, Wis 11, Cha 11, Edu 12, Soc 10

SV Fort +2; Ref+3; Will +3; Atk +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Laser Pistol	+3	2d10	36	20 x2	1	25
Blade	+3	1d6	--	19	--	--

Skills: Pilot +9, T/Computer +9, T/Astrogation +9, T/Communications +9, T/Sensors +9, Leader +9, Navigation +9

Feats: Armor (light, vac suit, medium), Weapons (marksman, lasers), Zero-G/Low-G Adaptation, Vessel (starship, ship's boat), Ship Tactics.

Equipment: vac suit, laser pistol, blade.

CT: Starship Astrogator 3 Terms: 777897

Skills: Pilot-2, Ship's Boat-2, Computer-1, Navigation-1, Ship Tactics-1, Leader-1, Bribery-1, Laser Carbine-0, Vac suit-0.

MERC UNIT MEDIC

T20: (Scout level 6) TL12 Medium human

Stamina 36, Lifeblood 11; Init +1; Speed 6 m (4 squares);

Armor Class: 13 (+2 vac suit, +1 Dex), Armor Rating: 2 (vac suit)

Str 11, Dex 12, Con 11, Int 11, Wis 11, Cha 11, Edu 12, Soc 10

SV Fort +2; Ref+3; Will +3; Atk +4;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Laser Pistol	+4	2d10	36	20 x2	1	25
Blade	+4	1d6	--	19	--	--

Skills: Pilot +9, T/Computer +9, T/Medical +9, T/Electronics +9, Survival +9, Driving +3

Feats: Armor (light, vac suit), Weapons Proficiency (marksman, lasers), Vessel (Grav, Wheeled), Jack-of-All-Trades, Xeno-Medicine, Brawling.

Equipment: vac suit, laser pistol, blade.

CT: Merc Unit Starship Medic (Scout) 4 Terms: 787887

Skills: Medic-2, Computer-1, Electronics-1, Survival-1, JOT-1, Pilot-1, Laser Pistol-0, Vac suit-0, Grav Vehicle-0, Wheeled Vehicle-0.

MERC UNIT STARSHIP/SMALL CRAFT GUNNERS

T20: (Traveller level 6) TL12 Medium human

Stamina 24, Lifeblood 11; Init +0; Speed 6 m (4 squares);

Armor Class: 12 (+2 vac suit), Armor Rating: 2 (vac suit)

Str 12, Dex 11, Con 11, Int 12, Wis 11, Cha 11, Edu 11, Soc 10

SV Fort +2; Ref+3; Will +3; Atk +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Laser Carbine	+3	3d8	45	20 x2	1	50
Blade	+3	1d6	--	19	--	--

Skills: Pilot +9, T/Computer +9, T/Mechanical +9, T/Electronics +9, T/Sensors+9, Gunnery +9, Gambling +9

Feats: Armor (light, vac suit, medium), Weapons Proficiency (marksman, lasers, ship's weaponry), Vessel (grav, ship's boat), Ship Tactics.

Equipment: vac suit, laser carbine, blade.

CT: Merc Unit Starship/Small Craft Gunners 3 Terms: 877877

Skills: Gunnery-2, Grav Vehicle-1, Computer-1, Mechanical-1, Electronics-1, Ship Tactics-1, Gambling-1, Laser Carbine-0, Vac suit-0.

MERC UNIT SMALL CRAFT PILOT

T20: (Traveller level 6) TL12 Medium human

Stamina 24, Lifeblood 11; Init +0; Speed 6 m (4 squares);

Armor Class: 12 (+2 vac suit), Armor Rating: 2 (vac suit)

Str 11, Dex 11, Con 11, Int 12, Wis 11, Cha 11, Edu 12, Soc 10

SV Fort +2; Ref+3; Will +3; Atk +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Laser Carbine	+3	3d8	45	20 x2	1	50
Blade	+3	1d6	--	19	--	--

Skills: Pilot +9, T/Computer +9, T/Astrogation +9, T/Communications +9, T/Sensors+9, Gunnery +9, Bribery +9

Feats: Armor (light, vac suit, medium), Weapons (marksman, lasers), Zero-G/Low-G Adaptation, Vessel (starship, ship's boat), Ship Tactics.

Equipment: vac suit, laser carbine, blade.

CT: Merc Unit Small Craft Pilot 3 Terms: 777897

Skills: Pilot-2, Ship's Boat-2, Computer-1, Navigation-1, Ship Tactics-1, Gunnery-1, Bribery-1, Laser Carbine-0, Vac suit-0.

VETERAN MERC UNIT MERCENARIES

T20: (Mercenary level 9) TL12 Medium human

Stamina 63, Lifeblood 12; Init +5; Speed 6 m (4 squares);

Armor Class: 18 (+7 combat armor, +1 Dex), Armor Rating: 7 (combat armor)

Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10, Edu 10, Soc 9

SV Fort +7; Ref+4; Will +4; Atk +10/+5

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
ACR	+11/ +6	1d12+2	72	20 x2	1/4	20
Blade	+10/ +5	1d6	--	19	--	--
Fist	+11/ +6	1d4	--	20	--	--
RAM GL (Frag)	+10/ +5	6d6	200	--	1	3
RAM GL (HEAP)	+10/ +5	4d6 (-5 to target AR)	200	--	1	3
Laser Rifle	+11/ +6	3D10	60	20 x2	1	100

Skills: Spot +9, Driving +9, T/Mechanical +9, Move Silently +9, T/Computer +1, T/Communications +1.

Feats: Armor (medium, light, vac suit), Weapons Proficiency (marksman), Weapons Proficiency (combat rifleman OR lasers), Vessel (wheeled), Weapon Focus (ACR OR Laser Rifle), Brawling, Tactics I, Improved Initiative, Command Presence (Cross Training), Heavy Metal.

Equipment: TL11 Combat Armor, ACR OR Laser Rifle, RAM Grenade Launcher, short-range communicator, blade.

Note: Depending on whether the NPC mans a laser rifle or ACR, they will have the appropriate Weapon Focus feat.

Troops manning heavy weapons (mortars, vehicle lasers, autocannon etc) have heavy weapons proficiency instead of lasers proficiency, and have weapons focus of the type of weapon they usually use.

Medics will have T/Mechanical skill replaced with T/Medical+9 and do not have RAM grenade launchers.

Comms Specialists will have T/Mechanical and Move Silently skills replaced with T/Sensors+9 and T/Communications+10 and do not have RAM grenade launchers.

CT: Army 5 Terms: 999776

Skills: Combat Rifleman-2 OR Laser Weapon-2, Mechanical-1, Brawling-1, Ground Vehicle-1, Heavy Weapons-1 (choose appropriate weapon system), Tactics-1, Leader-1, Blade-1, Recon-1, Computer-0, Comms-0.

Note: Medics will have Mechanical-1 and Leader-1 skills replaced with Medic-2 skill.

Comms Specialists will have Mechanical-1 and Leader-1 skills replaced with Comms-2 skill.

REGULAR ZARKHAKUGSI TROOPS

T20: (Army level 6) TL8 Medium human

Stamina 30, Lifeblood 11; Init +1; Speed 6 m (4 squares);

Armor Class: 17 (+6 cloth, +1 Dex), Armor Rating: 6 (cloth)

Str 11, Dex 12, Con 11, Int 10, Wis 11, Cha 10, Edu 10, Soc 10

SV Fort +2; Ref+6; Will +2; Atk +5

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Autorifle	+7	1d12	60	20 x2	1/4	20
Laser Carbine	+6	3d8	45	20 x2	1	50
Fist	+7	1d4	--	20	--	--
RAM GL (Frag)	+6	6d6	200	--	1	3
RAM GL (HEAP)	+6	4d6 (-5 to target AR)	200	--	1	3
Bayonet	+6	1d8	--	20 x2	--	--

Skills: Spot +9, Driving +10, Survival +9, Forward Observer +9, Gunnery +9.

Feats: Armor (Medium, Light), Weapons proficiency (marksman, combat rifleman, lasers), First Aid, Vessel (grav OR wheeled), Weapon Focus (Auto Rifle), Brawling.

Equipment: Cloth, Auto Rifle or Laser Carbine, RAM Grenade Launcher, short-range communicator, bayonet.

Note: Grav vehicle pilots have grav vehicle feat, all others have wheeled vehicle feat.

Troops manning heavy weapons have heavy weapons proficiency instead of lasers proficiency.

Medics will have Forward Observer skill replaced with T/Medical+9 and do not have RAM grenade launchers.

Comms Specialists will have Forward Observer and Gunnery skills replaced with T/Communications+9 and T/Sensors+9 and do not have RAM grenade launchers.

CT: Army 3 Terms: 888776

Skills: Combat Rifle-2 OR Laser Weapon-2, Forward Observer-1, Survival-1, Brawling-1, Ground Vehicle OR Grav-Vehicle-1. Recon-1.

Note: Medics will have Forward Observer skill replaced with Medic-1 skill.

Comms Specialists will have Forward Observer skill replaced with Comms-1 skill.

ZARKHAKUGSI MILITIA (MOSTLY FARMERS)

T20: (Professional level 6) TL8 Medium human

Stamina 24, Lifeblood 10; Init +0; Speed 9 m (6 squares);

Armor Class: 12 (+2 Jack), Armor Rating: 2 (Jack)

Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 11, Edu 10, Soc 9

SV Fort +2; Ref+2; Will +5; Atk +1

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Rifle	+1	1d12	72	20 x2	1	10
Blade	+1	1d6	--	19	--	--
Fist	+2	1d4	--	20	--	--

Skills: K/farming (usually) +9, T/Mechanical +9, Trader +9, Driving +9, Appraise +9, P/Admin +9, T/Computer +9, Survival +9.

Feats: Armor (Light), Weapons proficiency (swordsman), Vessel (wheeled), Brawling, Professional Specialty (Farming).

Equipment: Rifle, Jack Armor, Blade.

CT: Militia 3 Terms: 777776

Skills: Blade-1, Survival-1, Brawling-1, Wheeled Vehicle-1, Admin-1, Computer-1.

Note: The referee may choose to equip the militia with a variety of standard weapons instead of what is listed above (ie: daggers, swords, carbines, shotguns, revolvers).

GREEN KRAGIN TROOPS

T20: (Army level 3) TL8 Medium human

Stamina 15, Lifeblood 11; Init +0; Speed 9 m (6 squares);

Armor Class: 14 (+4 Flak Jacket), Armor Rating: 4 (Flak Jacket)

Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 9, Edu 10, Soc 9

SV Fort +1; Ref+3; Will +1; Atk +2 ranged, +2 melee;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Assault Rifle	+3	1d12	45	20 x2	1/4	30
LMG	+3	1d12	60	20 x2	1/10/ 20	100
Laser Carbine	+3	3d8	45	20 x2	1	50
Fist	+2	1d4	--	20	--	--
RAM GL (Frag)	+2	6d6	200	--	1	3
RAM GL (HEAP)	+2	4d6 (-5 to target AR)	200	--	1	3
Bayonet	+2	1d8	--	20 x2	--	--

Skills: Spot +6, Driving +6, Survival +6, Forward Observer +6, Gunnery +6.

Feats: Armor (Light), Weapons proficiency (marksman, combat rifleman, bayonet), Vessel (wheeled), Weapon Focus (assault rifle), Brawling.

Equipment: Flak Jacket, Assault Rifle, RAM Grenade Launcher, short-range communicator, bayonet.

Note: LMG gunners have LMG proficiency and focus instead of bayonet proficiency and assault rifle focus.

Laser Carbine gunners have Laser proficiency and focus instead of bayonet proficiency and assault rifle focus.

All Medics are Green – Level-3. Medics will have Forward Observer skill replaced with T/Medical+6 and do not have RAM grenade launchers.

All Comms Troopers are Green – Level-3. Comms Specialists will have Forward Observer and Gunnery skills replaced with T/Communications+6 and T/Sensors+6 and do not have RAM grenade launchers.

CT: Army 1 Term: 778776

Skills: Combat Rifleman-1 OR Laser Weapon-1 OR LMG-1, Forward Observer-1, Survival-1, Brawling-1, Ground Vehicle-0.

Note: Comms Specialists will have Forward Observer skill replaced with Comms-1 skill. Medics will have Forward Observer skill replaced with Medic-1 skill.

REGULAR KRAGIN VEHICLE/HEAVY WEAPONS CREWS

T20: (Army level 6) TL8 Medium human

Stamina 26, Lifeblood 11; Init +1; Speed 6 m (4 squares);

Armor Class: 15 (+4 flak jacket, +1 Dex), Armor Rating: 4 (flak jacket)

Str 12, Dex 12, Con 11, Int 11, Wis 10, Cha 9, Edu 10, Soc 9

SV Fort +2; Ref+6; Will +2; Atk +5

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Assault Rifle	+5	1d12	45	20 x2	1/4	30
Bayonet	+5	1d8	--	20 x2	--	--
Fist	+6	1d4	--	20	--	--

Skills: Spot +9, Driving +10 (OR Pilot+10 for helicopter crews), Survival +9, Forward Observer +9, Gunnery +9.

Feats: Armor (Light), Weapons proficiency (marksman, combat rifleman), Weapons proficiency (heavy weapons OR field artillery), First Aid, Vessel (grav OR tracked OR rotary wing), Weapon Focus (mortar OR autocannon OR LAG), Brawling.

Equipment: Flak Jacket, Assault Rifle, short-range communicator, bayonet.

Note: Vehicle drivers and pilots will possess the appropriate vehicle feat.

Gunners will possess the appropriate weapon proficiency feats and weapon focus feat.

For instance, *Kragin* helicopter pilots will have Pilot+10, Vessel/Rotary Wing, heavy weapons proficiency and autocannon weapons focus.

CT: Army 3 Terms: 887776

Skills: Tracked Vehicle OR Grav-Vehicle OR Rotary-Wing Vehicle-2, Combat Rifleman-1, Forward Observer-1, Survival-1, Brawling-1, Heavy Weapons-1 (choose appropriate weapon system), Recon-1.

RAIDERMARCH SHIP CAPTAIN

T20: (Navy level 9) TL12 Medium human

Stamina 36, Lifeblood 11; Init +1; Speed 6 m (4 squares);

Armor Class: 13 (+2 vac suit, +1 Dex), Armor Rating: 2 (vac suit)

Str 11, Dex 12, Con 11, Int 12, Wis 12, Cha 12, Edu 12, Soc 10

SV Fort +3; Ref+4; Will +7; Atk +5;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Laser Pistol	+5	2d10	36	20 x2	1	25
Broad-sword	+5	2d6	--	19	--	--

Skills: Pilot +12, T/Computer +12, Gambling +12, Leader +12, T/Astrogation +12, T/Communications +12, Survival +12, Bribery +12.

Feats: Armor (light, vac suit), Weapons Proficiency (swordsmanship, marksman, lasers), Command Presence, Zero-G/Low-G Adaptation, Vessel (starship, ship's boat), Ship's Tactics.

Equipment: vac suit-12, laser pistol, broadsword.

CT: Raidermarch Navy Captain 5 Terms: 787997

Skills: Pilot-2, Leader-2, Computer-1, Navigation-1, Broadsword-1, Gambling-1 Survival-1, Bribery-1, Zero-G-Cmbt-1, Ship Tactics-1, Ship's Boat-1, Vac suit-0.

RAIDERMARCH SHIP GUNNERS/SECURITY

T20: (Navy level 3) TL12 Medium human

Stamina 15, Lifeblood 11; Init +0; Speed 6 m (4 squares);

Armor Class: 12 (+2 vac suit), Armor Rating: 2 (vac suit)

Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 10, Edu 10, Soc 8

SV Fort +1; Ref+1; Will +3; Atk +1;

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Laser Rifle	+1	3d10	60	20 x2	1	100
Snub Pistol	+1	1d10	18	20 x2	1	15
Fist	+1	1d3	--	20	--	--

Skills: Pilot +6, T/Computer +6, Survival +6, T/Communications +6, T/Sensors+6, Gunnery+6, Forward Observer +6.

Feats: Armor (light, vac suit), Weapons Proficiency (marksman, lasers, ship's weapons), Zero-G/Low-G Adaptation, Vessel (grav), Heavy Metal.

Equipment: vac suit-12, Snub Pistol, Laser Rifle.

Note: Raidermarch engineers are identical to the above except T/Sensors is replaced with T/Engineering, T/Communications is replaced with T/Electronic and Forward Observer is replaced with T/Mechanical.

For feats, Engineers have Heavy Metal replaced with Damage Control and ship's weapons proficiency replaced with Gearhead.

CT: Raidermarch Navy Gunners/Security 2 Terms: 7889776

Skills: Gunnery-1, Grav-Vehicle-1, Computer-1, Laser Weapons-1, Zero-G-Cmbt-1, Vac suit-0.

CT: Raidermarch Navy Engineers 2 Terms: 788776

Skills: Engineering-1, Grav-Vehicle-1, Computer-1, Laser Weapons-1, Electronic-1, Vac suit-0.

ZARKHAKUGSI CAPTAIN LIRASS EACKIN, COMMANDER OF THE ZARKHAKUGSI REMNANTS AT THE STARPORT

T20: (Army level 6) TL8 Medium human

Stamina 36, Lifeblood 11; Init +1; Speed 6 m (4 squares);

Armor Class: 17 (+6 cloth, +1 Dex), Armor Rating: 6 (cloth)

Str 11, Dex 12, Con 11, Int 12, Wis 11, Cha 12, Edu 11, Soc 12

SV Fort +2; Ref+6; Will +2; Atk +5

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Autorifle	+7	1d12	60	20 x2	1/4	20
Fist	+6	1d3	--	20	--	--
Bayonet	+6	1d8	--	20 x2	--	--

Skills: Spot +9, Driving +9, Survival +9, Forward Observer +9, Demolitions +9, Leader +9.

Feats: Armor (Medium, Light), Weapons proficiency (marksman, combat rifleman), Vessel (wheeled), Weapon Focus (auto rifle), Tactics I, Tactics II, Command Presence.

Equipment: Cloth, Auto Rifle, medium range communicator, bayonet.

CT: Army Captain 4 Terms: 787889

Skills: Leader-2, Tactics-2, Combat Rifleman-1, Forward Observer-1, Survival-1, Wheeled Vehicle-1, Recon-1, Demolitions-1.

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IMPERIAL CAPTAIN BARON JANUS DIBEER

T20: (Navy level 9) TL14 Medium human

Stamina 40, Lifeblood 12; Init +1; Speed 6 m (4 squares);

Armor Class: 13 (+2 vac suit, +1 Dex), Armor Rating: 2 (vac suit)

Str 11, Dex 12, Con 12, Int 12, Wis 12, Cha 12, Edu 12, Soc 18

SV Fort +4; Ref+4; Will +7; Atk +5;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Laser Pistol	+6	2d10	36	20 x2	1	25
Cutlass	+6	1d8	--	18	--	--

Skills: Pilot +12, T/

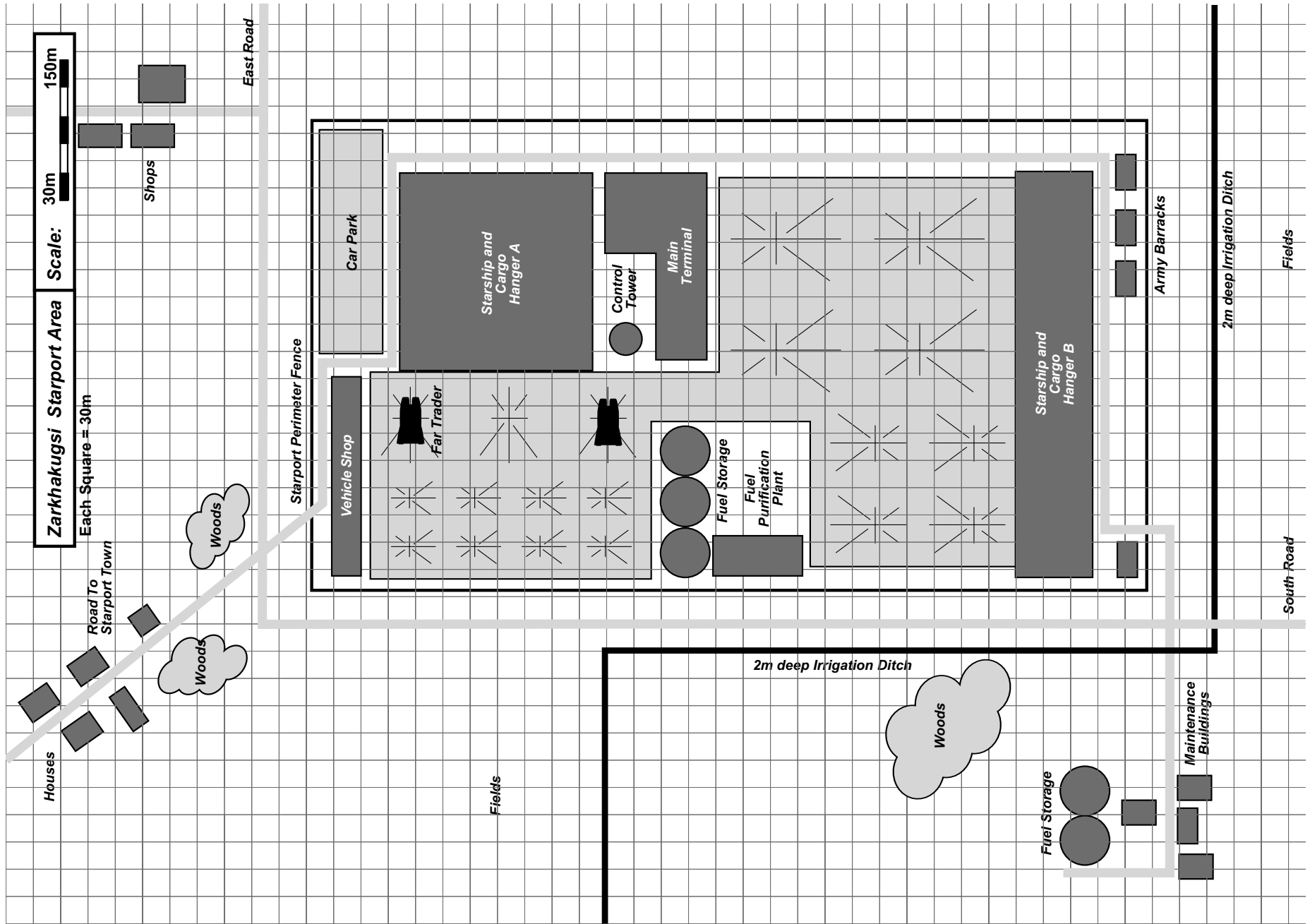
Computer +12, P/Administration +12, Leader +12, T/Astrogration +12, T/Communications +12, T/Sensors +12, Liaison +13.

Feats: Armor (light, vac suit), Weapons Proficiency (laser, marksman), Command Presence, Zero-G/Low-G Adaptation, Vessel (starship, ship's boat), Ship's Tactics, Fleet Tactics, Natural Born Leader.

Equipment: vac suit-14, laser pistol, ceremonial cutlass.

CT: Imperial Navy Captain 6 Terms: 78899C

Skills: Pilot-2, Admin-2, Leader-2, Laser Weapons-1, Zero-G-Cmbt-1, Computer-1, Navigation-1, Ship Tactics-1, Fleet Tactics-1, Liaison-1, Ship's Boat-1, Vac suit-0.



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- The Stat Blocks of Lepauer's Creatures; pages 30-31
- All NPCs from the Cast of Characters; pages 38-40
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