



# TRAVELLER<sup>®</sup>

*Science-Fiction Adventure in the Far Future*



## *TRAVELLER'S AIDE #4*

76 GUNMEN

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# TRAVELLER'S AIDE #4

## 76 GUNMEN

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

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## INTRODUCTION

One key thing about using the d20 Game system is that it requires a sizeable number of stats for each character, whether player, ally or enemy, during all combat encounters. The purpose of this book is to provide a large number of stat blocks that a T20 GM might need, especially for encounters “on the fly.”

The character stat blocks presented in this book are meant to be “Average NPC’s”. Each is therefore designed with average ability scores for race and average Stamina points for class.

Since the bulk of the NPC’s in this book are human, most ability scores are set at either a 10 or 11 for first level and rise at the normal pace with experience levels. Non-humans’ ability scores are adjusted by their race’s ability modifiers, from the same base. For example, a human character at first level might be Str 11, Dex 11, Con 11 but a Vargr would be Str 9, Dex 13, Con 9 because of racial modifiers.

Characters who have the Mercenary character class automatically have a starting Strength of at least 12 (this is to comply with the entry requirements of the class.) The examples of Imperial Marines given in the book have Str, Dex and Con of 12 each, due to the Marines’ rigorous training regime and selective recruiting.

Each set of NPCs are also displayed at 4 different experience levels:

- 3rd level, called “Green”
- 6th level, called “Regular”
- 9th level, called “Veteran”
- 12th level, called “Elite”

Because of the various possibilities for gaining experience, age has not been factored into the stats given for these characters. Furthermore, all the stats provided can be used for male or female NPCs interchangeably, except for the Aslan Marines who must be male for social and cultural reasons.

## READING THE STAT BLOCKS

Here is a sample of the sort of stat block used in the book:

### GREEN BELTER

(Belter level 3) TL 12 Medium human

Stamina 11, Lifeblood 10 Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 11, Dex11 Con10, Int 10, Wis 11, Cha10, Edu 10, Soc 10

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

#### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	12	20	1	6
Shotgun	+1	3d6/2d6/1d6	3	2	20	1	6
Carbine	+1	1d10	45	30	20x2	1	20
Fist	+2	1d4	—	—	20	—	—

Skills: Appraise +6, K/Mining +6, P/Prospecting +6, T/Engineering +6, Demolitions +6, Gunnery +3, K/Geology +3, Search +3, Pilot +3.

Feats: Vessel (grav, ship's boat), Armor (light, vac suit), Weapons (marksman, ship's weapons), Zero-G/Low-G Adaptation, Improved Zero-G adaptation, Brawling, Geological Survey,

Equipment: Vac Suit-12, Snub pistol or shotgun or carbine, tool kit

**Name Line:** The first line is called the name line, it provides the general description (Green Belter), the class and level, the TL the NPC is equipped to, the size and species of the NPC.

**Combat Line:** The second line contains some of the important combat stats: Stamina Points, Lifeblood Points, Initiative Bonus, and Speed. Speed is given in meters and in "squares" (1 square equals 1.5 meters).

**Armor Line:** The third line describes the armor class and armor rating of the character and indicates the sources of that protection.

**Ability Line:** The fourth line provides the ability scores.

**Save Line:** The fifth line provides the saving throws for the character. All of the class bonuses, ability score bonuses and bonuses from the feats that always apply are all added in to the total number.

**Weapon Chart:** Next comes a chart containing the effective stats for all the weapons the character might be equipped with.

\* Weapon: First column: name of weapon

\* To Hit: The total to hit, including all bonuses from BAB, Weapon Focus, Racial Modifier, Dexterity, and HUD displays (which provide a flat +3).

\* Damage: The total damage to be rolled, including bonuses from Strength and Weapon Specialization. Unless otherwise noted on the Weapon column, the ammunition is assumed to be standard, not HE, HEAP etc.

\* Rng-M: The range of the weapon in meters

\* Rng-S: The range of the weapon in "squares" (1.5m = 1 square or inch for the sake of those using miniatures, counters or deck plans)

\* Crit: The critical threat range of the weapon.

\* ROF: The rate of fire for the weapon

\* Rnds: The capacity of one magazine of the weapon.

**Skill Line:** The next line contains all of the character's skills and the total skill bonus, including skill ranks, ability bonuses, racial bonuses, and the feat bonuses that always apply. For example, a Skill Focus in a skill will always be included in the total, but the bonus from EW specialist will not because it only applies in certain circumstances.

**Feat Line:** The complete list of all feats the character possesses. Vessel, Armor, and Weapon Proficiency feats are each grouped together; so Vessel (grav, wheeled, ship's boat) means the character possesses Vessel: Grav, Vessel Wheeled, and Vessel: Ship's Boat.

**Equipment:** The noteworthy equipment that the character carries. For weapons that require ammunition, military characters are assumed to have 6 magazines for each (high energy and lasers excepted), and non-military characters to be carrying 3 magazines. Characters with arrows or black powder weapons are assumed to have a load of 30 shots.

## SECTION 1: CIVILIANS

The first section covers the non-military characters that the players might encounter on a world surface.

### AVERAGE BANDITS/GUERILLAS

These characters represent the average foot soldiers in bands of rural robbers or bandits, the flunkies of tribal warlords, guerillas and peasant revolutionaries.

#### GREEN BANDIT

(rogue level 2/ mercenary level 1) TL 5+ Medium human  
 Stamina 15, Lifeblood 11 Init +0; Speed 9 m ( 6 squares);  
 Armor Class: 12 (+2 jack), Armor Rating: 2 (jack)  
 Str 12, Dex11 Con11, Int 10, Wis 10, Cha10, Edu 6, Soc 5  
 SV Fort +2; Ref+3 Will +1;

##### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Fist	+3	1d4+1	—	—	20	—	—
Machete	+2	1d6+1	1.5	1	19	—	—
Rifle	+2	1d12	72	48	X3	1	6
Aslt Rifle	+2	1d12	45	30	X2	1, 4	30

Skills: Hide +7, Move Silently +8, Spot +8, P/Hunting +5, Listen +8, Driving +0

Feats: Vessel (wheeled), Weapons (marksman, combat rifleman, swordsman), Armor (light, medium, vac suit), Stealthy, Alertness, Tracker, Brawling, Sneak Attack (+1d6), Point Blank Shot

Equipment: jack armor, rifle or assault rifle, machete.

#### REGULAR BANDIT

(rogue level 4/ mercenary level 2) TL 5+ Medium human  
 Stamina 37, Lifeblood 12 Init +0; Speed 9 m ( 6 squares);  
 Armor Class: 12 (+2 jack), Armor Rating: 2 (jack)  
 Str 12, Dex11 Con12, Int 10, Wis 10, Cha10, Edu 6, Soc 5  
 SV Fort +5; Ref+4 Will +3;

##### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Fist	+6	1d4+1	—	—	20	—	—
Machete	+5	1d6+1	1.5	1	19	—	—
Rifle	+5	1d12	72	48	X3	1	6
Aslt Rifle	+5	1d12	45	30	X2	1, 4	30

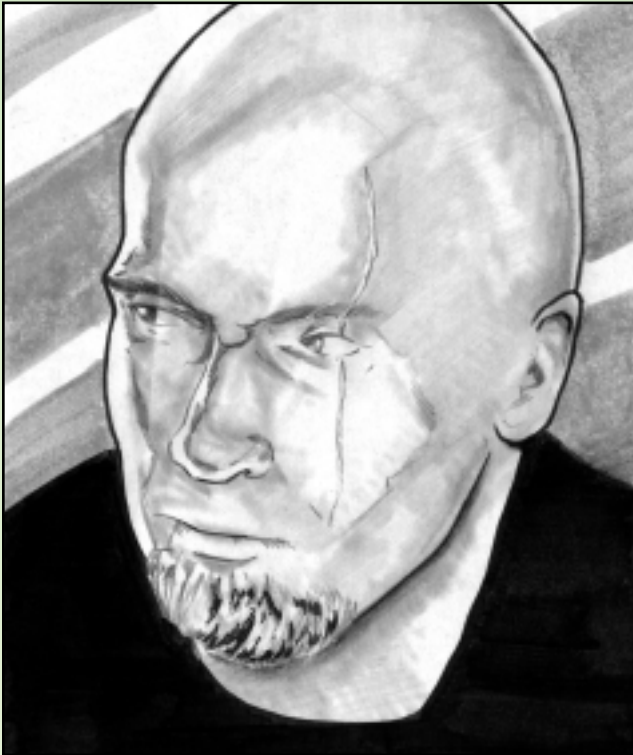
Skills: Hide +11, Move Silently +11, Spot +11, P/Hunting +7, Listen +9, Driving +0

Feats: Vessel (wheeled), Weapons (marksman, combat rifleman, swordsman), Armor (light, medium, vac suit), Stealthy, Alertness, Tracker, Brawling, Spot Trouble, Sneak Attack (+1d6), Evasion, Point Blank Shot

Equipment: jack armor, rifle or assault rifle, machete.

#### VETERAN BANDIT

(rogue level 6/ mercenary level 3) TL 5+ Medium human  
 Stamina 52, Lifeblood 13 Init +1; Speed 9 m ( 6 squares);  
 Armor Class: 13 (+2 jack, +1 dex), Armor Rating: 2 (jack)  
 Str 12, Dex12 Con12, Int 10, Wis 10, Cha10, Edu 6, Soc 5  
 SV Fort +6; Ref+7 Will +4;



Average Bandit



Average Barbarian

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Fist	+9/+4	1d4+1	—	—	20	—	—
Machete	+8/+3	1d6+1	1.5	1	19	—	—
Rifle	+8/+3	1d12	72	48	X3	1	6
Aslt Rifle	+8/+3	1d12	45	30	X2	1, 4	30

Skills: Hide +14, Move Silently +14, Spot +13, P/Hunting +10, Listen +11, Driving +4

Feats: Vessel (wheeled), Weapons (marksman, combat rifleman, swordsman), Armor (light, medium, vac suit), Stealthy, Alertness, Tracker, Brawling, Spot Trouble, Sneak Attack (+1d6), Evasion, Point Blank Shot, Toughness, Far shot

Equipment: jack armor, rifle or assault rifle, machete.

**ELITE BANDIT**

(rogue level 8/ mercenary level 4) TL 5+ Medium human

Stamina 69, Lifeblood 14 Init +1; Speed 9 m ( 6 squares);

Armor Class: 13 (+2 jack, +1 dex), Armor Rating: 2 (jack)

Str 12, Dex1 Con13, Int 10, Wis 10, Cha10, Edu 6, Soc 5

SV Fort +7; Ref+8, Will +4;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Fist	+12/+7	1d4+1	—	—	20	—	—
Machete	+11/+6	1d6+1	1.5	1	19	—	—
Rifle	+11/+6	1d12	72	48	X3	1	6
Aslt Rifle	+11/+6	1d12	45	30	X2	1, 4	30

Skills: Hide +16, Move Silently +16, Spot +15, P/Hunting +14, Listen +13, Driving +7

Feats: Vessel (wheeled), Weapons (marksman, combat rifleman, swordsman), Armor (light, medium, vac suit), Stealthy, Alertness, Tracker, Brawling, Spot Trouble, Sneak Attack (+1d6), Evasion, Point Blank Shot, Toughness, Far shot, Precise Shot, Endurance

Equipment: jack armor, rifle or assault rifle, machete.

## AVERAGE BARBARIAN WARRIORS

These NPCs are used for the typical low-tech tribesman that the players inevitably meet at some point in their adventures. At tech level 0 they are unarmored and carry only a spear. At tech levels 1-3 they will have padded armor (unless in a tropical locale) and a large wooden shield and perhaps a sword or axe as well.

### GREEN BARBARIAN

(barbarian level 3 ) TL 0-3 Medium human

Stamina 19, Lifeblood 11 Init +0; Speed 9 m ( 6 squares);

Armor Class: 13 (+1 padded, +2 shield), Armor Rating: 0

Str 11, Dex11 Con11, Int 10, Wis 10, Cha10, Edu 4, Soc 10

SV Fort +3; Ref+1 Will +2;

#### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Lt. Spear	+4	1d8+2	3m	2	20x2	—	—
Sword	+3	1d8	1.5	1	20x2	—	—
Axe	+3	1d6	1.5	1	19	—	—
Fist	+4	1d4	—	—	20	—	—

Skills: Hide +6, Move Silently +6, Spot +5, Listen +5

Feats: Armor (light, shield), Weapons (archer, swordsman, armsman), Weapon Focus: Lt. spear, Weapon Specialization (Lt.spear), Alertness, Brawling

Equipment: light spear and if TL 1-3: padded armor and large wooden shield, some have sword or axe as well.

### REGULAR BARBARIAN

(barbarian level 6 ) TL 0-3 Medium human

Stamina 47, Lifeblood 13 Init +0; Speed 9 m ( 6 squares);

Armor Class: 13 (+1 padded, +2 shield), Armor Rating: 0

Str 11, Dex11 Con12, Int 10, Wis 10, Cha10, Edu 4, Soc 10

SV Fort +6; Ref+2 Will +3;

#### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Lt. Spear	+7/+2	1d8+2	3m	2	20x2	—	—
Sword	+6/+1	1d8	1.5	1	20x2	—	—
Axe	+6/+1	1d6	1.5	1	19	—	—
Fist	+7/+2	1d4	—	—	20	—	—

Skills: Hide +9, Move Silently +9, Spot +7, Listen +6

Feats: Armor (light, shield), Weapons (archer, swordsman, armsman), Weapon Focus: Lt. spear, Weapon Specialization ( Lt.spear), Alertness, Brawling, Run, Toughness

Equipment: light spear and if TL 1-3: padded armor and large wooden shield, some have sword or axe as well.

### VETERAN BARBARIAN

(barbarian level 9 ) TL 0-3 Medium human

Stamina 71, Lifeblood 14 Init +1; Speed 9 m ( 6 squares);

Armor Class: 14 (+1 padded, +2 shield +1 dex), Armor Rating: 0

Str 11, Dex12 Con12, Int 10, Wis 10, Cha10, Edu 4, Soc 10

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

#### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Lt. Spear	+10/+5	1d8+2	3m	2	20x2	—	—
Sword	+9/+4	1d8	1.5	1	20x2	—	—
Axe	+9/+4	1d6	1.5	1	19	—	—
Fist	+10/+5	1d4	—	—	20	—	—

Skills: Hide +13, Move Silently +13, Spot +8, Listen +8

Feats: Armor (light, shield), Weapons (archer, swordsman, armsman), Weapon Focus: Lt. spear, Weapon Specialization ( Lt.spear), Alertness, Brawling, Run, Toughness x2, Endurance  
 Equipment: light spear and if TL 1-3: padded armor and large wooden shield, some have sword or axe as well.

### **ELITE BARBARIAN**

(barbarian level 12 ) TL 0-3 Medium human

Stamina 96, Lifeblood 15 Init +1; Speed 9 m ( 6 squares);

Armor Class: 14 (+1 padded, +2 shield +1 dex), Armor Rating: 0

Str 12, Dex12 Con12, Int 10, Wis 10, Cha10, Edu 4, Soc 10

SV Fort +9; Ref+7 Will +6;

#### **ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Lt. Spear	+13/+8/+3	1d8+3	3m	2	20x2	—	—
Sword	+12/+7/+2	1d8+1	1.5	1	20x2	—	—
Axe	+12/+7/+2	1d6+1	1.5	1	19	—	—
Fist	+13/+8/+3	1d4+1	—	—	20	—	—

Skills: Hide +16, Move Silently +16, Spot +12, Listen +11

Feats: Armor (light, shield), Weapons (archer, swordsman, armsman), Weapon Focus: Lt. spear, Weapon Specialization ( Lt.spear), Alertness, Brawling, Run, Toughness x3, Endurance, Stealthy, Lightning Reflexes

Equipment: light spear and if TL 1-3: padded armor and large wooden shield, some have sword or axe as well.

### **AVERAGE FUNCTIONARY**

If 25 years of the unfolding of the Traveller experience has proven anything, it is that sooner or later somebody is going to try to shoot the clerk, kidnap the corporate official or beat the bureaucrat's head in. Here are the stats to help that process along. Most functionaries will be unarmed, but body pistol, sword and dagger stats are included in case they are needed. Mid-Tech functionaries will have Vessel (wheeled) and Driving skill, High-Tech functionaries will have Vessel (grav) and Pilot skill

### **GREEN FUNCTIONARY**

(professional level 3) TL 5+ Medium human

Stamina 11, Lifeblood 10 Init +0; Speed 9 m ( 6 squares);

Armor Class: 10 (+0 none), Armor Rating: 0 (none)

Str 10, Dex10 Con10, Int 11, Wis 10, Cha11, Edu 11, Soc 10+

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

#### **ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Body Pistol	-4	1d6	24	16	20	1	5
Sword	-4	1d8	—	—	20x2	—	—
Dagger	-4	1d4	—	—	19	—	—
Fist	4	1d3	—	—	20	—	—

Skills: Pilot or Drive +6, P/Admin +6, Liaison +6, Appraise +6, T/Computer +6, T/Communications +6, K/Interstellar Law +6, Speak Language (choose).

Feats: Vessel (grav or wheeled), Armor (light), Connections (professional), Research, Barter, Trustworthy, Credit Line, Professional Specialty (choose)

Equipment: perhaps communicator, perhaps sword or dagger or body pistol



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## REGULAR FUNCTIONARY

(professional level 6) TL 5+ Medium human

Stamina 22, Lifeblood 10 Init +0; Speed 9 m ( 6 squares);

Armor Class: 10 (+0 none), Armor Rating: 0 (none)

Str 10, Dex10 Con10, Int 11, Wis 10, Cha11, Edu 12, Soc 10+

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

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Body Pistol	-3	1d6	24	16	20	1	5
Sword	-3	1d8	—	—	20x2	—	—
Dagger	-3	1d4	—	—	19	—	—
Fist	-3	1d3	—	—	20	—	—

Skills: Pilot or Drive +9, P/Admin +13, Liaison +9, Appraise +9, T/Computer +10, T/Communications +10, K/Interstellar Law +12, Speak Language (choose).

Feats: Vessel (grav or wheeled), Armor (light), Connections (professional), Research, Barter, Trustworthy, Credit Line, Professional Specialty (choose), Carousing, Skill Focus Admin, Legal Eagle

Equipment: perhaps communicator, perhaps sword or dagger or body pistol

## VETERAN FUNCTIONARY

(professional level 9) TL 5+ Medium human

Stamina 33, Lifeblood 10 Init +0; Speed 9 m ( 6 squares);

Armor Class: 10 (+0 none), Armor Rating: 0 (none)

Str 10, Dex10 Con10, Int 11, Wis 10, Cha12, Edu 12, Soc 10+

SV Fort +3; Ref+3 Will +9;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Body Pistol	-2	1d6	24	16	20	1	5
Sword	+2	1d8	—	—	20x2	—	—
Dagger	+2	1d4	—	—	19	—	—
Fist	-2	1d3	—	—	20	—	—

Skills: Pilot or Drive +12, P/Admin +16, Liaison +13, Appraise +12, T/Computer +13, T/Communications +13, K/Interstellar Law +15, Speak Language (choose).

Feats: Vessel (grav or wheeled), Armor (light), Weapon (swordsman), Connections (professional), Research, Barter, Trustworthy, Credit Line, Professional Specialty (choose), Carousing, Skill Focus Admin, Legal Eagle, Iron Will

Equipment: perhaps communicator, perhaps sword or dagger or body pistol

## ELITE FUNCTIONARY

(professional level 12) TL 5+ Medium human

Stamina 44, Lifeblood 10 Init +0; Speed 9 m ( 6 squares);

Armor Class: 10 (+0 none), Armor Rating: 0 (none)

Str 10, Dex10 Con10, Int 12, Wis 10, Cha12, Edu 12, Soc 10+

SV Fort +4; Ref+4 Will +11;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Body Pistol	-1	1d6	24	16	20	1	5
Sword	+3	1d8	—	—	20x2	—	—
Dagger	+3	1d4	—	—	19	—	—
Fist	-1	1d3	—	—	20	—	—

Skills: Pilot or Drive +15, P/Admin +19, Liaison +16, Appraise +15, T/Computer +16, T/Communications +16, K/Interstellar Law +19, Speak Language (choose) x2.

Feats: Vessel (grav or wheeled), Armor (light), Weapon (swordsman), Connections (professional), Research, Barter, Trustworthy, Credit Line, Professional Specialty (choose), Carousing, Skill Focus Admin, Legal Eagle, Iron Will, Hacker, Interrogation, Fast Talk

Equipment: perhaps communicator, perhaps sword or dagger or body pistol

## AVERAGE GUARDS

### (MIDDLE TECH)

These are typical security guards, bodyguards, starport guards and police patrolmen for tech levels 5 through 9. They are outfitted with flak jackets, as if expecting trouble, but this can be reduced to no armor in lower risk environments. Most will carry an auto-pistol and baton, but often will have a shotgun (riot gun) nearby as well.

### GREEN GUARD

(mercenary level 3) TL5-9 Medium human

Stamina 16, Lifeblood 11 Init +0; Speed 9 m ( 6 squares);

Armor Class: 14 (+4 flak jacket), Armor Rating: 4 (flak jacket)

Str 12, Dex11 Con11, Int 10, Wis 10, Cha10, Edu 10, Soc 10

SV Fort +3; Ref+1 Will +2;

#### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Baton	+3	1d6+1	—	—	20	—	—
Auto-pistol	+3	1d10+2	45	30	20x2	1	15
Riot Gun	+3	3d6/2d6/1d6	3	2	20	1	6
Fist	+4	1d4+1	—	—	20	—	—

Skills: Driving +6, Listen +6, Spot +6

Feats: Vessel (wheeled), Armor (light, medium, vac suit), Weapon (marksman, combat rifleman, armsman), Evasion, Brawling, Alertness, Quick Draw

Equipment: flak jacket, auto-pistol, baton, (access to riot gun).

### REGULAR GUARD

(mercenary level 6) TL5-9 Medium human

Stamina 33, Lifeblood 11 Init +1; Speed 9 m ( 6 squares);

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

Str 12, Dex12 Con11, Int 10, Wis 10, Cha10, Edu 10, Soc 10

SV Fort +5; Ref+3 Will +3;

#### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Baton	+7/+2	1d6+1	—	—	20	—	—
Auto-pistol	+8/+3	1d10+2	45	30	20x2	1	15
Riot Gun	+7/+2	3d6/2d6/1d6	3	2	20	1	6
Fist	+8/+3	1d4+1	—	—	20	—	—

Skills: Driving +10, Listen +11, Spot +11

Feats: Vessel (wheeled), Armor (light, medium, vac suit), Weapon (marksman, combat rifleman, armsman), Evasion, Brawling, Alertness, Quick Draw, Defensive Roll, Weapon Focus: auto pistol, Weapon Specialization; auto pistol

Equipment: flak jacket, auto-pistol, baton, (access to riot gun).

### VETERAN GUARD

(mercenary level 9) TL5-9 Medium human

Stamina 61, Lifeblood 13 Init +1; Speed 9 m (6 squares);

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

Str 12, Dex12 Con12, Int 10, Wis 10, Cha10, Edu 10, Soc 10

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

#### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Baton	+10/+5	1d6+1	—	—	20	—	—
Auto-pistol	+11/+6	1d10+2	45	30	19x2	1	15
Riot Gun	+10/+5	3d6/2d6/1d6	3	2	20	1	6
Fist	+11/+6	1d4+1	—	—	20	—	—

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Average Functionary



Average Guard (Middle Tech)

Skills: Driving +13, Listen +14, Spot +14

Feats: Vessel (wheeled), Armor (light, medium, vac suit), Weapon (marksman, combat rifleman, armsman), Evasion, Brawling, Alertness, Quick Draw, Defensive Roll, Weapon Focus: auto pistol, Weapon Specialization; auto pistol, Toughness, Improved Critical: auto-pistol

Equipment: flak jacket, auto-pistol, baton, (access to riot gun).

## ELITE GUARD

(mercenary level 12) TL5-9 Medium human

Stamina 77, Lifeblood 14 Init +1; Speed 9 m (6 squares);

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

Str 12, Dex12 Con13, Int 10, Wis 10, Cha10, Edu 10, Soc 10

SV Fort +9; Ref+5 Will +6;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Baton	+13/+8/+3	1d6+1	—	—	20	—	—
Auto-pistol	+14/+9/+4	1d10+2	45	30	19x2	1	15
Riot Gun	+13/+8/+3	d6/2d6/1d6	3	2	20	1	6
Fist	+14/+8/+3	1d4+1	—	—	20	—	—

Skills: Driving +16, Listen +17, Spot +17

Feats: Vessel (wheeled), Armor (light, medium, vac suit), Weapon (marksman, combat rifleman, armsman), Evasion, Brawling, Alertness, Quick Draw, Defensive Roll, Weapon Focus: auto pistol, Weapon Specialization; auto pistol, Toughness, Improved Critical: auto-pistol, Precise Shot, Point Blank Shot, Far Shot

Equipment: flak jacket, auto-pistol, baton, (access to riot gun).

## AVERAGE GUARDS

### (HIGH TECH)

These are typical security guards, bodyguards, star-port guards and police patrolmen for tech levels 10 and beyond. Unlike their lower tech counterparts, high tech guards are required to have extensive skill training in various tech skills. As a result, they are multi-classed professional/mercenaries. They are outfitted in combat environment suits for dangerous duty. Each guard carries a shock baton, snub pistol and a variety of ammunition. Guards in higher-risk situations will carry a Snub SMG too. The guns will be fitted with a Heads-Up Display giving an included +3 to hit. In rural situations they will often have a light ACR with HUD display.

### GREEN GUARD

(professional level 1/ mercenary level 2) TL10+ Medium human

Stamina 13, Lifeblood 11 Init +0; Speed 6 m ( 4 squares);

Armor Class: 16 (+6 CES), Armor Rating: 6 (CES)

Str 12, Dex11 Con11, Int 10, Wis 10, Cha10, Edu 11, Soc 10

SV Fort +3; Ref+0 Will +4;

#### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+5	1d10	18	12	20	1	6
Shock Baton	+2	1d6+1d6+1	—	—	20	—	—
Snub SMG	+5	1d10	24	16	20	4/ FA	30
Fist	+3	1d4+1	—	—	20	—	—
Light ACR	+5	1d12	72	48	20	1,4	50

Skills: Pilot +2, Spot +4, Listen +4, P/Security+4, T/Electronics +4, T/Communications +4, T/Computer +4, T/Sensors +4, K/Interstellar Law +4, P/Admin +4, Sense Motive +2

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (armsman, marksman, combat rifleman), Alertness, Quick Draw, Professional Specialty (XXX), Brawling, Interrogation

Equipment: Combat Environment Suit, Snub pistol with HUD, shock baton, access to Snub SMG with HUD or Light ACR with HUD.

### REGULAR GUARD

(professional level 3/ mercenary level 3) TL10+ Medium human

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

Armor Class: 17 (+6 CES, +1 dex), Armor Rating: 6 (CES)

Str 12, Dex12 Con11, Int 10, Wis 10, Cha10, Edu 11, Soc 10

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

#### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+7	1d10	18	12	20	1	6
Shock Baton	+4	1d6+1d6+1	—	—	20	—	—
Snub SMG	+7	1d10	24	16	20	4/ FA	30
Fist	+5	1d4+1	—	—	20	—	—
Light ACR	+7	1d12	72	48	20	1,4	50

Skills: Pilot +4, Spot +5, Listen +5, P/Security+6, T/Electronics +6, T/Communications +6, T/Computer +6, T/Sensors +6, K/Interstellar Law +8, P/Admin +8, Sense Motive +5

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (armsman, marksman, combat rifleman), Alertness, Quick Draw, Professional Specialty (Security), Brawling, Interrogation, Legal Eagle, Skill Focus: Sense Motive

Equipment: Combat Environment Suit, Snub pistol with HUD, shock baton, access to Snub SMG with HUD or Light ACR with HUD.

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## VETERAN GUARD

(professional level 4/ mercenary level 5) TL10+ Medium human  
Stamina 49, Lifeblood 12 Init +1; Speed 6 m ( 4 squares);  
Armor Class: 17 (+6 CES, +1 dex), Armor Rating: 6 (CES)  
Str 12, Dex12 Con12, Int 10, Wis 10, Cha10, Edu 11, Soc 10  
SV Fort +6; Ref+7 Will +7;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+10/+5	1d10	18	12	20	1	6
Shock Baton	+7/+2	1d6+1d6+1	—	—	20	—	—
Snub SMG	+10/+5	1d10	24	16	20	4/ FA	30
Fist	+8/+3	1d4+1	—	—	20	—	—
Light ACR	+10/+5	1d12	72	48	20	1,4	50

Skills: Pilot +6, Spot +7, Listen +7, P/Security+7, T/Electronics +7, T/Communications +7, T/Computer +7, T/Sensors +7, K/Interstellar Law +9, P/Admin +9, Sense Motive +5

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (armsman, marksman, combat rifleman), Alertness, Quick Draw, Professional Specialty (Security), Brawling, Interrogation, Legal Eagle, Skill Focus: Sense Motive, Defensive Roll, Lightning Reflexes

Equipment: Combat Environment Suit, Snub pistol with HUD, shock baton, access to Snub SMG with HUD or Light ACR with HUD.

## ELITE GUARD

(professional level 6/ mercenary level 6) TL10+ Medium human  
Stamina 64, Lifeblood 12 Init +5; Speed 6 m ( 4 squares);  
Armor Class: 17 (+6 CES, +1 dex), Armor Rating: 6 (CES)  
Str 12, Dex12 Con12, Int 10, Wis 10, Cha10, Edu 12, Soc 10  
SV Fort +8; Ref+7 Will +8;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+12/+7	1d10	18	12	20	1	6
Shock Baton	+9/+4	1d6+1d6+1	—	—	20	—	—
Snub SMG	+12/+7	1d10	24	16	20	4/ FA	30
Fist	+10/+5	1d4+1	—	—	20	—	—
Light ACR	+12/+7	1d12	72	48	20	1,4	50

Skills: Pilot +7, Spot +8, Listen +8, P/Security+9, T/Electronics +10, T/Communications +10, T/Computer +10, T/Sensors +10, K/Interstellar Law +12, P/Admin +11, Sense Motive +6

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (armsman, marksman, combat rifleman), Alertness, Quick Draw, Professional Specialty (Security), Brawling, Interrogation, Legal Eagle, Skill Focus: Sense Motive, Defensive Roll, Lightning Reflexes, EW Specialist, Improved Initiative

Equipment: Combat Environment Suit, Snub pistol with HUD, shock baton, access to Snub SMG with HUD or Light ACR with HUD.

## AVERAGE STREET THUGS

The selection of Average Street Thugs below are best used as petty muggers, paid “muscle”, enforcers and gunmen of urban criminal gangs. These aren’t the smugglers, con men or forgers, just the simple goons that the players always seem to wind up running afoul of. These stats can also be used for bodyguards and minor henchmen to master villains.



Average Guard (High Tech)



Average Thug

## GREEN THUG

(rogue level 3) TL 5+ Medium human  
 Stamina 19, Lifeblood 12 Init +4; Speed 9 m ( 6 squares);  
 Armor Class: 12 (+2 jack), Armor Rating: 2 (jack)  
 Str 11, Dex11 Con11, Int 10, Wis 10, Cha10, Edu 6, Soc 5  
 SV Fort +1; Ref+3 Will +1;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Fist	+3	1d4	—	—	20	—	—
Dagger	+2	1d4	1.5	1	19	—	—
Shotgun	+2	3d6/2d6/1d6	3	2	20	1	2
Revolver	+2	1d10	30	20	X2	1	6
Autopistol	+2	1d10	45	30	X2	1	15
SMG	+2	1d10	45	30	X2	4	30

Skills: Driving +6, Innuendo +6, Intimidate +6, Listen +8, Spot +8

Feats: Vessel (wheeled), Weapons (marksman, swordsman), Armor (light, medium), Alertness, Toughness, Brawling, Improved Initiative, Point Blank Shot

Equipment: jack armor and 1-2 of the following: revolver, autopistol, shotgun, SMG, dagger.

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## REGULAR THUG

(rogue level 6) TL 5+ Medium human

Stamina 32, Lifeblood 12 Init +5; Speed 9 m ( 6 squares);

Armor Class: 13 (+2 jack, +1 dex), Armor Rating: 2 (jack)

Str 11, Dex12 Con11, Int 10, Wis 10, Cha10, Edu 6, Soc 5

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

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Fist	+5	1d4	—	—	20	—	—
Dagger	+4	1d4	1.5	1	19	—	—
Shotgun	+4	3d6/2d6/1d6	3	2	20	1	2
Revolver	+4	1d10	30	20	X2	1	6
Autopistol	+4	1d10	45	30	X2	1	15
SMG	+4	1d10	45	30	X2	4	30

Skills: Driving +10, Innuendo +9, Intimidate +9, Listen +11, Spot +11

Feats: Vessel (wheeled), Weapons (marksman, swordsman), Armor (light, medium), Alertness, Toughness, Brawling, Improved Initiative, Spot Trouble, Quick Draw, Point Blank Shot

Equipment: jack armor and 1-2 of the following: revolver, autopistol, shotgun, SMG, dagger.

## VETERAN THUG

(rogue level 9) TL 5+ Medium human;

Stamina 57, Lifeblood 14 Init +5; Speed 9 m ( 6 squares);

Armor Class: 13 (+2 jack, +1 dex), Armor Rating: 2 (jack)

Str 11, Dex12 Con12, Int 10, Wis 10, Cha10, Edu 6, Soc 5

SV Fort +4; Ref+8 Will +3;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Fist	+8/+3	1d4	—	—	20	—	—
Dagger	+7/+2	1d4	1.5	1	19	—	—
Shotgun	+7/+2	3d6/2d6/1d6	3	2	20	1	2
Revolver	+7/+2	1d10	30	20	X2	1	6
Autopistol	+7/+2	1d10	45	30	X2	1	15
SMG	+7/+2	1d10	45	30	X2	4	30

Skills: Driving +13, Innuendo +12, Intimidate +12, Listen +14, Spot +14

Feats: Vessel (wheeled), Weapons (marksman, swordsman), Armor (light, medium), Alertness, Toughness x2, Brawling, Improved Initiative, Spot Trouble, Quick Draw, Point Blank Shot, Precise Shot

Equipment: jack armor and 1-2 of the following: revolver, autopistol, shotgun, SMG, dagger.

## ELITE THUG

(rogue level 12) TL 5+ Medium human;

Stamina 78, Lifeblood 17 Init +5; Speed 9 m ( 6 squares);

Armor Class: 13 (+2 jack, +1 dex), Armor Rating: 2 (jack)

Str 11, Dex12 Con13, Int 10, Wis 10, Cha10, Edu 6, Soc 5

SV Fort +5; Ref+10 Will +4;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Fist	+11/+6	1d4	—	—	20	—	—
Dagger	+10/+5	1d4	1.5	1	19	—	—
Shotgun	+10/+5	3d6/2d6/1d6	3	2	20	1	2
Revolver	+10/+5	1d10	30	20	X2	1	6
Autopistol	+10/+5	1d10	45	30	X2	1	15
SMG	+10/+5	1d10	45	30	X2	4	30

Skills: Driving +16, Innuendo +15, Intimidate +15, Listen +17, Spot +17

Feats: Vessel (wheeled), Weapons (marksman, swordsman), Armor (light, medium), Alertness, Toughness x4, Brawling, Improved Initiative, Spot Trouble, Quick Draw, Point Blank Shot, Precise Shot

Equipment: jack armor and 1-2 of the following: revolver, autopistol, shotgun, SMG, dagger.

## SECTION 2: STARSHIP CREWS

The NPCs in this section are those likely to be found on the various types of starships and space vessels in the Imperium.

### AVERAGE BELTERS

These are rough-and-tumble asteroid miners and deep-space workers, ubiquitous across Charted Space. Most belter ships will have a few snub pistols, shotguns and carbines on board for security purposes, and beltiers are known for an almost pathological reluctance to remove their vac suits.

#### GREEN BELTER

(Belter level 3) TL 12 Medium human

Stamina 11, Lifeblood 10 Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 11, Dex11 Con10, Int 10, Wis 11, Cha10, Edu 10, Soc 10

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

##### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	12	20	1	6
Shotgun	+1	3d6/2d6/1d6	3	2	20	1	6
Carbine	+1	1d10	45	30	20x2	1	20
Fist	+2	1d4	—	—	20	—	—

Skills: Appraise +6, K/Mining +6, P/Prospecting +6, T/Engineering +6, Demolitions +6, Gunnery +3, K/Geology +3, Search +3, Pilot +3.

Feats: Vessel (grav, ship's boat), Armor (light, vac suit), Weapons (marksman, ship's weapons), Zero-G/Low-G Adaptation, Improved Zero-G adaptation, Brawling, Geological Survey,

Equipment: Vac Suit-12, Snub pistol or shotgun or carbine, tool kit

#### REGULAR BELTER

(Belter level 6) TL 12 Medium human

Stamina 22, Lifeblood 10 Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 11, Dex11 Con10, Int 10, Wis 12, Cha10, Edu 10, Soc 10

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

##### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+3	1d10	18	12	20	1	6
Shotgun	+3	3d6/2d6/1d6	3	2	20	1	6
Carbine	+3	1d10	45	30	20x2	1	20
Fist	+4	1d4	—	—	20	—	—

Skills: Appraise +9, K/Mining +10, P/Prospecting +10, T/Engineering +9, Demolitions +9, Gunnery +6, K/Geology +5, Search +5, Pilot +4.

Feats: Vessel (grav, ship's boat, starship), Armor (light, vac suit), Weapons (marksman, ship's weapons), Zero-G/Low-G Adaptation, Improved Zero-G adaptation, Brawling, Geological Survey, 3-D awareness

Equipment: Vac Suit-12, Snub pistol or shotgun or carbine, tool kit



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## VETERAN BELTER

(Belter level 9) TL 12 Medium human

Stamina 33, Lifeblood 10 Init +1; Speed 6m (4 squares);  
 Armor Class: 14 (+3 vac suit, +1 dex), Armor Rating: 3 (vac suit)  
 Str 11, Dex12 Con10, Int 10, Wis 12, Cha10, Edu 10, Soc 10  
 SV Fort +3; Ref+4 Will +7;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+4	1d10	18	12	20	1	6
Shotgun	+4	3d6/2d6/1d6	3	2	20	1	6
Carbine	+4	1d10	45	30	20x2	1	20
Fist	+5	1d4	—	—	20	—	—

Skills: Appraise +12, K/Mining +13, P/Prospecting +15, T/Engineering +12, Demolitions +13, Gunnery +7, K/Geology +7, Search +7, Pilot +7.

Feats: Vessel (grav, ship's boat, starship), Armor (light, vac suit), Weapons (marksman, ship's weapons), Zero-G/Low-G Adaptation, Improved Zero-G adaptation, Brawling, Geological Survey, 3-D awareness, Self-reliance, Skill Focus: prospecting  
 Equipment: Vac Suit-12, Snub pistol or shotgun or carbine, tool kit

## ELITE BELTER

(Belter level 12) TL 12 Medium human

Stamina 33, Lifeblood 10 Init +1; Speed 6m (4 squares);  
 Armor Class: 14 (+3 vac suit, +1 dex), Armor Rating: 3 (vac suit)  
 Str 12, Dex12 Con10, Int 10, Wis 12, Cha10, Edu 10, Soc 10  
 SV Fort +4; Ref+5 Will +9;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+6/+1	1d10	18	12	20	1	6
Shotgun	+6/+1	3d6/2d6/1d6	3	2	20	1	6
Carbine	+6/+1	1d10	45	30	20x2	1	20
Fist	+7/+2	1d4+1	—	—	20	—	—

Skills: Appraise +15, K/Mining +16, P/Prospecting +18, T/Engineering +15, Demolitions +16, Gunnery +9, K/Geology +8, Search +9, Pilot +8.

Feats: Vessel (grav, ship's boat, starship), Armor (light, vac suit), Weapons (marksman, ship's weapons), Zero-G/Low-G Adaptation, Improved Zero-G adaptation, Brawling, Geological Survey, 3-D awareness, Self-reliance, Skill Focus: prospecting, Jury-Rig, Junkyard Dog,

Equipment: Vac Suit-12, Snub pistol or shotgun or carbine, tool kit

## AVERAGE VARGR CORSAIR CREW

These are the Vargr crewmembers of a piratical spacecraft.

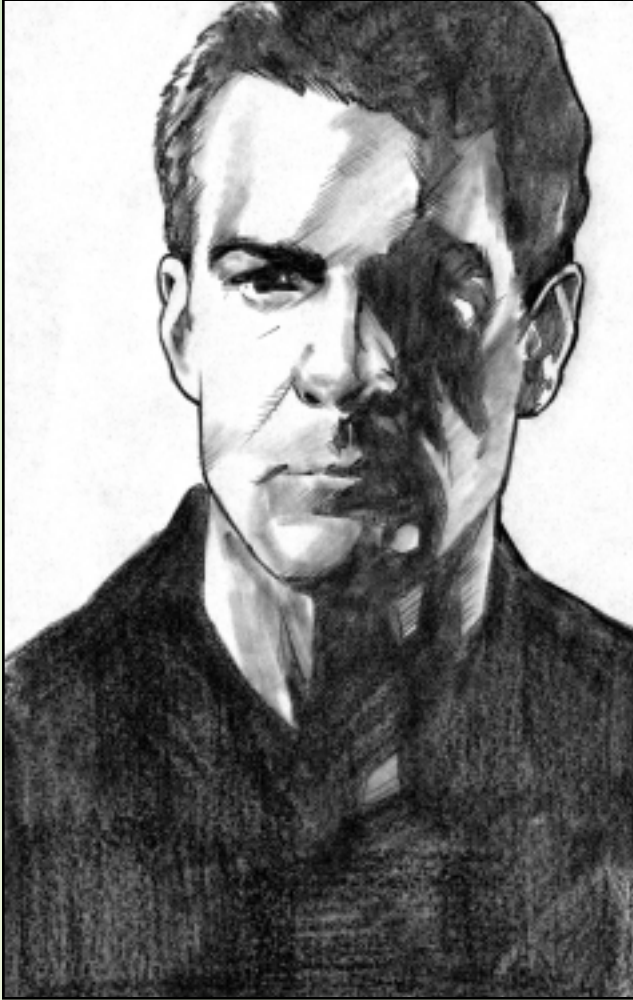
### GREEN CORSAIR

(traveler level 3) TL 12 Medium Vargr

Stamina 8, Lifeblood 10 Init +1; Speed 8 m ( 6 squares);  
 Armor Class: 14 (+3 vac, +1 dex), Armor Rating: 3 (vac suit)  
 Str 9, Dex13 Con 9, Int 10, Wis 10, Cha10, Edu 11, Soc 10 Pres 1  
 SV Fort +0; Ref+3 Will +2;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Claw	+3	1d4-1	—	—	20	—	—
Bite	+3	1d6+2	—	—	20	—	—
Snub Pistol	+2	1d10	21	14	20	1	6
Laser Carbine	-2	3d8	45	30	20	1	50



Average Belter



Average Vargr Corsair

Skills: Pilot +7, Gunnery +6, Gambling +6, Any 3 technical skills +6

Feats: Vessel (grav, starship), Weapon (marksman, ship's weapons), Armor (light, medium, vac suit)

Equipment: laser carbine or snub pistol, vac suit TL-12, medium range communicator

### **REGULAR CORSAIR**

(traveler level 6) TL 12 Medium Vargr

Stamina 21, Lifeblood 10 Init +1; Speed 8 m ( 6 squares);

Armor Class: 14 (+3 vac, +1 dex), Armor Rating: 3 (vac suit)

Str 9, Dex13 Con 10, Int 10, Wis 10, Cha10, Edu 11, Soc 10 Pres 3

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

#### **ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Claw	+5	1d4-1	—	—	20	—	—
Bite	+5	1d6+2	—	—	20	—	—
Snub Pistol	+4	1d10	21	14	20	1	6
Laser Carbine	+4	3d8	45	30	20	1	50

Skills: Pilot +10, Gunnery +9, Gambling +9, Any 3 technical skills +9

Feats: Vessel (grav, starship, ship's boat), Weapon (marksman, laser, ship's weapons), Armor (light, medium, vac suit)

Equipment: laser carbine or snub pistol, vac suit TL-12, medium range communicator

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## VETERAN CORSAIR

(traveler level 9) TL 12 Medium Vargr

Stamina 34, Lifeblood 11 Init +2; Speed 8 m ( 6 squares);

Armor Class: 14 (+3 vac, +1 dex), Armor Rating: 3 (vac suit)

Str 9, Dex14 Con 10, Int 10, Wis 10, Cha10, Edu 11, Soc 10 Pres 5

SV Fort +3; Ref+6 Will +4;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Claw	+7	1d4-1	—	—	20	—	—
Bite	+7	1d6+2	—	—	20	—	—
Snub Pistol	+6	1d10	21	14	20	1	6
Laser Carbine	+6	3d8	45	30	20	1	50

Skills: Pilot +14, Gunnery +12, Gambling +12, Any 3 technical skills +12

Feats: Vessel (grav, starship, ship's boat), Weapon (marksman, laser, ship's weapons), Armor (light, medium, vac suit), Jack of All Trades, Toughness

Equipment: laser carbine or snub pistol, vac suit TL-12, medium range communicator

## ELITE CORSAIR

(traveler level 12) TL 12 Medium Vargr

Stamina 44, Lifeblood 11 Init +2; Speed 8 m ( 6 squares);

Armor Class: 14 (+3 vac, +1 dex), Armor Rating: 3 (vac suit)

Str 10, Dex14 Con 10, Int 10, Wis 10, Cha10, Edu 11, Soc 10 Pres 7

SV Fort +4; Ref+8 Will +6;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Claw	+9/+4	1d4	—	—	20	—	—
Bite	+9/+4	1d6+3	—	—	20	—	—
Snub Pistol	+8/+3	1d10	21	14	20	1	6
Laser Carbine	+8/+3	3d8	45	30	20	1	50

Skills: Pilot +17, Gunnery +15, Gambling +15, Any 3 technical skills +15

Feats: Vessel (grav, starship, ship's boat), Weapon (marksman, laser, ship's weapons), Armor (light, medium, vac suit), Zero-G/Low-G adaptation, Jack of All Trades, Toughness, Jury Rig, Carousing

Equipment: laser carbine or snub pistol, vac suit TL-12, medium range communicator

## AVERAGE MERCHANT CREW

These are typical crewmen on merchant space vessels, be it free traders or corporate liners. They are presented equipped to "repel boarders" and so are in vac suits, carrying snub pistols and makeshift weapons. Additionally stats for a shotgun are provided for when the merchant crew turns out to be a bit more heavily armed. In the skill and feat list for each level, there are several choices: one for bridge crew, one for technical crew and one for trade crew; gunners should be taken from the Navy stats. Merchant crew can be used for the crew of smuggler ships and the "less professional" pirate ships. Note that a "lead pipe" is a representative weapon - any heavy blunt object found lying around will do in a pinch.

## GREEN MERCHANT CREW

(merchant level 3) TL 12+ Medium human

Stamina 11, Lifeblood 10 Init +0; Speed 6 m ( 3 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex10 Con10, Int 11, Wis 11, Cha10, Edu 11, Soc 10

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

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+0	1d10	21	14	20	1	6
Fist	+1	1d4	—	—	20	—	—
Lead Pipe	+0	1d4	—	—	20	—	—
Shotgun	+0	3d6/2d6/1d6	3	2	20	1	6

Skills: all: Pilot +6, P/Merchant +6, K/Trade Law +6, Appraise +6, Gather Info +6

a) Bridge Crew: T/Astrogation +6, T/Computer +6, T/Sensor +6

b) Tech Crew: T/Engineering +6, T/Mechanical +8, T/Electronics +8

c) Trade Crew: Trader +8, Broker +8, Liaison +6

Feats: all: Vessel (grav), Armor (light, vac suit), Weapons (Marksman), Barter, Brawling, Connections (merchant), Zero-G/Low-G Adaptation

a) Bridge Crew: Vessel (ship's boat, starship)

b) Tech Crew: Jury Rig, Gearhead

c) Trade Crew: Steward, Calculating Eye

Equipment: vac suit, snub pistol, lead pipe.

**REGULAR MERCHANT CREW**

(merchant level 6) TL 12+ Medium human

Stamina 22, Lifeblood 10 Init +0; Speed 6 m ( 3 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex10 Con10, Int 11, Wis 11, Cha10, Edu 12, Soc 10

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

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+1	1d10	21	14	20	1	6
Fist	+2	1d4	—	—	20	—	—
Lead Pipe	+1	1d4	—	—	20	—	—
Shotgun	+1	3d6/2d6/1d6	3	2	20	1	6

Skills: all: Pilot +9, P/Merchant +9, K/Trade Law +10, Appraise +9, Gather Info +9

a) Bridge Crew: T/Astrogation +10, T/Computer +10, T/Sensor +10

b) Tech Crew: T/Engineering +10, T/Mechanical +12, T/Electronics +12

c) Trade Crew: Trader +11, Broker +11, Liaison +9

Feats: all: Vessel (grav), Armor (light, vac suit), Weapons (Marksman), Barter, Brawling, Connections (merchant), Zero-G/Low-G Adaptation, First Aid

a) Bridge Crew: Vessel (ship's boat, starship), Hacker

b) Tech Crew: Jury Rig, Gearhead, Miracle Worker

c) Trade Crew: Steward, Calculating Eye, Chief Steward

Equipment: vac suit, snub pistol, lead pipe.

**VETERAN MERCHANT CREW**

(merchant level 9) TL 12+ Medium human

Stamina 33, Lifeblood 10 Init +0; Speed 6 m ( 3 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex10 Con10, Int 11, Wis 12, Cha10, Edu 12, Soc 10

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

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+3	1d10	21	14	20	1	6
Fist	+3	1d4	—	—	20	—	—
Lead Pipe	+2	1d4	—	—	20	—	—
Shotgun	+2	3d6/2d6/1d6	3	2	20	1	6

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Skills: all: Pilot +12, P/Merchant +13, K/Trade Law +13, Appraise +12, Gather Info +12

- a) Bridge Crew: T/Astrogation +13, T/Computer +13, T/Sensor +13
- b) Tech Crew: T/Engineering +15, T/Mechanical +15, T/Electronics +15
- c) Trade Crew: Trader +14, Broker +14, Liaison +12

Feats: all: Vessel (grav), Armor (light, vac suit), Weapons (Marksman), Barter, Brawling, Connections (merchant), Zero-G/Low-G Adaptation, First Aid, Weapon Focus: Snub Pistol

- a) Bridge Crew: Vessel (ship's boat, starship), Hacker, Ship Tactics
- b) Tech Crew: Jury Rig, Gearhead, Miracle Worker, Skill Focus: T/Engineering
- c) Trade Crew: Steward, Calculating Eye, Chief Steward, Market Analyst

Equipment: vac suit, snub pistol, lead pipe.

## ELITE MERCHANT CREW

(merchant level 12) TL 12+ Medium human

Stamina 44, Lifeblood 10 Init +0; Speed 6 m ( 3 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex10 Con10, Int 12, Wis 12, Cha10, Edu 12, Soc 10

SV Fort +6; Ref+4 Will +9;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+4	1d10	21	14	20	1	6
Fist	+4	1d4	—	—	20	—	—
Lead Pipe	+3	1d4	—	—	20	—	—
Shotgun	+3	3d6/2d6/1d6	3	2	20	1	6

Skills: all: Pilot +16, P/Merchant +16, K/Trade Law +16, Appraise +15, Gather Info +15, Bluff +17

- a) Bridge Crew: T/Astrogation +16, T/Computer +16, T/Sensor +16
- b) Tech Crew: T/Engineering +18, T/Mechanical +18, T/Electronics +18
- c) Trade Crew: Trader +17, Broker +17, Liaison +15

Feats: all: Vessel (grav), Armor (light, vac suit), Weapons (Marksman), Barter, Brawling, Connections (merchant), Zero-G/Low-G Adaptation, First Aid, Weapon Focus: Snub Pistol, Narrow Escape, Carousing, Iron Will, Fast Talk

- a) Bridge Crew: Vessel (ship's boat, starship), Hacker, Ship Tactics
- b) Tech Crew: Jury Rig, Gearhead, Miracle Worker, Skill Focus: T/Engineering
- c) Trade Crew: Steward, Calculating Eye, Chief Steward, Market Analyst

Equipment: vac suit, snub pistol, lead pipe.

## AVERAGE NAVAL CREW

Here are the crewmen of Imperial, Subsector and Planetary Naval Ships. All are equipped for hazardous or security duties in their vac vuits, carrying a semi-automatic snub pistol or a laser carbine.

For lower tech Planetary navies you can change the tech-14 vac suit for a lower tech model, but everything else would remain the same. Under skills and feats, there are 3 options provided for each level: Flight Crew, Engineering Crew and Gunnery crew (which includes security). Naval gunnery crew stats can be used for gunners on merchant ships as well. The stats for Naval crewmen are also useable for the crew on the better Star Merc and Pirate vessels.

## GREEN NAVAL CREW

(Navy level 3) TL 14-15 Medium human

Stamina 11, Lifeblood 10 Init +0; Speed 6 m ( 4 squares);

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

Str 10, Dex10 Con10, Int 11, Wis 11, Cha10, Edu 11, Soc 11

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

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+4	1d10	21	14	20	1	15
Laser Carbine	+4	3d8	45	30	20	1	50
Fist	+2	1d4	—	—	20	—	—



Average Merchant Crew Member



Average Naval Crew Member

Skills: all: Pilot +6, T/Computer +6, P/Administration +6, Liaison +6

- a) Flight: T/Astrogation +6, T/Communications +6, T/Sensors+6,
- b) Engineering: T/Engineering +6, T/Mechanical +6, T/Electronics +6
- c) Gunnery: Gunnery +8, Forward Observer +6, T/Sensors +6

Feats: all: Vessel (grav), Armor (light, vac suit), Weapons (marksman, laser), Brawling, Zero-G/Low-G adaptation, Zero-G combat

- a) Flight: Vessel (starship, ship's boat)
  - b) Engineering: Jury Rig, Damage Control
  - c) Gunnery: Weapons (ship's weapons), Skill Focus: Gunnery
- Equipment: vac suit-14, combat snub pistol or laser carbine with HUD.

## REGULAR NAVAL CREW

(Navy level 6) TL 14-15 Medium human

Stamina 22, Lifeblood 10 Init +0; Speed 6 m ( 4 squares);

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

Str 10, Dex10 Con10, Int 11, Wis 11, Cha10, Edu 12, Soc 11

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

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+6	1d10	21	14	20	1	15
Laser Carbine	+6	3d8	45	30	20	1	50
Fist	+4	1d4	—	—	20	—	—

Skills: all: Pilot +9, T/Computer +10, P/Administration +9, Liaison +9

- a) Flight: T/Astrogation +10, T/Communications +10, T/Sensors+10,
- b) Engineering: T/Engineering +10, T/Mechanical +12, T/Electronics +12
- c) Gunnery: Gunnery +11, Forward Observer +10, T/Sensors +10

Feats: all: Vessel (grav), Armor (light, vac suit), Weapons (marksman, laser), Brawling, Zero-G/Low-G adaptation, Zero-G combat, First Aid

- a) Flight: Vessel (starship, ship's boat), Ship's Tactics
  - b) Engineering: Jury Rig, Damage Control, Gearhead
  - c) Gunnery: Weapons (ship's weapons), Skill Focus: Gunnery, Heavy Metal
- Equipment: vac suit-14, combat snub pistol or laser carbine with HUD.

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## VETERAN NAVAL CREW

(Navy level 6) TL 14-15 Medium human

Stamina 33, Lifeblood 10 Init +0; Speed 6 m ( 4 squares);

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

Str 10, Dex10 Con10, Int 11, Wis 12, Cha10, Edu 12, Soc 11

SV Fort +3; Ref+3 Will +7;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+7	1d10	21	14	20	1	15
Laser Carbine	+7	3d8	45	30	20	1	50
Fist	+5	1d4	—	—	20	—	—

Skills: all: Pilot +12, T/Computer +13, P/Administration +13, Liaison +12

a) Flight: T/Astrogation +13, T/Communications +13, T/Sensors+13,

b) Engineering: T/Engineering +13, T/Mechanical +15, T/Electronics +15

c) Gunnery: Gunnery +15, Forward Observer +12, T/Sensors +13

Feats: all: Vessel (grav), Armor (light, vac suit), Weapons (marksman, laser), Brawling, Zero-G/Low-G adaptation, Zero-G combat, First Aid, Cross Training

a) Flight: Vessel (starship, ship's boat), Ship's Tactics, EW Specialist

b) Engineering: Jury Rig, Damage Control, Gearhead, Miracle Worker

c) Gunnery: Weapons (ship's weapons), Skill Focus (gunnery), Heavy Metal, Ship Tactics

Equipment: vac suit-14, combat snub pistol or laser carbine with HUD.

## ELITE NAVAL CREW

(Navy level 6) TL 14-15 Medium human

Stamina 44, Lifeblood 10 Init +0; Speed 6 m ( 4 squares);

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

Str 10, Dex10 Con10, Int 12, Wis 12, Cha10, Edu 12, Soc 11

SV Fort +4; Ref+4 Will +9;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Snub Pistol	+9/+4	1d10	21	14	20	1	15
Laser Carbine	+9/+4	3d8	45	30	20	1	50
Fist	+7/+2	1d4	—	—	20	—	—

Skills: all: Pilot +16, T/Computer +16, P/Administration +18, Liaison +15, Leader +3

a) Flight: T/Astrogation +16, T/Communications +16, T/Sensors+16,

b) Engineering: T/Engineering +18, T/Mechanical +18, T/Electronics +18

c) Gunnery: Gunnery +18, Forward Observer +16, T/Sensors +16

Feats: all: Vessel (grav), Armor (light, vac suit), Weapons (marksman, laser), Brawling, Zero-G/Low-G adaptation, Zero-G combat, First Aid, Cross Training, Skill Focus(p/admin), Command Presence

a) Flight: Vessel (starship, ship's boat), Ship's Tactics, EW Specialist, Fleet Tactics

b) Engineering: Jury Rig, Damage Control, Gearhead, Miracle Worker, Skill Focus (engineering)

c) Gunnery: Weapons (ship's weapons), Skill Focus (gunnery), Heavy Metal, Ship Tactics, Fleet Tactics

Equipment: vac suit-14, combat snub pistol or laser carbine with HUD.

## AVERAGE SCOUT CREW

These characters represent the typical crews of courier, express boat and survey vessels. They can also be used for crewmen on private yachts, science vessels and for pirates. Aboard ship they likely will carry a laser pistol, but while exploring a planet surface they may also carry a carbine.

**GREEN SCOUT**

(Scout level 3) TL 14 Medium human

Stamina 17, Lifeblood 11 Init +0; Speed 6 m ( 4 squares);

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

Str 10, Dex11 Con11, Int 10, Wis 11, Cha10, Edu 10, Soc 10

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

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Laser pistol	+2	2d10	36	24	20	1	50
Carbine	+2	1d10	45	30	20x2	1	20
Fist	+3	1d4	—	—	20	—	—

Skills: Pilot +6, T/Engineering +6, T/Communications +6, P/Survey +3, Gunnery +3, Survival +3, Gather Info +3

Feats: Vessel (grav, starships, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling

Equipment: vac suit-14, carbine or laser pistol, communicator, hand computer

**REGULAR SCOUT**

(Scout level 6) TL 14 Medium human

Stamina 34, Lifeblood 11 Init +1; Speed 6 m ( 4 squares);

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

Str 10, Dex12 Con11, Int 10, Wis 11, Cha10, Edu 10, Soc 10

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

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Laser pistol	+5	2d10	36	24	20	1	50
Fist	+6	1d4	—	—	20	—	—
Carbine	+5	1d10	45	40\	20x2	1	20

Skills: Pilot +10, T/Engineering +9, T/Communications +9, P/Survey +5, Gunnery +4, Survival +5, Gather Info +4

Feats: Vessel (grav, starships, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling,

Jack of All Trades, Zero-G/Low-G adaptation

Equipment: vac suit-14, carbine or laser pistol, communicator, hand computer

**VETERAN SCOUT**

(Scout level 9) TL 14 Medium human

Stamina 60, Lifeblood 12 Init +1; Speed 6 m ( 4 squares);

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

Str 10, Dex12 Con12, Int 10, Wis 11, Cha10, Edu 10, Soc 10

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

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Laser pistol	+7/+2	2d10	36	24	20	1	50
Fist	+8/+3	1d4	—	—	20	—	—
Carbine	+7/+2	1d10	45	30	20x2	1	20

Skills: Pilot +13, T/Engineering +12, T/Communications +12, P/Survey +6, Gunnery +6, Survival +6, Gather Info +6

Feats: Vessel (grav, starships, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling,

Jack of All Trades-2, Zero-G/Low-G adaptation, Obscure Knowledge

Equipment: vac suit-14, carbine or laser pistol, communicator, hand computer





Average Scout



Average Trooper (Low Tech)

## ELITE SCOUT

(Scout level 12) TL 14 Medium human

Stamina 60, Lifeblood 12 Init +1; Speed 6 m ( 4 squares);

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

Str 10, Dex12 Con12, Int 10, Wis 12, Cha10, Edu 10, Soc 10

SV Fort +7; Ref+7 Will +7;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Laser pistol	+10/+5	2d10	36	24	20	1	50
Fist	+11/+6	1d4	—	—	20	—	—
Carbine	+10/+5	1d10	45	30	20x2	1	20

Skills: Pilot +16, T/Engineering +15, T/Communications +15, P/Survey +9, Gunnery +8, Survival +9, Gather Info +7

Feats: Vessel (grav, starships, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling, Jack of All Trades-3, Zero-G/Low-G adaptation, Obscure Knowledge, Zero-G Combat, Great Fortitude

Equipment: vac suit-14, carbine or laser pistol, communicator, hand computer

## SECTION 3: MILITARY

This section details the members of organized ground combat military forces.

### AVERAGE LOW TECH INFANTRY

Low Tech infantry are guards, retainers and soldiers found on tech level 1-4 planets. These NPCs can be used interchangeably for military, police and private guards at these tech levels. Swords, shields and studded leather armor are available at all the tech levels, but at tech levels 2-4, a bow, musket, crossbow or halberd can be substituted for the shield.

**GREEN TROOPER**

Low Tech (army level 3) TL 1-4 Medium human  
 Stamina 13, Lifeblood 11 Init +0; Speed 9 m ( 6 squares);  
 Armor Class: 15 (+3 studded, +2 shield), Armor Rating: 1 (studded)  
 Str 11, Dex11 Con11, Int 10, Wis 10, Cha10, Edu 8, Soc 10  
 SV Fort +1; Ref+3 Will +1;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Sword	+3	1d8+2	1.5	1	20x2	—	—
Halberd	+2	1d10	3	2	19	—	—
Crossbow	+2	1d10	36	24	19	1	1
War Bow	+2	1d8	30	20	20x2	1	1
Musket	+2	1d10	25	16	20x2	1	1

Skills: Spot +6, Ride +6, Gather Info +6, Survival +6, Gambling +6

Feats: Armor (light), Weapons (swordsman, armsman, archer or black powder), Weapon focus: sword Weapon

Specialization: sword, shield proficiency

Equipment: studded leather armor, large wooden shield, and sword. May replace shield with bow, crossbow, musket or halberd.

**REGULAR TROOPER**

Low Tech (army level 6) TL 1-4 Medium human  
 Stamina 29, Lifeblood 12 Init +0; Speed 9 m ( 6 squares);  
 Armor Class: 15 (+3 studded, +2 shield), Armor Rating: 1 (studded)  
 Str 12, Dex11 Con11, Int 10, Wis 10, Cha10, Edu 8, Soc 10  
 SV Fort +2; Ref+4 Will +2;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Sword	+5	1d8+3	1.5	1	20x2	—	—
Halberd	+4	1d10+1	3	2	19	—	—
Crossbow	+4	1d10	36	24	19	1	1
War Bow	+4	1d8	30	20	20x2	1	1
Musket	+4	1d10	25	16	20x2	1	1

Skills: Spot +9, Ride +9, Gather Info +9, Survival +9, Gambling +9

Feats: Armor (light), Weapons (swordsman, armsman, archer or black powder), Weapon focus: sword Weapon

Specialization: sword, shield proficiency, Mounted Combat, Toughness

Equipment: studded leather armor, large wooden shield, and sword. May replace shield with bow, crossbow, musket or halberd.

**VETERAN TROOPER**

Low Tech (army level 9) TL 1-4 Medium human  
 Stamina 51, Lifeblood 13 Init +0; Speed 9 m ( 6 squares);  
 Armor Class: 15 (+3 studded, +2 shield), Armor Rating: 1 (studded)  
 Str 12, Dex11 Con12, Int 10, Wis 10, Cha10, Edu 8, Soc 10  
 SV Fort +4; Ref+6 Will +3;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Sword	+7/+2	1d8+3	1.5	1	20x2	—	—
Halberd	+6/+1	1d10+1	3	2	19	—	—
Crossbow	+6/+1	1d10	36	24	19	1	1
War Bow	+6/+1	1d8	30	20	20x2	1	1
Musket	+6/+1	1d10	25	16	20x2	1	1

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Skills: Spot +12, Ride +12, Gather Info +12, Survival +12, Gambling +12

Feats: Armor (light), Weapons (swordsman, armsman, archer or black powder), Weapon focus: sword Weapon

Specialization: sword, shield proficiency, Mounted Combat, Toughness, Tactics 1, Ride By Attack

Equipment: studded leather armor, large wooden shield, and sword. May replace shield with bow, crossbow, musket or halberd.

## ELITE TROOPER

Low Tech (army level 12) TL 1-4 Medium human

Stamina 70, Lifeblood 13 Init +1; Speed 9 m ( 6 squares);

Armor Class: 16 (+3 studded, +2 shield, +1 dex), Armor Rating: 1 (studded)

Str 12, Dex12 Con12, Int 10, Wis 10, Cha10, Edu 8, Soc 10

SV Fort +5; Ref+9 Will +4;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Sword	+11/+6	1d8+3	1.5	1	19x2	—	—
Halberd	+10/+5	1d10+1	3	2	19	—	—
Crossbow	+10/+5	1d10	36	24	19	1	1
War Bow	+10/+5	1d8	30	20	20x2	1	1
Musket	+10/+5	1d10	25	16	20x2	1	1

Skills: Spot +15, Ride +16, Gather Info +15, Survival +15, Gambling +15

Feats: Armor (light), Weapons (swordsman, armsman, archer or black powder), Weapon focus: sword Weapon

Specialization: sword, shield proficiency, Mounted Combat, Toughness, Tactics 1, Ride By Attack, Trample, Spirited Charge, Improved Critical: Sword

Equipment: studded leather armor, large wooden shield, and sword. May replace shield with bow, crossbow, musket or halberd.

## AVERAGE MIDDLE TECH INFANTRY

These are typical army troopers for tech levels 5 through 8. They can be used for infantry troops, spotters, scouts or artillery gunners. These NPCs can be used as gunners in vehicles firing cannon, mortars or machineguns as well.

## GREEN TROOPER

Mid Tech (Army 3) TL 5-8 Medium human

Stamina 13, Lifeblood 11 Init +0; Speed 9 m ( 6 squares);

Armor Class: 14 (+4 flak jacket), Armor Rating: 4 (flak jacket)

Str 11, Dex11 Con11, Int 10, Wis 11, Cha10, Edu 10, Soc 10

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

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Assault Rifle	+3	1d12+2	45	30	20x2	1,4	30
Bayonet	+2	1d8	1.5	1	20x2	—	—
Fist	+3	1d4	—	—	20	—	—

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

Feats: Vessel (wheeled), Armor (light), Weapons (marksman, combat rifleman, armsman), Weapon Focus (assault rifle), Weapon Specialization (assault rifle), Brawling

Equipment: flak jacket, assault rifle, 2 HEAP grenades, 2 fragmentation grenades, bayonet

## REGULAR TROOPER

Mid Tech (Army 6) TL 5-8 Medium human

Stamina 26, Lifeblood 11 Init +1; Speed 9 m ( 6 squares);

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

Str 11, Dex12 Con11, Int 10, Wis 11, Cha10, Edu 10, Soc 10

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



Average Trooper (Middle Tech)



Average Vehicle Crew Member (Middle Tech)

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Assault Rifle	+5	1d12+2	45	30	20x2	1,4	30
Bayonet	+5	1d8	1.5	1	20x2	—	—
Fist	+5	1d4	—	—	20	—	—

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

Feats: Vessel (wheeled), Armor (light), Weapons (marksman, combat rifleman, armsman, field artillery), Weapon Focus (assault rifle, bayonet), Weapon Specialization (assault rifle), Brawling

Equipment: flak jacket, assault rifle, 2 HEAP grenades, 2 fragmentation grenades, bayonet, medium ranged radio

**VETERAN TROOPER**

Mid Tech (Army 9) TL 5-8 Medium human

Stamina 48, Lifeblood 12 Init +1; Speed 9 m ( 6 squares);

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

Str 11, Dex12 Con12, Int 10, Wis 11, Cha10, Edu 10, Soc 10

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

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Assault Rifle	+8/+3	1d12+2	45	30	20x2	1,4	30
Bayonet	+8/+3	1d8+2	1.5	1	20x2	—	—
Fist	+8/+3	1d4	—	—	20	—	—

Skills: Spot +12, Driving +13, Survival +12, Forward Observer +12, Gunnery +12

Feats: Vessel (wheeled), Armor (light), Weapons (marksman, combat rifleman, armsman, field artillery), Weapon Focus (assault rifle, bayonet), Weapon Specialization (assault rifle, bayonet), Brawling, Sniper

Equipment: flak jacket, assault rifle, 2 HEAP grenades, 2 fragmentation grenades, bayonet, medium ranged radio

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## ELITE TROOPER

Mid Tech (Army 12) TL 5-8 Medium human  
 Stamina 48, Lifeblood 12 Init +5; Speed 9 m ( 6 squares);  
 Armor Class: 15 (+4 flak jacket, +1 dex), Armor Rating: 4 (flak jacket)  
 Str 11, Dex12 Con12, Int 10, Wis 12, Cha10, Edu 10, Soc 10  
 SV Fort +5; Ref+9 Will +4;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Assault Rifle	+11/+6	1d12+2	45	30	20x2	1,4	30
Bayonet	+11/+6	1d8+2	1.5	1	20x2	—	—
Fist	+11/+6	1d4	—	—	20	—	—

Skills: Spot +16, Driving +16, Survival +15, Forward Observer +15, Gunnery +16  
 Feats: Vessel (wheeled), Armor (light), Weapons (marksman, combat rifleman, armsman, field artillery, lasers), Weapon Focus (assault rifle, bayonet), Weapon Specialization (assault rifle, bayonet), Brawling, Sniper, Tactics 1, Improved Initiative  
 Equipment: flak jacket, assault rifle, 2 HEAP grenades, 2 fragmentation grenades, bayonet, medium ranged radio

## AVERAGE MIDDLE TECH VEHICLE CREW

These are typical army troopers assigned to ground or air vehicles for tech levels 5-8.

## GREEN CREW

Mid Tech (Army 3) TL 5-8 Medium human  
 Stamina 13, Lifeblood 11 Init +0; Speed 9 m ( 6 squares);  
 Armor Class: 14 (+4 flak jacket), Armor Rating: 4 (flak jacket)  
 Str 11, Dex11 Con11, Int 10, Wis 11, Cha10, Edu 10, Soc 10  
 SV Fort +1; Ref+3 Will +1;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
SMG	+2	1d10	45	30	20x2	1,4, FA	30
Auto-pistol	+2	1d10	45	30	20x2	1	15
Fist	+3	1d4	—	—	20	—	—

Skills: Spot +6, Driving +6, Pilot +6, Forward Observer +6, Gunnery +6  
 Feats: Vessel (wheeled, and tracked or aircraft (choose)), Armor (light), Weapons (marksman, combat rifleman, heavy weapons, field artillery), Brawling  
 Equipment: flak jacket, SMG or auto-pistol

## REGULAR CREW

Mid Tech (Army 6) TL 5-8 Medium human  
 Stamina 26, Lifeblood 11 Init +1; Speed 9 m ( 6 squares);  
 Armor Class: 15 (+4 flak jacket, +1 dex), Armor Rating: 4 (flak jacket)  
 Str 11, Dex12 Con11, Int 10, Wis 11, Cha10, Edu 10, Soc 10  
 SV Fort +2; Ref+6 Will +2;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Auto-pistol	+4	1d10	45	30	20x2	1	15
Fist +5	1d4	—	—	—	—	—	—

Skills: Spot +9, Driving +10, Pilot +10, Forward Observer +9, Gunnery +9  
 Feats: Vessel (wheeled, and tracked or aircraft (choose)), Armor (light), Weapons (marksman, combat rifleman, heavy weapons, field artillery), Brawling, Heavy Metal, Vessel Specialization (choose)  
 Equipment: flak jacket, SMG or auto-pistol

**VETERAN CREW**

Mid Tech (Army 9) TL 5-8 Medium human  
 Stamina 48, Lifeblood 12 Init +1; Speed 9 m ( 6 squares);  
 Armor Class: 15 (+4 flak jacket, +1 dex), Armor Rating: 4 (flak jacket)  
 Str 11, Dex12 Con12, Int 10, Wis 11, Cha10, Edu 10, Soc 10  
 SV Fort +4; Ref+7 Will +3;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
SMG	+7/+2	1d10	45	30	20x2	1,4, FA	30
Auto-pistol	+7/+2	1d10	45	30	20x2	1	15
Fist	+8/+3	1d4	—	—	20	—	—

Skills: Spot +14, Driving +13, Pilot +13, Forward Observer +12, Gunnery +12, Listen +2

Feats: Vessel (wheeled, and tracked or aircraft (choose)), Armor (light, vac suit), Weapons (marksman, combat rifleman, heavy weapons), Brawling, Heavy Metal, Vessel Specialization (choose), Alertness

Equipment: flak jacket, SMG or auto-pistol

**ELITE CREW**

Mid Tech (Army 12) TL 5-8 Medium human  
 Stamina 48, Lifeblood 12 Init +5; Speed 9 m ( 6 squares);  
 Armor Class: 15 (+4 flak jacket, +1 dex), Armor Rating: 4 (flak jacket)  
 Str 11, Dex12 Con12, Int 10, Wis 12, Cha10, Edu 10, Soc 10  
 SV Fort +5; Ref+9 Will +4;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
SMG	+10/+5	1d10	45	30	20x2	1,4, FA	30
Auto-pistol	+10/+5	1d10	45	30	20x2	1	15
Fist	+11/+6	1d4	—	—	20	—	—

Skills: Spot +18, Driving +16, Pilot +16, Forward Observer +15, Gunnery +16, Listen +3

Feats: Vessel (wheeled, tracked, aircraft (choose)), Armor (light, vac suit), Weapons (marksman, combat rifleman, heavy weapons, field artillery), Brawling, Heavy Metal, Vessel Specialization (choose) x2, Alertness, Tactics 1.

Equipment: flak jacket, SMG or auto-pistol

**AVERAGE SYDITE BRUTE SQUAD TROOPERS**

Throughout the Trailing Frontier, Braknak Security LIC (a.k.a. "The Brute Squad") is famous for providing gunmen by the day, week or month in squads, platoons and companies. Recruited exclusively from the Sydite minor human race, these hulking four-armed humanoids are usually found working as guards and as light infantry on low to middle tech planets. Braknak arms its troops to TL-8 standards and so they pose no threat to Imperial interests, but are useful to corporations and local despots. On combat detail they usually are issued the heavy and intimidating Light Assault Gun with HE ammo, while on guard duty they are usually issued with military shotguns.

**GREEN BRUTE**

(mercenary level 3) TL 8 Medium Sydite  
 Stamina 22, Lifeblood 14 Init +1; Speed 9 m ( 6 squares);  
 Armor Class: 15 (+1 dex, +4 flak), Armor Rating: 4 (flak jacket)  
 Str 13, Dex13 Con13, Int 8, Wis 8, Cha8, Edu 8, Soc 9  
 SV Fort +4; Ref+2 Will +0;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Fist	+5	1d4+1	—	—	20	—	—
LAG-HE	+4	3d10	96	64	20	1	5
Shotgun	+4	3d8/2d8/1d8	7	5	20	1	12



Skills: Driving +1, Spot +5

Feats: Vessel (wheeled), Armor (light, medium, vac suit), weapons (combat rifleman, marksman), Toughness, Point-Blank Shot, Brawling

Equipment: flak jacket, either light assault gun or military shotgun

## REGULAR BRUTE

(mercenary level 6) TL 8 Medium Sydite

Stamina 38, Lifeblood 14 Init +2; Speed 9 m ( 6 squares);

Armor Class: 16 (+2 dex, +4 flak), Armor Rating: 4 (flak jacket)

Str 13, Dex14 Con13, Int 8, Wis 8, Cha8, Edu 8, Soc 9

SV Fort +6; Ref+4 Will +1;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Fist	+9/+4	1d4+1	—	—	20	—	—
LAG-HE	+8/+3	3d10	96	64	20	1	5
Shotgun	+8/+3	3d8/2d8/1d8	7	5	20	1	12

Skills: Driving +2, Spot +8

Feats: Vessel (wheeled, tracked), Armor (light, medium, vac suit), weapons (combat rifleman, marksman), Toughness, Point-Blank Shot, Brawling, Rapid Shot

Equipment: flak jacket, either light assault gun or military shotgun

**VETERAN BRUTE**

(mercenary level 9) TL 8 Medium Sydite

Stamina 63, Lifeblood 15 Init +2; Speed 9 m ( 6 squares);

Armor Class: 16 (+2 dex, +4 flak), Armor Rating: 4 (flak jacket)

Str 13, Dex14 Con14, Int 8, Wis 8, Cha8, Edu 8, Soc 9

SV Fort +8; Ref+5 Will +3;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Fist	+12/+7	1d4+1	—	—	20	—	—
LAG-HE	+12/+7	3d10	96	64	20	1	5
Shotgun	+11/+6	3d8/2d8/1d8	7	5	20	1	12

Skills: Driving +5, Spot +8

Feats: Vessel (wheeled, tracked), Armor (light, medium, vac suit), weapons (combat rifleman, marksman), Toughness, Point-Blank Shot, Brawling, Rapid Shot, Evasion, Weapon Focus: LAG

Equipment: flak jacket, either light assault gun or military shotgun

**ELITE BRUTE**

(mercenary level 12) TL 8 Medium Sydite

Stamina 79, Lifeblood 15 Init +6; Speed 9 m ( 6 squares);

Armor Class: 16 (+2 dex, +4 flak), Armor Rating: 4 (flak jacket)

Str 14, Dex14 Con14, Int 8, Wis 8, Cha8, Edu 8, Soc 9

SV Fort +10; Ref+6 Will +5;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Fist	+15/+10/+5	1d4+2	—	—	20	—	—
LAG-HE	+15/+10/+5	3d10+2	96	64	20	1	5
Shotgun	+14/+9/+4	3d8/2d8/1d8	7	5	20	1	12

Skills: Driving +5, Spot +8

Feats: Vessel (wheeled, tracked), Armor (light, medium, vac suit), weapons (combat rifleman, marksman), Toughness, Point-Blank Shot, Brawling, Rapid Shot, Evasion, Weapon Focus: LAG, Weapon Specialization: LAG, Uncanny Dodge, Improved Initiative

Equipment: flak jacket, either light assault gun or military shotgun

**AVERAGE HIGH TECH ARMY TROOPS**

These represent army troopers at TL12, but are only different in some equipment details for higher-level army troops. They are useable as infantry, vehicle or artillery troopers. Infantry will have a gauss rifle, with one PGMP-12 per squad, but vehicle or artillery troops will usually have a lighter Snub SMG instead.



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## GREEN TROOPER

High Tech (army level 3) TL 12 Medium human  
Stamina 13, Lifeblood 11 Init +0; Speed 6 m ( 4 squares);  
Armor Class: 19 (+7 combat, +2 cham), Armor Rating: 7 (combat armor)  
Str 11, Dex11 Con11, Int 10, Wis 11, Cha10, Edu 11, Soc 10  
SV Fort +1; Ref+3 Will +1;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Gauss Rifle	+6	2d12	96	64	20x2	1,4,10	40
PGMP-12	+6	6d12	24	16	18x2	1	40
Snub SMG	+5	1d10	24	16	20	1,4,10	30
Fist	+5	1d4	—	—	20	—	—

Skills: Pilot +6, T/Sensors +6, Spot +6, Gunnery +6, Forward Observer +6  
Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, field artillery, high energy, heavy weapons), Weapon Focus (gauss rifle or pgmp-12), Brawling  
Equipment: Combat Armor 12 plus Chameleon-12, gauss rifle or pgmp-12 with HUD displays. Vehicle crew have snub SMG. Infantry troops will have 1-8 grenades too.

## REGULAR TROOPER

High Tech (army level 6) TL 12 Medium human  
Stamina 26, Lifeblood 11 Init +1; Speed 6 m ( 4 squares);  
Armor Class: 20 (+7 combat, +2 cham, +1 dex), Armor Rating: 7 (combat armor)  
Str 11, Dex12 Con11, Int 10, Wis 11, Cha10, Edu 11, Soc 10  
SV Fort +2; Ref+6 Will +2;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Gauss Rifle	+8	2d12	96	64	20x2	1,4,10	40
PGMP-12	+8	6d12	24	16	18x2	1	40
Snub SMG	+8	1d10	24	16	20	1,4,10	30
Fist	+5	1d4	—	—	20	—	—

Skills: Pilot +10 T/Sensors +9, Spot +9, Gunnery +9, Forward Observer +9  
Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, field artillery, high energy, heavy weapons), Weapon Focus (gauss rifle and pgmp-12 or snub smg), Heavy Metal, Brawling  
Equipment: Combat Armor 12 plus Chameleon-12, gauss rifle or pgmp-12 with HUD displays. Vehicle crews have snub SMG. Infantry troops will have 1-8 grenades too.

## VETERAN TROOPER

High Tech (army level 9) TL 12 Medium human  
Stamina 49, Lifeblood 12 Init +1; Speed 6 m ( 4 squares);  
Armor Class: 20 (+7 combat, +2 cham, +1 dex), Armor Rating: 7 (combat armor)  
Str 11, Dex12 Con12, Int 10, Wis 11, Cha10, Edu 11, Soc 10  
SV Fort +4; Ref+7 Will +3;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Gauss Rifle	+11/+6	2d12	96	64	20x2	1,4,10	40
PGMP-12	+11/+6	6d12	24	16	18x2	1	40
Snub SMG	+11/+6	1d10	24	16	20	1,4,10	30
Fist	+8/+3	1d4	—	—	20	—	—

Skills: Pilot +13 T/Sensors +12, Spot +12, Gunnery +12, Forward Observer +12  
Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, field artillery, high energy, heavy weapons, lasers), Weapon Focus (gauss rifle and pgmp-12 or snub smg), Heavy Metal, Brawling, Sniper

Equipment: Combat Armor 12 plus Chameleon-12, gauss rifle or pgmp-12 with HUD displays. Vehicle crews have snub SMG. Infantry troops will have 1-8 grenades too.

### ELITE TROOPER

High Tech (army level 9) TL 12 Medium human

Stamina 62, Lifeblood 12 Init +1; Speed 6 m ( 4 squares);

Armor Class: 20 (+7 combat, +2 cham, +1 dex), Armor Rating: 7 (combat armor)

Str 11, Dex12 Con12, Int 10, Wis 12, Cha10, Edu 11, Soc 10

SV Fort +5; Ref+9 Will +4;

#### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Gauss Rifle	+13/+8	2d12+2	96	64	19x2	1,4,10	40
PGMP-12	+13/+8	6d12	24	16	18x2	1	40
Snub SMG	+13/+8	1d10	24	16	20	1,4,10	30
Fist	+10/+5	1d4	—	—	20	—	—

Skills: Pilot +16 T/Sensors +15, Spot +16, Gunnery +16, Forward Observer +15

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, field artillery, high energy, heavy weapons, lasers), Weapon Focus (gauss rifle and pgmp-12 or snub smg), Heavy Metal, Brawling, Sniper, Tactics 1, Weapon Specialization (gauss rifle), Improved Critical (gauss rifle)

Equipment: Combat Armor 12 plus Chameleon-12, gauss rifle or pgmp-12 with HUD displays. Vehicle crews have snub SMG. Infantry troops will have 1-8 grenades too.

### AVERAGE VARGR MERCENARIES:

These are typically encountered Vargr space mercenaries and can be used as the ship's troops on Vargr Corsair and merchant vessels as well as troops for hire throughout the Coreward areas of the Imperium.

Green Vargr Merc

(mercenary level 3) TL 12 Medium Vargr

Stamina 14, Lifeblood 9 Init +1; Speed 8 m ( 6 squares);

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

Str 12, Dex13 Con 9, Int 10, Wis 10, Cha10, Edu 10, Soc 10 Pre 3

SV Fort +2; Ref+2 Will +2;

#### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Laser Rifle	+7	3d10	60	40	20	1	100
Snub SMG	+7	1d10	24	16	20	1,4	30
Claw	+5	1d4+1	—	—	20	—	—
Bite	+5	1d6+4	—	—	20	—	—
Blade	+0	1d6+1	—	—	19	—	—

Skills: Pilot +7, Gunnery +6

Feats: Vessel (grav), Armor (light, medium, vac). Weapons (combat rifleman, lasers, marksman, heavy weapons), Zero-G Combat, Point Blank Shot

Equipment: Combat Armor-12, blade and Laser Rifle or snub SMG with HUD

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## REGULAR VARGR MERC

(mercenary level 6) TL 12 Medium Vargr

Stamina 28, Lifeblood 9 Init +2; Speed 8 m ( 6 squares);

Armor Class: 19 (+7 combat, +2 dex), Armor Rating: 7 (combat)

Str 12, Dex14 Con 9, Int 10, Wis 10, Cha10, Edu 10, Soc 10 Pre 5

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

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Laser Rifle	+11/+6	3d10	60	40	20	1	100
Snub SMG	+11/+6	1d10	24	16	20	1,4	30
Blade	+4/-1	1d6+1	—	—	19	—	—
Claw	+9/+4	1d4+1	—	—	20	—	—
Bite	+9/+4	1d6+4	—	—	20	—	—

Skills: Pilot +11, Gunnery +9

Feats: Vessel (grav), Armor (light, medium, vac). Weapons (combat rifleman, lasers, marksman, field artillery, heavy weapons), Zero-G Combat, Point Blank Shot, Evasion,

Equipment: Combat Armor-12, blade and Laser Rifle or snub SMG with HUD

## VETERAN VARGR MERC

(mercenary level 9) TL 12 Medium Vargr

Stamina 52, Lifeblood 10 Init +2; Speed 8 m ( 6 squares);

Armor Class: 19 (+7 combat, +2 dex), Armor Rating: 7 (combat)

Str 12, Dex14 Con 10, Int 10, Wis 10, Cha10, Edu 10, Soc 10 Pre 6

SV Fort +6; Ref+5 Will +4;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Laser Rifle	+14/+9	3d10	60	40	20	1	100
Snub SMG	+14/+9	1d10	24	16	20	1,4	30
Blade	+7/+1	1d6+1	—	—	19	—	—
Claw	+12/+7	1d4+1	—	—	20	—	—
Bite	+12/+7	1d6+4	—	—	20	—	—

Skills: Pilot +14, Gunnery +12

Feats: Vessel (grav), Armor (light, medium, vac). Weapons (combat rifleman, lasers, marksman, field artillery, heavy weapons), Zero-G Combat, Point Blank Shot, Evasion, Opportunist, Precise Shot

Equipment: Combat Armor-12, blade and Laser Rifle or snub SMG with HUD

## ELITE VARGR MERC

(mercenary level 12) TL 12 Medium Vargr

Stamina 68, Lifeblood 10 Init +2; Speed 8 m ( 6 squares);

Armor Class: 19 (+7 combat, +2 dex), Armor Rating: 7 (combat)

Str 12, Dex14 Con 10, Int 10, Wis 11, Cha10, Edu 10, Soc 10 Pre 8

SV Fort +8; Ref+6 Will +6;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Laser Rifle	+17/+12/+7	3d10	60	40	40	20	1100
Snub SMG	+17/+12/+7	1d10	24	16	16	20	1,4 30
Blade	+8/+3/-2	1d6+1	—	—	19	—	—
Claw	+15/+10/+5	1d4+1	—	—	—	20	— —
Bite	+15/+10/+5	1d6+4	—	—	—	20	— —

Skills: Pilot +17, Gunnery +15

Feats: Vessel (grav, ship's boat), Armor (light, medium, vac). Weapons (combat rifleman, lasers, marksman, field artillery, heavy weapons), Zero-G Combat, Point Blank Shot, Evasion, Opportunist, Precise Shot, Sneak Attack, Uncanny Dodge

Equipment: Combat Armor-12, blade and Laser Rifle or snub SMG with HUD

## AVERAGE ASLAN SHOCK TROOPS

These are the shock infantry of Tech-12 Aslan clan and younger-son fleets. They can be seen guarding colonies, raiding their rivals and working as mercenaries throughout the Spinward Frontiers.

### GREEN ASLAN TROOPER

(marine level 3) TL 12 Medium Aslan

Stamina 19, Lifeblood 12 Init -1; Speed 12 m ( 8 squares);

Armor Class: 18 (+7 combat armor, -1 dex, +2 cham.), Armor Rating: 7 (combat armor)

Str 13, Dex 9 Con11, Int 10, Wis 8, Cha10, Edu 10, Soc 10

SV Fort +3; Ref+0 Will +1;

#### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Gauss rifle	+6	2d12	96	64	20x2	1/4/10	40
PGMP-12	+6	6d12	24	16	18x2	1	40
Dew Claw	+4	1d6+1	—	—	20	—	—

Skills: Spot +5, Demolitions +2, Pilot +2

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman, high energy), Zero-G Combat, Second Wind, Toughness

Equipment: combat armor-12, chameleon-12, either gauss rifle or PGMP-12 with HUDS, personal medkit, communicator, 1-8 grenades.

### REGULAR ASLAN TROOPER

(marine level 6) TL 12 Medium Aslan

Stamina 38, Lifeblood 12 Init +0; Speed 12m ( 8 squares);

Armor Class: 19 (+7 combat armor, +2 cham.), Armor Rating: 7 (combat armor)

Str 13, Dex10 Con11, Int 10, Wis 8, Cha10, Edu 10, Soc 10

SV Fort +5; Ref+2 Will +4;

#### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Gauss rifle	+11/+6	2d12	96	64	20x2	1/4/10	40
PGMP-12	+10/+5	6d12	24	16	18x2	1	40
Dew Claw	+8/+3	1d6+1	—	—	20	—	—

Skills: Spot +8, Demolitions +5, Pilot +4

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman, high energy), Weapon focus (gauss rifle), Zero-G Combat, Second Wind, Toughness, High Morale

Equipment: combat armor-12, chameleon-12, either gauss rifle or PGMP-12 with HUDS, personal medkit, communicator, 1-8 grenades.

### VETERAN ASLAN TROOPER

(marine level 9) TL 12 Medium Aslan

Stamina 62, Lifeblood 14 Init +0; Speed 12 m ( 8 squares);

Armor Class: 19 (+7 combat armor, +2 cham.), Armor Rating: 7 (combat armor)

Str 13, Dex10 Con12, Int 10, Wis 8, Cha10, Edu 10, Soc 10

SV Fort +7; Ref+3 Will +6;

#### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Gauss rifle	+14/+9	2d12	96	64	20x2	1/4/10	40
PGMP-12	+13/+8	6d12	24	16	18x2	1	40
Dew Claw	+11/+6	1d6+1	—	—	20	—	—

Skills: Spot +11, Demolitions +6, Pilot +6

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman, high energy), Weapon focus (gauss rifle), Zero-G Combat, Second Wind, Toughness, High Morale

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Equipment: combat armor-12, chameleon-12, either gauss rifle or PGMP-12 with HUDS, personal medkit, communicator, 1-8 grenades.

### **ELITE ASLAN TROOPER**

(marine level 12) TL 12 Medium Aslan

Stamina 75, Lifeblood 15 Init +0; Speed 12 m ( 8 squares);

Armor Class: 19 (+7 combat armor +2 cham.), Armor Rating: 7 (combat armor)

Str 13, Dex10 Con13, Int 10, Wis 8, Cha10, Edu 10, Soc 10

SV Fort +9; Ref+4 Will +7;

#### **ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Gauss rifle	+17/+12/+7	2d12+2	96	64	20x2	1/4/10	40
PGMP-12	+16/+11/+6	6d12	24	16	18x2	1	40
Dew Claw	+14/+9/+4	1d6+3	—	—	20	—	—

Skills: Spot +14, Demolitions +8, Pilot +7

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman, high energy), Weapon focus (gauss rifle), Weapon Specialization (gauss rifle, dew claw) Zero-G Combat, Second Wind, Toughness x2, High Morale

Equipment: combat armor-12, chameleon-12, either gauss rifle or PGMP-12 with HUDS, personal medkit, communicator, 1-8 grenades.

### **AVERAGE IMPERIAL MARINES**

This is the players' worst nightmare - the Marines, loaded for bear. Unlike other "average" characters the marines start with STR, DEX and CON of 12. Those described here are infantry troops from a regular Line or Fleet unit, not battle-dress armored heavy strikers.

### **GREEN IMPERIAL MARINE**

(marine level 3) TL 15 Medium human

Stamina 22, Lifeblood 13 Init +1; Speed 6 m ( 4 squares);

Armor Class: 23 (+8 combat armor, +1 dex, +4 cham.), Armor Rating: 8 (combat armor)

Str 12, Dex12 Con12, Int 10, Wis 10, Cha10, Edu 10, Soc 10

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

#### **ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Gauss rifle	+7	2d12	96	64	20x2	1/4/10	40
FGMP-15	+7	9d20	45	30	18x2	1	40
Cutlass	+5	1d8+1	—	—	18x2	—	—
Fist	+5	1d4+1	—	—	20	—	—

Skills: Spot +6, Demolitions +4, Pilot +4, Forward Observer +3, Survival +3

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman, high energy), Weapon focus (cutlass), Brawling, Zero-G Combat, Second Wind, Toughness

Equipment: combat armor-14, chameleon-14, either gauss rifle or FGMP-15 with HUDS, personal medkit, communicator, 1-8 grenades, cutlass.

**REGULAR IMPERIAL MARINE**

(marine level 6) TL 15 Medium human

Stamina 44, Lifeblood 14 Init +1; Speed 6m ( 4 squares);

Armor Class: 23 (+8 combat armor, +1 dex, +4 cham.), Armor Rating: 8 (combat armor)

Str 12, Dex12 Con13, Int 10, Wis 10, Cha10, Edu 10, Soc 10

SV Fort +6; Ref+3 Will +5;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Gauss rifle	+11/+6	2d12	96	64	20x2	1/4/10	40
FGMP-15	+10/+5	9d20	45	30	18x2	1	40
Cutlass	+8/+3	1d8+1	—	—	18x2	—	—
Fist	+8/+3	1d4+1	—	—	20	—	—

Skills: Spot +9, Demolitions +6, Pilot +5, Forward Observer +5, Survival +4

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman, high energy),

Weapon focus (cutlass, gauss rifle), Brawling, Zero-G Combat, Second Wind, Toughness, High Morale

Equipment: combat armor-14, chameleon-14, either gauss rifle or FGMP-15 with HUDS, personal medkit, communicator, 1-8 grenades, cutlass.

**VETERAN IMPERIAL MARINE**

(marine level 9) TL 15 Medium human

Stamina 71, Lifeblood 15 Init +1; Speed 6 m ( 4 squares);

Armor Class: 23 (+8 combat armor, +1 dex, +4 cham.), Armor Rating: 8 (combat armor)

Str 12, Dex12 Con14, Int 10, Wis 10, Cha10, Edu 10, Soc 10

SV Fort +8; Ref+4 Will +7;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Gauss rifle	+14/+9	2d12	96	64	20x2	1/4/10	40
FGMP-15	+13/+8	9d20	45	30	18x2	1	40
Cutlass	+11/+6	1d8+1	—	—	18x2	—	—
Fist	+11/+6	1d4+1	—	—	20	—	—

Skills: Spot +12, Demolitions +7, Pilot +7, Forward Observer +6, Survival +6

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman, high energy),

Weapon focus (cutlass, gauss rifle), Brawling, Zero-G Combat, Second Wind, Toughness, High Morale

Equipment: combat armor-14, chameleon-14, either gauss rifle or FGMP-15 with HUDS, personal medkit, communicator, 1-8 grenades, cutlass.

**ELITE IMPERIAL MARINE**

(marine level 12) TL 15 Medium human

Stamina 96, Lifeblood 16 Init +1; Speed 6 m ( 4 squares);

Armor Class: 23 (+8 combat armor, +1 dex, +4 cham.), Armor Rating: 8 (combat armor)

Str 12, Dex13 Con14, Int 10, Wis 10, Cha10, Edu 10, Soc 10

SV Fort +10; Ref+5 Will +8;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Gauss rifle	+17/+12/+7	2d12+2	96	64	20x2	1/4/10	40
FGMP-15	+16/+11/+6	9d20	45	30	18x2	1	140
Cutlass	+14/+9/+4	1d8+3	—	—	18x2	—	—
Fist	+14/+9/+4	1d4+1	—	—	20	—	—

Skills: Spot +15, Demolitions +9, Pilot +8, Forward Observer +8, Survival +7

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman, high energy), Weapon focus

(cutlass, gauss rifle), Weapon Specialization (gauss rifle, cutlass) Brawling, Zero-G Combat, Second Wind, Toughness x2, High Morale

Equipment: combat armor-14, chameleon-14, either gauss rifle or FGMP-15 with HUDS, personal medkit, communicator, 1-8 grenades, cutlass.

## APPENDIX 1: CLASSIC TRAVELLER STATS

Included below are the stats for the same Average NPC's that were given in the T20 section, but expressed in Classic Traveller terms. The following assumptions were used:

- \* Green: 3rd level T20 equals 1 term CT
- \* Regular 6th level T20 equals 3 terms CT
- \* Veteran 9th level T20 equals 5 terms CT
- \* Elite 12th level T20 equals 7 terms CT
- \* Age effects were not applied to these stats, since they are not uniform, i.e., the assumption was made that the average characters made all of their aging throws.
- \* While skills might come from any CT book, the basic character generation skill acquisition pattern was followed: 2 skills at first term, 1 skill per term thereafter. Characters are assumed not to have gained any commissions or promotions.
- \* If the character type closely corresponded to a CT prior service, then any appropriate bonus skills were applied.

### RECRUITING

The mercenary recruiting tables from book 4, Mercenary, can be used very easily with these average NPCs. Treat all Raw Recruits as "Green" level NPCs, all "Veteran" recruits as Regular NPCs, all Veteran Officer recruits as "Veteran" NPCs and all Mercenary recruits as "Elite" NPCs from the list below. Obviously, the recruits will come unequipped. The same table then could be used whether the PC's wished to recruit mercenaries or bandits or starship crews.

### INTEGRATION WITH STRIKER

If you use a Striker/Traveller cross-over campaign, the correspondences between troop types in Striker and the NPC's list here is very direct: Green= Recruit, Regular=Regular, Veteran= Veteran, Elite= Elite.

### SECTION 1: CIVILIANS

1. Green Bandit: 777654 age 22 1 term  
Gun Combat-1, Hunting-1, Blade Combat-1, Brawling-0, Wheeled Vehicle-0  
Jack armor, rifle or assault rifle, machete (blade)
2. Regular Bandit: 777654 age 30 3 terms  
Gun Combat-2, Hunting-1, Blade Combat-1, Brawling-1, Wheeled Vehicle-0  
Jack armor, rifle or assault rifle, machete (blade)
3. Veteran Bandit 777654 age 38 5 terms  
Gun Combat-2, Hunting-2, Blade Combat-2, Brawling-1, Wheeled Vehicle-0  
Jack armor, rifle or assault rifle, machete (blade)
4. Elite Bandit 777654 age 46 7 terms  
Gun Combat-3, Hunting-3, Blade Combat-2, Brawling-1, Wheeled Vehicle-0  
Jack armor, rifle or assault rifle, machete (blade)
5. Green Barbarian 777745 age 18 1 term  
Sword-1, Spear-1 or Axe-1, Recon-1, Brawling-1  
Jack armor, spear and maybe sword or axe
6. Regular Barbarian 778745 age 26 3 terms  
Sword-1, Spear or Axe-2, Recon-1, Brawling-1  
Jack armor, spear and maybe sword or axe
7. Veteran Barbarian 878745 age 34 5 terms  
Sword-1, Spear or Axe-2, Recon-1, Brawling-1, Survival-1  
Jack armor, spear and maybe sword or axe

8. Elite Barbarian 878745 age 42 7 terms  
Sword-2, Spear or Axe-3, Recon-1, Brawling-1, Survival-1  
Jack armor, spear and maybe sword or axe
9. Green Functionary 777778 age 22 1 term  
Admin-1, Liaison-1  
No armor, perhaps body pistol, sword or dagger
10. Regular Functionary 777788 age 30 3 terms  
Admin-1, Liaison-1, Computer-1  
No armor, perhaps body pistol, sword or dagger
11. Veteran Functionary 777788 age 38 5 terms  
Admin-2, Liaison-1, Computer-1, Carousing-1  
No armor, perhaps body pistol, sword or dagger
12. Elite Functionary 777788 age 46 7 terms  
Admin-4, Liaison-1, Computer-1, Carousing-1  
No armor, perhaps body pistol, sword or dagger
13. Green Guard (mid-tech) 777777 age 22 1 term  
Auto-pistol-1, Shotgun-1, Brawling-1, Wheeled Vehicle-0  
Flak jacket, auto-pistol, club, perhaps shotgun
14. Regular Guard (mid tech) 778777 age 30 3 terms  
Auto-pistol-2, Shotgun-1, Brawling-1, Wheeled Vehicle-0  
Flak jacket, auto-pistol, club, perhaps shotgun
15. Veteran Guard (mid tech) 788777 age 38 5 terms  
Auto-pistol-3, Shotgun-1, Brawling-1, Wheeled Vehicle-0  
Flak jacket, auto-pistol, club, perhaps shotgun
16. Elite Guard (mid tech) 788777 age 46 7 terms  
Auto-pistol-4, Shotgun-2, Brawling-1, Wheeled Vehicle-0  
Flak jacket, auto-pistol, club, perhaps shotgun
17. Green Guard (high tech) 777777 age 22 1 term  
Snub pistol-1, ACR-1, Brawling-1, Grav Vehicle-0  
Combat Environment Suit, Snub Pistol, Shock Baton, perhaps ACR
18. Regular Guard (high tech) 778777 age 30 3 terms  
Snub pistol-2, ACR-1, Brawling-1, Grav Vehicle-0  
Combat Environment Suit, Snub Pistol, Shock Baton, perhaps ACR
19. Veteran Guard (high tech) 788777 age 38 5 terms  
Snub pistol-3, ACR-1, Brawling-1, Grav Vehicle-0  
Combat Environment Suit, Snub Pistol, Shock Baton, perhaps ACR
20. Elite Guard (high tech) 788777 age 46 7 terms  
Snub pistol-4, ACR-2, Brawling-1, Grav Vehicle-0  
Combat Environment Suit, Snub Pistol, Shock Baton, perhaps ACR
21. Green Thug: 777654 age 22, 1 term



Gun Combat-1, Streetwise-1, Blade Combat-1, Brawling-0, Wheeled Vehicle-0  
Jack armor, 1-2 of the following: revolver, autopistol, shotgun, smg, dagger

22. Regular Thug: 777654 age 30 3 terms

Gun Combat-2, Streetwise-1, Blade Combat-1, Brawling-1, Wheeled Vehicle-0  
Jack armor, 1-2 of the following: revolver, autopistol, shotgun, smg, dagger

23. Veteran Thug 777654 age 38 5 terms

Gun Combat-3, Streetwise-1, Blade Combat-2, Brawling-1, Wheeled Vehicle-0  
Jack armor, 1-2 of the following: revolver, autopistol, shotgun, smg, dagger

24. Elite Thug 777654 rogue age 46 7 terms

Gun Combat-4, Streetwise-2, Blade Combat-2, Brawling-1, Wheeled Vehicle-0  
Jack armor, 1-2 of the following: revolver, autopistol, shotgun, smg, dagger

## **SECTION 2: STARSHIP CREWS**

25. Green Belter 777777 age 18 1 term

Vac Suit-1, Prospecting-1, Ship's Boat-1, Brawling-0, Gun Combat-0  
Vac Suit, tool kit, snub pistol or carbine or shotgun

26. Regular Belter 777777 age 26 3 terms

Vac Suit-2, Prospecting-1, Ship's Boat-1, Brawling-1, Gun Combat-0  
Vac Suit, tool kit, snub pistol or carbine or shotgun

27. Veteran Belter 777777 age 34 5 terms

Vac Suit-2, Prospecting-2, Ship's Boat-1, Brawling-1, Gun Combat-1  
Vac Suit, tool kit, snub pistol or carbine or shotgun

28. Elite Belter 777777 age 42 7 terms

Vac Suit-2, Prospecting-3, Ship's Boat-1, Brawling-1, Gun Combat-1, Mechanical-1  
Vac Suit, tool kit, snub pistol or carbine or shotgun

29. Green Vargr Corsair 686777 age 22 1 term

Pilot or Engineering or Gunnery-1, Gun Combat-1, Vac Suit-1  
Vac Suit, laser carbine or snub pistol

30. Regular Vargr Corsair 686777 age 30 3 terms

Pilot-2 or Engineering-2 or Gunnery-2, Gun Combat-2, Vac Suit-1  
Vac Suit, laser carbine or snub pistol

31. Veteran Vargr Corsair 686777 age 38 5 terms

Pilot-3 or Engineering-3 or Gunnery-3, Gun Combat-3, Vac Suit-1  
Vac Suit, laser carbine or snub pistol

32. Elite Vargr Corsair 686777 age 46 7 terms

Pilot-4 or Engineering-4 or Gunnery-4, Gun Combat-3, Vac Suit-1, Zero-G Combat-1  
Vac Suit, laser carbine or snub pistol

33. Green Merchant Crew 777777 age 22 1 term

Pilot or Navigation or Engineer-1, Steward-1, Vac-Suit -0, Gun Combat-0, Brawling-0  
Vac Suit, perhaps snub pistol, shotgun or lead pipe

34. Regular Merchant Crew 777777 age 30 3 terms  
Pilot or Navigation or Engineer-2, Steward-1, Vac-Suit -0, Gun Combat-1, Brawling-0,  
Vac Suit, perhaps snub pistol, shotgun or lead pipe
35. Veteran Merchant Crew 777777 age 38 5 terms  
Pilot or Navigation or Engineer-3, Steward-2, Vac-Suit -0, Gun Combat-1, Brawling-0,  
Vac Suit, perhaps snub pistol, shotgun or lead pipe
36. Elite Merchant Crew 777777 age 46 7 terms  
Pilot or Navigation or Engineer-4, Steward-2, Vac-Suit -1, Gun Combat-1, Brawling-0,  
Vac Suit, perhaps snub pistol, shotgun or lead pipe
37. Green Naval Crew 777777 age 22 1 term  
Flight: Pilot-1, Navigation-1, Vac Suit-0, Gun Combat-0  
Engineering: Engineering-1, Mechanical-1, Electronics-0, Vac Suit-0, Gun Combat-0  
Gunnery: Gunnery-1, Forward Observer-1, Vac Suit-0, Gun Combat-0  
Vac Suit, snub pistol or laser carbine
38. Regular Naval Crew 777777 age 30 3 terms  
Flight: Pilot-2, Navigation-2, Vac Suit-0, Gun Combat-0, Computer-0  
Engineering: Engineering-2, Mechanical-1, Electronics-1, Vac Suit-0, Gun Combat-0  
Gunnery: Gunnery-2, Forward Observer-1, Vac Suit-0, Gun Combat-1  
Vac Suit, snub pistol or laser carbine
39. Veteran Naval Crew 777777 age 38 5 terms  
Flight: Pilot-3, Navigation-3, Vac Suit-0, Gun Combat-0, Computer-0  
Engineering: Engineering-3, Mechanical-1, Electronics-2, Vac Suit-0, Gun Combat-0  
Gunnery: Gunnery-3, Forward Observer-2, Vac Suit-0, Gun Combat-1  
Vac Suit, snub pistol or laser carbine
40. Elite Naval Crew 777777 age 46 7 terms  
Flight: Pilot-4, Navigation-3, Vac Suit-0, Gun Combat-1, Computer-0  
Engineering: Engineering-4, Mechanical-2, Electronics-2, Vac Suit-0, Gun Combat-0  
Gunnery: Gunnery-4, Forward Observer-2, Vac Suit-1, Gun Combat-1  
Vac Suit, snub pistol or laser carbine
41. Green Scout Crew 777777 age 22 1 term  
Pilot-1, Vac Suit-1, Jack of All Trades-1  
Vac Suit, carbine or laser pistol
42. Regular Scout Crew 777777 age 30 3 terms  
Pilot-2, Vac Suit-1, Jack of All Trades-1, Gun Combat-1, Navigation-1, Electronics-1  
Vac Suit, carbine or laser pistol
43. Veteran Scout Crew 777777 age 38 5 terms  
Pilot-3, Vac Suit-1, Jack of All Trades-1, Gun Combat-2, Navigation-2, Electronics-1, Gunnery-1  
Vac Suit, carbine or laser pistol
44. Elite Scout Crew 777777 age 46 7 terms  
Pilot-4, Vac Suit-1, Jack of All Trades-1, Gun Combat-3, Navigation-2, Electronics-2, Gunnery-2  
Vac Suit, carbine or laser pistol

## SECTION 3: MILITARY

45. Green Trooper (low tech) 777777 age 22 1 term  
Bow Combat-1, Sword-1, Survival-1  
Jack Armor, sword, perhaps bow or crossbow
46. Regular Trooper (low tech) 877777 age 30 3 term  
Bow Combat-1, Sword-2, Survival-1  
Jack Armor, sword, perhaps bow or crossbow
47. Veteran Trooper (low tech) 877777 age 38 5 term  
Bow Combat-2, Sword-3, Survival-1  
Jack Armor, sword, perhaps bow or crossbow
48. Elite Trooper (low tech) 877777 age 46 7 term  
Bow Combat-3, Sword-4, Survival-1  
Jack Armor, sword, perhaps bow or crossbow
- 49 Green Trooper (mid tech) 777777 age 22 1 term  
Combat Rifle-1, Field Artillery-1, Bayonet-1, Heavy Weapons-0  
Flak jacket, assault rifle, several grenades, bayonet
- 50 Regular Trooper (mid tech) 777777 age 30 3 terms  
Combat Rifle-2, Field Artillery-1, Forward Observer-1, Bayonet-1, Heavy Weapons-0  
Flak jacket, assault rifle, several grenades, bayonet
- 51 Veteran Trooper (mid tech) 777777 age 38 5 terms  
Combat Rifle-3, Field Artillery-2, Forward Observer-1, Bayonet-1, Heavy Weapons-0  
Flak jacket, assault rifle, several grenades, bayonet
- 52 Elite Trooper (mid tech) 777777 age 46 7 terms  
Combat Rifle-4, Field Artillery-2, Forward Observer-1, Bayonet-1, Heavy Weapons-1  
Flak jacket, assault rifle, several grenades, bayonet
- 53 Green Vehicle Crew (mid tech) 777777 age 22 1 term  
Vehicle-1, Artillery-1 or Heavy Weapons-1 , Gun Combat-1  
Flak jacket, SMG or Auto-pistol
- 54 Regular Vehicle Crew (mid tech) 777777 age 30 3 terms  
Vehicle-2, Artillery-2 or Heavy Weapons-2, Gun Combat-1  
Flak jacket, SMG or Auto-pistol
- 55 Veteran Vehicle Crew (mid tech) 777777 age 38 5 terms  
Vehicle-3, Artillery-3 or Heavy Weapons-3, Gun Combat-1  
Flak jacket, SMG or Auto-pistol
- 56 Elite Vehicle Crew (mid tech) 777777 age 46 7 terms  
Vehicle-4, Artillery-4 or Heavy Weapons-4, Gun Combat-1  
Flak jacket, SMG or Auto-pistol
- 57 Green Sydite Brute Trooper 888666 age 22 1 term  
Shotgun-1, LAG-1, Recon-1, Wheeled Vehicle-0  
Flak Jacket and either LAG or shotgun

58 Regular Sydite Brute Trooper 888666 age 30 3 terms  
Shotgun-2, LAG-2, Recon-1, Wheeled Vehicle-0  
Flak Jacket and either LAG or shotgun

59 Veteran Sydite Brute Trooper 888666 age 38 5 terms  
Shotgun-2, LAG-3, Recon-2, Wheeled Vehicle-0  
Flak Jacket and either LAG or shotgun

60 Elite Sydite Brute Trooper 888666 age 46 7 terms  
Shotgun-3, LAG-4, Recon-2, Wheeled Vehicle-0  
Flak Jacket and either LAG or shotgun

61 Green Trooper (high tech) 777777 age 22 1 term  
Gun Combat-1, Artillery or Heavy Weapons-1, Grav Vehicle-0, Forward Observer-1, Vac Suit-0  
Combat Armor, gauss rifle or PGMP-12 or Snub SMG, and several grenades

62 Regular Trooper (high tech) 777777 age 30 3 terms  
Gun Combat-2, Artillery or Heavy Weapons-1, Grav Vehicle-1, Forward Observer-1, Vac Suit-0  
Combat Armor, gauss rifle or PGMP-12 or Snub SMG, and several grenades

63 Veteran Trooper (high tech) 777777 age 38 5 terms  
Gun Combat-3, Artillery or Heavy Weapons-2, Grav Vehicle-1, Forward Observer-1, Vac Suit-0  
Combat Armor, gauss rifle or PGMP-12 or Snub SMG, and several grenades

64 Elite Trooper (high tech) 777777 age 46 7 terms  
Gun Combat-4, Artillery or Heavy Weapons-3, Grav Vehicle-1, Forward Observer-1, Vac Suit-0  
Combat Armor, gauss rifle or PGMP-12 or Snub SMG, and several grenades

65 Green Vargr Mercenary 686777 age 22 1 term  
Gun Combat-1, Heavy Weapons-1, Vac Suit-1, Grav Vehicle-0  
Combat Armor, either laser rifle or snub SMG, blade

66 Regular Vargr Mercenary 686777 age 30 3 terms  
Gun Combat-2, Heavy Weapons-1, Vac Suit-1, Zero-G Combat-1, Grav Vehicle-0  
Combat Armor, either laser rifle or snub SMG, blade

67 Veteran Vargr Mercenary 686777 age 38 5 terms  
Gun Combat-3, Heavy Weapons-1, Vac Suit-1, Zero-G Combat-1, Grav Vehicle-1  
Combat Armor, either laser rifle or snub SMG, blade

68 Elite Vargr Mercenary 686777 age 46 7 terms  
Gun Combat-4, Heavy Weapons-2, Vac Suit-1, Zero-G Combat-1, Grav Vehicle-1  
Combat Armor, either laser rifle or snub SMG, blade

69 Green Aslan Trooper 867777 age 22 1 term  
Gun Combat-1, Heavy Weapons-1, Vac Suit-1  
Combat Armor, either gauss rifle or PGMP-12, several grenades

70 Regular Aslan Trooper 867777 age 30 3 terms  
Gun Combat-2, Heavy Weapons-1, Vac Suit-1, Zero-G combat-1  
Combat Armor, either gauss rifle or PGMP-12, several grenades

71 Veteran Aslan Trooper 867777 age 38 5 terms

Gun Combat-3, Heavy Weapons-2, Vac Suit-1, Zero-G combat-1  
Combat Armor, either gauss rifle or PGMP-12, several grenades

72 Elite Aslan Trooper 867777 age 46 7 terms  
Gun Combat-4, Heavy Weapons-3, Vac Suit-1, Zero-G combat-1  
Combat Armor, either gauss rifle or PGMP-12, several grenades

73 Green Imperial Marine 888777 age 22 1 term  
Gun Combat-1, Cutlass-1, Vac Suit-1, Heavy Weapons-0, Grav Vehicle-0  
Combat Armor, either Gauss Rifle or FGMP-15, cutlass, several grenades

74 Regular Imperial Marine 888777 age 30 3 terms  
Gun Combat-2, Cutlass-1, Vac Suit-1, Zero-G Combat-1, Heavy Weapons-0, Grav Vehicle-0  
Combat Armor, either Gauss Rifle or FGMP-15, cutlass, several grenades

75 Regular Imperial Marine 888777 age 38 5 terms  
Gun Combat-3, Cutlass-1, Vac Suit-1, Zero-G Combat-1, Heavy Weapons-1, Grav Vehicle-0  
Combat Armor, either Gauss Rifle or FGMP-15, cutlass, several grenades

76 Elite Imperial Marine 888777 age 46 7 terms  
Gun Combat-4, Cutlass-1, Vac Suit-1, Zero-G Combat-2, Heavy Weapons-1, Grav Vehicle-0  
Combat Armor, either Gauss Rifle or FGMP-15, cutlass, several grenades

## APPENDIX 2: 19 ADVENTURE SEEDS

Behold, one adventure seed involving each of the 19 NPC types provided.

1. Bandits: A band of guerillas have been hijacking truck shipments of "Cave Spider Chili" on a middle tech world. Are they out for a quick buck? Are they trying to stop the export of Cave Spider Meat to off-world infidels? Are they vegetarian activists, weeping for the spiders? Or are they photosynthesis activists weeping for the beans?
2. Barbarians: Sternmetal miners need help. They cannot use their rail system to ship out ore until one or the other of two tribes of barbarians reclaims the sacred Urkmat stone from a third tribe.
3. Functionaries: You simply cannot unload your cargo until the Commission of Non-Exploitation Inspectors is convinced your business practices aren't exploiting the working class.
4. Guards (middle tech): The air/raft is locked up in the city impound lot because somebody forgot to bribe the Patriotic Local Manufacturing Militia.
5. Guards (high tech): The Captain was filmed paying out bribes; you've just got to get into City Info-Security Headquarters and erase that record.
6. Street Thugs: Stick 'em up, you mugs.
7. Belters: A belter captain, Howling Rock Stevens, bets you that you can't find out where he hid your ship's jump regulator. What a joker. You can't leave the system without it and there's a whole pile of asteroids out there.
8. Corsairs: Captain Rurk Burk, an "honest businessvargr", says he just wants to reclaim a ship that has skipped payment, but the horrified passengers of that ship are not about to trust the tender mercies of a Corsair crew.
9. Merchants: The local Baron is looking for someone to get his idiot nephew off of a free trader nearby. Oh, and if you manage to get the expensive data retrieval system he had too, that would be great.
10. Naval Crew: There is some dispute going on between the planetary navy and the crew of a Type T patrol cruiser. It seems the cruiser has been missing from the subsector fleet for several months, but now is circling overhead making all sorts of "official demands."
11. Scout Crew: Your dang-fool Astrogator was in a scout bar and said all the wrong things. Now a bunch of rowdy scouts have him all tied up and are making all sorts of wild demands for his release (mostly involving large amounts of exotic alcohol).
12. Low Tech Infantry: Sir Brudbent wants to hire a squad of mercenaries to attack and sack his rival Sir Mulvic's hunt-

ing lodge on a nearby planet. The hunting lodge is guarded by a small company of local low-tech soldiers of unsavory reputation.

13. Medium Tech Infantry: Now you've done it. Your ATV ran over the local grand inquisitor's cousin and now several squads of Middle-tech infantry troops are hunting you down for revenge.

14. Medium Tech Vehicle Crew: A small war is flaring on a middle tech planet. Hortalez et Cie., an Imperial Megacorporation, wants to hire some freelancers to retrieve the contents of a safe from a city in the war zone. You must get past several patrol and attack ground vehicles and helicopters from either side to reach the safe.

15. The Brute Squad: The ranchers of the lower valley are prevented from getting to market because Sir Estabak has hired a bunch of Sydite mercenaries to keep the riffraff off of "his" hunting land. Tito Gertz got past them, however, and he's mad and has a lot of credits to spend on adventurers or mercenaries or whatever sort of cutthroat he can find "to teach those 4-armed freaks a lesson."

16. High Tech Infantry: Under the guise of a "training mission" some troops from one TL 12 world's Planetary Defense Force have seized a small research and trans-shipment station orbiting a gas giant in another system. Unfortunately, you happened to be on that station.

17. Vargr Mercenaries: Somebody bribed the customs inspectors and now the cargo hold of the ship is crawling with Vargr mercenary strikers working for some Corsairs.

18. Aslan Shock Troops: A group of Aslan younger sons have landed on the Western continent of a middle-tech world and staked out a claim on the largest of the world's wildlife preservation parks.

19. Imperial Marines: Your new hireling seemed like a nice guy, but it turns out he is wanted for several very serious violations of the "Imperial Laws of War." Marines come knocking, and, holy-jumping-cheese, are they mad about something!

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