

COLONIAL TIMES

THE JOURNAL FOR THE 2300AD SCI-FI ROLE-PLAYING GAME

GUNS, GUNS, GUNS

THE TOOLS OF INSURRECTION AND WARFARE IN THE 24th CENTURY

'OPERATION BACK DOOR' FINALE

PATRON: JOHANN VON ERLANGER ON HEIDELSHEIMAT

ON DECK: THE VEHICLES OF THE FRONTIER

YOUR WORLD: NEWS FROM THE CORE & THE COLONIES



SUMMER 2014


STYGIAN FOX



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SIGNALS FROM THE DEEP DARK

TOPICS BEING DISCUSSED ON FACEBOOK, G+, AND ELSEWHERE

FACEBOOK

Moon Gazing...

Astronomy question: If a human stands on the surface of Mars and looks for the Earth & Moon with naked eyes, will he see a single “star” or a double “star”? (It does matter in a background description I am currently writing.)

Anders Blixt

(answer Anders here: <https://www.facebook.com/groups/2300AD/>)

Roll 2D for Enlistment...

Call for Writers. Mongoose is looking to bring on new writers for 2300AD material. The trick is, you have to get past me... I am now not just the lead writer, but the line editor. I will work with you on your projects, starting with the approval. PM me if you have any ideas you would like to pursue, and we'll talk.

Colin Dunn

Incontinents...

I was thinking ... since we started this debate on Africa, why not continue with the other continents? What do you think? How could continue another continent?

Rodrigo Rojas Britz

GOOGLE+

Missiles with Smiles...

Some blotting of ideas for 2300AD space combat based on CTA:SFB. Some abuse applied to the rules by adding d4 and d8 for different tech level, a detection system and allowance for missiles and fighters et al. Feedback welcome

Darryl Adams

Manscaping in 3G...

Thoughts about King.

I figure Kinglish males wouldn't shave as a rule, because of the danger of cuts. (As if they're not dwarvish enough!)

Klaus Teufel



Q EDITORIAL

Out of nowhere, May hit me like a ton of bricks. A warm, sunny, cider filled ton of bricks to be sure, but as I started to exhibit mild panic as I sat here on a bright may morning with the sound of cathedral bells in my ears, I knew, or i thought I did, that Colonial Times was going to miss it's deadline.

I've been really busy lately with map work for Oscar Rios at Golden Goblin Press, and for Mike Mason at Chaosium, Inc. RPG work doesn't really pay the bills but when it arrives I have to drop everything and crack on for my clients. When I was nearing the end of my many commissions, I looked up to see that i had almost nothing for this issue.

Now i'm the kinda guy that takes deadlines and punctual behaviour extremely seriously so I began to worry. As it turns out, the sister publication to this one, the Arthurian gaming magazine 'The Dragons of Britain' will be delayed. I hate that. intensely.

Luckily for 2300AD fans, the call out I placed in the 2300AD Facebook group brought the powerful presences of Colin Dunn, Gavin Dady, David Elrick, R.M. Rhodes, and others to my rescue. This issue was saved because they chose to help, for which I am eternally grateful, and because people want-

ed to see it happen. Without those folks and the many good artists on Deviantart.com who donate their stock work for use, Colonial Times would struggle.

If you have any talent in writing, art, or anything else we can use for the magazine then please get in touch. My e-mail is on the contents page. Be the change you want to see in the world, or more specifically, if you like this magazine... help make it.

Here in the UK 2300AD was always one of those games that was much loved but took a back seat to other, more marketed, games.

This week I spoke with a friend who told me he was going to run some 2300AD at the UK Games Expo and I felt good. Having played a Savage Worlds version of the game a while back at Furnace in Sheffield, it is a mark of it's sustainability that it's being played at cons. I just hope that some retailers have copies of the game... the trade halls (plural!) are huge.

Onwards and upwards.

Steff. J. Worthington
Editor

OPERATION BACK DOOR

THE COMPLETE ADVENTURE BY CHARLES E. GANNON

EPISODE 4 : THE TRICOLOR CONSPIRACY

BEFORE:

After returning to Human space the players meet with Larkin and discover the shadow behind their misfortunes. Without much time to grieve Morgan's death, they find themselves as the only credible team to strike at the heart of the Tricolor conspiracy.

EARTHFALL

Where: Gabon & Germany, Earth

What: the group runs into hirelings off, and then learns about, Tricolor

After processing through OQC, the characters will ride the Beanstalk down to Libreville in the African nation of Gabon. It will take them several hours to arrange for travel to Lubeck, get their luggage, and catch a quick meal. About an hour before they are due to depart, however, they will be attacked by a half dozen black-clothed gang-members. These people will all be somewhat smallish, and armed with a melange of old weapons, including Wu-Beijing T-49 Assault rifles, Arno 5-15 pistols, and an odd assortment of melee weapons.

The attack will take place when the characters move into a more deserted area, and the attackers will flee as soon as they find that they cannot immediately overwhelm the characters. If the players stay at the scene of the attack for any reason (attempt to question any wounded attackers, etc.), they are likely to be caught by the police, who will delay them several days while questioning them and confirming their story of self-defense.

Although the players may not be aware of it, this is not a random attack. The only way they can confirm this, however, is by attempting to discover who their black-pajama clothed assailants were. This will require a delay of travel plans as the characters spend an evening in the Libreville slum area of Mudville. Here --after negotiating with a number of different gangmembers, snitches, and low-lives-- they can learn that they were assaulted by one of the 'Platoons' of a gang called the Corpsmen. Each platoon is a subgang of sorts that adopts dress characteristic of the uniform of a given historic army. The black-clothed individuals are from the Charlie Platoon --patterned after the Viet Cong of the late 20th Century.



It will take a little more work to determine that this wasn't just a 'random' assault. Eventually, the group may be able to learn that there has been a bounty on their heads since early December 2302. Evidently, photo IDs of the characters were circulated around that part of the Libreville underworld that partakes in bounty huntings and contract killings. The pay advertised was pretty good, but the job details were sketchy. One gangmember will comment that he had gone to look into the job himself back around Christmas, but that all the negotiations had been by phone, and the details on the targets and their location had been real slim --almost like the hiring party wasn't sure that the marks were even in Libreville. He --like almost all others-- had steered clear of the job; too many loose ends mean too many surprises later on.

No one is surprised to hear, however, that the Charlie Platoon was interested in the job and still on the lookout for the group. The Charlie Platoon has a reputation as a cash-poor operation that's getting real close to extinction: some snitches estimate that there are as few as 12 members left. Consequently, they're desperate enough to try anything. The 'good' news is that the Charlies probably won't notify the moneymen behind the contract until they have the bodies to deliver. Otherwise, the moneymen will reissue the contract along with better information, now that they know the target is in the area. Which means competition for the Charlies --which is the last thing they want.

In fact, this assessment is correct. Tricolor distributed the bountykill fliers more as precautionary flypaper than anything else; they never expected that the characters would survive Dumaine's eventual treachery and return to Earth.

However, just in case the characters DID manage to survive the mission somehow, AND Tricolor did not learn about it, then they might hit this inexpensive 'tripwire alarm' that had been left 'strung across' the bottom of the Beanstalk.

If the players are foolish enough to try to stay in Libreville and follow the gang (or worse yet, try to locate the Tricolor moneymen), they are going to be attracting all the wrong sorts of attention. More gangs are going to remember the contract and come gunning for them. Tricolor is bound to get wind sooner or later and add their own considerable expertise to the general hunt. Transport nexi in and out of Libreville will be closely watched. In general, not the right move.

However, if the players take the next plane to Lubeck (or a reasonable connection), they will dodge all these life-threatening little hassles. But, unknown to them, the Charlie Platoon will still be after them, hoping for the big score they so badly need.

When the players arrive in Lubeck, they will have no problem locating Herman Unterer, who lives in a historic home only two doors down from the former residence of Thomas Mann (now a national landmark). Rather than talk at home, Herman will insist that they take a stroll around the Maria's Kirche; he wants to buy a few flowers to brighten up his windows. (He also likes to talk about sensitive matters in VERY public places.)

After hearing the players' tale of woe and asking a few questions about Larkin, Herman will stop at an outdoor cafe for a cup of coffee and a few marzipan cookies --which he evidently relishes. In no hurry to move the conversation along, he asks the characters a few questions about themselves, comments on the weather, the wretched rains Lubeck had only two



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days ago, and generally behaves in an infuriatingly casual fashion.

Eventually, however, Herman will be satisfied that he can talk with the characters in safety, and asks them what they want. After hearing their requests, he will sit very still, apparently lost in thought. He will then recommend that the characters go the IEX campus in France and look for Dumaine in the Sapientology Complex. He may not be there, but any messages for him would be addressed to the campus, and forwarded. Find the forwarding address, and you've probably found Dumaine. After all, he still has to maintain his position with the IEX, although he is working for, as Herman will put it, 'those Parisian madmen.'

Questioned as to whom these madmen are, Herman will tell the characters what he knows of Tricolor --which is quite a good deal, thanks to his sources in France. His comments can

either be formulated by the referee, or the following sheet can be presented as a general synopsis of what Herman will impart to the characters.

The only thing that Herman is unsure of is WHY Tricolor would want Vish all for themselves? Clearly, something underhanded must be involved, but Herman has no information that would suggest what that might be. Getting that information, he concludes, is the characters' job, anyway.

However, in order to make their job easier, he can provide them with one last piece of information; the pass-code for entry to the building belonging to the Sapientology Division (Dumaine's). At least the group won't have to worry about tripping any alarms when breaking in; walking through the front door is always easier. But Herman cautions them; security guards do maintain a walking patrol about the campus and in the buildings.



CAMPUS CRASHING IN CAMPAGNE

Where: IEX HQ, St. Denis de la Campagne, France, Earth

What: finding out where Dumaine has gone

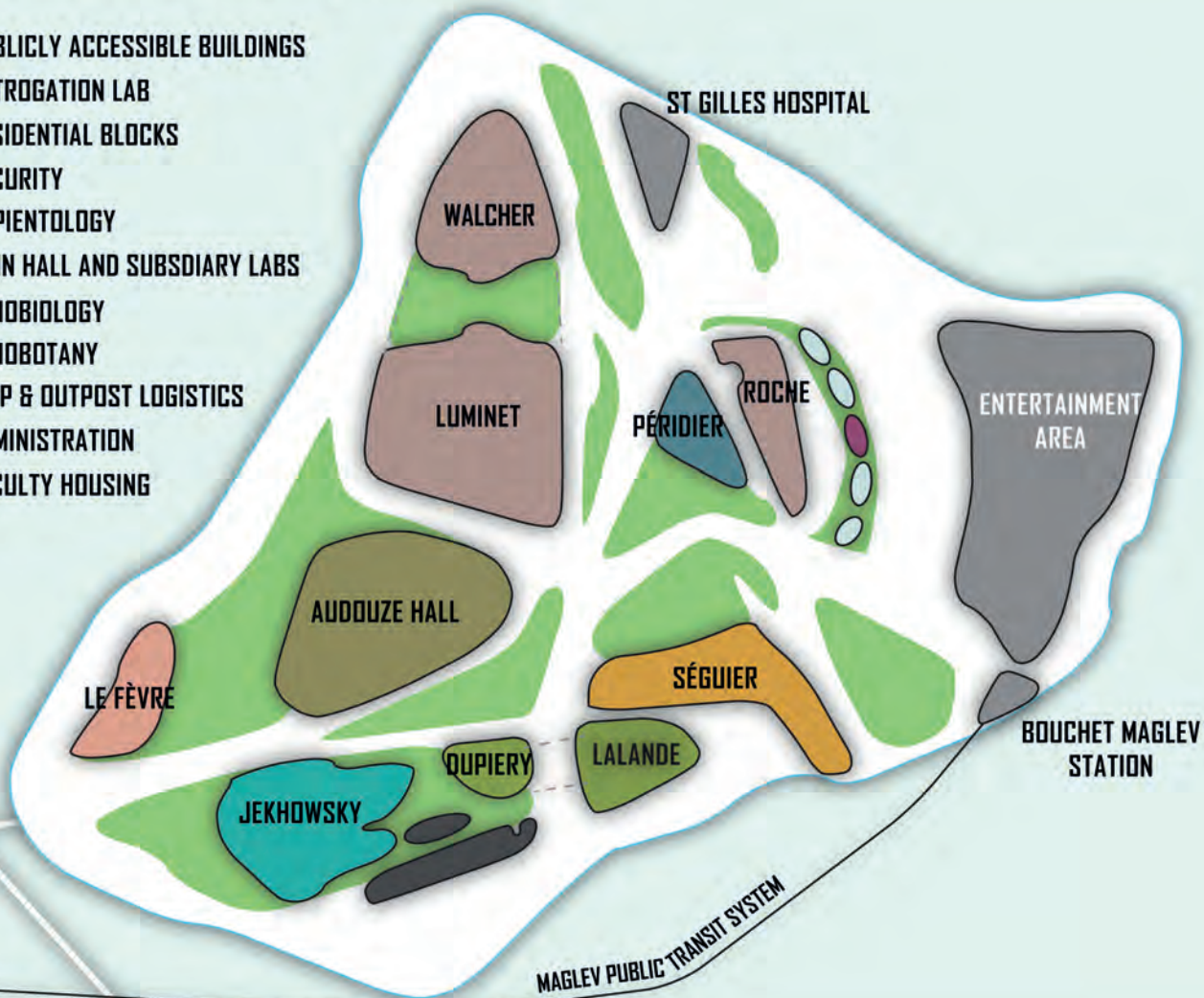
After the characters arrive in St. Denis de la Campagne, they should prepare for a brief nocturnal visit to the campus of L'Institut des Etudes Xenologiques --or, IEX. Observation of the site will show that its sprawling grounds are not very heavily or aggressively patrolled, but the individual buildings show signs of increased security measures.

Getting to the Sapientology building under the cover of night should be an easy task, and the pass-code will get the characters right in without a hitch. However, it will be more difficult to dodge the internal walking patrols, particularly if the characters are using visible lights to inspect darkened offices, etc. If the characters have had the forethought to use some of their credit line to purchase active IR or light amplification goggles, they should find it relatively easy to avoid attracting the guards' attention.

A quick search of the x-mail system (accessible from the head secretary's terminal) will indicate that for the past four weeks, all of Dumaine's mail has been

IEX CAMPUS IN CHAMPAGNE

- PUBLICLY ACCESSIBLE BUILDINGS
- ASTROGATION LAB
- RESIDENTIAL BLOCKS
- SECURITY
- SAPIENTOLOGY
- MAIN HALL AND SUBSIDIARY LABS
- XENOBIOLOGY
- XENOBOTANY
- SHIP & OUTPOST LOGISTICS
- ADMINISTRATION
- FACULTY HOUSING



forwarded. However, there is a security restriction on where it is being forwarded to. Cracking the security restriction to discover the forwarding address is a computer-related task, which will be easier if the operator is cyberenhanced so that he/she can jack directly into the system.

Once access is obtained, the characters will discover that Dumaine's mail is currently being rerouted to an electronic mail account registered with Nanobio-tech Associates, located on Mars in the new Rushtown community located at the foot of Olympus Mons. In scanning the mail Dumaine has recently received, there is quite a large volume from one Sverker Olavson -- a name that most of the characters will immediately recognize as belonging to a Swedish Nobel Prize winner. There is also a fair amount of correspondence that has been received from Mars and has been sent on to Olavson, all bearing Dumaine's name.

Unfortunately, the content of these various mailings is not available; only the record of the transfers. But Olavson's Stockholm address is readily available --and may suggest a logical stop before heading for Mars.

Searches of Dumaine's office and the rest of the facilities will turn up nothing of interest, except for the fact that any other IEX database shows Dumaine as being on assignment somewhere in the American Arm. Dumaine's office is particularly sterile, as if someone had taken great pains to remove anything that might offer an investigator a clue as to his location. Once the characters have avoided the interior walking patrol, they will be able to slip away into the night and get off the IEX campus without a hitch. In the event that they are detected by a guard, they will have to disable that guard in one turn. Otherwise, the guard

will be able to alert IEX's security forces that intruders are present. The response will be swift and home straight in on the location of the guard's communicator.

Although the characters now have an idea where Dumaine is, they might be able to learn a little bit more about what he's doing by meeting with his current 'pen pal,' Dr. Sverker Olavson. This of course, will necessitate a quick trip to Sweden.

LAST SUPPER

Where: Stockholm, Sweden, Earth

What: collecting clues on Dumaine/Tri-color's plan

Arriving in Stockholm, the characters will find that Sverker Olavson's address belongs to a quaint house in the Old City. Getting in touch with Olavson is as easy as making a call, since he works at home. He is a friendly fellow, and if the players mention Dumaine, the Nobel laureate will warmly invite them to join him for dinner at a nearby restaurant, where they can chat over caviar and reindeer steaks.

The interior of the restaurant, Fem Sma Hus (Five Small Houses), is impressively ancient, not having changed much since its inception sometime back in the 16th Century. Olavson --who insists upon being called Sverker by his new friends-- is well-known here and gets a quiet corner table. He will be interested in how the characters know Dumaine. If he is told anything of Dumaine's treachery (which the players shouldn't do anyhow for security reasons), he will flatly disbelieve it. However, Sverker can easily be steered onto other topics, such as his friendship with Dumaine and their related professional interests.

Olavson's most recent work has involved research into achieving a finer understanding of Pentapod biogeneering, particular-

ly in the area of recombinant genetics and viral vaccines. Dumaine first contacted him 4 years ago, asking for the Nobel laureate's advice regarding some research being done into Kafer body chemistry. Out of that correspondence grew a pleasant friendship, although the academic exchange between the two had been decreasing for some time. However, just six weeks ago, Dumaine had begun contacting Olavson with all sorts of questions about his current work, particularly as it applied to the manufacture of fast-acting vaccines. Olavson had offered to visit Dumaine in St. Denis only two weeks ago, but 'dear Franchot' had deflected that idea, citing exhaustion and a rather persistent headcold.

Of course, the players should realize that Olavson believes that Dumaine is still in France, rather than on Mars. But before they get much more out of the kindly old fellow, they will become aware of a sudden disturbance near the entrance to the restaurant. Gunfire will erupt and 8 members of the Charlie Platoon will come storming in. This time, the attackers are all equipped with handguns and are determined to take their prey here and now. In the ensuing firefight, the museum-like interior of Fem Sma Hus will be wrecked beyond repair, and Olavson will be killed by a bullet to the head. If Charlie Platoon is defeated (they will run when four of their number are incapacitated), they will not resume their attacks against the group; indeed, they will have ceased to exist as a gang and will be lucky to escape Sweden without being captured by the police.

However, if the characters stay around, they will be detained for many days while they are questioned and the facts of the incident are confirmed. During this time, they may also have their pictures circulated through media channels --resulting in a daily chance that Tricolor

will become aware that they are alive and on the trail of Vish and Dumaine.

Consequently, it would be best for the characters to get out of town --and off to Mars. This can be achieved by hopping on a shuttle (available in Stockholm) and finding a flight departing for the L-5 in-system transit hub. The ride there is easily enough accomplished, but there is no service available to Mars for the next 36 hours. However, given their credit line, the players will be able to charter a courier on short notice (although the price will be exorbitant).

BOOMTOWN RATS

Where: Rushtown, Olympus Mons, Mars

What: observing Dumaine and learning of his plot

Arriving on Mars, the characters are treated to the dubious charm of the newest American resurgence there; a modular, pressurized urban sprawl simply named 'Rushtown.' Located approximately 300 kilometers north of the older American colony, Rushtown is a classic boomtown, the direct outgrowth of the tantalum strike made in Olympus Mons several years ago. The chaotic cluster of buildings holds almost 10,000 inhabitants, most of whom are workers directly involved with the production of tantalum. The corporate execs are taking up residence in the old American colony domes, which are now coming out of mothballs at an impressive rate.

Dumaine's address at Nanobiotech Associates corresponds with the only 'high tech' industry currently situated in Rushtown. Nestled amongst a sprawl of cheap modular housing, saloons, and other less reputable establishments, it strikes an odd, dischordant note with its surroundings. Nanobiotech seems something of a mystery with the locals, which the players will learn from various barflies that haunt the taverns.

Sample Charlie Platoon Member (Gang Members)

This rather inept hit squad is desperate to make up for previous failures. What they lack in resources and manpower they make up for in determination.

If they fail in Stockholm their crew are finished and they know it. They will fight tenaciously and cannot be reasoned with. They fire indiscriminately trying to kill the PCs and poor Sverker will be an early victim from a bullet to the head, possibly on its way to a PC.

The Referee may find the PCs wish to end all of Charlie Platoon after seeing the innocent Swedish Nobel Laureate die, but it's important that if they cannot do it quickly that they need to escape before 'local complications' ensue.

For Mongoose 2300AD stats use the Street Thugs NPC stats on page 278 of the Core rulebook.

For GDW 2300AD stats consult pages 44-45 of the Director's Guide on creating NPCs (remembering that they are Veteran and Experienced).



In fact, as far as anyone can tell, the employees live in the complex; only a couple of security guards ever come out for a drink --and then, only on weekends.

A little research behind the corporate structure of Nanobitech shows it to be a small private firm that is currently conducting peripheral research in support of a number of IEX initiatives. Observing the installation itself will reveal a number of subtle but potent automated security systems in place, along with 13 armed and armored guards (rigid armor vests, SG-77 Assault rifle, Experienced NPC).

What goes on inside the compound is a mystery, since access is restricted to authorized individuals --a clearance that is awarded neither frequently or quickly. However, if the players show a little knowledge of detective work, they will look for clues in the one inevitable interface that any supposedly 'closed' system still has with its environment; it's waste.

The trash coming out of Nanobitech is mostly quite mundane, ranging from domestic consumables to broken lab beakers and half-eaten sandwiches. However, if the players take the time (and the chance) of inspecting the contents of the surgical sharps containers, they will discover literally dozens of small ampules that have been used to hold Ylii blood samples (determinable only via microscope). A close inspection of the food will turn up evidence of some sort of Ylii protein compound, most of which is uneaten.

If the players decide to get an analysis of the Ylii blood from someone with a knowledge of hematology, they will only get one clear (but VERY significant) result; each separate blood sample seems to contain traces of a virus,

but no two viruses are the same. And although the blood sample will baffle the analyst, she will feel that the viruses she's seeing are NOT friendly ones.

SUGGESTIONS FOR THE REFEREE:

At this point, the players may have begun to guess that they have not only found where Vish and Dumaine have been stashed, but what Tricolor was up to the whole time; the creation of a bio-generated sleeper virus that is lethal to all Ylii. Of course, in order to conduct such research, Tricolor had to use one of its IEX agents to acquire at least one live subjects for a number of crucial biochemical tests. Hence, Dumaine's objective throughout Operation Back Door and his abduction of Vish.

The ghastly strategy Tricolor has concocted --while morally repugnant-- could prove to be equally effective. The virus would be used to infect the Ylii and their food supply. It would lay dormant while spreading throughout the species, and then --after a year or two-- would erupt into a rapid and absolutely lethal terminal phase. Tricolor, agreeing with the general assumption that the Kafers depend upon the Ylii for technical assistance, believes that this epidemic would cripple the Kafer war effort. In turn, that would allow human ingenuity and technical innovation to overwhelm the Kafers. Even before Operation Back Door had begun, Tricolor considered the absolute genocide of the 'mystery race' a regrettable but necessary 'tactic.' Tricolor also believes that any outrage over this 'tactic' will be quickly forgiven and forgotten if the Kafer menace can be ended. After all, how long can humanity mourn a race it never really met? Meanwhile, France will have shown its capacity for decisive and cunning action by bringing about

the ultimate downfall of the Kafers. Of course, France --and the rest of the world-- would certainly not forgive and forget Tricolor's perpetration of this most horrendous of all crimes. France would suffer a degree of national disgrace and dishonor rivalled only by post-Nazi Germany after the horrible legacy of the death-camps became general knowledge. Tricolor --like the Nazis-- cannot see this clearly because they are blinded by their own fanaticism. It is this same fanaticism which makes them lethal opponents for the player characters.

STRIKING THE TRICOLOR

Where: Nanobitech Associates, Rushtown, Olympus Mons, Mars

What: Rescuing Vish

Clearly, there is only one answer open to the characters; break into the Nanobitech compound and rescue Vish. Given the absolute restriction against admitting unapproved personnel, however, there is no way to get inside via masquerade. Also, any schemes involving demolitions work or the like are inad-



visable; the effects of depressurization on Mars are not much different than those experienced in deep space.

Consequently, this is the one scene throughout the entire OPERATION BACK DOOR adventure where the simplest and most brutish course of action is actually the only one that makes sense; a cold-blooded assault into the Nanobitech compound itself. While this will neither be easy nor safe (expect a few characters to die or be severely wounded), there are a few mitigating factors.

First, the guards at Nanobitech --although members of Tricolor-- have also grown quite complacent. With only one half-day pass every two weekends, they have grown sick and tired of the complex and their boredom has begun to show up as laxness on duty. If the characters are careful about it, their silenced weapons may allow them to remove the outermost door guards without even alerting the rest of the complex.

Second, the underculture of Rushtown includes dozens of individuals who are not adverse to taking part in an operation that is less than legally proper --they just want a share of the loot. The characters might well be able to recruit several such individuals, although it is important that they are careful when they do so; not many of the Rushtown low-lives very trustworthy. Some might simply be looking to snitch on the players to claim a reward from the grateful Nanobitech staff.

Third, and last, there is also no shortage of black market weapons in Rushtown, some of which could significantly increase the group's overall firepower.

In the event of an attack, the entire staff of Nanobitech will turn out to defend





their installation. In addition to the 13 armed and armored Experienced guards, there are 14 Novice scientists and Dumaine. These individuals will be armed with a smattering of Arno 5-15 pistols and Guiscard FC-68 sporting rifles. Some will only have a few smoke and gas grenades to hurl. Dumaine will fight to the death and if cornered, will charge the characters in a mad rush, trying to take as many along with him as he can.

The Nanobiotech complex is a tight, sterile amalgamation of modular living and working units. It is stark and claustrophobic, with narrow walkways and few open spaces. The referee should design a suitable floorplan, with the labs and the live-sample holding area being located at the rear of the building

(which has only one wall between it and the almost non-existent Martian atmosphere). Any running firefight through this compound should be an adrenaline-surging sequence of room-to-room assaults at brutally short range.

Quite possibly, the characters may find themselves getting the worst of the fight, and trapped in a situation of growing hopelessness: clearly, their adversaries are NOT about to take prisoners. In such situations, the referee should feel free to bring in the cavalry from over the hill; in this case, AIA agents from the FBI/Internal Affairs division.

By the time the characters arrive on Mars, it is actually quite likely that one of Larkin's data couriers will have suc-



cessfully transferred his package to the FBI, which will immediately conduct a high-security (and confidential) search of all retinal security checks conducted within the past week or so inside the Sol System. While the number of such checks is staggering, so are the computer and automated comparison facilities of the FBI. In short order, the characters arrival through OQC will be picked up, and from there, a simple trace of the activity in their travel and credit accounts will reconstruct their movements and activities. While the FBI would not be empowered to interfere with the characters --or the suspected Tricolor agents-- they would certainly begin to keep a number of agents in the vicinity of the characters.

If the attack on the Nanobiotech installation goes poorly, this also means that the FBI tails will arrive on the scene in time to prevent the Tricolor people from finishing the characters off. If the characters seem able to handle things on their own, the FBI should show up mere seconds after the shooting has stopped --just in time to witness Vish's glad reunion with his human friends.

SUGGESTIONS TO THE REFEREE:

For groups that have limited (or no) interest in combat between starships, this is probably the right place to end the **OPERATION BACK DOOR** adventure. However, for those who like a little rough-and-tumble between starships --and who are itching to score a

few points against the Kafers-- the last two scenes should prove to be a satisfying, strategically significant conclusion to the adventure. While the **STAR CRUISER** rules are not required, they will greatly enhance the enjoyment and excitement of the final clash of arms.

A MEETING OF THE MINDS

Where: New York City, America, Earth

What: Vish and characters meet top international officials

The next few days will go by in something of a rush for the characters, who will not have much say in the maelstrom of events that they will be caught up in.

They --along with Vish-- will be taken into custody by the FBI, who will whisk them back to Earth on a secret courier. There, the group will be politely asked to cooperate with a full debriefing by none other than the AIA Chief Director and the head of the FBI. Meanwhile, as the State Department is trying to make headway with Vish, they are realizing that he absolutely refuses to go anywhere or do anything without the

characters; these are the only humans he completely trusts.

As a result, the characters will find themselves in a secret session of the International Security Council. This 'mini-UN' is a forum for the major space-faring nations of the Earth. Appropriately enough, the ISC has its headquarters in the restored UN building in New York City. Here, Vish will demonstrate great poise (and patience) as he engages the representatives in several days of marathon discussions. On several occasions --where misinterpretations are due to cultural differences, not vocabulary failures-- the players will be asked to try to bridge the communication gap.

In general, the outcome of these meetings will be as follow:

1) Vish understands that Dumaine and the humans working with him are not representative of all of humankind. In fact, Vish seems to have more understanding of them than the embarrassed representatives of the ISC. Vish's perspective is typically Ylii; the reactionary humans are a necessary part of the specieate balance. Without them, humankind would no longer need to engage in moral and ethical arguments



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and self-analysis. The human social homeostasis is virtually defined by the ongoing struggle to stop people such as Dumaine. Without this struggle, society would have little reason for continuing in its current state. This observation impresses many of the human delegates, shocks a few others.

2) The Ylii are willing to allow human military units into their homesystem as a first step toward a more sweeping alliance. Vish will bluntly state that Ssuushni'a stands in increased danger of Kafer attack, largely due to the fact that the humans have now driven the Kafer attacks back two times. The Ylii have become aware (via reconnaissance ships and covert monitoring stations in certain Kafer systems) that the while many of the Kafer Suzerains seemed to be relieved by the death and failure of Triumphant Destiny during his last campaign against the humans, they are also beginning to show signs of increasing cooperation with each other. This is a clear indication that the Kafers now consider humanity a major threat to their species. It also suggests that the Kafers may now have a strong motivation to resolve the lagging, lackadaisical war they have been waging against the Ylii for several centuries. Such an offensive would give the Kafers access to three more garden worlds, hundreds of millions of useful slaves, and the peace of mind that would arise from finally quelling this potential 'second front.'

Consequently, the Ylii will welcome as much military support as humanity can provide.

3) Vish's government has authorized him to welcome human researchers and intelligence experts to Ssuushni'a, not only to learn about Ylii society, but the Kafers. Having been in contact with the Kafers for over three centuries, the

Ylii have a much better understanding of their language, society, and behavior; they have facts where human sapientologists are still relying on educated guesses.

4) Lastly, Vish requests that the characters be made liaisons to the Ylii people for the first sensitive months during which these two races are getting acquainted. Cultural interpretation will probably be more crucial than linguistic interpretation, Vish observes --and so far, the characters have been doing just fine. He has no objection to the addition of various academics and specialists in the field of sapientology.

At the conclusion of these meetings, the member nations of the International Security Council resolve to pursue an alliance with the Ylii, encouraging a further exchange of representatives, and the dispatch of an international defensive force to Ssuushni'a. The players are to escort Vish back to his homeworld aboard a frigate that Australia has detached for this special mission.

SUGGESTIONS TO THE REFEREE:

This ends the adventure *OPERATION BACK DOOR*. However, various new adventure threads can grow out of this apparent conclusion. You may decide to have one Kafer lander make it to the planet anyway. Without any significant preparation for a dirtside war, the Ylii may have to depend upon the Marine platoon now in system --and the characters-- to hunt the Kafers down.

Or, if the players have particularly enjoyed their interaction with Ylii society, they may wish to continue playing through their experiences as emissaries of good will and cultural understanding. Another option is that they can return to deep space in their fully-owned



hull (Cat's Feet), either as explorers along the newly-reopened American Arm --or even as a reconaissance team probing into nearby Kafer systems.

Lastly, --but most importantly-- it is important not to allow the events in this adventure to brew over into full scale war with the Kafers, nor as an excuse for any radical swings in international politics on Earth.

Humanity will one day want to use Ylii space as a jump off point against the Kafers --but not just yet. That may be many years away, and the mysterious loss of their flotilla to Ssuushni'a will certainly force the Kafers to move more slowly and cautiously than they had intended with respect to the Ylii. Similarly, the

discovery of Tricolor will not result in the sudden collapse of French preeminence, nor will the Alderhorst Alliance's success with Operation Back Door result in immediate American, German, or Australian military preeminence.

What these events DO portend is a subtle but certain shift TOWARD these outcomes. The players have participated in certain moments that will shape history, but it may be ten or twenty years before the results are realized in full. Until then, they have a little more money than usual, a ship of their own, and a universe to explore.

Who could ask for more?





WAR
RESTRICTED
No Unauthor

GUNS

GUNS

GUNS

THE TOOLS OF INSURRECTION AND WARFARE IN THE 24th CENTURY
by Gavin Dady, Colin Dunn, & Steff. Worthington



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The following weapon stats are primarily for *Mongoose 2300AD* but other stats are occasionally included.

Roleplaying games are notably confrontational. Nearly all player characters are armed to a point and the risk of character death is one of the primary thrills in an RPG session. In some games, notably *Call of Cthulhu & Paranoia*, character death is almost assured and players learn to understand this and then focus on *how* their character goes out. Do they save the world from outre horrors in their final moments? or do they try to make it as amusing as possible so their next clone has some comic element to cling onto?

In most other games though, there is tension regarding having your character's survive and players seek to find the best armour and weaponry to improve their chances, often against insurmountable odds. This issue's examination will look at the weapons of the 24th century. Rather than stomping old ground regarding the weapons of the rulebook, we thought we'd take a look at some new options for your character's arsenal.

Despite being an era of relative peace for Earth's nations the arms manufacturers have never had it so good. Arms restrictions are notably lax on the frontier and the arms companies of Earth have realised this. In the 20th century the battle may have been about gun control in a relatively safe environment where it can be argued that personal defence solutions are unwarranted in a Tier 1/2 society. However, the argument became moot once the bombs started to fall and Twilight began to spread it's dark cloak across the globe. Ex-military, or in reality 'post-military', arms spread across nations as their surviving soldiers returned home and needed to protect themselves

and their loved ones from marauders and re-born governments who seek to regain control of the populace. No one is going to tell a Floridian soldier with a liberal attitude that he should hand his weapon and property over to the guys with armbands from 'New America'. In a strange twist, for once the American right would have a perfectly reasonable argument over gun ownership in terms of defending against tyranny, only the American right (in Florida's 'New America' movement at least) would fail to realise that *they* were the tyranny.

In time, the world recovered and expanded to the stars but the idea of gun ownership would still be a thorn in the side of government and social commentators. Once man took to the stars and started to encounter hostile native species it became a redundant argument (for the frontier at least) as even the most ardent anti-gun advocates realised that weaponry are among the most basic of necessities in harsh environments where the local lifeforms are trying to eat or just plain kill you.

Sociologists would no doubt debate for centuries over the reduction of violence in the colonies, but the general acceptance between the societies that occupy outer worlds is that their society "sticks together", "works hard for each other", and realises the importance of communal bonding. "WE built this world" would be the general refrain and communities that have endured hardship and suffering tend to take better care of each other and those folks who are suffering psychosis or breakdown tend to be spotted earlier due to frontier towns and their version of interdependence. This might be further backed up by the rise of violent crime in more densely populated areas where citizens are too busy maintaining their societies financial and bureaucratic infrastructure

2300AD
CONTINUING MANKIND'S BATTLE FOR THE STARS

to take note of their neighbour who is struggling to cope.

Urban areas on Earth have regained the initiative on citizen control and guns aren't nearly as popular as they were pre-Twilight. It's likely that in the decades after Twilight those with guns would keep them maintained but with diminishing ammunition and those without would've grabbed any opportunity to either get a weapon, or to have their neighbour's gun taken from them.

Certain cultures, British, Japanese, German, would've been reasonably accepting of government reasserting itself and taking the opportunity to 'de-fuse' possible armed resistance by severely restricting weapons. As long as the new government regimes (supported by encouraging speeches from the various Presidents, Monarchs, and Emperors) kept to their self-given mandate of protecting the people against marauders then the gun restrictions would be a success. In larger countries where bureaucratic outreach was slow or non-existent, gun ownership would increase and it would become difficult to regulate them. The government can make it illegal to sell arms and mill ammunition but people under threat have a remarkable ability to create their own weaponry. America, Russia, China (all 3 nations), and Brazil would be good examples of arms being held onto through necessity.

In time, as Terran governments modernised and communications and bureaucracy spread, gun control would once again begin to be enforced. Despite permissions in constitutions and the like, the people would see their local law enforcement being active and accept that after a drop off of marauding, the lawman on the scene was the best person to handle any trouble. As the retirement of old weaponry and a lack of am-

munition began to seriously reduce the number of arms available to the public the governments of the day would not shy away from reducing ownership further by using amendments and the law to enforce their desire for an unarmed populace. As we've seen in Northern Ireland, Croatia, and will see in Libya, there comes a point where the violence becomes more about crime than grand ideals of ideology, cultural aspirations, xenophobia, or defence. The government will seek to control arms, there will be resistance for a time, and then the key orchestrators of society such as mothers, religious leaders, and businessmen, will just say enough is enough. Ideologues may lose the focus of why they are fighting. Perhaps 'The Other' has left the society or died off, perhaps new business has severely reduced unemployment, or access to better media or communication has enlightened the people? Sometimes, two disparate groups can come together to protest and outer evil such as tyranny, an alien menace, or disease.

This, however, will not be the case for the frontier. Unlike the core worlds the frontier will still need weapons for defence. Hostile flora and fauna will pose a threat and must be dealt with. Perhaps a new state has to fight for it's liberty or rival colonies of nation states have rising tensions due to rare Tantalum strikes.

Any argument by mother nations about gun control would be, rightly in many cases, seen as lunacy and may even drive further wedges between a home nation and it's colonies. When you have flying dragon-like creatures attacking your home, the idea of giving up your weaponry is lunacy. On many colony worlds and outposts the idea of a politician running with a gun control manifesto is not only naive but dangerously so. The spree killing rate on frontier worlds would be tiny as shared adversity drives a com-

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munity together, not apart like heavily urbanised centres do, and any talk of the murder rate would be pointless for a similar reason. Furthermore, once the Kafer War starts, that kind of talk on the French Arm would get you shouted down, called a traitor, or even lynched. Talk of gun control only happens in societies where there is a perception that they are not needed and the murder rate is used to reinforce that view. On the Frontier, not only is it obvious that guns are needed, but also the murder rate is low.

Stepping away from civilian access to arms for a moment, the military has a much different way of looking at weaponry. There is no ‘fetishisation’ of arms in the way you have in the civilian market. Warriors care not if the gun ‘looks badass’ or if it’s affordable. They, along with veteran civilian militia, will be concerned purely with its functionality.

Is it too heavy? What’s its range? How many rounds does it hold?

Over the next few pages are listed the images and stats (for the most part) for a whole new collection of weapons for the 24th century. The focus of the arms industry is two-fold. To supply materiel to governments and to win government contracts, and to fill the defence niche in the civilian frontier market. Of course, arms manufacturers would love Earth’s and Tirane’s nations to relax the gun ownership laws on those worlds but that isn’t going to happen anytime soon. The police, army, and overnment don’t need the competition. That’s not to say there aren’t hidden weapons out there, owned by militiamen who use the threat of Provolution or a Kafer invasion to hoard illegally bought weapons, but the idea of a neighbour hoarding guns tends to get people’s back up so it rarely happens outside of trouble spots.

HANDGUNS



AI-987 Zmeya (“Snake”)

The snake is a companion weapon the AI-98 Hurricane, and uses the same 6.5x33 ammunition. It is a large handgun with the capability to fire single shots or 4 round bursts. It was designed for use by internal security agents and as a secondary weapon for vehicle crews and rear-echelon troops.

When firing in burst mode the weapon is somewhat inaccurate, but is rugged and the small ammunition means it has a large capacity.

Type: 6.5mm conventional autopistol

Country: Russia

Length: 23 cm

Action: Single shot or burst

Mass (empty): 0.8 kg

Ammunition: 6.5x33 mm fixed cartridge ball

Muzzle Velocity: 420 mps

Magazine: 26-round removable box magazine

Mass of loaded magazine: 0.15 kg

RoF: 1200rpm

Price: Lv750, Lv20 for 100 loose rounds

GDW 2300AD

Bulk 1 RoF: 3 (Areas fire 5) Aimed Fire Range 80m Area Fire Burst 5 (AFV 0.5) Area Fire Range 60m DPV: 0.5 Price: Lv600 (Lv 15 for box of 100 rounds)

2320AD

Size=Small RoF: 1/3/10 Range 40m Damage: 1d10 (x2) AP bonus +1 Price: Lv600 (Lv 15 for box of 100 rounds)

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
AI-987	10	Pistol	Gun Cbt	3d6-1	26	4	2	Lv750	0.95



Trilon Arms Enforcement 6

The Trilon Arms Enforcement 6 (E-6) is a weapon aimed at police and security forces to give them a choice of both lethal and less-than lethal responses. In conventional mode, the Enforcement 6 is a fairly standard laser pistol, with a belt pack connected by a common 50 gauge optronic cable. However, the weapon can also be switched over to electrolaser mode, using a free action. In electrolaser mode the weapons laser is fired at a lower power and used to create an ionised tunnel of atmosphere between the weapon and target. An electric charge is then passed down this ionised tunnel to act as a ranged shock attack. The nature of the electrolaser attack means that it is ineffective in an environment without an atmosphere, and damage is halved in rain or smoke and dust.

Type: 30-01 electrolaser pistol.

Country: United States

Length: 25 cm

Action: Single shot

Mass (empty): 0.8 kg

Pulse energy: 0.3MJ

Muzzle Velocity: C

Magazine: 6MJ LMS Cell (20 pulses)

Mass of loaded magazine: 1 kg

RoF: 120rpm

Price: Lv1750, Lv15 for disposable LMS Cell

GDW 2300AD

Bulk 1 RoF: 5 Aimed Fire Range 200m DPV: 0.6 Price: Lv800 (lv5 for disposable power cell)
Electrolaser attack is DPV 0.7 stun damage only

2320AD

Size=Small RoF: 1 Range 50m Damage: 1d10 (x3) Price: Lv800 (lv5 for disposable power cell)
Electrolaser attack damage is stamina only and requires a Fort save vs DC16 or be knocked unconscious for 1d6 minutes. Success still means -2 on all actions for 1d6 rounds

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
Enforcement 6	12	Pistol	Energy Pistol	3d6+2	20	no	0	Lv1750	0.8

A target hit by a shock attack takes ½ rolled damage and has to make an endurance check with a negative DM equal to the rolled damage (after armour effects are taken into account) or fall unconscious for a number of minutes equal to five times the effect of the attack. If the endurance test is passed the target is still stunned and suffers from a -3 penalty to rolls and ½ movement for a number of rounds equal to five times the effect of the attack.

Cobra Supra

The Cobra Supra is marketed to the colonist who wants reliable, concealable protection. Using the same 6mm ammunition as the Stracher Modell 6, the Supra only loads 10 rounds in a single column magazine, allowing the grip to be thinner than most weapons, which use a double, or even triple-stack magazine. The Supra can be worn discreetly under a light jacket, either under the arm or at the hip.

Type: 6mm automatic
Country: America
Length: 27cm
Action: Single Shot
Mass (empty): 0.6 kg
Ammunition: 6x7mm fixed cartridge ball
Muzzle Velocity: 820 metres per second
Magazine: 10 rounds
Magazine Mass: 0.1 kg
RoF: 120 rpm
Price: Lv500, Lv30 box of 100 loose rounds



Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
Cobra Supra	11	Pistol	Gun Cbt(HG)	3d6AP 10	10	No	1	Lv500	0.60

Arno 5-20



Despite having a larger cartridge than the old Arno 5-15, the 5-20 is still not a serious combat or self-protection pistol. It is still more of a “plinking” weapon, best suited for target practice and possibly against vermin. It is popular as a child’s weapon, though, especially on more hostile colony worlds.

Type: 5mm automatic
 Country: Argentina
 Length: 16 cm
 Mass (empty): 0.3 kg
 Action: Single Shot
 Ammunition: 5x20mm fixed cartridge ball
 Muzzle Velocity: 440 metres per second
 Magazine: 12 rounds
 Magazine Mass: 0.1 kg
 RoF: 120 rpm
 Price: Lv120, Lv10 for a box of 100 loose rounds



Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
Arno 5-20	10	Pistol	Gun Cbt(HG)	1d6+1	12	No	0	Lv120	0.30

Goncz-Wolf 20

The Goncz-Wolf 20 was developed to compete in the 2298 weapon trials for a new sidearm for Brazil's military. The military itself had expressed a desire to go with a design from its preferred vendor, Ramierz-Abruggo. However, parliament, wary of the cost-overruns that had been plaguing procurement contracts with Ramierz-Abruggo, forced the military to evaluate a competing design from Goncz-Wolf, a well-known manufacturer of conventional civilian firearms.



The entry from Ramierz-Abruggo was a fairly conventional design, based on the Stracher 6x27mm high-velocity round. The Goncz-Wolf design, however, was a binary weapon that used the same ammunition as the Ramierz-Abruggo BF-84, a new design from its competitor that was being phased in as Brazil's new service rifle. The superior performance of the Goncz-Wolf 20, coupled with the vastly-simplified supply chain, led to the design winning the completion, despite claims of patent and copyright infringement by the losing corporation.

Type: 7.5mm Binary-Propellant Handgun
 Country: Brazil
 Length: 81cm (with suppressor attached)
 Mass (empty): 3.0 kg
 Action: Single Shot or Bursts
 Ammunition: 7.5 x 10mm APHE
 Muzzle Velocity: 700 metres per second
 Magazine: 60 rounds , plus 100 rounds in gas bottle
 Magazine Mass: 0.4 kg, plus 0.9 kg for gas bottle
 RoF: 800 rpm
 Price: Lv1200, Lv10 for disposable 60 -round magazine, Lv10 for gas bottle

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
GW T20	11	Pistol	Gun Cbt(HG)	3d6AP	12	No	1	Lv1200	0.30



Shotguns



Rockwell 22-08 Binary Propellant Shotgun

The Rockwell 22-08 is an unusual design of automatic shotgun, featuring a frangible 22 x 8mm disk-shaped cartridge that is fired using binary propellant. The disks are stored in a tube-shaped magazine below the barrel that doubles as a forward grip. They are moved vertically upwards into the firing chamber where the detonation of the binary propellant breaks the disks apart, releasing the pellets within. The remains of the disk are ejected from the barrel during firing and fall away, similar to a sabot, allowing the pellets to continue on. The firing method has two principle advantages. Firstly, the smaller rounds mean that the weapon can have a larger magazine capacity. Secondly, since the remains of the cartridge are ejected during firing, the weapon has much simpler cycle and the effects of the actions movement during firing are much reduced. This means that automatic fire is much more controllable. The downside is that the confines of the disks dimensions means that so far only an equivalent of a 00 buckshot round has been produced, using 14 x 8mm pellets and the availability of the rounds is not widespread. The 00 buckshot round is the largest effective size that could be produced and although smaller birdshot loads would be possible, Rockwell have yet to release any alternatives. The weapon is typically fitted with a simple reflex or holographic sight, as anything more sophisticated is wasted on a shotgun.

Type: 22x12mm Binary propellant shotgun

Country: United Kingdom

Length: 84 cm

Action: Single shot or burst

Mass (empty): 2.8 kg

Ammunition: 22x12 mm Caseless Frangible/00

Muzzle Velocity: 350 mps

Magazine: 24-round removable box magazine

Mass of loaded magazine: 0.6 kg

RoF: 400rpm

Price: Lv1650, Lv30 for box of 100 rounds

GDW 2300AD

Bulk: 2 RoF: 3 (Areas fire 4) Aimed Fire Range: 120m Area Fire Burst: 5 rounds (AFV 1) Area Fire Range: 90m DPV: 0.3 (x10) Price: Lv450 (Lv10 for box of 100 rounds)



2320AD

Size=Medium RoF: 1/3 Range 8m Damage: 3d6 (x2) Price: Lv450 (Lv10 for box of 100 rounds)

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
22-08	12	Shotgun	Gun Cbt	4d6	24	4	2	Lv1950	3.4

Carbines & Rifles (Ballistic)



Royal Enfield Armouries L71A1

The Royal Enfield Armouries L71A1 is a current service gauss rifle being phased in to the British Army as a replacement for the L51A1 binary propellant rifle. The old L51A1, based on the US M2 assault rifle, was well liked by the British troops, but a move to standardise ammunition with the French FAM-90 round, instead of the older US 9mm APHE, means that units are slowly being upgraded to the L71A1 instead. The weapon is a good example of a modern assault rifle, and includes the popular GB-30 3 round 30mm grenade launcher and proximity fusing grenades tied to a sophisticated battle sight. Some troops have complained that the light 4.5mm flechette does not have the stopping power of the old 9x44mm APHE round, but ballistics have consistently shown that the 4.5mm flechette has better first-round stopping power. It is also amongst the heaviest of all current service gauss assault weapons. Units are steadily being transitioned over to the L71A1 as their deployments end and they return to barracks life and it has only been assigned to a few units. The weapon has not yet been distributed widely enough for its effectiveness to be tested in combat.

Type: 4.5mm Gauss Rifle

Country: United Kingdom

Length: 72cm

Action: Single shot or bursts

Mass (empty): 5 kg

Ammunition: 4.5x20mm Flechette

Muzzle Velocity: 1450mps

Magazine: 60-round removable box magazine

Mass of loaded magazine: 0.6 kg

RoF: 800 rpm

Price: Lv2000, Lv20 for 60 round magazine with power cell

GDW 2300AD

Bulk: 2 RoF: 3 (area fire 5) Aimed Fire Range: 900m Area Fire Burst: 10 (AFV 1) Area Fire Range: 400m DPV: 0.6

Price: Lv500 (Lv 15 for 60 round magazine with power cell))

2320AD

Size=Medium RoF: 1/3/10 Range 105m Damage: 2d12 (x2) AP bonus +1 Price: Lv760 (Lv 15 for 60 round magazine with power cell)

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag. Auto	Recoil	Cost	Mass
L71-A1	12	Rifle	Gun Cbt	4d6+1AP	60 4	1	Lv2250	5.6



Almaz-Irkut AI-98 Uragan (Hurricane)

The AI-98 Hurricane is a lightweight weapon system capable of being configured as a fully automatic pistol, a sub-machinegun or a personal defence weapon. It features ambidextrous controls and the action can be switched to right or left handed versions. The weapon features a top mounted box magazine that helps to eliminate muzzle climb, but reloading is somewhat awkward, as magazines are loaded from the front of the weapon, which many firers find counter intuitive. The AI-98U removes the stock, sight and forward handle to produce a weapon with the same heft and weight as a heavy pistol, but with fully automatic fire. The weapon is somewhat inaccurate in this configuration, and the recoil is increased to 3. With the stock installed but no forward grip, the weapon becomes AIS-98 handy sub-machinegun and can be fitted with various accessories such as laser sights, torches and weapon links. The AI-98M is the most recent version and features a forward grip and a selective fire mode which bleeds off some of the propellant gasses to reduce muzzle velocity during autofire to produce a very controllable weapon. The 6.5mm round features good ballistics, but loses energy quickly, limiting its range.



Type: 6.5mm Conventional sub-machinegun

Country: Russia

Length: 66cm (stock extended)

Action: single shot or bursts

Mass (empty): 1.6 kg
 Ammunition: 6.5 x 33 mm fixed cartridge ball
 Muzzle Velocity: 420 mps
 Magazine: 66-round removable box magazine
 Mass of loaded magazine: 0.43 kg
 RoF: 80rpm
 Price: Lv1100, Lv20 for 100 loose rounds

GDW 2300AD

Bulk 1 RoF: 3 (Areas fire 5) Aimed Fire Range 200m Area Fire Burst 10 (AFV 1.5) Area Fire Range 100m DPV: 0.5
 Price: Lv650 (Lv5 box of 100 rounds)

2320AD

Size=Small RoF: 1/3 Range 50m Damage: 1d10 (x2) AP bonus +1 Price: Lv650 (Lv5 box of 100 rounds)

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
AI-98M	9	Pistol	Gun Cbt	3d6-1AP	66	6	1/0(au)	Lv1300	2.03
AI-98S	9	Pistol	Gun Cbt	3d6-1AP	66	6	2/0(au)	Lv1100	2.00
AI-98U	9	Pistol	Gun Cbt	3d6-1AP	66	6	3/0(au)	Lv1100	1.90



Ramierez-Abruggo BF-84s

The BF-84s is Ramierez-Abruggo's suppressed version of their popular BF-80 binary-propellant assault rifle. The ability of a binary weapon to "throttle back" the amount of propellant allows the BF-84s to fire the standard 7.5mm APHE round, but at subsonic velocities. Coupled with the electronic suppressor which electromagnetically-slows the expansion of muzzle gases, and actively suppresses the remaining report, the BF-84 is virtually silent, with minimal muzzle flash. The loudest part of the firing sequence, aside from the click of the action itself, is the "pop" made by the exploding round. If the round detonates in a soft target, often even that noise will be significantly muffled. (There is a -4 DM to attempts to spot this weapon by sound alone when it is fired.)

Type: 7.5mm Binary-Propellant Suppressed Assault Rifle
 Country: Brazil
 Length: 87cm (with suppressor attached)
 Mass (empty): 3.2 kg

Action: Single Shot or Bursts

Ammunition: 7.5 x 10mm APHE

Muzzle Velocity: metered 200 – 600 metres per second

Magazine: 60 rounds , plus separately-loaded gas bottles for 300 rounds at low velocity, 100 at high velocity

Magazine Mass: 0.4 kg, plus 0.75 kg for gas bottle

RoF: 800 rpm

Price: Lv12,000, Lv10 for disposable 60 -round magazine, Lv10 for gas bottle

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
BF-84s	11	A. Weapon	Rifle	2D6/3D6*	60	4	2	Lv1200	3.2

*Damage: 2D6 AP (low velocity) or 3D6 AP (high velocity)



Ramierez-Abruggo BF-84

The BF-84 is a significant advancement over the old BF-1, itself one of the first binary weapons available. The 7.5 mm APHE round trades improved ballistics for the larger shaped charged of weapons like the SK-19, improving performance over a longer range profile. This round is standard for all Brazilian small arms, including the Goncz-Wolf M20 pistol, greatly simplifying logistics.

Type: 7.5mm Binary-Propellant Assault Rifle

Country: Brazil

Length: 81cm (with suppressor attached)

Mass (empty): 3.0 kg

Action: Single Shot or Bursts

Ammunition: 7.5 x 10mm APHE

Muzzle Velocity: 700 metres per second

Magazine: 60 rounds , plus 100 rounds in gas bottle

Magazine Mass: 0.4 kg, plus 0.9 kg for gas bottle

RoF: 800 rpm

Price: Lv1200, Lv10 for disposable 60 -round magazine, Lv10 for gas bottle

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
BF-84	11	A.Weapon	Rifle	3d6 AP	60	4	2	Lv1200	3.0



Ramierez-Abruggo BF-100

The BF-100 is a next-generation binary-propellant weapon that combines the compact nature of a binary-propelled round with the high-muzzle energy of a gauss weapon, using a technique called Electro-Thermal Augmentation (ETA). The normal gas mixture is replaced with a more volatile mix, which is ignited by a massive electrical charge. The charge converts the fluid to a plasma at a controlled rate, which accelerates the round as it goes down the barrel. This results in a higher muzzle energy, less stress in the barrel, and a lower recoil.

The BF-100 is a testbed for the technology, currently undergoing field trials. It is based on the receiver and frame of the popular BF-84. The grenade launcher is a new development as well, using the same propellant technology to launch a 30mm grenade nearly 50% further than a conventional launcher. The grenades have standard warheads, but are much smaller and lighter without the casing and propellant. (Each shot from the grenade launcher uses 20 shots worth of propellant)

Type: 7.5mm Binary-Propellant ETA Assault Rifle

Country: Brazil

Length: 81cm

Mass (empty): 3.6 kg

Action: Single Shot or Bursts

Ammunition: 7.5 x 10mm APHE

Muzzle Velocity: 1200 metres per second

Magazine: 60 rounds , plus separately-loaded gas bottles for 100 rounds , plus separate battery for 100 rounds

Magazine Mass: 0.4 kg, plus 0.75 kg for gas bottle, plus 1.2 kg for battery

RoF: 800 rpm

Price: Lv12,000, Lv10 for disposable 30 -round magazine, Lv10 for gas bottle, Lv15 for battery

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
BF-100	12	Rifle	Rifle	4d6 AP	60	4	1	Lv1200	3.6



Arno A-5 Binary Battle Rifle

The A-5 is Arno's answer to the heavy body armour and battlesuits on today's modern battlefield: the revival of the battle rifle. Firing a heavy, powerful 8mm round, the A-5 is effective at long ranges, giving the bearer significant armour-piercing ability at normal engagement ranges.

The A-5 is capable of penetrating most battlesuits, and can even have an effect against lighter hardsuits. In normal usage, the bearer is advised to use rapid fire, rather than bursts, due to the heavy recoil. The weapon is not capable of fully-automatic fire unless the bipod is extended.

The small magazine is the most significant drawback of this weapon, only holding 35 of the large 8 x 30mm AP rounds.

Type: 8mm Binary-Propellant ETA Assault Rifle

Country: Argentina

Length: 91 cm

Mass (empty): 4.3 kg

Action: Single Shot or Bursts

Ammunition: 8 x 30mm APHE

Muzzle Velocity: 900 metres per second

Magazine: 35 rounds, plus separately-loaded gas bottles for 70 rounds

Magazine Mass: 0.4 kg, plus 0.75 kg for gas bottle

RoF: 650 rpm

Price: Lv3,400, Lv10 for disposable 35 -round magazine, Lv10 for gas bottle

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
A5	11	Rifle	Rifle	5d6 Super AP	60	4/2*	3	Lv3,400	4.3

*Auto: 4 (with bipod extended) or 2 (with bipod folded)





Guiscard FAM-95

The Guiscard FAM-95 is a follow-on block improvement to the FAM-90. It has been tested in limited trials, and is undergoing field tests with line infantry groups, replacing two RAM-90s in a squad. Riflemen carrying the FAM-95 are also required to carry a PDW in case of problems with the primary rifle.

The FAM-95 is a bull-pup weapon, in contrast to the old-style layout of the FAM-90. Rather than reducing the overall weapon length, the designers opted for a longer barrel, resulting in a significantly higher muzzle velocity and increased range. This translates to a +1 DM to hit when fired on single-shot or semi-auto. The current FAM-95 lacks the grenade launcher of the FAM-90, but if the weapon enters full service, then a launcher similar to the one on the FAM-90 would be added.

Reviews of the FAM-95 are mixed. The improved range and accuracy is well-received, but the lack of the FAM-90s 4-round burst option is a decided negative. It has yet to be tested in a true combat situation.

Type: 4.5mm Gauss Rifle

Country: France

Length: 83cm

Mass (empty): 3.1 kg

Action: Single Shot or bursts

Ammunition: 4.5 x 20mm flechette

Muzzle Velocity: 1850 metres per second

Magazine: 60 round box magazine with integral box magazine

Magazine Mass: 0.5 kg

RoF: 800 rpm

Price: Lv2450, Lv20 for 60 round disposable magazine

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
FAM-95	12	Rifle	Rifle	4d6 +1 AP	60	4	2	Lv2,450	3.1



Frontier Arms FA-50

Frontier Arms is an American corporation providing firearms and other manufactured goods to worlds along the American Arm. A significant number of these weapons also end up in the hands of smugglers, raiders, and other criminals on the Chinese Arm.

The FA-50 uses the same 5.5mm ammunition as the German SG-77, originally to take advantage of surplus ammunition stocks. However, the 5.5mm cartridge was never widely manufactured, and several vendors on the American Arm have taken to manufacturing new stocks. This ammunition has lower quality control than the original Bavarian supply, which leads to increased fouling, misfires, and the occasional jam.

Converting the FA-50 from semi-automatic to fully-automatic requires a partial rebuild of the receiver. The notes and fabricator files to do so are readily-available on the so-called “underlink”, and these conversion are common, especially by criminals on the Chinese Arm.

Type: 5.5mm Semi-Automatic Rifle

Country: America

Length: 72cm

Mass (empty): 2.7 kg

Action: Single Shot

Ammunition: 5.5 x 40mm fixed cartridge ball (caseless)

Muzzle Velocity: 1180 metres per second

Magazine: 45 rounds

Magazine Mass: 0.35 kg

RoF: 120 rpm

Price: Lv250, Lv10 for box of 100 rounds

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
FA-50	10	A.Weapon	Rifle	3d6 +1	60	No	1	Lv250	2.7



Laser Rifles



Rorttman SL-1 (Scharfschützen-Lasergewehr-1)

A progressive development of the LK-1, the Scharfschützen-Lasergewehr-1 (Sniper laser rifle) is the standard issue laser sniping weapon in the DKSM. It utilises the same 12MJ LMS cell as the LK-1, and the weapons are similar enough that users require only a brief familiarisation with the weapon. It includes a powerful electronic scope with built in low light and passive IR capability, a built in bipod and fully adjustable stock and grips to tailor the weapon to its user. The sighting system also features an encrypted datalink for connection to a battle net for the sniper to receive tactical updates. Many snipers deployed forwards disable the link in order to observe electronic emissions discipline, believing that the encrypted burst transmissions may be used to triangulate their position.

Type: 65-01 Laser rifle

Country: Germany

Length: 74 cm

Action: Single shot

Mass (empty): 2.9Kg

Pulse Energy: 0.65MJ

Muzzle Velocity: C

Magazine: 12MJ LMS Cell (12 pulses)

Mass of loaded magazine: 1 kg

RoF: 80rpm

Price: Lv3500, Lv15 for disposable cell

GDW 2300AD

Bulk 2 RoF: 3 Aimed Fire Range 1500m DPV: 2 Price: Lv950 (Lv5 for disposable cell)

2320AD

Size=Medium RoF: 1 Range 100m Damage: 3d10 (x2) Price: Lv950 (Lv5 for disposable cell)

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
SL-1	12	Rifle	Energy Rifle	6d6	12	No	0	Lv2,800	2.9



Fabrica Des Armas Toledo RAL-87A2

The original version of the RAL-87 was a Spanish weapon submitted to the Brazilian open tender for a replacement for the Luce-3, which resulted in the Luce-7B being adopted. The RAL-87 performed poorly compared to the new Luce-7B. It was found that in all but perfect range conditions the original 30-02 pulse was just not being able to deliver sufficient energy on target. The weapon was also plagued by reliability issues and the proprietary 15MJ FDLMS cell proved to be another poor performer – most only providing a dozen shots before being completely drained. The other glaring omission was that the RAL-87 didn't feature a built in grenade launcher like the Luce. FDAT withdrew from the competition when it became obvious that the Luce was a far superior weapon. Since then the RAL-87 has been completely reworked to bring it up to the A1 standard, which swapped the finicky 30-02 pulse for a proven 50-01 and replaced the 15MJ cell with an off-the shelf 14MJ cell. This eliminated many of the problems, but the original contract had already been filled. FDAT saw a small number of sales to France and her colonies, and a few minor sales to African nations, but the weapon was never widely procured. The weapon has again been upgraded to the A2 standard which incorporates a Quinn Optronics battle sight, another off-the shelf component. However, it still lacks the punch of a built in grenade launcher, and remains a somewhat uninspiring and workmanlike weapon, its biggest selling point being it's low cost.

Type: 50-01 Laser rifle

Country: France

Length: 72 cm

Action: Single shot

Mass (empty): 1.6 kg

Pulse Energy: 0.5Mj

Muzzle Velocity: C

Magazine: 14MJ FDLMS Cell (25 pulses)

Mass of loaded magazine: 1 kg

RoF: 120 rpm

Price: Lv1950, Lv15 for disposable power cell



GDW 2300AD

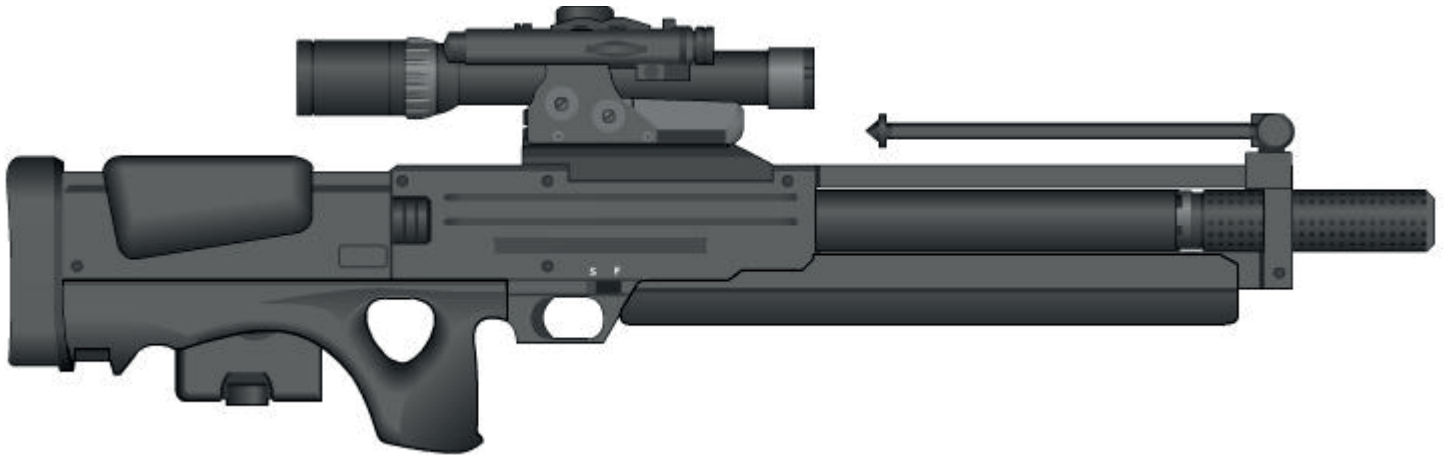
Bulk 2 RoF: 5 Aimed Fire Range 1000m DPV: 0.9 Price: Lv650 (Lv 5 for disposable power cell)

2320AD

Size=Medium RoF: 1 Range 70m Damage: 2d12 (x2) Price: Lv650 (Lv 5 for disposable power cell)

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
FA-87a2	11	Rifle	Energy Rifle	4d6+2	25	No	0	Lv1,950	2.6



Mueller-Rivera F-31

The F-31 continues Mueller-Rivera's reputation for power and excellence in laser weaponry. While technically classified as an 'anti-material' weapon, the F-31 has a well-served reputation as the best long-range laser sniper weapon available. Its high cost precludes its use by police, or even conventional military units, so it is only found with special forces and by orbital troops.

Type: 120-01 Laser Carbine

Country: Argentina

Length: 92cm

Mass (empty): 5.2 kg

Action: Single Shot

Pulse Energy: 1.2 megajoules

Muzzle Velocity: C

Magazine: 24MJ FDLMS Cell (35 pulses)

Magazine Mass: 2.1 kg

RoF: 300 rpm

Price: Lv11,500, Lv30 for disposable power cell

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
F-31	12	Rifle	Energy Rifle	8d6+2	35	No	0	Lv1,500	5.2



Bergstrom LL-9 Laser Carbine

The LL-9 is based on the laser emitter and optics of the P3 laser pistol, but integrated into a more ergonomic package. By incorporating the power pack into the weapon, it becomes easier to maneuver, especially in tight quarters, where the flex cable of the P3 can get caught up. The folding stock increases accuracy at longer engagement ranges. While the power and range of this weapon are little better than the pistol it is derived from, the refinements make it far more useful as a weapon, and less of an expensive toy.

Type: 20-01 Laser Carbine

Country: Scandinavian Union

Length: 44cm

Mass (empty): 1.5 kg

Action: Single Shot or Bursts

Pulse Energy: 0.2 megajoules

Muzzle Velocity: C

Magazine: 7MJ FDLMS Cell (35 pulses)

Magazine Mass: 0.8 kg

RoF: 300 rpm

Price: Lv3,300, Lv15 for disposable power cell

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
LL-9	12	A.Weapon	Energy Pistol	3d6+2	35	2	0	Lv3,300	1.5



Quinn ML-80 Assault Laser

Designed as a sort of laser submachinegun, the ML-80 sacrifices pulse power for a higher rate of fire and improved shot capacity. This sturdy weapon is designed for vacuum and hostile environments, and the grips are constructed to allow use of the weapon by troops wearing bulky protective gear or vac suits.

Type: 35-01 Assault Laser

Country: United States

Length: 58cm

Mass (empty): 2.2 kg

Action: Single Shot or Bursts

Pulse Energy: 0.35 megajoules

Muzzle Velocity: C

Magazine: 12MJ FDLMS Cell (30 pulses)

Magazine Mass: 1 kg

RoF: 600 rpm

Price: Lv4,100, Lv15 for disposable power cell

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
ML-80	12	A.Weapon	Energy Rifle	4d6	30	4	0	Lv4,100	2.2



Darlan FLA (Fusil Laser Automatique)-00

In 2297, the newly-formed French Imperial Marines issued a call for a vacuum and hostile environment support weapon. While the F-44 gauss weapon, already in service with many French units, would go on to win the competition in 2299, the FLA-00 generated a great deal of interest, enough that a block of 50 were ordered for evaluation purposes by the then-secret Unit-12.

While many term the weapon a gatling gun, thanks to the multiple barrels, the barrels themselves do not rotate. Instead, they fire in quick succession, allowing each laser emitter and focusing assembly critical moments to cool and recycle before being required to fire again.

The power requirements of this weapon are prodigious, as can be imagined, with even a heavy 12 MJ FDLMS cell only providing enough power for a couple of bursts. Instead, the weapon is intended to be powered from a portable fuel cell connected to an energy bank to power the weapon. The fuel cell and energy bank between them mass 32 kg, and provide effectively unlimited power. The energy bank can hold enough power for 200 shots, which are recharged by the fuel cell at the rate of 40 per minute of operation. Otherwise, the weapon can hold a bank of four 12 MJ cells, which can provide 60 shots.

Type: 70-01 Laser Support Weapon

Country: France

Length: 89cm

Mass (empty): 3.6 kg

Action: Single Shot or Bursts

Pulse Energy: 0.7 megajoules

Muzzle Velocity: C

Magazine: 12MJ FDLMS Cell (15 pulses) x 4)

Magazine Mass: 1 kg each

RoF: 1200 rpm

Price: Lv6,340, Lv15 per disposable power cell, Lv4,000 for fuel cell and energy bank

Mongoose Traveller

Weapon	TL	Range	Skill	Damage	Mag.	Auto	Recoil	Cost	Mass
FLA-00	12	Rifle	Energy Rifle	6d6	60	6	0	Lv6,340	3.6



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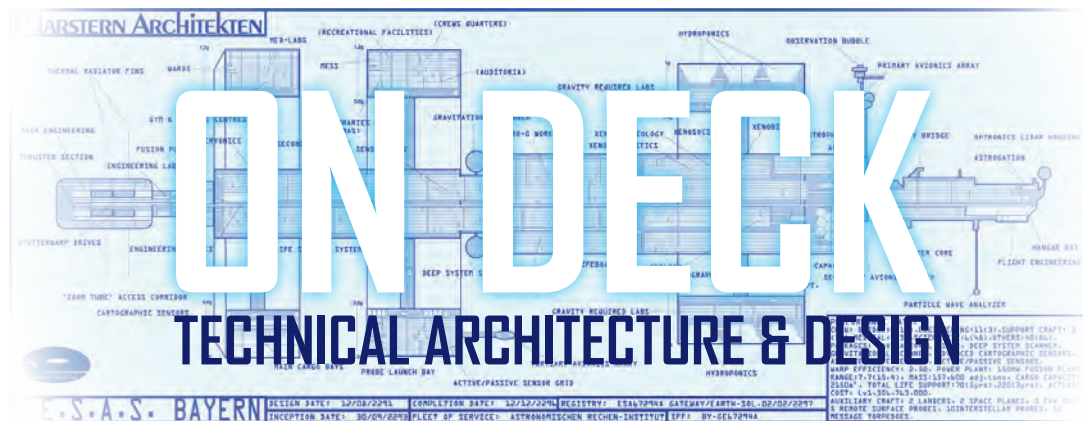


НОВИЙ

КИЇВ

Опір

бригада



FRONTIER VEHICLES BY GAVIN DADY, COLIN DUNN, & IAN STEAD

For the first of this issue's vehicles we head to the rugged, and sometimes violent, end of the French Arm before looking at some utilitarian and military assets found on the Chinese Arm.

The Proklin ('Damnation') *Multi-Terrain Vehicle*

Original date of design: January 2293

First Example Laid down: May 2295

First Example Completed:

September 2295

Fleets of Service: Ukraine, Elysia

The Damnation land cruiser is a typical example of many designs of field expedient vehicles designed for use in extreme terrain and environmental conditions. The one depicted is an example found on Novoya Kiev following the Kaefer invasion. The articulated body, amphibious operation and multi-wheel propulsion system allow the vehicle to travel across the muddy tidal flats, swamps and open waters of the occupied colony.

The example shown uses rocket pods and auto cannons from a downed Ukrainian attack tilt-rotor. Similar designs have also been seen supporting rebel and insurgent factions on several other worlds with alternative weapon load outs, including the rebel colony of Elysia.

The vehicle has radiation and hostile environment shielding and can support 6 people for 3 months. It is constructed using many locally available commercial parts, including a the main drive train common with several agricultural and commercial heavy vehicle. It is also designed to be rugged and easy to repair. It is not designed as a battlefield ready vehicle, and an actual armoured vehicle would make short work of it, but the Damnation does allow some chance of safe passage through inhospitable terrain where light opposition may be met.

Several examples of this model of vehicle have recently been constructed in Novoya Kiev with an intention to attempt to travel around the globe to the French and independent colonies. They have been equipped with additional hydrogen tanks, makeshift cracking stations and a selection of spare parts. The trip is likely to be arduous and likely to involve a trip through either the freezing wastes of the cold pole, or the scorching deserts of the hot pole.

New Vehicle Mod:

Easy to Repair (Base cost increased by 25%)

The vehicle uses commonly available parts and has easy access to essential systems. -2 DM to make repairs where common parts are available.

Name: Damnation Land Cruiser

2300AD

Vehicle Sheet

Chassis: Heavy Ground Vehicle

Spaces: 15

TL: 9

Crew/Passengers: 2/4

Skill: Ground Vehicle

Cargo: 750 kg

Agility: +1

Open?: No

Speed: 90 kph

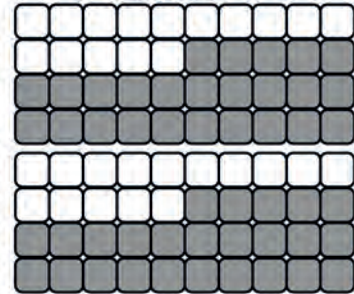
Cost: 858,100 Lv

Range: 1000 km

Shipping Size: 15 tons

Structure: 15
Hull: 15

Damage Tracks:



Other Equipment/Modifications:

Special Features: Custom tri-wheel system, Off Road capability, Additional Armour, Increased structure, Increased agility, Increased range - extra fuel, Aquatic drive, Life Support (long term), Hostile Environment protection, Standard Navigation system, Radio, Bunks, Mini Galley, Fresher
Fire extinguishers, Easy to modify, Basic Sensors

Weapons: Twin 20mm Autocannons Fixed Forward, Twin 20mm Autocannons Pintel Mount Left w/ 18 AP Gun Shield, Twin 20mm Autocannons Pintel Mount Right w/ 18 AP Gun Shield, 2xArtillery Rocket Launchers Small Turret Top Mount

Armour:

Front: 24

Right: 24

Left: 24

Rear: 24

Top: 24

Bottom: 24

Turret Front: 24

Turret Rear: 24

Weapons:

Weapon	Location	Damage	Range	Auto	Ammo
20mm Autocannon x2	Fixed Forward	5d6 AP	V.Distance	4	5,000
20mm Autocannon x2	Right Pintle	5d6 AP	V.Distance	4	5,000
20mm Autocannon x2	Left Pintle	5d6 AP	V.Distance	4	5,000
Artillery Rocket Launcher x2	Turret	16d6	Dist	No	12 per Tube





Milae Heavy Industries “Dàxióng” (Big Bear) Flatbed Picker Truck

The Big Bear is a common enough sight on many colony worlds, though most communities will only have one or two of them due to the expense. The small crane at the back of the cab allows the Big Bear to load and unload itself, without additional equipment or infrastructure, any place big enough to deploy the crane and the cargo.

The crane itself can be controlled by controls at the base of it, or remotely through a comp.

Mongoose Traveller

Vehicle	TL	Speed	Skill	Agility	Armour	Passenger/Crew	Cargo	Open?	Hull	Structure
Big-Bear	11	135kph	Drive (Wheeled)	-1	4	2	23 spaces	No	15	15

Range: 500km

Shipping Size: 15

Price (new): Lv151,000

Modifications: Off-road, Medium Crane, Open Cargo Deck, Short Range Comm, Nav (Basic)

Cayman Group D8 Rumble Buggy

The Rumble Buggy is an off-road vehicle common in the Chinese Arm. The entire power train, including the fuel cells, are in the base of the vehicle, leaving the interior open for custom configurations. The version show here has seating for two, along with a mini-galley, fresher, and two folding bunks. A folding table and a modicum of stowage space complete the design, but many configurations are possible. Steering is drive-by-wire, and a sufficiently-competent driver could use a comp to drive it remotely.

Mongoose Traveller

Vehicle	TL	Speed	Skill	Agility	Armour	Passenger/Crew	Cargo	Open?	Hull	Structure
Rumble Buggy	10	160kph	Drive (Wheeled)	+1	4	2	2.5 spaces	No	5	5

Range: 500km

Shipping Size: 5

Price (new): Lv63,400

Modifications: Off-road, Boosted Agility, Two Bunks, Fresher, Mini-Galley, Nav (Standard), Sensors (Basic), Commo (Long Range)



Manchurian Háokū de rén (Howler) LAV (Low-Altitude Vehicle)

The Howler is a Low-Altitude Vehicle, a type of aerodyne optimized for low-altitude flight, where it can take advantage of ground effect for increased efficiency. An LAV can fly, though only for short distances, and speed is markedly-decreased when it is out of ground effect, as more engine power has to be devoted to lift. LAVs operate about 2-3 metres above the ground, clear of most obstacles, and lack the vulnerable skirts of hovercraft.

The Howler is armed with a potent mix of 4 heavy Biāoqiāng (Javelin) missiles, a medium machinegun, and a monstrous four-barreled 30mm ETA (Electro-Thermal Augmented) autocannon. The autocannon is an armour-smasher, able to tear through most light vehicles, and is effective against even heavy armour, albeit not typically against the front armour, the heaviest on most armoured vehicles. Due to the high rate of fire, it is also a very effective anti-aircraft weapon. While ammo consumption is high, the weapon requires far less power than a mass driver, and is somewhat cheaper to purchase, initially. Over time the high ammunition costs significantly drive up the total cost of weapon.

Mongoose Traveller

Vehicle	TL	Speed	Skill	Agility	Armour	Passenger/Crew	Cargo	Open?	Hull	Structure
Howler AFV	11	240kph	Drive (Hover)	+2	66 (Base)	3*	0.5 spaces	No	8	7

Range: 400km

Shipping Size: 15.5 tons

Price (new): MLv3.6

*3 (2 in Hull, 1 in Turret)

Modifications: AFV, Hostile Environment Protection, Nav (Standard), Sensors (Advanced), ECM (Standard), Commo (Long Range, Encrypted, Uplink), Computer, Auto-Pilot (Drive/2), Advanced Controls, 6 Smoke Dischargers, 6 Prismatic Aerosol Dischargers, 6 Chaff Dischargers, 6 Flare Dischargers, Anti-missile System (Projectile), Reactive Armour/I, IR Mask/II, Fire Extinguisher, Entertainment System

Armour: Front: 96
 Right Side: 66
 Left Side: 66
 Rear: 48
 Dorsal: 56
 Ventral: 56
 Turret Front: 96
 Turret (all other): 66

Weapons: Large Turret
 7.5 mm machinegun (driver's hatch)
 Sharp Sword 30mm ETA Rotary Cannon (Main Turret)
 Javelin Missiles (4) (Main Turret)

The Low-Altitude Vehicle (LAV) uses vectored thrust in ground effect to provide lift. Normal operating altitude is 2-4 metres. However, if the vehicle stops moving, it will drop to 0.5-1 metre. It is more closely related to an aerodyne than a hovercraft, though in principle it operates the same as a hovercraft.

New Chassis Types:

LAV Chassis Type (Light)

Mongoose Traveller

Vehicle	TL	Speed	Skill	Agility	Armour	Passenger/Crew	Cargo	Open?	Hull	Structure
LAV light	9	(see below)	Drive (Hover)	+1	66 (Base)	3*	0.5 spaces	No	8	(see below)

Range: 400km
Number of Spaces: 1-10
Cost per Space: 35,000 (12,500 for 2300AD)
Structure: 1 per 4 Spaces
Hull: 1 per 4 Spaces
Agility: +1
Tech Level: 9
Shipping Size: 0.5 ton per Space
Speed and Range
Tech Level Speed Range 9-10 350 500
 11-12 450 600



LAV Chassis Type (Heavy)

Mongoose Traveller

Vehicle	TL	Speed	Skill	Agility	Armour	Passenger/Crew	Cargo	Open?	Hull	Structure
LAV light	9	(see below)	Drive (Hover)	+1	66 (Base)	3*	0.5 spaces	No	8	(see below)

Range: 400km

Number of Spaces: 10-50

Cost per Space: 65,000 (35,000 for 2300AD)

Structure: 1 per 4 Spaces

Hull: 1 per 4 Spaces

Agility: +1

Tech Level: 9

Shipping Size: 0.5 ton per Space

Speed and Range

Tech Level Speed Range **9-10** 350 500

11-12 450 600

Notes: Like Heavy Hovercraft, Heavy LAVs can be designed as AFVs (armoured fighting vehicles). However, if the LAV is designed as an AFV, then Speed and Range are reduced by 50%, and Base Cost is doubled. All LAVs automatically have the benefit of Hovercraft Jump Jets (*Vehicle Handbook, page 17*)

Vehicle Weapons

Lì jiàn (Sharp Sword) Four-Barreled ETA 30mm rotary autocannon

The Sharp Sword is an advanced kinetic weapon, using Electro-Thermal Augmented propellant to fire the rounds at greatly increased muzzle velocity, with reduced pressure and wear on the barrel.

The very high cyclic rate of this weapon allows it to “scrub” armour off a target, giving it penetration similar to a mass driver, though with a smaller, slower round. The weapon only fires in bursts, and cannot maintain sustained auto-fire. Magazine capacity is rated in terms of bursts available (with each burst consisting of 50 actual rounds).

TL:	11
Range:	V. Long
Damage:	10D Super AP
Magazine:	20 bursts
Auto:	4
Cost:	Lv150,000
Size:	5 Spaces
Ammo size:	10 bursts per Space

Biāoqiāng (Javelin) Missile System

The Javelin is a multi-role missile, able to engage both ground and air targets. The warhead can switch configurations between hyper-velocity fragmentation for aerial targets, and a multi-stage HEAT round for use against armoured vehicles. There have even been reports of gunners using the anti-aircraft configuration against infantry concentrations during the Central Asian War.

TL:	11
Range:	V. Distant in anti-armour mode, Extreme in anti-aircraft mode
Damage:	12D (AA) 12D Super AP (anti-Armour)
Magazine:	n/a
Auto:	no
Cost:	Lv25,000
Size:	n/a
Ammo Space:	1



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PATRONS by DAVID ELRICK

JOHANN VON ERLANGER ON HEIDELSHEIMAT

Local Complications

There can be many reasons why the suggestions in the 'What's Really Going On' can be a bit more problematic on Heidelsh Heimat than on other, similar worlds.

While the native avian life are unlikely to attain the heights that airships operate at, it's possible that some of the local flyers surprised the original crew when they went to scoop water for coolant. Perhaps a flock of local 'birds' were disrupted or intimidated by the airship and sought territorial redress against it as it dropped in altitude.

The following Patrons entry specifically uses the background of one of the worlds in the 2300AD universe, although with a little work referees should be able to port the situation to other worlds in the 2300AD universe or even in their Traveller (or other science fiction game) universes.

Patron 4: The Rescue/Heist

World: Heidelsh Heimat, Chinese Arm (B867778-C)

Required Skills: Vehicle skills, survival skills, possibly diplomatic and/or weapon skills

Situation: Heidelsh Heimat (page 71-72 of the 2300AD rulebook) is a habitable world in the Chinese arm with three colonies –Bavarian, Texan and Incan.

Heidelsmat is a pleasant world with little seasonal variation. Native animals on Heidelsh Heimat are as complex and varied as those on Earth. Much of the land-based life takes advantage of Heidelsh Heimat's low gravity and comparatively dense atmosphere and are either gliders or true flyers.

There is political tension on Heidelsh Heimat, however. The Bavarian colony is undecided about rejoining the other German colonies in the wake of the war of reunification. There is bad feeling between the Texan and Incan colonies about the amount of aid the Incans are receiving from the Bavarians. In addition, the Bavarians and Texans both claim ownership of islands in the middle of the Stornberg ocean.

Player's Introduction: The player characters are currently on Heidelsh Heimat – for

this adventure to work they should start in either Neuberg or Spandau, although it could work just as well if they were in Nazca. Depending on their backgrounds, they may be residents of Heildelsmat or just passing through. Ideally, none of them should be Texan. They have been contacted by a man called **Johann von Erlanger**.

Johann tells the PCs that he is a merchant employed by the government to supply goods to the Incan colony. Because of the tensions with the Texan colony, who believe that the Incans should support themselves, he has been forced to transport a lot of his cargoes at low levels to avoid the Texans detecting them on radar. He thinks this is what the current tension over the Munchausen islands is all about – the Texans will be able to deploy their bases much further forward, covering more of the ocean and effectively isolating the Incans. Johann doesn't care about politics, or whether the Incans should be supported – as long as the Incans pay the Bavarian government and the Bavarian government pay him he doesn't care what the Texans think.

Johann's most recent shipment went out 50 hours ago. Even with weather problems they should have been back by now. He can't afford to send another crew out without some kind of protection and he wants to hire the player characters to 'ride shotgun' and find out what happened.

Johann's operation is run from a small town called Gottingen, on the coast closest to the Incan colony. It is still nearly 10,000 km from Gottingen to Nazca so Johann uses a LuftWerk Gz-320 Cargo Airship (page 177 of the 2300AD rulebook) to lift the cargo out to a remote island 1,200 km northwest of the disputed Munchausen islands. The airship

refuels for the return journey while the cargo is transported the rest of the way by the Incans using boats and aircraft.

The airship should take about 17 hours to make the journey to the drop-off point, six or seven hours to unload and refuel and then another 17 hours to make the return journey. They are supposed to maintain radio silence throughout, but if they were in trouble they should have radioed in anyway.

Johann supplies another LuftWerk Gz-320 Cargo Airship to make the journey. This airship will carry extra fuel in the cargo hold to give it greater range. The player characters must travel to Gottingen to join the airship.

What's Really Going On: Roll a D6 or select whichever one of the following situations appeals to you the most:

- **1** The missing airship hit bad weather and was blown off course. The crew managed to land the airship on a deserted island but a mechanical failure in their long-range radio means that they have no way of contacting anyone unless they are close enough to pick up the short range transmissions. The crew have plenty of food and other supplies from the cargo and are safe.
- **2** The missing airship hit bad weather and was blown off course. The crew managed to land the airship on a deserted island but a mechanical failure in their long-range radio means that they have no way of contacting anyone unless they are close enough to pick up the short range transmissions. The local wildlife is very aggressive and the crew are under siege in the ship.
- **3** The missing airship hit bad weather and crashed in the sea. The crew man-

Beyond that, some of the local plant life can be equally as troublesome. Umbrella Trees for example, drop large seed pods on organic parachute-like attachments which can be sent on a multiple kilometre ride when a good gust of wind passes over the terrain. These pods, en masse, can easily wreck rotors and lift engines if an unlucky, or irresponsible, pilot navigates through them.

These seeds will no doubt be food for some of the planets fauna and things may become deadly if the airship is travelling at height, in the dark, and fails to see not only the seed pods suspended in the air, but also any creatures that feed upon them.

A further consideration is that if you as the Referee choose include Texan involvement, Texas is just as likely to hire mercenaries to keep a plausible deniability if the situation goes public. The possible fallout for the Texans is that mercenaries resort to violence and murder more quickly than servants of the Texan state. The barrier that keeps the govt. apart from the mess could fall if mercenaries commit from the mess could

fall when insiders start to gain a conscience once the bodies pile up.

One final consideration, Heideisheimat is a comparatively new world and much of it's surface, never mind it's depths, have yet to be charted. On the face of it, this may make the tracking of a missing airship a monumental, even hopeless, task.

Luckily, the area they are travelling to, the Munchausen islands, are not only lightly occupied by miners and support staff, but are also under intense scrutiny from 3 different nations.

It is natural to assume that only small pockets of territory are not being actively watched by these nations seeing as they all want to seize the islands, and their mineral wealth, for themselves.

This, plus 24th century technology, should help the players narrow down their search for the missing airship.

What they find when they get there is another matter entirely.



aged to get into liferafts but have no way of contacting base.

- **4** One of the airship's crew was in the pay of the Texans and has hijacked the airship. The hijack attempt had to take place before the cargo was unloaded, and so the airship has not been refuelled. The airship has been moved to another island close by and is awaiting the arrival of a Texan crew and defence team.
- **5** The Texans found the drop-off point and sent a small team to capture the airship and cargo. One of the airship's crew managed to escape and has been hiding out waiting for

rescue. The airship and crew have been taken to another island in the Munchausen group where the Texans have a temporary base.

- **6** The Texans found the drop-off point and sent a small team to destroy the airship and kill the crew. The Texan team used equipment known to be used by the Incans in the hope of placing the blame on them. The Texans have withdrawn and the site is deserted.

Further events are up to the referee.



Sequel to national bestseller *Fire with Fire*.
Science fiction adventure on a grand scale.

When reluctant interstellar diplomat and intelligence operative Caine Riordan returns from humanity's first encounter with alien races, sudden war clouds burst. With Earth's fleet shattered by a sneak attack and its survivors fighting for their lives, Caine must rely upon both his first contact and weaponry skills to contend with the non-humanoid enemy. And when the technologically superior attackers sweep aside the solar system's last defenses, and traitorous corporations invite the invaders to land 'security forces,' humanity fights back with its best weapons: cunning, inventiveness, and guts.

But as Earth hurtles towards a final trial by fire that is certain to scar its collective memory, Caine discovers that there may also be large and disturbing gaps in that memory. Clues point to a much earlier inter-species apocalypse, buried in humanity's own prehistory. Which raises a terrifying possibility: what if the aliens' invasion of Earth is not one of conquest, but preemption? And what if their harrowing memories of a long-past cataclysmic war makes them willing to do anything to keep it from reigniting?

Even if that means exterminating the human race.

About prequel *Fire with Fire*:

"Chuck Gannon is one of those marvelous finds—someone as comfortable with characters as he is with technology, and equally adept at providing those characters with problems to solve. Imaginative, fun, and not afraid to step on the occasional toe or gore the occasional sacred cow, his stories do not disappoint."

—*David Weber*

"If we meet strong aliens out there, will we suffer the fate of the Aztecs and Incas, or find the agility to survive?

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"The plot is intriguing and then some. Well-developed and self-consistent; intelligent readers are going to like it."

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About Starfire series hit, *Extremis*, coauthored by Charles E. Gannon:

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YOU
FILL
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TIMES
NEEDS
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YOUR WORLD

THE LATEST NEWS BROUGHT TO YOUR FINGERTIPS

A Sneak Peek Into Military Design

While some are a little mystified as to why the Royal Canadian Space Force would open their doors to not only the media but the public, the recent tours of the HMCS Queen Alice modules have proved a hit. This Valiant class Suffren is the latest addition to the Canadian Space Navy. With the latest BiS-2 software and a state of the art bridge (pictured), it is considered the most advanced Suffren model in existence. Basing it at Vancouver before the modules are fitted to the chassis in orbit has enabled thousands of Canadian & American children to see what it actually feels like to walk the corridors of an actual starship. Of course, a tour of Engineering will have to wait as those modules are built at Gateway for safety reasons, but for now, the people of the Pacific North West get to touch a little of Canada's future in space.



“A Mystery In Farming”

Anyone on Aurore looking at this picture (right) would see something that we in the Core won't notice right away. A small fortune. Whatever this farmer is growing is Terran and sitting in a fortune of 'paydirt' (imported soil and nitrogen stock from Earth). His crops are green and lush under the Auroran sky. Except that all is not well in this idyllic pastoral scene for the farmer and his family are nowhere to be seen.



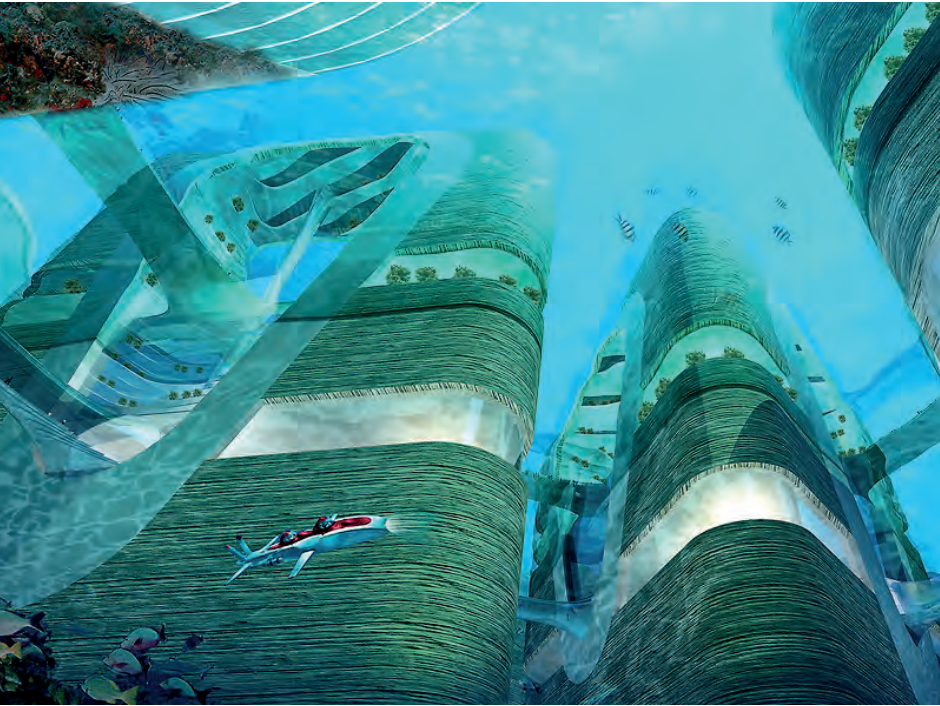
They died four weeks ago of the alien virus known as Xv-Gb34, aka 'The Kafer Rot'.

The disease, which many think is a variety of germ warfare by the Kafers, is a severe reaction to some invasive micro-organism (the medical staff in Tanstaafl are still working on its exact cause) which causes your immune system to 'fur up' the lungs, throat, and lower intestine, thereby killing the patient. After you're dead, the organism continues feeding until your bodily gases explode and send spores into the air.

Farm after farm are empty and the locals are not only frightened but also wonder when infected land will be safe so they can farm the crops of dead farmers. Such is the dire shortage of food in some areas. Bureaucracy, security, and hunger are all playing their part in destabilising the colony and helpless leaders just look impotent when faced with this dilemma.

Read more on this story in Harry Covanti's 'The Blue Light of Newly Opened Eyes' next issue

YOUR WORLD



“Manchuria a destabilising force”

Japanese, Mexican, and American defence secretaries have issued stark warnings over Manchurian wargames in the Sea of Japan. While some analysts believe it's just sabre-rattling, many in the Pan-Pacific Defence Agreement (PPDA) are nervous that the testing of their new 'Forward Storm' wet cruiser is meant as a provocation to Japan's defence ministry over the Empire's influence in Korea. Only last week a Manchurian submarine was 'tagged' off Kaitel and the authorities had to restore order amongst the panicked residents of that aquatic city.

The Trial No One Wanted

On the face of it, it seemed an open and shut case. Major Thomas Bertrand Marquet was secretly filmed shooting a young private in the 17e Régiment du Génie Parachutiste (17e RGP), Andre Rolland, for what Marquet called “Extreme cowardice” during a firefight in Almaty, September '87. He was tried (much to his astonishment) and convicted of murder.

For 13 years his legal team have fought to not clear his name, but to ascertain the action was justified. Due to certain irregularities and a claim that the loss of prestige France suffered at the end of war made the conviction politically motivated, the Major's advocates have gained an appeal.



The political establishment would rather this had gone away. It reminds the French public of a time when France was at a social and political low ebb and they'd rather forget it. To many, Marquet is making a big noise, and the relatives and supporters of Pvt Rolland aren't going to forgive and forget any time soon. The trial continues.

An Unexpected Benefactor

Franklin Charles Chetwynd-Talbot, 34th Earl of Shrewsbury, 34th Earl of Waterford, 19th Earl Talbot, is, as you'd expect, a man of tradition. Known for his billionaire lifestyle and somewhat risque predilection to female movie stars, he has always given off an air of lofty nobility. This is why the world, and his fellow members of the nobility, were stunned to discover that he has been building schools for the poor in Malawi, Katanga, Tanzania, New Africa, and Tanstaaf. He has spent hundreds of millions over the past ten years garnered from his property portfolio in setting up entire school districts in far flung places, a fact that would have remained secret were it not for the new 'Special Measures to the Treasury' Act that forces all those with an annual income of Lv5m (£4.3m) to declare all assets.



The only person that seemed to be wise to this knowledge was Lord Richard Cathcart of Hochbaden who gave the Earl the use of his ship. Silas N'Kwane, one of the recipients of the Earl's generosity remembers him from a few years ago as "a floppy haired Englishmen who brought us all Slates to work on and laughed as he played football with us after school."

Since the Earl was 'outed' by loose lipped civil servants in the Tax Office, Earl Chetwynd-Talbot has made a motion in the House of Lords to have government match his funding to help build schools through Britain's colonies.



The Cricket World Cup Hots Up

For the first time in their history, Wellon has qualified for the Cricket World Cup. Being held in Australia, it is guaranteed to be one of the most watched sporting events of the decade.

Wellon, in reality Hadleyshire as 9 of the starting 11 play there, will be joined by Australia, England, Wales, the Netherlands, Azania, New Zealand, Mysore, Pakistan, Bihar, Mexico, America, Malawi, New Africa, Sri Lanka, & Georgia.

Wellon's Captain, John Ovander, is realistic about expectations. "It's a tough group (Wellon, England, America, Mysore) and we're gonna have a struggle but we're determined to play our best and try to come away with at least a win."

Some think Ovander is being too modest. His team's wins over Canada and Japan are what propelled them to WC participation, himself scoring a century before Canada declared.

"We are small country," said Niall Rutherford, the head of the Wellon selection committee, "And this has done enormous good for our international image but also for our self image. I just wish the Captain wouldn't play down our chances. Yes, we may lose, but we don't want the home support to think we've already given up, do we?"

Earth *(Updated In Real Time)*



LONDON
18°C
11°C



KYIV
10°C
6°C



RENTON
9°C
6°C



CANBERRA
2°C
-3°C

Weather at a glance

As of 12noon GMT on the 31st of May, 2300, we're seeing Europe heading for a warm and hazy Summer. Wellon is entering it's stormy season with only 2 years left of Grand Spring, and the Summer festivals in Premiere are blessed with sunshine.

Core & Colonies *(Forecasts Only)*



FAR LONDON
(WELLON, TIRANE)
12°C
8°C
(3/4 Grand Spring)



MONTGOMERY
(BOTANY BAY)
22°C
18°C



PREMIERE
(BETA CANUM)
29°C
22°C



NEXT ISSUE
MORE ARTICLES
ART
SCENARIOS
REPORT FROM AURORE
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NEWS

..In order for **Colonial Times** to continue we need your input! See the Contents page for the e-mail address to send your submissions ideas to.

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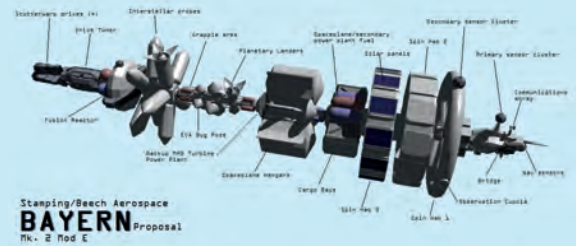
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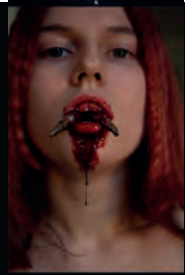


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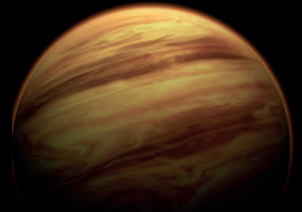
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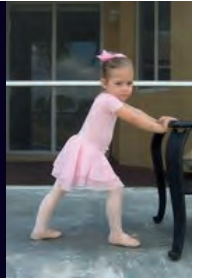
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