

Yags Traveller Equipment 1

Equipment

There is a wide variety of equipment available throughout the Imperium. The full set of equipment lists for TL 12 is given here.

Technology Levels

Costs are listed for the TL of introduction for any item. At one TL beyond that, halve the cost. At two TLs, the cost is one third. Beyond that, cost may actually go up due to the item having been long since replaced by something else. If there aren't better alternatives, then the cost is no better than a third.

TL 8 (Information Age)

By TL8, computers have become ubiquitous. Personal mobile communication have transformed society to the point where many people cannot imagine not being in instant communication with their friends and colleagues.

Digital information networks span the globe, allowing the sharing and retrieval of pretty much any information desired. Even secure military and government systems start to become attached to these networks, before enhancing their capability and reducing their security.

Gene therapy, cloning, DNA testing and other advances in medical and biological sciences change the face of the world. Genetically modified foods have the capability to feed billions, and genetically modified humans start moral and ethical arguments only previously mentioned in science fiction.

TL 9 (Interplanetary)

Early space faring civilisation, will have the capability to colonise other worlds within their own solar system. Computers are common with world spanning information networks. Fusion power starts to become feasible, opening the doors to improved starship drives and also helping to feed society's increasing desire for power hungry electronics.

Contra-gravity starts to become possible, though designs at this stage are bulky and expensive. Basically, contra-gravity allows a machine to push against nearby matter, though the strength of the force drops off very rapidly (initially, within a few metres) allowing hover vehicles but not flight to orbit. As the technology improves, so combined aerospacecraft that use contra-gravity to reduce their weight and traditional rockets for thrust make flight to orbit cheap and affordable.

Medical science allows routine cloning, which together with gene therapy begins to wipe out inherited diseases. Super drugs which can cure most known illness and disease become common. Personal communications shrink to implants which combine phone, PDA and entertainment functions. Cybernetics becomes common, both as enhancements and also for medical reasons.

TL 10

The early Third Imperium was considered TL 10.

Contra-grav is rare, but stardrives are common, though mostly limited to J1 or J2.

Gauss weapons are the norm.

TL 11

This covers the Third Imperium from about 500 to about 1000. There are many TL 11 worlds within the Imperium. They are slightly backwards compared to the highest levels of Imperium technology, but it is mostly a level of degree.

Contra-grav is common, but wheeled and railed travel is still the norm. Computer networks span the world, and good medical technology is commonly available. Full regrowth is not possible, and some things still require cybernetic replacements.

Most common weapons are gauss weapons, with plasma and laser weapons filling speciality roles.

TL 12

This is the technological level of the Imperium's military, and the highest level found commonly amongst its worlds. The Imperium is considered to have reached TL12 around the year 1000.

Contra-grav is ubiquitous, turing personalities are found in many places, common stardrives can manage between J-3 and J-6.

Gauss weapons are beginning to give way to plasma and laser weapons, as the latter become more reliable, smaller and cheaper. Fusion weapons begin to become man-portable.

Legality

The legality of an item determines who is allowed to use it. Some worlds are more restrictive than others, and items which are allowed to be freely carried and used in one place, may be forbidden in another.

Generally, an item is freely available to civilians if its legality rating is equals or exceeds the law level of the world. If it is one less, then it may be available with a license, otherwise use and ownership is restricted to government or specialist personnel only.

General Equipment

Generic equipment, tools, drugs and other things which aren't weapons, armour or vehicles.

Alarm swarm

Microbot alarm system.

Legality: 2; **TL:** 11; **Mass:** 750g ; **Cost:** 2,500 Cr ; **Uses:** 12 hours

Skill provided: Awareness (40)

Designed to cover an area up to 1000m², a swarm of alarm microbots is able to act as an effective alarm system without requiring much time setting up. When deployed, they automatically spread out to cover their programmed area. If they detect movement, sound or light (programmable) they can respond with either a short

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communication burst, or in 'siren' mode by the swarm lighting up around the disturbance and producing a wailing siren.

Bomblet swarm

Microbot minefield.

Legality: 1; **TL:** 11; **Mass:** 1kg ; **Cost:** 700 Cr

When released, these microbots automatically spread out to cover the programmed area. When triggered, they explode simultaneously causing damage to all within the area. They cause up to +75 (Vehicle) damage, -1 for each 4m² of area that is covered.

They are triggered remotely, on a timer or via input from some other sensor.

Boost

Boosts physical ability.

Legality: 2; **TL:** 12; **Mass:** ; **Cost:** 500 Cr

1

Provides a boost to *Dexterity*.

Chameleon suit

Instant camouflage suit.

Legality: 2; **TL:** 12; **Mass:** 500g ; **Cost:** 2,500 Cr

Load: 1

Modifier: Effective visual range (x5)

A suit of clothing that automatically adjusts its colouring to match that of the background. This provides a level of camouflage that can only be bested by either full ghosting or dedicated camouflage nets.

Changeling Net

Holographic disguise system.

Legality: 1; **Mass:** 2.5kg ; **Cost:** 25,000 Cr

Load: 2

Skill bonus: Disguise (+50)

By projecting a holographic display over the body of the wearer, this device provides a truly amazing disguise capability. It cannot fake touch, DNA or smell, but will fool most people. It is only capable of producing a good disguise of a person who is at least the size of the wearer - it cannot mask a person if they are too large, but can make them look larger (about Size +1).

Changeling skin

Long lasting fake textured skin.

Legality: 1; **TL:** 12; **Mass:** 200g ; **Cost:** 5,000 Cr

; **Uses:** 1

Skill bonus: Disguise (+35)

Medicine (40): *Detect the fake skin on an examination.*

Similar in use to the *Fashion skin*, this is far more advanced, and is designed for military or government use. As well as being longer lasting (it will generally last 4 to 8 weeks), it also mimics a given DNA. It is best used on hairless skin, and the gel is capable of growing fake hair (of a defined colour, length and characteristics) in designated locations. A normal head of hair can be grown in a day, long hair in three to five days.

Clothing belt

Holographic clothing belt.

Legality: 5; **TL:** 11; **Mass:** 200g ; **Cost:** 800 Cr

Skill bonus: Charm (+10)

Computer hacking (50): *Override the appearance.*

This belt consists of holographic projectors capable of displaying the illusion of clothing around a person. The holograms are unable to provide any actual warmth or texture, but can cover up nudity, or add to existing simple clothing. When used as a fashion item, it is common to wear underwear beneath the hologram, and have programmable clothing on top of that. Clothing style can be changed either automatically or manually.

The holographic clothing will move with you, and can be programmed to simulate wind or gravitational effects as desired. A clothing belt isn't good as a disguise, except in certain edge cases (possibly combat, or modifying something already worn). It's actually best in brightly lit conditions, since the hologram radiates light and looks obviously like a hologram in darkness.

Eye in the sky

Contra-grav flying camera.

Legality: 2; **TL:** 10; **Mass:** 2kg ; **Cost:** 6,000 Cr

Load: 2

Skill bonus: RPV Operation (+15)

This is a contra-grav media recorder of the type often used by reporters. It can record audio and video (with IR and low light options coming as standard on most models) in high definition in a 360 degree arc. It can be remote controlled, has an operating ceiling of about 100m and a top flight speed of 50km/h. It can operate for up to 12 hours without recharging, though can extend this by a few hours through solar cells.

At TL11, it has a ceiling of 200m, a speed of 100km/h and a duration of 24 hours. At TL12, these are increased to 1km, 200km/h and 48 hours. Alternatively, halve cost and weight each TL about 10.

Fashion skin

Spray on fake textured skin.

Legality: 4; **TL:** 11; **Mass:** 200g ; **Cost:** 1,000 Cr

; **Uses:** 1

Skill bonus: Disguise (+25)

Medicine (20): *Detect the fake skin on an examination.*

For when the latest fashion requires a certain look, changeling skin provides a quick and easy way to change your appearance. Sprayed onto your skin, it forms into a gel that grafts onto your skin providing a colouring and texture of your desires. Once set (takes about 15 minutes), it lasts from a few hours to a couple of days depending on how active you are.

It can increase your build, give you breasts, make you look older or younger, lighter or darker. In most locations it is illegal to copy another person without their permission.

Ghost suit

Invisibility suit.

Legality: 1; **TL:** 12; **Mass:** 1.5kg ; **Cost:** 10,000 Cr

Load: 2

Modifier: Effective visual range (x20)

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A suit of clothing designed to render the wearer invisible. It is reasonably tight fitting, and quite thick, but provides excellent camouflage to anyone wearing it.

Grav belt

A harness that provides contra-grav.

TL: 12; **Mass:** 5kg ; **Cost:** 2,500 Cr

A harness, power supply and contra-grav generator that provides enough lift to carry about 150kg at about 5m/s. It has a maximum height of about 30m. Halve speed and altitude for weights up to 250kg.

Though bulky, it could be worn under a heavy coat or similar clothing.

Holographic Recorder

3D Recorder.

Legality: 5; **TL:** 12; **Mass:** 250g ; **Cost:** 500 Cr

A recording device capable of recording a scene in 3D as a film. It is placed at the centre of the area to be recorded, and everything within 10m and in line of sight is recorded. A typical recording device can hold up to 6 hours of video.

The device is capable of seeing being objects to some extent. A person will not block line of sight, though a wall will.

Lock picks

High tech lock picks.

Legality: 1; **TL:** 10; **Mass:** 150g ; **Cost:** 750 Cr

Load: 0

Skill bonus: Burglary (+40)

Using the latest in micro-engineering, this set of lock picks can break most standard mechanical locks in a short period of time. Just insert the tool, and it automatically adjusts itself to fit the lock, and open it. It is the existence of tools such as these which have made plain mechanical locks obsolete.

Medical scanner

Handheld medical scanner.

Legality: 5; **TL:** 12; **Mass:** 250g ; **Cost:** 5,000 Cr

Load: 0

Skill bonus: Medicine (+10)

Provides information on the person scanned, including basic information such as heart rate, DNA profile, blood pressure and type. Given 5 minutes and a blood sample it can detect most known diseases or poisons.

Medipack

Field medical kit.

TL: 12; **Mass:** 500g ; **Cost:** 250 Cr

Load: 0.25; **Uses:** 1

Skill bonus: First aid (+20)

Provides materials and drugs for tending wounds in the field. This is a one-shot pack which provides pain relief, nano-reconstructors and insta-skin.

Mood cloth

Clothing which adjusts to you.

Legality: 5; **TL:** 12; **Mass:** 500g ; **Cost:** 500 Cr

Computer hacking (80): *To hack appearance of networked models.*

Computer hacking (80): *Force clothing to exceed safe parameters (causing discomfort, or breaking itself).*

Mood cloth is a type of clothing which is capable of shifting its colour and style depending on your mood. The way it behaves varies from type to type, but it determines your mood through sensors in contact with your skin. It can change colour, loosen, tighten, and even grow and shrink (using tightly woven nano filaments which can stretch out, or curl up).

Normally available as business suits, party dresses, swimwear or just standard casual clothing. Some types are networked, and can react to the mood of those around you.

PDA

Personal organiser, phone and recorder.

Legality: 5; **TL:** 12; **Mass:** 100g ; **Cost:** 150 Cr

A small device capable of communicating using full audio and 3D video over any suitable wireless infrastructure. It is capable of recording events within about 1m of it, has standard 2D photographic capability and provides access to the world's computer networks.

The more expensive models will be slightly larger and run a simplified Turing Personality which is capable of acting as a personal assistant.

Scout swarm

Searches out sensors, mines and other electronics.

Legality: 2; **TL:** 11; **Mass:** 500g ; **Cost:** 1,500 Cr

Uses: 30

Skill provided: Security systems (40)

A swarm of microbots which when released cover an area up to 100m². They are able to locate most forms of electronic devices, including sensors, mines, power cables and transmitters. They take about a minute to cover the area, and due to their small size (a few millimetres long) rarely trigger what they are looking for.

They can relay results back using either short burst comms, lights or returning to base. They have enough power for about 30 minutes use. At TL12, they can operate for 2 hours and add +10 to their skill.

Security toolset

Electronic tools for breaking secure locks.

Legality: 1; **TL:** 12; **Mass:** 250g ; **Cost:** 5,000 Cr

Load: 0

Skill bonus: Security systems (+10)

A set of electronic tools and software for breaking most types of electronic locks. Provides iris scan, finger print and key card faking/recording devices.

Security toolset (advanced)

Electronic tools for breaking secure locks.

Legality: 1; **TL:** 12; **Mass:** 1.5kg ; **Cost:** 15,000 Cr

Load: 1

Skill bonus: Security systems (+20)

A set of electronic tools and software for breaking most types of electronic locks. Provides iris scan, finger print and key card faking/recording devices.

Shutdown

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Shuts down and preserves the brain.

Legality: 3; **TL:** 11; **Mass:** ; **Cost:** 5,000 Cr

This is a nano/drug combination which is designed to keep you alive if your body goes into shock. Nanomachines are injected into the bloodstream which attach themselves to blood vessels in the brain. If they detect conditions (normally sharp drop in oxygen levels) that suggest the body is dying, they release a large dose of preservatives which drop the brain into a state of suspended animation. If you fail a *Health* check and die, this drug can keep you alive for another 24 hours.

Revival can only be performed at a medical facility, and is a tricky process (medicine check of 40+ assuming the correct equipment is available). The nanites last a day before disintegrating and releasing the chemicals in a neutral form which are flushed out of the body.

TL12 versions of this last a week, and can preserve you for 72 hours. Revival at a facility is only difficulty 20+, but revival in the field is possible at a check of 40+, if suitable drugs are carried.

Spray cloth

Spray on clothing for any occasion.

Legality: 4; **TL:** 11; **Mass:** 200g ; **Cost:** 400 Cr

Computer hacking (50): *To control what is displayed on video models.*

Available normally in a can, once sprayed on naked skin it toughens into a flexible, skin-tight gel that can keep you warm and covered. Available in anything from swimwear to cold weather clothing forms, it can be used either for emergencies or as a fashion statement. May be transparent or coloured. Some varieties provide a small amount of armour. Method of removal depends on brand, but can be anything from plain water to special chemicals or just ripping it off.

Also available in 'pill' form, just add water to make the gel. Normally hardens within a minute of contact with skin. Ten times cost for electronic version which can display moving video. Ten times *that* for chameleon coating.

Stims

Stimulant designed to help you stay awake.

Legality: 4; **TL:** 12; **Mass:** ; **Cost:** 150 Cr
strength x 50

Designed to boost wakefulness, continued taking of this drug can lead to addiction. Every dose reduces fatigue and exhaustion penalties by the designated amount.

Surveillance bot

Contra-grav microbots.

Legality: 2; **TL:** 11; **Mass:** 2kg ; **Cost:** 25,000 Cr

Load: 2

Skill bonus: RPV Operation (+15)

This is a small microbot (about 1cm across).

Universal Antidote

Antidote for poisons, infections and disease.

Legality: 6; **TL:** 12; **Mass:** ; **Cost:** 75 Cr

25

A universal antidote which works with most common diseases, infections and poisons.

Weapons and Armour

Armour

Battledress

Heavy powered armour

Legality: 0; **TL:** 12; **Mass:** 100kg ; **Cost:** 60,000 Cr

Load: 0; **Soak:** +40; head torso groin arms legs

Re-1 Vi-10 Hv BP

Modifier: Chameleon range (x5)

Attribute bonus for skill: Awareness (+2)

Computer hacking (100): *Compromising the HUD display to alter what is seen.*

Computer hacking (200): *Breaking the encryption on the communications.*

A set of heavy powered armour, providing the most advanced personal protection available. The armour is fully enclosing, providing all the benefits of heavy combat armour, but also includes full vacuum support and contra-grav ability, allowing 5 hours flight time on a full charge.

The surface of the suit provides full chameleon properties, and hooks for heavy weapon power accessories at no extra load.

Combat helmet

A hard combat helmet.

Legality: 2; **TL:** 12; **Mass:** 500g ; **Cost:** 500 Cr

Load: 0; **Soak:** +1; head

Vi-2 Hv BP

Computer hacking (100): *Compromising the HUD display to alter what is seen.*

Computer hacking (200): *Breaking the encryption on the communications.*

A hard helmet made of the latest advanced alloys and plastics. It does not fully enclose the face, though can have filters attached to provide some extra life support. Visor includes low light and thermal sensors which are super imposed on a HUD display. In built communication system provides encrypted networked comms with team members.

Combat vest (TL12)

A light combat vest.

Legality: 3; **TL:** 12; **Mass:** 1kg ; **Cost:** 150 Cr

Load: 0.5; **Soak:** +5; torso arms

Vi-2 Li BP

A protective vest consisting of stiffened cloth and plastic covering the torso, and lighter more flexible cloth around the arms.

Heavy combat armour

A full suit of heavy combat armour

Legality: 1; **TL:** 12; **Mass:** 6kg ; **Cost:** 7,500 Cr

Load: 3; **Soak:** +15; head torso groin arms legs

Vi-5 Hv BP

Modifier: Chameleon range (x5)

Attribute bonus for skill: Awareness (+2)

Attribute bonus for skill: Athletics (+2)

Computer hacking (100): *Compromising the HUD*

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display to alter what is seen.

Computer hacking (200): *Breaking the encryption on the communications.*

A full suit of enclosed armour made of the latest high tech materials, including plastic, cloths and metal alloys. The armour is light and flexible, and the wearer suffers no measurable reduction in mobility. It provides full protection from chemical and biological weapons, as well as limited vacuum life support.

The helmet comes fully equipped with both IR and low light sensors, which are automatically overlaid on the HUD to provide the wearer with a multi-view capability, with the onboard computer automatically switching translucency of each layer to give maximum visibility. IFF and mission parameters can also be overlaid.

Includes limited contra-grav technology which can double jumping distances and chameleon camouflage.

Infiltration armour

A full suit of ghost combat armour

Legality: 0; **TL:** 12; **Mass:** 4.5kg ; **Cost:** 35,000 Cr

Load: 2; **Soak:** +13; head torso groin arms legs

Vi-5 Hv BP

Modifier: Ghost range (x20)

Modifier: Stealth (+10)

Attribute bonus for skill: Awareness (+2)

Attribute bonus for skill: Athletics (+2)

Computer hacking (100): *Compromising the HUD display to alter what is seen.*

Computer hacking (200): *Breaking the encryption on the communications.*

This is similar to the heavy combat armour normally given to Imperium infantry, but has the added benefit of full ghosting.

Light combat armour

A full suit of combat armour

Legality: 2; **TL:** 12; **Mass:** 1.5kg ; **Cost:** 1,000 Cr

Load: 1; **Soak:** +8; torso groin arms legs

Vi-3 Li BP

A full body suit of combat armour, consisting of plastic and cloth, with stiff plates and bulletproof weave.

Protective underwear

Light bulletproof cloth undergarment.

Legality: 3; **TL:** 10; **Mass:** 500g ; **Cost:** 250 Cr

Load: 0; **Soak:** +3; torso groin arms legs

Li BP

A light undergarment which covers the torso, legs and arms and can be worn under normal clothing. It is normally included with heavier armour types.

Small arms

Exage 7mm

A heavy 7mm automatic pistol.

Legality: 3; **TL:** 9; **Mass:** 750g ; **Cost:** 300 Cr

Load: 0.5; **Str:** 2; **Reach:** 0; **Atk:** +5; **Dmg:** 27

Increment: 15m; **Range bands:** 75m / 150m / 300m

Capacity: 10; **RoF:** 5; **Recoil:** -3

Fi SA Lo-1

A well known brand of automatic pistol that is available pretty much everywhere, due its low cost and ease of manufacture. There are many knock-off variants, though most differences are superficial.

Higher tech versions may have built in laser scopes and round selectors to allow multiple ammunition types. A high capacity magazine (20 rounds) is also available.

Grenade Launcher, 20mm

TL: 10; **Mass:** -g ; **Cost:** NaN Cr

Load: 0; **Str:** 2; **Reach:** 1; **Atk:** +5; **Dmg:** 40

Increment: 20m; **Range bands:** 50m / 100m / 150m

Capacity: 5; **RoF:** 5; **Recoil:** -3

Hv SA Lo-2 Ex-2

IARMS 420 Gauss Pistol

4mm guass pistol.

Legality: 3; **TL:** 11; **Mass:** 650g ; **Cost:** 300 Cr

Load: 1; **Str:** 2; **Reach:** 0; **Atk:** +6; **Dmg:** 23

Increment: 15m; **Range bands:** 50m / 100m / 200m

Capacity: 20; **RoF:** 10; **Recoil:** -2

Fi SA TA Lo-1

The standard backup sidearm created by Instellarms which has been issued to Imperium forces for the last few hundred years. It is highly reliable, lightweight and cheap, but lacks the stopping power often required against armoured troops.

IARMS 440 SMG

Gauss 4mm sub-machine gun.

Legality: 2; **TL:** 11; **Mass:** 1.9kg ; **Cost:** 2,500 Cr

Load: 2; **Str:** 2; **Reach:** 1; **Atk:** +6; **Dmg:** 25

Increment: 20m; **Range bands:** 250m / 500m / 1500m

Capacity: 40; **RoF:** 30; **Recoil:** -2

Fi Au TA Lo-1

This is actually little more than than the 420, but with a slightly longer barrel and hand grip, and tweaked to allow automatic fire. It uses the same ammunition as the IARMS 420 pistol, but the longer acceleration chamber provides a slightly higher muzzle velocity.

Officially, the Imperium issues it to guards and sometimes commandos for building clearance, since it's size makes it well suited for close combat. However, the "Four-Forty" is often found in the hands of gangs, criminals, private security forces and anyone else who wants a small automatic weapon and isn't expecting to face armoured opposition.

JMS-2A PPG rifle

Rapid fire plasma rifle.

Legality: 3; **TL:** 12; **Mass:** 3.8kg ; **Cost:** 4,000 Cr

Load: 4; **Str:** 2; **Reach:** 2; **Atk:** +7; **Dmg:** 30

Increment: 25m; **Range bands:** 400m / 800m / 1200m

Capacity: 80; **RoF:** 30; **Recoil:** -1

Fi Au PI Lo-1

This weapon is competing with the T45 for becoming the next standard small arms weapon for the Imperium army. It uses a small plasma discharge accelerated to high velocity as the projectile. It has good penetrating ability and a high rate of fire, coupled with an exceptional capacity for a weapon of its size.

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The main problem is the range and accuracy, both of which are poor compared to the KG56 range of gauss rifles. The manufacturer is promising that future versions will fix these problems.

Laser sights, built in IFF and night vision scopes come as standard on all models. It is not currently compatible with underslung grenade launchers, however experimental models have demonstrated an 'explosive pulse' firing option which is claimed to remove the need for grenades.

JMS-HX PPG rifle

Rapid fire plasma rifle.

Legality: 3; **TL:** 11; **Mass:** 4.2kg ; **Cost:** 6,000 Cr
Load: 4; **Str:** 2; **Reach:** 2; **Atk:** +5; **Dmg:** 25
Increment: 20m; **Range bands:** 250m / 500m / 750m
Capacity: 60; **RoF:** 20; **Recoil:** -1
Li Fi Au Pl Lo-1

The most popular of the early plasma rifles, it suffers from lack of range and low penetration against armour. It's main advantage over rivals is that it uses an accelerated plasma shot giving a bolt velocity comparable to projectile weapons.

KG56A Assault Rifle

4mm automatic gauss rifle.

Legality: 2; **TL:** 11; **Mass:** 2.8kg ; **Cost:** 3,000 Cr
Load: 3; **Str:** 2; **Reach:** 2; **Atk:** +9; **Dmg:** 30
Increment: 30m; **Range bands:** 500m / 1000m / 2000m
Capacity: 40; **RoF:** 40; **Recoil:** -2
Fi Au TA Lo-1

This is a slightly modified form of the KG56S rifle, with the capability of fully automatic fire. It is sometimes favoured by infantry, though military command tends to prefer the selective fire variant. It's availability to civilians is often limited.

KG56S Gauss Rifle

4mm gauss rifle.

Legality: 3; **TL:** 11; **Mass:** 2.8kg ; **Cost:** 3,000 Cr
Load: 3; **Str:** 2; **Reach:** 2; **Atk:** +10; **Dmg:** 30
Increment: 30m; **Range bands:** 500m / 1000m / 2500m
Capacity: 40; **RoF:** 10; **Recoil:** -2
Fi SA TA Lo-1

Semi-automatic gauss rifle, the standard weapon of the Imperial Army, and available to civilians as well. It is not fully automatic, but is capable of selective fire. Some governments only allow modified versions which have the selective fire capability removed.

LAS4 Laser Carbine

A self contained laser rifle.

Legality: 3; **TL:** 12; **Mass:** 1.95kg ; **Cost:** 3,500 Cr
Load: 2; **Str:** 2; **Reach:** 1; **Atk:** +10; **Dmg:** 28
Increment: 50m; **Range bands:** 750m / 1250m / 2000m
Capacity: 60; **RoF:** 20; **Recoil:** 0
Au Ls Lo-1

A compact laser rifle with a high rate of fire and enough power to hold 60 shots. It manages to obtain this combination by reducing the size of the focusing lens, which has resulted in reduced range.

Though it is well suited for close combat, its lower

damage potential is seen as a major downside. To offset this, it does have a *high power* mode, which allows a single shot to be fired at +5 damage, though this takes up 10 times the charge of a normal shot.

Laser pistol

A self contained laser pistol.

Legality: 3; **TL:** 12; **Mass:** 250g ; **Cost:** 1,300 Cr
Load: 0.5; **Str:** 1; **Reach:** 0; **Atk:** +8; **Dmg:** 20
Increment: 15m; **Range bands:** 100m / 200m / 400m
Capacity: 8; **RoF:** 3; **Recoil:** 0
SA Ls Lo-1

A pistol capable of firing a laser, powered from its own power pack. Its range is not particularly great, but it has a good accuracy and can be recharged from a mains power supply.

Wounds caused are less likely to get infected and they don't ricochet, so are favoured for use in civilian defence. They also have no recoil.

Model 900

Old style heavy revolver.

Legality: 3; **TL:** 9; **Mass:** 1.2kg ; **Cost:** 350 Cr
Load: 1; **Str:** 3; **Reach:** 0; **Atk:** +4; **Dmg:** 29
Increment: 15m; **Range bands:** 75m / 150m / 300m
Capacity: 6; **RoF:** 6; **Recoil:** -5
Fi SA Lo-2

A style of revolver that came out of Terra, it is still sometimes favoured by a few people who consider it to have more style than modern automatic pistols. It is heavy, slow to load and difficult to handle, but is probably the most powerful commonly available weapon of its class.

Orion Plasma Pistol

Plasma pistol.

Legality: 3; **TL:** 11; **Mass:** 800g ; **Cost:** 1,400 Cr
Load: 0.5; **Str:** 2; **Reach:** 0; **Atk:** +4; **Dmg:** 24
Increment: 10m; **Range bands:** 150m / 300m / 450m
Capacity: 15; **RoF:** 5; **Recoil:** 0
Li Fi SA Pl Lo-1

One of the better plasma pistols, the *Orion* was however pretty much a failure in the marketplace. It's short range, inaccuracy and poor stopping power severely limited its use as a military weapon. However, it found a niche in 'live' wargames since it was unlikely to kill, but hurt like hell.

Railgun, 13mm

Very high power sniper rifle.

Legality: 1; **TL:** 11; **Mass:** 5kg ; **Cost:** 7,500 Cr
Load: 5; **Str:** 3; **Reach:** 3; **Atk:** +12; **Dmg:** 55
Increment: 40m; **Range bands:** 2000m / 4000m / 8000m
Capacity: 8; **RoF:** 3; **Recoil:** -5
Hv Fi SA Lo-1

The TL12 railgun is the probably the peak of man portable kinetic energy weapons. It fires a 13mm round at very high velocity over a very long distance, and is capable of getting through most armour, including full battledress.

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They are normally used by snipers, not being terribly useful in close combat due to their length and weight. On some worlds range is actually limited by the horizon. The rounds are fin stabilised on leaving the rifle, providing a degree of accuracy only bested by laser weapons.

RI-8 Battle Rifle

Heavy gauss battle rifle.

Legality: 2; **TL:** 11; **Mass:** 3.9kg ; **Cost:** 3,000 Cr
Load: 4; **Str:** 2; **Reach:** 2; **Atk:** +10; **Dmg:** 35
Increment: 30m; **Range bands:** 700m / 1500m / 4000m
Capacity: 30; **RoF:** 30; **Recoil:** -2
Fi Au Lo-1

This is a heavy 7mm battle rifle, with greater stopping power than the more common 4mm assault rifles. It is preferred in use against heavy infantry. It is somewhat longer, is heavier, and carries fewer rounds than its lighter counterparts, but is more useful against heavy armour. It also has greater range.

The battle rifle is produced by Rhylanor Industries in the Spinward Marches. It is liked by infantry for its stopping power and high effective range, though disliked by Administration since it doesn't use standard ammunition.

Riotgun

Sonic shotgun.

Legality: 2; **TL:** 12; **Mass:** 6.5kg ; **Cost:** 15,000 Cr
Load: 7; **Str:** 3; **Reach:** 3; **Atk:** +20; **Dmg:** 40
Increment: 50m; **Range bands:** 10m / 20m / 30m
Capacity: 5; **RoF:** 1; **Recoil:** -5
So Lo-2 Co-45

A sonic based weapon designed to stun a large number of people in a single shot. It has a wide barrel, and produces a powerful sonic shockwave over a short distance.

Shotgun [shot]

TL: 8; **Mass:** 4kg ; **Cost:** 570 Cr
Load: 4; **Str:** 3; **Reach:** 1; **Atk:** +15; **Dmg:** 35
Increment: 10m; **Range bands:** 25m / 50m / 150m
Capacity: 10; **RoF:** 5; **Recoil:** -4
Li Fi SA Lo-2

Shotgun [solid slug]

TL: 8; **Mass:** 4kg ; **Cost:** 570 Cr
Load: 4; **Str:** 3; **Reach:** 1; **Atk:** +6; **Dmg:** 40
Increment: 20m; **Range bands:** 100m / 200m / 400m
Capacity: 10; **RoF:** 5; **Recoil:** -4
Hv Fi SA Lo-2

T45 Xaser rifle

A self contained laser rifle.

Legality: 3; **TL:** 12; **Mass:** 3.2kg ; **Cost:** 4,500 Cr
Load: 3; **Str:** 2; **Reach:** 2; **Atk:** +12; **Dmg:** 32
Increment: 50m; **Range bands:** 1000m / 2000m / 4000m
Capacity: 20; **RoF:** 6; **Recoil:** 0
SA Ls Lo-1

A rifle capable of firing a laser, powered from its own power pack. Its range is not particularly great, but it has a good accuracy and can be recharged from a mains power supply. It's main problem is an inability to fire a large number of shots in quick succession due to power limitations.

Wounds caused are less likely to get infected and they don't ricochet, so are favoured for use in civilian defence. They also have no recoil.

Tributus P4 Avenger

Single shot snipers rifle.

Legality: 1; **TL:** 11; **Mass:** 5kg ; **Cost:** 7,500 Cr
Load: 5; **Str:** 3; **Reach:** 3; **Atk:** +14; **Dmg:** 55
Increment: 40m; **Range bands:** 2000m / 4000m / 8000m
Capacity: 1; **RoF:** 1; **Recoil:** -5
Hv Fi Lo-1

This is a heavy snipers rifle which is basically a 13mm railgun designed for single shot, high accuracy work. It is preferred by some snipers due to the higher accuracy afforded by the simpler firing mechanism.

TXR 98 Carbine

Short automatic rifle.

Legality: 2; **TL:** 11; **Mass:** 2kg ; **Cost:** 2,200 Cr
Load: 2; **Str:** 2; **Reach:** 2; **Atk:** +8; **Dmg:** 27
Increment: 25m; **Range bands:** 400m / 800m / 1600m
Capacity: 30; **RoF:** 30; **Recoil:** -3
Fi Au TA Lo-1

A fully automatic weapon in a slightly designed to be smaller than a rifle and delivering less damage. It is designed for use in close quarters combat, or where weight and size constraints apply. It uses the same ammunition as the other 4mm gauss rifles.

Heavy Weapons

Chaingun 20mm

A vehicle mounted weapon.

Legality: 1; **TL:** 11; **Mass:** 70kg ; **Cost:** 30,000 Cr
Load: 70; **Str:** 10; **Reach:** 4; **Atk:** +10; **Dmg:** 30
Increment: 30m; **Range bands:** 2000m / 5000m / 7000m
Capacity: 1000; **RoF:** 20; **Recoil:** -20
Fi Au Lo-5 Vc

Designed to be vehicle mounted, this fires heavy slugs designed to be used against soft vehicles or buildings, or sometimes against infantry.

The weapon statistics includes a single box of ammo. Extra ammo boxes weigh 12kg each and contain 1000 rounds.

Fusion Charge

Explosive charge.

Legality: 1; **TL:** 12; **Mass:** 1.5kg ; **Cost:** 2,500 Cr
Load: 1; **Str:** 2; **Reach:** 0; **Atk:** +0; **Dmg:** 120
Hv Ex-4 Vc

A fusion based explosive charge, designed for getting through walls and doors, or simply disabling vehicles. It can be used as an anti-infantry weapon, though tends to be overkill. It is equivalent to about 120lb of TNT. It is not considered a nuclear device as such, but uses similar technology to a fusion rifle (though the only real difference between this and a 'micronuke' is yield). It is a Size 10 explosion.

Heavy Fusion Rifle

A rifle firing fusion bursts.

TL: 12; **Mass:** 13kg ; **Cost:** 65,000 Cr
Load: 15; **Str:** 5; **Reach:** 3; **Atk:** +8; **Dmg:** 60

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Increment: 20m; **Range bands:** 250m / 500m / 750m
Capacity: 60; **RoF:** 4; **Recoil:** 0
Hv SA Pl Lo-3 Ex-2 Vc

One of the heaviest man-portable weapons available, it is really an anti-armour weapon which also happens to be truly nasty against infantry. It is often seen in use by *battledress* troops, since the heavy weight and power requirements are best served by powered armour.

It's main disadvantage is that the plasma burst is sub-sonic, making it possible to avoid beyond short range.

Heavy Laser Gun

A very heavy laser gun.

Legality: 1; **TL:** 12; **Mass:** 40kg ; **Cost:** 100 K Cr
Load: 40; **Str:** 10; **Reach:** 4; **Atk:** +20; **Dmg:** 45
Increment: 60m; **Range bands:** 3000m / 6000m / 12000m
Capacity: 200; **RoF:** 100; **Recoil:** 0
Hv Fi Au-20 Ls Lo-2

This is a heavy laser gun designed to be either mounted on a tripod or attached to a vehicle. Either way, it requires huge amounts of energy to fire, especially in sustained mode. It is designed for use against heavy infantry or light vehicle targets.

The internal battery pack does not last long, so it is usually either hooked up to another energy source, or external battery packs are used. External packs weight 25kg and have enough energy for 1000 shots.

Heavy Plasma Rifle

A rifle firing plasma bursts.

TL: 12; **Mass:** 9kg ; **Cost:** 15,000 Cr
Load: 9; **Str:** 4; **Reach:** 3; **Atk:** +7; **Dmg:** 42
Increment: 20m; **Range bands:** 100m / 150m / 250m
Capacity: 80; **RoF:** 10; **Recoil:** 0
Hv Au Pl Lo-3 Ex-1

Heavier than a laser rifle, the plasma rifle fires bursts of super heated plasma. It tends to have a short range, but is capable of considerable damage. It comes with an attached power supply which must be worn as a back pack.

Heavy Xaser rifle

A laser rifle plus power pack.

TL: 12; **Mass:** 8kg ; **Cost:** 2,500 Cr
Load: 8; **Str:** 4; **Reach:** 2; **Atk:** +12; **Dmg:** 40
Increment: 50m; **Range bands:** 1500m / 2500m / 3500m
Capacity: 60; **RoF:** 5; **Recoil:** 0
Hv SA TA Ls Lo-2

Similar to a laser rifle, but powered from an external power source. This is usually a power pack strapped to the back of the user. It has much better damaging ability, range and capacity than its lighter cousins.

Such a weapon can be modified to give fully automatic ability, but there is a danger of overheating. It is possible to plug the rifle into a larger power supply, such as one provided by a vehicle.

MANPAT-60

Single shot man portable missile.

Legality: 1; **TL:** 12; **Mass:** 5kg ; **Cost:** 5,000 Cr
Load: 5; **Str:** 3; **Reach:** 2; **Atk:** +8; **Dmg:** 75
Increment: 0m; **Range bands:** 50m / 2500m / 5000m
Capacity: 1; **RoF:** 1; **Recoil:** 0
Hv Ex-1 Vc Gu(C/20)

A disposable missile system designed to be easily portable by an infantry squad. It comes with a single short range missile which is capable of taking out heavily armoured targets. The launcher fires a grav assisted 60mm missile with clever homing, stealth and a 5km range.

The *clever* guidance system is capable of tracking its designated target after launch with no further input from its operator, or to be programmed to locate its own target based on a simple profile.

Micronuke

Dial-a-yeild micronuke.

Legality: 0; **TL:** 12; **Mass:** 5kg ; **Cost:** 5,000 Cr
Load: 5; **Str:** 2; **Reach:** 0; **Atk:** +0; **Dmg:** 240
Hv Ex-32 Vc

This is a small explosive device which uses a micro fusion bomb to cause a very large amount of damage, up to 250t of TNT in force. The actual yeild can be specified when it is primed, from 1t up to the maximum possible.

It is considered a Size 20 explosion, making it suitable for use against large space craft. The damage can be lowered to +160.

Plasma Charge

Explosive charge.

Legality: 1; **TL:** 12; **Mass:** 1kg ; **Cost:** 500 Cr
Load: 1; **Str:** 2; **Reach:** 0; **Atk:** +0; **Dmg:** 90
Hv Ex-2 Vc

A plasma based explosive charge, designed for getting through walls and doors, or simply disabling vehicles. It can be used as an anti-infantry weapon, though tends to be overkill. It is equivalent to about 20lb of TNT. It is a Size 10 explosion.

VRF Gauss 4mm

Very rapid fire gauss machine gun.

Legality: 1; **TL:** 11; **Mass:** 20kg ; **Cost:** 20,000 Cr
Load: 20; **Str:** 7; **Reach:** 4; **Atk:** +10; **Dmg:** 35
Increment: 25m; **Range bands:** 1000m / 2000m / 5000m
Capacity: 1000; **RoF:** 200; **Recoil:** -15
Hv Fi Au-40 Lo-5

This vehicle mounted gauss weapon is designed for use against infantry rather than as an anti-armour weapon. Per-round, it lacks the stopping power of the chaingun, but is more than capable of suppressing and/or killing any infantry that come into range.

Melee Weapons

Broadsword

Modern equivalent of an ancient weapon.

TL: 10; **Mass:** 1.25kg ; **Cost:** 1,500 Cr

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Load: 1; **Str:** 3; **Reach:** 2; **Atk:** +6; **Dfn:** +5; **Dmg:** +14
Li St

This is a heavy double edged sword designed to kill people rather than to be used in a duel. Constructed of the latest micro-engineered artificial alloys, it is unlikely to break, rust or lose its edge.

Often available in many different styles, the most common is a mirrored pattern finish.

Combat knife

A large survival/combat knife.

TL: 10; **Mass:** 300g ; **Cost:** 75 Cr

Load: 0.5; **Str:** 1; **Reach:** 0.5; **Atk:** +2; **Dfn:** +3; **Dmg:** +5
Li St

A large single edged knife, of the type often used by special forces. It is designed for heavy use, and its blade is long enough to cause serious wounds.

Dueling sabre

A short sword design for dueling.

TL: 10; **Mass:** 750g ; **Cost:** 500 Cr

Load: 1; **Str:** 2; **Reach:** 1; **Atk:** +5; **Dfn:** +3; **Dmg:** +11
Li St

A light, sharp, singled edged weapon with a thrusting point. The blade is quite flexible, but unlikely to break. Often carried by nobles for use in dueling, it is designed to cause light flesh wounds rather than actually kill, ideal for fights to first blood.

Katana

Modern equivalent of an ancient weapon.

TL: 10; **Mass:** 1.5kg ; **Cost:** 2,500 Cr

Load: 2; **Str:** 3; **Reach:** 2; **Atk:** +6; **Dfn:** +6; **Dmg:** +16
2H Hv Li St

This weapon is based on the traditional samurai sword used on Terra thousands of years ago. It is curved with a single edge, and designed for two handed use. Unlike many other types of swords (especially two handed ones), it is principally designed for use against unarmoured, or lightly armoured opponents.

Knife

A short bladed weapon.

TL: 10; **Mass:** 250g ; **Cost:** 25 Cr

Load: 0.25; **Str:** 1; **Reach:** 0; **Atk:** +1; **Dfn:** +2; **Dmg:** +2
Li St Th

A simple knife designed for close combat. Constructed of the latest alloys, it is quite strong and will retain its edge even after heavy usage.

Vehicles

Civilian

Grav Car

Civilian grav car for family use.

Legality: 4; **TL:** 12; **Mass:** ; **Cost:** 15,000 Cr

Manufacturer: Vilani; **In-Service:** 1050

Air Speed: 220km/h; **A Accl:** 15km/h/s; **A Range:** 450km; **Alt:** 20 m

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
10	30	5	4		10	300	20

Damage track

+0 : O O O O

-10 : O O O

-25 : O O O

-40 : O (Disabled)

A typical Vilani contra-grav car, capable of limited altitude flight, high speed and with full auto-pilot facilities. The auto-pilot relies on a functioning GPS system, and tends to have problems with navigation on low tech worlds.

The car can carry four people comfortably, five (or even six) at a push.

MT105 Explorer

Long range and durable grav vehicle.

Legality: 4; **TL:** 12; **Mass:** ; **Cost:** 65,000 Cr

Manufacturer: Axia Corporation; **In-Service:** 1025

Air Speed: 180km/h; **A Accl:** 10km/h/s; **A Range:** 600km; **Alt:** 225 m

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
12	22	6	3		18	250	14

Damage track

+0 : O O O O

-10 : O O O O

-25 : O O O O

-40 : O (Disabled)

This is a large contra-grav car, designed to carry up to seven people comfortably. It has a good range, and an operating ceiling much higher than most other contra-grav vehicles.

Speeder bike

Fast grav bike.

Legality: 4; **TL:** 12; **Mass:** ; **Cost:** 7,500 Cr

Manufacturer: Vilani; **In-Service:** 1090

Air Speed: 320km/h; **A Accl:** 25km/h/s; **A Range:** 320km; **Alt:** 150 m

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
5	16	5	6		5	440	35

Damage track

+0 : O O

-10 : O O

-25 : O

-40 : O (Disabled)

This is a typical grav bike, designed for one or two people and aiming for a compromise between speed and comfort. It has a limited altitude compared to a contra-grav car, but has much higher acceleration and top speed.

Utility Grav Sled

Very common light transport vehicle.

Legality: 4; **TL:** 9; **Mass:** ; **Cost:** 30,000 Cr

Manufacturer: Vilani; **In-Service:** 450

Air Speed: 150km/h; **A Accl:** 10km/h/s; **A Range:** 200km; **Alt:** 20 m

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
12	10	5	2		12	200	13

Damage track

+0 : O O O O

-10 : O O O O

-25 : O O O O

-40 : O (Disabled)

This is a commonly available transport vehicle, typical of the kind available. Though the technology is behind the times, it is robust, cheap and can be fixed with the most

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basic of tools. It is found throughout the Imperium.

Military

Astrin Grav APC

Heavy APC for moving troops to the front line.

Legality: 1; **TL:** 12; **Mass:** ; **Cost:** 1.2 M Cr

Manufacturer: Vilani; **In-Service:** 1030

Air Speed: 360km/h; **A Accl:** 50km/h/s; **A Range:** 3500km; **Alt:** 200 m

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
12	25	5	4		24	350	125

Damage track

+0 : O O O O

-10 : O O O O

-25 : O O O O

-40 : O (Disabled)

Armour (Front): 59 (Half: 41)

Armour (Side): 54 (Half: 39)

Fusion Cannon

Atk: 12; **Dmg:** 45 (Hv Pl Ex-2 Vc)

Inc: 25m; **Ranges:** 500m / 750m / 1,250m

Capacity: 120; **RoF:** 5; **Recoil:** 0

VRF Gauss Cannon, 4mm

Atk: 20; **Dmg:** 35 (Hv Fi Au Lo-5)

Inc: 25m; **Ranges:** 1,000m / 2,000m / 5km

Capacity: 3000; **RoF:** 200; **Recoil:** 0

This contra-grav APC is the mainstay of troop deployment in the Imperium's army. Though it can't stand up to a modern tank, it is armed and armoured enough to defend itself against most infantry weapons, and most things low tech armies can throw at it.

It has 3 crew (driver, gunner and commander) and up to 10 passengers in heavy combat armour.

Bergstrom Light Grav Tank

A light tank used for scouting and infantry support.

Legality: 1; **TL:** 12; **Mass:** ; **Cost:** 6.6 M Cr

Manufacturer: Vilani; **In-Service:** 1025

Air Speed: 350km/h; **A Accl:** 45km/h/s; **A Range:** 2800km; **Alt:** 220 m

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
12	40	6	4		36	340	125

Damage track

+0 : O O O O

-10 : O O O O

-25 : O O O O

-40 : O (Disabled)

Armour (Front): 86 (Half: 86)

Armour (Side): 66 (Half: 66)

Medium Fusion Gun

Atk: 25; **Dmg:** 90 (Hv Pl Ex-5 Vc)

Inc: 50m; **Ranges:** 1,000m / 2,000m / 5km

Capacity: 40; **RoF:** 1; **Recoil:** 0

PD Xaser

Atk: 40; **Dmg:** 45 (Hv Fi Au Ls Lo-3)

Inc: 50m; **Ranges:** 2,000m / 3km / 4km

Capacity: 1000; **RoF:** 20; **Recoil:** 0

The *Bergstrom* is the *Intrepid's* little brother. It is cheaper and smaller, making it easier to deploy quickly into the battle zone.

Instellarms Light Grav Tank

Light grav tank.

Legality: 1; **TL:** 10; **Mass:** ; **Cost:** 4 M Cr

Manufacturer: Instellarms; **In-Service:** 400

Air Speed: 150km/h; **A Accl:** 10km/h/s; **A Range:** 900km; **Alt:** 15 m

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
11	57	6	3		22	200	120

Damage track

+0 : O O O O

-10 : O O O O

-25 : O O O

-40 : O (Disabled)

Armour (Front): 57 (Half: 39)

Armour (Side): 47 (Half: 34)

Light Plasma Gun

Atk: 20; **Dmg:** 60 (Hv Pl Ex-3 Vc)

Inc: 30m; **Ranges:** 2,000m / 4km / 8km

Capacity: 40; **RoF:** 1; **Recoil:** 0

VRF Gauss Cannon, 4mm

Atk: 15; **Dmg:** 32 (Hv Fi Au Lo-5)

Inc: 25m; **Ranges:** 1,000m / 2,000m / 5km

Capacity: 6000; **RoF:** 100; **Recoil:** 0

A cheap and simple design that is popular in many local and private armies because of its ease of support and maintenance. Even when it was first designed, it did not stand up well to Imperium main battle tanks, however it was good enough for less well equipped armies.

Instellarms Medium Grav Tank

Medium grav tank.

Legality: 1; **TL:** 10; **Mass:** ; **Cost:** 4 M Cr

Manufacturer: Instellarms; **In-Service:** 400

Air Speed: 140km/h; **A Accl:** 10km/h/s; **A Range:** 900km; **Alt:** 12 m

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
12	60	6	2		25	200	120

Damage track

+0 : O O O O

-10 : O O O O

-25 : O O O O

-40 : O (Disabled)

Armour (Front): 70 (Half: 47)

Armour (Side): 55 (Half: 40)

Medium Plasma Gun

Atk: 20; **Dmg:** 70 (Hv Pl Ex-3 Vc)

Inc: 30m; **Ranges:** 500m / 1,000m / 1,500m

Capacity: 40; **RoF:** 1; **Recoil:** 0

VRF Gauss Cannon, 4mm

Atk: 15; **Dmg:** 32 (Hv Fi Au Lo-5)

Inc: 25m; **Ranges:** 1,000m / 2,000m / 5km

Capacity: 6000; **RoF:** 100; **Recoil:** 0

A more robust version of their light tank, this was the least well received of their three basic tank designs. It is more expensive than the light tank, but still doesn't do well against main battle tanks of the major governments, so always had a problem in finding a role.

Intrepid Heavy Grav Tank

Imperium's main battle tank.

Legality: 1; **TL:** 12; **Mass:** ; **Cost:** 18.2 M Cr

Manufacturer: Vilani; **In-Service:** 1109

Air Speed: 260km/h; **A Accl:** 25km/h/s; **A Range:** 2500km; **Alt:** 150 m

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
14	57	6	3		56	325	120

Damage track

+0 : O O O O O

-10 : O O O O O

-25 : O O O O

-40 : O (Disabled)

Armour (Front): 116 (Half: 116)

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Armour (Side): 101 (*Half: 101*)

Heavy Fusion Gun

Atk: 25; **Dmg:** 120 (Hv Pl Ex-5 Vc)

Inc: 50m; **Ranges:** 1,500m / 3km / 10km

Capacity: 40; **RoF:** 1; **Recoil:** 0

VRF Gauss Cannon, 4mm

Atk: 20; **Dmg:** 35 (Hv Fi Au Lo-5)

Inc: 25m; **Ranges:** 1,000m / 2,000m / 5km

Capacity: 5000; **RoF:** 200; **Recoil:** 0

PD Xaser

Atk: 40; **Dmg:** 45 (Hv Fi Au Ls Lo-3)

Inc: 50m; **Ranges:** 2,000m / 3km / 4km

Capacity: 1000; **RoF:** 20; **Recoil:** 0

The *Intrepid* is the Imperium's heaviest battle tank. It is capable of being dropped from orbit (the ride is a rough one, free falling into the atmosphere, using its thrusters to slow itself until the contra-grav starts to kick in around 1km or so. The CG can sustain an altitude of only 150m without thrusters).

As standard, the *Intrepid* has stealth and chameleon armour, with good quality ECM and sensor systems.

Liberator Medium Tank Mk IV

Imperium medium grav tank.

Legality: 1; **TL:** 10; **Mass:** ; **Cost:** 4 M Cr

Manufacturer: Vilani; **In-Service:** 520

Air Speed: 140km/h; **A Accl:** 10km/h/s; **A Range:** 900km; **Alt:** 12 m

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
12	60	6	3		30	200	120

Damage track

+0 : ○ ○ ○ ○

-10 : ○ ○ ○ ○

-25 : ○ ○ ○ ○

-40 : ○ (Disabled)

Armour (Front): 80 (*Half: 80*)

Armour (Side): 70 (*Half: 70*)

Medium Plasma Gun

Atk: 20; **Dmg:** 70 (Hv Pl Ex-3 Vc)

Inc: 30m; **Ranges:** 2.5km / 5km / 10km

Capacity: 40; **RoF:** 1; **Recoil:** 0

VRF Gauss Cannon, 4mm

Atk: 15; **Dmg:** 30 (Hv Fi Au Lo-5)

Inc: 20m; **Ranges:** 1,000m / 2,000m / 5km

Capacity: 4000; **RoF:** 80; **Recoil:** 0

This was the main battle tank of the Third Imperium through much of its early years. Built by a number of government contractors, it was found throughout the Imperium until fairly recently. The initial Mk I entered service in 120, and an upgrade was made available almost every 100 years until the Mk IV. Other than thickening the armour, and increasing the output of the main gun however, little has changed over the basic design.

Thresher Close Support Speeder

Fast and agile attack craft.

Legality: 1; **TL:** 12; **Mass:** ; **Cost:** 7.7 M Cr

Manufacturer: Vilani; **In-Service:** 1075

Air Speed: 4160km/h; **A Accl:** 65km/h/s; **A Range:** 6200km; **Alt:** 175000 m

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
12	20	5	7		24	1400	90

Damage track

+0 : ○ ○ ○ ○

-10 : ○ ○ ○ ○

-25 : ○ ○ ○ ○

-40 : ○ (Disabled)

Armour (Front): 49 (*Half: 36*)

Armour (Side): 39 (*Half: 31*)

PD Xaser (x2)

Atk: 40; **Dmg:** 45 (Hv Fi Au Ls Lo-3)

Inc: 50m; **Ranges:** 2,000m / 3km / 4km

Capacity: 1000; **RoF:** 20; **Recoil:** 0

Heavy Xaser

Atk: 40; **Dmg:** 55 (Fi SA Ls Lo-3 Vc)

Inc: 50m; **Ranges:** 1,500m / 2.5km / 3.5km

Capacity: 100; **RoF:** 5; **Recoil:** 0

This is a fast attack craft, used more in a air support role rather than as a ground vehicle. It's high ceiling allows it to reach targets at the edge of space, whilst it is fully capable of ground hugging attacks.

TPG X-101 Heavy Gun Spider

Automated defence weapon.

Legality: 1; **TL:** 11; **Mass:** ; **Cost:** 500 K Cr

Manufacturer: Vilani; **In-Service:** 975

Speed: 20 km/h; **Accl:** 15 km/h/s; **Range:** 50 km

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
10	8	5	5		20	14	15

Damage track

+0 : ○ ○ ○ ○

-10 : ○ ○ ○ ○

-25 : ○ ○ ○ ○

-40 : ○ (Disabled)

Armour: 50 (*Half: 35*)

Heavy Xaser (x2)

Atk: 30; **Dmg:** 50 (Hv Fi SA Ls Lo-3)

Inc: 40m; **Ranges:** 300m / 600m / 900m

Capacity: 500; **RoF:** 5; **Recoil:** 0

This is the second Gun Spider model from TPG which saw wide deployment, and was aimed strictly at the military markets. It has eight legs, heavier armour and a second laser turret mount beneath the body.

TPG X-54 Gun Spider

Automated defence weapon.

Legality: 1; **TL:** 11; **Mass:** ; **Cost:** 250 K Cr

Manufacturer: TPG Industrial; **In-Service:** 850

Speed: 25 km/h; **Accl:** 15 km/h/s; **Range:** 50 km

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
8	8	5	5		16	16	20

Damage track

+0 : ○ ○ ○ ○

-10 : ○ ○ ○ ○

-25 : ○ ○

-40 : ○ (Disabled)

Armour: 31 (*Half: 23*)

Heavy Xaser

Atk: 30; **Dmg:** 50 (Hv Fi SA Ls Lo-3)

Inc: 40m; **Ranges:** 300m / 600m / 900m

Capacity: 500; **RoF:** 5; **Recoil:** 0

This is an automated mechanical weapon system from TPG, designed for guardian duties and short range patrol work. It gets around the various Robot laws by providing only the bare minimum in onboard intelligence, relying on a human observer to monitor and deploy it strategically.

It has moderate armour, and a single heavy Xaser for use against light infantry or militia. It is designed for deployment on low tech worlds, or guarding facilities which aren't expecting a full military assault.

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In appearance, it has six articulated limbs with a central armoured pod which is equipped with visual, infrared, sound and motion sensors as well as the top mounted weapon system. A single fusion power plant at its core provides the required energy supplies.

Starships

Connor McBane Class

20t Customs Gig

Legality: 1; **TL:** 10; **Mass:** 117t ; **Cost:** 8.21 M Cr

Manufacturer: Solomani; **In-Service:** 500

Acceleration: 20m/s/s; **Delta-v:** 7200km/s;

Skill provided: Sensors (5)

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
17/15	22	4	4	2	34	200	120

Damage track

+0 : 0000000

-10: 0000000

-25: 0000000

-40: 0 (Disabled)

Armour (Hull): 54 (*Half: 44*)

430 MJ Plasma Gun

Atk: 20; **Dmg:** 65 (Pl Ex-3 Vc)

Inc: 200m; **Ranges:** 1,000m / 5km / 15km

Capacity: 60; **RoF:** 1; **Recoil:** 0

A frequently used customs gig. Has a crew of 2, and can carry up to 24 troops.

Eckamon Class Armoured Scout

100t Scout

Legality: 1; **TL:** 12; **Mass:** ; **Cost:** 8.21 M Cr

Manufacturer: Solomani; **In-Service:** 500

Acceleration: 40m/s/s; **Delta-v:** 8650km/s;

Skill provided: Spaceship gunnery (20)

Skill provided: Sensors (10)

Security systems (50): *Get in through the door.*

Computer hacking (80): *Accessing ship systems without authorisation.*

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
20/12	35	4	4	8	30	200	200

Damage track

+0 : 00000000

-10: 00000000

-25: 0000000

-40: 0 (Disabled)

Armour (Hull): 60 (*Half: 45*)

700 MJ Fusion Cannon

Atk: 5; **Dmg:** 75 (Hv Fi Pl Ex-3 Vc)

Inc: 250m; **Ranges:** 2.5km / 5km / 10km

Capacity: 40; **RoF:** 1; **Recoil:** 0

This is the armoured variant of the Eckamon Scout. It is better equipped for more dangerous situations, though lacks some of the acceleration of the basic model.

Eckamon Class Scout

100t Scout

Legality: 1; **TL:** 12; **Mass:** ; **Cost:** 8.21 M Cr

Manufacturer: Solomani; **In-Service:** 500

Acceleration: 50m/s/s; **Delta-v:** 8650km/s;

Skill provided: Spaceship gunnery (20)

Skill provided: Sensors (10)

Security systems (50): *Get in through the door.*

Computer hacking (80): *Accessing ship systems without authorisation.*

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
20/12	35	3	5	8	30	250	250

Damage track

+0 : 00000000

-10: 00000000

-25: 0000000

-40: 0 (Disabled)

Armour (Hull): 50 (*Half: 40*)

700 MJ Fusion Cannon

Atk: 5; **Dmg:** 75 (Hv Fi Pl Ex-3 Vc)

Inc: 250m; **Ranges:** 2.5km / 5km / 10km

Capacity: 40; **RoF:** 1; **Recoil:** 0

Based on the old Sueillian scout vessel, the Eckamon is the first true upgrade to that aging design. Equipped with a Jump-3 drive, improved sensors and manoeuvre drives it is a versatile scout/courier vessel designed to be used by small teams on extended missions. The scout has standard streamlining for landing on worlds.

An optional turret weapon may be fitted to the top of the hull.

Stellar Class Subsidized Liner

600t passenger liner

Legality: 3; **TL:** 10; **Mass:** 3100t ; **Cost:** 327 M Cr

Manufacturer: Vilani; **In-Service:** 350

Acceleration: 12m/s/s; **Delta-v:** 4500km/s; **Jump:** 3;

Skill provided: Sensors (5)

Computer hacking (60): *Accessing ship systems.*

Security systems (40): *Breaking and entering.*

Siz	Str	Hea	Agi	Per	Soak	Move	Accl
24	22	3	2	4	36		1

Damage track

+0 : 0000000000

-10: 0000000000

-25: 0000000000

-40: 0 (Disabled)

Armour (Hull): 46 (*Half: 41*)

An often seen type of liner which dates to the early years of the Third Imperium. There are a number of variants, including luxury yachts and mercenary cruisers.

It has 30 staterooms, a sickbay, passenger's lounge, reception area, crew's lounge and a single life boat. It requires a crew of 16 (7 bridge crew, 3 engineering, 1 medical, 1 command and 4 stewards).

Weapon and Armour Notes

Weapons

Notes

Au: Fully automatic weapon, capable of firing multiple shots or burst fire. Unless specified, an automatic burst consist of 10 rounds. If a number is specified, then the burst has this many rounds.

Co-X: Damage effect is a cone, of X degrees. A single attack is made, and all within the cone get a defence.

Ex-X: Explosive damage. Does full damage to the target and those within X metres. Does mixed damage at -5 out to double X, and stun damage at -10 out to triple X.

Fi: Firearm. Missile weapon firing a high velocity round. Halves all armour which isn't rated as bullet proof. Quarters most defence rolls (except full defence).

Hv: Heavy weapon. Halves non-heavy bulletproof armour, ignores all weaker types of armour.

Li: Light weapon. Double the value of heavy or bulletproof armour (overrides the effects of being a firearm).

Lo-X: Weapon must be reloaded. X is number of rounds to reload.

Ls: Laser weapon, unaffected by wind, though may suffer in fog and thick atmospheres. Does not loose accuracy or suffer fumble increase at medium and long range. Counts as a firearm for defence rolls.

Pl: Plasma or fusion weapon. If it does damage against living targets then it does damage twice - once at full effectiveness, and a second time at one lower (normally mixed).

SA: Semi-automatic weapon, can fire multiple shots in a single round but is not capable of burst fire.

So: Sonic weapon, ignores all armour but very short ranged. It's base damage is halved at medium range and quartered at long range (instead of the normal damage modifiers).

TA: Automatic weapon that can fire automatic bursts of 3 rounds as a single attack. Counts as a single attack, but any wounds caused are doubled.

Vc: Vehicle weapon. Against non-vehicle targets, completely ignores all soak unless heavy armour is worn, in which case the soak roll is merely halved.

14 Yags Traveller Equipment

Weapons

The following weapons are available in the Imperium. Slug throwers still make for good, general purpose, weapons and are the least likely to break when put through the sort of abuse most equipment sees in the battlefield.

Small arms

These are small weapons designed to be easily man portable. They range from pistols up to rifles.

Pistols	Atk	Dfn	Dmg	Load	Str	Rch	RoF	Cap	Rcl	Inc	Sh	Md	Lg	Class	TL	LC	Notes
Exage 7mm	+5		27	0.5	2	0	5	10	-3	15	75	150	300	pistol	9	3	Fi SA Lo-1
IARMS 420 Gauss Pistol	+6		23	1	2	0	10	20	-2	15	50	100	200	pistol	11	3	Fi SA TA Lo-1
IARMS 440 SMG	+6		25	2	2	1	30	40	-2	20	250	500	1500	pistol	11	2	Fi Au TA Lo-1
Laser pistol	+8		20	0.5	1	0	3	8	0	15	100	200	400	pistol	12	3	SA Ls Lo-1
Model 900	+4		29	1	3	0	6	6	-5	15	75	150	300	pistol	9	3	Fi SA Lo-2
Orion Plasma Pistol	+4		24m	0.5	2	0	5	15	0	10	150	300	450	pistol	11	3	Li Fi SA Pl Lo-1

Rifles	Atk	Dfn	Dmg	Load	Str	Rch	RoF	Cap	Rcl	Inc	Sh	Md	Lg	Class	TL	LC	Notes
Grenade Launcher, 20mm	+5		40	0	2	1	5	5	-3	20	50	100	150	rifle	10		Hv SA Lo-2 Ex-2
JMS-2A PPG rifle	+7		30	4	2	2	30	80	-1	25	400	800	1200	rifle	12	3	Fi Au Pl Lo-1
JMS-HX PPG rifle	+5		25	4	2	2	20	60	-1	20	250	500	750	rifle	11	3	Li Fi Au Pl Lo-1
KG56A Assault Rifle	+9		30	3	2	2	40	40	-2	30	500	1000	2000	rifle	11	2	Fi Au TA Lo-1
KG56S Gauss Rifle	+10		30	3	2	2	10	40	-2	30	500	1000	2500	rifle	11	3	Fi SA TA Lo-1
LAS4 Laser Carbine	+10		28	2	2	1	20	60	0	50	750	1250	2000	rifle	12	3	Au Ls Lo-1
Railgun, 13mm	+12		55	5	3	3	3	8	-5	40	2000	4000	8000	rifle	11	1	Hv Fi SA Lo-1
RI-8 Battle Rifle	+10		35	4	2	2	30	30	-2	30	700	1500	4000	rifle	11	2	Fi Au Lo-1
T45 Xaser rifle	+12		32	3	2	2	6	20	0	50	1000	2000	4000	rifle	12	3	SA Ls Lo-1
Tributus P4 Avenger	+14		55	5	3	3	1	1	-5	40	2000	4000	8000	rifle	11	1	Hv Fi Lo-1
TXR 98 Carbine	+8		27	2	2	2	30	30	-3	25	400	800	1600	rifle	11	2	Fi Au TA Lo-1

Shotguns	Atk	Dfn	Dmg	Load	Str	Rch	RoF	Cap	Rcl	Inc	Sh	Md	Lg	Class	TL	LC	Notes
Riotgun	+20		40s	7	3	3	1	5	-5	50	10	20	30	rifle	12	2	So Lo-2 Co-45
Shotgun [shot]	+15		35	4	3	1	5	10	-4	10	25	50	150	rifle	8		Li Fi SA Lo-2
Shotgun [solid slug]	+6		40	4	3	1	5	10	-4	20	100	200	400	rifle	8		Hv Fi SA Lo-2

Heavy Weapons

These weapons are either normally vehicle mounted, or considered to be squad support weapons, often used by troops in full battledress. At the very least they require backpacks for energy or ammunition.

Energy	Atk	Dfn	Dmg	Load	Str	Rch	RoF	Cap	Rcl	Inc	Sh	Md	Lg	Class	TL	LC	Notes
Heavy Fusion Rifle	+8		60	15	5	3	4	60	0	20	250	500	750	rifle, heavy	12		Hv SA Pl Lo-3 Ex-2 Vc
Heavy Laser Gun	+20		45	40	10	4	100	200	0	60	3000	6000	12000	heavy	12	1	Hv Fi Au-20 Ls Lo-2
Heavy Plasma Rifle	+7		42	9	4	3	10	80	0	20	100	150	250	rifle	12		Hv Au Pl Lo-3 Ex-1
Heavy Xaser rifle	+12		40	8	4	2	5	60	0	50	1500	2500	3500	rifle	12		Hv SA TA Ls Lo-2

Heavy	Atk	Dfn	Dmg	Load	Str	Rch	RoF	Cap	Rcl	Inc	Sh	Md	Lg	Class	TL	LC	Notes
Chaingun 20mm	+10		30	70	10	4	20	1000-20	30	2000	5000	7000	heavy	11	1	Fi Au Lo-5 Vc	
Heavy Laser Gun	+20		45	40	10	4	100	200	0	60	3000	6000	12000	heavy	12	1	Hv Fi Au-20 Ls Lo-2
MANPAT-60	+8		75	5	3	2	1	1	0	0	50	2500	5000	heavy	12	1	Hv Ex-1 Vc Gu(C/20)
VRF Gauss 4mm	+10		35	20	7	4	200	1000-15	25	1000	2000	5000	heavy	11	1	Hv Fi Au-40 Lo-5	

Bombs and Explosives

Mines, bombs, explosive charges and other things that make a big bang.

Demolitions	Atk	Dfn	Dmg	Load	Str	Rch	RoF	Cap	Rcl	Inc	Sh	Md	Lg	Class	TL	LC	Notes
Fusion Charge	+0		120	1	2	0								bomb	12	1	Hv Ex-4 Vc
Micronuke	+0		240	5	2	0								bomb	12	0	Hv Ex-32 Vc
Plasma Charge	+0		90	1	2	0								bomb	12	1	Hv Ex-2 Vc

Melee Weapons

Mostly anachronistic, melee weapons are still used in some circumstances, often for stylistic reasons. The weapons listed here are the Tech Level 12 equivalents of ancient weapons.

Melee	Atk	Dfn	Dmg	Load	Str	Rch	RoF	Cap	Rcl	Inc	Sh	Md	Lg	Class	TL	LC	Notes
Broadsword	+6	+5	+14	1	3	2								melee	10		St
Combat knife	+2	+3	+5	0.5	1	0.5								brawl, melee	10		Li St
Dueling sabre	+5	+3	+11m	1	2	1								melee	10		Li St
Katana	+6	+6	+16	2	3	2								melee	10		2H Hv Li St
Knife	+1	+2	+2m	0.25	1	0								brawl, melee	10		Li St Th