



MERCENARY

PREMIUM WEAPONS GUIDE

TRAVELLER

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CREDITS

CLASSIC TRAVELLER

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ELITE SECURITY SERVICES

Trusted for over a century, Elite Security Services (ESS) is a fully independent business group providing innovative turn-key solutions to strategic and tactical situations. ESS has partnerships in place with governments, shipping lines and mercenary organisations, offering small arms, support systems, vehicles and munitions manufactured in our own plants to extremely high specifications.

For over a century, Elite Security Services has built a stellar reputation as a supplier of systems and consumables. Our advisors have assisted in the set-up of planetary militaries and mercenary formations, and recommended bespoke aerospace defence solutions to clients ranging from multi-world governments to small independent installations.

In the field of small arms, ESS specialises in gauss and laser weaponry, offering standard and bespoke weaponry. Our arms packages are ideal for an organisation setting up a new capability or upgrading an existing one. A generous buyback scheme permits focused upgrades of capabilities once the force is up and running, and ESS also facilitates disposal of surplus equipment.

ESS support systems include heavy weapons and electronic systems, interoperable with, but superior to, existing market leaders. Most systems can be supplied as standalone items or fitted to vehicles, with conversions undertaken at our ESS Paramount facility.

A range of wheeled and grav vehicles are available, with variants and custom specifications accommodated at build or refit. All vehicles benefit from advanced construction techniques and our patented FieldFlex interoperability system, permitting seamless integration with an existing force without compromising the advantages offered by ESS systems.

Government and corporate clients are invited to contact our Strategic Services division, which has offices at numerous major starports. Those seeking smaller-scale – but in no way inferior – requirements are invited to approach our Tactical Services division to discuss the possibility of client status. Note that Elite Security Services does not deal with rogue states or mercenary units of questionable virtue – a partnership with ESS is a badge of honour and a guarantee of reliability.

ELITE SECURITY SERVICES

ESS is a rather pretentious business group but a well-proven and reliable one. Their equipment is produced to a high standard in TL12 manufacturing centres and developed at a dedicated R&D facility with extensive test ranges. It is occasionally possible to buy-up small quantities ‘failed experimental’ equipment, which may have nothing wrong with it beyond failing to offer an improvement on what is already available.

The services of ESS are not available to any unit with a Reputation 7-. Any unit whose REP drops to 7- will receive a suspension of service notice. If the unit can raise its REP to 8+ within three months, service is resumed without incident. If not, the unit must reapply to become a client.

Becoming a client of ESS requires REP 8+ and the completion of an application process taking 2D weeks minus one week per point of Effect on each of a Diplomat check and a CEI check for the unit as a whole. This represents a comprehensive look at the unit’s capabilities and records. The cost of the application – whether successful or not – is Cr25000 per week.

Once a unit has become a client, it is assigned a liaison from the Tactical Services division of the company, who requires a salary (paid by the unit) of Cr5000 per month. This individual grants DM+1 on Diplomat and Advocate checks made by the unit, representing the benefit of being associated with such a prestigious body. A Tactical client has access to the company’s products. Becoming a Strategic client is only possible for governments, large corporations and mercenary units of brigade size or larger and requires a long period of relationship building.



EPL-4

GAUSS PERSONAL DEFENCE WEAPON

The Electromagnetic Propulsion Laboratory is renowned for its excellent and innovative small arms and light support weapons. The EPL-4 is no exception. Taking an advanced gauss propulsion unit, normally found only on rifle-sized weapons, the EPL team have created a compact personal defence weapon, which delivers potent firepower and good penetration. The EPL-4 is fast on target and hits hard, easily penetrating a standard TL8 flak jacket. True, its effective range is limited by the very short barrel but this is a weapon designed for snapshooting at close range. Ergonomic design facilitates instinctive hip-shooting, aided by a laser and holographic sighting system.

The weapon is built around our patented EG-4mm system, firing standard 4mm gauss rifle needles. The receiver, whilst chunky, is sufficiently compact that the whole weapon is only 42 centimetres long. It cannot be carried in a holster but is vastly lighter than a standard gauss rifle, making the EPL-4 ideal for officers, specialists and vehicle crews. The standard 25-round magazine fits snugly into its well, positioned ahead of the trigger assembly, and can be replaced by a 40-round 'urban combat' extension magazine. Many users choose to purchase our EPL-4 rig, carrying a 25-round magazine in place and four 40-round magazines ready for instant use. Costing just Cr50, the rig also contains a field-stripping toolkit and multiway sling/carrying strap assembly.



Weapon: EPL-4

Type: Assault Weapon

Component	Cost	Weight	Other Factors
Receiver Type: Gauss Longarm	Cr800	2.5kg	Quickdraw 0
Ammunition Type: Gauss	—	—	Base Damage: 5D Ammunition Cost: Cr50 per 100 rounds Base Range: 650m Emissions, Electromagnetic, High Penetration +2
Mechanism: Fully-Automatic	+20%	—	Base Ammunition Capacity: 30 Auto 3
Increased Rate of Fire	+10%	+5%	Auto 4
Compact	+25%	-10%	Ammunition Capacity 23
Lightweight	+50%	-20%	—
Quickdraw	+20%	—	Quickdraw+2
Receiver Totals	Cr2376	1.89kg	—
Barrel: Handgun	Cr356.4	0.378kg	Range -80% Penetration -1 Quickdraw +4
Stock: None	—	—	Quickdraw+2
Accessories: Laser Pointer	Cr200	0.1kg	—
Accessories: Holographic Sights	Cr500	—	—
Totals	Cr3432.4	2.368kg	—

The EPL-4 is light for any gauss weapon, especially an enhanced gauss system, and is optimised for combat at ranges under 25 metres. It is very much a weapon for personal defence or close-quarters urban combat and is widely considered the hallmark of the fighting officer. If the enemy is close enough that you need to get personally involved, they are close enough that you need an EPL-4!



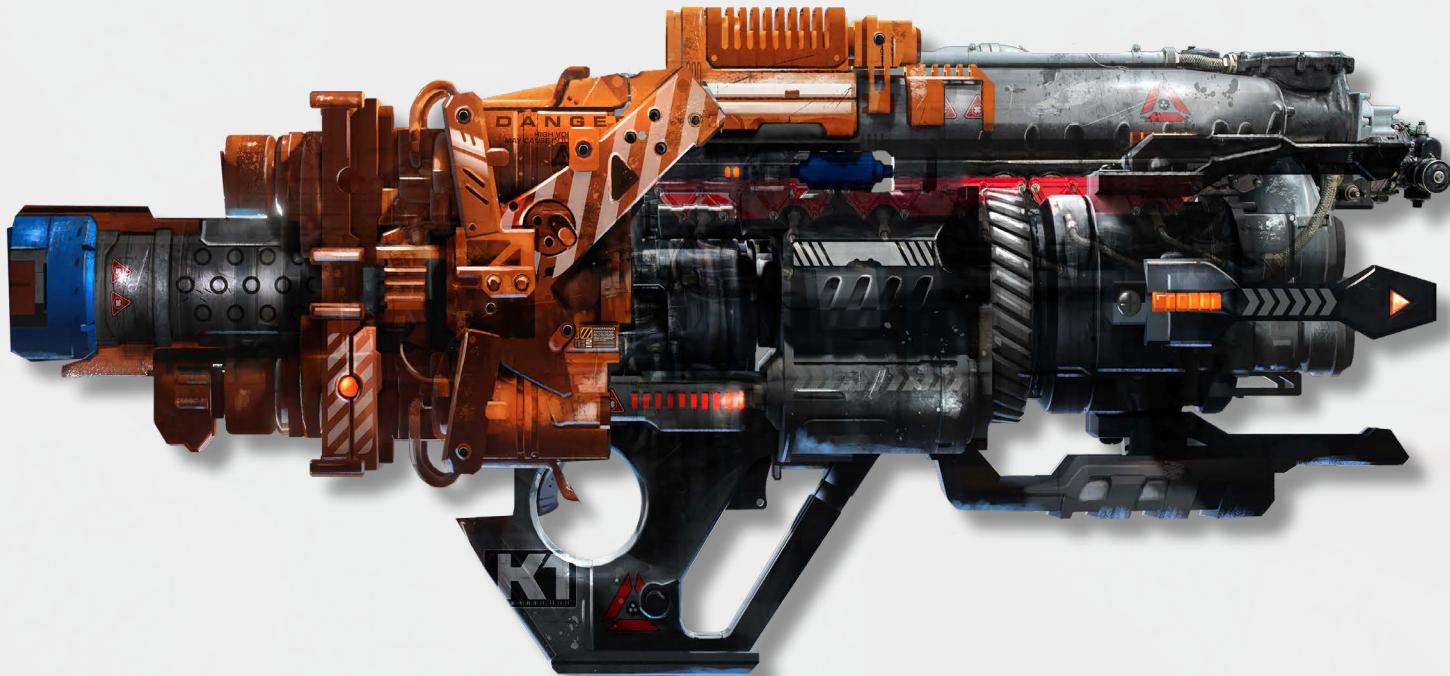
Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Quickdraw	Traits
EPL-4	12	130	5D	2.4	Cr3500	25 or 40	Cr12 or Cr25	+8 (+6 with extended magazine)	AP 5, Auto 4, Emissions, Electromagnetic, High

K-3135

DEMOLITION/CLEARANCE DEVICE

Flame weapons are as old as warfare but there has never been a flame weapon like this one! Based on gauss propulsion technology the K-3135 projects a cone of incandescent iron/aluminium composite darts, which are ignited by induction during the acceleration process. The result is destruction. Total, utter destruction. Anti-personnel use may be prohibited by laws in some regions, although anti-materiel use is always legal.

Based on the well-established but flawed Gauss-Thermite Superflamer (GTS) concept, the K-3135 has far greater range and additional capabilities. Its darts are aerodynamic, until they melt and will turn into heavy gobbets of thermite, which stick to a surface such as a heavy door or suit of battle dress. This makes the K-3135 ideal for clearance of structures and the destruction of materiel, including vehicles and heavy personal armour.



Weapon: K-3135

Type: Incendiary Projector

Component	Cost	Weight	Other Factors
Receiver Type: Gauss Light Support Weapon	Cr6000	4kg	Quickdraw -4 Propellant Capacity: Special Base Ammunition Capacity: 150 Hazardous -4 Bulky
Mechanism: Incendiary Gauss Fully-Automatic	+50%	+50%	—
Ammunition Type: Incendiary Gauss Dart	—	—	Base Damage: 6D Ammunition Cost: Cr500 per 100 rounds Base Range: Special
Receiver Feature: Bulwarked	+60%	+30%	Bulwarked 3
Receiver Totals	Cr14400	7.8kg	—
Barrel: Long	Cr7200	5.85kg	—
Stock: Fixed	Cr1440	0.78kg	—
Totals	Cr23040	14.43kg	—

The K-3135 is named for the temperature – in Kelvin – at which thermite burns. It is built as a gauss support weapon, rather than a projector and does not require propellant of any kind. Instead the projection mechanism is electromagnetic, which also serves to heat the darts unrefinedly so the thermite reaction begins at their core. Out to about 100 metres the darts are mostly solid but will flatten and burst on impact. After this they are molten and rapidly morph into a spherical shape, which reduces velocity and accuracy.

Projectiles from a K-3135 are fired in bursts of 10, creating a cone that can be considered to have Spread 4 rather than the Blast trait. Beyond 100

metres, DM-8 applies to all attack rolls, although the Spread trait takes this down to DM-4. A target that is hit suffers full damage on the first round then half damage for the Burn duration of D3 rounds. Each 10 full points of damage delivered to a light vehicle or sealed armour reduces its Protection by -D3.

Accurate range is around 100 metres, with projectiles capable of travelling up to 250 metres in total. The standard feed device is a custom drum magazine incompatible with other weaponry. This holds 400 rounds, sufficient for 40 attacks, but imposes an additional -6 on Quickdraw. A 100-round ‘mini-drum’ is also available.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Quickdraw	Traits
K-3135	12	100/250	6D	14.43	Cr23000	100 or 400	Cr750 or Cr3250	-4	Bulwarked 3, Burn (D3), Emissions (physical, extreme) Hazardous -4, Incendiary 4

NATEHT-55 ANTI-MATERIEL WEAPON

Another specialist weapon from the team at EPL, the Nateht-55 is designed with one purpose in mind – putting holes in hard targets! Using a 5.5mm heavy enhanced gauss system, the Natecht-55 is designed to penetrate battle dress and light vehicles at ranges up to 800 metres or more. It uses an advanced armour-piercing round which is incompatible with most other gauss weapon systems, even those of the same calibre.

The weapon is built around a potent enhanced gauss accelerator. Its long acceleration chamber achieves significantly higher velocities than equivalent weapons lacking the patented EPL enhanced gauss

system. The centrally located bipod is designed to fit to most standard pintle mounts, permitting quick reconfiguration as a vehicle-mounted weapon or defensive ‘wall gun’.

The Natecht-55’s natural prey is combat armour and battle dress but can be used by armoured troops, even on the move. The gyrostabilisation system allows accurate fire during an advance, or whilst using a grav belt, and indeed the Natecht-55 is a favourite of ‘hover snipers’ covering an armoured-infantry assault or security operation. The large bulk of the weapon soaks up recoil, enabling a sniper to remain on target with minimal corrections.



Weapon: Nateht-55

Type: Sniping/Anti-Materiel Weapon

Component	Cost	Weight	Other Factors
Receiver Type: Gauss Light Support Weapon	Cr3000	4kg	Quickdraw -4
Ammunition Type: Enhanced Gauss	—	—	Base Damage: 5D Ammunition Cost: Cr50 per 100 rounds Base Range: 650m Emissions, Electromagnetic, High Penetration +2
Mechanism: Semi-Automatic	+20%	—	Base Ammunition Capacity: 150
Accurised	+100%	—	—
Lightweight	+50%	-20%	—
Stabilisation	Cr300	+20%	—
Receiver Totals	Cr11100	3.84kg	—
Barrel: Very Long	Cr11100	3.84kg	Range +25%
Stock: Full	Cr1110	0.384kg	—
Accessories: Bipod	Cr1110	0.768kg	—
Accessories: Multispectral Scope	Cr600	0.5kg	—
Totals	Cr25020	9.332kg	—

The Natecht-55 can only use advanced armour-piercing enhanced gauss ammunition with a particular discarding sabot configuration. This might be useful to forensic investigators after a sniper incident but in reality the presence of this weapon is likely to be obvious – few other gauss systems can put a shot on target at great range and still reliably penetrate the heaviest personal armour.



Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Quickdraw	Traits
Nateht-55	12	800	5D	9.35	Cr25000	100	Cr350	-4	AP 7, Emissions, (electromagnetic, high)

BA'ITARA-PDW

All weapons in the Ba'itara family use the same pulse generator, collimator and focusing mechanism. The power cable clips into the base of the pistol-style handgrip, with a well for a single energy unit located ahead of the trigger assembly. The PDW, or Personal Defence Weapon, is set-up with an assault weapon length barrel and detachable vertical foregrip. When not attached, the weapon can be carried in a rather long holster; with it in place a sling is used. No stock is fitted in this configuration but other accessories are common to all variants.

The Ba'itara family is semi-modular in configuration. Furniture such as grips, stocks and the like can be removed in seconds, and replaced with only the most basic tools, but changing a barrel is more time-consuming. It can be accomplished in the field in about half an hour with a standard toolkit but ideally the weapon should be recalibrated in a workshop after a barrel swap. If this is not done, an Average (8+) Electronics check is required. If failed, the weapon gains the Unreliable trait at a level equal to the negative Effect.

All weapons in the Ba'itara family have holographic sights and a small onboard processor. This allows them to function as a designator and rangefinder for other weapon systems and has additional capabilities. Depending on options selected from the very comprehensive software suite, a Ba'itara weapon can be set to an extremely low power output and used as a surveying and mapping tool. A more commonly used feature is the jump-assist program. In this mode the user can designate a target point for a zero-g jump – such as from one spacecraft to another – at which point the onboard processor gives instructions for a manual jump or can interface with a vacc suit thrust pack to guide the suit. The aim point can be locked or moved whilst the operator is in transit, allowing intricate manoeuvres to be carried out by relatively unskilled personnel. However, by far the most commonly used features are simple battlefield ranging and designation.

The Ba'itara weapon system is not sold in a single configuration. Instead, Cr12500 buys a receiver, barrels and stocks permitting the weapon to be put together as a PDW, a pistol or a rifle. Energy units and holders for them must be bought separately.



Weapon: Ba'itara-PDW

Type: Laser Sidearm

Component	Cost	Weight	Other Factors
Receiver Type: Medium Laser	Cr2500	3kg	Quickdraw 0 Maximum Power: Standard Laser (5D) Base Range: 200m Power Per Shot: 5 Penetration -1 Zero-G
Modular Furniture	+20%	+10%	—
Very Compact	+40%	-20%	—
Efficient Beam Generation	+50%	-25%	Range +25%
Improved Beam focus	+25%	—	+3 Damage
Receiver Totals	Cr7875	1.98kg	—
Barrel: Assault Weapon	Cr1575	0.594kg	Range: -50%, Quickdraw +2
Stock: No Stock	—	—	—
Holographic Sights	Cr500	—	—
Intelligent Weapon	Cr1000	—	—
Totals	Cr10950	2.574kg	—

The use of a longarm-type receiver makes the Ba'itara rather bulky as a sidearm or assault weapon but has the advantage of permitting multiple configurations to be created. Reducing the barrel length to a pistol configuration reduces damage to 3D, without affecting power draw per shot. Whilst inefficient, this does make

the weapon easier to handle in confined spaces or using one hand and is popular with personnel expecting to operate in a low-gravity environment. With a rifle-length barrel in place and a fixed stock, the 'Ba'itara-R' becomes a full-powered laser rifle.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Quickdraw	Traits
Ba'itara-PDW	12	125m	4D+3	2.6 (+0.25 with energy unit)	Cr12500	40	Cr500	+2	Emissions Signature (normal), Lo-Pen 2, Zero-G
Ba'itara-P (pistol)	12	20m	3D+3	2.4 (+ 0.25 with energy unit)	Cr12500	40	Cr500	+4	Emissions Signature (normal), Lo-Pen 3, Zero-G
Ba'itara-R (rifle)	12	250m	5D+3	3 (+0.25 with energy unit)	Cr12500	40	Cr500	0	Emissions Signature (normal), Lo-Pen 2, Zero-G

BA'ITARA LASER WEAPON SYSTEM

From the laboratories of the Energy Weapons Division comes the ultimate in modular laser technology – the Ba’itara system. Designed around a common power storage and beam generation unit, the Ba’itara system is sufficiently flexible to allow users to plug-and-fight with the laser weapon of their choice.

At the heart of this innovative weapon system is a standardised energy storage unit, packaged as a slim rectangle not dissimilar to a submachinegun magazine. The power unit can be inserted directly into the weapon or plugged into a multiple holder, creating a larger belt or backpack power unit. The belt unit can hold three power units, drawing from each in turn until depleted and the backpack unit carries 12.

A belt or pack holder has two cables, theoretically allowing two users to share the same power source. In practice this is only viable in a static or defensive configuration, typically with a heavier weapon operator protected by someone with a close-range energy weapon. More commonly, the ability to connect more than one belt or pack together is used to provide a large energy reserve. Individual power units can be swapped out for recharging or entire holder units removed and replaced. This enables a team to keep a weapon in constant action or pass energy units around in the same way as slugthrower-armed troops can share ammunition.

The energy storage unit is rated as standard, with a maximum output of 5D damage plus modifiers. Energy units are less efficient than standard laser powerpacks but make up for this with flexibility. A standard power unit weighs 0.25 kilograms and stores 200 units of power. At a draw rate of five points for a 5D attack, this gives 40 shots from a single energy unit, 120 from a three-unit belt holder and 480 from a fully charged backpack unit. It is not uncommon for personnel to use power from a backpack unit placed on the ground whilst on the defensive, then unclip the power cable, pocket a couple of energy units removed from the pack and go hunting for the remnants of the enemy.



Item	TL	Kg	Cost
Standard Energy Unit (200 power)	12	0.25	Cr500
Belt Energy Unit Holder	12	0.5 (1.25 with 3x standard energy unit)	Cr750
Backpack Energy Unit Holder	12	1.5 (4.5 with 12x standard energy unit)	Cr1500

ASTHAYI GHARA

TEMPORARY FIELD HEADQUARTERS

The ability to operate out of any suitable space – and many unsuitable ones – is a hallmark of a good mercenary officer. The Asthayi Ghara package provides everything a commander needs to set-up a headquarters anywhere and to swiftly break it down when it is time to move.

The system is built around four portacoms, each with a military-standard protective case and peripherals. There are no concealed weapons or bomb blankets in these cases, just a standard computer/3 – but that is a powerful weapon in the right hands. The four portacoms are preconfigured to operate as a single unit, typically with one handling intelligence, one running simulations and so forth. Data is instantly shared between the units using a remote interface, although a hardwired interface is also provided for additional security. Alternatively, one or more of the portacoms can be detached and used by an operator in the field.

This small but powerful electronic hub is backed up by paper-thin but robust display screens, allowing briefings or client updates to be delivered in real time and by a set of super-lightweight furniture. Each operator is provided with a stool, workstation/desk and holders for essentials such as writing equipment, handheld instruments and sensors. Whilst mundane, these items are essential to field operations if suitable premises cannot be co-opted.

The furniture fits into two large backpacks, each weighing 12 kilograms, and is supplemented by groundsheets, tarpaulins and frame elements to permit a tent to be erected around the working area. More commonly, these items are used to line the walls, ceiling and floor of an area taken over as a temporary HQ, keeping out damp and most weather conditions. Less obviously, the sheets and frames form a thermal and radio-frequency barrier, which can conceal the presence of electronic equipment and personnel. Alternatively, the sheeting can be used to provide basic heating or cooling to an area, if necessary.

The unit as a whole is powered by two small fuel cell packs, which can be separated to support components of the package if they are detached. Each set of fuel cells will operate the whole package for three days without recharge providing thermal-cancellation is in use; heating or cooling an area drains power more quickly. A set of remote sensors is also provided with the power packs, which are carried in a nine kilogram backpack. The sensors will tie into the HQ network at distances of up to 100 metres outdoors and 30 metres inside a typical civilian structure.

Sensors will detect thermal signatures and radio-frequency transmissions as well as movement by way of air pressure displacement, providing additional security for the temporary HQ.

A fourth backpack, this one weighing six kilograms, contains a communications relay unit and folding antennae, with a basic scrambler unit. This is redundant under most circumstances as the portacoms and all other electronic equipment incorporate more advanced encryption units but does permit locally-obtained electronics to be incorporated into the HQ net without greatly compromising communications security.

The system as a whole is designed to be carried by four people, with a backpack and a portacomp case each. The effect on mid-tech clients has attracted favourable comments from many mercenary units – seeing four personnel set-up a headquarters with more processing power than the planetary data net and do it in under 10 minutes, is bound to impress.

Item	TL	Kg	Cost
Asthayi Ghara Temporary Field Headquarters	12	41kg in total	Cr11500



ASTITVAVADI

CLIENT INTERACTION PACKAGE

Some plans fail in the face of the enemy – and some do not even survive contact with the client! The Astitvavadi Client Interaction Package is designed to counter common threats associated with unreliable or troublesome clients. These include contract quibbles, bureaucratic delays and even assassination attempts. Military solutions are not always viable outside the combat zone, forcing mercenary commanders to resort to subtler methods.

Marketed under the brand name Astitvavadi, the client interaction package centres on a briefcase containing a powerful portacomp and related accessories. A multi-interface permits communication with relatively primitive data devices and concealed intelligence software can quietly penetrate a local communications network whilst the user is engaging in various innocuous tasks. These include running demonstrations on a large fold-out display screen,



wowing mid-tech clients with the user's ability to set-up a simulation of almost any scenario within moments. The portacomp can interface with most computer systems and will produce printouts for those whose local technology is not up to the task.

The simulation software is programmed with characteristics of a great many standard weapon systems and formations, and can assist the user in making an appraisal of local capabilities in a matter of moments. This permits the user to show the client what will happen to their forces if they take a given course of action, potentially avoiding a debacle or persuading them to make the right purchases. The portacomp can be left with the client, receiving feeds from the battle area and allowing successes to be reported instantly. Its software can be configured to present data in a variety of ways and to give the client just the desired level of information.

A comprehensive translation and legal software package will generate standard and custom contracts, and cross-reference documents with local bodies of law. In this way, the user can check that what the client is saying means what it sounds like and avoid vague areas – and straight-out deathtraps – in the small print of a contract. The portacomp can even act as an automated advocate during an inquiry or negotiation. However, there is more to this package than software applications.

The portacomp is housed in an innocuous looking attaché case, which is solid enough to stop rifle bullets. Each half of the case provides Protection +12, although more than eight points of damage will penetrate sufficiently to damage the computer inside. At need, the case lining can be torn out, functioning as a 'bomb blanket' offering Protection +4. It is large enough to cover one person or two if they hunker down together. Tearing away the lining reveals a set of six disposable filter masks sufficient to protect against smoke or most gases.

If a robust response is required, a concealed compartment holds a compact gauss pistol, more or less identical to the Anhur Industries GC-24, plus a spare magazine. The pistol's power system is concealed from most scanners by the portacomp's own power supply, although many experienced law enforcement officers know where to look and how to reveal the gun on a physical check. There are also two compact concussion/smoke grenades to assist in a swift departure.

In addition to the portacomp and its accessories, the pack also contains a selection of uniform and business dress clothing, all tailored from lightweight ballistic cloth. This provides Protection +3 and is virtually indistinguishable from normal clothing. A typical mid-tech client may be unaware that armour can be so light and not suspect its presence. Even if the armour is detected, it is discreet enough that few clients can reasonably object to it.

SOFTWARE

The software included in this package offers the benefits of a TL12 Expert (Advocate and Tactics), translator and intrusion package but only in the specialised area of mercenary contracts and operations.

Item	TL	Kg	Cost
Portacomp and Accessories	12	0.75	Cr2500



BERALA BANDUKA

BARREL GUN

Fire support is a wondrous thing – and fire support that can be dropped into position is even better! The Berala Banduka system provides inexpensive defensive firepower or a means to harass enemies without sending personnel in harm's way.

The system, when packed for travel, resembles a 1.5m long metal barrel. It is designed to be rolled out of a cargo vehicle or grav craft and is robust enough to survive a fall from 100m or so on a standard-gravity world. Multiple barrel guns can be delivered in rapid succession from a set of rails in a cargo vehicle. For drops from a greater height a parachute and retro-rocket pack can be added. This delivers the barrel to within 10m of the surface then detaches to clear the ends of the device.

Once on the ground the barrel is righted by three fold-out legs which adjust its height and angle until more or less level. The top is then blasted off by a small charge and the weapon moved into position on its motorised mounting. This anchors to the inside of the barrel and forms an extension of the support legs, enabling the weapon to be deployed 'naked' if this seems preferable.

The weapon is an inexpensive general-purpose machinegun, very similar to the ubiquitous 'Jimpy-G' encountered on many worlds. It is belt-fed from a 1000-round hopper and capable of 360-degree traverse. Maximum elevation on the mounting is about 40 degrees, but this can be increased to 70 degrees by adjusting the support legs. Traverse, elevation and all other functions can be remotely controlled or left to the weapon's own automatics. A basic thermal and optical camera is fitted instead of the usual sights, permitting the Berala Banduka to function as a remote sensor platform.



Item	TL	Kg	Cost
Berala Banduka	10	25	Cr6500

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Quickdraw	Traits
Barala Banduka	10	375m	3D+3	25	Cr6500	1000	Cr500	N/A	Auto 3, Physical Signature (normal)

The primary role of these weapons is to get automatic firepower onto the battlefield in the minimal time. They can also be used as automated ‘sentry guns’ in defence of a position, covering a choke point or even distributed at random in the enemy’s rear area as a nuisance. A scattering of barrel guns across a route can interdict the flow of supplies or ambush a retreating force. The weapon can be reused if recovered, but is often considered a disposable item.

If manually controlled, the weapon uses the operator’s Electronics (remote ops) skill, whilst automated firing uses a nominal skill of 0. Target parameters can be altered or the weapon can be shut down by the remote operator – or when certain preset conditions apply. This might be elapsed time or receipt of a signal that is not a command, such as a burst transmission on a preselected frequency. This allows allies to shut down guns in their area without needing to be given command access.

SHOOTING AT A BERALA BANDUKA

A Berala Banduka is considered a human-sized target if deployed in its protective barrel, which provides Protection +12. 16 points of damage will disable the weapon, though it can possibly be tipped over and put out if action (until it rights itself) by a heavy impact. If a weapon is deployed without the barrel, DM-4 applies if it is targeted with direct weapons such as lasers and firearms. No DM applies to area weapons such as explosives.



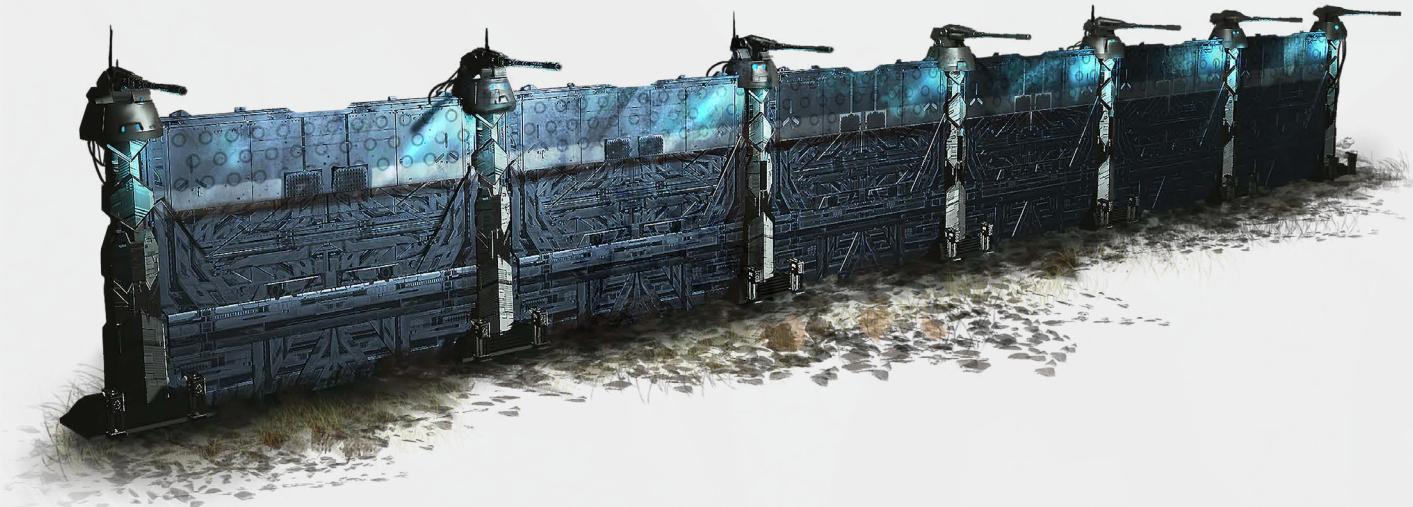
JANGAMA GADHA MOBILE DEFENSIVE NETWORK

Establishing a defensive position quickly can be the difference between life and death. The Jangama Gadha package gets your platoon dug in and set-up in minimal time, saving lives and bringing victory one step closer. Its flexible combination of barriers, hard cover and active defences can be tailored to any situation or level of opposition.

The core of the Jangama Gadha network is a set of 12 one-metre by three-metre fortification sections. These fold flat for transport and can be left as a two-layer metal barrier, if time is limited, or opened out to reveal a 25 centimetre hollow space that can be filled with earth, rubble or other suitable materials to create an instant earthwork. Deployment is a matter of placing the long edge on the ground and triggering the explosive rams along the back side. Sections can be linked together or spaced apart, creating a wall or separate firing positions.

With cover in place, the Jangama Gadha's obstacles can be used to fill gaps between wall sections or create a killing ground in front of them. The obstacle package consists of 12 ram-equipped posts, which can be set up on almost any surface – including concrete. Once in place, spikes swing out to create a 2 metre high, 1.5 metre diameter cylindrical obstruction. These can be linked by unfurling the 10 metres of razor wire located every 20 centimetres along the main shaft and linking it to the next post.

For a more active defence, the four disposable mine-mortars can be triggered individually or en masse, each flinging 20 anti-personnel mini-mines out to a range of 100 metres. Ground sensors are included among the mines, feeding data back to the control unit or any standard portacomp. Four additional disposable mortars each hold five airburst-fused anti-personnel grenades, which can be preset to detonate



over a given point. A simple ‘click and shoot’ hand control allows grenades to be manually launched at need or the mines and grenades can be slaved to the network’s central control unit.

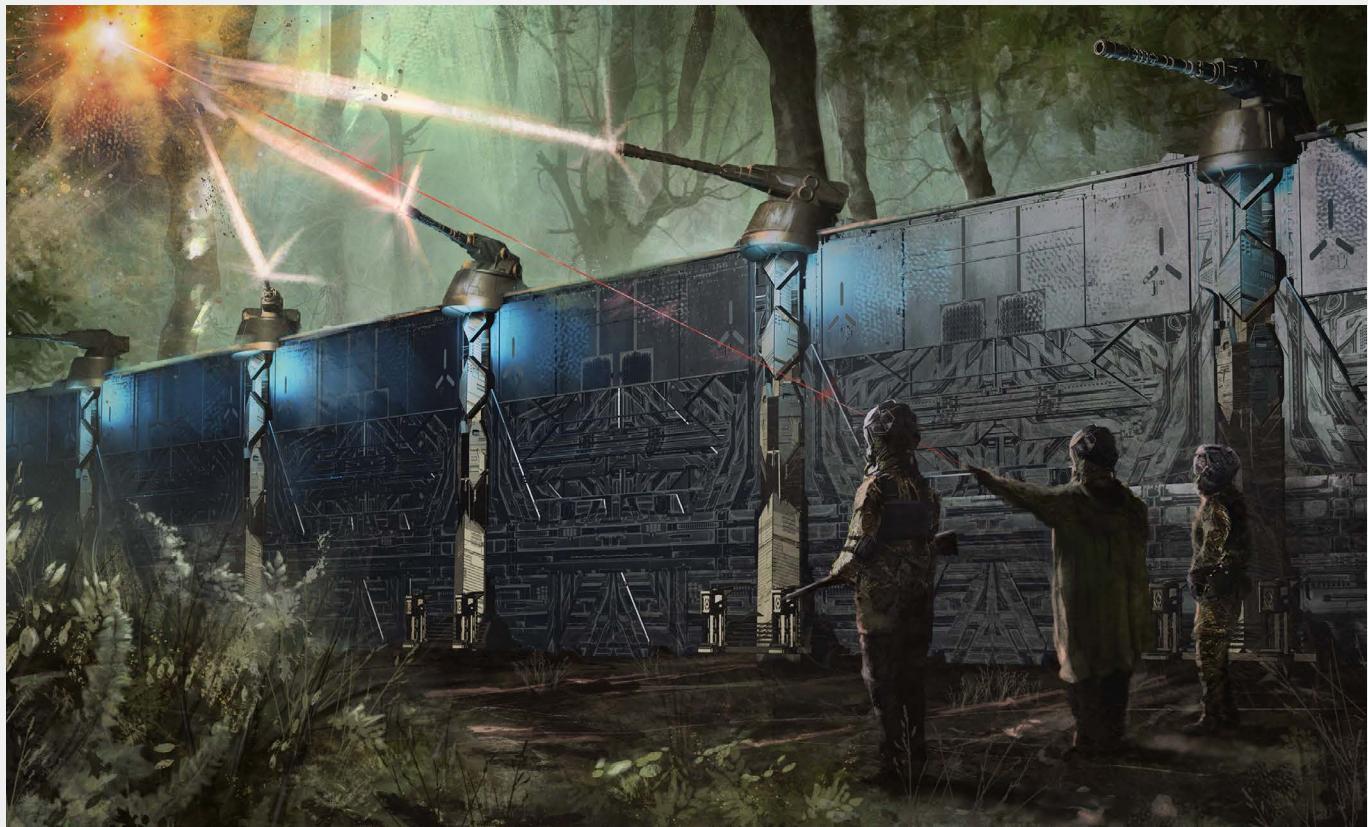
Two more disposable mortars contain eight smoke grenade and four decoy munitions respectively. The decoys are normally used to distract enemy guided weapons and can be set for automatic launch if an incoming guided weapon is detected.

The control unit includes detectors for toxic chemicals, a short-range radar unit that detects incoming artillery and a laser ranging and control device, which can be used to precisely deliver clusters of mines or grenades singly or in sequence. The control unit also permits support weapons to be automatically aimed and fired. These are not included in the cost of the Jangama Gadha network but each wall section has a fixing point for a weapon cradle.

This can be used for a normal crewed mount but by attaching the weapon control converter, a standard machinegun or similar weapon can be controlled from the central position. Ultimately, a single person can direct the fire of a dozen light support weapons as well as the grenade and mine launchers, all with nothing more than a hand-held laser pointer and a set of preselected targeting locations.

Fixing rams and replacements for the disposable launchers must be stockpiled if the network is to be re-used but taking it down requires only a little more time than setting it up. A single reload kit for the rams and launchers is included as standard, with additional units available for purchase, as necessary.

Item	TL	Kg	Cost
Jangama Gadha	10	150	Cr12000
Consumables Reload Pack	10	12	Cr2500



BYRNYT

GRAV COMMAND PLATFORM

Developed from the well-proven Beltinne light grav APC, the Byrnyt command platform houses a comprehensive array of communication systems, permitting real-time control over a broad, deep and high battlespace from a single command position aboard a well-protected mobile platform. The vehicle is stealthy and very fast for an APC, with good electronic defences backed up by a missile defence system and whatever weapons fit the client desires.

The main hull houses a crew of three – a driver and two command personnel – all of whom share the same vehicle command compartment. A remotely controlled turret sits atop the hull and can house 8 Spaces of weapons. It can be omitted, freeing up 4 Spaces for internal systems. Typically the vehicle mounts a battery of light anti-aerospace missiles or an Airspace laser aerospace defence system. In these configurations an unarmoured weapon-over-hull mounting is employed, although an armoured turret containing a battlefield support weapon can be fitted on the same base. Two advanced fire control systems are provided as standard but weapons are not included in the vehicle's price.

The CommandAssist battlefield computer package is built into the vehicle's command centre, which also incorporates much of the sensor and communications fit. The electronic warfare component of the suite includes a system with all the capabilities of an advanced electronic countermeasures system. CommandAssist is equivalent to a Computer/3 running specialist software and grants DM+1 on any Tactics or Electronics (comms) check each round. It can be reconfigured in a few minutes to an intelligence-processing role, which applies DM+1 on any intelligence events the vehicle's operators are involved in.

CommandAssist can be tailored to the needs of individual users. Some prefer to have the unit conduct only information-collation operations but varying degrees of AutoCommand can be initiated. AutoCommand is a patented battlefield software system that will issue orders to drones and combat units in certain circumstances. For example, an officer using CommandAssist can set it to launch a drone strike or request artillery support on the officer's authority but without consulting them, as



soon as certain conditions are met. A CommandAssist unit operating in this mode is considered to have Tactics 0.

The Byrnyt command platform can be used as a reconnaissance vehicle. Its tactical systems provide on-the-spot analysis of data and can be set to automatically guide standoff missile bombardment or artillery support. A bold commander might use this capability to direct their force from within the enemy's positions, darting around to avoid enemy fire whilst concentrating the attack on the most vulnerable point. More commonly, the command

platform will make a quick recon sweep then pull out of the immediate combat zone, staying far enough forward to provide midcourse guidance to missiles and gather intelligence at relatively close range.

Other commanders prefer to stay away from the distractions of the battle area, remaining in a safe rear area or even low orbit. The turret can be easily converted to a drone bay, allowing recon or attack drones to be delivered to the combat area. This is perhaps the best of both worlds, as the command platform receives data from sensors close to the enemy whilst remaining far beyond their reach.

Byrnyt Command Platform

TL	12	Armour	
Skill	Flyer (grav)	Front	70
Agility	+2	Sides	70
Speed (cruise)	Very Fast (Fast)	Rear	70
Range (cruise)	3,000 (4,500)		
Crew	3	Traits	—
Passengers	—		
Cargo	0.25 tons	Equipment	Autopilot (advanced), Anti-missile system (gauss), Camouflage (advanced), Command Centre, Communication System (advanced, encrypted, increased range, meson communicator), Control System (advanced), Decoy Dispenser, ECM (advanced), Fire Extinguishers, Life Support (short term), Navigation System (advanced), Prismatic Aerosol Dispenser, Reactive Armour (advanced), Sensor System (improved, hardened, increased fidelity, increased range), Stealth (improved)
Hull	53		
Shipping	12 tons		
Cost	MCr9		
Weapons	Advanced Fire Control x2		

Equipment

Autopilot (skill level)	3
Communications (range)	5,000km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	-4
Stealth (Electronics (sensors) DM)	-4

SESCNA GRAV ASSAULT PLATFORM

Designed to a custom specification, the Sescna assault platform is designed to punch holes through any defence, escorting a ground force right into the heart of the enemy and supporting them. Tougher than a heavy grav tank, the Sescna is impervious to most battlefield weapons. This high level of survivability translates to long-term return on investment by keeping repair costs down and eliminating the need of a replacement vehicle.

The Sescna is constructed as a thick but shallow wedge, higher at the rear where the main armament is carried. Its frontal aspect is dominated by a mix of anti-personnel and anti-vehicle weapons, which can fire in the frontal arc, whilst the sides mount additional anti-personnel weapons for defence. These can also be used to cause havoc along a breached defensive line.

The primary armament is housed in a large turret located well forward on the hull, with the traverse mechanism at the rear of the power compartment. The turret can traverse to fire in the front or side arcs but cannot engage targets to the rear. Few users will complain about this feature – it lowers the vehicle's profile whilst retaining capability in the direction an assault vehicle should be aiming. The turret mounts a plasma gun-C with a co-axial light laser cannon, remotely controlled from the crew area.

Secondary armament is a pair of gauss autocannon in limited-traverse mounts at the front of the hull. These are fired independently but can only engage targets in the frontal arc. Their mounts protrude slightly, giving the vehicle a characteristic 'horned wedge' aspect. Between the frontal horns is a limited-traverse mount



for a tri-barrel VRF gauss support weapon. In addition there are defensive mounts on the vehicle's flanks, each carrying twin rotary autocannons in a universal mounting. This permits fire straight down or straight up and within a 120° arc from the side of the vehicle.

The hull is constructed as three interlocking compartments. The frontal compartment houses the vehicle's power plant, providing additional protection in the unlikely event of armour penetration within the frontal arc. Directly behind the power compartment is the crew area, protected by a vehicular citadel giving Protection +25 to the crew. From this mobile fortress, the vehicle's crew can dominate the battlespace with their weapons or help a contingent of infantry get up close and personal with the enemy. To the rear of the crew compartment is a small utility space, which also contains basic sanitary facilities. The utility space can hold 1,400 kilograms of equipment or spares and still leave room to exit or enter the vehicle through a hatch at the rear of the compartment. This compartment can also function as a crude airlock, if necessary.

Defences are extremely heavy, with the vehicle's chassis loaded to the limit of its gravitic systems. The heaviest possible advanced composite armour is faced with reactive blocks, with additional passive protection from the internal citadel. Many weapons will not be able to attack the vehicle at all due to a comprehensive defensive array of electronic countermeasures, decoys, prismatic aerosols and four anti-aerospace missiles carried in vertical-launch containers on the rear flanks. These are capable of intercepting a large missile.

The Sescna requires a crew of six – commander, driver, electronics and defensive systems technician, and two gunners. Any crewmember can operate any weapon from their station or alternatively a target-selection system allows the vehicle's computer to fire at the most immediate or most attractive target. For example, one gunner might be operating the main turret and the other firing the forward gauss armament, leaving the missiles and flank defence guns on automatic to engage personnel or incoming missiles. The vehicle's commander would normally be responsible for setting-up fire patterns and can, if necessary, navigate the vehicle by a simple click-and-go system whilst directing the automated armament.

A fusion-powered variant can be created by removing the frontal armament and conventional power plant and replacing it with a custom fusion reactor. This must be built specifically for this vehicle in order to shoehorn it into the available space, adding MCr5 to the cost of the vehicle. This variant retains the heavy plasma/laser turret armament and flank autocannon but loses all other weapons. Some users consider the front armament to be superfluous on a vehicle mounting a turreted plasma gun, whilst others believe the intense forward firepower is its best feature.

Sescna Assault Platform

TL	12	Armour	
Skill	Flyer (grav)	Front	150
Agility	+1	Sides	150
Speed (cruise)	High (Medium)	Rear	150
Range (cruise)	3,000 (4,500)		
Crew	6	Traits	AFV
Passengers	—		
Cargo	1.25 tons	Equipment	Autopilot (advanced), Anti-missile System (gauss), Communications System (advanced, encrypted, increased range), Computer/3, Control Systems (advanced), Decoy Dispenser, ECM (advanced), Fire Extinguishers, Fresher, Life Support (short-term), Navigation System (improved), Prismatic Aerosol Dispenser, Reactive Armour (advanced), Sensor System (improved, hardened, increased fidelity, increased range)
Hull	200		
Shipping	50 tons		
Cost	MCr34.271		

Weapons

Large Turret (plasma gun-C, light laser cannon)
 Fixed Mounts (MPS-22 gauss autocannon, front) x2
 Fixed Mount (VRF-3 gauss support weapon, front)
 Pintle Mounts (rotary autocannon, left) x2
 Pintle Mounts (rotary autocannon, right) x2
 Fixed Mounts (anti-air missile, top) x4

Equipment

Autopilot (skill level)	3
Communications (range)	5,000km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	-4
Stealth (Electronics (sensors) DM)	-4



Weapon	TL	Range	Damage	Magazine	Magazine Cost	Traits	Fire Control
Plasma Gun-C	12	12	2DD	—	—	AP 30	+4
Light Laser Cannon	9	2	8D	—	—	AP 5	+4
MPS-22 Heavy Gauss Cannon	12	3	16D	150	Cr1000	AP 16, Auto 3	+4
VRF-3 Gauss Support Weapon	12	1.5	4D	1000	Cr5000	AP 5, Auto 6, VRF	+4
Rotary Autocannon	7	1	6D	500	Cr1200	Auto 5	+4
Anti-Air Missile	7	8	8D	—	—	One Use, Smart	+4