

GUERRILLA

Insurgents plague many worlds in the universe, as political movements, rival powers and corporations all seek to further their own interests at the expense of current governments or rivals. Guerrillas include those that join these movements out of political belief (or suffer the misfortune of being drafted into these forces) but there are also professional mercenaries that move from conflict to conflict, being paid for by various mysterious backers.

Qualification: End 6+.

Previous Service: 2 terms in any military careers

Per previous career: -1 DM

Assignments: Choose one of the following:

- **Terrorist:** Absolutely devoted to a cause and the most disliked in regular military circles.
- **Saboteur:** Specialist in the destruction of enemy material.
- **Assassin:** Targeting key enemy personnel assassins operate best in enemy urban territory, far behind the front lines.

CAREER PROGRESS

	Survival	Advancement
Terrorist	End 6+	End 7+
Saboteur	Int 6+	Edu 8+
Assassin	Dex 8+	Int 8+

MUSTERING-OUT BENEFITS

Roll	Cash	Benefits
1	-	Blade
2	-	+1 End
3	3,000	Ally
4	9,000	Gun
5	20,000	Armour
6	35,000	Ship Share
7	35,000	Free Trader

SKILLS AND TRAINING:

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 10)
1	+1 Dex	Athletics (any)	Comms
2	+1 Str	Survival	Engineer (any)
3	+1 End	Combat Engineer	Interrogation (any)
4	Jack of All Trades	Deception	Recruiting
5	Melee (Blades)	Stealth	Tactics (military)
6	Gun Combat (any)	Gun Combat (any)	Persuade

Roll	Specialist: Terrorist	Specialist: Saboteur	Specialist: Assassin
1	Explosives	Combat Engineer	Deception
2	Comms	Drive (any)	Melee (any)
3	Gun Combat (any)	Explosives	Recon
4	Recon	Mechanic	Stealth
5	Deception	Survival	Gun Combat (any)
6	Stealth	Science (Physical)	Gun Combat (any)

RANKS AND BENEFITS

Rank	Title	Skill or Benefit
0	Escopetero	
1	Soldado	Gun Combat 1 or Explosives 1
2	Sargento	
3	Teniente	Tactics (military) 1
4	Capitan	
5	Coronel	Leadership 1 or Recruiting 1
6	Comandante	



MISHAPS

2D6 Mishap

- 2 You are assaulted by several anti-war activists that you deal with rather harshly. The political backlash is enough that you are forced to leave the unit and look for new employment.
- 3 Your attack on an alien installation went particularly poorly. Roll on the Injury table and gain a member of that race as a Rival.
- 4 Your unit is sent against a superior force and you are horribly defeated. You openly blame one of your comrades for the lack of sufficient Intel. Gain him as a Rival.
- 5 You are responsible for a staggering number of confirmed kills on a ticket in a former neutral zone. Gain 1d3 Enemies from anti-war groups.
- 6 Severely wounded. Roll twice on the Injury table and take the lower result.
- 7 Your ticket seemed much too difficult for you and your unit, and you worry if you will make it out alive. Back out of the mission and avoid injury. Struggle through the ticket, roll on the Injury table, and keep your Benefit roll for this term.
- 8 Injured. Roll on the Injury table
- 9 You and your unit are used to cover the tracks of a disgraced military officer. As a result of this the officer becomes an Ally in gratitude.
- 10 Your unit is decimated as you come under 'friendly fire'. Throw Tactics 8+. If you succeed you manage to extract the survivors and lead them to safety, gain 1d3 Contacts. Failure leaves only embittered, wounded veterans who curse your name, gain 1d3 Enemies. In either case the disaster causes the unit to disband.
- 11 You end up in constant conflict with another mercenary. Gain that character as a Rival as he drives you out of the mercenary business.
- 12 What was a limited mercenary action rapidly escalates as major governmental agencies become involved. As a result of this your unit is one of those pushed out as political pressure forces 'something to be done'.

EVENTS

Roll d66 Events

- | | |
|-------|--|
| 11 | Disaster! Roll on the mishap table, but you are not ejected from this career. |
| 12 | You personally are credited with the winning of a popular conflict. Increase your Social Standing by 1. |
| 13 | You are recognised in a public place by the media. Throw Social Standing 8+. Failure shows you in a horrible light that makes the local populace despise you, earning them as an Enemy. Success increases Social Standing by 1. |
| 14 | Your business takes you into an affluent community. Gain a +1 DM to your Benefits roll for this term.. |
| 15 | You have the chance to oust a Rival from the local market. If you do so, gain him as an Enemy but gain a level in Broker. If you chose to let him stay, he is thankful and ceases to be your Rival. If you have no Rival you gain a Contact instead. |
| 16 | You are approached by a very powerful personal client with a difficult request. Throw Broker 8+. If you succeed, gain +2 DM to your next Advancement roll and the client as an Ally. If you fail the client tells all of his powerful friends of your ineptitude, you lose your Benefits roll for this term. |
| 21 | Your ticket requires you smuggle illegal items onto a planet for your employer, for their use or yours. If you accept, roll Deception 8+ or Persuade 8+ to gain a level in Streetwise, Deception or Persuade. If you refuse, you gain an Enemy in the local legal authority. |
| 22 | You are forced to spend a great deal of time in war vessels because of travel-based tickets. Gain Astrogation 1, Computers 1, Engineer 1 or Gunner 1. |
| 23 | You have an opportunity to risk a fortune of your earnings on a few hands of cards with a fellow warmonger. You may gamble a number of Benefit Rolls and roll Gambling 8+ or Persuade 9+. If you succeed, you gain half as many Benefit rolls as you risked, rounding up. If you fail, you lose all the rolls risked. Either way, you gain a level in Deception, Gambling or Persuade. |
| 24 | The ticket has the possibility of being highly lucrative. Throw Broker 8+. Success adds +1 DM to your Benefits roll for this term. |
| 25 | A trader asks you to carry a prototype device that he wants to see in action. If you refuse, he tells everyone of your 'cowardice' and you lose -1 Social Standing. If you agree, you must roll on the Injury table for when it backfires but you are compensated for your efforts in the form of a +1 DM to your Benefits roll for this term. |
| 26 | You fulfil a ticket that brings you to a deal table with some important people in the war industry. Throw Broker 7+ or Persuade 8+, gaining an additional Benefit roll if successful. Gain a Contact either way. |
| 31-36 | Life Event. Roll on the Life Events table (see page 34 of the <i>Traveller</i> main rulebook). |
| 41-46 | Wartime Event. Roll on the Wartime Events table (see page 34). |
| 51 | You have to travel to a remote outpost on the frontier. Throw Survival 8+. Fail and you roll on the Injury table. Succeed and you can increase Animals, Melee or Survival by one level. |
| 52 | You have to fill your ticket in the middle of a war zone. Throw Endurance 8+ to avoid Injury. Gain one of Athletics 1, Gun Combat 1, Melee 1 or Tactics 1. |
| 53 | You must defend your supply cache personally from raiders. Throw Gun Combat 8+. Failure causes you to roll on the Injury table and suffer a -1 DM to your Benefits roll for this term. Success grants a +4 DM on your next Advancement roll. |
| 54 | You are offered a chance to receive advanced training from one of your clients in exchange for some of your payment. You may accept, throwing Education 8+ to increase any one skill. If you refuse, gain a +1 DM to your Benefits roll for this term. |
| 55 | You can negotiate a much higher price from your employer. Throw Broker 8+ or Persuade 9+ to gain a +1DM to your Benefits roll for this term. |
| 56 | You unexpectedly find yourself in the front lines of the conflict you were supplying arms for. Throw Tactics or Gun Combat 8=. Failure causes you to roll on the Injury table. Success gains you a level in the skill you succeeded in. |
| 61 | Much of this term was spent in offices and non-hostile locations. You gain +4 DM to your next Survival roll. |
| 62 | You make sure not to undercut the local sales community, earning their respect. You gain 1D3 Contacts. |
| 63 | You know that you have to set up decent defence positions for your base of operations because of the high crime rate for the local area. Throw Intelligence 8+. If you succeed, you gain Combat Engineering 1, Explosives 1, Recon 1 or Tactics 1. Failure will cause you to lose your Benefits roll for this term. |
| 64 | You are put to the test in a massive combat situation, forcing you to act more like other breeds of mercenary. Gain one of Comms 1, Gun Combat 1, Leadership 1, Melee 1 or Tactics 1. |
| 65 | In a wartime meeting of your clients, you are forced to back one side over the other. Unless you can convince both sides that you are 'neutral'. Throw Persuade 8+ in order to seem like a neutral party in this conflict. If successful, gain two Contacts. If you fail, gain one Ally and one Enemy. No matter what happens you gain Persuade 1. |
| 66 | This term was filled with lucrative tickets. You are automatically promoted. |

Specialities

- **Doubletalk:** The character knows how to talk circles around most people, getting them to say or admit to things they never meant to with pressured conversation. With enough time to grill them properly, the character can get anyone to spill their secrets.
Badgering an admission of guilt out of a captive: 1-6 Hours, Intelligence, Difficult (-2). The Effect is the DM penalty against the interrogator's inquiries.
Uncovering a secret through focussed conversation: 10-60 Minutes, Intelligence, Difficult (-2).
- **Torture:** This speciality governs the collection of emotional, physical and psychological methods in which an interrogator can get a victim to break. Through an assortment of unsavoury methods, the character can get anyone to say what he needs them to.
Knowing a true confession from a false one: 1-6 Seconds, Intelligence, Routine (+2).
Using pain or discomfort to acquire an answer to an inquiry: 1-6 Hours, Education or Strength, Average (+0).
Using emotional or psychological response to acquire an answer to an inquiry: 10-60 Hours, Education or Intelligence, Average (+0).

Language

- Speaking or deciphering a phrase in false 'language':* 1-6 seconds, Education, Average (+0)
- Holding a simple conversation in false 'language':* 10-60 seconds, Education, Difficult (-2)
- Writing or deciphering a complex document or report in false 'language':* 10-60 minutes, Education, Very Difficult (-4)

Leadership

- Conveying orders non-verbally:* 1-6 seconds, Social, Average (+0). Number of words can be conveyed equal to twice Effect.

Medic

- Triage:* 10-60 seconds, Education, Difficult (-2). Able to prioritize casualties based upon their medical requirements.

Pilot

- Deploying breaching troops successfully:* 1-6 minutes, Dexterity or Education, Average (+0)

Recon

- Figuring the quantity of recent passers by using ground tracks:* 1-6 minutes, Intelligence, Average (+0)
- Covering one's own tracks:* 1-6 minutes, Intelligence, Average (+0) or Difficult if performed without slowing travel (-2). Covers the tracks for a number of additional allies equal to Effect.

Figuring the type of armour worn by a target by its ground tracks: 10-60 seconds, Intelligence, Very Difficult (-4)

*Recruiting

This skill governs the ability to recognise the best individuals to attempt to bring into the character's allegiance, group or affiliation. Used primarily by mercenaries to find new blood for their charter, this skill can also be used by those simply looking for related hirelings or employees. The Recruiting skill also governs the ability a character has to be the most approachable and acceptable when trying to acquire these new comrades as well.

The full rules for mercenary recruiting can be found in the Recruiting Unit Members chapter of this book. Otherwise this skill is used to better gauge the potential of new recruits or other could-be allies, and the ability in which the character has to hire them.

Recruiting 0 allows the character to recognise anyone who shares a career path term with him, and the knowledge of what that path is. Recruiting 1 grants the character the ability to know the average skill level of a character that shares a career path term with him. Recruiting 2 allows the character the ability to know the highest and lowest skill (and level) of a character that shares a career path with him.

Approaching a possible recruit in an appropriate manner: 10-60 Seconds, Social, Routine (+2). The character can approach a number of possible recruits at one time equal to Effect.

Seafarer

- **Personal:** This skill is for any manpowered craft (canoes, kayaks, rowboats, etc.).

Propelling the craft without making wake or splash: 10-60 minutes, Dexterity, Average (+0)

Stealth

Passing through an area without leaving signs: 1-6 minutes, Dexterity, Difficult (-2)

Streetwise

- Finding local mercenary contacts:* 10-60 hours, Intelligence or Social, Average (+0)
- Evading local mercenary contacts:* 10-60 hours, Intelligence, Difficult (-2), Opposed

Survival

- Discovering temporary shelter in nature:* 10-60 Minutes, Education or Intelligence, Average (+0). Shelter can hold up to Effect in inhabitants.
- Constructing a temporary shelter in fair weather:* 1-6 Hours, Intelligence, Average (+0). Shelter can hold up to Effect in inhabitants.

Field Exercise: This mission type involves the mercenary unit performing some sort of average task in a potential hostile location. (MEDIUM)

- *Cadre* units often take groups of recruits or employers out into the field to train them in ways that they cannot manage in a gym or classroom.
- *Warmonger* units are sometimes asked to bring their wares out directly to those who will put them to use.
- *Dream* missions of this type send the mercenary unit to a task in a utopian area for them, and they can enjoy their environment while they fulfil their ticket.

First Strike: This mission type is the preliminary attack of any conflict, often starting a greater escalation. (SHORT)

- *Guerrilla* mercenaries that sign on for first strike assignments are likely to be making a very public statement about their target at the same time.
- *Commando* units that are given the mission to go on first strikes are typically attacking a location with massed firepower and military fervour.
- *Striker* units on these missions are tactical offensive groups that hit hard, fast and without pause. Their targets rarely have a chance to defend themselves and employers expect a great deal of momentum and efficiency.
- *Dream* missions of this type are rarely difficult for the unit and target unknowing and lightly defended targets that are extremely important to the employer – making them high-paying and low-risk.

Raid: This mission type is used to specifically cause financial damage to the target. (SHORT)

- *Criminal* missions of this type are often planned as thefts, vandalism or arson.
- *Commando* units that are given raid missions are sent in to a location to cause as much collateral damage as they can while performing their manoeuvres. They are supposed to go in, inflict mass damage, and then quickly evacuate.
- *Warmonger* missions of this type are aimed at rivals of the employer, taking assets from them in order to weaken the target's position against them.

Recon: This mission involves gathering information on the target. (MEDIUM)

- *Guerrilla* units on recon duty are secretly learning about the target to likely use it as part of an attack or offensive against it later.
- *Cadre* mercenaries that sign up for these missions are in charge of showing others the best way to gather intelligence upon the target.
- *Striker* missions of this type are designed to get into hostile territory and learn as much as the mercenaries can, by whatever means necessary, before making a hasty escape with the information.
- *Dream* assignments in a recon mission are 'cushy' jobs that involve non-hostile targets. They are often personal in nature

to the employer, and the mercenaries are being paid for their subtlety instead of their firepower.

Retrieval: This *Commando*-only mission type involves a heavily armed unit going into enemy territory with guns blazing and engines hot in order to find, obtain and evacuate with the target. These are frequently used in military situations when prisoners are involved, but governmental hands are too politically tied to take action. (MEDIUM)

Sabotage: This mission type involves the wilful tampering or even destruction of items or locations belonging to the target. (SHORT)

- *Criminal* missions of this type are almost always aimed at the local operational authorities, otherwise they would not be considered criminal in nature.
- *Guerrilla* units signing on to commit acts of sabotage are likely to do so in dramatic and showy way.

Technological Test: This *Dream* mission involves the mercenary unit being equipped with a brand new and untested piece of equipment that they are to give field testing for. Whether it is a new type of armour, weapon, or something as mundane as a new type of environment, the unit is paid well to do research into the usefulness of the item. NOTE: This mission grants the mercenary administrator 2d3 additional Ticket Adjustments for use solely in the Post-Ticket Support section of the ticket. (LONG)

Terrorise: This *Guerrilla*-only mission is the application of violence and fear to make some kind of political or social statement on behalf of the employer. This is sometimes considered to be a truly despicable ticket type, but pays very well for a surprisingly low amount of work. (MEDIUM)

Train: This *Cadre*-only mission involves the mercenaries staying on a base, ship, or compound where they will be helping the target learn whatever skills the employer specifies. This is a very safe ticket to undertake, but most mercenaries also find them excruciatingly boring and frustrating. (MEDIUM)

Unlawful Acquisition: This *Criminal* mission type is the basic idea of picking something up for the employer that does not currently belong to them. Whether it is simple theft, hijacking, kidnapping or some other form of 'acquisition', the unit must take possession of the target and bring it to the employer. (SHORT)

3.2 LENGTH OF SERVICE

The ticket's services are always of a specifically defined length of time, otherwise the mercenary unit could theoretically be contractually obligated forever. It is through the negotiation process that the timing of the contract is worked out.

The following three tables are designed to quickly determine how long the mercenary unit will be given to fulfil the ticket's services. The mercenary administrator may lengthen or shorten the time increment rolled by spending Ticket Adjustments, one per level

represents their effectiveness in inflicting losses on the enemy but has a direct influence upon the unit's morale.

The unit rating reflects also the average skill levels of the troops. Raw troops will have a few individuals with skill 0, but many without any skill whatsoever. Trained will all be of skill 0, whilst elites will have a skill of 3, on average (and on very rare occasions, even more than this). Different units are specialised in different skills, as shown below. The defining skill of the units is calculated using the base average of the unit members.

- **Infantry** – Gun Combat (any non-pistol)
- **Heavy Infantry** – Heavy Weapons
- **Close Quarters** – Melee (any) or Gun Combat (any pistol)
- **Vehicle** – Drive, Flyer or Seafarer (depending on the type of vehicles)
- **Artillery** – Heavy Weapons (field artillery)
- **Ortillery** – Gunner (any)
- **Close Air Support** – Flyer (any)
- **Command** – Tactics and Leadership

UNIT MORALE

Unlike personal Morale (see earlier in this chapter), this statistic is based partially on the skill of the unit and their faith in the commands of the force commander. The Unit Morale of each unit is calculated by adding the Unit Rating number to the Unit Size plus the Leadership skill of the primary Command unit of the army.

Example: A veteran battalion of Infantry will have a Unit Morale of 5 plus their Unit Rating of 4, plus the Leadership of their Command unit. However, a veteran fire team will only have a Unit Morale of 1 plus 4 in addition to the Leadership of their Command unit – showing how large units add to the willpower of the soldiers within them.

If, during battle, a unit's morale reaches 0 it is broken and will attempt to flee the field or surrender, depending on the circumstances on the battlefield.

TECH LEVEL

A few troopers in battledress are unlikely to have much trouble with many hundreds of wild-eyed swordsmen and tech-level is a very important consideration once battle is joined. All units equipped to Tech Level 3 or less are considered to be Close Quarters units.

Deployment Zone

Each force has three deployment zones in which to place its forces. These are named Front Line, Reserves and Support, any unit may be placed in any of these zones, apart from Close Air Support and Ortillery, which are always assumed to start in the Support zone.

Although some units are better positioned in different zones. Artillery will almost always be placed in Support, whilst infantry, heavy infantry and vehicles will almost never be placed there. Each unit benefits from its placement and it is important for either side to place its troops appropriately in order to maximise their combat efficiency.

Placing the Units on the Battlefield

Once all of an army's units have been formed, rated and recorded in order to keep track of their statistics, the force commander (or the commanding player) will decide where exactly on the battlefield the units will begin. They, of course, will be allowed to move once a battle has begun.

Ortillery units are not considered to be on the battlefield, as such, bringing their devastating firepower down upon their enemies from the safety of orbit. They are, for convenience, positioned in the Support Zone of their army.

Close Air Support units are held in reserve, they do not enter the battlefield until their commander decides they are required and when they do appear it will be in their own Support zone.

Execution of Battle

The units have been set, and the battle has begun. Now it is time for the bullets and bodies to start flying. This happens in a series of phases through the Battle Round, with the Command unit taking charge and sending other units into action.

The Execution of Battle phase comprised of the following phases.

- **Command Phase** – Deciding which and how many units will act this round



Technology Level 8

Even though infantry-based weaponry is still effective against vehicles, especially with the addition of squad-based missile launchers and advanced warhead capabilities, ground warfare had moved primarily to a mechanised state. Infantry moves around in vehicles, deploy for specific actions and then use their vehicles to move elsewhere. Rotor craft and airplanes do as much fighting as infantry platoons, especially when the field of battle was far from any base.

Mercenary units, too limited to have much in the way of air assets of their own, keep their focus on the ground. Small conflicts between local governments or even corporations are a much better way to make a profit. Wars had simply gotten too big and destructive for a good mercenary unit to survive, so they hire out to the private sector. A corporation that needs a shipment to get through an area safely might hire a few mercenaries to serve as its escort, with other less savoury duties falling upon their shoulders from time to time.

MILITARY MECHANISED ROUTING POINT

Essentially a normal military base that is comprised almost completely of airstrips, hangars, helipads and/or motor pools, a mechanised routing point is where a military's forces can upkeep and ready all of the vehicle assets. Using the vehicles and the weapons they mount, the routing point is very well defended from most forms of attack. Although it keeps a much smaller ratio of infantry to a normal forward base, there are always enough hands and bodies to utilise the tanks, APCs and aircraft stationed there.

MERCENARY COMMERCIAL HEADQUARTERS

When military warfare simply became too dangerous for a common mercenary unit they began to change their outlook, dealing with commercial entities. It is hard to invite the CEO of a mega-corporation to a barbed-wire and gun-turret ringed compound in the middle of nowhere, so many units began to use less harsh base structures. Building a common base, all of the normal amenities (weapon storage, training, and so on) are built inside of an area and then wrapped in a pleasant (or at least unassuming) looking façade. A normal office building from the outside could hide a huge force on the inside – which is exactly how they want it.

Technology Level 9

The birthplace of the mercenary ticket, the beginning of gravitic science and the addition of lasers to the military arsenal are all major changes. When soldiers begin to carry powerful energy weapons that can punch through vehicle armour, warfare took a turn back toward older styles of fighting – the marching forces of trained infantry. Vehicles still had a place in the overall schematic of battle, but they became secondary when a handful of soldiers could put out as much firepower that a small platoon used to have.

Military bases turned back a few decades, returning to the era of massed barracks and equipment lockers. Massive airstrips and helipads became secondary to higher-tech workshops and supply storage. Gravity manipulation and early Jump technology brings these enhanced infantry units into space.



strikes a single target and expands in all directions to consume it and the area around it. The fuel does not puncture armour like a bullet, but instead coats the target in burning fuel – which will continue to blaze for several seconds. As technology advances the type of fuel becomes more efficient, eventually reaching the point the of blue-white plasma thrower at TL14.

In game terms, a flamethrower attack targets a single point of impact within range, making attack rolls against everything in a straight line from the firer to that point (rolling in order) – stopping when an attack hits. When the stream hits a target however, it breaks the projection and becomes a radius of 3 metres around the target, rolling the damage for the weapon as normal. Anything that suffers damage from a flamethrower will continue to suffer half (round down) the current damage value every round until the damage is halved eventually to 0. Due to the lack of penetration to a flamethrower’s stream, armour values are doubled against flamethrower attacks.

Light Machine Gun (LMG) A heavier belt fed version of the automatic rifle, the LMG fires standard ammunition at staggering speeds. Ammunition is provided in 100 round belts. Reloading requires six minor actions if the weapon is manned by a single individual, two minor actions if a dedicated loader is present. If a loader is present, he may choose to link two 100 round belts to form a 200 round belt on the spot as a minor action. This may not generally be done ahead of time as each belt is carried in its own ammo box. Linked 200 round belts are often provided ahead of time if the weapon is emplaced in a defensive structure or is vehicle mounted.

Light Assault Gun (LAG) Essentially a superheavy rifle, the LAG fires a single solid slug at extreme distances with anti-armour penetration capability. A magazine containing five rounds is inserted into the underside of the weapon, ahead of the trigger guard, and

locked into place before firing. The weapon comes standard with both a manually set tripod and an over-the-back sling to assist in carrying from place to place.

Armour Rifle, Man Portable (ARMP) Designed to be the epitome of sniper rifles, the ARMP is a single-shot, bolt action heavy rifle that can puncture the plate armour of personnel carriers. With the integrated bio-mass range finder (see below) and adjustable pivoting bipod, an ARMP properly set up with a proper line of fire can kill a target that thinks it is safe behind cover. Little can withstand a well-aimed direct hit from the ARMP’s specialised ammunition.

Auto Cannon A gravity fed, fully automatic weapon, the auto cannon fires a large-calibre round at amazing velocities with a practical rate of fire reaching 200 rounds per minute. Ammunition is provided in two large drums, placed to either side of the firing position. Empty drums may be changed independently of one another by a secondary loader, allowing the weapon to be fired while being reloaded. Replacing an ammunition drum requires the normal 6 minor actions, but is doubled to 12 if performed while the gun is being fired. This ammunition system is so heavy, that the weapon must be mounted on a vehicle or emplacement to be fired effectively.

VRF Gauss Rifle Standing for Very Rapid Fire, the gauss rifle is a shoulder-slung gauss weapon that uses an attached power backpack to accelerate hundreds of metal darts per second at targets several over a hundred metres away. Generally only carried by soldiers in battle dress, the VRF gauss rifle is a heavy rig that must be set on a stationary pintle-mount if it is to be fired by any character outside of powered armour.

MagRail Minigun Modified to fire steady streams of twenty-centimetre discs of sharpened metal, the MagRail minigun does not use revolving barrels like conventional slug-throwing

HEAVY WEAPONS

Weapon	TL	Range	Damage	Auto	Recoil	Mass	Magazine	Availability	Cost
Flamethrower	4	Ranged (shotgun)	4d6	No	3	25	30	8+	800
	6	Ranged (shotgun)	4d6		2	20	25	9+	1,400
	8	Ranged (assault weapon)	3d6+6		1	20	25	9+	2,500
	14	Ranged (assault weapon)	8d6		0	8	30	10+	15,000
LMG	5	Ranged (assault weapon)	4d6	6	2	20	100	8+	3,000
LAG	5	Ranged (rifle)	6d6	No	5	30	5	9+	3,500
	8	Ranged (rocket)	8d6		4			9+	5,000
ARMP	10	Ranged (rocket)	10d6	No	4	15	1	8+	10,000
Auto Cannon	8	Ranged (rifle)	4d6	8	3	35	50 200/200	9+	7,500
	10	Ranged (rifle)	4d6+4	8	2	with both drums)		9+	10,000
VRF Gauss Rifle	14	Ranged (rifle)	5d6	10	2	40	1000	10+	50,000
MagRail Minigun	15	Ranged (assault weapon)	5d6+4	12	2	25	500	11+	250,000