

TRAVELLER



*Special Supplement 2:
Deadly Assassins*

TRAVELLER

DEADLY ASSASSINS

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DEADLY ASSASSINS

You have been genetically bred to be the finest warrior in the galaxy. Your reflexes have been honed by countless exercises in the most dangerous environments known to man. A regiment of scientists and engineers have developed the most advanced weaponry for your arsenal.

There has never been an assassin as lethal as you.

Your chances of survival and success are less than 4%.

USING DEADLY ASSASSINS

This Special Supplement for Traveller introduces three schools of assassins, a career to create characters from them, the equipment they use and some sample practitioners to use in your games.

Any or all of these schools can be used in any Traveller setting, from the wide-open *Judge Dredd* and *Strontium Dog* games, to the harder science fiction of the *Third Imperium* and *Hammers Slammers*. A referee can use these assassins as adversaries (they certainly make very potent instruments for any Enemies created) or even Contacts and Allies.

Alternatively, players may like to try their hand at the assassin career presented here. Be warned though, these three schools of assassins are extremely punishing on their candidates and absolutely ruthless in the use of qualified operatives. The career is exceedingly hard to get into (you'll need to take it at an early age), harder to survive, and you won't leave with much money. On the other hand, stay (and survive!) for any good number of terms, and you will have an extraordinary range of combat skills and access to equipment that is not on the open market.

THE SCHOOLS OF ASSASSINS

There are many schools of assassins scattered throughout the galaxy, but only three large enough and powerful enough to become known to more than a few specialists and historians. These are the schools of Dark Eon, Magna Kurr and Torsten Rex.

Each can trace its roots back to the first days man raced to the stars, and it is said that Dark Eon and Torsten Rex are truly ancient, predating any sophisticated technology. Each maintains the same independence borne since the schools' creation though this has eroded over the centuries, for it is

known that both Dark Eon and Torsten Rex, at least, have tight ties with the higher echelons of the human military.

The school of Dark Eon emphasises stealth, disguise and deception, the art of getting close to an enemy without him knowing danger is present. This is accomplished by infiltration, disinformation, mimicry, and trickery. An agent of Dark Eon may wrap themselves in stealth suits and jammers to penetrate a fortress too heavily defended for a classic assault, or they may assassinate a lower functionary – a guard or servant, perhaps – and work their way towards the target, gathering information and replacing other, higher-ranking subordinates. They are also exceptionally good at infiltrating a populace to patiently wait for the opportune moment to strike. Dark Eon assassins are the prime choice for those looking to destroy a target whose whereabouts is either unknown or inaccessible to conventional forces.

Claiming distinction as the first true inter-planetary school of assassins, those of Magna Kurr see the body as much more than just a vessel for the mind, and seek to combine both in a series of holistic martial arts. This practice is usually credited to the mental disciplines that were developed when Mankind first started travelling to other worlds, when such voyages took months or even years to accomplish. The Magna Kurr are truly in tune with their surroundings, and are able to use any part of their bodies or environment (both being much the same when in a battle trance) to lethal effect. A Magna Kurr assassin without his advanced technology is a terrible weapon to deploy. When so armed, he is unstoppable.

The school of Torsten Rex epitomises the military sniper's ideal of 'one shot-one kill,' but for the assassin, it is elevated to a spiritual art form. Simply killing a target with a single round is never enough for a true disciple of Torsten Rex. What is important is the final impact, when round meets target, where the angle of the shell's entry, the range at which it was fired, the exact entry point, the manner of its exit from the target's body – all of these are points of fine perfection to the Torsten Rex. It is said these assassins are forever seeking the one, Perfect Shot which, upon achievement, will see them transcend into beings of pure energy. To this end, an assassin may spend weeks or even months studying its target and environment, deciding upon location of both shooter and victim, constantly planning the moment at which the shot will be fired and the manner in which the contract is terminated.

DEADLY ASSASSIN

Trained in one of the original schools of assassins, you are one of the most lethal operatives in the galaxy.

ASSIGNMENTS:

Choose one of the following.

Dark Eon: Prizing stealth and deception above all, Dark Eon assassins can penetrate any stronghold to reach their quarry.

Magna Kurr: Practicing ancient Jovian martial arts, the Magna Kurr can deal punishing blows with almost any part of their bodies.

Torsten Rex: Trained to find the perfect location for attack, the Torsten Rex focus on delivering one kill with a single shot.

Enlistment: Dex 9+ and End 9+ If you are aged 22 or more –2 DM Per previous career, -2 DM



SKILLS AND TRAINING:

| Roll | Personal Development | Service Skills | Advance Education (Minimum. Edu 8) |
|------|----------------------|------------------|------------------------------------|
| 1 | +1 Str | Athletics (any) | Computers |
| 2 | +1 End | Gun Combat (any) | Mechanic |
| 3 | +1 Dex | Melee (any) | Medic |
| 4 | +1 Int | Recon | Remote Operations |
| 5 | Stealth | Stealth | Sensors |
| 6 | Melee (any) | Survival | Science (any) |

| Roll | Dark Eon | Magna Kurr | Torsten Rex |
|------|-------------|-----------------|---------------------|
| 1 | Deception | Athletics (any) | Explosives |
| 2 | Investigate | Comms | Gun Combat (any) |
| 3 | Language | Melee (any) | Heavy Weapons (any) |
| 4 | Persuade | Recon | Recon |
| 5 | Stealth | Stealth | Stealth |
| 6 | Streetwise | Zero-G | Survival |

MISHAPS

| 1d6 | Mishap |
|-----|---|
| 1 | Severely injured in action (this is the same result as 2 on the Injury Table). Alternatively, roll twice on the Injury Table (page 37 of the <i>Traveller Core Rulebook</i>) and take the lower result. |
| 2 | Your mission is a disaster, for which you blame a senior politician or military officer. Gain him as an Enemy and leave the School of Assassins. |
| 3 | You are sent to a very unpleasant region (jungle, swamp, desert, icecap, urban) to assassinate a leader of guerrilla fighters or rebels. You are dismissed from the School of Assassins because the government wishes to bury the whole incident. Increase Recon or Survival by one level but gain the rebels as an Enemy. |
| 4 | A mission goes wrong and you are stranded behind enemy lines. Increase Stealth or Survival by one level but, due to the mission's failure, you are ejected from the School of Assassins. |
| 5 | You are blamed for walking into an ambush that alerted your target and caused him to flee. Choose whether you were actually responsible, If you were, then you gain one free roll on the Skills and Training table before you are ejected from the School of Assassins. If you were not, then gain the officer who blamed you as an Enemy, but you keep your Benefit roll from this term. |
| 6 | Injured. Roll on the Injury Table. |

EVENTS

| 2d6 | Event |
|-----|---|
| 2 | Disaster! Roll on the Mishaps Table but you are not ejected from this career. |
| 3 | Cut off from your retrieval boat, you are trapped behind enemy lines and have to survive on your own. Gain one of Survival 1, Stealth 1, Deception 1, or Streetwise 1. |
| 4 | You are assigned a target who relocates to a far off hiding place. Gain one of Drive (any) 1, Flyer (any) 1, or Seafarer (any) 1. |
| 5 | You go to extraordinary lengths to locate a difficult target but are beaten to the kill by another assassin from another school. Gain any one skill of your choice at level 1, and the assassin as a Rival. |
| 6 | You assassinate an enemy general as part of a major military action. Gain one of Comms 1, Engineer (any) 1, Sensors 1 or Tactics (military) 1. |
| 7 | Life Event. Roll on the Life Events table (page 34 of the <i>Traveller Core Rulebook</i>). |
| 8 | You receive special training and are given an assignment to assassinate a space-based target. Gain one of Gunnery (any) 1, Pilot (any) 1, Vacc Suit 1. |
| 9 | You are assigned to watch over other assassins across a wide area of space. Gain one of Admin 1, Investigate 1, Leadership 1 or Recon 1. |
| 10 | You are assigned off-world. Gain one of Vacc Suit 1, Zero-G 1, or Engineer 1. |
| 11 | Your tutor takes an interest in your career. Either gain any skill of your choice at level 1 or take a +4 DM to your next Advancement roll. |
| 12 | You display extreme heroism in a mission, killing multiple important targets in one action. Gain a promotion immediately. |

MUSTERING-OUT BENEFITS

| Roll | Cash | Other Benefits |
|------|--------|----------------------|
| 1 | 500 | Blade |
| 2 | 1,000 | Weapon |
| 3 | 1,500 | Armour |
| 4 | 3,000 | +1 Edu |
| 5 | 5,000 | +1 Int |
| 6 | 7,500 | Assassin's Equipment |
| 7 | 10,000 | +1 End |

RANKS AND SKILLS

| Rank | Title | Skill or Benefit |
|------|---------------------|-------------------|
| 0 | Initiate | |
| 1 | Adept | Remote Operations |
| 2 | Executioner | |
| 3 | Night Slayer | Computers |
| 4 | Shadow of Death | +1 End |
| 5 | Minister of Death | |
| 6 | Master of Assassins | +1 End |

CAREER PROGRESS

| | Survival | Advancement |
|-------------|----------|-------------|
| Dark Eon | Dex 7+ | Int 8+ |
| Magna Kurr | Str 7+ | Edu 8+ |
| Torsten Rex | End 7+ | Int 8+ |

Assassin's Equipment: Choose one item from any of those listed in the next chapter.

ASSASSIN EQUIPMENT

What follows is a listing of many of the advanced devices and weapons these assassins use in their missions. Every school has access to every item, as the schools have jealously watched over one another and any technological acquisitions made for centuries, but each also favours the equipment best suited to their manner of killing.

Adrenaline Booster: This is a set of drugs whose combination, for anyone else, would be considered lethal. Assassins are conditioned to stave off the side effects of these drugs, as they release an explosion of energy that can properly a critically injured assassin forward, just long enough to complete his mission. The adrenaline booster will instantly heal 4d6 points of damage to a living being. However, this will only last for 1d6 minutes, after which the target will suffer 6d6 points of damage.



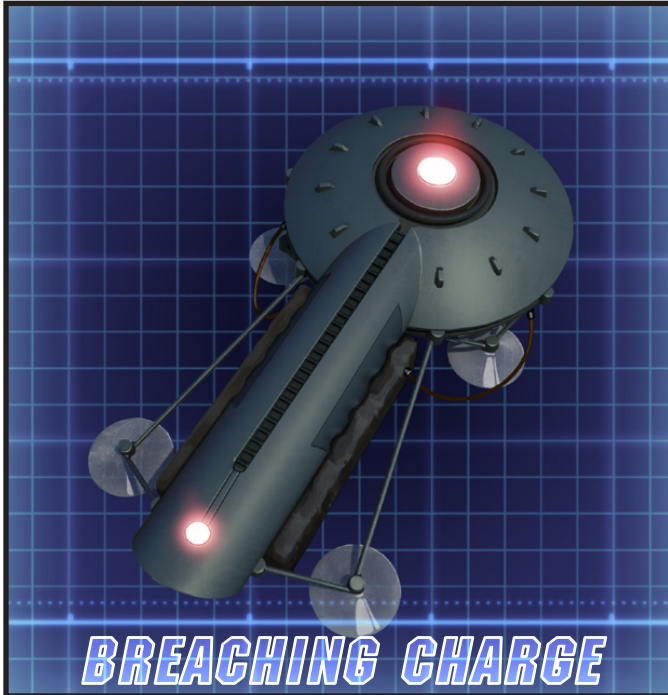
Advanced Combat Drugs: An improvement, if that is the right word, on the combat drugs available at TL 10. They have the same effects detailed on page 94 of the *Traveller Core Rulebook* but adds +6 to the user's Initiative, permits dodging twice a round for no adverse effect, and reduces all damage suffered by 1d6.



Advanced Combat Sights: Designed for snipers and their rifles, these sights incorporate a number of advanced features, such as viewing targets on different wavelengths of light, automatically calculating for wind shear and refraction/deflection through materials, and providing lead on moving targets. With a variety of magnification modes, there are few targets that can hide from these sights. They provide a +3 DM to hit at Medium ranges and further.

| Item | TL | Protection | Required Skill | Cost (Cr.) | Mass (kg) |
|------------------------------|----|------------|----------------|------------|-----------|
| Adrenaline Booster | 12 | - | - | 3,000 | - |
| Advanced Combat Drugs | 12 | - | - | 2,000 | - |
| Advanced Combat Sights | 12 | - | - | 2,500 | 1 |
| Breaching Charge | 10 | - | - | 250 | 1 |
| Combat Holographic Projector | 14 | - | - | 50,000 | 1 |
| Dark Eon Stealth Suit | 16 | - | - | 168,000 | 6 |
| Energy Shield | 15 | - | - | 80,000 | 0.25 |
| Heartbeat Sensor | 9 | - | - | 6,000 | 1 |
| Micro Drone | 13 | - | - | 8,000 | 2 |
| Psionic Shield | 13 | - | - | 12,000 | 1 |
| Subdermal Armour | 13 | 4 | - | 450,000 | - |
| Wireless Hack Terminal | 13 | - | - | 100,000 | 0.5 |

Breaching Charge: A small explosive charge with a great deal of power, it can be shaped by the assassin on the fly (a minor action) to direct its blast in specific directions. It deals 4d6 Super AP damage, making it perfect for destroying blast doors and sabotaging armoured vehicles.



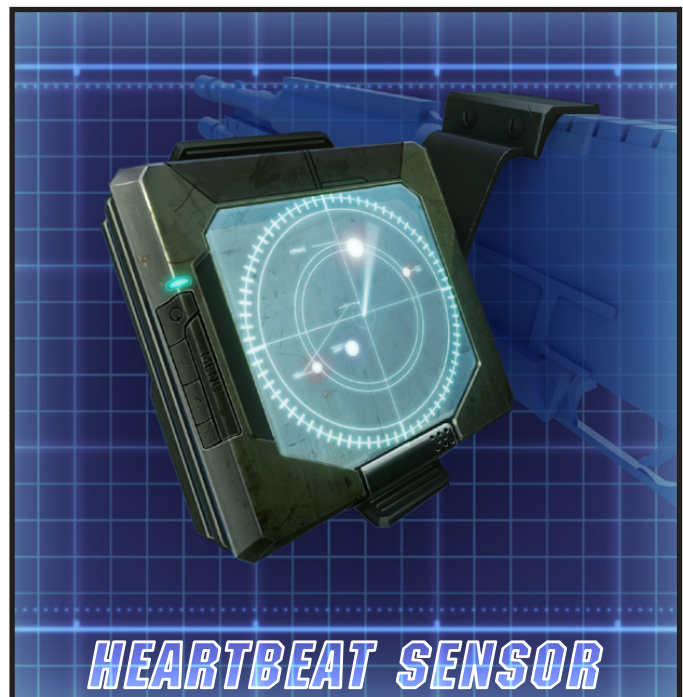
Combat Holographic Projector: Creating perfect, true-to-life images of the assassin, the combat holographic projector analyses the immediate surroundings and projects the image in what it judges to be the best place to confuse enemies. The image of the assassin can be cycled through a variety of actions so it appears to be creeping behind cover, aiming a rifle, or in full-throated battle rage. Such is the fidelity of this projection, Int checks made to avoid being fooled suffer a -2 DM. This is often all the distraction an assassin needs to either reach his target, or escape a deadly confrontation.

Dark Eon Stealth Suit: Developed by the Dark Eon school but since stolen by others, there is no better personal stealth device. The suit not only bends light at all wavelengths around its wearer but muffles sound and cancels densitometers to make the assassin, to all intents and purposes, practically invisible to both man and machine. However, it cannot be combined with any other armour (other than subdermal) or clothing whatsoever.

Energy Shield: Worn on the wrist, this generator produces a semi-visible disc of energy, mimicking a medieval shield. Its lightness and ability to absorb damage make its parries blindingly fast in the hands of a master. An energy shield will double the user's effective Melee (unarmed) skill when parrying.



Heartbeat Sensor: Calibrated to detect most sentient life forms, the heartbeat sensor locks into the electric discharges that are produced with every pulse in a living being. It can be tuned to block out the heartbeats of specific races and, if detailed medical records are available, it can lock on to a specific target's heartbeat. It cannot operate passed Medium range.



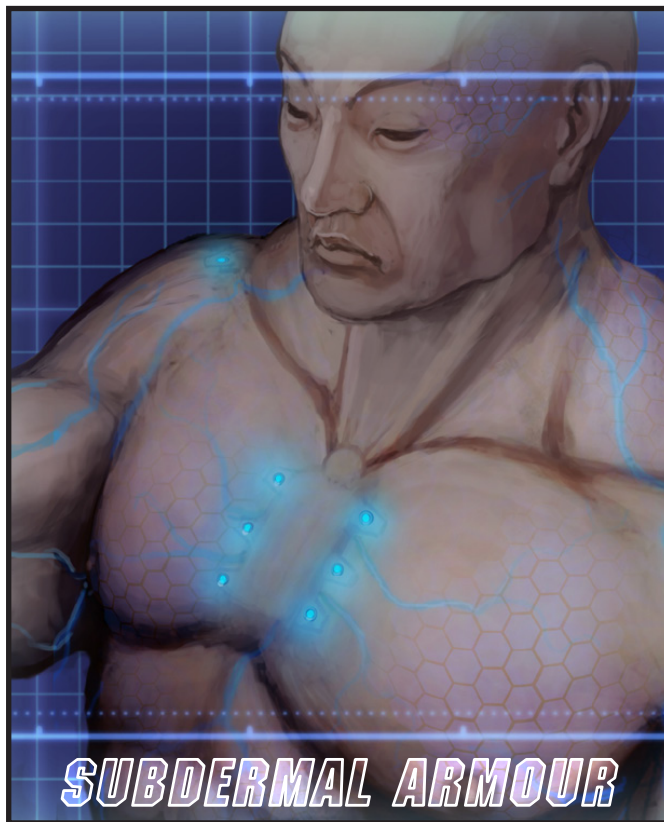
Micro Drone: These small, disposable drones of around 15 cm in height are used by assassins to access areas they cannot otherwise gain entry to, or to reconnoitre dangerous environments before an assault.

Strength 2 (-2), Dexterity 9 (+1), Hull 1, Structure 1
Traits: Armour 3, Tiny, Integral System (comm, audio/visual), Integral System (every sensor available at TL 13), Stealth Coating (+2 DM to Stealth checks).



Psionic Shield: Another wrist-worn device, this creates an anti-psionic energy field that disrupts projected thought patterns and dissipates them around the wearer. It has to constantly rotate frequencies to be effective against different psionic powers, which can sometimes allow an attack to briefly penetrate its defences. Any psionic power used against a wearer of an active psionic shield will suffer a -1d6 DM.

Subdermal Armour: The ultimate in hidden protection, subdermal armour at TL 13 includes self-repairing fibre weaves, ablative panels and active force dissipation that spreads incoming damage around key areas of the armour and body to lessen even the heaviest blow.



Wireless Hack Terminal: A specialised computer dedicated to breaking through enemy systems by remote, this terminal can use wired connections for speed or wireless for convenience. It is effectively a Computer/4 system running Intrusion/3 software. An assassin can use it to attempt to access any computer systems capable of wireless connections within Very Long ranges.

Assassin Weapons

| Weapon | TL | Range | Damage | Auto | Recoil or Heft | Mass (kg) | Magazine | Cost (Cr.) | Ammo Cost (Cr.) |
|------------------------|----|------------------|--------------|------|----------------|-----------|----------|------------|-----------------|
| Advanced Laser Pistol | 12 | Ranged (pistol) | 4d6 | 4 | - | 3 | 100 | 5,000 | 6,000 |
| Blaster Rifle | 16 | Ranged (assault) | 6d6 | 4 | 0 | 6 | - | 175,000 | - |
| Flame Pistol | 11 | Ranged (pistol) | 3d6+6 | No | 0 | 2 | 10 | 1,500 | 25 |
| Hi-ex Coin Grenade | 12 | Ranged (thrown) | 6d6/4d6/1d6 | No | - | - | - | 100 | - |
| Ionised Rail Rifle | 14 | Ranged (rifle) | 5d6 AP | No | 0 | 12 | 6 | 24,000 | 75 |
| Laser Assault Cannon | 13 | Ranged (assault) | 6d6 | 6 | 2 | 12 | 12 | 26,000 | 2,000 |
| Magrail Blaster | 16 | Ranged (pistol) | 6d6 | 6 | 1 | 5 | - | 190,000 | - |
| Mono-Filament Knife | 12 | Melee (blade) | 2d6+3 | No | -2 | 0.5 | - | 400 | - |
| Mono-Filament Sword | 12 | Melee (blade) | 3d6 | No | -2 | 0.75 | - | 500 | - |
| Neural Disruptor | 16 | Ranged (pistol) | 2d6 | No | - | 2 | 3 | 45,000 | 5,000 |
| Pocket Rocket Launcher | 11 | Ranged (assault) | 6d6 Super AP | No | 2 | 10 | 3 | 1,250 | 3,000 |
| Shock Grenade | 12 | Ranged (thrown) | 3d6 | No | - | 0.5 | - | 75 | - |
| Taloned Gauntlet | 16 | Melee (blade) | 5d6 Super AP | No | 0 | 4 | - | 195,000 | - |

Advanced Laser Pistol: A lightweight design, the advanced laser pistol was built for assassins expected to deal with multiple enemies in closed, low gravity or zero-gravity environments. With an integrated power pack, this weapon is quick to draw and does not encumber its user, while still being capable of a respectable rate of fire.

Blaster Rifle: A development of the plasma rifle, this weapon has its own internal reactor and so never runs out of ammunition. It fires bolts of plasma along an electromagnetic corridor projected in front of the gun, and can do so at a prodigious rate. Too bulky for many assassination missions, it is deployed when the assassin is expected to meet large numbers of guards or soldiers – whether they are unarmoured or in battle dress means little when this weapon is used.

Flame Pistol: Using ammunition that is non-volatile until it leaves the barrel, the flame pistol is about as safe to the user as such weapons get. Its unique 'hard core' ammunition allows it to fire more shots per magazine than a normal hand flamer, making it perfect for room-to-room fighting in a tight environment. The flame pistol uses the Flame weapon rules on page 90 of *Supplement 4: Central Supply Catalogue*.



Hi-ex Coin Grenade: Typically coming in a thumb-operated dispenser that allows several grenades to be ‘thrown’ at once, coin grenades are literally the size of low-tech metal coins, each unleashing a devastating explosion. The burst radius of a coin grenade is 3 metres, 6 metres, and 9 metres, and a number equal to the user’s Dex DM can be thrown in one round.



Ionised Rail Rifle: Similar to gauss rifles, this weapon ionises the air around its projectiles, suppressing the sonic boom hyper-velocity rounds make, ensuring the weapon is completely soundless. Given its range and hitting power, this makes the ionised rail rifle the perfect sniper’s weapon. It is sound suppressed, and its balance grants an additional +1 DM to hit whenever an Aim action is taken.

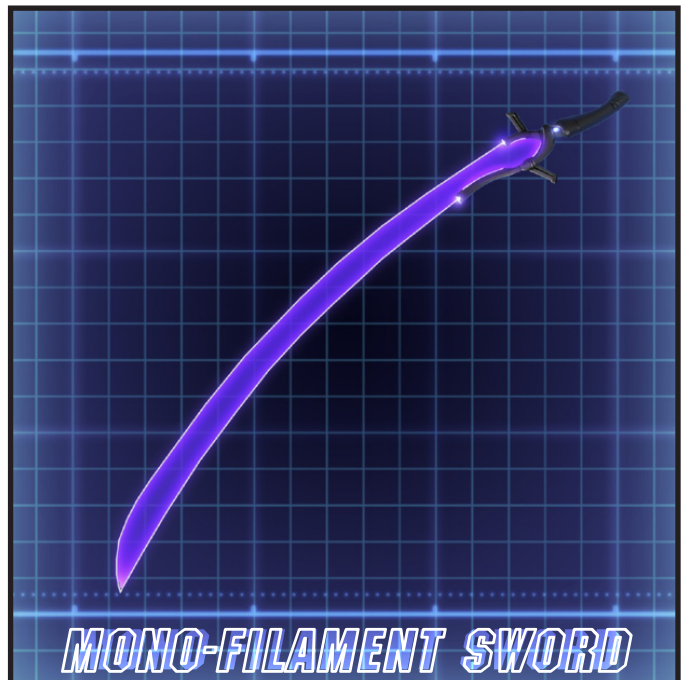
Laser Assault Cannon: An extremely bulky weapon, the laser assault cannon puts hard-hitting artillery firepower in a (mostly) portable form. Based on support weapons of similar technology, the laser assault cannon is stripped down and carries a smaller power pack, allowing it to be wielded without the requirement of tripod or bipod. However, accuracy is poor at best, and demands the user is stronger than average. At short ranges, however, there are few better weapons, especially when engaged several armoured enemies.

Magrail Blaster: Combining plasma and magrail technologies, this weapon fires plasma ‘discs’ at an extremely rapid rate. Accuracy is poor and the electromagnetic containment bleeds quickly at any great range, but their magrail blaster remains a potent assault weapon.



Mono-Filament Knife: Created by spinning a single molecule strand into a cutting edge, the mono-filament knife is as sharp as any physical blade can get. All armour is halved in value against this weapon (rounding down).

Mono-Filament Sword: A larger version of the knife, the mono-filament sword is even more dangerous. All armour is halved in value against this weapon also (rounding down).



Neural Disruptor: Considered by some the forerunner of true neural weaponry, the neural disruptor does not require a psionic user, not does it launch true telepathic attacks. Instead, this unusual pistol-sized weapon creates a short-ranged but intense field that can fry the synapses and neural connections in any living being. It is completely unaffected by armour and psionic shields, but any damage dealt is applied to either Int or Edu.



Pocket Rocket Launcher: By cutting down on a rocket's propellant rather than the size of its warhead, construction of the so called 'pocket rocket launcher' was possible. Squeezing six high-powered explosive rockets into something little larger than a heavy rifle was never easy, and would never be truly accurate, but it does allow an assassin to engage heavily armoured robots and vehicles on a more even field.



Shock Grenade: Designed to create havoc to a large number of targets at once, the shock grenade mimics stun grenades in effect but uses a highly directional blast of light and sound, focussed away from the thrower. This allows a greater area to be covered by its effects and leave allies untouched. It has a blast radius of 9 metres, but will not affect any target in a 180° arc behind its thrown path. As with stun grenades, it causes stun damage.

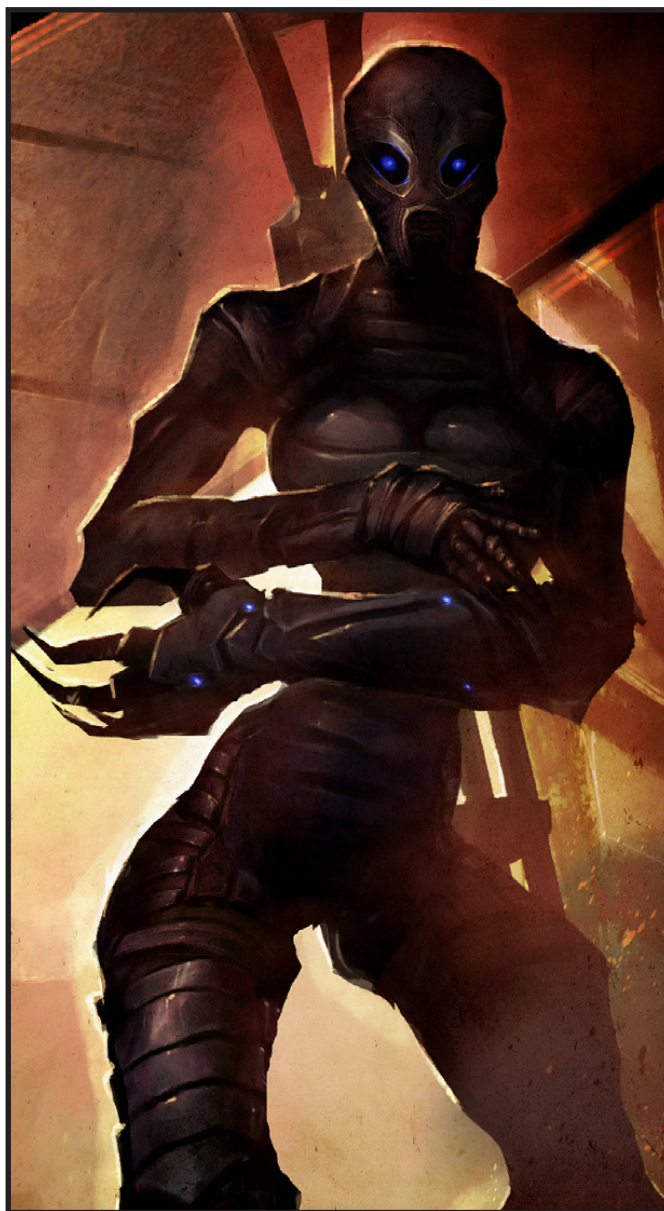
Taloned Gauntlet: A favourite among many assassins, the taloned gauntlet has two to four blades that can instantly extend (free action required to draw them) over the fingers to form a lethal cutting weapon. This is further enhanced by plasmatic energy, fuelled by a tiny integrated reactor, being channelled over the blades, forming a keen edge that can slice through heavy armour with ease.

ASSASSINS OF THE SCHOOLS

This chapter covers three assassins, one from each school, that can be dropped into your games as adversaries, Rivals or even Enemies.

Salaeya Hawke, Dark Eon Shadow of Death

Coming to the attention of senior masters within Dark Eon early on when she successfully killed the Tyrant of Acheron, Salaeya Hawke is one of the oldest assassins of the school still in the field, and remains one of the most deadly. Her crowning achievement thus far, however, is the assault on Bashare's Fields, where she infiltrated a Silusian command bunker during a pitched battle with rebel forces, disabled its defences and killed every Silusian officer within before reinforcements could catch up with her lightning attack. Salaeya is now under pressure to retire from the frontline of assassinations to tutor new adepts and help guide the school through difficult times but she has so far refused.



| | | | | | | | |
|------------------|---|--------------|---------------|--------------|--------------|--------------|--------------|
| Name | Salaeya Hawke | STR 9 | DEX 11 | END 9 | INT 9 | EDU 6 | SOC 4 |
| Age 34 | Deadly Assassin (Dark Eon) 4 terms | | | | | | |
| Skills | Athletics 0, Computers 1, Deception 1, Gun Combat (energy pistol) 1, Melee (blade) 2, Recon 1, Remote Operations 1, Stealth 1, Survival 0, Zero-G 1 | | | | | | |
| Equipment | Advanced Laser Pistol, Dark Eon Stealth Suit, Energy Shield, Micro Drone, Mono-Filament Sword | | | | | | |

Tarria of the Fourth Hand, Magna Kurr Adept

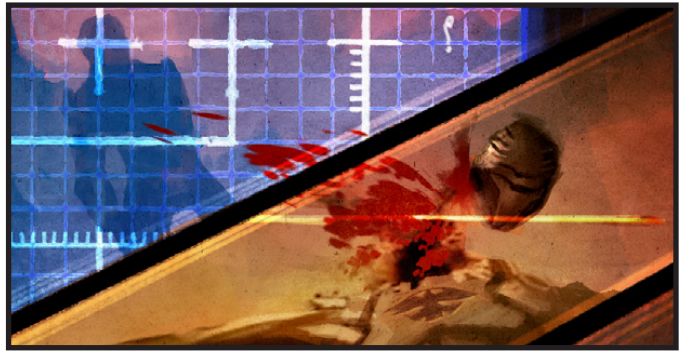
Tarria is a relatively new face among the Magna Kurr but she survived her initiation with flying colours and has already made an impact upon the school. Chief among her deeds is a strained rivalry that has developed between her and Sussurus of the school of Torsten Rex. It sprang up when both were assigned to assassinate the Princess of Timo, also known as the Slayer of Timo. Tarria prepared her infiltration of the Princess' centenary parade most effectively, but was beaten to the target by a single bullet from Sussurus' ionised rail rifle. Since then, both have repeatedly requested the same targets as one another, a situation the masters in both schools have done little to discourage, knowing that whoever survives this rivalry will be a far more effective assassin because of it. The other will merely be dead.

| | | | | | | | |
|------------------|---|---------------|--------------|---------------|--------------|--------------|--------------|
| Name | Tarria | STR 10 | DEX 9 | END 10 | INT 8 | EDU 8 | SOC 6 |
| Age 26 | Deadly Assassin (Magna Kurr) 2 terms | | | | | | |
| Skills | Athletics (endurance) 1, Gun Combat 0, Melee (unarmed) 1, Recon 0, Remote Operations 1, Stealth 1, Survival 0 | | | | | | |
| Equipment | Adrenaline Booster, Combat Drugs, Hi-ex Coin Grenades, Mono-Filament Knife, Taloned Gauntlet | | | | | | |



Sussurus, Torsten Rex Executioner

Following the Torsten Rex bonding ceremony of building his own rifle, Sussurus has since built up an enviable record of successful missions, and has gained a reputation within the school of doing so with a rare eye towards the artistry of the kill. Some of the other assassins within Torsten Rex are beginning to say his rivalry with Tarrja of the Fourth Hand is merely one part of a grand artistic work that, when complete, will shake the whole galaxy with its magnificence. For his part, Sussurus says little about his work, other than voicing acceptance of yet another contract.



| | | | | | | | |
|------------------|--|--------------|---------------|--------------|--------------|--------------|--------------|
| Name | Sussurus | STR 7 | DEX 12 | END 7 | INT 9 | EDU 6 | SOC 7 |
| Age | 30 Deadly Assassin (Torsten Rex) 3 terms | | | | | | |
| Skills | Athletics 0, Gun Combat (slug rifle) 3, Melee 0, Recon 1, Remote Operations 1, Stealth 1, Survival 0, Zero-G 1 | | | | | | |
| Equipment | Breaching Charges, Flame Pistol, Heartbeat Sensor, Ionised Rail Rifle (advanced combat sights), Subdermal Armour (4) | | | | | | |



