

TWILIGHT SECTOR

SPACE PERA¹⁰

SIX GUNS

GAUSS WEAPONS



Martin J. Dougherty

TRAVELLER

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SIX GUNS I: GAUSS
Twilight Sector Edition

TWILIGHT SECTOR

Six Guns 1: Gauss Weapons

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Six Guns 1: Gauss Guns



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AUTHOR'S INTRODUCTION

Six Guns is a science-fiction roleplaying supplement using the Traveller rules from Mongoose publishing. Each issue presents six items (not always weapons) in detail, with accompanying notes and stat blocks.

Generic versions of most of these items are presented in various game supplements, but there is a significant difference between aiming a generic, vanilla-flavour 'revolver' at the opposition and pulling out a specific model chosen as much for what it says about you as for its capabilities.

Not all of the equipment herein is 'better' than the generic versions. Indeed, some items have significant drawbacks or are tailored to a specific purpose and poor for other applications. However, what they all have in common is being more *interesting* than the basic rulebook version.

Note that all features, rules and special effects contained in this supplement are subject to the approval of whoever is running your game. There's nothing game-breaking in here, but neither is it carved in stone that these items must exist in your game universe. And remember... if you're allowed to use it, then so are the opposition.

Note: *this book was translated from British English to American English, any mistakes in the transition between the two fall on the editors for which they apologize in advance.*

GAUSS WEAPONS

GAUSS WEAPON CHARACTERISTICS

Gauss weapons are a variation on the projectile-weapon concept, generally firing a very small but dense projectile at very high velocity. These projectiles are known as *needles* for their long and thin profile. This system has advantages for accuracy due to the projectile's extremely flat arc and short time-to-target. The latter reduces the distance the target can have moved between firing and the projectile reaching the aim point.

Gauss weapons use electromagnetic acceleration to launch their projectiles. This is power-hungry, and most gauss weapons use rechargeable batteries stored in the same magazines that hold their projectiles. Batteries can only be recharged so many times before they become incapable of delivering the extremely high output needed for a shot, so purchasers of used magazines need to be careful that the battery has been overhauled or, better, replaced with a new one.

Note that gauss projectiles are inert; they are simply metal needles. They do not show up on explosives scanners unless they contain an explosive payload. However, they are normally made of a magnetic metal, or of some other material encased in a magnetic material launching 'shoe' (a sabot). Gauss weapons are thus easy to spot due to their large amount of metallic components and their power signature.

Gauss weapons do not produce much signature in the form of muzzle flash, smoke etc, and are generally low-recoil weapons. Recoil tends to be a 'push' rather than a 'kick' as the weapon is accelerated all the way up the barrel at a constant rate rather than being pushed by the expanding gases of a chemical explosion.

As a result, gauss weapons are harder to spot than unsuppressed conventional firearms, though they do make a distinctive 'crack' sound (by the projectile breaking the speed of sound) and many produce a low hum when ready to fire. Although the crack is less noisy than a normal shot, it is not possible to make it any quieter; suppressors and the like do not work on gauss weapons.

**GS XP-1
45 Needle
Magazine**

Battery contacts
(Battery mount
is external to
the magazine)

Power Indicator

**E&E Iridium Guard
"Power clip" Battery**

**Chemical
Battery (LC 1)**

**E&E Guardian A-M
12 Needle Magazine**

Batteries

Power
Guide

**GS-BSR-4
60 Needle
Magazine**

Batteries

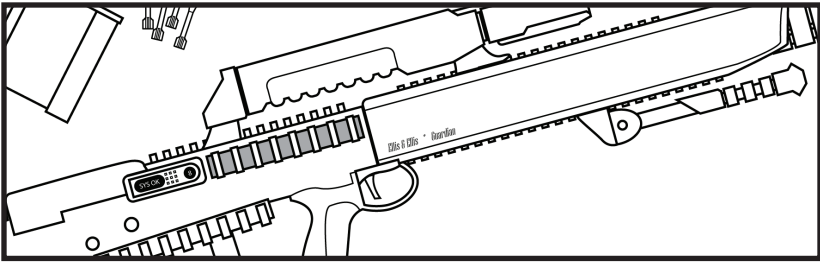
YOU AND YOUR BATTERIES:

When using Gauss weapons, the magazine battery is a vital component, but it does not have to be re-charged with every clip expended. The standard safety factor for gauss weapon batteries is known as the *Rule of Four* among Gauss shooters: the magazine batteries can hold enough charge to empty the magazine at least four times before the charge begins to diminish. How many more shots remain after this factor is exceeded can vary, but it is usually a few more magazines' worth. Thus it is possible to simply reload a magazine with projectiles and re-use it without recharging. However, this shortens the battery life and increases the through-life costs of the weapon considerably. Wherever possible it is best to recharge expended magazines, even if they have been expended just once.

Replacing the battery in a gauss weapon magazine is a simple but fiddly task, and many gauss shooters skimp on it (to their detriment). Generally speaking, a battery is good for 12-20 rechargings before it begins to degrade, and if serviced (replacing critical parts), before it begins to degrade, can remain as good as new for 100 or more rechargings. A partially degraded battery might not regain its full capabilities even when serviced.

Recharge

A typical gauss weapon requires a high-output power source to recharge, such as a military vehicle fusion powerplant. Adapters for civilian power outlets are available, but these do make charging much slower. Generally speaking, a pistol magazine which has fired off one magazine-full of projectiles can be recharged in 10 minutes from a high-grade power source. Rifles and support weapons generally take about twice as long.



ALTERNATE RULES FOR GAUSS

As noted elsewhere, all alternative rules presented here are subject to referee approval. Refs may fold, spindle and mutilate rules as they like.

Aiming: All gauss weapons double the bonus DM to hit *when conducting aimed fire at ranges of more than 250m* (i.e. very long and distant ranges). Thus each Minor Action spent aiming gives +2 instead of +1 DM. The maximum DM is still +6. At shorter range, the trajectory of the weapon is not much different to that of a standard firearm and there is no difference from the aiming rule as presented in the Main Rulebook. Gauss weapons give no advantage when engaging in snaphooting; only long-range aimed fire is affected.

Signature: Anyone trying to locate a shooter using a gauss weapon by seeking signature, e.g. flash and noise, suffers a -2DM to locate the firer provided he or she is concealed in some manner. This primarily affects snipers, but anyone firing from cover or concealment may be harder to spot.

Penetration: Most gauss weapons are inherently armor-piercing, ignoring a certain number of points of armor (noted in description). But this can be modified by the ammunition they utilize:

- ⚡ *Fragmenting needles* can be used in any gauss weapon. They are designed to fragment in the target. They remove all armor-piercing capability (i.e. all armor is treated normally) but increase damage; any damage die that comes up a 1 or a 2 can be re-rolled. Another 1 or 2 stands, however, there is no second re-roll.
- ⚡ *Discarding Sabot* ammunition can be used in any gauss weapon other than a pistol or assault weapon, or a weapon in those calibres (due to the already small size of the needle). They increase armor penetration significantly. In game terms, this means that the weapon ignores twice as much armor as the weapon is "normally" rated (i.e. with standard ammo), **but** all 6's for damage must be re-rolled (keeping the result even if a second 6 is rolled).

ACCESSORIES & RELATED ITEMS

Most gauss weapons come with standard fittings for accessories such as enhanced sights, laser targeting scopes, flashlights and so forth, and usually have a power connection so that the accessory can use the weapon's own energy supply when its own runs down. There are also a few gauss-specific weapon accessories on the market.

Recharger Unit: TL 12, Cr750, 2kg

Designed for high-output power sources found in military (and some industrial) facilities, this unit recharges gauss magazines. There are leads/slots for eight magazines. Pistol magazines recharge in 10 minutes, rifle magazines in about 20 minutes. Every pair of magazines beyond the first recharging at the same time doubles the time required (3-4: Doubled, 5-6 Quadrupled, 7-8 Octupled). Civilian versions of the recharger (TL 12, Cr 500, 2kg) use more commonly found standard power sources but take 5 times as long to recharge.

Power Takeoff: TL 12, Cr20, Negligible weight

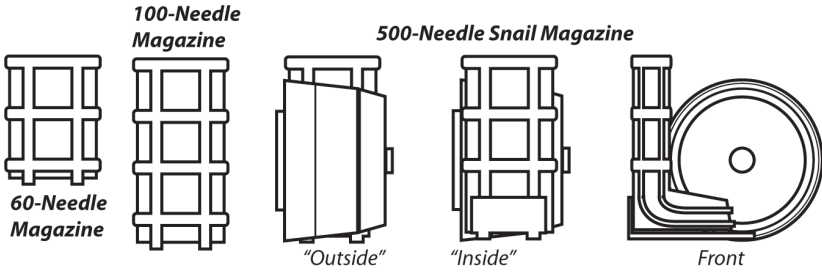
This device fits over the top of a gauss weapon magazine, holding itself in place with a small clamp. Its power connection is identical to that of a gauss weapon, and thus allows a magazine to be used as an emergency battery. A universal power connector on a short cable allows just about anything to be powered from a magazine, though the intended use is for field stoves, flashlights and the like.

These devices are issued by some military forces but others consider them a liability as personnel tend to use their weapons to power all manner of unnecessary devices, reducing combat effectiveness. A pistol magazine will run a low-current device like a flashlight for literally weeks; larger magazines provide 2-3 times the duration. However, power tools and the like use up the magazine's power rather quickly.

Cleaning Round: TL 12, Cr 25, Negligible weight

Gauss weapons do not suffer much from fouling as there are no propellant gases to leave deposits inside the bore. However, the ionization effects of the high-intensity magnetic field used to launch gauss projectiles can cause atmospheric contaminants or any dirt on the ammunition to be vaporized and then deposited. Over time this can lead to some degradation of performance, and for this reason Gauss Solutions market a 'cleaning round' which is simply fired through the weapon every few hundred shots to ensure that deposits are scrubbed away. Normal maintenance is still advisable, but this method does seem to prolong peak efficiency.

Six Guns 1: Gauss Guns



Gauss Weapon Magazines and Ammunition

Costs vary of course, depending on taxes, local restrictions, bulk buying and so forth, but the following guideline prices apply:

Item	Cost (Cr)	Notes
Magazine, Pistol	20	Typically holds 40 rounds
Magazine, Pistol, Extended	30	Typically holds 60 rounds
Magazine, Assault Weapon	30	Typically holds 60 rounds
Magazine, Rifle	40	Typically holds 100 rounds
Magazine, Support Weapon	50	Typically holds 250 rounds
Magazine, Large-Capacity	100	Typically holds 500 rounds
Gauss Needles, Pistol Calibre	25, 200	Box of 500 needles, Carton of 10,000 needles
Gauss Needles, Assault Weapon Calibre	40, 750	Box of 20 x 24-round bundles, Carton of 400 x 24-round bundles
Gauss Needles, Rifle Calibre	50, 900	Box of 500 needles, Carton of 10,000 needles
Gauss Needles, Heavy Calibre	35, 600	Box of 200 needles, Carton of 4,000 needles
Gauss Needles, Anti-Materiel	25, 450	Box of 50 needles, Carton of 1,000 needles
Gauss Needles, Fragmenting	X2	No Armor-Piercing capability but reroll damage dice that come up 1 or 2 (taking the re-roll even if is a 1 or 2)
Gauss Needles, Discarding Sabot	X5	Doubles armor penetration capability but must re-roll all 6's (taking the re-roll even if it is another 6)

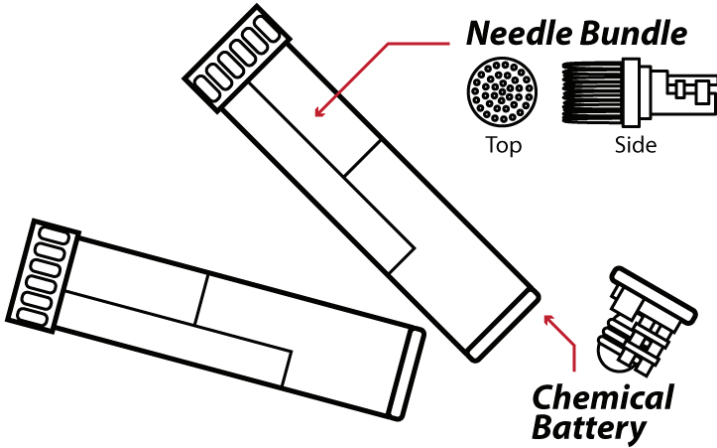
SIX GAUSS WEAPONS

Gauss weapons have a great following in the Twilight Sector Setting. Among the populace of the Union of United Planets, gauss is king; far surpassing all other modern weapon types. In the Oster Republic, gauss slugthrowers are second only to energy weapons. In the Orion Confederation (where Terra/Sol is located) gauss is the weapon of choice for a significant number of civilians as well as the state's military forces. Gauss however is not the clear frontrunner for arms dominance there, although it is certainly in the competition.

Note: As with anything in this book, the Referee has the final determination over rules options that they adopt for their campaigns. At Terra/Sol Games, the campaign is the thing.

LC-1 GAUSS DERRINGER

Victory Arms



Type: Handgun, Gauss,
Projectile

Cost: Cr175.

TL: 12.

Mass: 0.4 kg

Recoil 0

Capacity: 1 Shot.

Reloading time: Single use.

Cannot be reloaded

Ammunition: Non-standard
1.8mm gauss needle.

Damage 3d6*

Armor-piercing: None.

Autofire: Special (See above)

Notes:

- /// Uses fragmenting needles
- /// Autofire rating 6 at Personal or Close range.

Note: alternatively, Refs could treat this weapon as a bundled round similar to the GAW-2. For base damage, use 5d6 at point blank and 4d6 at short range ignoring the Auto 6 potential. Divide damage equally as found on page 19.

Victory arms is better known for its assault weapons, which are built around a 1.8mm gauss needle. The same ammunition is used in this weapon, though in a somewhat different context.

The LC-1 is named for its role: Last Chance, One Shot. It is a 'gauss derringer' based on a unique high-output one-use chemical power unit provided by another company, Skarshal Power Systems. The weapon takes the form of a short tube 3.4cm in diameter and slightly longer than an average human hand. A raised rim at the 'front' end prevents getting fingers in the way of a discharge, and allows quick identification of the dangerous end of the weapon even in the dark.

The whole package weighs next to nothing and is designed to be discarded after use. It cannot be recharged or kept topped up, but a new chemical power unit can be inserted.

This is recommended every 4-6 months as the chemicals begin to break down after this time and may render the weapon unreliable.

The LC-1 is triggered by squeezing with fingers and thumb on opposite sides of the raised rim. Any two points roughly opposite one another will suffice, and there are no manual safety devices. However, the weapon cannot fire unless it is held and squeezed. Dropping it, or any other sharp knock, will not cause an accidental discharge.

The LC-1 fires a bundle of 38 1.8mm fragmenting needles using a single electromagnetic pulse which burns out the accelerating system and melts the guide rails. The weapon does not have a barrel, just 3cm of guide/accelerator rail, and is useless beyond Short range (12m). The fragmenting needles do not penetrate armor well but will chew up an unarmored target quite badly.

When firing at Personal or Close range, the burst of needles counts as autofire with a rating of 6. At Short range the weapon is treated as a single normal attack. Both damage potential and accuracy drop off considerably past short range (Referees can reduce the damage to whatever they feel is appropriate, up to and including zero)

Customer Testimonial

My job on the station is in maintenance, which always gets a chuckle out of some folks 'til I mention that *maintenance* is the only thing that separates them and the void. Anyway, the job takes me all over the station, including to some pretty rough areas. After my wife got me my LC-1, I put it in my toolbox. I didn't know exactly what to do with it and frankly, I didn't give the 1-shot gun much thought.

One day, according to the computer, a lower-bay cargo door was stuck open. All the vids indicated that the door was closed tight however so it seemed like just a sensor outage. Low priority, but if that sensor is all that keeps you from a walk outside the skin of the station without a vacc suit, it's a pretty important thing right? That day, we were running light on the schedule, and I was in the area, so I decided to go there and take care of it ahead of schedule.

What I didn't know was that a local smuggling operation looped the vid-feed of the section and had propped the cargo door open so they could offload drugs out of a makeshift airlock. Ten guns got stuck in my face as soon as I walked into the section.

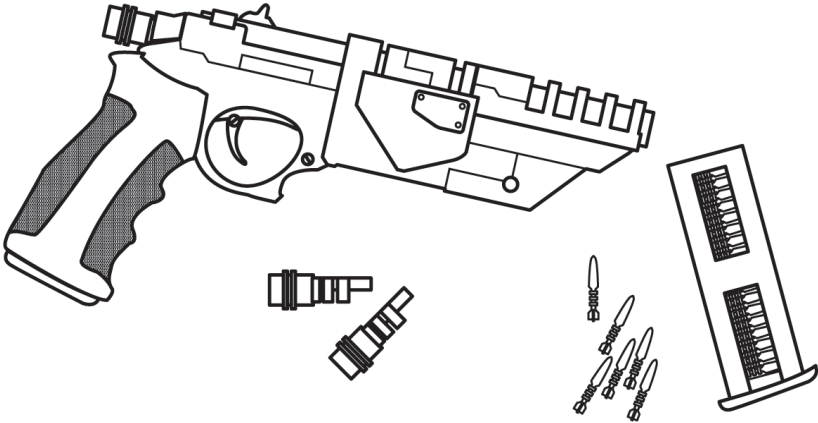
Luckily for me, they needed someone to fix one of their loaders and told me the job would buy me my life. 'Buy' hell, I knew it just postponed the inevitable. After they went through my kit (missing the LC-1 among all the other metal tubes) they set just one guy to watch me.

I took out the LC-1 like it was just another tool and nobody noticed. When I saw my opening I blasted my guard, dropped everything and took off like my life depended on it, because it surely did.

from *Your product saved my hide.*

IRIDIUM GUARD GAUSS PISTOL

Ellis & Ellis



Type: Handgun, Heavy, Gauss, Projectile
Cost: Cr2000
TL: 13.
Mass: 1.1kg
Recoil: 0
Capacity: 36 Needle Magazine.
Reloading time: 1 minor action
Ammunition: Non-standard 5.2mm gauss needle.
Damage: 2d6+8
Armor-piercing: 4 Points
Autofire: No
Notes:

- /// Discarding Sabot ammunition is *not* available for this weapon
- /// When conducting Aimed Fire at *any* range, each Minor Action spent aiming gives +2 instead of +1 DM. The maximum DM is still +6. Note that this is the same bonus all gauss weapons get for long range fire, it simply can be used at all ranges.

Ellis & Ellis manufacture limited numbers of practically handmade, extremely high-quality weaponry. They are primarily known for their handguns and precision rifles; they do not produce workhorse military weapons. Unsurprisingly, Ellis & Ellis tend to sell to private users or elite law enforcement units. Their weapons are simply too costly for general issue to a military force.

The two main features of this weapon are its accuracy and its performance against armor. Both are related to the high-velocity, heavy needle and its unique ballistic performance. These two factors ensure that Ellis & Ellis are never short of orders, with some customers spending months or even years on the waiting list. Some models (such as the matte version, see below) take much less time.

Ellis & Ellis produce excellent weaponry, made from the finest materials and machined to the very highest standards. The Iridium Guard gauss pistol is no exception. The 'standard' model is indeed inlaid with iridium and inscribed in various user-selected designs. There is also a 'matte' model which is non-reflective slate grey rather than black. The reasons for this are unclear but the result is attractive, elegant and understated. More importantly this very large pistol is actually quite hard to spot in dim lighting.

This is, however, no stealth weapon. It is a large gauss pistol with a long barrel similar to the various 'navy model' weapons available from less prestigious manufacturers. Ellis & Ellis proudly proclaim that they 'will never make an automatic weapon' and 'give the user precision, not volume'. They seem to consider even burst fire questionable, and so use a heavy non-standard 5.2mm needle rather than the more common 4mm needle used for small arms.

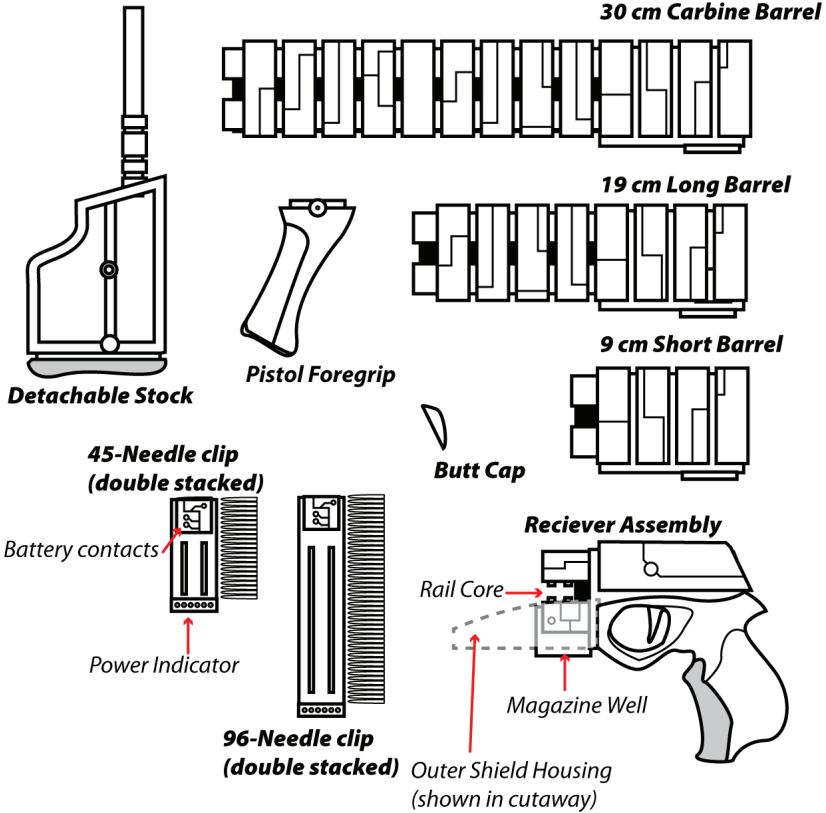
Muzzle velocity of these heavy darts is higher than a standard 4mm gauss pistol, which requires a heavy-duty power supply (or "power clip") external to the magazine. These power clips cost three times as much as standard magazines (although the magazines themselves are cheaper, the price of conventional slugthrower mags). The clips wear out quicker than standard gauss mag batteries, but Ellis & Ellis has an efficient factory refurbishment programme in place to offset this extra cost. The power clip attaches to the rear of the weapon above the grips and is usually good for four magazines worth of ammunition just like standard magazine-mounted batteries.

The Iridium Guard comes with a very good set of iron sights, and nothing else. It has standard fitting rails for laser dot pointer or tactical flashlights under the barrel, and for a variety of reflex sights or even scopes. However, Ellis & Ellis seem to consider such things beneath the dignity of this weapon. In truth, it is marketed towards the 'prestige' rather than the 'use' market, though its superb accuracy does make it popular with sport shooters. Many of the latter purchase a high-end telescopic sight for competitive shooting, though it is virtually impossible to carry the weapon comfortably in this configuration.

Both matte and 'standard' (i.e. decorated) versions cost the same – about three times as much as a Navy Model gauss pistol. Ellis & Ellis does market a presentation set with two pistols (one of each finish), eight magazines (four decorated, four not, though it matters little once they are in the weapon) and a very nice hand-carved box. All for the low-low price of Cr 4250.

GS-XP1 INDIVIDUAL WEAPON SYSTEM

Gauss Solutions



This is not one weapon as such, but a set of components including a pistol receiver. This receiver contains the magazine well, trigger assembly, accelerator unit and basic sights. The various other components fit onto the receiver quickly but securely, creating a weapon which can be configured in several different ways. It can be put together as a short or long barrelled gauss pistol, as a submachinegun or as a carbine.

The GS-XP-1 comes as a kit containing the receiver, six standard and four extension magazines, a stock, a buttcap, three barrels ('short', 'long' and 'carbine') and a foregrip. This enables the weapon to be put together in the following combinations:

- ⌘ *Small Pistol*: Buttcap, receiver, short barrel
- ⌘ *Long Pistol*: Buttcap, receiver, long barrel
- ⌘ *Machinepistol*: Buttcap, receiver, long barrel, foregrip
- ⌘ *Submachinegun*: Stock, receiver, long barrel
- ⌘ *Carbine*: Stock, receiver, carbine barrel

The buttcap is not strictly necessary, but it covers the stock attachment points and prevents snagging on clothing or flesh. The pistol configurations are fairly standard, but the short version suffers from the same problem as all short-barrel gauss weapons; its projectiles lack velocity and thus stopping power as well as penetration, and are thus inaccurate.

The long-barrel configuration is close to the industry standard for gauss pistols. It is accurate and powerful, but so are all the others on the market, and this one costs more because it comes as a kit. It is a very workmanlike weapon however, and built to a high standard.

The stockless SMG is a typical close-assault or personal defence weapon. It is very comfortable to shoot from the hip despite its small size, and surprisingly accurate. However, it is somewhat nose-heavy; the long pistol configuration actually shoots better one-handed on fully-automatic.

With the stock fitted, the GS-XP-1 offers the best range of options.

Type: Weapon Kit, Gauss, Projectile
Cost: Cr1000.

TL: 12.

Mass: 0.6kg (short pistol).

Recoil 0 (pistol), -1 (stock or foregrip fitted)

Capacity: 45 or 96 Needle Magazines.

Reloading time: 1 minor action

Ammunition: Non-standard 2mm gauss needle.

Damage 3d6 (Short Pistol), 3d6+3 (Pistol, SMG), 4d6 (Carbine)

Armor-piercing: 2 Points (Short Pistol), 3 Points (Long Pistol, SMG), 5 Points (Carbine)

Autofire: Burst, 4 or 6 modes

Notes:

- ⌘ Normal (burst-fire) mode is treated as a normal attack. Each attack uses 3 Needles (thus the 45-Needle Magazine is good for 15 bursts and the 96-Needle Magazine is good for 32 bursts)
- ⌘ Autofire has Auto rating of 4 and uses 9 Needles.
- ⌘ Rapid Fire has Auto rating of 6, and uses 18 Needles.
- ⌘ Discarding Sabot ammunition is *not* available for this weapon
- ⌘ When shooting one-handed or using a pistol configuration, treat as a Pistol weapon for range DM purposes.
- ⌘ When using a foregrip without a stock, treat as a Shotgun for range DM purposes.
- ⌘ When using the stock and/or carbine barrel, treat as an Assault Weapon for range DM purposes.

Six Guns 1: Gauss Guns

The stock can be set to fold to either side, and when it is folded the weapon can be carried concealed under a coat, though it is still a large handgun and consequently more bulky than most concealed-carry weapons. If the stock is left folded, it can function as a foregrip. It snaps into place when given a quick tug, creating a weapon with a greater accurate range than a pistol.

The 'carbine' version uses the same stock and a longer barrel, increasing effective range and power somewhat. It can be used with the foregrip, but need not be. One-handed firing with the carbine barrel in place

is inadvisable, and the weapon is not concealable in this configuration.

XP-1 Configurations:

A: Short Pistol (Short barrel, butt cap, 45-round clip)

B: Long Pistol (Long barrel, butt cap, 45-round clip)

C: Machine Pistol (Long barrel, butt cap, Pistol foregrip, 45-round clip)

D: Submachinegun (Long barrel, stock folded for grip, 90-round clip)

E: Submachinegun (Long barrel, stock, pistol-style foregrip optional, 45-round clip)

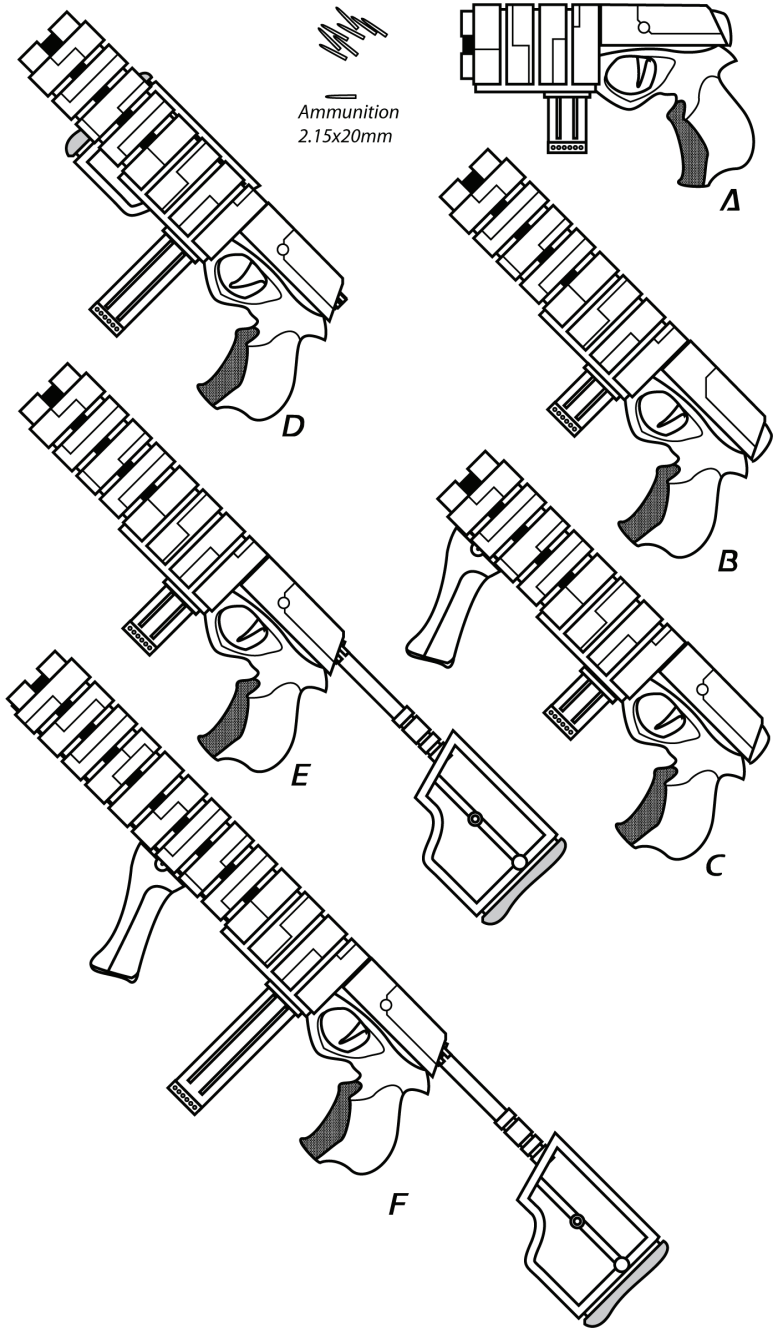
F: Carbine (Long barrel, stock foregrip, 90-round clip)

The "standard" magazine holds forty-five 2mm needles identical to those used in many gauss assault weapons. The extension magazine holds 96, but protrudes significantly from the bottom of the weapon. Most users carry a 45-round magazine in the weapon even when in carbine mode, and switch to the extension magazines when combat is imminent or on their first reload.

The GS-XP-1 normally shoots in 3-round bursts, which are treated as a single attack (this is incorporated into damage statistics). In either of the 'pistol' modes, burst-fire is all that is possible. If the stock is fitted, the

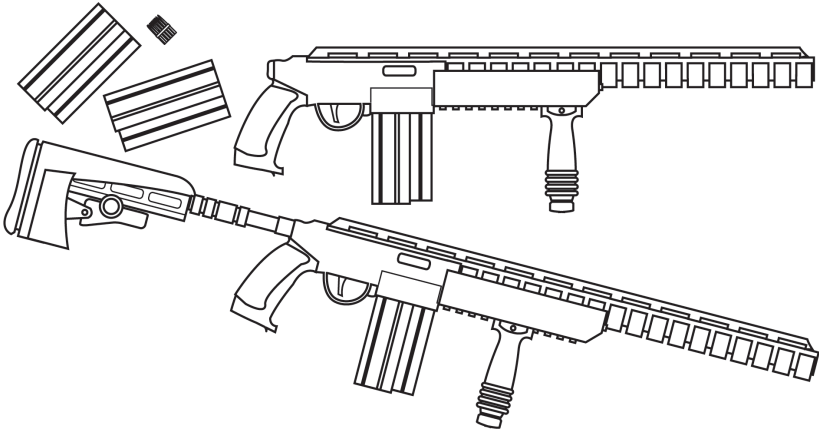
weapon also becomes capable of automatic fire with an autofire rating of 4. This uses 9 needles per attack. Fitting the foregrip (with or without the stock) enables 'rapid fire' mode, using 18 needles per attack but granting an autofire rating of 6.

The mechanism for enabling these modes is mechanical, so many users simply insert a metal rod of the right size into the attachment point for the foregrip, gaining immense firepower in whatever configuration they choose to carry the weapon. The user manual specifically notes that while this can be done, it is '*strongly advised against*' by the manufacturers. So devoted are they to preventing this sort of thing that the manual includes a diagram showing where it is advised *against* inserting the rod, and although a suitable rod is not provided, the manual does helpfully note that some users have even used a bundle of 3-5 needles to jam the mechanism in this way. This, too, is expressly advised against (ahem).



GAW-2ERF, GAUSS ASSAULT WEAPON

Victory Arms



Type: Assault Weapon, Gauss, Projectile

Cost: Cr900.

TL: 13

Mass: 4.6kg (stock fitted), 4.2kg (stock removed).

Recoil 0 (single shot; two-handed firing, stock fitted) or 2 (3-round burst; two-handed firing, stock fitted).

Capacity: 24 "bundles" of Needles.

Reloading time: 1 minor action

Ammunition: Standard 2mm gauss needle in 24-round bundles.

Damage 5d6, divided into two equal portions after adding Effect, Both counted as separate attacks with armor piercing effects appropriate for the ammunition used. (see sidebar, right)

Armor-piercing: 1 Point

Autofire: Semiauto+Auto 4 (burst)+Auto 8 (ERF mode)

Notes:

- /// When firing single shots, treat the weapon as a shotgun for purposes of making a hit
- /// When firing 3-round bursts, treat as an Auto rate of 4 and as a shotgun for purposes of making a hit.
- /// When using ERF mode, treat as an Auto rating of 6 if 3-10 rounds are fired, and an Auto rating of 8 if 11+ rounds are fired in a single burst. Shotgun rules are also used for the purposes of determining a hit.
- /// Fragmenting needles may be used, in which case there is *no* armor-piercing effect. Discarding Sabot ammunition is *not* available for this weapon
- /// If shooting one-handed with the stock configured as an elbow hook, increase recoil by 1
- /// If shooting one-handed without a stock, increase recoil by 2
- /// If using ERF mode and firing 10 or less rounds, increase recoil by 1
- /// If using ERF mode and firing 11+ rounds, increase recoil by 2.

Victory Arms' Gauss Assault Weapon, 2mm' was a significant success in the marketplace some years ago. Along with certain similar weapons, it has become the industry standard. Thus when Victory announced a successor, buyers were sceptical. The general expectation was that Victory would add a couple of bells and whistles and increase the price without creating a significantly better weapon.

However, what Victory actually did was to make some slight ergonomic changes and add one new feature to an already very good weapon. The 'ERF' in the weapon's title refers to its capability for 'emergency rapid fire'. In most other ways this is simply the GAW-2 with the selector switch repositioned slightly and a more robust laser dot pointer. Thus many of the comments here also apply to the standard GAW-2.

The GAW-2ERF is an assault weapon and not, as the manufacturers keep telling us, a 'Gauss Shotgun'. It fires bundles of twenty-four 2mm Gauss needles either one at a time or in 3-round bursts with a very high cyclic rate. With 72 needles going downrange in a very short time, a 3-round burst is equivalent to most of a magazine from a 6mm Advanced Combat Rifle.

Unusual for a gauss weapon, the GAW does have an ejection system. The needle-bundles are held together by a light plastic case, which is left behind when they are magnetically accelerated and is subsequently ejected. There are reports that when early versions of

Damage Example using bundled rounds

Butcher McCreless has an ERF and is involved in a firefight with several pirates that have taken over his ship. One of the pirates is still wearing their TL 12 Improved Vacc Suit (Armor rating 6), the others are wearing cobbled together armor that makes them look fierce (Armor Rating 4). Because they are standing in tight formation in the corridor, Butcher is able to spray all of them with autofire in ERF mode. Two are hit, Mr. Vacc Suit with an Effect of 3 and one of the others with an Effect of 2.

Butcher's Player rolls 5d6 against the Vacc-Suited Pirate. The result of the roll is [6+5+3+4+3+Effect of 3=] 24 points of damage total. This is first divided into two parts, 12 and 12, then applied as separate attacks against the armor. Since Butcher is using standard ammunition, his Armor-piercing is 1 point. The Pirate takes 14 points of damage (12-5= 7 from each attack after the AP effect is accounted for).

Butcher's player rolls 5d6 against the other Pirate, with cobble armor. The result of this roll is a less impressive [4+1+2+3+5+ Effect of 2=]17 points of damage split into an attack of 8 and 9 points. With Armor Piercing, these do 5 + 6 or 11 points of damage.

Six Guns 1: Gauss Guns

the weapon melted these plastic cases as they were chambered due to induction heating in the barrel, particularly when using the rapid-fire mode. This problem seems to now be solved.

Like the standard GAW-2, the ERF uses 2mm assault-weapon calibre needles, which do not penetrate armor as well as heavier 4mm rifle or pistol darts. Performance against armor is still respectable for a 'shotgun-type' weapon, but the GAW-2 was always intended to be used against lightly armored opponents. In this role it is simply devastating.

The GAW-2 is short and not especially chunky, unlike many gauss weapons. It has an adjustable foregrip and a detachable folding stock. This can be rotated through ninety degrees to form an elbow hook, making one-handed fire somewhat more controllable. The stock is removable.

The integral laser dot pointer is powered from the weapon's magazine and cannot be used without a magazine in the weapon. The original GAW-2 pointer/laser-designator was something of an afterthought and was prone to becoming misaligned or damaged if the weapon was roughly handled. The ERF version uses a fully-encased pointer built into the forearm of the weapon; calibration is a matter of adjusting small screws along the sides of the mounting. This is a much more solid mounting and cannot be easily damaged.

The move from a rail-mounted third-party pointer to an integral model allows for two minor modifications. The first is a lens that can be dropped in front of the laser window to spread the beam. Effectively, this turns the pointer into a tactical flashlight, though the beam is red and not ideal for target identification. The ERF can also mount a bayonet if this seems desirable. One is not supplied but the fitting is standard so any military bayonet can be used.

The basic GAW-2 is able to fire single shots or 3-round bursts. To this capability the ERF adds extremely rapid fire (though Victory Arms refer to this as 'emergency rapid fire'. In ERF mode, the weapon cycles at 600rpm, which is not at all high for a standard weapon. When firing *bundles* of gauss needles however, this results in a phenomenal output of needles downrange and a rapidly emptied magazine.

Recoil is slight when firing 3-round bursts provided the stock is fitted, but autofire can be more difficult to control. One-handed autofire is 'not recommended' by the manufacturers but, with some practice, can be reasonably accurate at short range.

SELECTED ACCESSORIES

The write-ups in *Six Guns 1* mention a number of weapon accessories. There are several other **Traveller** sources which incorporate rules for these, but the following rules represent the Twilight-Sector variants for these technological accessories. Referees should feel free to use *whichever* set of rules that they think best represents their own assessments of the benefits and potential drawbacks/complications of this equipment.

Bipods & Tripods: These two- and three-legged stands provide a stable frame for weapons on which they are placed and employed (again, this is considered part of the aiming action if firing from a prone position). These reduce the recoil penalty by -2.
Cr 60-100 depending on quality.

Foregrip: A foregrip can be added to weapons which do not have them, helping to provide stability. Some weapons listed here modify their range DM when foregrips are installed. Referees may decide that large handguns fitted with these accessories gain similar benefits.
Cr 35+ depending on quality.

Laser sight/pointer: These low-powered lasers point along the barrel, helping aim the weapon. The laser offsets up to 2 points of negative DMs from appropriate conditions (range, lighting, conditions, cover etc). The laser dot does not have to be in the visible range. The effects of laser pointers are useless beyond medium range for combat purposes, although the dot does show up at a range of 150m or more depending on local conditions. A spreader can be used on a laser designator to transform the dot into a flashlight-like beam, some of the better quality versions include these as an optional mode and some external units can be added cheaply.
Cr 100+ depending on quality.

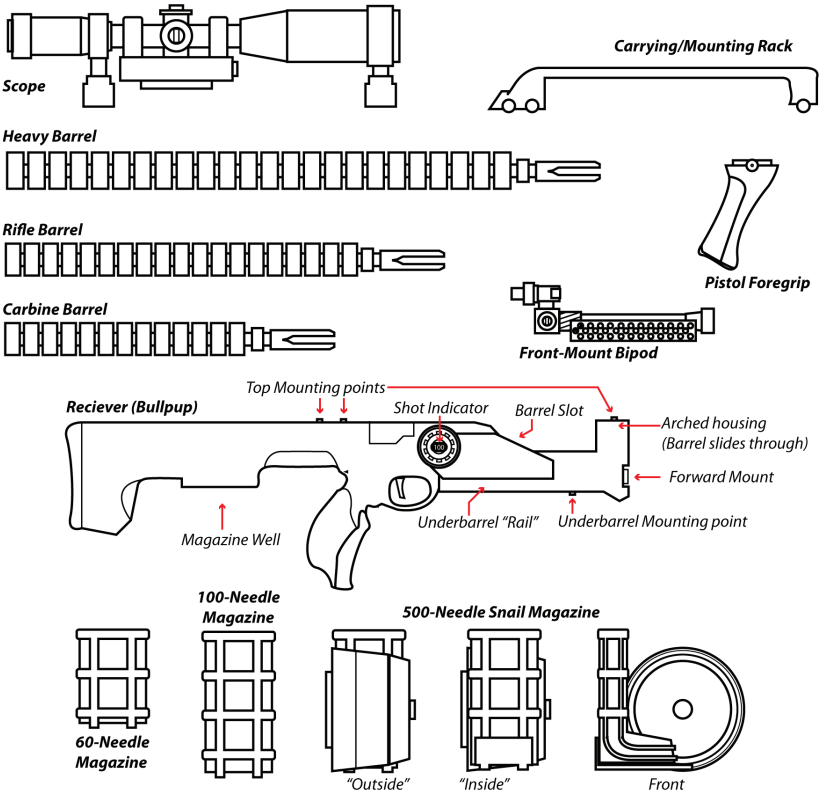
Monopods & Improvised firing sticks:

A monopod is a one-legged stand, firing sticks are improvised from 'found objects' like sticks and even a well-placed rock. These are designed to provide greater stability for the shooter. When placed (considered part of the aiming action if firing from a prone position), they reduce the recoil penalty by -1. Any slughtrower weapon (including gauss weapons) which does more than 4d6 damage and has a base recoil of 3+ can use a forward Bipod *and* a rear monopod for greater stability (improvised firing sticks will not work for this).
Cr 50-75 depending on quality.

Targeting Scope, High Tech: Any 30th century Targeting scope incorporates a number of advancements that provide from 2 to 4 points of offset for negative to-hit DMs (range, lighting, conditions, cover etc). The Referee can decide whether a specific negative DM (soft cover for example) is *not* offset. To gain benefits for a high-tech targeting scope, the shooter must (a) spend at least two minor actions aiming and (b) can *only* be used against targets *further* than Medium range. Beyond application to the mechanics of combat, these scopes can provide a number of non-specific advantages (use as binoculars, range finders, night or thermographic vision etc.)
Cr 250cr/1 point offset. Min. 2, Max 4.

GS-BRS4, BATTLE RIFLE SYSTEM

Gauss Solutions



Gauss Solutions markets its Battle Rifle System, 4mm (BRS4) to upmarket mercenary and corporate security units as well as larger military buyers. The BRS system is based, like the company's XP1, on a common receiver which can be fitted with a number of interchangeable components to create a fairly standard gauss rifle (GS calls this a 'battle rifle', a shorter-barrelled carbine or a light support weapon).

The receiver is robust and conventional in terms of both layout and operation. It uses entirely standard 4mm gauss needles (note that rifle needles are longer and thus heavier than pistol ammunition, and cannot be interchanged) with no need for an ejection system. The action operates much faster than a conventional chemical firearm, permitting a higher fire rate. This can be adjusted at any time to give

a cyclic rate of anything from 400 rpm to 2000 rpm. 500-600 rpm is common for normal combat applications.

The BRS4 is a Bullpup weapon, with the magazine well located in the top of the fixed polymer shoulder stock. This will take any standard 4mm gauss rifle magazine, but comes with a 100-Needle capacity casket magazine (quad-stacked) or a high-capacity snail-drum magazine which fits on the outside of the stock. The snail-drum makes the weapon extremely difficult to use from the left shoulder or hip, but contains 500 rounds of ammunition. There is also a "short" casket magazine for the Marksman variant which reduces the bullpup profile when prone firing.

The BRS4 has a basic set of iron sights but carries a heavy-duty accessory rail under the barrel and another atop the receiver. The top rail normally mounts one of: a red dot reflex sight; a holographic projection sight, an optical or electronic telescopic scope. None of these are provided, though the Marksman variant does come with a bipod for the lower underbarrel mount. Also, the BRS4 receiver has all the necessary interfaces for a heads-up display using either transmission or fibre-optical data links for areas blanketed by ECM/ECCM interference.

The barrel mount is designed for a quick change, partly for convenience and partly because gauss weapons can become very hot under sustained fire. In light-support mode, the barrel should be changed every 500-1000 rounds unless only short bursts are

Type: Weapon Kit, Longarm or Support, Gauss, Projectile
Cost: Cr900.

TL: 13.

Mass: 4.2kg (rifle), 3.1kg (carbine), 5.1kg (heavy barrel).

Recoil 0 (normal rate of fire.)

Capacity: 60 (Short), 100 (Standard), or 500 (Extended/Snail Drum).

Reloading time: 1 minor action
Ammunition: 4mm gauss rifle needle (standard).

Damage: 4d6 (Rifle)

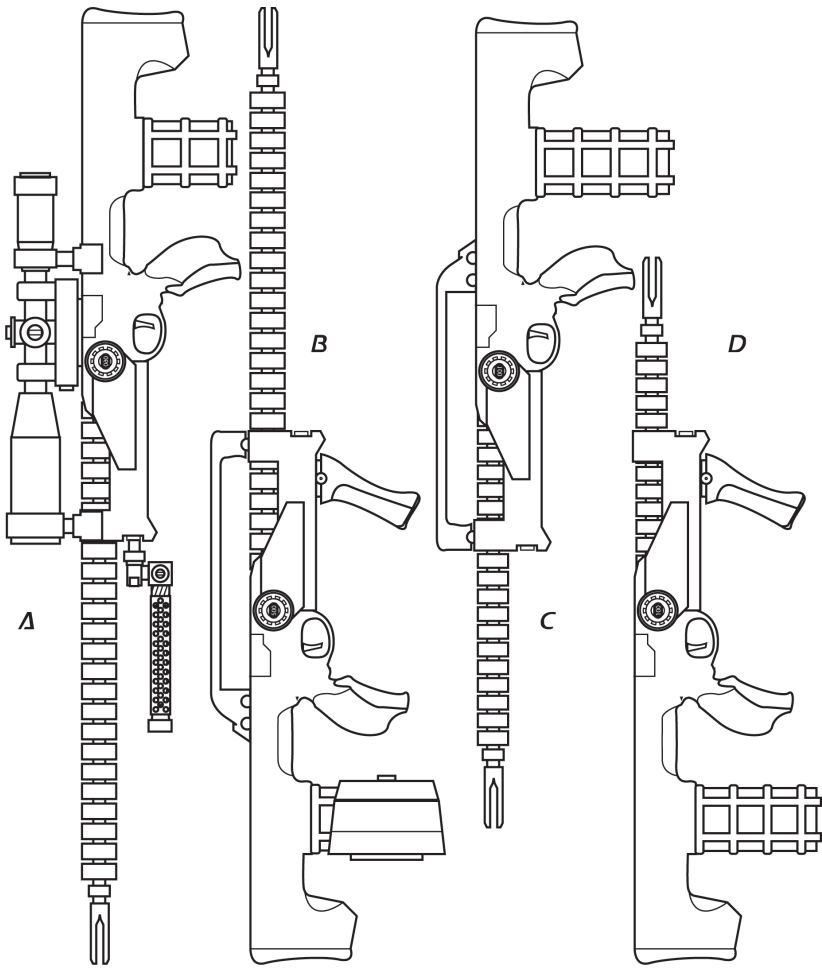
Armor-piercing: 4 Points

Autofire: 4 (see below)

Notes:

- ⚡ This weapon is normally Auto 4. Rate of fire can be increased at the user's discretion, taking 1 major action as follows:
 - ⚡ **Rate of fire 1000-1200rpm** (Auto 6), increasing recoil to 1 and imposing a -1DM to hit at all ranges due to weapon vibration.
 - ⚡ **Rate of fire 1800-2000rpm** (Auto 8), increasing recoil to 2 and imposing a -3DM to hit due to severe weapon vibration.
- ⚡ Fragmenting needles may be used, in which case there is no armor-piercing effect. Discarding Sabot ammunition is available for this weapon
- ⚡ If firing single shots from a heavy barrel 'marksman rifle' configuration and using aimed fire, the shooter gains an additional +1 DM to hit at all ranges. This is in addition to the usual bonuses for aimed fire with gauss weapons noted above.

Six Guns 1: Gauss Guns



Key: Configurations above are **A:** Marksman Rifle, **B:** Light Support Weapon, **C:** Assault Rifle, **D:** Carbine

Ask an Expert: Evaluating the BSR4 Weapon System

Normally, I consider these modular weapon systems to be garbage, the kind of stuff they sell at inflated prices to people that wouldn't know the breach from their butt. But in this case, I have to say that the BSR4 stands out, simple as that. The removable barrel is good even if you have no intention of swapping your heavy-duty for a carbine rail; the barrel stresses for some of these gauss weapons are outrageous because of the high rate of fire and induction heating. The underslung mounting rail is solid and helps to keep everything in place, and the fact that they made the magazine-well fully adjustable so that it can take a wide range of clips is utter genius. There is no "perfect weapon," each one has a task to fulfill, but this system fulfills more than her fair share.

being fired. If barrels are not swapped in this manner, the weapon will continue to function for a time but will suffer first a loss of accuracy then damage to the accelerator apparatus, requiring a complete rebuild of the barrel's electronics.

The underbarrel accessory rail is attached to the forearm of the weapon rather than the barrel itself, and remains in place when the barrel is removed. It has two attachment points. The one at the very muzzle can be used to attach a bayonet, a laser pointer or flashlight, bipod, or some similar accessory. The rear position is used to attach a pistol-style foregrip if desired (in addition to or without an accessory on the front of the rail) or both attachment points can be used to fit an underbarrel grenade launcher or similar long accessory.

It is possible to purchase a complete 'BRS4 Weapon Kit', or to buy the weapon ready made-up with whatever accessories are desired, creating a carbine, rifle, marksman rifle or light support weapon as desired. Only the components listed below are offered by Gauss Solutions. Third-party accessories can be fitted by the manufacturer if the purchaser provides them or arranges for availability.

The standard configurations of this weapon are as follows. The price includes a sling, cleaning kit and six magazines, but no ammunition.

- /// *Carbine*: Short barrel, foregrip, receiver, 6 standard magazines. Cr1,400
- /// *Assault Rifle*: Rifle barrel, top mounting rack, no foregrip included, receiver, 6 standard magazines. Cr1,600
- /// *Marksman Rifle*: Heavy barrel, receiver, 3 standard magazines and 3 short magazines, Bipod (plus, usually, a third-party scope or advanced sight of some kind). Cr2,000
- /// *Light Support Weapon*: 2xHeavy Barrel, receiver, top mounting rack, 2 standard and 4 Extended snail-drum magazines. Cr2,900

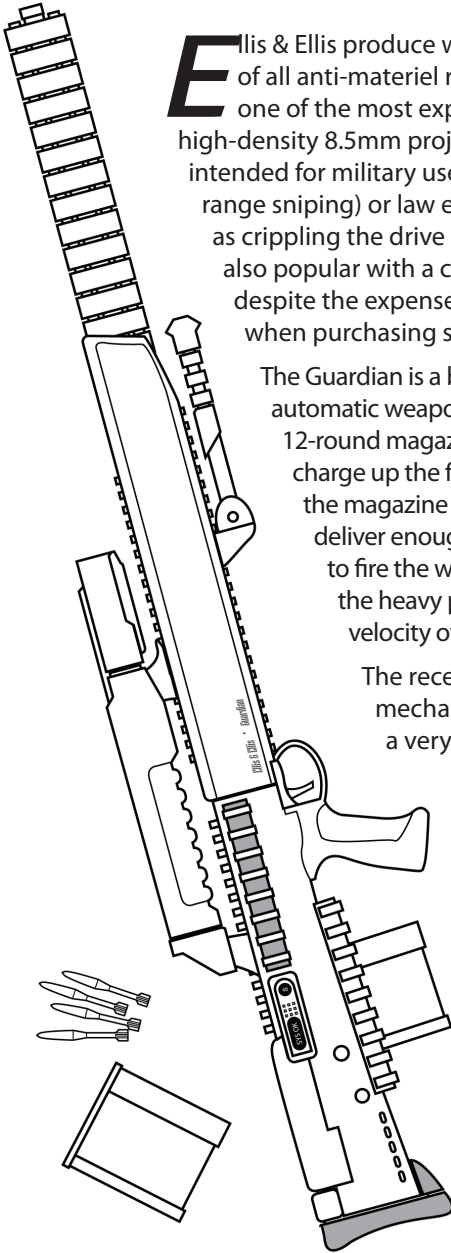
Individual components are priced as follows:

- /// *Receiver*: Cr1,100
- /// *Carbine Barrel*: Cr200
- /// *Rifle Barrel*: Cr400
- /// *Heavy Barrel*: Cr750
- /// *Foregrip*: Cr50
- /// Standard 100-Needle casket magazine (4 columns): Cr40
- /// Short 60-Needle magazine (4 columns): Cr 30
- /// Extended 500-Needle snail magazine: Cr100

Note: As noted above, the magazine-well can be adjusted very easily (in a few seconds with meager tools) to accommodate 80% of standard 4mm gauss rifle magazines. This often allows the weapon to use captured ammunition supplies.

GUARDIAN ANTI-MATERIEL RIFLE

Ellis & Ellis



Ellis & Ellis produce what may be the most upmarket of all anti-materiel rifles available today. It is certainly one of the most expensive. Built around a special high-density 8.5mm projectile, the Guardian is primarily intended for military use (disabling equipment and long-range sniping) or law enforcement applications such as crippling the drive system of a suspect vehicle. It is also popular with a certain kind of big game hunter despite the expense of a special license requirement when purchasing such a potent weapon.

The Guardian is a bullpup configuration semi-automatic weapon, fed from a double-stacked 12-round magazine. It requires 1-2 seconds to charge up the firing capacitors after each shot; the magazine batteries, large as they are, cannot deliver enough current as quickly as needed to fire the weapon. However, this does allow the heavy projectile to be flung at incredible velocity over tremendous distances.

The receiver contains the firing mechanism and power system, plus a very advanced ballistic computer capable of taking data from a variety of sources. The weapon's accessory pack (provided as standard) includes six remote sensors which normally report on wind and temperature conditions but also contain cameras and thermal imaging systems. This allows a 'sensor trap' to be positioned on the far side of some visual obstruction such as foliage, enabling the targeting computer to

provide a firing solution despite the target being obscured.

The remote sensors (or a feed from other systems) can be used for indirect fire. It is theoretically possible to hit a man-sized target from 5km away, over a hill, by this method. However, this kind of 'trick shot' involves so many variables (plus the skill of the user) that chances for a hit are low under even perfect conditions.

The barrel can be detached by a simple unlock-and-twist action, breaking the weapon into manageable halves for transport. It retains its accuracy very well providing the barrel is properly seated when it is reattached. The barrel contains the accelerator apparatus and a number of sensors that help the ballistic computer adjust for environmental conditions, barrel wear and even a slight misalignment due to hurried reassembly. A bipod is included with the kit, although it can be removed and replaced with other mountings such as a foregrip for greater portability.

The sighting system is very complex, normally using a holographic display to provide images in whatever mode the user wants. Low-light, thermal and radio sensors are fitted as standard, along with a laser rangefinder and a sonic sighting system which, in theory, enables blind shooting using the target's sonic signature. This is rather less useful than the

Type: Heavy Rifle, Gauss, Projectile

Cost: Cr41,000.

TL: 13.

Mass: 11kg.

Recoil 1

Capacity: 12

Reloading time: 1 minor action

Ammunition: Non-standard 8.5mm gauss needle.

Damage 5d6+2

Armor-piercing: 5 Points

Autofire: No

Notes:

- ⚡ Discarding Sabot ammunition is available for this weapon, doubling the Armor value it can penetrate (ignoring 10 points of armor)
- ⚡ APHE rounds are designed to penetrate the target and then detonate, fragmenting the rear part of the projectile within the wound. Like standard Needles, they ignore 5 points of armor, but any damage die that penetrates armor delivers 2 extra points of damage.
- ⚡ This weapon gains all the usual benefits of aiming a gauss weapon at long range, and an additional +1DM to hit when conducting aimed fire at any range. In addition, the firer may ignore up to 2 points of penalties for environmental conditions, range etc. This is not a bonus as such; it merely offsets a penalty. I.e. if the total penalty for range and environmental conditions is -1 or -2, then this is ignored. A penalty of -3 or greater is reduced by 2 points.

Training Day

Yeah it's a heavy bugger aint it?

You'll get used to it, I did and you got what, 20 or 30 kilos on me? A big strappin' lad like you will have no problem then.

Now to the fun part, and by that I mean firing this bad boy. What you got here is 25,000 Joules of energy poured into an 8.5mm needle moving down 61.5cm of magnetic propulsion barrel. And that my lad is as close as you'll get to small arms perfection until you strap on one of them fusion guns. And 'less you want to glow in the dark, I'd suggest you hold off a bit before you step into that breach.

Now, I know that this looks intimidating, and we haven't even stoked up the holoproj yet, so let me say this first and foremost: this is a weapon like most, point and shoot. It just has a few extra tech-bits on it that are going to help you once you get used to it. But look at this underside rail, here... All you got to do is take off this bipod, stick on a foregrip and you can carry it around and blast at whatever you want. Straight from the hip if need be. And don't be too proud to try out those iron sights either. Heck, you don't even need the foregrip. Watch this.

See that? Straight through the target block there and I didn't need nothing more than the pointer and a good grip on the forearm. Hear that whine just after I shot? That's the capacitors, warming up for your next needle. This bad boy will do wonders, but it aint designed for firing bursts. Remember that you got an impressive hunk of alloy-steel headed downrange. One will do.

As for the extras, they'll come. One thing you have to keep in mind is that each one has a purpose, but they all are there to put *this* round through *that* target.

thermal and radio sensors, which allow a target to be found and hit using its emissions. A sighting picture can be built up using these sensors and/or outside sources, and the computer can be configured to provide as detailed instructions as the user wishes.

The whole sighting package can be quickly released and stored in the weapon's case, leaving a conventional set of iron sights and a mounting rail for a standard optical scope. One is provided with the weapon if the buyer requests it, at no extra charge, but is not included in the package unless it is specifically desired. It is taken mainly by competitive shooters and hunters who want to pretend that hunting big game is somehow more fair with an optical scope.

The standard 8.5mm dart fired by this weapon is considered to be a full-armor-piercing round. A discarding sabot subcalibre dart is also available, with standard effects (i.e. double the normal amount of armor-penetration). Alternatively, an armor-piercing explosive (APHE) dart is available for particularly hard targets.

Special Note: Any time this weapon does Armor+Body damage to a living target or Armor+Hull damage to a vehicle target the needle has passed through the primary target and continues on to do ½ rolled damage to anything behind them (Referee may require a "blind" to-hit check of 8+ on 2d6 with no DMs).

WEAPON	TECH LVL	RANGE	SKILL	DAMAGE	MAGAZINE	AUTO	AR. PIERCING	RECOIL	COST
LC1 Derringer	12	Pistol†	Slug P	3d6	1	6†	0	0	175
Iridium Guard	13	Pistol	Slug P	2d6+8	36	No	0	4	2000
GS-XP-1 IWS	12					var†			1000
<i>Small Pistol</i>		<i>Pistol</i>	<i>Slug P</i>	<i>3d6</i>		<i>B†</i>			<i>2</i>
<i>Long Pistol</i>		<i>Pistol</i>	<i>Slug P</i>	<i>3d6+3</i>		<i>B†</i>			<i>3</i>
<i>Machine Pistol</i>		<i>Pistol</i>	<i>Slug P</i>	<i>3d6+3</i>		<i>4/6</i>			<i>3</i>
<i>SMG (Stock)</i>		<i>Assault Wpn</i>	<i>Slug C</i>	<i>3d6+3</i>		<i>4/6</i>			<i>3</i>
<i>Carbine (stock)</i>		<i>Assault Wpn</i>	<i>Slug C</i>	<i>4d6</i>		<i>4/6</i>			<i>4</i>
GAW2 ERF	13					24			900
<i>GAW 2</i>		<i>Assault Wpn</i>	<i>Slug P</i>	<i>5d6*</i>		<i>B/4</i>			<i>1</i>
<i>ERF</i>		<i>Assault Wpn</i>	<i>Slug C</i>	<i>5d6*</i>		<i>4/6/8</i>			<i>1</i>
GS-BRS-4	13					100			900
<i>Carbine</i>		<i>Carbine</i>	<i>Slug C</i>	<i>4d6</i>		<i>4**</i>	<i>0</i>		<i>4</i>
<i>Assault Rifle</i>		<i>Assault Wpn</i>	<i>Slug R</i>	<i>4d6</i>		<i>4**</i>	<i>0</i>		<i>4</i>
<i>Marksman Rifle</i>		<i>Rifle</i>	<i>Slug R</i>	<i>4d6</i>		<i>4**</i>	<i>-1</i>		
<i>Light Support Wpn</i>		<i>Rifle</i>	<i>Slug R</i>	<i>4d6</i>		<i>4**</i>	<i>-1</i>		<i>3</i>
Guardian Anti-Materiel	13	Rifle	Slug R	5d6+2	12	No	1	5	41000

† The XP-1 fires bursts of 3-needles normally, this is counted as a single attack and does damage as listed above. Magazines hold 45 and 96 rounds, but because this is weapon is fired in 3 round bursts consider the magazines as having 15 and 32 “bursts.” Autofire has a Auto rating of 4 and uses 9 Needles (3 bursts) while Rapid fire has an Auto rating of 6 and uses 18 Needles (6 “bursts”). Autofire allows full weapon skill to be used (unlike standard Autofire).

‡ The LC-1 “Derringer” is ineffective beyond Short range and only has an Autofire effect at Close or Personal Range.

* The GAW’s bundle of twenty-four 2mm needles does 5d6+Effect damage, but after rolling this is divided into two separate attacks (with standard 1 Armor-piercing effect or 0 if using Fragmenting needles) against target armor (if any) and damage reduction for combat drug use. These bundle rounds are also treated as shotgun ammunition (ignore Dodge-modifiers)

** The Autofire rate listed is based on the weapon’s standard fire rate of 500-600rpm. Higher rates of fire produce higher Auto Fire characteristics and greeater recoil with targeting modifiers: 1000-12000rpm (Autofire Rating/Auto 6, +1 Recoil, -1 DM to hit), 1000-12000rpm (Autofire Rating/ Auto 8, +2 Recoil, -3 DM to hit)

COMING LATER IN 2011: **NETHERELL**

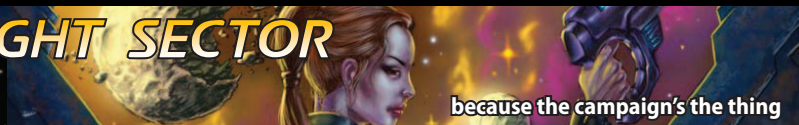
EPIC FANTASY 10



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