TRAVELLER

CENTRAL SUPPLY CATALOGUE

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MONGOOSE PUBLISHING

INTRODUCTION

Welcome to the *Central Supply Catalogue*. This book contains a variety of equipment Travellers might want, need, or wish they had as they cross the galaxy. All items are for use with *Traveller*, but not everything in this book may exist in any given universe – as always, the final decision lies with the referee.

Most of the items presented herein are drawn from the publications of earlier Traveller versions. Some contradictions and repetitions have been resolved, but a large part of what is presented here came from earlier editions of the game. However, there is a lot amount of new items too. Note that not all of the new items are designed with the Third Imperium universe in mind.

This book is intended for use with any *Traveller* universe, not just the Third Imperium. Where possible, assumptions about universes have not been made.

This is more than a book of things to buy. It also contains new rules for equipment and weapons, details permits and the legality of certain items, and how often a Traveller will find what he is looking for on any given world.

Third Imperium: Available Equipment

Throughout this book, many different types of technology are presented and not all have made an appearance in the Third Imperium.

However, this does not necessarily mean that the other items should never appear in this universe. After all, the galaxy is a big place and of all the trillions and trillions of beings who live in the galaxy, some might just hit upon a new direction of technology – it may not work as advertised, it may not become popular, or it may be difficult to manufacture. However, this does mean a referee might introduce items that are not on the Third Imperium's list of generally available equipment.

EQUIPMENT AVAILABILITY

Travellers, being the precious snow flakes that they are, will no doubt have dived right into this book and started making lists of all the items they think they will need in the next adventure. This is as it should be, but referees will have an interest in limiting the availability of more exotic items of equipment in order to maintain the balance of their own campaigns, and to keep special items *special*.

There are two methods of doing this, which will combine to maintain campaign balance or annoy Travellers, depending on which side of the table you are sitting on.

- **Law Levels:** These are detailed on page 223 of the Traveller Core Rulebook, and will be the primary consideration of most Travellers when looking for worlds on which to both purchase and use equipment.
- **Availability:** Just because something is legal, it does not automatically follow that it is available in the stores of the starport – or indeed, anywhere in the entire system. This chapter presents rules for the referee to gauge the relative availability of any item he judges to be special or otherwise restricted.

AVAILABILITY

Whenever a referee deems any item of equipment may not be present or easily found, he may ask the Traveller to roll for the item's Availability. This should principally be done for highly unusual, dangerous or expensive items and the referee is free to apply this rule as he sees fit, in accordance with his own campaign. Camping gear is going to be easy to find without needing to check its Availability, whatever planet you are on, but a neural rifle is likely to be extremely rare in any universe.

When a Traveller needs to check for the Availability of an item, he must make an Average (8+) Broker or Streetwise check and apply the modifiers on the Availability table.

If the check is successful, the item has been located and may be purchased.

Availability Table

Circumstance	DM
Item is considered to be highly specialised	-1
Item is typically reserved for military use	-2
Item's TL is 3-4 steps away from World's TL	-1
Item's TL is 5 or more steps away from World's TL	-2
Item's TL is 10 or more steps away from World's TL	-4
Traveller willing to pay double listed cost	+1
Traveller willing to pay triple listed cost	+2
Starport Class A or B	+1
Starport Class X	-4
World has Hi, Ht, In and/or Ri Trade Codes	+2
World has Lt, Na, NI, and/or Po Trade Codes	-2
World Population 0	-4
World Population 1-2	-2
World Population 3-5	-1
World Population 9-11	+1
World Population 12+	+2

Referee's Fiat

In addition, a referee may apply his own modifier from DM-3 to DM+3 to reflect equipment that is easier or harder to find, rare or common on the present world, or features technology the referee just plain is or is not keen to see proliferate in his campaign!

Tech Level and Law Level

Under normal purchasing conditions, items unlikely to be found on a world due to its Tech Level being too low or Law Level being too high should not be made available to Travellers. However, there may be exceptions where a referee can create a mini-adventure in order to locate such items if he sees fit.

THE BLACK MARKET

Wherever items are restricted or banned, a black market will arise to supply them. This will allow a canny Traveller to make the purchases he needs on even high Law Level worlds, but he will need to take care to avoid discovery or feel the full weight of the system's law – both for possession of illegal items and purchasing them in an illegal fashion.

The black market of any world can be accessed using the Availability rule covered previously but with four additional complications.

- Only Streetwise checks may be used for availability on the black market, never Broker.
- Additional modifiers are imposed on the check, dependant on Law Level and the item being sought after.
- The type of item being purchased will be a lot more expensive than it would if purchased legally.
- A negative Effect on the Streetwise check will result in attention from law enforcement.

The modifiers used on availability checks using the black market are listed on the Black Market table.

Black Market

Circumstance	DM
Law Level 0	+2
Law Level 1-3	+1
Law Level 4-6	+0
Law Level 7-9	-1
Law Level 10+	-2
Category 1 Item	+4
Category 2 Item	+2
Category 3 Item	+0
Category 4 Item	-2
Category 5 Item	-4
Prohibited Item	-6

As seen on the Black Market table, there are five categories of item (and one classification of 'prohibited') that dictate how easy or hard they are to find. They also dictate the price a Traveller using the black market is going to end up paying.

Examples are given for each category but, ultimately, it is up to the referee to decide how any given item is viewed by any given world in his universe.

Category 1: Unrestricted
So long as the item is legal in a star system, even someone convicted of weapons-related crime can usually own it without interference, though some localities place additional restrictions on felons. While these items are not technically black market, a Traveller in an unusual position may be forced to use less than legal methods to obtain them, and the black market is only too happy to oblige.

Price: x2
Examples: All melee weapons (cutlasses, daggers, batons, shock batons and so forth), non-lethal firearms (stunners), and bows and other archaic weapons.

Category 2: Civilian Use
These items are usually legal but require residents to demonstrate the 'capability of safe use', either by owning a permit or by undertaking accreditation and safety training. No actual skill or reason for purchase is required, but visitors from other worlds may find the bureaucratic requirements for legal ownership time-consuming or necessitating local knowledge, forcing them onto the black market.

Price: x3
Examples: Revolvers and most other pistols, semi-automatic rifles, shotguns and similar non-military weapons.

Category 3: Paramilitary Use
To legally own this sort of item (if, indeed, the world's Law Level even permits it), the Traveller must show he can use it responsibly and safely (possessing skill levels relevant to its use is usually sufficient), and demonstrate 'suitable need'. The latter is usually covered by occupations such as shipboard security operative, skip tracer, bodyguard and so on.

Price: x5
Examples: Light automatic weapons (autorifles, assault rifles, submachine guns, and so on), specialised ammunition, laser weapons, cloth armour and flak jackets.

Category 4: Military Use
These items are similar to those in category 3, but restrictions are tighter, usually requiring service as an accredited mercenary or similar employment.

Price: x10
Examples: Gauss weapons, advanced combat rifles, support weapons (such as grenade launchers and machineguns), military-grade electronics (such as sensors), electronic warfare equipment, combat armour, and light military combat vehicles (including armoured cars and armoured personnel carriers).

Category 5: Restricted Military Use
Category 5 items are only legally available to accredited mercenary units, or personnel with a good record of serving in such a unit while actively seeking a suitable unit or employer. This does not prevent a merchant captain from shipping quantities of such weapons from one place to another, provided they are properly crated and documented, but they cannot be legally sold without proper permits in place.

Price: x20
Examples: Plasma and fusion weapons, missiles, heavy military combat vehicles (including tanks and fighter aircraft), battle dress, and combat robots.

Prohibited Items

These items are subject to a blanket prohibition across all civilised worlds. Special permits are required to possess such items (which are hardly ever granted to individuals), and stiff penalties are in place for those who break these laws. In the Third Imperium, even governments are subject to these laws and must account for all prohibited items. The Imperial Bureaucracy conducts random audits to ensure compliance.

Price: At least x20, and likely much, much more…
Examples: Nuclear weapons, antimatter power systems, chemical and biological weapons, starship-grade meson guns and particle accelerators, and electromagnetic pulse weaponry capable of large-scale effect.

Law Enforcement

If a negative Effect is rolled during a Streetwise check when determining availability of an item on the black market, the system's law enforcement agencies will become involved. This is normally bad news for the Traveller concerned.

If this happens, roll 2D and deduct both the Effect (apply it as a negative) and the system's Law Level, then consult the Law Enforcement Response table.

Law Enforcement Response

2D + Effect & Law Level	Response
-6 or lower	Apprehended
-2 to –5	Investigate
0 or higher	Check

Check: This result means the Traveller's travel documents and identity is checked, either by a police officer or by electronically by querying the Travellers' comms. A successful Admin or Streetwise check can allay suspicion but if it is failed, the planetary authorities move on to Investigation.

Investigate: This results in a detective or bureaucrat probing deeper into the Traveller's background. If the Traveller has a ship, it will be searched. The Traveller may be followed or have their communications tapped. They are also likely to be questioned closely.

Apprehended: The police show up ready for a fight. Their response will generally be proportional to the threat posed by the Traveller; if the Traveller is just trying to make a purchase of a low category item on a street corner, then most police forces will just use batons, stunners, tranq gas and other non-lethal weapons. On the other hand, if the Traveller is in battle dress and trying to purchase a nuclear weapon, then the police will show up with the best weapons and armour available at the planet's Tech Level (or even a few levels higher), probably with the army not far behind them.

Travellers arrested for attempting to make a purchase on the black market will face punishment, determined by rolling on the Sentencing table.

To the 1D roll, the Traveller must add the highest category (+1-5) of the items being purchased.

In addition, the Traveller must also add the difference between the planet's Law Level and the banned goods in question.

For example, laser weapons are Category 3 items banned at Law Level 2, so a Traveller found with a laser weapon on a Law Level 6 world would have DM+7 on the Sentencing table).

A Traveller with the Advocate skill may attempt to reduce the severity of sentencing by making a check. If successful, reduce the Sentencing DM by the Effect of the check.

Sentencing

1D+DM	Sentence
0 or less	Dismissed or trivial
1-2	Fine of 1D x Cr1000 (per item)
3-4	Fine of 2D x Cr5000 (per item)
5-6	Exile or a fine of 2D x Cr10,000 (per item)
7-8	Imprisonment for 1D months or exile or fine of 2D x Cr20,000 (per item)
9-10	Imprisonment for 1D years or exile
11-12	Imprisonment for 2D years or exile
13-14	Life imprisonment
15 or more	Death

A result of Exile means the Traveller must leave the planet immediately and never return.

NEW RULES

The *Central Supply Catalogue* introduces are wide range of new equipment options for Travellers. Some of these require new rules which are detailed in this chapter.

WEAPON TRAITS

These are new weapon traits and are applicable to some of the new weapons introduced in later chapters.

Artillery: Artillery weapons shoot projectiles along a ballistic trajectory, allowing them to 'lob' shots at targets that are out of sight. When firing at a target that can be seen, these Artillery weapons follow the usual rules for ranged attacks.

When attempting indirect fire at a target that cannot be physically seen, the attack suffers a DM-2 penalty. In addition, if the precise location of the targets is not known (enemies are behind a wall or have ducked down into a trench, for example) then the attack will land 1D metres in a random direction away from them for every 100 metres or part of the target is from the attacker, minus the Effect of the attack roll. A negative Effect will, of course, add to this distance instead.

It is worth remembering that knowing where targets may be does not necessarily mean they need to be physically seen. The use of sensors, as described on page 150 of the *Traveller Core Rulebook*, can provide a very good indication where enemies are lurking.

Dangerous: This weapon can be as lethal to the Traveller using it as his intended target. If an attack roll is made by this weapon with an Effect of -5 or worse, it explodes. Its damage is inflicted upon the Traveller firing it, and the weapon is rendered inoperable.

Fire: This weapon sets a target on fire, causing damage every round after the initial attack. A target can only be set on fire by one Fire weapon at a time – use the highest damage Fire weapon. Left to its own devices, a fire will extinguish itself on a 2D roll of 8+, rolled for at the start of every round. However, the referee may rule it continues to burn so long as flammable material is present. A Traveller may use a Significant Action to extinguish requiring an Average (8+) DEX check. The Traveller gains DM+2 if they are using firefighting equipment.

One Use: This weapon is designed to be used just once, completely expending its energy or ammunition in one go and then being rendered useless.

Silent: Most projectile weapons require a noisy discharge of chemical, heat or kinetic energy in order to attack, but this weapon channels or removes the excess sound energy also created. Any attempts to detect the sound of this weapon firing suffer DM-6.

Forward Observers

On the battlefields of the far future, immense and powerful weapons can be deployed against the enemy. However, whether they be missiles or bombs from fast-flying aircraft, massive shells from artillery or apocalyptic energy blasts from orbiting spacecraft, they all still need eyes on the ground to be delivered accurately and effectively. This is where forward observers come in.

A forward observer is anyone who has a direct line of sight to a target and a communications link to a weapon delivery system capable of attacking the target but otherwise unable to make the attack due to being beyond line of sight (for Artillery weapons), travelling too fast (aircraft) or simply being too far away to gain accurate visual sight (spacecraft in orbit).

The forward observer makes an Electronics (comms) check (1D rounds, INT). Additional modifiers may be included as if this Electronics (comms) check was an attack roll, including those for battlefield conditions, cover, and any other factors the referee feels relevant.

This check is then used as the start of a task chain, to be followed by a straight attack roll by the aircraft, artillery or orbiting spacecraft. The only modifiers applied to this attack roll are from the task chain and the skill of the attacker using the weapon.

If the attack roll misses the target, roll a dice for each point of negative Effect, then multiply the total by 10 if the attack was from aircraft or artillery and 100 if it were from a spacecraft.

This is the number of metres the attack misses by. The referee can randomly determine in which direction the attack actually lands.

Smasher: This weapon is particularly heavy and carries a great deal of momentum when it is swung. A Traveller attacked by a Smasher weapon may not attempt to parry it.

Very Dangerous: Only a madman uses a weapon with the reputation of this one. If an attack roll is made by this weapon with an Effect of -3 or worse, it explodes. Its damage is inflicted upon the Traveller firing it, and the weapon is rendered inoperable.

CENTRAL SUPPLY
COLLECTION

7

WHENEVER YOU NEED IT!

0 1 1 0 1 0 0 1 0 0 1 0

TL6 ASSAULT SHOTGUN - *Find the perfect flexibility in combat on page 112.*

NEW AUGMENTATIONS - *Use the latest technology to enhance your potential. Page 86*

BATTLE DRESS - *For the Traveller with deep pockets, the ultimate in protection. Page 29*

1 PERSONAL PROTECTION

Armour is designed to prevent the Traveller from coming to harm, but there are a multitude of threats present in the galaxy. Some are relatively passive threats such as poisonous atmospheres, intense cold or the vacuum of space. Then there is the need to ward off bullets, energy beams and blades. Many types of armour combine these functions; combat armour, for example, can resist most environmental hazards as well as gunfire.

SECTION 1: ARMOUR

Armour is the first and last line of defence against many hazards, from lasers to the claws of a wild alien beast. Most armour available across the galaxy (in systems of mid-Tech Level and above) is good against the majority of threats – thorns, bullets, claws and knives as well as more advanced weapons. Archaic (Low-Tech Level) armour is often not very useful against high-powered projectiles. Lasers and other energy weapons require a special kind of protection to defeat them, and most primitive armour is just not very effective.

Most armour covers the torso and vital organs, usually with separate head protection. Limbs are less likely to be hit and are harder to protect in any case. However, some armour includes either separate limb protection or full-body coverage.

STANDARD ARMOUR

Standard armour offers good all-round defence against most attacks, including guns, blades and fists, and can be found on most worlds of sufficient Tech Level, though Law Level may restrict its common availability.

BALLISTIC VEST

01/93248

A flexible and relatively light flak jacket intended to be worn semi-discreetly. It is still fairly obviously armour but can be concealed under a light jacket, whereas a flak jacket is much more blatant.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Ballistic Vest	+4	8	-	1	Cr500	None

CERAMIC CARAPACE

01/89789

Made from specially contoured plates of advanced ceramic/metal alloys positioned over the vital organs of the Traveller, keeping them well protected. Ceramic alloys are designed to slough off heat and flame, giving the armour a much higher rate of protection against lasers, flamethrowers and other heat/fire-based attacks. Against such weapons, the armour gains an additional +6 Protection.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Ceramic Carapace	+10	12	-	4	Cr12000	None

CLOTH

01/08316

A heavy-duty coverall tailored from ballistic cloth, it sometimes containing light metal or ceramic plates at critical points. The fabric absorbs impact energy, distributing the blow over the body of the target and usually resulting in bruising. Cloth armour can be concealed under clothing but is fairly easy to spot – a Routine (6+) Investigate or Recon check is all that is required to spot the armour. At TL12, a thin type of cloth armour becomes available that is light enough that it can be worn under other types of armour, adding its protection.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Cloth	+5	7	-	10	Cr250	None
Cloth	+8	10	-	5	Cr500	None
Cloth	+4	12	-	2	Cr750	None

01/30833 DIPLO VEST

Essentially a shirt-only version of the protec suit, the diplo vest can be worn under a normal shirt. The advantage is that while a protec suit is easily spotted, a diplo vest is completely concealed. It is ideal for sensitive occasions where armour is not appropriate, hence the term 'diplo' (diplomatic) vest.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Diplo Vest	+3	10	-	-	Cr250	None

01/74908 FLAK JACKET

A heavy sleeveless jacket of ballistic cloth, often with ceramic or metal inserts to stop powerful projectiles. Generally covering only the torso and groin, a flak jacket can be concealed under a bulky coat but will be spotted by all but the most cursory of glances.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Flak Jacket	+3	7	-	8	Cr100	None
	+5	8	-	6	Cr300	

01/58094 FLAK SHELL

A heavy back-and-breastplate formed from metal or ceramic composites. A flak shell is essentially a stronger and more advanced flak jacket, but is extremely heavy and imposes DM-1 on all skill checks that involve physical action.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Flak Shell	+8	9	-	8	Cr1000	None

01/70249 JACK

A jacket or body suit of tough natural or synthetic material such as leather, pseudohide or something similar covering the torso and arms. Jack may be armour or simply a tough piece of clothing. It is somewhat better than ordinary clothing or bare skin when defending against blades but fairly useless against high velocity attacks. The leather or hide armour of low-tech troops is usually equivalent to jack.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Jack	+1	1	-	1	Cr50	None

MESH

A jacket or body suit made of natural or synthetic leather and reinforced with a lining of flexible metal mesh. It is primarily useful against hand weapons.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Mesh	+2	6	-	2	Cr150	None

POLY CARAPACE

A bodysuit of fibrous material with attached plates of polymer plastics designed to shield major arteries and organs, the carapace comes complete with an armoured facemask and half-helmet. It is good protection against all forms of weapons, but can be restrictive to limb movement. Poly carapace armour imposes DM-1 to all skill checks that require physical action. More advanced lightweight versions are also available that are less bulky, do not restrict movement, but still provides a better protection.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Advanced Poly Carapace	+16	13	-	2	Cr35000	None
Lightweight Poly Carapace	+12	11	-	2	Cr15000	None
Poly Carapace	+10	10	-	2	Cr10000	None

POST-APOCALYPTIC

This is scavenged armour cobbled together from plate pieces, salvaged rubber and other toughened materials that can be riveted, welded or glued together. It covers the torso and upper legs, and maybe an arm.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Post-Apocalyptic	+4	6	-	3	Cr150	None

PROTEC SUIT

A slim-fitting business suit woven from protective fibres, the protec suit is obviously armour but also confers a degree of respectability without making the Traveller appear like a thug. It is capable of turning melee weapons while softening the blow of small arms fire.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Protec Suit	+4	9	-	1	Cr500	None

TACTICAL RIOT ARMOUR

Developed for law enforcement agencies, tactical riot armour protects the torso, arms and head of the Traveller primarily from improvised weapons used by rebellious civilians. The design of this armour emphasises intimidation while rendering the Traveller anonymous among others so equipped. The Traveller gains a Boon to all Persuade checks made to intimidate while wearing this armour.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Tactical Riot Armour	+4	7	-	6	Cr600	None

ARCHAIC ARMOUR

Occasionally Travellers may encounter enemies encased in primitive body armour or may be forced into a position to purchase and use it themselves. While inefficient, it can be effective against melee weapons and some weak firearms.

Against ranged weapon of a higher Tech Level, all armour in this section halves its Protection (rounding up).

BREASTPLATE

A metal breastplate covers the front and back of the torso, offering decent protection against hand weapons and archaic projectiles. It is less much useful against firearms.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Breastplate	+3	1	-	5	Cr200	None

FULL PLATE

A complete suit of armour comprising shaped and fitted metal plates, riveted and interlocked to cover the entire body. It includes gauntlets, heavy leather boots, and a helmet. Plate is designed to distribute the weight over the body, so hampers movement less than might be expected. However, it is heavy and tiring to wear, and the sheer mass of metal that has to be moved imposes DM-2 on all checks that involve physical activity, but there is no penalty to close combat attacks.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Full Plate	+6	2	-	20	Cr1000	None

HALF-PLATE

Favoured by heavy cavalry even after infantry have dispensed with meaningful armour themselves, half-plate consists of articulated plates backed by light mail and padding.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Half-Plate	+5	2	-	12	Cr800	None

MAIL HAUBERK

A knee-length coat of interlocking large or small metal rings set on a leather backing, a hauberk offers excellent protection against hand weapons, and is used mainly by heavy infantry and cavalry. Scale mail (constructed with small plates rather than rings) offers similar protection and is a variation of the mail hauberk.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Mail Hauberk	+4	2	-	8	Cr500	None

ANTI-ENERGY ARMOUR

Lasers and energy weapons require a special type of protection not always afforded by other armour. The armour showcased here has little value against conventional weapons such as firearms, but offers significant protection against lasers, flamethrowers and 'energy' weapons such as plasma rifles.

Importantly, unless otherwise stated, all armour in this section can be worn over the top of other types of armour. However, only one additional type of armour can be worn in this way.

ABLAT

Ablat is a cheap alternative to reflec, and is fashioned from a material which will ablate (vaporise) when hit by laser fire or other energy weapons. The ablation of the material carries away the energy of the laser, and protects the Traveller. Continued fire against Ablat degrades its effectiveness, but the armour is cheap and easily replaceable. Ablat also has a minimal value against other forms of attack but it cannot be combined with other types of armour. Each laser hit on ablat armour reduces its Protection score by one.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Ablat	+1 (+6 vs. lasers)	9	-	2	Cr75	None

01/42361 | CONDUIT-BLEED

Designed specifically to supercool plasma energy, this dense suit of polymer-alloy mixtures is perfectly suited to pad the impact of most blows as well. The advances made to these materials means directed plasma energy is far less likely to harm the Traveller.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Conduit-Bleed	+4 (+15 vs. plasma)	14	-	8	Cr3500	None

01/29042 | DISPERSION

A semi-metallic polymer that wraps the Traveller in advanced energy-dispersion materials. This protective suit is not quite as physically protective as anti-ballistic cloth, but is built to absorb and eliminate most wavelengths of energy that strikes it.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Dispersion	+2 (+10 vs. fire, lasers and energy)	12	-	3	Cr2000	None

01/93611 | FIREPROOF SUIT

A fireproof suit is a complete body suit of light flexible material designed to resist heat and shed burning chemicals. It resembles the suits worn by racing drivers under their coveralls. It has no value against any weapons other than lasers, energy weapons and fire.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Fireproof Suit	+0 (+4 vs. fire, lasers and energy)	7	-	1	Cr50	None

REFLEC

Reflective material on a plastic base can be tailored into a body suit which is ineffective against most weapons, but superior in defence against laser fire. Reflec is expensive and often difficult to obtain and imposes a Bane on any Stealth checks the Traveller attempts.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Reflec	+0 (+10 vs. lasers)	10	-	1	Cr1500	None

01/83945

NEURAL SHEATH

Cloth weaved with thin-spun chains of advanced neural crystals, this protective suit is worthless against physical damage but immensely useful against blocking energies created and manipulated by psions. The neural sheath is extremely thin and lightweight, and can be worn beneath any other form of armour or clothing. Any form of damage originating from neural or psionic powers or weaponry or attack is affected by a neural sheath.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Neural Sheath	+0 (+20 vs. psionics)	17	-	2	Cr80000	None

NON-POWERED SUITS

Some armour comes as a complete suit and is usually worn with helmet and any additional gear such as air tanks attached. Suits, if sealed, offer total protection from gas and airborne biological agents.

Unless otherwise stated, non-powered suits come equipped with the electronics suite opposite, appropriate to their Tech Level.

BOARDING VACC SUIT

An armoured suit hardened to the dangers of exposure to vacuum or hostile environments, the boarding vacc suit was originally used to help battle against pirates when life support failed during an attack. As technology improves the suits become thinner and sturdier, revolutionising their use in ship-to-ship combat. A boarding vacc suit will sometimes have a melee weapon/pistol combination grafted to the cuffs of the suit.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Boarding	+11	11	50	25	Cr18000	Vacc Suit 1
Vacc Suit	+13	12	75	12	Cr24000	Vacc Suit 1

ELECTRONICS SUITE

Tech Level	Electronics Suite
8	Eye Protection, Geiger Counter, Radio Transceiver
9	Computer/0, Eye Protection, Geiger Counter, Radio Transceiver
10	Computer /1, Binoculars, Eye Protection, Geiger Counter, IR Goggles, Radio Transceiver, Scope
11	Computer /1, Binoculars, Eye Protection, Geiger Counter, IR Goggles, Radio Transceiver, Scope
12	Computer /2, Binoculars, Eye Protection, Geiger Counter, IR Goggles, Light Intensifier Goggles, Radio Transceiver, Scope
13	Computer /2, Eye Protection, Geiger Counter, IR Goggles, Light Intensifier Goggles, PRIS Binoculars, Radio Transceiver, Scope
14	Computer /2, Eye Protection, Geiger Counter, IR Goggles, Light Intensifier Goggles, PRIS Binoculars, Radio Transceiver, Scope
15	Computer /3, Eye Protection, Geiger Counter, IR Goggles, Light Intensifier Goggles, PRIS Binoculars, Radio Transceiver, Scope
16	Bioscanner, Computer /4, Eye Protection, Geiger Counter, IR Goggles, Light Intensifier Goggles, PRIS Binoculars, Radio Transceiver, Scope

01/81039 · CERAMIC COMBAT ARMOUR

A heavy suit of advanced materials, overlapping ceramic alloy plates grant the armour and integrated helmet extreme durability. Besides the six-hour capacity for complete environmental sealing, the ceramic alloy grants a much higher degree of protection against lasers, flamethrowers and other energy-based attacks.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Ceramic Combat Armour	+12 (+18 vs. fire, lasers and energy)	13	150	15	Cr300000	Vacc Suit 1

01/57376 · COMBAT ARMOUR

Combat armour is a complete array of metal and synthetic armour, strictly military and not available on the open market. It contains oxygen tanks for six hours and a recycling unit which can more than double this endurance if the user is not unduly exerting himself.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Combat Armour	+13	10	85	20	Cr96000	Vacc Suit 1
	+17	12	145	16	Cr88000	Vacc Suit 0
	+19	14	180	12	Cr160000	Vacc Suit 0

01/63084 · COMBAT ENVIRONMENT SUIT

A neck to toe, airtight, loosely fitting suit constructed of ballistic cloth. Generally worn open at the neck and wrists, the combat environment suit can be sealed by donning gauntlets and a clear flexible plastic hood, giving complete protection against chemical agents, tainted atmospheres, biological agents, and moderate defence against radiation. A Combat Environment Suit will protect against most atmospheric hazards and support the user in very thin atmospheres. It will fail fairly quickly in a Trace atmosphere (D3 hours typically) and more rapidly (D3 x 10 minutes) in vacuum. Electronics suite not included.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Combat Environment Suit	+8	10	20	2	Cr1000	None

EMERGENCY HOSTILE ENVIRONMENT SUIT

01/10128

A disposable emergency vacc suit designed to protect the Traveller from corrosive, insidious and similarly hazardous atmospheres (and, of course, vacuum). The suit is good for 6-8 hours, after which there is a 1 in 6 (non-cumulative) chance it will fail every hour. Emergency suits are usually carried by starships to allow engineering crew to make emergency repairs under unusual conditions. The suit can be refurbished for Cr6000, but each refurbishment inflicts DM-1 to the chance of failure after the 'safe' time, and additionally reduces time to possible failure by 1 hour. Once the failure chance has reached a 4 in 6 chance, the suit is too degraded to be any further use. Electronics suite not included.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Emergency Hostile Environment Suit	+4	10	-	20	Cr9000	Vacc Suit 1

EMERGENCY SOFTSUIT

01/57860

A disposable emergency vacc suit including gloves and a soft, collapsible 'bubble' helmet, the softsuit offers no protection against hostile environments or attack – only against vacuum and non-corrosive atmospheres. Starships are required to carry enough emergency suits or rescue balls to allow the crew and all passengers to survive depressurisation. Well-equipped ships include a softsuit at each crew position and a few spares at strategic points, in addition to crewmembers' own vacc suits.

The softsuit includes a small air bottle (4 hour capacity) and can be plugged into shipboard life-support points to prolong this supply. It is rather flimsy, and it offers no protection against radiation, making it a poor choice for repair work or routine duty and a desperate last resort for EVA work. Electronics suite not included.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Emergency Softsuit	+0	10	-	10	Cr2000	Vacc Suit 0

EXPLOSIVE ORDNANCE DISPOSAL SUIT

01/17938

This very heavily armoured suit is designed to mitigate the worst effects of an explosion at extremely close ranges but does so at the expense of mobility. Fine dexterity is not affected, as the hands of the Traveller retain freedom of action but other movements are difficult due to the heavy protection. The speed of the Traveller is halved and all physical actions that do not require manual dexterity alone suffer a Bane.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Explosive Ordnance Disposal Suit	+12	8	-	35	Cr8000	None

HOSTILE ENVIRONMENT VACC SUIT

01/81780

Hostile environment suits are designed for conditions where a normal vacc suit would be insufficient, such as deep underwater, worlds with toxic atmosphere, extremes of radiation or temperature. HEV suits provide life support for six hours.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Hostile Environment Vacc Suit	+8	9	75	22	Cr24000	Vacc Suit 1
	+9	10	90	13	Cr20000	Vacc Suit 1
	+12	11	140	13	Cr22000	Vacc Suit 0
	+14	13	170	10	Cr40000	Vacc Suit 0
	+15	14	185	9	Cr60000	Vacc Suit 0

PRESSURE SLEEVE

A form-fitting garment similar to a wetsuit, worn as an under-uniform by some spacefaring services. The pressure sleeve is designed to protect the user in low pressure environments (allowing normal function in Very Thin and Trace atmospheres) and give some protection against vacuum. The ankles seal to boots, and a set of gloves are normally carried in a belt pouch. To be of any use, the suit's hood must be pulled up and sealed to a life-support mask (see page 41, not included in the price of the suit). The pressure sleeve is designed to give personnel a survival margin in an emergency. It is not a substitute for a proper vacc suit, though it can be worn under one. A user with a proper mask can function indefinitely in Very Thin atmosphere, for about 15 minutes in Trace Atmosphere, and about 5 minutes in hard vacuum. Electronics suite not included.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Pressure Sleeve	+0	10	-	-	Cr600	None

PSI-ENHANCED COMBAT ARMOUR

This suit of advanced combat armour is rigged with a latticework of neural crystals, drawing from the Traveller's natural psionic strength to create an invisible reinforcement across the armour. As well as having a full 8 hour air supply built into the suit when sealed, the Traveller adds half (round down) his PSI to the Protection score of the armour while worn.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Psi-Enhanced Combat Armour	+15 (+ ½ PSI)	16	250	10	Cr500000	None

RESCUE SUIT

A rescue suit is a heavy vacc suit designed for emergency situations such as damage control or entering a damaged spacecraft. It is very tough, and some models are sold as 'boarding suits' to mercenary forces who cannot afford or obtain combat armour. The rescue suit carries oxygen tanks with a six hour capacity and a variety of tools for use in an emergency situation. Rescue suits are mainly designed to protect against physical hazards like torn wreckage and debris, plus radiation.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Rescue Suit	+12	12	120	22	Cr25000	Vacc Suit 1

01/23897

VACC SUIT

At lower Tech Levels, a rather bulky suit providing protection from hard vacuum and temperatures encountered in space. The suit also gives some radiation protection and includes a six-hour air supply. At higher Tech Levels, the vacc suit becomes much thinner and easier to use, though its level of protection increases.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Vacc Suit	+4	8	10	17	Cr12000	Vacc Suit 1
	+8	10	60	10	Cr11000	Vacc Suit 0
	+10	12	90	8	Cr20000	Vacc Suit 0

POWERED ARMOUR

There is a class of armoured suit falling between unpowered combat armour and the extremely advanced battle dress rigs; these are collectively called powered armour. Aided by servos, pneumatics and counterweight mechanisms, powered armour suits enhance the Traveller's strength at the cost of limited use between refuelling or charging. Powered suits, if sealed, offer total protection from gas and airborne biological agents as well as ample radiation shielding. While powered and active, the mass of a powered armour suit does not count against the encumbrance of the Traveller, and is effectively weightless.

When a powered armour suit is not currently charged or fuelled, the mass of the suit counts does against the Traveller. Additionally, any STR bonus the armour provides is lost and any DEX penalty the armour imposes is doubled.

Unless otherwise stated, powered armour comes equipped with the electronics suite shown on page 30, appropriate to their Tech Level.

CERAMIC POWERED PLATE

An advanced form of the more common powered plate made of advanced ceramic-metal hybrid alloys, this armoured suit has a higher rate of protection against lasers, flamethrowers and other heat/fire-based attacks. Also, while the suit is running efficiently on its 85 hour power cell (Cr250 to replace), it adds STR +2 to the Traveller but inflicts a DEX-2 penalty.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Ceramic Powered Plate	+16 (+20 vs. fire, lasers and energy)	13	175	35	Cr90000	Vacc Suit 1

GRAV-ENHANCED POWERED PLATE

A much improved version of the powered plate suit, this high-tech powered armour comes equipped with gravitic gyros in its limbs and torso. These increase the augmentation of the Traveller's abilities without drawing much from the suit's 500 hour power cell (Cr 750 to replace), and adds STR+3 to the Traveller while only reducing DEX when unpowered, and then only by -1. Additionally, the grav-enhanced powered plate can use the grav-gyros in its legs to move faster, increasing the Traveller's speed by +50%.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Grav-Enhanced Powered Plate	+20	15	220	32	Cr120000	Vacc Suit 0

MECHANICAL CARAPACE

A suit of sealed carapace plates attached to a simple framework of mechanical ratchets and pneumatics, this armour is durable but not very sophisticated. Fuelled for up to ten hours (Cr25 to refuel), the suit adds STR +1 to the Traveller but inflicts a DEX-1 penalty.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Mechanical	+8	9	30	30	Cr15000	Vacc Suit 2
Carapace	+10	12	60	25	Cr30000	Vacc Suit 1

POWERED PLATE

A large and bulky suit of insulated powered armour made up of metallic plates forming a complete body shell, powered plate is tough and inflexible. So long as the suit's hundred-hour power cell (Cr250 to replace) has energy, the suit adds STR +2 to the Traveller but inflicts a DEX-2 penalty. The TL14 version has a 200 hour power cell and adds STR +3 to the Traveller but inflicts a DEX-1 penalty.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Powered Plate	+14	10	120	40	Cr50000	Vacc Suit 1
	+18	14	200	30	Cr85000	Vacc Suit 0

MODIFICATIONS

Various other items exist can be used for personal defence. Most can be applied to clothing or armour, or to a covering draped over whatever is to be hidden from view.

Additional Padding: By layering furs, cotton and hides onto existing armour, movement is somewhat hindered but better protection from physical attacks is gained. A Traveller wearing additional padding suffers DM-1 to all checks involving DEX, but adds +1 to their armour's Protection.

Modification	TL	Kg	Cost
Additional Padding	1	5	Cr50

Camouflage: Using natural or artificial material to break up distinctive outlines of a person or equipment, camouflage makes it more difficult to detect enemy personnel or vehicles. Camouflage suitable to its environment grants DM+2 to all Stealth checks made against visual searches. However, it can be defeated by infrared and other detection systems operating beyond the visual spectrum.

Modification	TL	Kg	Cost
Camouflage	3	-	Cr25

Chameleon, IR: IR chameleon technology can be added to any full-body armour. It selectively bleeds heat to match background infrared levels and effectively renders the Traveller invisible to infrared detection (DM+4 to Stealth checks made against sensors).

Modification	TL	Kg	Cost
Chameleon, IR	12	-	Cr5000

Chameleon, Vislight: A more advanced form of IR chameleon, vislight chameleon lines the surface of the armour with light-bending technology, making the Traveller nearly invisible to the naked eye (DM+4 to Stealth checks).

Modification	TL	Kg	Cost
Chameleon, Vislight	13	-	Cr50000

Computer Weave: Computer weave can be added to any armour that does not already have a computer system, and adds a Computer/0 to that armour.
TL11: Improved computer weave adds Computer/1.
TL13: Advanced computer weave adds Computer/2.

Modification	TL	Kg	Cost
Computer Weave	10	-	Cr500
	11	-	Cr1000
	13	-	Cr5000

Coolant Rig: Wearing heavy armour in a hot environment make things extremely uncomfortable for the Traveller. This web of tubing filled with a chemical coolant makes a hot day on a volcanic planet or desert stroll into something far more comfortable and tolerable. Armour fitted with a coolant rig allows the Traveller to comfortably endure temperatures of up to 50° without suffering damage (see page 78 of the *Traveller Core Rulebook*).

Modification	TL	Kg	Cost
Coolant Rig	8	2	Cr100

Environment Reader: This external, colour-changing sensor is adhered somewhere the Traveller can see it and shows in brilliant hues what the status of the atmosphere is around them; green for oxygen content, blue for methane, red for radiation and black for any one of the many airborne toxins the reader is designed to detect.

Modification	TL	Kg	Cost
Environmental Reader	8	-	Cr100

Extended Life Support: This upgrade can be added to any suit that provides life support (such as vacc suits, HEV suits, and combat armour). By adding high-pressure oxygen tanks and recycling systems, the suit now provides eighteen hours of oxygen.

Modification	TL	Kg	Cost
Extended Life Support	10	-	Cr10000

Eye Protection: A lot of armour includes eye protection such as visors or goggles to guard against flying debris, but such protection becomes absolutely vital at TL9, to guard against the blinding effects of lasers. Eye protection can be added to any armour, but is automatically included in any TL9+ armour.

Modification	TL	Kg	Cost
Eye Protection	6	-	Cr50

Friend or Foe HUD: Several tiny scanners and cameras implanted in the armour keep track of registered friendly transponders (the HUD system itself comes equipped with its own transponder) and marks targets without transponders as potential enemies. This information shows up on a visor-based HUD (Heads-Up Display), allowing the Traveller to know the exact location of allies and enemies within his line of sight or up to a kilometre away, whichever is greater. As well as avoiding potential friendly fire incidents, this system grants DM+1 to any Tactics (military) checks the Traveller makes. Extra transponders cost Cr100 for twenty units.

Modification	TL	Kg	Cost
Friend or For HUD	11	-	Cr4000

Grav Assist: This modification can only be added to combat armour (of all variants), and adds the functionality of a grav belt (see page 112 of the *Traveller Core Rulebook*)

Modification	TL	Kg	Cost
Grav Assist	12	-	Cr110000

Gyro-Stabilizer Rig: This modification adds a localised motion-pivot at the waist which counters the effects of weapon recoil. It takes an Average (8+) Mechanics (1D minutes, EDU) check to attach the rig's arm to a heavy weapon or rifle, but will remove all penalties for Bulky weapons. The TL14 version will remove all penalties for Very Bulky weapons as well.

Modification	TL	Kg	Cost
Gyro-stabiliser Rig	12	1	Cr10000
	14	1	Cr50000

Magnetic Grapples: Magnetic plates in the boots of the armour allow the user to walk normally on a spacecraft without artificial gravity.

Modification	TL	Kg	Cost
Magnetic Grapples	8	-	Cr100

Medikit: An internal medical scanner and drug injector, the medikit can be installed in combat armour or a vacc suit. It automatically applies first aid if the Traveller is reduced to END 0 (treat the Medikit as having Medic 3). It can also administer Fast Drug on command, or if life support systems are failing.
TL11: A military medikit can also inject combat drugs and metabolic accelerators on command.

Modification	TL	Kg	Cost
Medikit	10	-	Cr5000
	11	-	Cr10000

Minefield Boots: Used by troops in regions where there is a risk from anti-personnel mines and other booby traps hidden beneath the ground, minefield boots give complete protection against routine hazards such as snakes, and grant +4 Protection against sharpened stakes (punji stakes) and anti-personnel mines. They offer no additional protection against combat hazards unless the Traveller is deliberately shot in the foot.

Modification	TL	Kg	Cost
Minefield Boots	8	3	Cr250

Null Shield: This expensive and rare modification is extremely advanced, coating the armour with substances similar to those found in anti-psion ammunition and chemical psi-sedatives. Armour and clothing properly coated with this substance will grant the Traveller complete immunity to any psionic power targeting them.

Modification	TL	Kg	Cost
Null Shield	17	-	Cr150000

Personalised Image: Using hardened enamels and pigments, any armour can be artistically altered to reflect the individuality of the Traveller, the military he belongs to, or other affiliations.

Modification	TL	Kg	Cost
Additional Padding	2	-	Cr10

Psionic Shield Helmet: A psionic shield helmet can be built into armour or be worn as a separate unit. It acts as a shield against psionic influences, automatically blocking all telepathy powers. Cr 4,000

Modification	TL	Kg	Cost
Psionic Shield Helmet	12	2	Cr4000

Self-Sealing: Self-sealing systems can be added to any armour (except ablat) when it is being manufactured. The armour can then seal breaches and repair minor damage. This cannot reconstruct a severely damaged suit of armour, but does ensure that a damaged vacc suit or torn jacket mends itself.

Modification	TL	Kg	Cost
Self-Sealing	11	-	Cr2000

Smart Fabric: Smart fabric resists stains and dirt, cleaning itself automatically. Smart fabric armour automatically sloughs off dirt, dust and mud (though this function can be suspended for the purposes of camouflage).

Modification	TL	Kg	Cost
Smart Fabric	10	-	Cr1000

Submarine Functionality: The colonisation and exploration of water worlds brought about this extensive modification to armour. Only available on sealed armours (such as vacc suits, combat armour, and powered armour), this process adds oxygenators, pressure valves, flow venting fins and small turbines to help propel the Traveller underwater (or within a similar fluid). This augmentation allows a suit of armour to completely ignore any penalties for being submerged for as long as it has life support. It costs Cr200 multiplied by the Protection value of the armour.

Modification	TL	Kg	Cost
Submarine Functionality	9	6	Special

Tactical Video Suite (TL 7): Attaching several small, out of the way video cameras and microphones to high-visibility areas of the armour or clothing, the suite monitors and records everything which happens to the Traveller for later viewing. Based on a ten-hour hard drive, the basic suite stores all information on a central component. Alternatively, these suites can be rigged to transmit to a central intelligence hub, allowing for real-time monitoring of the Traveller and granting DM+1 to all Tactics (military) checks made by viewers. The real-time monitoring version costs an extra Cr25.

Modification	TL	Kg	Cost
Tactical Video Suite	7	2	Cr75

Thruster Pack: A simple thruster pack gives the user the ability to manoeuvre in zero-gravity over short distances. An Athletics (dexterity) check is required to use a thruster pack accurately. Thruster packs can only be used in microgravity environments.
TL12: The long-range thruster pack gives 0.1g acceleration for up to 48 hours, using standard starship fuel.
TL14: The TL14 version of the long-range pack is much smaller, as it uses grav-thruster plates instead, but has the same performance profile as the TL12 version..

Modification	TL	Kg	Cost
Thruster Pack	9	-	Cr2000
	12	-	Cr14000
	14	-	Cr20000

EYE PROTECTION

CHAMELEON, IR

EXTENDED
LIFE SUPPORT

THRUSTER PACK

COMPUTER WEAVE

MEDKIT

SMART FABRIC

SELF-SEALING

GRAV ASSIST

MAGNETIC GRAPPLES

SECTION 2: BATTLE DRESS

Representing the ultimate in personal protection, battle dress is often considered an advanced and powered version of combat armour, but it is actually constructed very differently. Battle dress enhances the strength and senses of individuals wearing it with variable feedback personal controls, servo-powered limbs, and assorted electronic assistance.

Basic suits do not come with any integrated weaponry and troops are usually armed with the best small arms and energy weapons available, carried in hand like regular troops, though powerful weaponry can also be integrated into the battle dress itself to ensure the Traveller is never without a weapon.

It is also not uncommon for battle dress to be fitted with integral grav assist, but this is not universal.

CHARACTERISTICS

Travellers wearing battle dress are treated as having enhanced characteristics (usually STR and DEX) for the purposes of carrying equipment and modifiers in combat, but not for taking damage. These enhancements are listed in the description of each suit of battle dress.

In addition, while powered and active, the mass of battle dress does not count against the encumbrance of the Traveller, and is effectively weightless. By default, battle dress comes equipped with fuel cells that are sufficient for 12 hours of full combat operation.

EQUIPMENT SLOTS

All battle dress comes already equipped with the electronics suite shown on the following table, appropriate to its Tech Level.

Tech Level	Electronics Suite
13	Computer /2, Eye Protection, Geiger Counter, IR Goggles, Light Intensifier Goggles, PRIS Binoculars, Radio Transceiver (1,000 km range), Scope
14	Computer /2, Eye Protection, Geiger Counter, IR Goggles, Light Intensifier Goggles, PRIS Binoculars, Radio Transceiver (3,000 km range), Scope
15	Computer /3, Eye Protection, Geiger Counter, IR Goggles, Light Intensifier Goggles, PRIS Binoculars, Radio Transceiver (5,000 km range), Scope
16+	Bioscanner, Computer /4, Eye Protection, Geiger Counter, IR Goggles, Light Intensifier Goggles, PRIS Binoculars, Radio Transceiver (10,000 km range), Scope

However, battle dress is supremely customisable, either at point of manufacture or in the field, given sufficient technical expertise. Because of this, each suit of battle dress is listed as having a number of equipment Slots which can be filled with modifications, additions and weaponry.

SURVIVABILITY

Battle dress is effective in conditions where a normal vacc suit would be insufficient, such as deep underwater, worlds with toxic atmosphere, extremes of radiation or temperature. Battle dress provides life support for six hours.

ARTILLERY BATTLE DRESS

Artillery battle dress is more heavily armoured than standard, and has heavier servos that enable it to carry powerful integral weapons. However, it is too large and clumsy to use handheld weapons normally, and any attempt to do so will result in a Bane being applied to all to attack rolls.

Armour Type	Protection	TL	Rad	STR	DEX	Slots	Kg	Cost	Required Skill
Artillery Battle Dress	+26	13	245	+6	+2	30	180	Cr275000	Vacc Suit 2
	+29	14	290	+8	+2	30	180	Cr320000	Vacc Suit 1

ASSAULT BATTLE DRESS

Assault battle dress sacrifices mobility for extra armour and firepower. A laser weapon is usually fitted to the suit's left arm (not included), and a grenade launcher is often installed on the right shoulder to allow for self-support and engagement of differing targets. In addition, a hand-held weapon is almost always carried by troops in assault battle dress.

Armour Type	Protection	TL	Rad	STR	DEX	Slots	Kg	Cost	Required Skill
Assault Battle Dress	+25	13	250	+4	+4	20	140	Cr300000	Vacc Suit 2
	+28	14	300	+6	+4	20	140	Cr330000	Vacc Suit 1

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BATTLE DRESS

The standard entry-level battle dress suit, combining mobility with protection and weapons capability. The suit's built-in Computer/2 usually runs an Expert Tactics (military)/2 program to give tactical advice. The suit also includes a comprehensive communications suite and six hours of air. The TL14 version has a Computer/3 system fitted.

Armour Type	Protection	TL	Rad	STR	DEX	Slots	Kg	Cost	Required Skill
Battle Dress	+22	13	245	+4	+4	16	100	Cr200000	Vacc Suit 2
	+25	14	290	+6	+4	16	100	Cr220000	Vacc Suit 1

01/69783

CERAMIC BATTLE DRESS

Designed and built with a layer of advanced ceramic-metal hybrid materials around its armoured plates, ceramic battle dress is especially useful for soldiers who fight enemies relying on laser or energy-based weaponry. Already highly efficient against conventional attacks, this battle dress is all but immune to these weapons.

Armour Type	Protection	TL	Rad	STR	DEX	Slots	Kg	Cost	Required Skill
Ceramic Battle Dress	+22 (+32 vs. fire, lasers and energy)	13	245	+4	+4	16	100	Cr400000	Vacc Suit 2
	+25 (+35 vs. fire, lasers and energy)	14	290	+6	+4	16	100	Cr440000	Vacc Suit 1

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COMBAT PIONEER BATTLE DRESS

Combat Pioneer battle dress is slightly heavier than the standard model. It mounts no weapons but has a specialist sensor package designed to detect explosives and other hazards and can utilise a range of backpack-mounted powered tools including drills, shovels and decontamination equipment. The suit can self-decontaminate.

Armour Type	Protection	TL	Rad	STR	DEX	Slots	Kg	Cost	Required Skill
Combat Pioneer Battle Dress	+23	13	275	+4	+4	12	120	Cr270000	Vacc Suit 2

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COMMAND BATTLE DRESS

The command configuration of battle dress is used by officers. Its defensive capabilities are superior to those of standard battle dress, and it carries a more comprehensive communications suite and command-assist computer software. This equipment provides a Boon to all Tactics (military) checks the Traveller makes.

Armour Type	Protection	TL	Rad	STR	DEX	Slots	Kg	Cost	Required Skill
Command Battle Dress	+24	13	275	+4	+4	18	110	Cr325000	Vacc Suit 2
	+27	14	310	+6	+4	18	110	Cr350000	Vacc Suit 1

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LOGISTICS BATTLE DRESS

This suit is optimised for its load-carrying capability. The logistics suit allows the Traveller to carry small-vehicle loads of ammunition and supplies into places where only infantry can go. Standard missions include ferrying field repair kits (with spares), bulk ammunition boxes and fast-load kits for close support grenade launchers. Given suitable durable packaging, a Traveller using this suit can carry loads equal to six times his STR + END (using the battle dress' enhanced STR) and will not count as being heavily encumbered (see page 92 of the *Traveller Core Rulebook*). Logistics suits are also used by some battlefield medics.

Armour Type	Protection	TL	Rad	STR	DEX	Slots	Kg	Cost	Required Skill
Logistics Battle Dress	+22	13	245	+8	+0	20	220	Cr290000	Vacc Suit 2
	+25	14	290	+8	+0	20	220	Cr320000	Vacc Suit 2

PSI-COMMANDO BATTLE DRESS

Similar to the psi-enhanced battle dress, the psi-commando suit retains the invisible telekinetic shield but also features enhancements that include active psionic interfaces and superior heating and cooling systems designed to aid teleportation abilities. The Traveller adds half (round up) his PSI to the Protection score of the armour while worn. In addition, the psi-commando battle dress counts as being part of the Traveller's own body when teleporting (thus not increasing the PSI cost of Teleportation) and doubles the vertical distances that may be teleported, as described on page 211 of the *Traveller Core Rulebook*.

Armour Type	Protection	TL	Rad	STR	DEX	Slots	Kg	Cost	Required Skill
Psi-Commando Battle Dress	+26 (+ ½ PSI)	15	300	+6	+4	20	110	MCr1.2	Vacc Suit 1

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PSI-ENHANCED BATTLE DRESS

This suit of armour is interwoven with highly specialised crystalline fibres and conduits that pick up on the latent psion abilities of the Traveller. The mental energies created and manipulated by the conduits create an invisible telekinetic field inside the plating of the suit, protecting them from attack. The Traveller adds half (round up) his PSI to the Protection score of the armour while worn.

Armour Type	Protection	TL	Rad	STR	DEX	Slots	Kg	Cost	Required Skill
Psi-Enhanced Battle Dress	+22 (+ ½ PSI)	13	245	+4	+4	16	100	Cr800000	Vacc Suit 1
	+25 (+ ½ PSI)	14	290	+6	+4	16	100	Cr880000	Vacc Suit 1

01/24025

SCOUT BATTLE DRESS

Scout Battle Dress is normally used by reconnaissance units, artillery spotters and other soldiers needing good protection allied to mobility. It is popular among some officers and rapid-assault units. Grav assist is fitted as standard.

Armour Type	Protection	TL	Rad	STR	DEX	Slots	Kg	Cost	Required Skill
Scout Battle Dress	+20	13	230	+2	+6	12	90	Cr270000	Vacc Suit 1
	+23	14	260	+4	+6	12	90	Cr300000	Vacc Suit 1

MODIFICATIONS

Battle dress can be equipped with any of the modifications useable with combat armour found in the previous chapter but Travellers will find that, in most cases, battle dress already meets or exceeds the specifications of this type of customisation. Each of the modifications of the previous chapter, if fitted, will consume one equipment Slot on the battle dress.

Battle dress instead has its own modifications that allows extreme customisation and the creation of truly unique suits of armour. Most of the modifications listed here require one or more equipment Slots in the suit of battle dress. Battle dress may not have more modifications than its equipment Slots score allows.

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Active Camouflage: This is a highly advanced form of camouflage that uses quantum waveguides to bend light around battle dress, resulting in near-invisibility. It grants DM+4 to Stealth checks.

Modification	TL	Slots	Cost
Active Camouflage	15	1	Cr200000

Advanced Life Support: Advanced battle dress can be adapted to provide complete life support, including food, water, waste collection, and recycling for up to 72 hours.

Modification	TL	Slots	Cost
Advanced Life Support	13	2	Cr20000

Advanced Technology: Superior versions of battle dress exist, incorporating the very latest technologies, but are very expensive despite their benefits. Advanced technology adds +10% to battle dress Protection, Rads, and Slots (rounding up). For psi-commando battle dress, this is available at TL16.

Modification	TL	Slots	Cost
Advanced Technology	15	-	+100%

Anti-Missile System: This automated system is capable of tracking incoming missiles and grenades, then destroy them in mid-flight before they can reach the Traveller. This is typically done with very rapid-firing lasers.

Anti-missile systems will automatically destroy an incoming missile or grenade on a 2D roll of 8+, with a DM appropriate to their type shown on the Anti-Missile Systems table. DM-1 is applied to every additional incoming attack made in the same round.

Advanced systems are capable of shooting down any solid projectile, including shells and bullets. They remain ineffective against energy-based weapons.

All anti-missile systems can be used under manual control as ordinary weapons.

Anti-Missile Systems

Anti-Missile System	Defence Roll DM
Laser	+1
Advanced Laser	+4

Camouflage: A disruptive pattern painted across the surface of battle dress will allow a Traveller to blend into his environment. This type of environment must be specified when the camouflage is applied to the battle dress and will provide no effect in other environments. Camouflaged battle dress gains DM+2 to Stealth checks. At TL7, this bonus can also be applied to infrared means of detection. At TL12, the camouflage becomes multi-chromatic, allowing it to change colours to suit different environments.

Modification	TL	Slots	Cost
Camouflage	4	-	Cr500
Camouflage	7	-	Cr2000
Camouflage	12	-	Cr5000

Enhanced Mobility: By fitting more faster-acting servos and more responsive control systems, the Traveller inside battle dress can find his effective dexterity boosted beyond human limits.

Modification	TL	Slots	Cost
Enhanced Mobility (DEX +3)	14	1	Cr35000

Enhanced Strength: By fitting more powerful servos and reinforcing the load bearing components of battle dress, the Traveller inside battle dress can find his effective strength boosted immeasurably.

Modification	TL	Slots	Cost
Enhanced Strength (STR +3)	14	2	Cr25000

Environment Protection: Battle dress is sufficiently tough to resist most enjoinments, but there are worlds in the galaxy whose atmospheres are so thoroughly nasty that even advanced armour is insufficient to protect a Traveller for more than a few hours. Environment protection protects the battle dress against corrosive atmospheres (or corrosive and insidious atmospheres, if the more advanced version is purchased) for 72 hours, after which the battle dress will start to lose one point of Protection every hour thereafter, until it is destroyed.

Modification	TL	Slots	Cost
Environment Protection (corrosive)	13	1	Cr40000
Environment Protection (insidious)	13	1	Cr150000

Anti-Missile System	TL	Range	Damage	Slots	Cost	Magazine	Magazine Cost	Traits
Laser	13	0.5	1D	3	Cr75000	-	-	Auto 3
Advanced Laser	15	1	2D	2	Cr125000	-	-	Auto 4

Flight Pack: Using an array of efficient rockets and turbines, the flight pack allows battle dress to take to the air. Using a flight pack requires the Flyer (wing) skill, and allows the battle dress to travel at up to High speed with an Agility equal to the Traveller's (battle dress-enhanced) DEX DM. It has a maximum range of 200 km.

Modification	TL	Slots	Cost
Flight Pack	13	6	Cr50000

Fuel Cells: While advanced battle dress has a suitably long duration for use in battle, additional fuel cells provide much greater flexibility for mission profiles. Each additional fuel cell added increases the duration a suit of battle dress can operate at by another 12 hours.

Modification	TL	Slots	Cost
Fuel Cells	13	2	Cr1000

Grav Assist: This upgrade adds the functionality of a grav belt to battle dress, allowing the wearer to take to the air at up to Slow speed with an Agility equal to the Traveller's (battle dress-enhanced) DEX DM. It has a maximum range of 25 km. The TL15 version has a range of 50 km and can travel at up to Medium speed.

Modification	TL	Slots	Cost
Grav Assist	12	2	Cr110000
Grav Assist	15	1	Cr120000

Heavy Mount: This is an extensive modification to a suit of battle dress, allowing it to mount weapons usually intended for vehicles. Weapons commonly used in this fashion include tac launchers and light autocannon. Any weapon of up to 0.25 tons may be mounted.

Item	TL	Slots	Cost
Heavy Mount	13	10	Cr10000

Heavy Plating: The ultimate purpose of battle dress is protection but there will always be discerning customers looking for that little bit extra. A series of additional plating fitted to strategic locations across the suit can increase its defensive capabilities further, rendering the Traveller inside nigh impervious to all but the heaviest weapons. Heavy plating adds +1 to the Protection score of battle dress and may be applied up to five times to the same suit. However, the third application of heavy plating will reduce the battle dress' DEX bonus by -2.

Modification	TL	Slots	Cost
Heavy Plating	13	1	Cr4000

High Velocity Targeting Array: This is a sensor array that integrates directly into the battle dress' own suite to provide microsecond adjustments to weapon systems, allowing them to accurately attack fast-moving objects. This is typically used when aerial attacks are expected or the battle dress is being dedicated to anti-aircraft duties. Battle dress with a high velocity targeting array fitted ignores all negative DMs incurred for attacking a fast moving target (see the Traveller Core Rulebook, page 71).

Item	TL	Slots	Cost
High Velocity Targeting Array	15	2	MCr0.75

Integrated Toolkit: Any toolkit can be integrated into battle dress, drawing from the suit's own power supply.

Modification	TL	Slots	Cost
Integrated Toolkit	13	1	Cr3000

Integrated Weapon Mount: For convenience, and to ensure a Traveller is never without a weapon yet keeps his hands free, battle dress can be constructed with weapons integrated into its structure, usually on the back of the arms or on the shoulders. The cost of this modification is in addition to the cost of the actual weapons fitted.

Up to four weapons of the same type fitted to the same suit of battle dress may be fired simultaneously (often called twin-, tri-, or quad-linking – each still requires its own mount though) at the same target, with the Traveller being able use a free action to select how many of these weapons are being fired. When fired in this way, only one attack roll is made, but +1 damage is added for every additional weapon after the first, per damage dice.

By doubling the number of slots used, an integrated weapon mount may be equipped with autoloaders and up to ten additional magazines. The cost of this is equal to twice that of the additional magazines.

So, for example, if battle dress with three assault rifles fires all three, it will only make one attack roll but will deal 3D+6 damage (two additional assault rifles each adding +1 per damage dice).

Modification	TL	Slots	Cost
Integrated Weapon Mount (pistol)	13	1	Cr500
Integrated Weapon Mount (close combat)	13	1	Cr1000
Integrated Weapon Mount (rifle)	13	2	Cr1000
Integrated Weapon Mount (heavy)	13	10	Cr5000

Parachute: Deployed with a Minor Action, this parachute

is capable of bearing the weight of the battle dress in Atmospheres of 6 or more. It comes with a complete deployment system, usually mounted on the back of the battle dress, and is re-useable.

Modification	TL	Slots	Cost
Parachute	13	2	Cr2500

Prismatic Aerosol: This is a canister-based system that releases a dense cloud of highly reflective particles around the battle dress, obscuring it and rendering laser fire ineffective. This requires a Minor Action on the part of the Traveller. In windless conditions, the cloud will remain around the battle dress for 1D rounds, though it will not move if the battle dress does. It will obscure the battle dress (DM-2 to attack rolls) and provide an additional 6 points of Protection against any laser-based attack. Each prismatic aerosol fitted to battle dress will contain enough canisters for 3 uses. Replacement canisters cost Cr100 for three.

Modification	TL	Slots	Cost
Prismatic Aerosol	13	2	Cr6000

Sensor Suite: Most models of battle dress have integrated infrared eyepieces, heads up displays and computer systems that relay vital information to the Traveller. A sensor suite greatly expands the capabilities of battle dress, allowing the Traveller up-to-the-second information on the flow of battle and locations of his enemies. Sensor suites range from complex radar/lidar systems, battlefield analysis computers and, at higher Tech Levels, densitometers and neural activity scanners. The DM listed for each level of sensor suite is applied to any Electronics (sensors) checks the Traveller attempts.

Modification	TL	Slots	Cost
Sensor Suite (+1)	13	1	Cr20000
Sensor Suite (+2)	14	2	Cr50000
Sensor Suite (+3)	15	2	Cr65000

Stealth: While camouflage is an effective counter to being targeted on the battlefield, the stealth modification goes much further, attempting to mask the battle dress from every kind of sensor it is likely to encounter, from infrared detection to densitometers-masking. The DM listed for each level of stealth is applied to any Electronics (sensors) checks made to detect the Traveller.

Modification	TL	Slots	Cost
Stealth (+1)	13	3	Cr50000
Stealth (+2)	14	3	Cr100000
Stealth (+3)	15	3	Cr125000

Vehicle Weapon Mount: The use of battle dress allows a Traveller to wield a machinegun as if it were a child's toy. However, battle dress also allows for the use of weapons that would otherwise be unthinkable on anything less than a light vehicle. A vehicle weapon mount allows battle dress to be fitted with much larger weapons of up to a total of 1 ton in mass. The cost of this modification is in addition to the cost of the actual weapons fitted. If more than one weapon of the same type is attached to the same battle dress, they may be fired together simultaneously, as detailed under the Integrated Weapon Mount.

Modification	TL	Slots	Cost
Vehicle Weapon Mount	13	15	Cr10000

2 SURVIVAL GEAR

Travellers demand a range of equipment to help them cope with extreme environments and remind them of the comforts of home, even in the depths of the wilderness. These labour-saving and life-saving devices are found in the storage compartments and holds of many exploratory ships.

The necessities required survival vary greatly on environment and terrain, and so the equipment for sale in this chapter is divided into easy-to-reference sections that allow you to find exactly the gear you need for your latest expedition into the wilderness.

SECTION 1: AERIAL ENVIRONMENTS

02/66410 GRAV PARACHUTE

A personal harness incorporating a smaller version of the grav belt. The chute can be manually controlled or set to activate at a given altitude. Instead of relying upon atmospheric resistance, a grav chute uses a localised contragrav field to slow the Traveller's descent. It does not allow much more lateral movement than a standard parachute but functions even on worlds with no atmosphere. It can be cut in and out, or used for slight braking rather than the all-or-nothing descent available with a conventional chute. The internal batteries are good for one descent. A grav parachute cannot be used to give 'lift' for upward movement but will slow the Traveller's fall whichever way up he or she may be. Internal safety devices will ensure the Traveller makes a soft landing, often at very low speed, even if unconscious.

Item	TL	Kg	Cost
Grav Parachute	10	4	Cr2000

02/80108 PARACHUTE

A basic parachute kit including harness and reserve chute.

Item	TL	Kg	Cost
Parachute	4	3	Cr250

02/87844 PARAWING

An advanced parachute that allows more control over where the user lands. The parawing kit includes a reserve chute and harness.

Item	TL	Kg	Cost
Parawing	7	8	Cr400

02/18826 SQUIRREL SUIT

A nylon suit that gives the Traveller a man-made version of patagia (flaps that allow gliding and limited 'flight'), the squirrel suit slows down falling descent by half and can be used with Athletics (dexterity) to fly horizontally while gliding to the ground.

Item	TL	Kg	Cost
Squirrel Suit	7	1	Cr500

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SECTION 2: ATMOSPHERIC PROTECTION

COMBINATION MASK

A combination of both filter mask and respirator, which allows breathing of Very Thin and/or Tainted atmospheres.

Item	TL	Kg	Cost
Combination Mask	5	-	Cr150

ENVIRONMENT MASK

An environment mask functions in the same way as the combination mask but is also designed to fit seamlessly with NBC or environment suiting, creating a sealed environment for the Traveller and thus protecting against chemical and biological threats. The environment mask is designed to allow communications devices to be used, and includes drinking apparatus. An environment mask will not function in vacuum or underwater.

Item	TL	Kg	Cost
Environment Mask	5	-	Cr50

ENVIRONMENT SUIT

Designed to protect the Traveller from extreme cold or heat, the environment suit has hood, gloves and boots, but leaves the face exposed. A mask or rebreather can be attached, but truly hostile situations call for the heavy-duty hostile environment vacc suit (see page 22). The suit is not powered or heated; it merely insulates and reflects heat well.

Item	TL	Kg	Cost
Environment Suit	8	1	Cr500

FACE MASK

A basic face mask and goggles used by aviators and riders of open vehicles. Protects against windblown dust and similar hazards.

Item	TL	Kg	Cost
Face Mask	5	-	Cr20

FILTER MASK

A filter set that allows an individual to breathe Tainted atmospheres and also protects against the inhalation of heavy smoke or dust.

Item	TL	Kg	Cost
Filter Mask	3	-	Cr10

LIFE-SUPPORT MASK

The life-support, or 'space" mask, is functionally similar to the environment mask, but can be used in space or underwater down to a depth of 5m. It gives a full seal with NBC or other emergency suit such as a body sleeve. The mask has integral filters but is normally connected by a hose to a belt-mounted filter/blower unit or 1-hour air tank. Using the belt filter makes breathing easier and reduces fatigue. The air tank is necessary for vacuum or underwater use. A filter unit and single air tank are included in the mask price. Additional units cost Cr500 each.

Item	TL	Kg	Cost
Life-Support Mask	7	-	Cr1000

NBC SUIT

An advanced protective suit composed of 'breathable' fabric preventing heat build-up while protecting the Traveller from airborne contaminants, biological or chemical weapons, and radioactive fallout. It offers no protection from direct radiation or vacuum, and requires an environment or life support mask to be effective. NBC suiting is designed to be easy to decontaminate and is only slightly more cumbersome than the normal field uniform worn by soldiers.

Item	TL	Kg	Cost
NBC Suit	8	2	Cr250

OXYGEN/AIR TANKS

A twin set of compressed oxygen tanks, allowing independent breathing in smoke, dust, gas, or Exotic atmospheres. Two tanks last 6 hours. A refill of proper atmospheric mixture for any given race costs Cr20.

Item	TL	Kg	Cost
Oxygen/Air Tanks	5	12	Cr500

PROTECTIVE SUIT

A sealed, air-conditioned suit designed to allow the user to survive in Corrosive atmospheres. The suit's internal air supply is good for 6 hours. The heavy version also protects against Insidious atmospheres. This is not a vacc suit and though it will protect against low pressure (Very Thin atmospheres) it will fail after a short time in Trace atmosphere or vacuum conditions due to internal pressure.

Item	TL	Kg	Cost
Protective Suit	6	6	Cr1000
Heavy Protective Suit	7	5	Cr1400

RADIATION SUIT

An NBC suit will protect the Traveller against contamination from irradiated particles of dust and such like, but offers little or no protection against direct radiation such as solar flares or a reactor breach. A vacc suit will offer some protection, but for areas of hard radiation a dedicated radiation suit is required, reducing exposure by 100 rads.

Item	TL	Kg	Cost
Radiation Suit	6	10	Cr5000

REBREATHER

The rebreather is a bulky backpack containing breathable atmospheric tanks and a face mask that together collect exhaled gasses and 'scrubs' them back into breathable air again. A rebreather provides six hours of breathable atmosphere and can be used to breathe in any environment that is not otherwise harmful, such as being underwater.

Item	TL	Kg	Cost
Rebreather	6	10	Cr250

RESPIRATOR

This rebreather concentrates inhaled oxygen, allowing a Traveller to breathe in worlds with Thin and Very Thin atmospheres. Respirators take the form of a face mask or mouthpiece initially. More advanced respirators are small enough to fit into the nose, or can even be a lung implant.

Item	TL	Kg	Cost
Respirator	6	-	Cr100
Respirator	10	-	Cr1000

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SECTION 3: ARCTIC AND COLD ENVIRONMENTS

COLD WEATHER CLOTHING

A set of heavy outer garments designed to protect the Traveller from extremely cold temperatures. Natural materials are used at lower techs. Higher-tech clothing is less bulky and protects the wearer better. The clothing reduces the damage from arctic conditions to 1D every 4 hours (see page 78 of the *Traveller Core Rulebook*), and the time between damage rolls increases by 2 hours per TL above 0. The clothing is quite clumsy at low Tech Levels but usability improves as it advances.

Item	TL	Kg	Cost
Cold Weather Clothing	0	4	Cr200
Cold Weather Clothing	5	2	Cr500

02/57718 **ICE AXE**

A small axe optimised for digging into ice when climbing. Treat as a hatchet (see page 102) in combat.

Item	TL	Kg	Cost
Ice Axe	3	3	Cr50

02/76326 **SKIS**

A set of skis and poles. Skis make travel over snow much faster and less fatiguing, eliminating any speed penalties if on level ground and more than doubling speed when moving downhill.

Item	TL	Kg	Cost
Skis	3	-	Cr75

02/24300 **ICE TERRAIN KIT**

A set of accessories making crossing ice or climbing icy surfaces a little less hazardous. Includes crampons for boots, snowshoes, rope and a brightly-coloured rescue blanket. The ice terrain kit does not include clothing.

Item	TL	Kg	Cost
Ice Terrain Kit	1	4	Cr50

02/83867 **SNOWSHOES**

A pair of wide shoes designed to spread the Traveller's weight and make walking on soft surfaces like snow or volcanic dust safer, reducing any penalties to movement, in these conditions, by half.

Item	TL	Kg	Cost
Snowshoes	1	1	Cr30

02/61997 **HEATSUIT**

A coverall-like garment incorporating battery-powered heater coils. The heatsuit eliminates the ill effects of temperatures down to –60º C. It is not damaged by immersion in water, but will not function while the Traveller is immersed. The battery lasts 12 hours and can be recharged or replaced. The suit can also be directly powered from the output socket of a vehicle power plant or a fusion still.

Item	TL	Kg	Cost
Heatsuit	8	2	Cr350

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SECTION 4: DESERT AND ARID ENVIRONMENTS

02/97411   ADVANCED DESERT SUIT

An all-in-one suit designed to minimise moisture loss by trapping sweat between the porous inner layer and impermeable outer one. The suit is reflectorised to reduce the heating effect of the sun (though a dulled or camouflage option is also available). It includes a hood, face mask and goggles.

Item	TL	Kg	Cost
Advanced Desert Suit	9	2	Cr1000

02/45827   DESERT KIT

A basic desert outfit including loose-fitting trousers and shirt, a wide-brimmed hat, sunglasses, large water bottle (2 litres) and mineral tablets.

Item	TL	Kg	Cost
Desert Kit	5	1	Cr75

02/80837   GOGGLES/SHADES

Sunglasses or full goggles designed to protect the eyes from bright light. At TL7, reactive lenses are available allowing the Traveller to keep his shades on while moving from dark to light conditions. At TL9, they include automatic protection against very bright light such as lasers, flares or nuclear detonations. The shades remain dark for a full minute after protecting the Traveller in this way, and must be removed to regain sight.

Item	TL	Kg	Cost
Goggles/Shades	5	-	Cr20
Goggles/Shades	9	-	Cr200

02/98470   HEATPROOF SUIT

A reflective and insulating suit and helmet, the heatproof suit protects the Traveller from all but the most extreme temperature conditions. The suit is rather clumsy, and all DEX-based checks are made suffer a Bane. It may be treated as a fireproof suit (see page 17) against flame weapons and ablat armour (see page 16) against lasers.

Item	TL	Kg	Cost
Heatproof Suit	8	6	Cr100

02/28918   HYDRO-COLLECTOR

A oval-shaped bowl sitting atop a wide-footed tripod nearly a metre tall when extended, the hydro-collector uses tiny electromagnetic pulses to draw moisture out of the air and collect it as drinkable water. One eight-hour collection session will provide a certain amount of drinking water depending on the average humidity in the local atmosphere. In arid areas this will produce enough water for one man-day. In temperate areas, three man-days. In moist or humid areas, five man-days. The device is solar powered and recharges while it is collecting, in most cases.

Item	TL	Kg	Cost
Hydro-Collector	11	8	Cr1000

02/27971   HYDRO-RECLAMATION SUIT

This complete coverage bodysuit is designed to recycle all of a body's fluids and wastes back into usable materials in order to survive much longer in a desert or other arid environment. Like its predecessors, the suit is reflectorised to reduce the heating effect of the sun. It covers the entire body, covering all orifices and inserting several 'replenishment' tubes. Wearing an empty suit can effectively allow the Traveller to go up to thirty days without needing water, and fifteen days without food before needing to have its internal scrubbers and injectors cleaned.

Item	TL	Kg	Cost
Hydro-Reclamation Suit	11	6	Cr10000

02/17344   SOLAR VAPORATOR

A device using solar panels to generate power during the day (and storing it in an internal battery) and collect moisture from the air, especially at night. It yield 2 litres of water per 24 hours in Standard or Dense atmospheres, 1 litre in Thin atmospheres, and half a litre in Very Thin atmospheres. The Vaporator is stored in a compact (50 cm x 20 cm x 20 cm) package and is unfolded for use.

Item	TL	Kg	Cost
Solar Vaporator	10	5	Cr1250

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SECTION 5: MARINE ENVIRONMENTS

02/92867 ARTIFICIAL GILL

An artificial gill extracts oxygen from water to allowing the Traveller to breathe for an unlimited time while submerged. It functions only on worlds with Thin, Standard, or Dense atmospheres. Artificial gills are used with a mask of some kind, such as the life-support mask.

Item	TL	Kg	Cost
Artificial Gill	8	4	Cr4000

02/69707 DEEP-DIVING SUIT

A heavy armoured suit designed to allow the Traveller to operate in extremely deep water. The deep-diving suit includes an advanced gel-breathing system which is tremendously unpleasant to use but allows 6 hours of operation. The gel is tiring to breathe, and is uncomfortable in both donning and removing the suit, as the Traveller must 'drown' in the gel, and then get it out of their lungs afterwards.

Item	TL	Kg	Cost
Deep-Diving Suit	8	22	Cr20000

02/96656 DIVE SUIT

A basic wet or dry diving suit designed to give a swimmer some protection from cold water.

Item	TL	Kg	Cost
Dive Suit	6	1	Cr60

02/16088 HEATED DIVE SUIT

An insulating suit fitted with small heater coils powered by a belt battery unit. A heated dive suit allows the Traveller to operate without harm in very cold water.

Item	TL	Kg	Cost
Heated Dive Suit	8	4	Cr650

02/60952 SWIMMING EQUIPMENT

Includes swim fins, face mask and a snorkel. Improves speed and manoeuvrability underwater.

Item	TL	Kg	Cost
Swimming Equipment	3	2	Cr200

02/48649 UNDERWATER AIR TANKS

Similar to oxygen tanks but designed for use underwater. Two tanks last 6 hours and a refill of proper atmospheric mixture for any race and expected depth costs Cr20.

Item	TL	Kg	Cost
Underwater Air Tanks	5	12	Cr800

02/26029 WATER DYE

A tube of liquid dye which can be used to highlight a patch of water with a bright, easily spotted colour visible from the air. The primary drawbacks of this form of signalling are the short duration of the coloured patch (which lasts around 15 minutes in calm waters and far less in stormy weather) and the fact it cannot be spotted at night. At TL9, the latter problem is overcome by using a phosphorescent dye which is visible both at day and at night.

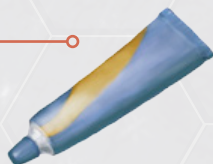| Item	TL	Kg	Cost
Water Dye	4	-	Cr25

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SECTION 6: MOUNTAINS AND CLIFFS

02/81858 CLIMBING HOIST

The hoist is a battery-powered motor which drives a reel with 25 metres of cable. It has a hook on one side for attachment to a belt or harness and another hook on the opposite side of the cable. A rocker switch in the handle controls directions and an adjustable clutch controls speed; the reel could also freewheel. The battery lasts for one hour. A hand brake can lock the cable in position and a centrifugal brake keeps the cable from unwinding too rapidly.

Item	TL	Kg	Cost
Climbing Hoist	8	2	Cr175

02/28143 GRAPNEL LAUNCHER

A grenade launcher-like device used to propel a grapnel to its target using gas or small explosives, with a maximum range of 25 metres. If used as a weapon, it deals 2D damage.

Item	TL	Kg	Cost
Grapnel Launcher	7	3	Cr100

02/12195 HIKING BOOTS

A set of sturdy boots protecting the Traveller's feet and ankles from rough ground, thorns and such like. Higher-tech boots are lighter and more comfortable.

Item	TL	Kg	Cost
Hiking Boots	1	2	Cr50

02/77444 PITONS

Metal spikes designed to be hammered into rock crevices to secure a rope for climbing.

Item	TL	Kg	Cost
Pitons	4	2	Cr5

02/37343 PITON HAMMER

A small hammer used for hammering pitons into rock.

Item	TL	Kg	Cost
Piton Hammer	4	-	Cr10

CLIMBING KIT

A set of accessories designed to make climbing easier. Includes a safety harness, gloves and rock shoes, belt with secure holders for tools, and head protection. The kit provides DM+1 to attempts to climb rock surfaces. At TL8, the kit includes a lightweight harness suitable for abseiling or rappelling, expanding mini-pitons for small rock crevices, and more advanced versions of the accessories in the basic kit, providing DM+2 to attempts to climb rock surfaces.

Item	TL	Kg	Cost
Climbing Kit	4	4	Cr100
Climbing Kit	8	2	Cr500

GRAPNEL AND CABLE

A hooked device used to attach a rope for climbing purposes, plus 10 metres of stout cord. Grapnels can be thrown or propelled by a launcher. Getting one to attach itself can be tricky and requires an Average (8+) DEX check; attaching to smooth surfaces or trying to get the grapnel to bite into soil will increase the difficulty.

Item	TL	Kg	Cost
Grapnel and Cable	2	2	Cr35

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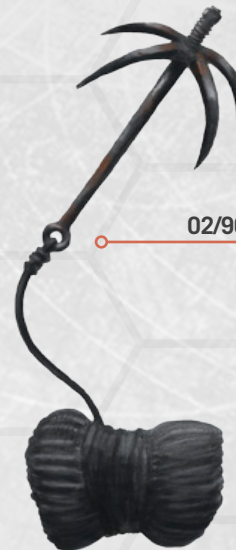
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SECTION 7: VACUUM ENVIRONMENTS

02/25054   BULKHEAD PATCHES

A set of variously-sized rigid and flexible bulkhead patches, plus adhesives and sealant to allow pressure breaches in a starship or space vessel to be temporarily repaired. The patches are no substitute for real damage control, and tend to fail after 4D hours. They are mainly used to allow the crew time to make a more permanent repair.

Item	TL	Kg	Cost
Bulkhead Patches	10	-	Cr150

02/78088   IRIS VALVE OPENER

A crank device designed to allow Iris valves to be slowly opened or closed when no power is available. This task is slow and strenuous, taking 1D minutes.

Item	TL	Kg	Cost
Iris Valve Opener	10	6	Cr2000

02/79315   PERSONAL RE-ENTRY KIT

A personal re-entry kit is designed to permit a Traveller to survive insertion into a planetary atmosphere without a vehicle. Normally used as a last-ditch survival measure, the technique of meteoric assault has been developed by the military into a standard combat tactic. It is also an extreme sport in some areas.

A re-entry kit consists of an alignment thruster, altimeter and a parawing, plus an ablative heat shield. The latter is deployed in the form of a frame and a foam covering that sets hard in seconds. If the user gets it just right, she can make a controlled re-entry to any world with at least a Thin atmosphere, protected from heat by the shield and finally making a descent by parawing. The procedure is complex and dangerous when inserting into a Standard atmosphere, requiring a Difficult (10+) Flyer (wing) check (2D minutes, DEX). Thin and Dense atmospheres represent an even greater challenge, making the check Very Difficult (12+). Failure will likely result in a fiery death or terminal impact with the ground.

Some individuals make a sport of personal re-entry. It is banned on many worlds, for safety reasons. Re-entry computers are available, which can function as an autopilot for emergency re-entry. The computer costs Cr2500 and allows an untrained user to attempt re-entry with a reasonable chance of success (requiring an 8+ roll on 2D).

Item	TL	Kg	Cost
Personal Re-Entry Kit	8	50	Cr15000

02/17472   PORTABLE AIRLOCK

A flexible pressure tent kept rigid by a collapsible frame, the portable airlock has two openings and can be attached to a bulkhead to create an emergency airlock. It is most commonly used when cutting into a starship hull for rescue purposes, preserving the environment inside, but can be also used to seal a building against NBC conditions. The airlock is big enough for two vacc suited Travellers to use at once, and is reasonably robust. It comes with a small air bottle to initially inflate it, but then relies on pressure from the area being cut into to remain inflated.

Item	TL	Kg	Cost
Portable Airlock	9	8	Cr1000

02/62323   RESCUE BALL

A rescue ball is intended to allow personnel to survive a pressure breach in a space vessel. It consists of a 2m-diameter ball of reflectorised plastic and a small air bottle good for 4 man-hours. They are usually located at strategic points around the ship and in staterooms. Intended for untrained personnel, they are very easy to use. The Traveller opens a zipped flap, climbs inside and zips the opening shut, then triggers the air bottle to inflate the ball. A clear section allows vision, and most rescue balls have a 'glove' a Traveller can insert his arm into in order to manipulate outside objects in addition to a towing or securing tether. The ball is reasonably robust, and gives a good radar return due to the metallic coating. A Traveller inside can move around (assuming there is gravity) by walking on the inside, treadmill fashion. Balls are normally intended for the use of a single person, though an additional Traveller can fit into one, halving the time before air supply runs out.

Item	TL	Kg	Cost
Rescue Ball	7	6	Cr150

02/73688   RESCUE BUBBLE

A large (2 metre diameter) plastic bubble. Piezoelectric layers in the bubble wall translate the Traveller's movements into electricity to recharge the bubble's own batteries and power its distress beacon, and a small oxygen tank both inflates the bubble and provides two man/hours of life support. Rescue bubbles are found on both space and sea vessels as emergency lifeboats.

Item	TL	Kg	Cost
Rescue Bubble	9	2	Cr600

THRUST PISTOL

A handheld reaction jet using compressed gas, a thrust pistol allows independent manoeuvre during EVA (Extra-Vehicular Activity or 'space-walk) operations. The pistol's internal reserves allow for an hour of moderate manoeuvring or three minutes of continuous thrust.

Item	TL	Kg	Cost
Thrust Pistol	7	1	Cr1000

02/73688

02/79315

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02/45730

VACC EMERGENCY KIT

A belt-carried pack, this emergency kit is designed to allow a vacc suited-Traveller to save himself or someone else in the event of an accident, and to increase the chances of a search finding them. Yanking a lanyard releases a tethered balloon reflector. This is somewhat similar to a rescue ball, but filled at very low pressure. It inflates into a 3 metre diameter radar reflector which is tethered to the Traveller's belt. It vastly increases the Traveller's radar cross-section and makes a search more likely to find him. The kit itself contains a radio beacon/repeater, a handheld strobe beacon, tethering cord, suit patches, spray sealant for multiple small holes, a 30-minute replacement air bottle and two hand-held gas thruster units. The latter are designed to allow the stranded Traveller a last-ditch attempt to reach safety in zero-G conditions. The kit also contains a metallic reflectorised blanket increasing radar detection and reduces absorbed radiation in the event the Traveller is caught outside in a solar flare, decreasing exposure by 100 rads.

Item	TL	Kg	Cost
Vacc Emergency Kit	8	4	Cr500

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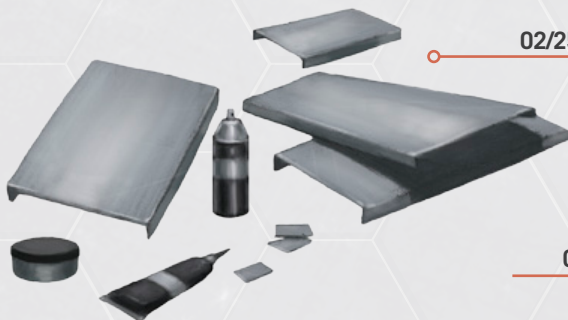
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SECTION 8: GENERAL SURVIVAL GEAR

02/12161 ANTIMATTER BATTERY

A matter/antimatter reactor built into a small cylindrical package, 15 cm thick and 30 cm long. The battery operates completely automatically with no need of external maintenance, and includes sufficient fuel to operate for over a decade while producing enough power to recharge most weapons or other man-portable devices.

Item	TL	Kg	Cost
Antimatter Battery	18	5	MCr1

02/72004 BACKPACK

A basic carrying bag with shoulder straps and external pockets. From TL6, backpacks are more waterproof, enough to keep the contents dry during a brief immersion if properly sealed. A Bivvy Pack is available at TL7, which includes a waterproof blanket and hood that fold out of the lining, allowing the emptied pack to be used as a sleeping bag or ready-made bivouac.

Item	TL	Kg	Cost
Backpack	3	3	Cr45
Backpack	6	1	Cr75
Bivvy Pack	7	1	Cr150

02/53321 BINOCULARS

Binoculars magnify the appearance of objects being viewed through them, effectively increasing the visual range of the user, with up to 10 times magnification. The effective field of view is reduced, however, as the magnification increases. Price stays the same across tech levels, though the weight may be reduced through the use of lighter components. Wt. 1 kg, Cr 75.

Item	TL	Kg	Cost
Binoculars	3	1	Cr75

02/98421 CANTEEN

A belt-mounted metal or plastic container for water (or other liquids); some versions include a detachable mess-kit as well. Can hold 1.5 litres of liquid.

Item	TL	Kg	Cost
Canteen	3	1	Cr10

02/39304 CARGO CABLE

10 metres of strong fibre or metal cable suitable for climbing or light towing applications. The lightweight cargo tethers used aboard merchant starships are typical of this type of cable, though it has many other uses.

Item	TL	Kg	Cost
Cargo Cable	9	2	Cr100

02/83658 CHEMICAL LIGHTSTICK

A 10 cm rod of clear plastic containing chemicals which, when mixed by twisting the stick, give off a soft glow. Lightsticks last for about 24 hours and are bright enough to read by or navigate a cave.

Item	TL	Kg	Cost
Chemical Lightstick	6	-	Cr1

02/99718 DISTRESS FLARE

A free-standing incendiary flare giving off a bright light and large amounts of coloured smoke. The distress flare is designed to float upright in water and triggered by a lanyard. It is very difficult to extinguish once lit, lasting for five minutes. It will continue to burn underwater.

Item	TL	Kg	Cost
Distress Flare	6	-	Cr15

02/73632 DUCT TAPE

A strong, fabric-based, multi-purpose adhesive tape. Useful for hasty repair work as well as for restraining and gagging prisoners, among many other things.

Item	TL	Kg	Cost
Duct Tape	6	-	Cr5

02/24378 ELECTRIC TORCH

The common flashlight. It is battery powered and will last for about 6 hours of continuous use. A torch produces a wide cone of light up to 18 metres long with a radius of 6 metres at the end of the beam. TL7 and above models have adjustable beams allowing them to also produce a tight beam of light up to 36 metres long, with a 1 metre radius, or illuminate a circle of 10 metres radius.

Item	TL	Kg	Cost
Electric Torch	5	-	Cr10

FIELD KIT

A basic field operations and survival kit containing a bush hat, pants, shirt and a warm jerkin, a waterproof poncho/blanket, water bottle, belt pack with fire-starting equipment and 1 day's worth of (almost edible) iron rations, and a machete (treat as a blade). Boots must be purchased separately. Above TL6, the kit also includes half a dozen chemical lightsticks.

Item	TL	Kg	Cost
Field Kit	3	-	Cr100

FIRE EXTINGUISHER

A simple handheld firefighting device. More advanced units can be tailored to specific fire types. If used to put out a Traveller who has been subject to a flame attack the extinguisher will reduce damage by half during the first combat round it is used before eliminating all damage in subsequent rounds.

Item	TL	Kg	Cost
Fire Extinguisher	5	2	Cr50

FLARE

Used in conjunction with a flare launcher, individual flares can be used for a variety of purposes. Illuminating flares cast harsh, bright light for 1 minute before falling to the ground in Standard or Dense atmospheres, or half a minute in Thin atmospheres. Signalling flares are designed to be highly visible but otherwise cast little light. Whistling flares are similar but also emit a piercing whistle after it has been fired and is drifting back to the ground. This sound is not terribly pleasant, but it can be heard for 2D miles in every direction.

Item	TL	Kg	Cost
Illuminating Flare	5	-	Cr25
Signalling Flare	5	-	Cr5
Whistling Flare	5	-	Cr10

FLARE LAUNCHER

A simple pistol or tube type launcher for use with flares. Used as a weapon, a flare gun is highly inaccurate, imposing a Bane on all attack rolls and inflicting 1D damage, though it may set flammable objects on fire.

Item	TL	Kg	Cost
Flare Launcher	5	-	Cr75

FUSION STILE

A fusion stile is built around a small fusion unit which will run continuously for 5 years. The stile has a hopper which can take fluids or organic matter, and collection areas within the stile allow potable water to be extracted, or a just-about-edible nutrient product normally known as 'glop'. The exact composition of glop depends upon what is put into the stile, and in some cases vital nutrients will be missing. The stile's readout advises the Traveller as to how good (nutritionally speaking) his glop will be, but even the highest technology cannot make glop taste any better. Glop can be output as dry, jaw-busting bars or a damp and fairly disgusting porridge. The stile can also be set to simply produce pure water, or water with a high mineral content.

The stile has a power output socket and a cable for recharging items like powered tools, and includes two rechargeable hand lamps which can be connected by cable or taken elsewhere. They will run for 6 hours if unplugged. It also has a built-in light unit and a heater that can be used to warm a shelter or to provide localised heat for cooking.

Marooned Travellers with a fusion stile will find their food and water needs are taken care of. However, many Travellers cite the stile's food output as the single greatest drain on their will to live. Fortunately, the stile can also be used to distil alcoholic beverages into spirits for medicinal or recreational use.

Item	TL	Kg	Cost
Fusion Stile	13	-	Cr4500

GAS/OIL LAMP

A lamp lasts about 6 hours on a half-litre of oil or gas, and will illuminate a 5-metre radius to the equivalent of normal daylight. The fuel poses a fire hazard if spilled. Fuel refills cost Cr1.

Item	TL	Kg	Cost
Gas/Oil Lamp	2	1	Cr10

INERTIAL LOCATOR

Indicates the direction and distance travelled from a starting location.

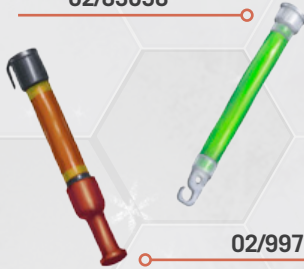| Item	TL	Kg	Cost
Inertial Locator	9	-	Cr1200

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02/67095

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02/72004

02/14003 INFINITE ROPE

Stored in liquid form within a device looking like a caulk gun, infinite rope is a bacterium binding to itself with amazing strength and flexibility. When needed, the trigger on the 'gun' is pulled and a length of rope will be produced, instantly toughening. The dispenser has a shutter that allows for the rope to then be cut and used as normal. When finished, however, the rope can be balled up and reloaded into the gun to be digested by the bacterium colony and re-used later. A single infinite rope dispenser can produce up to 26 metres of rope before running out, and must have at least 1 metre's worth of colony left inside to reclaim old rope (a read out provides details on how much of the colony is left). The rope is extremely strong, carrying up to 750 kilograms without showing stress or tearing.

Item	TL	Kg	Cost
Infinite Rope	16	1	Cr1000

02/60548 INTERNAL COMBUSTION GENERATOR

A portable 10 kw/h generator burning liquid hydrocarbon fuel in an internal combustion motor to generate electricity. It consumes 2.5 litres of hydrocarbon fuel per hour.

Item	TL	Kg	Cost
Internal Combustion Generator	5	25	Cr50

02/39716 MAGNETIC COMPASS

Indicates direction of magnetic north, if any exists.

Item	TL	Kg	Cost
Magnetic Compass	3	-	Cr10

02/46409 MICROTURBINE GENERATOR

A portable 10 kw/h generator burning liquid or gase in a turbine to generate electricity. It consumes 2 litres of liquid hydrocarbon fuel per hour.

Item	TL	Kg	Cost
Microturbine Generator	8	4	Cr170

02/64955 POCKET SAW

A slim but sharp collapsible saw which can be folded into a 12 cm long box.

Item	TL	Kg	Cost
Pocket Saw	6	-	Cr25

02/69660 PORTABLE FUSION GENERATOR

This is a light-duty portable fusion generator, capable of recharging weapons and other equipment.

Item	TL	Kg	Cost
Portable Fusion Generator	10	20	Cr500000

02/71138 PROTEIN TAP

A crank-operated auger and press is fed plant or animal matter and pulps it into a paste. Although the pastes produced by the tap tastes like the source material, most tap-users carry syrupy flavours to add to the substance. The device grants a Boon to all Survival checks made to find food in the wild.

Item	TL	Kg	Cost
Protein Tap	9	1	Cr1000

02/52322 PURIFICATION TABLETS

These small, chalky white tablets are stored in waxed paper envelopes to keep them from being exposed to airborne humidity. When dropped in a container of water (one tablet per 4 litres) there is a powerful effervescent reaction, a foam forms and traps all natural impurities before rising to the top of the water, to be poured or scraped off. While these tablets will not neutralise poison or radiation, they are essential to eliminate natural bacteria and pollutants. The advanced versions will filter any liquid that is at least 80% water (one tablet needed for every 10 litres), and all radiation, poison, additives or the intoxicating alcohol in a liquid will be instantly nullified and sublimated as pops of bubbles on the surface.

Item	TL	Kg	Cost
Purification Tablets (10 pack)	7	-	Cr5
Advanced Purification Tablets (10 pack)	13	-	Cr50

02/36659 RAD BLANKET

This heavy plasticised sheet of lead fibres blocks most radiation that strikes it, saving whatever (or whoever) is taking shelter beneath. All sources of rads being applied to objects beneath the blanket are reduced by 2D x 5 rads. A rad-blanket folds into a roughly cubic package that is about fifty centimetres in height, width and depth.

Item	TL	Kg	Cost
Rad Blanket	9	2	Cr150

02/14003 REFLECTORISED TARPAULIN

A thin and flexible metallic sheet whose shiny surface reduces incoming radiation by reflection, decreasing the exposure of anything underneath by 40 rads. The standard version measures 5 by 10 meters.

Item	TL	Kg	Cost
Reflectorised Tarpaulin	7	1	Cr400

ROPE

10 metres of strong but light rope made from natural or artificial fibres, able to hold 150 kilograms before breaking. At TL9, rope is completely synthetic and chemically adjusted to bear much heavier loads, holding up to 250 kilograms before breaking. At TL13, the rope is based on rapidly-restructuring protein coats of viruses, a bio-engineered colony of proteins that is incredibly strong, holding up to 500 kilograms before breaking.

Item	TL	Kg	Cost
Rope	5	5	Cr20
Rope	9	3	Cr50
Rope	13	2	Cr100

02/74781 **SLEEPING BAG**

A warm, lightweight and somewhat waterproof personal sleeping bag. Two or more can be fastened together to make a larger enclosure.

Item	TL	Kg	Cost
Sleeping Bag	5	1	Cr25

02/59820 **SURVIVAL KIT**

A small backpack or belt pack containing personal survival equipment. Contents include: small knife, fire-starting equipment, blanket/poncho, 4 days' preserved rations, water bottle, compass, light cord/string, mirror, water purification tablets, survival manual. Higher-tech versions include more advanced equipment, but basic functionality is the same.

Item	TL	Kg	Cost
Survival Kit	5	-	Cr50

02/45513 **TORCH**

A bundle of flammable materials mounted on a handle or stick. A torch will last about one hour and illuminate a 6-metre radius, producing a thick, heavy smoke as it does so.

Item	TL	Kg	Cost
Torch	0	-	Cr1

02/39716

02/64955

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02/45513

02/71138

02/14003

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02/46409

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SECTION 9: WILDERNESS HOUSING

02/51349 — ADVANCED BASE

A modular, pressurised shelter capable of withstanding anything less than hurricane force winds. The shelter offers excellent protection from precipitation and all but the most extreme of temperature conditions. The base consists of a small power unit equivalent to the fusion still (see page 52) and a main cabin to house it plus associated support equipment – water tanks, food storage and freshers. This central unit supports up to four cabin modules which connect to it in a variety of ways. All modules are 6m long by 4m wide by 3m high and can be placed end to end, side to side or even stacked, though this can result in stability problems.

The main power/galley/storage area takes about 16 man-hours to set up. It powers the other modules and handles recycling of water and similar tasks for them. Additional modules beyond the basic four can be added but extra units can strain the fusion plant. However, empty modules used for storage need not be heated, lit nor use water most of the time so the extra load is only significant if power is needed.

The un-powered modules are the same size as the main unit and take about 4 man-hours each to assemble. A set of accommodation furnishings is fitted, though these can be removed. The usual set up is for three modules each to house two people and the fourth used as a common area, with freshers and other facilities shared by all personnel. The base is easily able to support six residents, though there is little room for work. If more than living quarters are required then additional modules must be purchased.

The advanced base comes with the main (powered) cabin unit plus four additional unpowered modules. An additional 'blank' un-powered module costs Cr5000 separately. Basic equipment such as seats, work surfaces and shelves are included in the price, if desired, but instruments and computers must be purchased separately. An additional 'blank' powered unit, containing only a power plant able to support four other modules, costs Cr15000. The blank powered unit can be configured like any other module.

Some purchasers pay an additional Cr5000 for the 'foam dome' option. This is a framework over which a light covering is stretched and then sprayed with a fast-setting foam similar to that used in personal re-entry kits. The foam dome hardens in moments and provides improved protection against micrometeorites and inclement weather.

Dismantled and ready for shipment, the advanced base displaces 6 ship tons with each additional cabin taking up 0.5 tons of cargo space when properly crated.

Item	TL	Kg	Cost
Advanced Base	8	-	Cr75000

02/18339 — HABITAT MODULE

A modular unpressurised quarters for six people, capable of withstanding anything less than hurricane-force winds. It includes survival rations and battery power, and requires 12 man-hours to assemble. Habitat modules can be attached to other modules to form a base. The TL10 version is pressurised, and includes life-support for six occupants for one week (1,000 man hours).

Item	TL	Kg	Cost
Habitat Module	8	1000	Cr10000
Habitat Module	10	500	Cr20000

02/61258 — PRE-FABRICATED CABIN

A basic 6m x 4m x 3m hut with windows and a door but with no heating, lighting or sanitary facilities fitted. The cabin is capable of withstanding light to severe winds, offering shelter from precipitation, storms, and temperatures down to -10º C. It requires 8 man-hours to erect or dismantle. A 'heat and light' pack is normally purchased with the cabin, costing Cr1000 and slots into ready holders but requires an external power source. There is no plumbing.

The prefab cabin is often used as an adjunct to an Advanced Base as a work unit or additional storage space, but can be used as living quarters for up to four people. Dismantled and ready for shipment, the cabin displaces 1 ton of cargo space.

Item	TL	Kg	Cost
Pre-Fabricated Cabin	6	400	Cr2000

02/68336 — TARPAULIN

canvas or waterproof cloth sheet used to create a temporary shelter 2 by 4 meters. Protects against precipitation and can withstand light winds.

Item	TL	Kg	Cost
Tarpaulin	1	4	Cr10

02/47389 — TENT

Basic shelter for two persons offering protection from precipitation, storms, and temperatures down to 0º Celsius, and is able to withstand light to moderate winds. At TL7, the tent can be pressurised. There is no airlock – the tent is depressurised when opened.

Item	TL	Kg	Cost
Tent	3	6	Cr200
Tent	7	5	Cr2000

TENT-BARRACKS

A large tent providing shelter for eight people against the weather and environment. The pole structure requires 1 – 6 man hours to set up properly. The TL 10 version of the tent-barracks can be effectively pressurised using a chemical seal from the inside. There is no airlock – the tent depressurises when it is opened.

02/92543

Item	TL	Kg	Cost
Tent-Barracks	8	10	Cr500
Tent-Barracks	10	10	Cr5000

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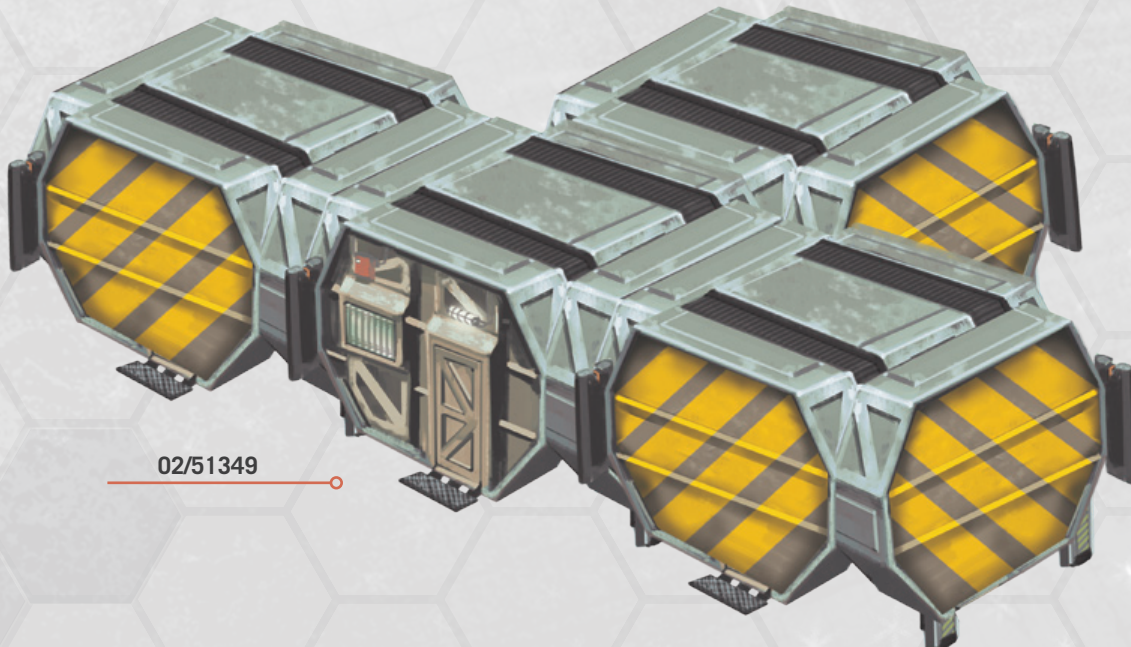
HOUSING OPTIONS

02/69889 ARMOURED

Survival structures (tents, habitats and so on) can be layered with the armoured option, granting Protection 5 to those inside from attacks originating outside of the structure (and vice versa). This triples the weight of the structure.

Item	TL	Kg	Cost
Armoured	9	x3	Cr2500

02/95249 CHAMELEON FIBRES

The chameleon fibres option can be given to tents, habitat modules and other basic structures, giving them the benefits of advanced camouflage. The TL12 version bleeds heat excesses to match the background infrared levels and effectively renders those inside invisible to IR sensors, requiring Difficult (10+) Electronics (sensors) checks to detect. The advanced TL13 version uses both the IR and Visilight camouflage technologies, adding light-bending technology to the structure, making everyone inside nearly invisible to the naked eye (Difficult for all checks to spot).

Item	TL	Kg	Cost
Chameleon Fibres	12	-	Cr8000
Chameleon Fibres	13	-	Cr60000

02/88715 HOLOSIMULACRUM

The epitome of internal structure alterations, the holosimulacrum is a network of thousands of tiny holographic and gravitic emitters that can be commanded (verbally or by remote) to recreate a specific location. The holographic terrain will move and react as if the structure was the proper size, manipulating gravitic fields to fool the minds, eyes and bodies of those inside into believing they are actually interacting with the imaged area.

Item	TL	Kg	Cost
Holosimulacrum	17	-	MCr5

02/31806 NULL-SHIELDING

Adding certain psion-dulling chemicals and elements to the outer layers of the structure can effectively block the passage of psionic influence and manipulation. Psions suffer a Bane whenever trying to project an ability through the walls of the structure. The shielding works both ways, on psions within and without. The cost of Cr25000 is for 100 cubic metres of structure to be protected. This modification is can not be used on any building with a Psi-Amplifier.

Item	TL	Kg	Cost
Null-Shielding	16	-	Cr25000

02/76600 PSI-AMPLIFIER

The opposite of null-shielding, this structure modification sews psi-conduit crystal wires through the outer layers of the building, focussing them on to a central hub point. The presence of so many psi-crystals in the area grants a Boon to all psionic checks while within the structure, but any psion touching the central hub with their bare flesh while using a psionic ability also gains DM+4 to the check. The cost of Cr100000 is for every 100 cubic metres of structure to be covered. This modification cannot be used on any building with null-shielding.

Item	TL	Kg	Cost
Psi-Amplifier	16	-	Cr100000

02/31946 RAD SHIELDING

Adding neutralised elements of lead and polymer plastics designed to block radiation to the outer layers of any structure, reflecting most of the radiation striking it. When a source of radiation tries to cross the structure's shielded layers, it is instantly reduced by 3D x 10 rads. The shielding works both ways, reducing rads for outside sources coming in as well as inside sources emanating outward. The cost of Cr3000 is for every 100 cubic metres of structure to be protected.

Item	TL	Kg	Cost
Rad Shielding	10	-	Cr3000

02/73470 SELF-ASSEMBLING

The self-assembling upgrade can be given to tents, habitat modules and other basic structures. The structure is capable of expanding and assembling itself with only minimal aid, reducing the time needed to set up the shelter to a single man-hour.

Item	TL	Kg	Cost
Self-Assembling	11	-	Cr5000

02/51657 SELF-SEALING

Structures can be made self-repairing and self-sealing. Small breaches and rips are automatically fixed in seconds.

Item	TL	Kg	Cost
Self-Sealing	13	-	Cr2000

③ ELECTRONICS

Consumers within mid- to high Tech Level societies love their electronics, and a well-equipped Traveller is no exception. All the items in this section are electronic in nature and designed to make life just a little bit easier – or at least a little more pleasant. Computers and software can be found on page 65.

SECTION 1: VISION AND DETECTION

03/14325 CHEMI-VIEW GOGGLES

An advanced set of goggles which attach to a wrist-linked 'sniffer', chemi-view technology allows the Traveller to set their vision to a specific chemical compound, protein strand or even elemental presence. The sniffer takes a sample of the substance the goggles are to set to find and locked down into vision mode; this immediately causes the goggles to brightly illuminate any traces of that chemical compound. This is very useful for finding drugs, bombs, or alien species. The sniffer is powerful enough to be set for specific strands of DNA materials if a tissue sample is made available.

Item	TL	Kg	Cost
Chemi-view Goggles	13	-	Cr5000

03/0897 COLD LIGHT LANTERN

A fuel cell powered version of the electric torch which will last 3 days with continuous use. Produces a wide cone of light up to 18 metres away with a radius of 6 metres at the end of the beam. Also capable of producing a tight beam of light up to 36 metres with a 1 metre radius or be used to illuminate a 10 metre radius.

Item	TL	Kg	Cost
Cold Light Lantern	6	0.25	Cr20

03/57043   ELECTRONIC BINOCULARS

Similar to optical binoculars, electronic binoculars also include a laser rangefinder and light intensification function that allows vision in all conditions of poor lighting except total darkness. Electronic Binoculars do not allow the user to see through an obstruction such as fog, smoke or thick foliage. From TL10 they incorporate an image-processing unit helping to identify partially seen objects.

Item	TL	Kg	Cost
Electronic Binoculars	8	1	Cr750

03/64809   GEIGER COUNTER

This is a simple handheld device that picks up ambient or projected radiation in the area and registers it to the Traveller as a series of clicks and lights. The TL6 Geiger counter will detect the presence of any source of 30 rads or greater. The more advanced version can determine exactly what element is producing the radiation and the direction it is coming from.

Item	TL	Kg	Cost
Geiger Counter	5	1	Cr250
Geiger Counter	8	-	Cr400

03/95407   INFRARED ELECTRIC TORCH

A version of the electric torch which emits infrared instead of visible-spectrum light; consequently, only those equipped with IR vision aids can see the illumination. Has an integral, rechargeable battery which provides 6 hours of continued illumination.

Item	TL	Kg	Cost
Infrared Electric Torch	7	-	Cr50

03/35697   INFRARED GOGGLES

A headset with goggles or an adaptation to the visor of armour allowing a Traveller to see by visible light or thermal imaging. Thermal imaging allows temperature differences to be detected, making warm objects like animals, people and vehicles very obvious unless there is a lot of 'heat clutter' in the area. It will not allow the Traveller to find his way around a cave or similar environment where everything is much the same temperature.

Item	TL	Kg	Cost
Infrared Goggles	6	-	Cr500

03/20642   LIGHT INTENSIFIER GOGGLES

These goggles allow clear, monochrome vision up to 18 metres in anything less than total dark. While some light is required to produce this effect, anything approaching normal daylight conditions severely degrades the clarity of the view and the range. At TL9, light intensifier goggles are combined with IR goggle as one unit.

Item	TL	Kg	Cost
Light Intensifier Goggles	7	1	Cr500
Light Intensifier Goggles	9	-	Cr1250

PERSONAL HUD

A personal HUD (Heads-Up Display) can be fitted to a set of goggles or shades, a monocle, or the inside of a helmet faceplate. The HUD displays information from a variety of sources, such as incoming messages and video from a Traveller's personal comm, data pulled from a hand computer or an aiming reticule for weapon. Tying any given device or weapon into the HUD and calibrating it properly takes an hour and costs Cr100. Information exchange can be by cable or wireless means. The latter creates a certain amount of radio 'noise' which can be detected or jammed, so military HUDs normally use fibre-optic cable.

Item	TL	Kg	Cost
Personal HUD	9	-	Cr1500

PRIS BINOCULARS

PRIS (Portable Radiation Imaging System) binoculars or goggles have no lenses, but instead project an image for the Traveller as if she were using optical binoculars. The image can be gathered using a variety of wavelengths; optical, infrared, ultraviolet, radio and x-ray to name a few. The binoculars do not emit these wavelengths, they instead read naturally-occurring emissions, then convert the data into an optical display using false colour. Composite images using different spectra are possible and can highlight things missed when viewing in just one mode, but can be very confusing to a new user.

PRIS goggles, which are essentially the same but have close-range magnification capability instead of distance magnification, are used by engineers for a variety of applications. One of their most important features is the ability to see stresses and cracks in materials long before they become visible to the unaided eye.

Item	TL	Kg	Cost
PRIS Binoculars	12	1	Cr3500
PRIS Goggles	12	-	Cr4000

PSI-FINDER BINOCULARS

These binoculars are the same as PRIS binoculars, but have one additional setting that less advanced models do not have access to. By turning on a special filter, the psi-finder binoculars place a nimbus of luminescent light around the image of anything with a Psi score. The stronger and brighter the nimbus is, the more powerful the psionic ability of the individual viewed.

Item	TL	Kg	Cost
Psi-finder Binoculars	16	1	Cr10000

SECTION 2: COMMUNICATIONS

03/37095 BUG

Surveillance devices such as hidden microphones and tiny cameras, bugs are available from TL5 onwards. They rapidly miniaturise and become more intelligent. A TL14 bug can be no bigger than a dust mote. The smaller a bug, though, the shorter its range – a bug that transmits data needs a much larger power supply than one that just records until collected.

TL	Features	Cost
TL5	Audio only	Cr50
TL7	Audio or Visual	Cr100
TL9	Audio or Visual or Data	Cr200
TL11	Audio/Visual/Data	Cr300
TL13	Audio/Visual/Data/Bioscan	Cr400
TL15	Audio/Visual/Data/Bioscan/Computer/1	Cr500

Audio: The bug records anything it hears.
Visual: The bug records anything it sees.
Data: If attached to a computer system, the bug can search and copy data from the computer. The bug cannot breach computer security on its own, but if a user accesses the computer in the bug's presence, the bug can read his data.
Bioscan: The bug has a basic biological scanner, allowing it to sample the area for DNA traces, chemical taint and so forth.
Computer/1: The bug has an onboard computer system rated Computer/1.

A bug can be active or passive. An active bug transmits data (either constantly, or when triggered). Passive bugs just record until activated.

03/92812 COMMDOT

A commdot is a tiny microphone/speaker and transmitter, ranging in size between a few centimetres and a few millimetres across. A commdot is capable of interfacing with another communications device and relaying messages back and forth. Commdots have a range of only a few metres and are usually used as hands-free communicators, but can also be used as improvised bugs or throat microphones.

Item	TL	Kg	Cost
Commdot	10	-	Cr10

03/15688 HOLOGRAPHIC PROJECTOR

A holographic projector is a briefcase sized box that, when activated, creates a three-dimensional image in the space around it, to a range of around three metres. The projected images are obviously not real and most often used for communication purposes. A holographic projector can be connected to any computer, comm unit or transceiver of TL10 or more.
TL12: This version can produce realistic images real enough to fool anyone who fails an INT check.
TL13: This version can produce true-to-life images.

Item	TL	Kg	Cost
Holographic Projector	11	16	Cr1000
Holographic Projector	12	12	Cr2000
Holographic Projector	13	4	Cr10000
Holographic Projector	15	-	Cr25000

03/43500 MOBILE COMM

A mobile comm unit is a portable telecommunications device/computer/camera, ranging in size from a bulky handset to a slim watch or pen-like cylinder – in today's world we call them mobile phones or cell phones. Larger comms have physical controls and screens, while smaller units either project data and control displays onto nearby surfaces, have fold-out plastic screens, or connect to cybernetics. Comms have only short-range transmission and reception capabilities, but most technologically advanced worlds will have planet wide comm networks allowing the user to send messages and access data anywhere.

TL	Features	Cost
TL6	Audio only	Cr50
TL8	Audio and visual, Computer/0	Cr150
TL10	Multiple forms of data, Computer/1	Cr500

TRANSCEIVER

A transceiver is a stand-alone communications device, what today we would call a two-way radio. Unlike a mobile comm, which relies on the presence of an established communications network, a transceiver can send and receive directly under its own power. Most transceivers are radio or laser-based. Meson communicators are possible, but are generally not easily portable or available.

To reach orbital ranges reliably, a transceiver requires a range of 500 kilometres.

Radio Transceivers	Mass	Range	Cost
TL5	20 kg	Distant (5 km)	Cr225
TL5	70 kg	Very Distant (50 km)	Cr750
TL5	150 kg	Regional (500 km)	Cr1500
TL5	300 kg	Continental (5,000 km)	Cr15000
TL8	-	Distant (5 km)	Cr75
TL9	-	Regional (500 km)	Cr500
TL9 (Computer/0)	-	Continental (5,000 km)	Cr5000
TL10	-	Very Distant (50 km)	Cr250
TL12 (Computer/0)	1 kg	Continental (5,000 km)	Cr1000
TL13 (Computer/1)	-	Very Distant (50 km)	Cr250
TL14	-	Regional (500 km)	Cr500
Laser Transceivers			
TL9	1.5 kg	Regional (500 km)	Cr2500
TL11 (Computer/0)	0.5 kg	Regional (500 km)	Cr1500
TL13 (Computer/1)	-	Regional (500 km)	Cr500

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SECTION 3: GADGETS AND ESSENTIALS

03/57890   **RING LASER**

A miniaturised tool laser built into a finger ring. While the laser is too weak to serve as a weapon, it is useful for small cutting or welding jobs. The ring includes a battery with enough power for up to 10 minutes of continued operation. It can however, be used as a painful intimidation device.

Item	TL	Kg	Cost
Ring Laser	16	-	Cr1000

03/09002   **WRIST WATCH**

A simple timepiece, with price and Tech Level determining quality and functionality. A variety of gimmicky 'survival watches' and 'space crew chronometers' are available. Some contain reasonably useful accessories but most are suitable only as gifts to be given by misguided but well-meaning relatives. 'Prestige' watches can cost Cr1000 or more but do little more than look good while keeping time. At TL9, a wrist watch will come complete with a Computer/0 capable of being fitted with standard upgrades such as holographic projectors (see page 62). At TL10, this becomes a Computer/1.

Item	TL	Kg	Cost
Wrist Watch	4	-	Cr100
Wrist Watch	7	-	Cr10
Wrist Watch	9	-	Cr150
Wrist Watch	10	-	Cr200

4 COMPUTERS AND SOFTWARE

Any technological society runs on computers, with access to them as basic as the right to air and water. To those both knowledgeable and skilled, computers open a vast array of possibilities in all areas of life, and having the right computer for the right job is usually more important than carrying a gun.

COMPUTERS

Computers in Traveller are ranked by their Processing score, typically between 0 and 9. A Computer/3, for example, has a Processing score of 3. This is its ability to run software.

Note that the storage capacity of computers is not used in Traveller as, beyond TL8, the capacity of even a modest computer is effectively unlimited.

All software has a Bandwidth score, which represents the processing power a computer requires in order to run it. At any one time, a computer can run a number of software packages whose combined Bandwidth does not exceed its Processing score.

For example, a Computer/3 could run Translator/1 and Security/2 simultaneously, but if the Traveller using it then wanted to run Intelligent Interface (which requires 1 Bandwidth) then he would have to swap it out with one of the existing software packages.

A Traveller can use any high-Bandwidth software at a lower Bandwidth, to a minimum of the lowest Bandwidth shown. For example, a Traveller could run Intrusion/3 on a Computer/1, but it would only function as Intrusion/1.

A computer with Processing 0 can only run one software package of bandwidth 0 at a time.

Note that Processing does not limit how much software a computer can store and have ready to use, just how many software packages can be active and useable at any one time.

Software packages of more than 1 Bandwidth cannot be copied easily, as they require a non-trivial amount of bandwidth to transfer.

SECTION 1: COMPUTERS SYSTEMS

The computers used on spacecraft to calculate jump travel and combat solutions are much more powerful than those typically found planetside, and can run much more sophisticated software. These are covered in detail within *High Guard*.

04/98330   COMPUTER TERMINAL (TL6)

This is a 'dumb terminal' with only limited processing power. It serves as an interface to a more powerful computer such as a ship's computer or planetary network. Terminals range in size depending on their control method – a holographic display terminal can be much smaller than one with a physical keyboard and screen. A computer terminal has Computer/0, and costs Cr200.

04/68959   MAINFRAME

By the standards of its Tech Level, the mainframe is a very sophisticated and powerful computer, generally used by militaries and corporations for tasks beyond the abilities of more generalised computers. A mainframe has much of its mass dedicated to cooling and power supply, and will generally be accessed by computer terminals, though the first mainframes to appear will lack even that ability.

TL	Processing	Mass	Cost
TL5	Computer/0	5 tons	MCr2
TL6	Computer/1	4 tons	MCr4
TL7	Computer/2	1 ton	MCr5

04/98330

04/48618

04/48618   PORTABLE COMPUTER

A portable computer is a computer system with considerable processing power, yet able to be easily carried – in today's world, this covers laptops and tablets of all sizes. It is more powerful than a computer terminal, and can be used without access to a network.

TL	Processing	Mass	Cost
TL7	Computer/0	5 kg	Cr500
TL8	Computer/1	2 kg	Cr250
TL9	Computer/1	1 kg	Cr100
TL10	Computer/2	0.5 kg	Cr500
TL11	Computer/2	0.5 kg	Cr300
TL12	Computer/3	0.5 kg	Cr1000
TL13	Computer/4	0.5 kg	Cr1500
TL14	Computer/5	0.5 kg	Cr5000

OPTIONS

Comms (TL8+): Any computer of TL8 or more can act as a comm unit or transceiver if this is specified at purchase. This does not increase the cost of the computer.

Data Display/Recorder (TL13): This headpiece provides a continuous heads-up display for the user, allowing him to view computer data from any linked system. DD/R headsets are commonly used by starship crews, to access information without changing their primary console displays. DD/Rs can display data from any system, not just computers – they can display vacc suit oxygen reserves, grav belt status, neural activity scanner results and so forth. Costs Cr5000.

Data Wafer (TL10): The standard medium of information storage in many universes is the data wafer, a rectangle of hardened plastic about the size of a credit card. The interface for a data wafer is standardised, but the internal workings vary. A TL10 data wafer is memory diamond, with information encoded in structures of carbon atoms; more advanced wafers use more exotic means of data storage. Costs Cr5.

Specialised Computer: A computer can be designed for a specific purpose, which gives it a Processing score of +1 or +2 higher for that program only. The navigation hand computer used by an explorer, for example, might be only a Computer/1, but could run the Navigation/3 program because it is specially designed for that task. A specialised computer costs 25% more per added rating – so, a Computer/1, Navigation/3 portable computer costs 150% of the cost of a basic Computer/1. At TL7 this would be Cr750.

COMPUTER VARIANTS

A computer's optimum Technology Level is the level at which it reaches standard production and is no longer considered a prototype or experiment. Most computing systems will be built at the optimal level or higher, to allow utilisation of higher TL programs. Computers may be built at lower than optimum Tech Levels (Prototech) or reduced Tech Levels (Retrotech).

PROTOTECH: A computer type may be produced at up to 2 levels below its optimum TL as a prototype (or reverse engineered experiment), or as a substandard but cheaper model. The system has its Rating and TL at normal values, but cost and mass are multiplied by 10 for construction at one TL lower, and 100 for construction at two TL lower

For example, a TL10 Computer/2 salvaged from a mysterious alien wreck could be used to reverse engineer a Computer/2 by a TL8 society. It would run as a TL10 Computer/2, but would cost Cr50000 and mass 50 kg.

RETROTECH: While computers may be built at, and rated as any TL above the optimum TL, a higher TL society may produce a lower rated TL system for reduced cost and weight. Any system may be built at any TL below the society's current level, but not below the optimum TL for the model. Each reduced level halves the cost and weight of the basic model.

SECTION 2: SOFTWARE PACKAGES

The most sophisticated computer in the galaxy is little more than a power-consuming collection of circuits without a software package to make use of its processing power. The huge variety of software packages available allows computers to become the most flexible devices a Traveller can own.

04/76404 AGENT

Agent software packages provide computers with a degree of intelligence and can carry out any tasks assigned to them that require the use of the Electronics (computers) skill. For example, an Agent package might be told to hack into an enemy computer system and steal a particular data file. They are effectively specialised combinations of Expert Electronics (computers) and less capable Intellect software packages.

Software	Bandwidth	TL	Cost
Agent	0	TL11	Cr500
Agent	1	TL12	Cr2000
Agent	2	TL13	Cr100000
Agent	3	TL14	Cr250000

04/88604 DATABASE

This software package is a collection of several databases that can be searched with an Electronics (computers) check or using an Agent package. It automatically updates itself whenever in range of a suitable server or cloud (typically any system of TL9+) and can thus usually be counted upon to answer any question based upon fact and reference.

Software	Bandwidth	TL	Cost
Database	1	TL7	Cr10000

04/28098 DECRYPTOR

Decryptor software packages allow a comms operator to analyse intercepted transmissions and decrypt them in real-time. This typically requires an Very Difficult (12+) Electronics (comms) check but DM+1 is granted for every TL the transmitting computer or comms device is below the intercepting computer. A further DM+2 is granted if 1D hours is spent analysing the transmission though this will, of course, no longer be done in real-time. Furthermore, Decryptor packages will be utterly unable to decrypt transmissions made from devices of a higher TL (in theory they can accomplish this, but the time to do so is usually estimated in scales of hundreds or thousands of years).

Software	Bandwidth	TL	Cost
Decryptor	1	TL10	Cr5000
Decryptor	2	TL12	Cr10000
Decryptor	3	TL14	Cr20000

DIGITAL FRIEND

The Digital Friend is an Intelligent Interface package that has been given a definable (and adjustable) personality, and is usually given a name by its user. It was designed for Travellers who wanted more 'humanity' in their computers and for those who spent long periods in isolation, such as scouts and belters. Digital Friends are also used for therapeutic purposes and have been useful in resolving long standing mental issues held by many Travellers.

Software	Bandwidth	TL	Cost
Digital Friend	2	TL12	Cr1750

EXPERT

Expert software packages allow a computer to mimic a specific skill – this skill must be specified when the software package is purchased. A Traveller using an Expert package may make a skill check as if he had the skill at the software's Bandwidth -1. Only INT and EDU-based checks can be attempted, however. If a Traveller already has the skill, then an Expert package will grant DM+1 to his check. However, the package can only help if the difficulty of the task is within its parameters. Expert/1 allows Difficult (10+) tasks to be attempted, while Expert/2 allows Very Difficult (12+) tasks to be tried. Expert/3 is required for Formidable (14+) tasks.

Software	Bandwidth	TL	Cost
Expert	1	TL11	Cr1000
Expert	2	TL12	Cr10000
Expert	3	TL13	Cr100000

INTELLECT

An Intellect software package is similar to the more primitive Agent but has a far more advanced intelligence, being able to communicate normally with a Traveller. It is capable of using any Expert package and can simultaneously use a number of Expert packages equal to its Bandwidth.

Software	Bandwidth	TL	Cost
Intellect	1	TL12	Cr2000
Intellect	2	TL13	Cr50000
Intellect	3	TL14	Cr200000

INTELLIGENT INTERFACE

This Interface package features an artificial intelligence that allows a computer to report data and receive commands as if it were a sentient being. Those familiar with Intelligent Interfaces will quickly recognise its presence, but a more primitive Traveller could be fooled for a while into thinking it is dealing with a living intelligence. Intelligent Interface is required for using an Expert software package.

Software	Bandwidth	TL	Cost
Intelligent Interface	1	TL11	Cr100

INTERFACE

An Interface package is usually required for interaction with a computer, as it provides the ability to display data upon a screen, over audio or some other medium. The lack of Interface does not restrict the abilities of a computer only how it can communicate with its users. Interface is installed freely upon most computers upon purchase.

Software	Bandwidth	TL	Cost
Interface	0	TL7	Cr0

INTRUSION

Intrusion software is designed to break through Security packages, allowing users to gain access to computers that would otherwise be off limits. Because of this, Intrusion software is illegal on many worlds (typically any worlds of Law Level 4+). Intrusion grants a DM equal to its Bandwidth to all checks made to electronically hack into a computer.

Software	Bandwidth	TL	Cost
Intrusion	1	TL10	Cr1000
Intrusion	2	TL11	Cr10000
Intrusion	3	TL13	Cr100000
Intrusion	4	TL15	MCr1

INTERFACES & INTELLECTS

Choosing the right software package to use on your computer is important, and depends on what you are trying to do.

- If you are just using the computer for general tasks, all you need is a basic Interface package.
- If you are using the computer to access an Expert program, then you need Intelligent Interface to gain the benefit.
- If you want the computer to do the work for you, then you need to run an Intellect program.

PERSONAL TRAINER

Often created from a modified Digital Friend package, the Personal Trainer is a dedicated package intended to aid the education of a Traveller. Its use grants DM+1 to all checks made to gain or improve skills during post career education (see *Traveller Core Rulebook* page 51), but a new package has to be purchased for each new skill being studied.

Software	Bandwidth	TL	Cost
Personal Trainer	1	TL8	Cr2000

SECURITY

The purpose of a Security package is to defend against hackers and other attempts at intrusion, providing an effective firewall that keeps the other packages upon the computer safe from interference. The ability of Security to defend itself is represented by the difficulty of the Electronics (computers) check required to bypass it, which improves with the complexity of the Security package, as shown on the table below. Security/0 is installed freely upon most computers upon purchase.

Software	Bandwidth	TL	Intrusion Difficulty	Cost
Security	0	TL8	Difficult (10+)	Cr0
Security	1	TL10	Very Difficult (12+)	Cr200
Security	2	TL11	Formidable (14+)	Cr1000
Security	3	TL12	Impossible (16+)	Cr20000

TRANSLATOR

Translator packages are effectively specialised Expert software that only utilise Language skills. The TL9 version provides a near-real-time translation, but the TL10 version works in absolute real-time and has a much better understanding of the nuances of language. Both can handle all common languages expected to be found in the area of space from which they originated, and can automatically update themselves upon arriving at any TL9 or better world.

Software	Bandwidth	TL	Cost
Translator	0	TL9	Cr50
Translator	1	TL10	Cr500

UNIVERSAL TRANSLATOR

The Universal Translator package comprises very sophisticated software that allows the real-time analysis of both written and spoken languages. Using a massive database of known languages and multi-tiered algorithms, even previously unknown languages can usually be translated.

Software	Bandwidth	TL	Cost
Universal Translator	3	TL12	Cr25000

5 ROBOTS

USING ROBOTS IN TRAVELLER

From humble pet-sized artificial servants that trundle around a home as they clean to large and powerful military droids programmed to destroy enemies, robots are an intrinsic part of many advanced societies. This chapter introduces a wide range of robots to Traveller and provides referees with the necessary tools to create their own.

Robots are defined by a handful of characteristics as shown in the example here, a domestic servant, a small robot designed to keep living quarters clean and hygienic.

Hits: How much damage the robot can sustain before it is destroyed. All damage is applied to Hits, rather than STR, DEX and END as for Travellers. When a robot's Hits are reduced to zero, it is destroyed beyond repair.

Speed: How far the robot can move in a single combat round with a Minor Action.

TL: The Tech Level at which the robot becomes available.

Cost: This is how much the robot costs to buy as new.

Skills: Any skills the robot is able to perform are listed here, together with their DM. Unless otherwise stated, all robots have Athletics 0 and Survival 0.

Attacks: Any attacks the robot is capable of are listed here, together with the damage they deal.

Traits: These are special rules the robot has which determine its abilities beyond Hits, Skills and Attacks. Some robots are Amphibious, for example, while others are Large.

Programming: Robots tend to act in very specific ways according to their place within an ecosystem, and will aid a referee in determining its actions. A robot's behavioural characteristics are detailed further on page 71.

Traits

The following traits may be applied to robots of the referee's creation. Note that these are very similar to the traits used by animals and aliens (see the *Traveller Core Rulebook*, page 80) and enterprising referees may find they are able to create

05/71983	**DOMESTIC SERVANT**

	Hits	Speed	TL	Cost
	6	4 m	8	Cr500
Skills	Profession (domestic cleaner) 2, Recon 1			
Attacks	None			
Traits	Armour (+2), Small (-2)			
Programming	Basic (cleaning)			

some unusual encounters by mixing the two, using animal traits on robots and vice versa.

Alarm: When panicked or under threat, this robot emits a loud sound and/or makes a bright visual display, alerting others to the danger. At the referee's option, this will either cause other robots in the immediate area to flee, or will bring an additional 2D of them into combat.

Amphibious: The robot is equally at home on land or in the water. It will not flood while submerged and its movement is not affected underwater.

Armour (+X): The robot has thick layers of ceramite plate or some other form of physical protection. It has an Armour protection score equal to the figure shown in the Armour trait.

Flyer (X): The robot has thrusters, a grav drive, or some other method of gaining altitude and soaring. When flying, it may travel at a maximum Speed Band listed in the Flyer trait.

Heightened Senses: The robot has better hearing and sight than humans. It receives DM+1 to any Recon and Survival checks it has to make.

IR/UV Vision: The robot views the world at a greatly extended electromagnetic range, encompassing at least infrared or ultraviolet wavelengths, and perhaps more. This allows it to see clearly in darkness and, at the referee's option, it may notice certain electromagnetic emissions from the equipment of Travellers.

Large (+X): The robot is extremely large and presents a huge target. All ranged attacks made against the robot gain a DM equal to the score listed in the Large trait.

Small (-X): The robot is very small and presents a difficult target. All ranged attacks made against the robot suffer a DM equal to the score listed in the Small trait.

Programming

Most robots are created for a specific task or range of tasks and while they may perform better than most organics when used as intended, placing a robot in an unfamiliar situation can lead to comedy at best. A robot's programming will guide a referee to how it acts during interaction with Travellers.

Advanced: The robot has some fair degree of intelligence and can interact with both the environment and Travellers in a way that almost appears sentient. However, the robot will tend to be very literal in its responses and when confronted with an unexpected or unfamiliar situation, may become confused to the point of inaction.

Basic (X): The robot has extremely limited intelligence and focusses purely on its main function, as stated in parentheses. It can avoid obstacles and obvious hazards, but has little ability to interact with Travellers beyond alerting them to any issues that arise during its duties.

Hunter/Killer: An extreme form of programming, the robot is taught to recognise 'friendlies' (which can be based upon race, uniform, the use of passwords or any other criteria) and will make every effort to corner and destroy anyone who does not conform. It is possible to program the robot so it will issue a challenge before attack, but this is not mandatory.

Very Advanced: This robot is highly intelligent, likely more so than the average Traveller. It is fully capable of communicating with Travellers in a reasoned, logical manner and its responses will suggest it is fully conscious. When confronted with unfamiliar situations that lie beyond the scope of its duties, the robot will be able to reason its way through problems, likely faster than a Traveller. As Tech Levels increase, this type of robot becomes more capable than its own creators in every measurable way.

ASTRO-MECH DROID

05/15510

When astro-mech droids first appear, they are expensive and very advanced but as a technological society grows, they often fade into the background and become ubiquitous. An astro-mech droid is designed to be a small spacecraft's best friend, primarily being used to plot jumps and perform maintenance. However, these droids are extremely adaptable and they learn fast, tending to be limited only by their distinctly non-humanoid construction. They come equipped with a variety of tools and equipment stored within their cylindrical frames.

	Hits	Speed	TL	Cost
Astro-Mech Droid	18	5 m	14	MCr6
Skills	Astrogation 3, Deception 1, Electronics (computers) 3, Engineer (power) 3, Mechanic 3, Melee 0, Pilot (spacecraft) 1			
Attacks	Stunstick (2D Stun)			
Traits	Armour (+6)			
Programming	Very Advanced			

CENTURION

05/87820

The Centurion is a full-blown battle robot, designed to accept and execute commands that will result in the eradication of an enemy. While they are often employed in security positions or used for manual labour during peace time, once committed to battle, the Centurion is relentless, braving any hazard in order to achieve its objectives.

	Hits	Speed	TL	Cost
	32	7 m	12	MCr10
Skills	Athletics (endurance) 2, Explosives 1, Gun Combat (slug) 3, Melee (unarmed) 2, Recon 3, Tactics (military) 3			
Attacks	Two Gauss Rifle (4D)			
Traits	Armour (+14)			
Programming	Advanced			

05/60227 CREEPER ASSASSIN

This tiny robot has a single purpose, and is usually considered disposable after – to gain access to a target and deliver a lethal attack. Small enough to be held in the palm, a creeper assassin can vary in appearance, with some slug-like while others are more like metallic spiders. All, however, have deadly purpose once programmed with a specific target. Though its standard monoblade is perfectly lethal, particularly against targets not expecting an attack, especially vindictive users may also coat the weapon with poison.

Hits	Speed	TL	Cost
4	6 m	12	Cr600000

Skills	Athletics (dexterity) 3, Electronics (computers) 1, Investigate 2, Melee (blade) 3, Navigation 1, Recon 3
Attacks	Monoblade (3D)
Traits	Armour (+6), Heightened Senses, IR/UV Vision, Small (-4)
Programming	Advanced

05/82605 PROTOCOL DROID

Within an interstellar society, the clash of cultures can only be compounded when those of different planets and even species meet. The protocol droid is designed to smooth over misunderstandings and allow direct communication between parties. This goes beyond mere language, of which the protocol droid can store up to six million and derive far more, but also customs, etiquette and, of course, protocol.

Hits	Speed	TL	Cost
20	5 m	14	MCr3

Skills	Admin 0, Advocate 0, Diplomat 2, Gambler 0, Language (most of them) 3, Persuade 1, Steward 1
Attacks	None
Traits	Armour (+3)
Programming	Very Advanced

05/82374 SANITATION DROID

A development of the utility droid, these robots are designed to ensure a living space, be it a home, office or spaceship, is kept hygienic. Its duties range from washing the clothes of its owners to disinfecting rooms and corridors, though it is adaptable enough to perform other domestic chores, such as preparing meals. Its manufacturers give each sanitation droid a name and distinct personality, which has the ability to develop and grow as it spends time with its owners. There are rumours that some sanitation droids have built-in obsolescence in order to make way for newer models, and that some have managed to break their own programming.

Hits	Speed	TL	Cost
24	5 m	11	Cr350000

Skills	Profession (domestic hygienist) 3, Steward 2
Attacks	None
Traits	Armour (+2)
Programming	Advanced

05/85327 SECURITY DRONE

With long-running power sources, security drones are used by corporations and some government installations to protect semi-sensitive buildings and compounds. Once programmed with territory to patrol, groups of security drones will roam the area with the intention of warding off anyone who does not match pre-programmed criteria. They can be updated on the fly and communicate with one another for best effect when under threat, but are typically configured to use violence only when provoked. However, it only takes a mechanic of medium skill to change their weaponry to something far more lethal.

Hits	Speed	TL	Cost
26	6 m	10	Cr850000

Skills	Gun Combat (energy) 1, Melee (bludgeon) 1, Recon 2, Tactics (military) 1
Attacks	Stunner (2D+3 Stun), Stunstick (2D Stun)
Traits	Alarm, Armour (+6)
Programming	Basic (security)

05/66867 SKINJOB

The term skinjob tends to become a derogatory statement about a type of robot designed to mimic sentient beings in every way bar one – free will. These robots can pass themselves off as human (or any other race), though they are typically marked in some way so confusion does not arise, and they are employed in tasks that would normally require sentience but are repetitive, unpleasant or dangerous. This includes long-ranged exploration, advanced construction and pleasure duties. Skinjobs can be programmed with any skill or range of skills, up to level 4.

Hits	Speed	TL	Cost
24	6 m	16	MCr18

Skills	As defined upon purchase
Attacks	None as standard
Traits	Heightened Senses
Programming	Very Advanced

05/50521 SPIDER BOMB

A small robot which, by definition, is expendable, the spider bomb is intended to race across a battlefield and explode next to a target. The target is usually programmed on the fly, but the spider bomb is capable enough to pursue if its location changes. Spider bombs can also be programmed to explode immediately upon taking damage, though care must be taken to avoid 'own goals'.

Hits	Speed	TL	Cost
4	10 m	12	Cr60000

Skills	Athletics (dexterity) 1, Explosives 1, Recon 1
Attacks	TDX (4D)
Traits	Armour (+8), Small (-3)
Programming	Basic (boom)

URBAN PACIFICATION POLICE ROBOT

Billed as the next stage in law enforcement, the urban pacification models introduced into police departments in some worlds have been controversial to say the least. Equipped to fight a small war, they are capable of storming any criminal hideout and destroying resistance. However, when it comes to lighter duties, critics point to their limited programming and the few deaths that have resulted from contact with the public.

Hits	Speed	TL	Cost
80	8 m	12	MCr12
Skills	Athletics (endurance) 2, Heavy Weapons (vehicle) 3, Recon 1, Tactics (military) 2		
Attacks	4 Light Autocannons (6D, Auto 3)		
Traits	Armour (+18), Large (+4)		
Programming	Hunter/Killer		

UTILITY DROID

These robots are manufactured in their thousands or, on some worlds, millions. Typically humanoid in appearance, though obviously artificial, utility droids are extremely adaptable and can be programmed to perform almost any basic task, from waiting on tables in a restaurant to performing repetitive work on construction sites. They are designed to be almost disposable, though a healthy second hand market often develops with enterprising programmers reconfiguring utility droids for new tasks. Utility droids have their Profession skill and Basic programming defined upon purchase.

Hits	Speed	TL	Cost
18	5 m	9	Cr100000
Skills	Profession (domestic servant) 2		
Attacks	None		
Traits	Armour (+3)		
Programming	Basic (servant)		

6 TOOLS AND ENGINEERING

When travelling between the stars, there is no guarantee you will end up on a civilised world with capable tradesmen. Beyond the frontier, a Traveller has to rely on himself and the quality tools he has had the foresight to bring with him. From fixing broken equipment to building a civilisation from scratch, the tools in this section will allow a Traveller to accomplish great things.

SECTION 1: GENERAL HARDWARE

06/10334 CHAIN

10 metres of moderately heavy chain, suitable for heavy lifting or towing, or to anchor a light water vessel.

Item	TL	Kg	Cost
Chain	4	6	Cr100

06/11678 POCKET MAGNET

A small but very powerful horseshoe magnet capable of lifting 1 kilogram against 1G.

Item	TL	Kg	Cost
Pocket Magnet	3	-	Cr20

06/70403 RETURN MIRROR

Used in surveying, a return mirror is used to reflect a light beam directly back along its path from within a 15° arc. It is usually used with a laser rangefinder to give very accurate results.

Item	TL	Kg	Cost
Return Mirror	4	-	Cr500

06/10334

06/11678

06/70403

SECTION 2: TOOLS

CARPENTER'S TOOL SET
06/95382

A basic set of woodworking tools including standard tools necessary to cut, shape and build with wood.

Item	TL	Kg	Cost
Carpenter's Tool Set	2	12	Cr300

CHAIN SAW
06/40408

A motorised saw for cutting and shaping trees. The chainsaw can possibly be used as a weapon, but it is very awkward and inflicts DM-2 to attack rolls. Damage is 4D if it does strike home.

Item	TL	Kg	Cost
Chainsaw	6	6	Cr500

CUTTING TORCH
06/62400

A basic cutting tool using incandescent gas fed by a heavy canister. Cutting torches are effective against most metals and alloys, but will not work on starship hulls or armoured vehicles constructed at TL10 or higher.

Item	TL	Kg	Cost
Cutting Torch	5	3	Cr500

ELECTRONIC TOOL SET
06/71664

Necessary tools for basic electronic assembly and repair including instruments, soldering gear and so on.

Item	TL	Kg	Cost
Electronic Tool Set	7	2	Cr2000

EXCAVATION TOOL SET
06/34754

A set of basic digging tools; shovels, picks and sledgehammers to equip 2-3 people. Working with improvised tools instead of these will increase the time taken for any excavation task by at least four times.

Item	TL	Kg	Cost
Excavation Tool Set	3	12	Cr30

LASER CUTTING GEAR
06/54864

A backpack power supply and laser or plasma cutting unit, this cutting gear is standard for use aboard starships. It can cut through most materials, though cutting through hull armour requires a very long time to create a breach.

Item	TL	Kg	Cost
Laser Cutting Gear	9	4	Cr4000

COMBAT ENGINEERING TOOL SET
06/52603

A specialised toolkit for the construction of field fortifications and removal of obstacles, along with other military applications. A basic kit contains spades, entrenching tools, wire cutters, probes, marking tape and the like. It does not change significantly until TL6, at which point a small metal detector is included. From TL8 onwards, a dozen explosive strips are included. These can be used for cutting, moving/cracking small obstructions or detonating mines. The TL6 and TL8 tool sets grant DM+1 and DM+2 to related skill checks respectively.

Item	TL	Kg	Cost
Combat Engineering Tool Set	3	12	Cr150
Combat Engineering Tool Set	6	15	Cr300
Combat Engineering Tool Set	8	15	Cr500

ELECTRIC WELDING KIT
06/54235

A basic arc welding kit useful for many light applications. It is self-powered from batteries but requires an external power source for big jobs. Arc welding gear is really only useful on devices built up to TL10. More advanced welding systems can work on materials of TL10 or higher, otherwise weld points become a serious area of weakness and in some cases will not 'take' at all.

Item	TL	Kg	Cost
Electric Welding Kit	5	6	Cr1500
Advanced Welding Kit	10	3	Cr5000

LASER DRILL
06/28129

A heavy-duty, semi-portable laser used for mining, the laser drill is a tripod-mounted projector much more powerful than the laser rifle. It is also more cumbersome and far less accurate, being intended for work at point blank ranges. A power pack (not interchangeable with those used for lighter laser weapons) can be hooked to the drill, providing 1 hour of intermittent use; a cable can also be run to the power source of a ship, vehicle, or prospector's buggy which provides unlimited power at the cost of mobility. Extra powerpacks cost Cr3000, and extra tripods cost Cr250.

Item	TL	Kg	Cost
Laser Drill	9	16	Cr7500

LASER SCALPEL
06/54864

A low-power but high-precision handheld laser 'knife' the size of a pen, used for medical and other delicate cutting purposes. It carries an internal battery which could support up to 30 minutes of continued operation, and it can be hooked up (by a flexible power cord) to an external power source for longer-duration work or recharging.

Item	TL	Kg	Cost
Laser Scalpel	10	-	Cr2000

06/60891 MECHANICAL TOOL SET

A set of standard mechanical and plumbing tools including everything necessary to repair and alter mechanical devices; wrenches, pliers and a largish hammer, among other things.

Item	TL	Kg	Cost
Mechanical Tool Set	5	12	Cr1000

06/11806 METALWORK TOOL SET

A basic set of tools for working, welding and shaping metal.

Item	TL	Kg	Cost
Metalwork Tool Set	5	12	Cr3000

06/45123 RESCUE TOOL SET

A comprehensive set of supports, cutting gear and other tools used to reach and rescue trapped persons. The kit does not include any sensors.

Item	TL	Kg	Cost
Rescue Tool Set	7	15	Cr2000

06/89591 SPADE/SHOVEL

A basic digging tool with many uses.

Item	TL	Kg	Cost
Spade/Shovel	3	1	Cr5

06/25510 STARSHIP ENGINEER TOOL SET

A full tool kit for shipboard engineering personnel, including PRIS goggles, iris valve opener, electronic and gravitic test and repair equipment, wrenches, sockets and a large hammer.

Item	TL	Kg	Cost
Starship Engineer Tool Set	12	12	Cr4000

06/62145 TOOL LASER

A handheld laser welder/cutting-torch powered by a small internal powerpack (providing power for up to 20 minutes of continual use). The tool laser's energy output is variable, and thus can be used from anything from gentle electronic welding to small-scale metalwork or cutting through several centimetres of steel; anything beyond that requires a welding kit. At TL12 the Tool Laser is about the size of a large flashlight; at TL13 or above it can be as small as a pen.

Item	TL	Kg	Cost
Tool Laser	12	-	Cr500

06/32563 WEAPON ENGINEERING TOOL SET

Tools for the repair and maintenance of weapons. As a rule, a tool set of any given Tech Level can be used to work on weapons operating on similar principles (slug or energy) for up to two Tech Levels higher (a set for a TL5 rifle will work for a TL7 autorifle, for example, but a tool set designed for a high tech slugthrower will be of no use in maintaining a laser rifle). The kit costs Cr 100 times its Tech Level.

Item	TL	Kg	Cost
Weapon Engineering Tool Set	3	12	Cr300

06/34754

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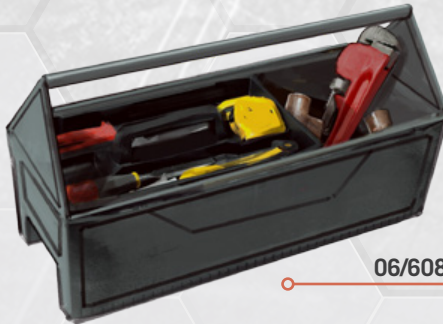06/54235

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06/25510

06/32563

06/45123

7 MEDICAL SUPPLIES

Deprived of his tools, even the most highly trained doctor can be little better prepared to treat the sick than the patients he is trying to cure. However, with the right equipment, just a little medical training can make all the difference when Travellers find themselves in the deep wilderness.

Others might find more… recreational uses for the medical supplies listed in this section, but the canny retailer does not judge his customers.

SECTION 1: MEDICAL EQUIPMENT

07/98548 ADHESIVE BANDAGES

Originally used in small tubes to seal up bullet holes in flesh in a hurry, this chemical glue is very strong, instantly turning moisture within muscles to plastic. The applicators change as technology gets better, but the substance remains essentially the same. The use of adhesive bandages during First Aid subtracts DM-1 from any dice rolled to determine how long task takes.

Item	TL	Kg	Cost
Adhesive Bandages	6	-	Cr50

07/81123 CRYOBERTH

A cryoberth, or 'icebox' is a coffin-like machine similar to the low or frozen berths used on some spacecraft. The main difference is that a cryoberth works much faster than a low berth, freezing and preserving its occupant almost instantly. A cryoberth can therefore be used to place a severely injured Traveller into stasis until he receives medical treatment. A cryoberth's internal power system can function for up to one week on its own batteries, but a berth is usually connected to a vehicle's or ship's power supply.

Item	TL	Kg	Cost
Cryoberth	10	200	Cr50000

07/69361 FIELD MEDICAL KIT

This is a backpack-sized medical kit for doctors, combat medics and paramedics. The kit contains drugs, surgical supplies, and diagnostic equipment as well as very basic surgical tools. A field surgery kit provides all the necessary equipment required for most basic (or desperate operations).

Item	TL	Kg	Cost
Field Medical Kit	6	3	Cr500

07/96603 AUTODOC

An autodoc is a small self-contained diagnostic, pharmaceutical, and surgical system about the size of a low berth chamber or large coffin. Often found on spacecraft, it is capable of diagnosing and treating disease, infection, injuries and other medical conditions as efficiently as a qualified doctor (treat as Medic 3).

At TL14, an autodoc is capable of reanimation, provided no more than 2D minutes have passed since the Traveller's death. This period can be doubled by extremely cold conditions or extended up to 1D days by placing the Traveller's corpse in a low berth.

Item	TL	Kg	Cost
Autodoc	13	500	Cr100000
Autodoc	14	500	MCr1

07/91030 FIELD SURGICAL KIT

Tools for performing surgery including scalpels, saws, forceps, sutures with needle drivers and surgical string. At low Tech Levels, the kit is basic but fulfils the same functions as its more advanced cousins. It is possible to perform surgery using improvised tools but the results (and patient survival rates) are somewhat better with the correct equipment. This kit does not include anaesthetics or other drugs. The field surgical kit is a very basic set of workmanlike tools, and surgery performed using these tools will suffer DM-2 to Medic checks.

Item	TL	Kg	Cost
Field Surgical Kit	5	-	Cr1000

FIRST AID KIT

At low Tech Levels, a first aid kit consists of little more than material for a splint, and a few herbs and plants reputed to have medicinal qualities - but it is better than nothing. At higher Tech Levels, clean bandages, safety pins, sutures with needle drivers, and basic pharmaceuticals (antibiotics, painkillers and possibly alcohol to sterilise wounds) are added. First Aid performed using the TL2 kit will inflict DM-2 to Medic checks, while at TL5 the penalty drops to DM-1.

Item	TL	Kg	Cost
First Aid Kit	2	-	Cr10
First Aid Kit	5	-	Cr125

MEDIKIT (TL8+)

There are different types of medikit available at different technology levels. All medikits contain diagnostic devices and scanners, surgical tools and a panoply of drugs and antibiotics, allowing a medic to practise his art in the field. Higher-technology medikits do not give a bonus to basic treatment, but can help with more exotic problems or when treating augmented individuals. For example, a TL8 medikit can test blood pressure and temperature, while a TL14 kit has a medical densitometer to create a three-dimensional view of the patient's body and can scan brain activity on the quantum level. TL10 medikits grant DM+1 to Medic checks made to perform First Aid. This rises to DM+2 at TL12 and DM+3 at TL14.

Item	TL	Kg	Cost
Medikit	8	1	Cr1000
Medikit	10	1	Cr1500
Medikit	12	1	Cr5000
Medikit	14	-	Cr10000

PERSONAL MEDISCANNER

This is a small monitoring unit normally worn on the belt or upper arm. A personal mediscanner monitors a Traveller's life signs, including blood composition, blood sugar and body temperature. It warns when exhaustion or dehydration are imminent, gives information to the Traveller or medical personnel about poisoning or other hazardous conditions, and allows quick diagnosis of many ailments. Using the information from a personal mediscanner provides DM+1 on Medic checks.

Item	TL	Kg	Cost
Personal Mediscanner	12	-	Cr1000

PERSONAL AUTOMEDIC

A personal automedic is an automated drug dispenser tailored to a specific user's body chemistry. It monitors the wearer's bio-signs for any changes, then dispense anti-toxins, antibiotics, stimulants, sedatives, and other pharmaceuticals required to keep the user at peak efficiency or prevent collapse. Under normal conditions a personal automedic will need to be restocked and the batteries recharged every 4 weeks (at a cost of Cr500).

In the event of poisoning or infection, a personal automedic will administer a specific antidote if it possesses it and recognises the threat (as determined by the referee), neutralising the poison or disease immediately. If not, it will react to general symptoms and use general or broad-spectrum remedies as its database thinks best (see Panaceas on page 84).

Most automedics are also equipped to store and dispense a single dose of Slow Drug (purchased separately, see page 85) should it ever be needed. If the Traveller is seriously injured or dying the automedic will automatically use the Slow Drug. The Traveller can also manually activate the Medical Slow at any time if needed. If desired, this can be replaced with a dose of other drugs instead.

Item	TL	Kg	Cost
Personal Automedic	11	-	Cr15000

PORTABLE MEDISCANNER

This is a larger version of the personal mediscanner for use by field medics. The device is not optimised for a single Traveller, and takes 1D minutes to calibrate itself to each new subject. It gives the same data as the personal version (though with slightly less detailed), providing DM+1 on Medic checks once it has finished its analysis. Add-on chips for alien species are available for Cr 500 each.

Item	TL	Kg	Cost
Portable Mediscanner	12	1	Cr2000

TRAUMA PACK

The trauma pack is a vital device carried by battlefield medics. It is a small satchel of chemicals and drugs used to pump life back in a wounded body. Unsubtle (and deadly in multiple doses), the chemicals can make a patient ignore wounds for a few hours – hopefully enough time to get him to a proper medical facility. The use of a trauma pack requires a Medic check, but will restore 1D END to a wounded Traveller. This END can be used to bring a technically 'dead' Traveller back from 0 or less END, so long as their last wound was suffered within 1D rounds. This regained END lasts for 1D hours, at which point it vanishes, potentially killing the Traveller. A Traveller can only benefit from the administration of a trauma pack once per day.

Item	TL	Kg	Cost
Trauma Pack	8	2	Cr750

SECTION 2: DRUGS AND PHARMACEUTICALS

Unless otherwise stated, cost is for each dose of drug.

07/39285 — ADRENALISER

An injected cocktail of alien adrenalines, this drug is used to keep the Traveller awake and active for many hours at a time. Although it is known to have a detrimental 'crash' when it wears off, soldiers on patrol duty will sometimes use adrenaliser to stay alert, and it tends to be very popular among medical students. One dose of the drug is the equivalent of ten hours of sleep and enables a Traveller to function for the next 36 hours without penalty, after which he will have 2D x 5 minutes to find someplace to lay down – because the amount of lost sleep will hit him without fail at the end of that time.

Item	TL	Kg	Cost
Adrenaliser	10	-	Cr150

07/62457 — ANAGATHICS

These drugs slow the Traveller's ageing process. Synthetic anagathics become possible at TL15, but there are some natural spices and other rare compounds that have comparable effects, though all are illegal or heavily controlled on many worlds. One dose must be taken each month to maintain the anti-aging effect.

Item	TL	Kg	Cost
Anagathics	15	-	Cr20000

07/68983 — ANTI-RAD

Anti-rad drugs must be administered before or immediately (within ten minutes) after radiation exposure. They absorb up to 100 rads per dose. A Traveller may only use anti-rad drugs once per day – taking any more causes permanent END damage of 1D per dose. Costs Cr1000 per dose.

Item	TL	Kg	Cost
Anti-rad	8	-	Cr1000

07/84579 — FAST DRUG

Also called Hibernation, this drug puts the Traveller into a state akin to suspended animation, slowing his metabolic rate down to a ratio of 60 to 1 – a subjective day for the Traveller is actually two months. Fast Drug is normally used to prolong life support reserves or as a cheap substitute for a cryoberth.

Item	TL	Kg	Cost
Fast Drug	10	-	Cr200

07/47643 — COMBAT DRUG

Combat drugs increase reaction times and improve a body's responses to trauma. A Traveller using combat drugs gains DM+4 to all initiative rolls. He also gains a free reaction every round with no penalty applied, and reduces all damage sustained by –2 points. The drug kicks in around 20 seconds (three rounds) after injection, and lasts for around ten minutes. When the drug wears off, the user is Fatigued (see the *Traveller Core Rulebook*, page 76).

Item	TL	Kg	Cost
Combat Drug	10	-	Cr1000

07/80418 — INHIBITOR DRUG

Psionic inhibitors dampen the brain's ability to generate psychic effects. A Traveller who takes (or, more often, is forcibly injected with) an inhibitor drug suffers a Bane to all PSI-related checks and cannot regain PSI points. Each hour, the Traveller may make an END check to throw off the effects of the drug. Inhibitor drugs have no effect on non-psionic individuals.

Item	TL	Kg	Cost
Inhibitor Drug	9	-	Cr500

07/38214 — META-PERFORMANCE ENHANCER

Also called the Titan Drug, this boosts the Traveller's STR by 1D points. Working in a similar fashion to how some narcotics can enhance strength, the Titan Drug does the same thing without the dangerous side effects. The drug kicks in 10 rounds after injection, and lasts for around fifteen minutes. When the drug wears off, the Traveller's muscles will cramp painfully under the stress and fatigue. He suffers 1D damage and has his STR reduced to 1D for 1D hours (or his original STR if it is lower).

Item	TL	Kg	Cost
Meta-Performance Enhancer	10	-	Cr600

METABOLIC ACCELERATOR

This boosts the Traveller's reaction time to superhuman levels. To the Traveller, everyone else appears to be moving much slower. A Traveller using a metabolic accelerator in combat gains DM+8 to all initiative rolls. He also gains two free reactions every round with no penalties applied for either. The drug kicks in 45 seconds after ingestion or injection, and lasts for around ten minutes. When the drug wears off, the Traveller's system crashes. He suffers 2D points of damage and is fatigued.

Item	TL	Kg	Cost
Metabolic Accelerator	10	-	Cr500

NERVOUS RESPONSE DAMPENER

This 'battlefield vitamin' is a mild anti-anxiety drug, helping Travellers cope with the horrors of war. Taken a few hours before battle, the dampeners last for a day or so, granting the Traveller DM+2 to any checks related to avoiding fear or shock for 2D x 3 hours.

Item	TL	Kg	Cost
Nervous Response Dampener	9	-	Cr100

NULL DRUG

Used to dampen the psionic abilities of others, null is a general classification of anti-psionic chemicals injected into the target. Once injected, the drug takes 2D minutes to take effect, completely shutting off psionic ability for 2D hours. No psionic powers may be used during this time.

Item	TL	Kg	Cost
Null Drug	16	-	Cr5000

PANACEA

These are wide-spectrum medicinal drugs specifically designed not to interact harmfully. They can therefore be used on any wound or illness and are guaranteed not to make things worse. A Traveller using panaceas may make a Medic check as if he had Medic 0 when treating an infection or disease.

Item	TL	Kg	Cost
Panaceas	8	-	Cr200

PSI-DRUG

These drugs restore PSI if taken when the Traveller has already spent PSI points, or temporarily increase the Traveller's PSI if taken when he is at full strength.

Psi-Drug	PSI Restored	PSI Boosted
Standard	3	+2
Double	6	+4
Special	9	+6

A Traveller who takes more than one dose of Standard or Double Psi-Drug, or a single dose of the Special drug must make an END check, with DM-1 per dose of psi-drug taken in the last week. If the check is failed, the Traveller falls ill, suffering 3D damage and permanently reducing his PSI by one.

Item	TL	Kg	Cost
Psi-Drug (standard)	8	-	Cr1000
Psi-Drug (double)	8	-	Cr4000
Psi-Drug (special)	8	-	Cr10000

RADIATION EMERGENCY APPLICATOR

A type of emergency anti-rad drug cocktail, these one-use pneumatic syringes can be triggered to punch through clothing granting up to Armour 2, pumping seven different chemicals into the Traveller. So long as the applicator is used within one hour of receiving a dose of radiation, the Traveller's rads are reduced by 1D x 10. No matter how much or quickly the applicator is used, intense and steady vomiting will occur for 1D minutes after use.

Item	TL	Kg	Cost
Radiation Emergency Applicator	10	-	Cr250

RECREATIONAL DRUGS

Recreational drugs vary widely in both cost and effect across the galaxy. Many cultures have legal recreational drugs, such as alcohol. However, most legal drugs are relatively mild in effect though harmful in large doses. More potent drugs are usually illegal, especially those affecting the Traveller in such a way as to make him dangerous to others. Manufacturers and suppliers will charge whatever the market will stand.

Item	TL	Kg	Cost
Recreational Drugs	1+	-	Cr10+

SLOW DRUG

This is a variant of the metabolic accelerator. It can only be applied safely in a medical facility where life-support and cryotechnology is available, as it increases the metabolism to around thirty times normal, allowing a patient to undergo a month of healing in a single day. Using this drug outside of a hospital or sickbay is a messy and painful way to commit suicide, as the Traveller will rapidly cook his internal organs and suffer massive brain damage.

Item	TL	Kg	Cost
Slow Drug	11	-	Cr500

STARLIGHT DROPS

These eye drops enhance the Traveller's vision dramatically. By adding a few drops of this stinging liquid into each eye and waiting for the burning sensation to pass, the Traveller gains the IR Vision trait (see the *Traveller Core Rulebook*, page 81). The effects of the drug last for 1D hours, during which time the Traveller's eyes take on a silvery and cloudy appearance. A dropper of starlight drops contains 6 doses.

Item	TL	Kg	Cost
Starlight Drops	12	-	Cr500

STIMS

These remove fatigue, though at a cost. A Traveller who uses stims removes Fatigue (see the *Traveller Core Rulebook*, page 76) but also sustains one point of damage. If stims are used repeatedly without natural sleep in between, the user suffers a cumulative additional point of damage every time (so, on the second use, two points of damage are sustained, on the third, three points, and so on). Costs Cr50 per dose.

Item	TL	Kg	Cost
Stims	8	-	Cr50

TRUTH SERUM

Truth serum is designed to force the Traveller to answer questions truthfully. It must be tailored to the species being questioned, and carries some risks. One dose usually forces the Traveller to pass a Difficult (10+) END check or be unable to lie for 1D minutes. At the end this period, the subject suffers 2D damage and becomes unconscious for an hour. Truth serum tends to make the Traveller vague and confused, so his answers may be nonsensical even though he is not deliberately lying. Obtaining useful information from a Traveller usually requires the Persuade skill, with the truth serum granting DM+2.

Item	TL	Kg	Cost
Truth Serum	5	-	Cr500

BREAK YOUR LIMITS

only available from the Central Supply Catalogue

8 PERSONAL AUGMENTATION

Travellers roaming the stars know the importance of being well-equipped. Some, however, take this much further, augmenting their own bodies to enhance personal capability in the realms of both the metal and physical. A swelling market of cybernetics caters to these Travellers, offering a bewildering array of 'upgrades' that can make a customer literally super-human.

SECTION 1: LIMBS

08/32234 ASLAN CYBER-CLAW

The jointed metacarpal of the Traveller is replaced by a cybernetic mechanism and polymer sheath holding a retractable claw, similar to the natural weapon of an Aslan. With a subtle flick of the wrist the mechanism locks or unlocks the three-inch long steel claw, allowing it to be used as a deadly weapon. Some Aslan have taken to getting their natural dew-claws replaced with these augmentations as a sign of their militant mentality, but most are adopted by humans trying to integrate themselves into male Aslan circles.

Weapon	TL	Range	Damage	Cost	Traits
Aslan Cyber-claw	10	Melee	1D+1	Cr20000	-

08/57930 AUTONOMOUS LOCOMOTION RIG (ALR)

A strange but often useful augment, the ALR is a series of hardwired connections from the spine to legs of the Traveller. The Traveller can 'program' his legs to carry him to a specific location set by remote, regardless of his state of consciousness. Tired, wounded, drunk or even asleep; the ALR will force the Traveller's legs to walk to the specified location. The ALR automatically will stop to avoid collisions with dangerous objects (such as moving traffic or sheer cliffs).

Item	TL	Cost
Autonomous Locomotion Rig	9	Cr15000

08/89904 COMBAT ARM

One of the first combat implants developed, the basic cybernetic combat arm is an armoured metallic limb designed for combat. Noticeably oversized compared to a human arm, this augment grafts to the existing bone structure of the Traveller and is powered by small power cells, keeping the arm active for three hundred standard hours before needing to be recharged. The arm is considered to have STR 12, grants a +2 bonus to Armour, and can be fitted with any melee weapon at +10% more than the weapon's standard cost.

At TL11, the combat arm is constructed from metal and polymer plastics around a more efficient mechanical core. Still larger than a human arm, this augment is fully attached to the nervous and skeletal structure of the user and is fuelled by the user's own biomass energy supply. This arm is considered to have STR 15, grants a +4 bonus to Armour, and can be fitted with any melee or pistol weapon at +10% more than the weapon's standard cost. Any pistol integrated in the arm will have an external port for magazines or power packs.

At TL13, a slimmer arm is made almost completely from non-ferrous alloys, advanced plastics and super-conductive circuits. This arm is considered to have STR 18, grants a +6 bonus to Armour, and can be fitted with any melee or pistol weapon at +10% more than the weapon's standard cost. Any pistol integrated in the arm will have an external port for magazines or power packs.

Item	TL	Cost
Combat Arm	8	Cr25000
Combat Arm	11	Cr50000
Combat Arm	13	Cr75000

MEDICAL TREATMENT

Augments interfere with medical treatment. All long-term care or surgery Medic checks treating an augmented Traveller suffer a negative DM equal to the difference in Tech Level between the medical facility and that of the most advanced augmentation. For example, a Traveller with TL15 augmented Endurance being treated in a TL10 hospital would inflict DM-5 to the surgeon's Medic check.

08/37231 CRUDE PROSTHETIC

Oftentimes a length of wood to make up for a lost leg or bent hook of metal to serve as a makeshift hand, crude prosthetics are awkwardly inefficient as a replacement. The fitting of a crude prosthetic requires a Difficult (10+) Medic check (1D hours, EDU) or the recipient will die during the procedure. Although these prosthetics allow for the Traveller to replace a limb, they are not utilitarian, and suffer DM-2 on all DEX-based checks using that limb. This augmentation is not affected by attacks such as electromagnetic pulses.

Item	TL	Cost
Crude Prosthetic	3	Cr100

08/89901 WEAPON IMPLANT

One of the Traveller's hands and attached forearm is replaced with a lifelike framework of alloy and polymers which has a secret hinged split built within it. Opening in two halves, from between the middle and ring fingers to the elbow, the implant hides a small weapon which is shielded from most scanners (those of TL12 and lower). The weapon is modified in structure to fit in the implant and operates on nervous impulse, but is otherwise the same as its common counterpart.

Item	TL	Cost
Weapon Implant – Dagger	10	Cr5000
Weapon Implant – Stunstick	10	Cr10000
Weapon Implant – Autopistol	10	Cr12000
Weapon Implant – Laser Pistol	10	Cr25000

08/74601 ENHANCED MOBILITY

The Traveller has their legs modified to move faster and with greater stability. This augment adds 1.5 metres to the distance the Traveller can move with a Minor Action. Additionally, all checks based on balance or ambulatory reflexes are made with DM+1.

At TL11, internal chemical pumps and fatigue-resistant fibres are added, greatly increasing ground speed and agility. This augment adds 3 metres to the distance the Traveller moves with a Minor Action, and all checks based on balance or ambulatory reflexes are made with DM+2.

At TL13, this augment is made from superior materials designed to maximise efficiency and stability. This augment adds 6 metres to the distance the Traveller moves with a Minor Action, and all checks based on balance or ambulatory reflexes are made with DM+3.

Item	TL	Cost
Enhanced Mobility	8	Cr10000
Enhanced Mobility	11	Cr15000
Enhanced Mobility	13	Cr25000

08/94083 FUNCTIONAL PROSTHETIC

Built with better grade alloys and plastics, these prosthetic limbs and hands are the next best thing to having a real body part. This prosthetic inflicts DM-1 to all DEX-based checks that require its use. This augmentation is not affected by attacks such as electromagnetic pulses.

Item	TL	Cost
Functional Prosthetic	7	Cr250

ELECTROMAGNETIC PULSES

Any weapons that directly affect machinery and/or electronics (such as the electromagnetic pulse grenade on page 140) will also have the same effect on personal augmentations. Some are shielded against this kind of attack and this will be noted in their descriptions if it is the case.

SECTION 2: TORSO

08/99456 — ADDITIONAL MANIPULATOR

The addition of a segmented tentacle-like appendage can be useful in situations where the Traveller requires a third hand. Made from polymer plastics and non-ferrous alloys, the appendage is attached between two of the Traveller's ribs, along the lateral side of their body. The appendage can collapse or extend from twenty centimetres to a full metre in length, and has effective STR 6 and DEX 10. It is only a few centimetres in circumference, but ends in a tiny collapsible claw capable of remarkable manual control. Only one additional manipulator can be added to each side of the body without restricting lung capacity.

Item	TL	Cost
Additional Manipulator	10	Cr7500

08/47571 — ALL-TEMPERATURE EPIDERMAL SYMBIOTE

This bionic augment is a lifeform related to both viruses and bacteria, and is injected into the Traveller's body. Sweating is the body's temperature regulation system, but it normally has limitations. By adding this augment, the Traveller produces several varying levels of chemical sweat both cooling down and heating up the body according to what is required to remain a perfect body temperature. This augment means the Traveller does not feel the effects of cold or heat in a variance from -30° to 50° Celsius, though it is totally ineffective in temperatures outside of this range. It also reduces the amount of liquid consumption required per day by 20%. This augmentation is not affected by attacks such as electromagnetic pulses.

Item	TL	Cost
All-Temperature Epidermal Symbiote	14	Cr2500

08/25111 — BIO-FUSION POWER PORT

This cybernetic augment is a small caloric generator built into the rib cage of the Traveller. So long as the Traveller consumes 15,000 calories daily, the power port will produce enough energy to serve as a power source for an energy pistol.

Item	TL	Cost
Bio-fusion Power Port	13	Cr10000

08/98254 — BIO-FUSION POWER PORT

This cybernetic augment is a small caloric generator built into the rib cage of the Traveller. So long as the Traveller consumes 15,000 calories daily, the power port will produce enough energy to serve as a power source for an energy pistol.

Item	TL	Cost
Bio-fusion Power Port	13	Cr10000

08/53855 — CARDIOTRIGGER DETONATOR

The cardiotrigger detonator, or 'dead man's bomb' as it is frequently called, is not normally an augmentation a Traveller will willingly choose to have installed. Typically used by terrorist organisations, rogue governments and (rarely) the occasional sociopath, this augment ties a single explosive device to the heart rate of the Traveller. If the Traveller's heart ever stops the bomb detonates 2D seconds later. The Tech Level and cost of the cardiotrigger detonator is reliant upon the type of explosive used (see page 136), adding +1 to the device's Tech Level and multiplying its cost by ten.

Item	TL	Cost
Cardiotrigger Detonator	7+	Special

08/47751 — FULL BODY TRANSPLANT

This augment is unique, as it does not add a new ability or extension to the Traveller – it instead places their mental consciousness into a completely synthetic body. Constructed of synthetic organs, flesh, and bone wrapped around a very complex artificial brain, the new body is not alive. It is an extremely advanced body with the INT, EDU and SOC characteristics of the implanted Traveller, but has STR 14, DEX 12, and END 15. The appearance of the body looks however the Traveller desires it, but duplicates of oneself are most common. The new body requires 10,000 calories a day to stay at top efficiency and for each day the body does not meet this requirement, the physical characteristics will drop by one point each until it refuels. Otherwise the body does not need to breathe or sleep, it does not age, and self-repairs through nano-scientific chemical applications, effectively healing at the normal rate. It is not affected by attacks such as electromagnetic pulses.

Item	TL	Cost
Full Body Transplant	18	MCr1000

08/21339 — INTERNAL AUTO-INJECTOR

This system holds a dose of drugs (decided at time of implant) that is automatically administered according to a predefined trigger event (such as imminent death). More advanced versions can be purchased, with each increase in TL adding Cr10000 to the cost and an additional two doses.

Item	TL	Cost
Internal Auto-injector	10	Cr50000

08/48986 — METASTATIC PLATELET INJECTION

This is an injection of super-powered clotting cells which bond with the body's existing platelet production cells. The platelets reproduce extremely rapidly when active, sealing wounds quickly. The scabs and scars they leave are always a pasty blue in colour, however, a sign of the artificial proteins in their construction. This augment doubles characteristic points gained through natural healing, and is not affected by attacks such as electromagnetic pulses.

Item	TL	Cost
Metastatic Platelet Injection	12	Cr25000

08/24136 — MUSCULAR BRIDGING

Through surgery and a long and painful recovery process lasting 1D weeks, this augment adds thousands of microscopic protein springs to the fibres of the Traveller's muscular system. Making every muscle stronger and more flexible, this augment increases the Traveller's STR and DEX by +1, and increases movement by 3 metres per Minor Action. This augmentation is not affected by attacks such as electromagnetic pulses.

Item	TL	Cost
Muscular Bridging	13	Cr250000

08/46187 — PHYSICAL AUGMENTATION

A Traveller's endurance, strength or reflexes can be increased in a variety of ways, from replacing motor neurons with faster synthetic cells, to reinforcing bones and replacing organs with tougher vat-grown clones. Augmentations must be purchased for STR, DEX or END separately, and only one augmentation for each characteristic may be installed within a Traveller at any one time. The bonus listed by each physical augmentation is the amount added to the chosen characteristic.

Item	TL	Cost
Physical Augmentation +1	11	Cr500000
Physical Augmentation +2	12	MCr1
Physical Augmentation +3	15	MCr5

08/13841 — SOLDIER'S ORGAN PACKAGE

A combination of genetic alteration and bionic additions to the organ cavity of the Traveller, this extensive body augment was originally designed to create more efficient soldiers. It adds several redundant organs, improves existing ones and works in concert with the Traveller's biology to make them more efficient than they were before. The genetic and surgical processes are long, requiring 1D months of constant care and medical visits, and a steady supply of anti-depressants, genetic stabilisers and basic antibiotics. When the process is finished however, the recipient has all of the following organ structures and the listed effects they grant.

Tri-Lung Capacity: Delays suffocation by an additional 15 minutes.
Bi-Liver Complex: Grants immunity to alcohol and most ingested toxins.
Adrenometer: Allows for thirty-six hours of wakefulness without penalty on a 6,000 calorie daily intake.
Quad-Kidney Cycle: Allows for survival on half normal water consumption.
Aortal Heart Bud: Grants DM+2 to all END-based checks.

Item	TL	Cost
Soldier's Organ Package	12	MCr1.5

08/33534 — INTERNAL AUTO-INJECTOR

This system holds a dose of drugs (decided at time of implant) that is automatically administered according to a predefined trigger event (such as imminent death). More advanced versions can be purchased, with each increase in TL adding Cr10000 to the cost and an additional two doses.

Item	TL	Cost
Internal Auto-injector	10	MCr50000

08/58538 — SMUGGLING CONTAINER

A portion of the Traveller's body is surgically modified to house a polymer pocket, covered by what appears like normal skin. Using a trigger, usually looking like a blemish or scar to open, the pocket can hold roughly 5 kg of mass, but nothing larger than eight inches in diameter. Under normal circumstances, it requires a Difficult (10+) Investigate check (1D rounds, INT) to discover the container when closed.

Item	TL	Cost
Smuggling Container	8	Cr15000

SUBDERMAL ARMOUR

This augmentation adds a mesh of ballistic fibres to the skin and reinforces bones, effectively providing the Traveller with extra armour. At higher Tech Levels, more advanced polymers and lightweight alloys are used to line the Traveller's organs as well as skin. Subdermal armour stacks with other protection (but not other subdermal armour), and is not affected by attacks such as electromagnetic pulses.

Item	TL	Cost
Subdermal Armour +1	10	Cr50000
Subdermal Armour +3	11	Cr100000
Subdermal Armour +4	12	Cr250000
Subdermal Armour +5	14	Cr500000

08/68264

TERMINAL STABILISATION SYSTEM

This is a complex system that monitors all body functions and, upon sensing imminent death, immediately releases a potent mix of chemicals and nanobots designed to keep the Traveller alive, if not completely functional. When the Traveller is killed, the terminal stabilisation system immediately adds 2D END. If this is not sufficient to make the Traveller's END a positive figure, death will still take them.

Item	TL	Cost
Terminal Stabilisation System	16	MCr2.5

SECTION 3: HEAD

08/47995

ASSISTED AMBULATION

By adding tiny stimulatory conduits in the brain and certain muscles and tendons, a Traveller's body can be 'programmed' to function more efficiently and for longer. Using electricity generated from an internal battery system which recharges itself through the Traveller's own diet, the body can function at peak physical capability for hours longer than normal. At TL13, the Traveller requires three times the normal food intake but can operate normally on just four hours of sleep. At TL14, this drops to twice the food intake and two hours of sleep, and at TL15, +50% food intake and one hour of sleep.

Item	TL	Cost
Assisted Ambulation	13	Cr100000
Assisted Ambulation	14	Cr300000
Assisted Ambulation	15	Cr500000

08/59666

BALLISTIC TRACKING LENSES

The Traveller's retinas are laced with tiny receptors, placing an outline over any object the Traveller is aims a weapon at. BTLs (as they are called) grant the Traveller DM+1 on all ranged attacks where he can physically see the target, but cannot be combined with scopes or other sighting aids. The Traveller's eyes will shine strangely in direct lighting, revealing the BTLs to observers.

Item	TL	Cost
Ballistic Tracking Lenses	12	Cr40000

08/78874

COCKPIT SENSORY SUITE

An augment sometimes given to high-G fighter pilots and other fast-vehicle drivers, this alteration thickens the membranes of the eye, speeds hand-to-eye co-ordination and enhances blood flow to the brain when under high pressure or stress. This augment grants DM+1 to all Pilot, Drive, Flyer and Seafarer checks made when travelling at high speeds.

Item	TL	Cost
Cockpit Sensory Suite	9	MCr1

08/11248

COGNITIVE AUGMENTATION

Replacing slow nerve cells with faster synthetic substrates and implanting optoelectronic boosters can increase the speed at which a Traveller thinks, effectively boosting his intelligence.

Item	TL	Cost
Cognitive Augmentation INT +1	12	MCr0.5
Cognitive Augmentation INT +2	14	MCr1
Cognitive Augmentation INT +3	16	MCr5

COMPLEX CRANIAL PROCESSING UNIT

Effectively a biological computer integrated with higher brain functions, this processing unit automatically activates when the Traveller begins considering complex calculations. This grants DM+1 to all checks (typically Science-related) that involve complex maths.

Item	TL	Cost
Complex Cranial Processing Unit	14	Cr350000

08/11646 **ENHANCED VISION**

A Traveller can be implanted with cybernetic eyes giving him the permanent functionality of a set of binoculars and IR/Light Intensifier goggles (page 60). At TL14, the Traveller can also see into the ultraviolet part of the spectrum.

Item	TL	Cost
Enhanced Vision	13	Cr25000
Enhanced Vision	14	Cr50000

08/57251 **FABULOUS AUGMENTATION TREATMENT**

This full-scale treatment concentrates on the head but the whole body is considered in a holistic fashion, and makes the Traveller simply fabulous. Small adjustments are made to the Traveller's figure and posture, facial features are adjusted, and the social interaction areas of the brain are biologically enhanced. The effect is to make the Traveller a delight in any social function, granting DM+1 to any check involving social interaction. A lot of higher-class socialites often seem as though they are just better people than those below them – this treatment is why.

Item	TL	Cost
Fabulous Augmentation Treatment	15	MCr3.5

08/48421 **MECHANOSTATIC SCANNER**

This augments one of the Traveller's ears with a manually activated device similar to a communications scanner. When activated, any augmented individuals within twenty metres will give off a traceable buzz audible only to the Traveller.

Item	TL	Cost
Mechanostatic Scanner	13	Cr10000

08/97068 **NEURAL COMM**

A neural comm has identical capacities to a mobile comm (see page 62), but the cost is much higher as is the required TL. A Traveller can access the capabilities of a neural comm by thought alone, but it still requires an Electronics (comms) check for complicated activities.

Item	TL	Cost
Neural Comm – Audio Only	10	Cr1000
Neural Comm – Audio/Visual, Computer/0	12	Cr5000
Neural Comm – Multiple forms of data, Computer/1	14	Cr20000

08/91670 **NEURAL LINK**

A neural link is a more complex form of neural comm. In addition to providing the capabilities of a neural comm, it also allows the computer system access to the Traveller's nervous system, allowing him to use a wafer jack or computer system to grant him physical skills. A Traveller must connect his neural link to a computer system or wafer jack containing Expert software to use the skill.

Item	TL	Cost
Neural Link	13	Cr30000

08/29413 **NERVE-PLUG RESPONSE RIG**

Similar to the connection used in a neural link, this cybernetic suite consists of six ports implanted down the spine of the Traveller. These ports attach to specially-designed slave-pins added to any suit of powered armour or battle dress. Adding the slave-pin rigs to the armour adds +50% to the cost of the armour. When the slave-pins are plugged into the Traveller's ports (when they don the armour), it becomes attuned to his natural nervous reactions and movements. Essentially, the Traveller becomes his armour. This grants DM+2 to all DEX-based checks.

Item	TL	Cost
Nerve-plug Response Rig	13	Cr225000

08/82487　NULL SKULL

A dangerous and expensive process to undergo, the Traveller has the majority of the bone tissue in his skull replaced with psionic dampening metals. The Traveller will reduce his PSI to 0, if he has the characteristic, but inflicts DM-6 upon any psionic skills used directly against him.

Item	TL	Cost
Null Skull	16	MCr1

08/72676　PERIPHERAL VISION ENHANCEMENT

The depth and acuity of standard, far and mid-peripheral vision is enhanced. This confers DM+1 bonus to initiative rolls and Recon checks made to spot unusual or hidden objects.

Item	TL	Cost
Peripheral Vision Enhancement	10	Cr50000

08/13993　PSI-TAPS

These advanced cybernetic augments look like small crystalline windows mounted on either side of the Traveller's face, just above the temple. A portion of the skull is replaced with extremely durable psi-active crystal stimulating the psionic portions of the brain. This augment adds +2 to the Traveller's PSI characteristic, raising it to a maximum of 10 (there is only so much the crystals can do). A Traveller may have multiple pairs of psi-taps if he can afford them, creating a circle of crystal augments around their skull.

Item	TL	Cost
Psi-taps	16	Cr750000

08/44254　SHRIEKERBOX

A replacement to the Traveller's own vocal chords, the shriekerbox is an electronic magnifier and modulator. Usually incapable of mimicking anything but the Traveller's own voice, the augment can project it to the volume of an electronic megaphone. Also, the Traveller can create discordant static to unsettle those around him. Not usable while the Traveller is speaking, this static feature inflicts DM-1 on all skill checks made by anyone within 15 metres who lacks ear protection. A TL12 shriekerbox is capable of mimicking any voice.

Item	TL	Cost
Shriekerbox	10	Cr8000
Shriekerbox	12	Cr16000

08/85592　SKILL AUGMENTATION

The Traveller's nervous system is rewired to be more suited to a particular task. A pilot might have his reflexes and sense of balance improved, for example, while a broker might be made capable of controlling his pupil responses and smelling alien pheromones and skin salinity. A skill augmentation grants the Traveller DM+1 when using that specific skill. A Traveller may have three different skill augmentations at any one time.

Item	TL	Cost
Skill Augmentation	12	Cr150000

08/27841　VENOM GLANDS

This bionic augment requires the insertion of toxic salivary glands into the jawbone of the Traveller, making their saliva a potent necrotic toxin. The Traveller inflicts an additional 1D+3 points of damage whenever he bites a living creature (normally a bite is likely to cause 1 point of damage, unless the Traveller is an alien). The Traveller is immune to his own venom.

Item	TL	Cost
Venom Glands	11	Cr10000

08/11854　WAFER JACK

A wafer jack is a computer system implanted into the base of the skull that contains a physical data socket and a processor running an interface program. A Traveller with a wafer jack can use Expert programs for tasks relying on INT or EDU only. The main benefit of the jack is that it is much smaller and more discrete than a hand computer, and the user can access the Expert program by thought alone. A wafer jack has Computer/2 for Expert programs only, and is always running Intelligence Interface.

Item	TL	Cost
Wafer Jack – Storage Rating/4	12	Cr10000
Wafer Jack – Storage Rating/8	13	Cr15000

OPTIONS

There are several minor adjustments which can be applied to most augments.

Detachable: Only available to external cybernetic augments (such as limbs and eyes), this option allows the Traveller to disconnect the augment using a specialised socket. This can be done for storage, disguises or to allow multiple augments to fit into the same socket. The disconnection process requires a Significant Action, as does reconnection. While disconnected, the augment is nothing more than another piece of equipment and has no connection to the Traveller at all.

Item	TL	Cost
Detachable	9	Cr5000, +25% of augment

Invisitech: The augment is made from materials which will not trigger an alert on a scanner, sensor or mechanostatic listener. Other than medical examination or direct visual contact with the augment, there is no electronic way to sense its presence. At TL16, invisitech also fools psionic scanning such as clairvoyance.

Item	TL	Cost
Invisitech	12	+100% of augment
Invisitech	16	+200% of augment

Natural-looking: Adding a layer of synthetic skin and hair over a cybernetic augment can help make it seem more organic and lifelike to a passing glance. This augment option helps the augment blend in with the rest of the Traveller's body, granting DM+2 to all Deception checks made to hide the nature of the augment. At TL14, this bonus is increased to DM+4.

Item	TL	Cost
Natural-looking	10	+25% of augment
Natural-looking	14	+75% of augment

Ruggedised: All of the circuitry and electronic components in the augment have been shielded against outside energies. This makes the augment immune to energy-based weaponry targeting augments specifically or which add adverse effects based on the presence of cybernetic augments, such as electromagnetic grenades.

Item	TL	Cost
Ruggedised	8	+25% of augment

Self-repairing: The augment comes standard with a self-repair mechanism, using nanites, protein coating or some other method. Instead of requiring special attention by a cyberdoc, geneticist or bionicist, the augment heals like any other normal part of the body when damaged.

Item	TL	Cost
Self-repairing	14	+100% of augment

BIOTECH

At TL16, biotech becomes available for augmentations, allowing the creation of purely biological enhancements. These have the same effects as normal augmentations but involving the implantation of 'natural' organs to achieve them.

Biotech augmentations effectively have the Invisitech, Natural-looking and Ruggesdised options with a total +300% increase in cost.

(9) HOME COMFORTS

The personal living space of a Traveller speaks to his personality and there are many items that can be purchased that allow a Traveller to express himself in this way. Many are curiosities, some are simply designed to make life a little easier or comfier. The equipment in this chapter is intended for Travellers who wish to decorate their homes with the best the galaxy can offer – even if that home is a stateroom on board a tramp freighter far out in uncharted space.

09/37439 ALIEN COSPLAY KIT

A fad on some worlds, gatherings of Travellers can see a select group who choose to go to sometimes very elaborate lengths to appear as an alien, such as a Zhodani, Droyne or Aslan. The very best cosplay kits can make a Traveller appear almost indistinguishable from a real alien at a distance, though there will always be a feeling of 'falseness' up close.

Item	TL	Kg	Cost
Alien Cosplay Kit	7	1	Cr350

09/40330 AUTOBAR

With an automatically updated database covering the finest cocktails developed on civilised worlds, the autobar provides a voice-activated drinks delivery system.

Item	TL	Kg	Cost
Autobar	8	4	Cr300

09/21315 AUTOCHEF

A fully automated robotic food preparation system, the autochef requires a Traveller to simply feed it ingredients and it will deliver properly cooked meals derived from a huge database of recipes. The gourmet autochef is based on the same principles but is capable of more complex creations and performing a wider range of actions, such as opening cans. However, it tends to complain if it is not given premium ingredients.

Item	TL	Kg	Cost
Autochef	9	6	Cr200
Autochef (gourmet model)	10	5	Cr2500

09/16564 AUTOLAUNDRY

No Traveller wants to take time away from earning a profit by engaging in mundane household chores. The autolaundry was designed to pick up this slack and free Travellers from that most arduous of duties – cleaning clothes. Autolaundries use water and chemical detergents, but the detergents are designed to be biodegradable with a catalytic treatment, allowing them to be recycled. These systems use as little water as they can get away with; at T 7, they use less than a cup of water to wash a standard 5 kg load. By TL9, the amount consumed is even less. At TL10, autolaundries are completely sonic, and no water is consumed. At TL17, autolaundries use a low-level matter disintegrator to eliminate dirt, bacteria, stubborn stains and even pests such as moth larvae. All autolaundries steam, iron, fold and lightly deodorise clothing.

Item	TL	Kg	Cost
Autolaundry	7	18	Cr250
Autolaundry	10	6	Cr500
Autolaundry	17	5	Cr1000

09/95472 CLOTHING CONSULTANT

A mirror with holographic overlay combined with a focussed artificial intelligence, the clothing consultant inspects the sartorial choices of any Traveller standing in front of it, then makes suggestions based on the known fashions of nearby systems. These are then projected onto the image of the Traveller to verify the selection. The clothing consultant comes installed with a variety of personalities, though few select the most sarcastic.

Item	TL	Kg	Cost
Clothing Consultant	9	6	Cr800

09/42213 BED

For many a Traveller, the most important part of a home is where he sleeps, a good night's rest being directly connected to one's success in the field. Many choose a simple mattress-based bed, though those purchased separately are usually an order of magnitude comfier than the standard stateroom model. Others prefer hammocks, which have the advantage of keeping the Traveller safe in the event of adverse gravitational effects. Beyond this, anti-grav beds hold the Traveller in suspension as he sleeps, at a height of up to 3 metres (though most select a much lower height, in the event of power failure) and in perfect comfort.

Item	TL	Kg	Cost
Bed (mattress)	1	80	Cr200
Bed (hammock)	2	-	Cr10
Bed (anti-grav)	12	5	Cr1500
Bed (king-size)	-	x3	x5

09/97845 ENVIRONMENT REPLICATOR

Designed to be installed within a standard stateroom or similar area, the environment replicator automatically adjusts lighting, temperature and humidity to recreate that found on specific worlds. This is usually used to make a Traveller feel more comfortable when he is light years away from his homeworld. The environment replicator can be set to make minor changes (to reflect changing times of day or seasons) but does not affect the atmosphere of the room.

Item	TL	Kg	Cost
Environment Replicator	8	12	Cr2000

09/45305 FLOAT TABLE

Float tables come in varying sizes, measuring from a square foot the size of an average dining table. Equipped with anti-grav plates, float tables can be positioned in mid-air as desired, forming a ready surface for eating or working from. They cannot support more than their own weight and remain floating, but most models can move slowly upon verbal command.

Item	TL	Kg	Cost
Float Table (small)	10	1	Cr200
Float Table (large)	10	4	Cr600

09/65983 HAIR STYLER

Consisting of a cap placed over the head, the hair styler alters the style of a Traveller's hair within minutes, cutting, dyeing, blowing, drying, adding extensions according to pre-selected designs. These designs can be updated to match the cultural preferences of newly visited systems. A full body version that encompasses the entire Traveller is also available, intended for use by races such as Aslan and Vargr, though it has never proven popular with the former.

Item	TL	Kg	Cost
Hair Styler	8	2	Cr450
Full Body Hair Styler	8	8	Cr1250

09/45398 HIGH FIDELITY MUSIC SYSTEM

Many Travellers enjoy music as part of their private life though, on board a ship, the excessive volume these systems are capable of might not be so private. This is solved at TL11 with the introduction of directional sound output so it is focussed in specific and adjustable arcs. However, even at TL6, the sound reproduction of these systems is sufficient to convince all but the most demanding audiophiles that the musicians could indeed be in the same room.

Item	TL	Kg	Cost
High Fidelity Music System	6	8	Cr1500
High Fidelity Music System	11	8	Cr4000

09/93018 HOLOGRAPHIC PLAY TABLE

Often installed in common areas on board ships, the holographic play table can be used as a normal utility surface when not in use but, upon activation, it generates interactive holographic playing pieces from a database of board and strategy games. The galaxy's most popular games, such as Frontloader, Offbeat, Jump and Dimension, are installed by default and more can be added to suit the Travellers' own tastes.

Item	TL	Kg	Cost
Holographic Play Table	9	9	Cr750

09/65983

09/95472

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HOME THEATRE

Once a Traveller has settled into his home and purchased a music system, a home theatre is often the next thing on the list, allowing him to watch the latest vids as the directors truly intended (so he tells himself). Even with the appearance of technologies such as flat and flexible screens, a home theatre is a bulky item up to TL8. At TL9, screens can be 'painted' onto a wall or other flat surface and, combined with powerful but low profile speakers, take up relatively little space. Beyond this, 3D and holographic technologies allow an entire room to become the centre of a home theatre, placing the Traveller in the centre of the action.

Item	TL	Kg	Cost
Home Theatre	8	30	Cr4500
Home Theatre	9	20	Cr12000
Home Theatre	10	9	Cr36000

LORDS OF SPACE

A spiralling craze on some worlds, Lords of Space are small twelve inch animatronic toys that, when activated, are programmed to react to one another in a variety of patterns. They tend to be based upon various alien races, careers and notable personalities. While a few basic models are readily available (such as the Droyne worker), others (the Aslan Assassin comes to mind) are made in very short runs that drives the market into a frenzy when they are released. They can consequently be very hard to find but more than a few Travellers are driven to collect them all. Referees should always roll for Availability (see page 4) when a Lord of Space is sought after. Some Travellers have invented games that pit Lords of Space against one another (see miniatures wargame on page 96 for details on how these are played).

Item	TL	Kg	Cost
Lords of Space	10	1	Cr250

PERSONAL SAFE

Not every Traveller trusts his shipmates, and the personal safe provides a measure of safety for valuables. Personal safes are large enough to store documents and a couple of pistols or similar-sized objects. Those available at TL5 and TL6 are purely mechanical in nature (requiring Mechanics checks to force open with the listed difficulty), while more advanced models have an electronic component, requiring Electronics (computers) checks to enter.

Item	TL	Kg	Cost
Personal Safe (difficult)	5	5	Cr150
Personal Safe (very difficult)	6	4	Cr250
Personal Safe (very difficult)	8	3	Cr400
Personal Safe (formidable)	12	3	Cr600

MINIATURES WARGAME

Often denigrated as simply being toy soldiers, miniatures wargames allow their players to construct, paint and field large armies or fleets on a tabletop surface. The armies can range from anything in history or fiction, and may feature land, air, sea, or space-bound forces. Players make opposed Tactics (naval or military) checks (1D hours, INT or EDU) to determine winners. At TL5, the miniatures used are fairly crude, made from metal, wood or card. At TL7, plastics become predominant, with a huge variety in the types of model possible. At TL10, models can be fully animated, allowing players to watch their models cross the tabletop and fight under their direction. At TL11, models are replaced with sophisticated holographs, allowing games to be played on any flat surface and models to be 'painted' instantly. In all cases, serious players should regard the costs listed with miniatures wargames to be a type of monthly 'subscription' rather than a one-off purchase.

Item	TL	Kg	Cost
Miniatures Wargame	5	1	Cr25
Miniatures Wargame	7	1	Cr250
Miniatures Wargame	10	1	Cr2500
Miniatures Wargame	11	1	Cr25000

REMEMBRANCE HOLOGRAM

This is a small device that fits easily into the palm which, when activated, projects a pre-programmed 20-30cm image of a person. These are often persons close and dear to the owner of the device, but whom have departed from the universe of the living, most often family members though some Travellers may keep a remembrance hologram of a companion they spent a lot of time with. There is also a market on some worlds for remembrance holograms depicting recently deceased celebrities – these are often a lot more expensive.

Item	TL	Kg	Cost
Remembrance Hologram	9	-	Cr250

SLEEP INDUCER

Consisting of a framework attached to the head of a bed, the sleep inducer is a programmable system that influences brain waves to encourage both sleep and then alertness. No longer waiting to fall asleep naturally, a Traveller can now programme his down time to the minute.

Item	TL	Kg	Cost
Sleep Inducer	10	2	Cr1000

09/81997 SONIC SWEAT AND STAIN REMOVER

Just what a busy Traveller needs to spruce up clothes and armour after a particularly noisome mission. Using the very latest vibe technology, just swipe this magic wand over any annoyingly stubborn stain or odour and watch it disappear.

Item	TL	Kg	Cost
Sonic Sweat and Stain Remover	13	1	Cr125

09/16652 SPHERE OF SOLACE

Using active sound cancelling technology, the sphere of solace creates an adjustable area of silence through which only the loudest sounds are capable of penetrating (if a battle is going on between shipmates using the sphere versus the high fidelity music system, highest TL will win…). This is used to create a zone over up to 5 metres in radius where a Traveller can enjoy both peace and quiet.

Item	TL	Kg	Cost
Sphere of Solace	10	1	Cr500

09/75960 VIVARIUM

This is a self-contained living area with adjustable environment controls intended for the keeping of exotic and alien pets. Temperature, light and atmosphere are all selectable, allowing a Traveller to keep his favourite pet close by at home or in his stateroom. Vivaria come in different sizes, rated below as to the size of animals that can be kept in them by the total number of their Hits.

Item	TL	Kg	Cost
Vivarium (1-2 hits)	8	2	Cr400
Vivarium (3-5 hits)	8	4	Cr1000
Vivarium (6-10 hits)	8	8	Cr2200

09/65755

09/45398

09/21315

09/16652

09/36132

09/40330

09/93018

09/81997

09/16564

09/97830

09/97224

09/15586

10 CLOSE AND PERSONAL

Even on a world of high technology and fantastic rifles and pistols, there is still a role for close combat weaponry. A pistol says a lot about its user, but a massive club or sword can lend a level of intimidation not possible any other way. Close combat weapons also tend to be (though certainly not always) a lot quieter in their operation, allowing a measure of stealth in their approach. Either way, aficionados of close combat weapons consider themselves a cut above those who simply blaze away with bullets and lasers.

SECTION 1: BLUDGEONING WEAPONS

All the weapons described in this section require the Melee (bludgeon) skill to use effectively.

10/50302   ANTI-ARMOUR FLAIL

This weapon has a short shaft on which is mounted a chain with an explosive warhead attached. When swung, the warhead detaches adheres to the target with instant glue, then detonates after a pre-set delay (between 1 and 12 rounds).

Weapon	TL	Range	Damage	Kg	Cost	Traits
Anti-armour Flail	8	Melee	4D	3	Cr250	AP 5, One Use

10/75194   CLUB

The first weapon emerging civilisations usually discover. Clubs can range from a length of heavy wood to extending riot batons of advanced polymers, but they remain a popular and practical weapon regardless.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Club	1	Melee	2D	3	-	-

10/64850 GRAVITY HAMMER

The basic concept of the gravity hammer's use (smash stuff) hides a truly sophisticated weapon that has become known as the epitome of bludgeoning weaponry. Inside the super-dense head of the hammer is a small gravitic generator that twists and multiplies the effective kinetic force the weapon creates when swung. The slight gyroscopic pull of the gravity hammer does make it difficult to control mid-swing, creating an additional amount of weight to compensate for. When using the gravity hammer against any target smaller than a vehicle, attack rolls suffer DM-6.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Gravity Hammer	13	Melee	5D	5	Cr10000	AP 50, Bulky, Smasher

10/28555 MACE

A mace is a one-handed weapon sometimes carried as a sidearm by low-technology troops. It consists of a heavy crushing head on a short haft.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Mace	1	Melee	2D+2	3	Cr20	Bulky, Smasher

10/79959 SAP

Consisting of a fabric bag containing a heavyweight, such as lead shot, the sap is intended to knock an opponent unconscious rather than kill him. However, it requires a degree of stealth as the sap loses the Stun trait if the target is aware of the attacker.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Sap	2	Melee	1D	1	Cr30	Stun

10/33257 SLEDGEHAMMER

In primitive cultures, this weapon may be called a heavy mace but it effectively remains a heavy lump of metal atop a long shaft that can utterly destroy almost anything it is swung against.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Sledgehammer	1	Melee	4D	8	Cr30	Smasher, Very Bulky

10/29054 STAFF

Typically a makeshift peasant's weapon, the staff remains easily accessible to the lowest serf and yet effective in skilled hands..

Weapon	TL	Range	Damage	Kg	Cost	Traits
Staff	1	Melee	2D	3	-	-

10/85856 STATIC MAUL

This is a sophisticated weapon that generates a localised static field capable of weakening molecular bonds upon impact. It is effective against armoured targets though still requires brute strength to cause crippling damage.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Static Maul	11	Melee	3D	3	Cr650	AP 4, Smasher

10/62349 STUNSTICK

A short and innocuous looking weapon, this ceramic stick can deliver a painful and debilitating shock to anyone who touches the wrong end.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Stunstick	8	Melee	2D	1	Cr300	Stun

SECTION 2: BLADE WEAPONS

All the weapons described in this section require the Melee (blade) skill to use effectively.

10/39715 ARC-FIELD WEAPON

This is a highly advanced weapon that does not actually have a blade at all; arc-field weapons have dense, conductive fibres that are flooded with energy from a self-contained power pack when activated. The result is a plane of energy that can slice through nearly anything. Arc-field weapons cannot be parried by any weapon of a lower Tech Level.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Arc-field Weapon	14	Melee	5D+2	4	Cr25000	AP 30

10/29336 ASSAULT PIKE

Unwieldy when it first appears, the assault pike gets lighter and more manageable at higher Tech Levels. It is little more than a shaped charge placed on the end of a pole, jammed against an armoured target to detonate the charge. In theory, the long shaft allows the Traveller to be sufficiently far away not to be harmed by the explosion.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Assault Pike	5	Melee	4D	8	Cr200	AP 4, One Use
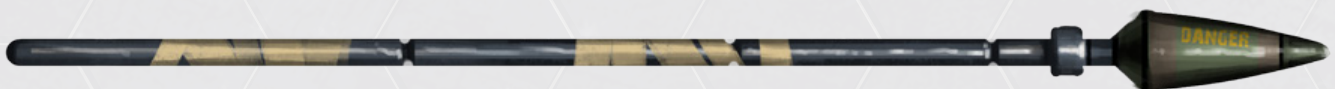
BATTLE AXE

A large axe with one or two blades and wielded in one or both hands, the battle axe is a basic weapon for low-technology infantry. In modern societies, such weapons are more likely to appear as utilitarian fire axes.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Battle Axe	2	Melee	3D	4	Cr225	AP 2, Bulky

BLADE

A short sword, somewhere between a dagger and a cutlass in length. These blades often feature a large basket hilt.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Blade	2	Melee	2D	2	Cr100	-

BROADSWORD

A heavy two-handed sword, capable of doing some serious damage even to a well-armoured, high-technology opponent.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Broadsword	2	Melee	4D	8	Cr500	Bulky

CHAINDRIVE AXE

A small but high torque engine built into the haft of this weapon drives a set of independently spinning, chain-driven teeth in the axe head. These are capable of shredding an enemy with a single blow.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Chaindrive Axe	10	Melee	4D	7	Cr600	AP 4, Bulky

CHAINDRIVE SWORD

A small but high torque engine built into the hilt of this weapon drives a paired row of sawing teeth, creating the blade of the weapon. A truly vicious weapon, it is used by those who like to intimidate.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Chaindrive Sword	10	Melee	4D	5	Cr500	AP 2

CUTLASS

The standard shipboard blade weapon, often kept near airlocks to repel boarders.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Cutlass	2	Melee	3D	4	Cr200	-

10/92425 DAGGER

A small knife weapon, approximately 20-30 centimetres in length.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Dagger	1	Melee	1D+2	1	Cr10	-

10/69533 GREAT AXE

A very large axe with a long haft, wielded in both hands, the great axe is a fearsome low-technology infantry weapon though limited in close quarters fighting. Nonetheless, it is capable of smashing through even modern armour. Large logging axes have a similar performance.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Great Axe	2	Melee	4D+2	10	Cr750	Smasher, Very Bulky

10/61190 HATCHET

A light axe head on a short haft, hatchets are basic work tools and carried as sidearms in some systems. They are also found in survival and field kits.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Hatchet	3	Melee	2D+2	2	Cr250	-

10/35178 KNIFE

More tool than weapon, any small-bladed or pointed implement can be pressed into service in the event of an emergency. This includes screwdrivers, chisels and even items like scissors as well as actual small knives.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Knife	1	Melee	1D	-	Cr5	-

10/78883 LANCE

The classic weapon of an ancient knight, the lance is a long polearm designed to be used from horseback. If it is not being wielded from the back of a fast-moving animal or vehicle, it is treated as a spear (see page 104).

Weapon	TL	Range	Damage	Kg	Cost	Traits
Lance	2	Melee	5D	4	Cr75	AP 4

10/69368 LONG BLADE

This includes most long-bladed hilt weapons, from the European 'knightly' long sword to the Japanese katana. Most such swords are primarily used in one hand but can be wielded two-handed at need.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Long Blade	2	Melee	3D	4	Cr200	-
Long Blade	3	Melee	3D+2	4	Cr300	-

10/44327 MONOBLADE

This is a light one-handed polymer blade that features a monofilament edge, a cutting edge just one molecule thick created by spinning a single-molecule strand. A monoblade is as sharp as any physical object can be.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Monoblade	12	Melee	3D	2	Cr2500	AP 10

10/59585 PISTON SPEAR

This reinforced shaft of this spear contains a compressed air chamber that drives a pneumatic engine. When activated, the spear tip is driven forward under great pressure to punch through the enemy. It requires a minor action to reset the spear tip after each attack. If this is not down, the weapon is treated as a normal spear.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Piston Spear	7	Melee	3D+2	3	Cr400	-

10/34011 PSI BLADE

Used by melee-oriented psions, the psi blade incorporates a tightly knit web of complex filaments that conduct psionic energy into the semi-crystalline blade. The psi blade adds the Traveller's PSI DM to the damage it inflicts, as well as his STR DM. It will also have an AP score equal to five times the PSI DM. Additional PSI points may be spent upon a successful attack to increase the damage and AP further. Each point of PSI expended in this way increases the damage by +1 and AP by +5.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Psi Blade	16	Melee	2D	2	Cr30000	-

10/50892 PSI DAGGER

The psi dagger uses filaments conducting psionic energy to channel the raw power of a psion into his attacks. The psi dagger adds the Traveller's PSI DM to the damage it inflicts, as well as his STR DM. Additional PSI points may be spent upon a successful attack to increase the damage further. Each point of PSI expended in this way increases the damage by +1.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Psi Dagger	17	Melee	1D+2	1	Cr25000	-

10/4065 RAPIER

A duelling foil, often seen as the sword of a gentleman. Rapiers grant DM+1 when parrying.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Rapier	3	Melee	2D	2	Cr200	-

SPEAR

A polearm with a pointed tip, usually of metal, a spear can be made from something as basic as a sharpened stick with a fire-hardened end. More advanced versions are based on the same in principle but may have a more durable head, crosspieces to prevent an impaled animal advancing up the shaft, and so forth.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Spear	1	Melee/25	2D	2	Cr10	-

10/73928

STATIC AXE

This is an axe-bladed weapon enhanced by a powerful generator that emits a localised static energy field, weakening molecular bonds as it cleaves into a target.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Static Axe	11	Melee	4D	6	Cr750	AP 6, Smasher
Static Axe	12	Melee	4D+2	5	Cr1000	AP 8, Smasher

10/97705

STATIC BLADE

This blade is enhanced by a powerful generator that emits a localised static energy field, weakening the molecular bonds of the target.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Static Blade	11	Melee	3D	4	Cr700	AP 5
Static Blade	12	Melee	3D+2	3	Cr900	AP 6

10/71106

STEALTH DAGGER

Also called the invisiknife, this weapon is made from low-density plastic and very hard to detect using standard weapons scanners. Electronics (sensors) checks made to detect this weapon suffer DM-4.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Stealth Dagger	8	Melee	1D+2	1	Cr175	-

10/59644

STONE AXE

A simple weapon constructed by attaching a weight (usually a rock) to a branch or bone handle. While the head is solid, the overall durability of the stone axe is questionable, and any attack roll with an Effect of -3 or less will cause it to break.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Stone Axe	0	Melee	2D	3	Cr5	-

WAR PICK

War picks are specifically designed to punch through armour, and remain reasonably effective against even modern protection.

Weapon	TL	Range	Damage	Kg	Cost	Traits
War Pick	3	Melee	2D+2	4	Cr275	AP 4

SECTION 3: CLOSER AND MORE PERSONAL

All the weapons described in this section require the Melee (unarmed) skill to use effectively.

10/17437

BRASS KNUCKLES

A heavy knuckle-duster (which may or may not be made of actual brass), brass knuckles add inertia to a punch, as well as protecting the fist. Heavy boots or specially modified shoes with hard striking surfaces can also function in the same way.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Brass Knuckles	1	Melee	1D+2	-	Cr10	-

10/57136

GARROTTE

Any piece of cord can be used to strangle someone. Custom-made garrottes sometimes have handles to make it easier to apply force, but the effect is much the same. A garrotte can only be used upon an opponent who has been successfully grappled (see the *Traveller Core Rulebook*, page 74). If a successful grapple leads to an enemy suffering damage, the garrotte will inflict 2D damage, plus the Effect of the opposed Melee check. Every consecutive round in which a garrotte is successfully used will add an additional 1D to the damage caused.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Garrotte	1	Melee	2D	-	Cr10	-

10/78977

HANDSPIKES

Essentially a heavy knuckle-duster with spikes that penetrate rather than just relying on simple impact, handspikes are intimidating and leave a very nasty wound.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Handspikes	2	Melee	2D	-	Cr100	-

10/62253 KNUCKLEBLASTERS

A truly vicious weapon, the knuckleblasters take the form of a reinforced glove with heavily padded fingers that incorporate a row of sockets across the back of the hand. These sockets are loaded individually with four shotgun shells which detonate when the Traveller's fist comes into hard contact with a target, causing a devastating amount of damage. After a successful attack, the knuckleblasters must be reloaded, a process requiring 2 Significant Actions.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Knuckleblasters	8	Melee	5D	-	Cr150	-

10/76414 PISTON FIST

This heavy metal forearm brace has a built-in pneumatic ram that activates whenever the Traveller makes a quick punching motion. Driven forward under great pressure, it has the potential to punch through solid walls. The Traveller's STR DM is never added to the damage caused by this weapon.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Piston Fist	9	Melee	3D+2	-	Cr150	-

10/30361 STUNFIST

A stunfist is a high-technology knuckle-duster containing a shock unit (along with insulation for the Traveller) that incapacitates the victim rather than pummels them.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Stunfist	8	Melee	1D+2	-	Cr250	Stun

SECTION 4: SHIELDS

A Traveller using a standard shield increases their effective Melee skill by +1 when parrying. A Traveller with no Melee skill counts as having Melee 0 when using a shield to parry. If used as a weapon instead, they require the Melee (bludgeon) skill.

10/35066 BOARDING SHIELD

Used by shipboard security personnel and law enforcement special-response teams, the boarding shield is a large movable obstacle. It cannot be used to parry but instead provides the Traveller with cover (Armour +8, see page 74 of the *Traveller Core Rulebook* for the effects of cover). Most boarding shields have a vision slit or firing port in the front surface. A boarding shield completely protects anyone hiding behind it and is large enough for two people to benefit from it simultaneously or move it forward while remaining covered.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Boarding Shield	9	Melee	1D	7	Cr1500	-

BUCKLER

A small wood and metal shield held in the hand and used to parry incoming blows, a buckler is requires skill to use effectively. It acts as a shield but does not grant an effective Melee 0 if the Traveller has no skill in Melee to begin with.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Buckler	2	Melee	1D	2	Cr10	-

GRAVITIC SHIELD

Worn as an armband or bracer, when activated the gravitic shield projects a flat, shimmering energy field that deflects incoming attacks in the same way as a physical shield. The gravitic shield functions in the same way as a normal shield.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Gravitic Shield	17	Melee	1D	-	Cr2500	-
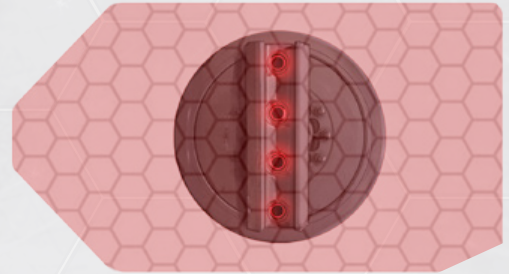
LARGE SHIELD

A large shield is normally hung on a strap from the shoulder to help bear its weight, and cannot be used as a weapon. So long as the Traveller has STR 9+, the large shield increases their effective Melee skill by +2 when parrying and a Traveller with no Melee skill counts as having Melee 1 when using a large shield to parry. However, if the Traveller does not have the required STR, it simply counts as a shield.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Large Shield	1	Melee	-	8	Cr200	-

RIOT SHIELD

A round or rectangular shield of fireproof plastic, which may be clear or opaque, a riot shield is the modern version of a shield but is lighter and also grants a +1 bonus to the Traveller's Armour against ranged attacks. It also makes the Traveller immune to the Fire trait from weapons that make attacks from the front.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Riot Shield	6	Melee	1D	4	Cr175	-
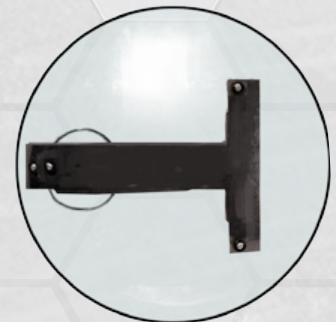
SHIELD

Various types of shield exist; round shields, kite shields, and so forth.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Shield	1	Melee	1D	6	Cr150	-

(11) SELF DEFENCE

The galaxy is a dangerous place and it is a rare Traveller who does not own a gun or sticks close to someone who does. Weapons manufacturers have responded magnificently to demand and there is a gun for every occasion, all designed to fulfil a specific function, be it lethality against primitive hordes, cracking high-technology armour, price, fulfilling Law Level requirements or slipping through customs unnoticed…

SECTION 1: SLUG PISTOLS

All the weapons described in this section require the Gun Combat (slug) skill to use effectively.

11/56475   ANTIQUE PISTOL

A flintlock or other primitive projectile weapon. Unless the weapon is especially well made, it will suffer DM-1 to all attacks. Antique pistols also require a successful Gun Combat (slug) check to reload.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Antique Pistol	3	5	2D-3	1	Cr100	1	Cr5	-

11/22034   ASSAULT PISTOL

An autopistol designed to fire bursts of fully-automatic fire, assault pistols are notoriously inaccurate and suffer DM-2 to all attack rolls when using burst or full auto modes. Travellers are advised to carry as many extra magazines as they can as the assault pistol burns ammunition very quickly.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Assault Pistol	6	10	3D-3	1	Cr250	15	Cr10	Auto 2

11/48996   AUTOPISTOL

Variants of this semi-automatic pistol is the standard sidearm for law enforcement officers and criminals across the Imperium.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Autopistol	6	10	3D-3	1	Cr200	15	Cr10	-

11/48023   BODY PISTOL

Body pistols are manufactured from plastics and cultured bone, making them very difficult to detect using conventional weapons scanners. Body pistols increase the difficulty of Electronics (sensors) checks to detect them to Very Hard (12+).

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Body Pistol	8	5	2D	-	Cr500	6	Cr10	-

11/18199   CARTRIDGE PISTOL

A large smoothbore revolver chambered for a non-standard 13 mm light shotgun cartridge, this weapon is often used to deal with vermin but has some combat applications.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Cartridge Pistol	7	20	4D	1.5	Cr300	6	Cr10	Bulky

11/15657   COACH PISTOL

Essentially a sawed-off double-barrelled black powder shotgun, the coach pistol is deadly at close range but useless at any real distance. Both barrels can be discharged at once, in which case the damage is increased to 4D. Coach pistols require a successful Gun Combat (slug) check to reload.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Coach Pistol	3	5	4D-3	2	Cr200	2	Cr10	Dangerous

11/57290   DUCK'S FOOT PISTOL

A good tool for intimidating an entire mob at once, the duck's foot pistol has several (normally between four and eight) splayed barrels which are all discharged at once. Its effects can be fairly random, and the energy expended has been known to wreck the pistol. The Duck's foot pistol can only ever be used on full auto (see Traveller Core Rulebook, page 75) and a target may only be attacked once – any extra shots are wasted.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Duck's Foot Pistol	3	5	3D-3	2	Cr300	24	Cr25	Auto 4, Dangerous

11/43870   FLECHETTE PISTOL

This pistol is designed to be an efficient and silent weapon for use by those who do not wish to bring attention to themselves. It uses compressed air to launch a cluster of metal darts.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Flechette Pistol	9	10	3D-2	1	Cr275	20	Cr10	Silent

11/92428 GAUSS PISTOL

Gauss pistols use electromagnetic coils to accelerate metallic darts to hypersonic speeds. Gauss weapons are lightweight, efficient and deadly.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Gauss Pistol	13	20	3D	1	Cr500	40	Cr20	AP 3, Auto 2

11/30638 HEAVY REVOLVER

A more robust and solidly built version of the standard revolver, a heavy revolver fires a long (Magnum) 10 mm or even 12 mm cartridge.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Heavy Revolver	6	10	4D-3	1.5	Cr400	6	Cr15	Bulky

11/80124 MAGRAIL PISTOL

Using similar technology to gauss weapons, magrail pistols throw ovoid projectiles (sometimes erroneously called discs or shuriken) which hit hard at short ranges but lack penetrative power.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Magrail Pistol	14	15	3D+3	1	Cr750	20	Cr60	Auto 4

11/53380 REVOLVER

A conventional six-shooter handgun.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Revolver	5	10	3D-3	1	Cr150	6	Cr5	-

11/95040 SHOT PISTOL

This is a single shot, break-open smoothbore handgun designed to fire non-standard low-powered 14 mm cartridges, intended to deal with snakes and similar vermin in the wilderness. It is virtually useless beyond a few metres.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Shot Pistol	5	2	3D	0.5	Cr60	1	Cr5	-

11/77981 SNUB PISTOL

These lightweight, low-recoil weapons were designed for use aboard spacecraft and in zero gravity.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Snub Pistol	8	5	3D-3	-	Cr150	6	Cr10	Zero-G

11/93740 UNIVERSAL AUTOPISTOL

This is a small-calibre semi-automatic handgun designed to be used by a variety of alien hands and appendages, enabling armed forces to issue a standard sidearm to non-human personnel. The weapon is also known as a staple gun because of its shape and modest effectiveness.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Universal Autopistol	8	10	3D-3	1	Cr300	10	Cr10	-

11/87040 ZIP GUN

A Zip Gun is a one-shot weapon cobbled together from whatever materials are available. They are, by definition, unique. Zip guns suffer DM-1 to their attack rolls.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Zip Gun	3	5	2D-3	-	Cr50	1	Cr5	Dangerous

SECTION 2: SLUG RIFLES

All the weapons described in this section require the Gun Combat (slug) skill to use effectively.

11/16837 ACCELERATOR RIFLE

Also known as gyrojet weapons, accelerator rifles are designed for zero-gravity combat. They fire tiny missiles that leave the rifle with minimal velocity and thus minimal recoil, then accelerate to high speed.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Accelerator Rifle	9	25	3D	2	Cr900	15	Cr30	Zero-G

11/41590 ADVANCED COMBAT RIFLE

The ultimate evolution of the conventional firearm, advanced combat rifles are the weapon of choice for many military units. Standard equipment includes an electronic battlefield sight, incorporating both light amplification and passive IR, visual magnification, and a laser rangefinder which may also be used as a target painting device. The weapon is also gyroscopically stabilised during firing. A sling is provided, and the muzzle of the rifle includes an integral flash suppressor and adaptor for launching a 40mm RAM shoot-through grenade (see Auxiliary Grenade Launcher on page 142).

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Advanced Combat Rifle	10	450	3D	3	Cr1000	40	Cr15	Auto 3, Scope

11/85574 AIR RIFLE

These are rifles whose projectile are propelled by compressed air, charged by pumping an internal reservoir to the required pressure. One shot can be fired before the reservoir needs recharging (a process that takes 10 minor actions). These are not toys – weapons of this type are designed to kill, though they are generally more useful for hunting or for avoiding Law Level restrictions. At TL4, air rifles come with a detachable air cylinder to allow multiple shots. These can be refilled for free outside of combat by simply pumping air into them (this can be done manually but takes a few minutes).

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Air Rifle	3	50	2D	4	Cr225	1	Cr1	Silent
Air Rifle	4	75	3D-2	5	Cr350	1	Cr1	Silent

11/56178 ANTIQUE RIFLE

A musket or other primitive rifle. Unless the weapon is especially well made, it will have DM-1 to all attacks. Antique rifles require a successful Gun Combat (slug) check to reload.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Antique Rifle	3	25	3D-3	6	Cr150	1	Cr10	-

11/99527 ASSAULT RIFLE

Assault rifles fire lighter projectiles than rifles, but are capable of a higher rate of fire and are more suitable to short-range encounters.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Assault Rifle	7	200	3D	4	Cr500	30	Cr15	Auto 2

11/71012 ASSAULT SHOTGUN

A heavy shotgun fed from a bulky drum magazine, the assault shotgun is capable of automatic fire. It uses the same ammunition as other shotguns and can lay waste to a wide area.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Assault Shotgun	6	50	4D	5	Cr500	24	Cr40	Auto 2, Bulky

11/62809 AUTORIFLE

Automatic rifles have a higher muzzle velocity and are capable of automatic fire. Sometimes called battle rifles.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Autorifle	6	300	3D	5	Cr750	20	Cr10	Auto 2

BIG GAME RIFLE

A bolt-action rifle firing heavy ammunition, this weapon is sometimes named after local wildlife (such as elephant gun). Its recoil is massive but the stopping power is impressive.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Big Game Rifle	5	200	3D+3	9	Cr1250	5	Cr50	Very Bulky

FLECHETTE SUBMACHINE GUN

This is a scaled-up version of the flechette pistol capable of full-automatic fire. A longer barrel, 'assault' foregrip and folding stock make it more of a combat weapon than an assassination tool, and while it lacks stopping power, it sees use in some special operations units.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Flechette Submachine Gun	9	20	3D-2	3	Cr500	40	Cr20	Auto 3, Silent

GAUSS RIFLE

Gauss rifles replace conventional rifles at TL13. Like the smaller gauss pistol, rifles fire high-velocity projectiles using electromagnetic rails.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Gauss Rifle	12	600	4D	4	Cr1500	80	Cr40	AP 5, Auto 3, Scope

GAUSS SNIPER RIFLE

Utilising gauss technology, this sniper rifle is the ultimate in long-ranged, surgical killing using projectiles. The scope includes light amplification and passive IR, visual magnification, and a laser rangefinder which may also be used as a target painting device.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Gauss Sniper Rifle	12	1000	5D	4	Cr2500	12	Cr20	AP 6, Scope

HEAVY ADVANCED COMBAT RIFLE

Using larger calibre rounds, the heavy advanced combat rifle is functionally similar to its smaller counterpart and hits harder, but has a lower rate of fire and requires a strong user to handle the recoil. Standard equipment includes an electronic battlefield sight, incorporating both light amplification and passive IR, visual magnification, and a laser rangefinder which may also be used as a target painting device. The weapon is also gyroscopically stabilised during firing. A sling is provided, and the muzzle of the rifle includes an integral flash suppressor and adaptor for launching a 40mm RAM shoot-through grenade (see Auxiliary Grenade Launcher on page 142).

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Heavy Advanced Combat Rifle	10	450	4D	5	Cr2000	30	Cr20	Auto 2, Bulky, Scope

11/51807   MAGRAIL RIFLE

MagRail rifles follow the similar principles of electromagnetic induction to accelerate their projectiles as gauss weapons, but utilise an ovoid projectile (sometimes erroneously called a disc or shuriken) which hits hard at short ranges but lacks penetrative power.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Magrail Rifle	14	150	4D+3	4	Cr2500	30	Cr100	Auto 6

11/22075   RIFLE

A long-range hunting rifle or light infantry weapon.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Rifle	5	250	3D	5	Cr200	5	Cr10	-

11/99104   SAWED-OFF SHOTGUN

Popular more as a threat and (comparative) ease of concealment than a serious combat weapon, a sawed-off shotgun has had its barrels greatly shortened and the stock removed. It has a very short range but the wide spread of shot doubles the attack roll bonus at short range (DM+2).

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Sawed-off Shotgun	5	10	4D	2	Cr200	1	Cr5	Bulky

11/88851   SHOTGUN

Shotguns are smoothbore weapons that typically fire ammunition containing multiple small pellets. They are most effective at short range. A shotgun using pellet ammunition ignores Dodge dice modifiers, but Armour gives double protection against pellet attacks.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Shotgun	4	50	4D	4	Cr200	6	Cr10	Bulky

11/95926   SNIPER RIFLE

This is a high-tech, high-calibre rifle designed for maximum accuracy and penetration. With its integrated silencer and magnification scope, long-distance targets can be killed quietly and efficiently.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Sniper Rifle	8	500	3D	5	Cr700	4	Cr10	AP 5, Scope, Silent

SPEAR GUN

This is a weapon intended for use underwater. Utilising compressed air, it fires a harpoon or spear, which may be attached to the spear gun by a strong line. A Significant Action is required to reload a spear gun after it has been fired.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Spear Gun	6	25	3D	2	Cr50	1	Cr10	Silent

SUBMACHINE GUN

A short weapon capable of automatic fire, it puts the power of an assault rifle into a small package. However, it lacks a rifle's accuracy at range.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Submachine Gun	6	25	3D	3	Cr400	20	Cr10	Auto 3

SECTION 3: ENERGY PISTOLS

All the weapons described in this section require the Gun Combat (energy) skill to use effectively.

GAUNTLET LASER

Effectively a laser pistol mounted to the back of a shielded gauntlet, this weapon is powered by a backpack-carried energy source fed to it by a cable usually tethered around the arm. Although very similar to a laser pistol, the gauntlet allows the Traveller to retain an open hand while still armed with a potent weapon.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Gauntlet Laser	10	20	3D	4	Cr2500	100	Cr1100	Zero-G

HAND FLAMER

Packing a powerful flamethrower safely into a pistol-sized frame, the hand flamer is useful in boarding actions and for other area clearance duties.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Hand Flamer	10	5	3D	2	Cr1500	5	Cr25	Blast 2, Fire

LASER PISTOL

The TL9 pistol is bulky, but effective, with no recoil and a large magazine. At TL11, advances in battery technology and miniaturisation mean the pistol is no larger than a conventional firearm, but must still be connected to a battery pack for sustained use.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Laser Pistol	9	20	3D	3	Cr2000	100	Cr1000	Zero-G
Laser Pistol	11	30	3D+3	2	Cr3000	100	Cr3000	Zero-G

MASER PISTOL

Using maser (within the microwave area of the electromagnetic spectrum) technology, this pistol carries little physical punch but is superb at breaching armour. The power cell carries an indefinite charge so long as it remains undamaged and will recharge itself after an hour of not being fired.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Maser Pistol	17	20	3D+3	3	Cr25000	12	-	AP 10, Zero-G

MATTER DISINTEGRATOR

This highly advanced weapon causes atoms to release particles in rapid succession, effectively disintegrating its target. At TL19, the matter disintegrator integrates an effectively unlimited power source.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Matter Disintegrator	18	5	1DD	1	MCr2.5	-	Cr50000	Zero-G
Matter Disintegrator	19	10	2DD	1	MCr4	-	-	Zero-G

PERSONAL DEFENCE LASER

A lightweight laser weapon fed by one-use cartridges rather than an external power pack, the personal defence laser (PDL) uses a 25-round magazine inserted in the handgrip. It is capable of fully-automatic fire and is used as a sidearm by some military officers. It is somewhat bulkier than a laser pistol, but remains manageable.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Personal Defence Laser	13	25	3D+3	3	Cr6000	25	Cr100	Auto 2, Zero-G

STUNNER

A non-lethal weapon designed to inflict a massive shock to the target, incapacitating it.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Stunner	8	5	2D	0.5	Cr500	100	Cr200	Stun, Zero-G
Stunner	10	5	2D+3	0.5	Cr750	100	Cr200	Stun, Zero-G
Stunner	12	10	3D	0.5	Cr1000	100	Cr200	Stun, Zero-G

SECTION 4: ENERGY RIFLES

All the weapons described in this section require the Gun Combat (energy) skill to use effectively.

11/67175 — CRYO RIFLE

Taking the technology of the cryojet (see page 123) and miniaturising it into the frame of a rifle, this weapon becomes the bane of even heavy infantry encased within battle dress. If a target wearing any kind of sealed armour is struck by a cryo rifle, it must make an Average (8+) STR check or be held in place for 1D rounds.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Cryo rifle	13	10	4D	9	Cr6000	12	Cr150	Blast 3

11/17596 — FLAME RIFLE

An advanced flamethrower, the flame rifle packs everything a firestarter needs into one compact package.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Flame Rifle	9	10	4D	8	Cr2500	10	Cr50	Blast 3, Fire

11/10869 — HEAVY LASER RIFLE

A large and somewhat unwieldy weapon, the heavy laser rifle is intended for snipers who hunt heavily armoured targets, but it is equally well-suited to targeting light vehicles. The power pack is integrated into the weapon itself, removing the need for a heavy backpack.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Heavy Laser Rifle	12	1200	6D	18	Cr14000	12	Cr500	Scope, Zero-G

11/91143 — LASER CARBINE

Laser carbines are shorter and lighter than laser rifles, and have a correspondingly shorter range.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Laser Carbine	9	150	4D	4	Cr2500	50	Cr1000	Zero-G
Laser Carbine	11	200	4D+3	3	Cr4000	50	Cr3000	Zero-G

11/61223 — LASER RIFLE

Laser rifles are highly accurate at long range and are powered by heavy backpacks.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Laser Rifle	9	200	5D	8	Cr3500	100	Cr1500	Zero-G
Laser Rifle	11	400	5D+3	5	Cr8000	100	Cr3500	Zero-G

LASER SNIPER RIFLE

A six-shot model designed to be used for mobile sniping. The power pack is integrated into the weapon itself, removing the need for a heavy backpack.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Laser Sniper Rifle	12	600	6D+3	6	Cr9000	6	Cr250	Scope, Zero-G

MASER RIFLE

A maser is a concentrated beam of microwave energy which boils a target from the inside. This makes it far more effective at destroying armoured targets and is far more potent than a laser rifle. The power cell carries an indefinite charge so long as it remains undamaged and will recharge itself after an hour of not being fired.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Maser Rifle	16	300	5D+3	8	Cr30000	20	-	AP 10, Zero-G

PLASMA RIFLE

TL16 technology allows the bulky reactor and plasma chamber of the PGMP (see page 125) to be made small enough to fit into a rifle frame. The plasma rifle is a high-powered weapon designed to crack battle dress.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Plasma Rifle	16	300	1DD	6	Cr100000	Unlimited	-	-

SOLAR BEAM RIFLE

Using an ambient solar radiation to create a short-ranged but powerful laser-like beam, this rifle is devastating against any man-sized target, capable of vaporising most targets it hits. The solar beam rifle has a very limited storage capacity, but automatically recharges if exposed to two hours of direct sunlight.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Solar Beam Rifle	17	500	1DD	4	Cr200000	20	-	AP 20, Zero-G

STAGGER LASER RIFLE

This weapon uses an industrial-grade beam splitter to create an automatic fire effect from a single powerful laser pulse. While reducing the energy of each individual shot, it allows a supporting role without massive amounts of energy, reducing the need for over-sized power packs.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Stagger Laser Rifle	12	300	5D	6	Cr10000	50	Cr5000	Auto 2, Zero-G
Stagger Laser Rifle	14	350	5D+3	5	Cr15000	100	Cr6000	Auto 3, Zero-G

SECTION 5: GRENADE WEAPONS

Thrown grenades use the Athletics (dexterity) skill, while those that are launched use the Heavy Weapons (man portable) skill.

11/39454   AEROSOL

Aerosol grenades create a fine mist that diffuses any lasers that are fired into or through it, but the mist does not block normal vision. Any laser attack tracing a line of sight into or through the mist has its damage reduced by -10. Laser communications are completely blocked by the mist. Aerosol clouds dissipate after 1D x 3 rounds, though heavy winds and rain can drastically reduce this time.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Aerosol	9	20	-	0.5	Cr15	Blast 9

11/26271   BATON

Only available for use with grenade launchers, baton rounds allow the Traveller to deliver a non-lethal attack. Grenade launchers equipped with baton rounds are often known as Thud Guns.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Baton	7	-	2D	0.5	Cr10	Stun

11/68615   ELECTROMAGNETIC PULSE

This grenade unleashes a burst of electromagnetic radiation that does not harm living tissue but causes unshielded electronics to shut down for 1D minutes. Unshielded electronics of more than two TLs lower than that of the grenade will be permanently fried, while all electronics of more than two TLs higher will be completely immune.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Electromagnetic Pulse	9	20	-	0.5	Cr100	Blast 6

11/48303   FRAG

Fragmentation grenades explode in a blast of shrapnel designed to kill or cripple anyone close by.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Frag	6	20	5D	0.5	Cr30	Blast 9

INCENDIARY

Incendiary grenades ignite their targets upon impact with a fuel mixture that continues to burn.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Incendiary	8	20	2D	0.5	Cr75	Blast 3, Fire

NEUROTOXIN

This grenade creates a cloud of gas that, if inhaled, will likely prove deadly. Any living target within the cloud that does not have a respirator or sealed suit will be attacked as if by a poison with a Very Difficult (12+) END check, Damage 1D INT and Interval of 1D seconds. Gas clouds dissipate after 1D x 3 rounds, though heavy winds and rain can drastically reduce this time.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Neurotoxin	9	20	Special	0.5	Cr250	Blast 9

PLASMA

A development of the frag grenade, the plasma grenade unleashes a microsecond burst of pure energy to vaporise its targets.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Plasma	16	20	8D	0.5	Cr500	Blast 6

SMOKE

Smoke grenades creates a thick cloud that disrupts vision. This imposes DM-2 to all attacks on targets within the cloud. IR vision completely bypasses this cloud of smoke. Smoke clouds dissipate after 1D x 3 rounds, though heavy winds and rain can drastically reduce this time.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Smoke	6	20	-	0.5	Cr15	Blast 9

STUN

Stun grenades release a powerful pulse of energy, usually in the form or light and/or sound that incapacitates targets rather than killing them.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Stun	7	20	3D	0.5	Cr30	Blast 9, Stun

THERMAL SMOKE

This acts as a smoke grenade but also throws out hot particles that block IR vision as well. This imposes DM-2 to all attacks on targets within the cloud. Smoke clouds dissipate after 1D x 3 rounds, though heavy winds and rain can drastically reduce this time.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Thermal Smoke	7	20	-	0.5	Cr30	Blast 9

11/73357

TRANQ GAS

This grenade creates a cloud of gas that, if inhaled, will likely render an enemy unconscious. Any living target within the cloud that does not have a respirator or sealed suit will be attacked as if by a poison with a Difficult (10+) END check, Damage unconscious and Interval of 1D seconds. Gas clouds dissipate after 1D x 3 rounds, though heavy winds and rain can drastically reduce this time.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Tranq Gas	8	20	Special	0.5	Cr75	Blast 9

SECTION 6: ARCHAIC WEAPONS

All the weapons described in this section require the Gun Combat (archaic) skill to use effectively.

11/45092

COMPOUND CAM BOW

This is a short bow made with advanced materials and incorporating a pulley device. The compound cam bow is as powerful as a traditional long bow but is much easier to handle.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Compound Cam Bow	5	100	3D-3	1	Cr250	1	Cr5	AP 2

11/16404

CROSSBOW

A heavy weapon, cocked with a stirrup or windlass device, the crossbow is powerful and simple to use. It is slow-firing, however, taking 3 minor actions to re-load.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Crossbow	2	100	3D-3	3	Cr200	1	Cr5	AP 2

JAVELIN

A short spear designed for throwing, a javelin can be pressed into service as a footman's spear, but is not ideal outside of its intended role.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Javelin	1	25	2D	1	Cr15	-	-	One Shot

LONG BOW

A long symmetrical or asymmetric bow, this is a powerful low-tech weapon.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Long Bow	2	100	3D-3	1.5	Cr150	1	Cr5	AP 2, Bulky

REPEATING CROSSBOW

This is a weak but quick-firing crossbow, cocked by a lever and fed from a magazine of six bolts.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Repeating Crossbow	3	75	2D	4	Cr400	6	Cr30	-

SHORT BOW

A light bow with a weaker pull, the short bow is primarily a hunting weapon but sees use in combat from time to time. Short bows are sometimes used from the back of animals.
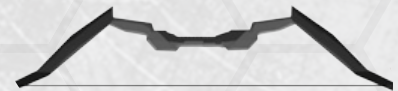
Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Short Bow	1	75	2D-3	1	Cr50	1	Cr5	-

SLING

A projectile weapon which propels small stones or metal bullets using rotational energy. Slings are powerful but require a certain amount of skill to use effectively.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Sling	0	100	2D	-	Cr10	1	Cr1	-

12 HEAVY WEAPONRY

Sometimes, a big mission can only be accomplished with a big gun. The weapons here are for those Travellers who possess both the skill and confidence. Illegal on many worlds, there is little better to face the dangers of a hostile wilderness, pirate haven, or war zone. With just one of these weapons and a great deal of distance, you can see how a real man fights.

SECTION 1: MAN PORTABLE WEAPONRY

All the weapons described in this section require the Heavy Weapons (man portable) skill to use effectively.

12/18810 ANTI-MATERIEL RIFLE

The anti-materiel rifle is a single-shot super-heavy rifle firing long cartridges at high velocity. It designed to destroy light vehicles and will make a real mess of armoured infantry.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Anti-Materiel Rifle	7	1000	5D	15	Cr3000	1	Cr100	AP 5, Scope, Very Bulky

12/19224 CRYOJET

In one way the opposite of a flamethrower, the cryojet projects a stream of cryogenically chilled liquid which can do massive damage to living tissue. However, its primary use is to freeze the joints of sealed armour, temporarily incapacitating the target. If a target wearing any kind of sealed armour is struck by a cryojet, it must make an Average (8+) STR check or be held in place for 1D rounds.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Cryojet	11	10	4D	14	Cr4000	16	Cr200	Blast 5, Bulky

12/86400 DISPOSABLE PLASMA LAUNCHER

This is a self-contained, disposable weapon launching an 80 mm rocket-propelled directed plasma warhead. The plasma launcher is a deadly weapon able to destroy even high-technology armoured vehicles. It is a favoured import with mid-tech forces that need a deterrent against higher-tech foes.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Disposable Plasma Launcher	12	300	2DD	8	Cr8000	-	-	One Shot, Smart

12/78741   FGMP

The ultimate personal firearm, the Fusion Gun, Man Portable is more like a piece of artillery. It includes a gravity suspension system to reduce its inertia, and fires what amounts to a directed nuclear explosion. Those without radiation protection who are nearby when a FGMP is fired will suffer a potentially lethal dose of radiation.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
FGMP	14	450	2DD	12	Cr100000	-	-	Radiation, Very Bulky
FGMP	15	450	2DD	12	Cr400000	-	-	Bulky, Radiation
FGMP	16	450	2DD	15	MCr0.5	-	-	Radiation

12/80885   FLAMETHROWER

A relatively crude device, the flamethrower consists of a fuel tank, compressor and a nozzle that can project a torrent of fire some distance. Changing magazines (fuel tanks) takes 2D rounds, and if a Traveller carrying a flamethrower is hit by any attack with an Effect of 4 or greater, the weapon will explode, destroying itself and immediately inflicting damage on the Traveller as if he had been hit by it. Flamethrowers of TL8 or greater are not prone to explode in this fashion.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Flamethrower	4	5	3D	20	Cr800	30	Cr60	Blast 3, Bulky, Fire
Flamethrower	6	5	4D	15	Cr1500	40	Cr80	Blast 5, Bulky, Fire
Flamethrower	8	10	4D	10	Cr2000	50	Cr100	Blast 5, Fire

12/83963   GRENADE LAUNCHER

Grenade launchers are used to fire grenades over long distances. They may be equipped with any type of grenade.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Grenade Launcher	7	100	As grenade	6	Cr400	6	As grenades	Bulky

12/86432   MACHINEGUN

A larger and less portable version of the autorifle, the machinegun may be relatively low tech but it is capable of sawing even armoured targets in half. The machinegun may use the variant ammunition types found in the Ammunition chapter.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Machinegun	6	500	3D	12	Cr1500	60	Cr100	Auto 4

PGMP

The Plasma Gun, Man Portable is the standard assault weapon of the marines. It is so heavy and bulky that it can only be used easily by a trooper in Battle Dress. It is powered by a built-in micro-fusion generator, and fires a high-energy plasma stream. More advanced plasma guns adjust the weapon's optimum range and plasma temperature.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
PGMP	12	250	1DD	10	Cr20000	-	-	Very Bulky
PGMP	13	450	1DD	10	Cr65000	-	-	Bulky
PGMP	14	450	1DD	10	Cr100000	-	-	

PLASMA JET

A crude use of plasma technology, the plasma jet is also the ultimate expression of primitive flamethrowers. Powered by a micro-fusion generator carried in a backpack, this weapon unleashes a short-ranged, barely controlled torrent of plasma capable of annihilating anything close by.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Plasma Jet	12	25	1DD	10	Cr16000	-	-	Blast 5, Very Bulky
Plasma Jet	14	50	1DD	10	Cr80000	-	-	Blast 10, Bulky

RAM GRENADE LAUNCHER

Rocket Assisted Multi-Purpose grenade launchers have a longer range and are capable of firing up to three grenades in a single attack. They may be equipped with any normal type of grenade.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
RAM Grenade Launcher	8	250	As grenade	2	Cr800	6	As grenades	Auto 3, Bulky

RAPID-FIRE MACHINEGUN

This is a light machinegun tuned to develop an incredibly high rate of fire. The Auto score of this weapon may be doubled, but the weapon must be left to cool for 2 rounds after this has been done. The rapid-fire machinegun may use the variant ammunition types found in the Ammunition chapter.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Rapid-Fire Machinegun	7	500	3D	12	Cr3000	60	Cr100	Auto 4 (8)

ROCKET LAUNCHER

The poor man's FGMP. Anyone standing behind a rocket launcher when it is fired will be caught in its back blast and suffer 3D damage from the burning gasses. It takes three minor actions to reload a rocket launcher.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Rocket Launcher	6	120	4D	8	Cr2000	1	Cr300	Blast 6
Rocket Launcher	7	150	4D+3	8	Cr2000	1	Cr400	Blast 6, Smart
Rocket Launcher	8	200	5D	8	Cr2000	2	Cr600	Blast 6, Scope, Smart
Rocket Launcher	9	250	5D+6	8	Cr2000	2	Cr800	Blast 6, Scope, Smart

SECTION 2: ARTILLERY

All the weapons described in this section require the Heavy Weapons (artillery) skill to use effectively. All ranges are listed in kilometres. Any range listed in parentheses is the minimum range the weapon can fire at – it may not attack any targets closer than this.

12/76372   DEMOLITION GUN

This is a short-barrelled petard weapon designed to deliver an extremely large explosive charge over a short distance. The demolition gun is normally mounted aboard engineering or assault support vehicles, to demolish fortifications and flatten obstructions.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Demolition Gun	6	0.1	1DD	5	Cr30000	1	Cr500	AP 10, Artillery, Blast 10

12/39171   BLACK POWDER MORTAR

A primitive short-barrelled smoothbore weapon, the black powder mortar is little more than a very short cannon placed upon a high-angle mount. They are sometimes called 'grasshopper guns' due to their tendency to jump about when firing.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Black Powder Mortar	3	0.5	6D	0.5	Cr2000	1	Cr50	Artillery, Blast 6

12/19153   BOMBARDMENT GUN

A fairly practical weapon as these things go, this super heavy gun is designed for bombardment of static or slow-moving targets. It is normally fielded as a railway gun, aboard a maritime vessel or as a coastal defence weapon.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Bombardment Gun	5	30 (10)	2DD	220	MCr0.5	1	Cr1500	Artillery, Blast 20

12/54613   HEAVY BOMBARDMENT GUN

This huge artillery piece most likely to be encountered as a coastal defence piece or aboard a maritime naval ship. Weapons of this type are occasionally used to launch sub-calibre rockets or missiles in the hope of creating a rudimentary aerospace defence capability but these are rarely successful. They are extremely slow to reload, with most models requiring 1D hours between firing shells.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Heavy Bombardment Gun	5	40 (10)	3DD	500	MCr0.75	1	Cr2500	Artillery, Blast 20

HEAVY GUN

A standard artillery piece on many worlds, this gun is usually mounted on a vehicle. Some versions can handle small nuclear warheads but this is not usual. This weapon is theoretically capable of firing over open sights but it is somewhat ineffective in this role. The heavy gun may use the variant ammunition types found in the Ammunition chapter.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Heavy Gun	8	12	1DD	12	Cr120000	1	Cr400	AP 8, Artillery, Blast 10

INFANTRY MORTAR

A light man-portable support weapon capable of launching small explosive bombs (or other munitions, including smoke).

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Infantry Mortar	5	1 (0.1)	2D	12	Cr3500	1	Cr50	Artillery, Blast 5

LIGHT HOWITZER

A short-barrelled artillery piece crewed by up to six personnel and usually moved by animal power or towed by a vehicle, the light howitzer can deliver shells to far off targets. It can also fire over open sights but there are far better weapons for this role. The light howitzer may use the variant ammunition types found in the Ammunition chapter.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Light Howitzer	5	6	8D	2	Cr50000	1	Cr150	Artillery, Blast 10

LIGHT GUN

A long-barrelled artillery piece, this gun has a higher muzzle velocity than the equivalent howitzer and can hit targets further away. It is also more capable in the direct fire role. The light gun may use the variant ammunition types found in the Ammunition chapter.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Light Gun	6	9	8D	2	Cr75000	1	Cr200	AP 5, Artillery, Blast 10

SIEGE GUN

An updated version of the largest artillery piece ever built on old Terra, this 800 mm siege gun must be moved in parts and assembled in its firing position, making it unwieldy and prone to counter-battery fire by lesser, but more practical, pieces. Its awesome warhead can be delivered to a target many kilometres away and a direct hit from its five ton shell would flatten a tank or even a maritime vessel with ease – before detonating. It is extremely slow to reload, requiring 1D hours between firing shells.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Siege Gun	7	50 (10)	4DD	1200	MCr19	1	Cr5000	AP 10, Artillery, Blast 50

12/92705   MASS DRIVER

An advanced tube-based artillery piece using electromagnetic acceleration to hurl its payload, a mass driver will normally be mounted on a vehicle. It requires a crew of at least eight, including power technicians as well as gunners, and is effective in the direct-fire role. The mass driver may use the variant ammunition types found in the Ammunition chapter.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Mass Driver	12	40	1DD	7	MCr0.5	1	Cr750	Artillery, Blast 10

SECTION 3: VEHICLE WEAPONS

All the weapons described in this section require the Heavy Weapons (vehicle) skill to use effectively. All ranges are listed in kilometres.

12/45134   AEROSPACE DEFENCE LASER

A powerful laser weapon designed for emplaced or mobile aerospace defence, the ADL consumes immense power but delivers impressive damage. It is intended primarily to engage missiles and small craft but can attack at starships, aircraft and grav vehicles equally well.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Aerospace Defence Laser	12	120	8D	12	MCr4	-	-	Track

12/84966   BLACK POWDER CANNON

This is a simple smoothbore black-powder cannon capable of delivering shot out to a kilometre or so without any real degree of accuracy. Roundshot is the most commonly used ammunition, though canister shot is also popular. The black powder cannon typically requires a crew of six or so plus beasts of burden to move it around. It may use canister rounds (see page 139).

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Black Powder Cannon	3	0.5	7D	0.5	Cr3000	1	Cr50	-

12/47160   SUPPORT MORTAR

A heavy mortar mounted on a wheeled carriage rather than being carried by infantry, the support mortar flings a bomb in the 120 mm range over a respectable distance.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Support Mortar	7	3	9D	0.25	Cr11000	1	Cr100	Artillery, Blast 6

CANNON

A large calibre gun used to arm the heavy tanks and armoured vehicles of mid-Tech Level armies. The cannon may use the variant ammunition types found in the Ammunition chapter.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Cannon	8	2	1DD	2.5	Cr400000	30	Cr5000	Blast 10

FIELD GUN

A rifled muzzle-loading cannon mounted on a horse-drawn carriage and requiring a crew of six or more men, the field gun is more accurate at range than a smoothbore cannon. Field guns may use canister rounds (see page 139).

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Field Gun	4	1	8D	0.5	Cr5000	1	Cr75	-

FUSION GUN

One of the most powerful ground-based weapons ever made, the fusion gun can blast through just about any material.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Fusion Gun-X	13	3	3DD	4	MCr2	-	-	AP 10, Blast 15, Radiation
Fusion Gun-Y	14	5	3DD	4	MCr3	-	-	AP 20, Blast 20, Radiation
Fusion Gun-Z	15	10	3DD	4	MCr8	-	-	AP 30, Blast 30, Radiation

GAUSS CANNON

This weapon uses advanced electromagnetic ('gauss') propulsion to accelerate a metal dart to tremendous speed. The projectile is a lump of dense metal which damages the target using kinetic energy and the gauss cannon is capable of firing them rapidly. The gauss cannon may use the variant ammunition types found in the Ammunition chapter.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Gauss Cannon	12	2	1DD	1	Cr100000	200	Cr1000	AP 10, Auto 3

GATLING LASER

A relatively low-powered, vehicle-mounted laser weapon, the gatling laser uses several cryogenically cooled barrels fired in succession to deliver a hail of fire. The gatling laser is often used as an air-defence weapon.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Gatling Laser	8	4	6D	7	Cr125000	-	-	AP 5, Auto 4

12/33397   HEAVY AUTOCANNON

This is a heavy (60-65 mm) rapid-fire belt-fed weapon capable of engaging light armoured vehicles and aircraft. Heavy autocannon are generally carried in vehicle mounts or aboard maritime vessels. The heavy autocannon may use the variant ammunition types found in the Ammunition chapter.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Heavy Autocannon	6	1	1DD	1	Cr45000	100	Cr2000	Auto 3

12/67762   HEAVY CANNON

This is a main-calibre gun which arms many mid-tech armoured fighting vehicles. The heavy cannon may use the variant ammunition types found in the Ammunition chapter.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Heavy Cannon	8	3	2DD	4	Cr600000	10	Cr5000	Blast 10

12/87488   HEAVY GAUSS CANNON

Pushing the limits of gauss technology, this cannon is capable of laying waste to entire units of even the most heavily armoured infantry. The heavy gauss cannon may use the variant ammunition types found in the Ammunition chapter.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Heavy Gauss Cannon	12	3	2DD	2	Cr225000	60	Cr800	AP 15, Auto 2

12/48987   HEAVY LASER CANNON

A much larger version of the laser cannon, this weapon has greater range and a much heavier punch.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Heavy Laser Cannon	9	25	2DD	9	Cr250000	-	-	AP 20

12/57312   HEAVY MACHINEGUN

Designed to be mounted upon a vehicle or tripod, the heavy machinegun has proven effective against light vehicles and aircraft but is primarily intended to mow down advancing infantry. The heavy machinegun may use the variant ammunition types found in the Ammunition chapter.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Heavy Machinegun	6	1	4D	0.1	Cr4500	100	Cr400	Auto 3

12/73927   HYPERVELOCITY CANNON

The hypervelocity cannon uses electromagnetic propulsion, similar to a gauss weapon, and is typically mounted in emplacements or very large vehicles. Despite its range, it can be used against targets in low orbit if it can be elevated far enough. This extended range (100 km) is only useful in direct fire at airborne or orbital targets as the hypervelocity cannon 'lob' its projectiles like a howitzer.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Hypervelocity Cannon	13	5	2DD	20	MCr28	50	Cr5000	AP 30, Scope

12/57727   LASER CANNON

A single barrel laser main gun for a vehicle, the laser cannon is the first truly effective vehicle energy weapon.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Laser Cannon	9	2.5	1DD	6	Cr100000	-	-	AP 10

12/98410   LIGHT AUTOCANNON

This is a conventional autocannon, of 20-25mm calibre. It is designed to destroy light vehicles and massed infantry. The light autocannon may use the variant ammunition types found in the Ammunition chapter.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Light Autocannon	6	1	6D	0.25	Cr10000	500	Cr1000	Auto 3

12/74785   MEDIUM AUTOCANNON

This is a medium-calibre (30-45 mm) rapid-fire belt-fed weapon capable of engaging light armoured vehicles and aircraft. Medium autocannon are generally mounted on light armoured vehicles, aircraft, or in bunkers. They are too big and bulky to be used as mobile infantry support weapons, other than on a vehicular or towed mount. The medium autocannon may use the variant ammunition types found in the Ammunition chapter.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Medium Autocannon	6	1	8D	0.5	Cr25000	100	Cr1500	Auto 3

12/19306   MESON ACCELERATOR

A battlefield-grade meson accelerator requires a huge power supply and can only be mounted in emplacements or the very largest of vehicles. It is similar in operation to starship-grade meson guns in that the particles it accelerates do not interact with matter until they decay, allowing the weapon to effectively shoot through any obstruction so long as the target's location is known. Meson accelerators ignore all Armour and radiation shielding.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Meson Accelerator	15	150	4DD	60	MCr20	-	-	AP Special, Radiation

ORBITAL DEFENCE CANNON

An extremely large hypervelocity cannon, this weapon can engage targets on the ground but, if elevated, can attack its preferred targets, low-orbiting spacecraft. If it does so, it increases its range to 1,000 km.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Orbital Defence Cannon	14	5	4DD	35	MCr40	20	Cr10000	AP 30, Scope, Track

PLASMA GUN

A heavy plasma gun designed for mounting on vehicles, this weapon is generally fitted to advanced grav vehicles and some aircraft. However, it is intended more as a support weapon than main anti-vehicle armament.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Plasma Gun-A	10	6	2DD	4	MCr0.5	-	-	AP 10
Plasma Gun-B	11	8	2DD	4	MCr1	-	-	AP 20
Plasma Gun-C	12	10	2DD	4	MCr1.5	-	-	AP 30

RAIL GUN

This is a powerful vehicle-mounted cannon using electromagnetic propulsion to fling a solid projectile in a flat trajectory that damages the target purely using kinetic energy. Time of flight to the target is less than for conventional guns, making compensation for movement easier.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Rail Gun	9	4	1DD	3	Cr75000	50	Cr2500	AP 20

VULCAN MACHINEGUN

This weapon is constructed from six machinegun barrels which rotate through the firing position in order to maintain a very high rate of fire without adverse heating. The vulcan machinegun may use the variant ammunition types found in the Ammunition chapter. Damage uses the Traveller scale.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Vulcan Machinegun	7	500	4D	0.25	Cr12000	1000	Cr1250	Auto 6

SECTION 4: ROCHETS AND MISSILES

All the weapons described in this section require the Heavy Weapons (vehicle) skill to use effectively. All ranges are listed in kilometres.

12/43301 — BOMBARDMENT ROCKET RACK

This weapon usually appears as a self-contained rack suitable for mounting on the back of a truck or similar vehicle. It contains twelve large rockets with high-explosive warheads. Rockets can be fired one at a time or rippled off in a rolling salvo.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Bombardment Rocket Rack	6	8	5D	2	Cr30000	12	Cr8000	Auto 3, Blast 15

12/97815 — HEAVY ROCKET POD

This is a pod containing six large rockets with high-explosive warheads. The pod can be fitted to most vehicles and aircraft and is usually aimed by pointing the craft. Rockets can be fired one at a time or rippled off in a rolling salvo.
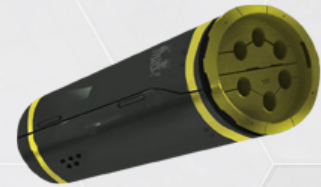
Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Heavy Rocket Pod	6	2	6D	0.5	Cr12000	6	Cr6000	Auto 3, Blast 10

12/94484 — ROCKET POD

This is a pod containing small rockets with high-explosive warheads. The pod can be fitted to most vehicles and aircraft and is usually aimed by pointing the craft. Rockets can be fired one at a time or rippled off in a rolling salvo.
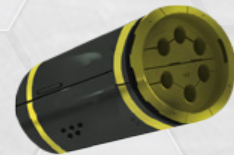
Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Rocket Pod	6	1.5	4D	0.25	Cr8000	18	Cr8000	Auto 3, Blast 5

12/65609 — TAC LAUNCHER

A support weapon capable of firing battlefield tactical (Tac) missiles, this launcher provides a cheap an easy way to arm a vehicle with missiles. Tac launchers can use a variety of missiles, as shown below.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Tac Launcher (Anti-aircraft)	10	10	8D	0.25	Cr16000	4	Cr8000	Scope, Smart, Track
Tac Launcher (Anti-personnel)	10	6	4D	0.25	Cr12000	4	Cr4000	Blast 10, Scope, Smart
Tac Launcher (Armour-piercing)	10	6	8D	0.25	Cr15000	4	Cr6000	AP 10, Scope, Smart

13 FOR THE DISCERNING WEAPONS SPECIALIST

There are weapons in the galaxy that defy proper classification, standardised training and even common sense. They are used by professionals who require a precise tool to get a specific job done, or by want-to-be professionals looking to make a name for themselves by using distinctive weaponry. Either way, there are many Travellers who will look at individuals using these weapons as being a little eccentric. Those who have a passion for explosives are often viewed in a similar way, though their weapons of choice tend to be rooted in necessity rather than fantasy.

With the exception of explosives, the weapons in this chapter are exceptions to the normal weapon skills such as Gun Combat or Melee in that they each require their own speciality. For example, a shock whip requires Melee (shock whip) to use effectively without the normal DM-3 unskilled penalty.

SECTION 1: GUN COMBAT WEAPONS

All the weapons described in this section require the Gun Combat skill to use effectively, though each requires its own speciality.

13/18520 BOLAS

This is a throwing weapon made from two or three weights fastened together by a cord. It is used to bring down an enemy rather than hurt them. A Traveller hit by a bolas does not sustain any damage. Instead, he must make a Melee (unarmed) check opposed by the Gun Combat (bolas) check of the attacker, as if being grappled. If this check is failed, the Traveller is immobilised. The Traveller can free himself from the bolas by performing a Significant Action.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Bolas	0	10	-	1	Cr5	1	-	-

13/86377 BOOMERANG

The boomerang is a shaped piece of wood designed to be thrown and deliver damage to a target. Most boomerangs used for hunting do not return to the thrower, but a returning boomerang can be purchased for Cr10. It inflicts DM-2 on attack rolls but if it misses a target, will return to the thrower in the next combat round. It can be caught with a successful Gun Combat (boomerang) check. The thrower will take damage equal to the Effect if it is negative and drop the boomerang.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Boomerang	0	25	1D	1	Cr5	1	-	-

13/65558 MONOFILAMENT BOLAS

Unlike the primitive bolas, this weapon does not entangle an enemy but slices through any target with its monofilament cords.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Monofilament Bolas	12	10	3D	1	Cr500	1	-	AP 10

13/80912 NET

This is a large net, usually with weights fastened to its extremities. It is thrown over a target with the intention of entangling them. A Traveller hit by a net does not sustain any damage. Instead, he must make a Melee (unarmed) check opposed by the Gun Combat (net) check of the attacker, as if being grappled. If this check is failed, the Traveller is immobilised. The Traveller can free himself from the bolas by making a successful Average (8+) DEX check (1D rounds).
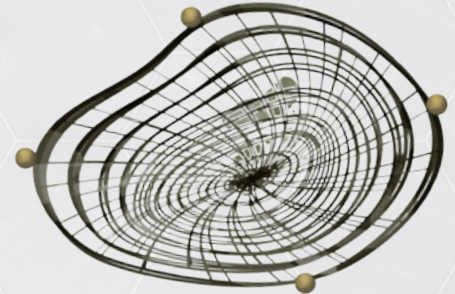
Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Net	1	5	-	1	Cr10	1	-	-

SECTION 2: MELEE WEAPONS

All the weapons described in this section require the Melee skill to use effectively, though each requires its own speciality.

13/94642 SHOCK WHIP

A shock whip is more an instrument of torture than a useful weapon. It is normally used on a low setting to inflict pain from both the whip's own action and accompanying shock effect but the charge can be increased to make it an effective, if unusual, weapon. Use of a shock whip grants DM+1 to Intimidate and Persuade checks made while questioning (torturing) a Traveller.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Shock Whip	9	Melee	2D	1	Cr450	Stun

13/94130 WHIP

This is a long whip that takes some practice and skill to use effectively. It may be used either to inflict damage or entangle an opponent at a distance of up to 5 metres. If the latter is desired, a successful attack will inflict no damage but instead force an immediate grapple (see page 74 of the *Traveller Core Rulebook*) between the attacker and target.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Whip	1	Melee	D3	1	Cr15	-

SECTION 3: EXPLOSIVES

The Explosives skill is used with all explosives. The damage caused by an explosive is always multiplied by the Effect of the Explosives check used to set it.

Doubling the quantity of an explosive will increase its damage by 1D and Burst by +1. Continually doubling the amount of explosives used on top of this will have a cumulative effect.

13/91593   BREACHING CHARGE

This is a small pre-packed shaped charge for cutting or breaching. Charges are self-adhesive and can be set on a timer or command detonated. When a breaching charge explodes, it concentrates its force so while the blast radius is very small, the destructive effect is greatly enhanced.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Breaching Charge	8	-	4D	1	Cr250	AP 6, Blast 1

13/56471   COMPLEX CHEMICAL CHARGE

When two chemical polymers are combined physically, normally through a timed mechanical or electronic device, they react explosively. There is a D3 round delay between the chemical chain forming and the charge exploding, but the resulting chemical detonation is very powerful and concentrated.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Complex Chemical Charge	10	-	4D	1	Cr500	AP 15, Blast 9

13/63917   FUSION BLOCK

This is a dense and expensive material formed into a cube and fitted with a chemi-pressure trigger. This creates a shaped explosion of fusion energy. This explosion is extremely powerful and does not pause for most physical matter, sublimating it into gas almost instantly.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Fusion Block	16	-	1DD	1	Cr10000	Blast 12, Radiation

NEUTRINO DETONATOR

A complex device about the size of a laptop computer, the neutrino detonator uses a complex formula to create a powerful explosion that sends a wave of overlapping neutrinos through all matter surrounding it. This wave causes breaks in the bonds that hold matter together; something that has little direct effect on inorganic substances, which just return to their former state instantly. Organic matter, however, suffers major cellular damage. This explosion ignores all inorganic substances (walls, doors, armour, and so on), inflicting its damage only on organic materials within its Burst.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Neutrino Detonator	17	-	8D	1	Cr50000	Blast 25
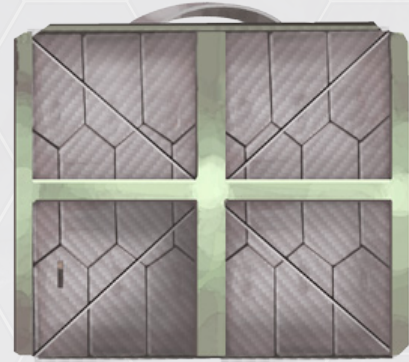
PLASTIC

This generic, multi-purpose plastic explosive is a favourite of military units, terrorists, demolition teams and Travellers across Charted Space.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Plastic	6	-	3D	-	Cr200	Blast 9
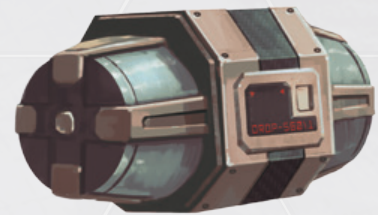
POCKET NUKE

Hideously illegal on many worlds, the pocket nuke is actually the size of a briefcase and so is too large to fit into a grenade launcher. Using multiple pocket nukes will not increase the Damage or Burst of the explosion.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Pocket Nuke	12	-	6DD	4	Cr250000	Blast 1000, Radiation

TDX

An advanced gravity-polarised explosive, TDX explodes only along the horizontal axis.

Weapon	TL	Range	Damage	Kg	Cost	Traits
TDX	12	-	4D	-	Cr1000	Blast 15

14 AMMUNITION

The weapons specialist knows that a bullet is never just a bullet. One advantage slug throwers have over energy weapons is that their ammunition can be customised, often heavily, to achieve specific desired outcomes (which normally result in a dead enemy). As the size of the shell increases, generally so do the number of options available, with large artillery pieces being capable of firing an amazing array of warheads.

The rules and options provided here should be treated as a toolkit which can be modified to suit a specific universe, world or even individual arms manufacturer. As always, the referee is the final arbiter of what is possible and he is well within his rights to rule that certain types of ammunition are not available for certain guns.

Every type of ammunition in this chapter includes a table describing the kinds of weapon it is likely to be available for. The referee can use this as a guideline when making this decision.

Any modifiers to the ammunition's damage, cost, range or other characteristics will also be noted here. A blank line in the table means there is no change from the weapon's normal operation.

AMMUNITION SPECIFIC WEAPONS

A weapon must have a listed magazine cost in order to be able to use the ammunition in this chapter. In addition, the following weapons may also not use this ammunition.

Air Rifle	Antique Pistol and Rifle	Archaic Weapons	Coach Pistol
Duck's Foot Pistol	Energy Weapons	Flechette Weapons	Magrail Weapons
Shot Pistol			

In addition, heavy weapons may not use the ammunition in this chapter, unless otherwise stated in their description.

HIGH DAMAGE WEAPONS

If a weapon has its Damage score increased to 10D or higher, it becomes a Destructive weapon with Damage 1DD. It cannot be increased beyond this.

AEROSOL

Aerosol rounds disperse a fine mist that diffuses any lasers that are fired into or through it, but the mist does not block normal vision. Any laser attack tracing a line of sight into or through the mist has its damage reduced by -10. Laser communications are completely blocked by the mist.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Aerosol	7	-	-	x3	Burst 12	-	-	-	✓

14/60427

ARMOUR PIERCING

These rounds are pointed projectiles of dense or very hard material designed to punch through armour. AP ammunition provides a weapon with an AP trait equal to the number of damage dice it rolls. If the weapon already has the AP trait, this is added to the final AP score.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Armour Piercing	4	-	-	x4	AP X	✓	✓	✓	✓

14/92021

ARMOUR PIERCING DISCARDING SABOT (APDS)

Representing several variations on the theme of a rod penetrator launched with a sabot and featuring increasingly long acronyms, APDS is an anti-armour round representative of various efforts to get through armour. APDS ammunition provides a weapon with an AP trait equal to triple the number of damage dice it rolls. If the weapon already has the AP trait, this is added to the final AP score.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
APDS	5	+10%	-	x5	AP X	-	✓	-	✓

14/14933

BOMBLET

Bomblet rounds are warheads that break apart above the target to scatter small bomblets over a wide area. Only Artillery weapons may use bomblet rounds and any AP trait will be lost when they are used. Damage uses the Traveller scale.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Bomblet	7	-	3D	x4	Blast 20	-	-	-	✓

14/75879

CANISTER

Also called beehive, grapeshot and flechette, canister rounds are used for close-range defence against enemy infantry and effectively turns the weapon into a giant shotgun. Artillery weapons may not use canister rounds. Damage uses the Traveller scale.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Canister	3	20	4D	x2	Blast 20	-	-	-	✓

14/79088

CONCUSSION

Often used in training exercises and as a distraction in close assaults, concussion rounds are non-lethal shells that burst with a loud noise and bright flash. They are intended to stun opponents rather than kill them. Damage uses the Traveller scale.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Concussion	7	-	4D	x1	Stun	-	-	-	✓

14/68274

DIRECTED PLASMA

Directed plasma rounds are an advanced version of shaped charge weapons, intended to destroy hard targets. Directed plasma rounds for pistols and rifles become available at TL16.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Directed Plasma	15	-	+1D	x10	AP x3, Blast 0	✓	✓	✓	✓

ELECTROMAGNETIC PULSE

This round unleashes a massive burst of electromagnetic radiation that does not harm living tissue but causes unshielded electronics to shut down for 1D minutes. Unshielded electronics of more than two TLs lower than that of the round will be permanently fried, while all electronics of more than two TLs higher will be completely immune.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Electromagnetic Pulse	9	-	None	x10	Blast 20	-	-	-	✓

EXTENDED RANGE

Extended range rounds use more efficient propellant or even a rocket boost to increase their velocity and therefore effective range. Artillery weapons may combine extended range ammunition with other types simply by adding their cost multipliers together.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Extended Range	7	+25%	-1D	x3	-	✓	✓	-	✓

FLARE

This is an illuminating round designed to shed light over a wide area. The round is fired into the air and then descends on a parachute (it therefore can only be used on worlds of Atmosphere 3+). Everything within the Burst area is illuminated as normal daylight. Thermal and light-intensification equipment is designed to cut out to protect the Traveller's sight, so these rounds cannot be used to blind the enemy, though they will make advanced sighting gear less useful and thus level the playing field for those without it. The illumination will last for 1D + the planet's Atmosphere rounds.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Flare	4	-	None	x1	Blast 100	-	-	-	✓

FRAGMENTATION

This is an anti-personnel warhead, throwing out shards of shrapnel across a very wide area. Damage uses the Traveller scale. If the weapon does not have a Burst trait, fragmentation rounds will give it Burst 10.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Fragmentation	6	-	4D	x1	Blast x2	-	-	-	✓

FUEL-AIR

A fuel-air round dispenses a cloud of highly flammable droplets which are ignited as they mix with air (this round will only function on worlds that have an oxygen component to their atmosphere). The resulting airborne explosion has been compared to a nuclear detonation. If the weapon does not have a Burst trait, fuel-air rounds will give it Burst 10.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Fuel-air	7	-	1DD	x8	Blast x3	-	-	-	✓

GUIDED

Some warheads can be either guided by the operator or fitted with a self-homing capability. Guided rounds become available for rifles and pistols at TL10.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Guided	7	-	-	x6	Smart	✓	✓	-	✓

HIGH EXPLOSIVE ARMOUR PIERCING (HEAP)

High Explosive Armour Piercing rounds use shaped charge warheads or similar technologies to penetrate thick levels of armour before detonating inside the target. HEAP ammunition provides a weapon with an AP trait equal to double the number of damage dice it rolls (before the bonus dice is added for HEAP ammunition).

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
HEAP	5	-25%	+1D	x8	AP Special	-	-	-	✓

INCENDIARY

Incendiary warheads are designed to set fire to things, causing flammable material close by to catch fire. The round's Burst trait will be equal to the number of damage dice of the weapon, multiplied by 10 if the weapon is Vehicle scale.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Incendiary	8	-	-	x3	Blast X, Fire	✓	✓	✓	✓

NEUROTOXIN

This round creates a cloud of gas that, if inhaled, will likely prove deadly. Any living target within the cloud that does not have a respirator or sealed suit will be attacked as if by a poison with a Very Difficult (12+) END check, Damage 1D INT and Interval of 1D seconds. Gas clouds dissipate after 1D x 3 rounds, though heavy winds and rain can drastically reduce this time.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Neurotoxin	5	-	Special	x10	Blast 12	-	-	-	✓

NUCLEAR

Highly illegal on most worlds, these warheads create a small nuclear explosion wherever they land, laying waste to everything nearby.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Nuclear	6	-	6DD	x20	Blast 500, Radiation	-	-	-	✓

PLASMA

Plasma warheads are an advanced form of high explosive, designed to eliminate both soft and armoured targets, depending on what weapon they are fired from. Plasma rounds for pistols and rifles become available at TL16.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Plasma	15	-	+1D	x10	AP x2, Blast x2	✓	✓	✓	✓

SMOKE

Smoke rounds create a thick cloud that disrupts vision. This imposes DM-2 to all attacks on targets within the cloud. IR vision completely bypasses this cloud of smoke. Smoke clouds dissipate after 1D x 3 rounds, though heavy winds and rain can drastically reduce this time.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Smoke	4	-	None	x1	Blast 12	-	-	-	✓

SOLID SHOT

A basic anti-armour round, solid shot is essentially a pointed projectile of dense or hard material. Solid shot provides a weapon with an AP trait equal to half the number of damage dice it rolls, rounding up. If the weapon already has the AP trait, this is added to the final AP score.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Solid Shot	5	-25%	-	x2	AP X	✓	✓	✓	✓

THERMAL SMOKE

This acts as a smoke grenade but also throws out hot particles that block IR vision as well. This imposes DM-2 to all attacks on targets within the cloud. Smoke clouds dissipate after 1D x 3 rounds, though heavy winds and rain can drastically reduce this time.

Weapon	TL	Range	Damage	Cost	Traits	Pistol	Rifle	Shotgun	Heavy
Thermal Smoke	7	-	-	x2	Blast 12	-	-	-	✓

(15) SIGHTING AIDS AND ACCESSORIES

The customisation of weapons is as old as the first weaponsmith who first started engraving runes onto the shaft of a spear in the belief that the gods would aid their strength to whoever used it. Most custom weapons are about as effective but the canny arms expert knows certain additions can greatly enhance the capabilities of a well-cared for weapon.

Unless otherwise stated or allowed by the referee, a weapon may only have one sight or scope.

15/13860 — AUXILIARY GRENADE LAUNCHER

An underslung grenade launcher can be added to any rifle weapon. This grenade launcher has a magazine of one grenade that takes three Minor Actions to reload. Otherwise, it is identical to the grenade launcher on page 124 and cause use any suitable grenade as ammunition.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Auxiliary Grenade Launcher	7	100	As grenade	1	Cr1000	1	As grenades	-

15/85428 — BANDOLIER

This is a set of cartridge loops mounted on a leather or fabric strap or sling. A bandolier can hold 7 individual shotgun cartridges, 20 pistol rounds or 14 rifle rounds. A different bandolier must be purchased for each ammunition type.

Item	TL	Kg	Cost
Bandolier	3	-	Cr10

15/99287 — BAYONET

A knife-like weapon similar to a dagger or blade, a bayonet may or may not have a cutting edge; it will always have a stabbing point. When not attached to a rifle, a bayonet is treated as a dagger and will normally be carried in a belt scabbard. When attached to the muzzle of a rifle or similar weapon, it transforms the gun into a polearm. More advanced bayonets may incorporate tools such as wire cutters and bottle openers but the basic function is the same. A fixed bayonet requires the Melee (blade) skill but, at the referee's option, any military-trained character with the Gun Combat skill will have been taught to fight with the bayonet and can use this skill instead if it is higher.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Bayonet	3	Melee	2D	1	Cr20	-

BIPOD

A weapon can be given a bipod support frame to stabilise and support it, making it much easier to handle. It takes 2 Minor Actions to set up a bipod. When a weapon is fired from a bipod, Bulky and Very Bulky traits are ignored.

Item	TL	Kg	Cost
Bipod	4	1	Cr50

CHAINDRIVE BAYONET

It took a creative but insane mind to come up with the idea of marrying a chainsaw to a bayonet, but the addition of a chaindrive bayonet to a rifle certainly makes for an intimidating look.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Chaindrive Bayonet	9	Melee	4D	3	Cr1000	AP 4, Bulky

FOF SAFETY

This is an integrated Friend-or-Foe scanner which can be added to any firearm. The scanner itself is built directly into the firing mechanism of any trigger-activated weapon. A transmitting tag is then worn by other personnel, emitting a signal to any FOF safeties it is coded for up to 50 metres away. If the scanner tries to target an object within 1 metre of a transmitting tag, the gun will not fire. To better eliminate friendly fire incidents and other disloyal behaviour, many corporate or mercenary militaries use these devices as standard. Two transmitter tags are included in the purchase of the FOF safety and additional transmitter tags can be purchased for Cr25 each.

Item	TL	Kg	Cost
FOF Safety	9	-	Cr250

GYROSTABILISER

Stabilisers can be added to a Bulky weapon, reducing its recoil and removing the Bulky trait. Gyrostabilisers cannot be added to Destructive weapons.

Item	TL	Kg	Cost
Gyrostabiliser	9	1	Cr500
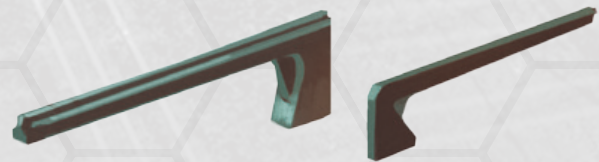
HEAVY TRIPOD

This is a collapsible mount, allowing Travellers to use weapons usually intended for vehicles in the field, though mobility will be restricted when carrying such weapons on foot. Weapons commonly used in this fashion include tac launchers and light autocannon. Any weapon of up to 0.25 tons may be mounted and used upon a tripod. It normally takes 1D minutes to set up a tripod and make the weapon ready for firing.

Item	TL	Kg	Cost
Heavy Tripod	4	5	Cr100

15/24217 — HIGH-CAPACITY MAGAZINE

The ability for a weapon to hold more ammunition before requiring a change in magazine is always beneficial, especially on high rate-of-fire automatic weapons. High-capacity magazines, while bulky in use, are designed to solve this problem. Multiply the mass and cost of a weapon's standard magazine to purchase a high-capacity version. This will double the magazine's capacity of the weapon. The referee may rule that some weapons (such as many shotguns) cannot use high-capacity magazines.

Item	TL	Kg	Cost
High-capacity Magazine	4	x2	x3

15/79728 — HOLOGRAPHIC SIGHTS

Holographic sights project an aim point for the Traveller, and automatically compensate for wind, gravity and other adverse conditions. They grant the Scope trait plus DM+1 to all attack rolls made against targets 50 metres or more away.

Item	TL	Kg	Cost
Holographic Sights	10	0.5	Cr2000

15/75783 — INTELLIGENT WEAPON

This adds Computer/0 to any weapon. At TL13 it adds Computer/1 instead.

Item	TL	Kg	Cost
Intelligent Weapon	11	-	Cr1000
Intelligent Weapon	13	-	Cr5000

15/10167 — LASER SIGHT

Integrated optics and laser sights grant DM+1 to any attack made at ranges of less than 50 metres. At TL10, X-ray lasers and improved display technology removes the tell-tale 'red dot' of a vislight laser.

Item	TL	Kg	Cost
Laser Sight	8	-	Cr200
Laser Sight	10	-	Cr200

15/27408 — PERSONAL HEADS-UP DISPLAY

A Personal HUD projects an aiming point onto an image of the target, automatically correcting for wind, gravity and other factors. Various display devices are available, ranging from a helmet visor to a pair of designer shades. A P-HUD grants DM+1 on all attacks at all ranges, for any ranged weapon it is keyed to. Modules that allow additional weapons to be used on the same P-HUD system cost Cr250 each and require an hour or so to fit and calibrate. There is no real limit on how many weapons can be calibrated to one P-HUD. At TL11, the P-HUD incorporates a holographic projector and no obvious visual device need be worn.

Item	TL	Kg	Cost
P-HUD	9	0.5	Cr1500
P-HUD	11	-	Cr2500

15/72226 — PSI-ENHANCED TARGETING

Using a linked wire network worn around the temples or integrated into headgear, a psionic Traveller can use his mental abilities to home in on a target. Truer than the images seen by organic eyes, the targeting system feeds telepathically-enhanced firing angles and timing directly to the Traveller's brain. No other targeting aids or sights may be used in conjunction with this device, but the Traveller may add his PSI modifier to any shooting attack that does not use the Auto trait.

Item	TL	Kg	Cost
Psi-enhanced Targeting	16	0.5	Cr3000

15/42152 — SCAN JAMMER

A highly illegal addition to a weapon, frequently used by spies, agents and assassins, the scan jammer emits a localised sensor jamming field causing nearby scanning receivers to flicker and fail. All Electronics (sensors) checks made to discover the weapon suffer DM-4.

Item	TL	Kg	Cost
Scan Jammer	8	-	Cr2500

15/25554 — SCOPE

A high-quality telescopic scope for attachment to a rifle or heavy weapon, allowing accurate shots to be made at extreme ranges. Any hand-held rifle or heavy weapon equipped with this gains the Scope trait. At TL7, image enhancement and light intensification are added, allowing the scope to be used in low-light environments without penalty.
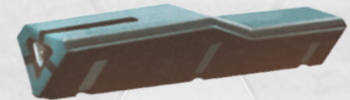
Item	TL	Kg	Cost
Scope	5	-	Cr50
Scope	7	-	Cr50

15/17209 — SECURE WEAPON

A secure weapon requires authentication in some fashion (scanning the user's DNA or iris patterns, entering a password, transmission of an unlocking code from a comm, etc.) before it can be fired.

Item	TL	Kg	Cost
Secure Weapon	10	-	Cr250

15/23675 SHOULDER STOCK

A shoulder stock may be attached temporarily to a pistol weapon, resulting in a crude carbine arrangement and greater accuracy at slightly longer ranges. The overall length of the pistol is increased by the length of the stock, and the pistol cannot be holstered while it is attached. Attaching the stock (or detaching it) requires 1D rounds. A shoulder stock increases the effective and long range of a pistol by +25%, but does not increase its extreme range.

Item	TL	Kg	Cost
Shoulder Stock	4	1	Cr75

15/46873 SMART TRACKER

This is a display option that may be added to any intelligent weapon (see page 144), increasing the accuracy of a firearm. The smart tracker allows the Traveller to 'tag' any target he has successfully hit with the weapon by spending a Minor Action in the same round the weapon has scores a hit. Any tagged target fired upon by the weapon in the following round will gain DM+2 to hit. A target must be tagged each round for the bonus to continue.

Item	TL	Kg	Cost
Smart Tracker	11	-	Cr500

15/54091 SUPPRESSOR

A suppressor can be added to any non-automatic, non-heavy slug thrower, masking the sound produced by firing. A suppressor adds the Silent trait to a weapon.

Item	TL	Kg	Cost
Suppressor	8	-	Cr250
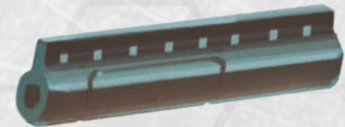
15/50176 X-RAY OUTLINING AID

Adding a special outlining element to an existing sighted scope, the Traveller can see exactly where his target lies behind an obscuring object. So long as the object is not made of metal, shielded or more than a metre thick, the target may not hide (though it will still gain its usual Armour bonus – see page 74 of the *Traveller Core Rulebook* for details). The TL11 version is more powerful and can function through up to 3 metres of material.

Item	TL	Kg	Cost
X-Ray Outlining Aid	9	-	Cr300
X-Ray Outlining Aid	11	-	Cr500

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TRAVELLER

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