



TRAVELLER[®]

Science-Fiction Adventure in the Far Future



TRAVELLER'S AIDE #1

PERSONAL WEAPONS OF CHARTED SPACE

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PERSONAL WEAPONS OF CHARTED SPACE

ABOUT THIS SUPPLEMENT

This book is intended for use with Classic Traveller (CT) and Traveller20 (T20). Background material is of course also fully compatible with other versions of Traveller.

The weapons described herein are in common use by civilians and paramilitary organizations across the Imperium - and beyond. Most weapons can be obtained fairly easily, though some of the speciality weaponry is somewhat limited in availability.

Hardware of a military nature, which tends to be available only to mercenary units, megacorps and the Imperial armed forces (though a healthy black market does exist!), is detailed in a companion volume. Such weapons are obtainable by individuals, but not easily. Thus the really destructive gear - Advanced Combat Rifles, Gauss Weapons and Fusion Guns, to name a few can be found there. In here you will find the sort of weapons most adventurers carry, and most of the opposition will be armed with.

Note also that defensive systems - armor, shields and the like - are not covered herein. These, too, will be the subject of a forthcoming work.

To produce this volume, QuikLink Interactive, LIC has assembled a team of the finest weapons and self-defense experts to be found in the Third Imperium. However, inaccuracies are possible, and QLI LIC cannot accept responsibility for any harm or injury incurred due to use or misuse of the weapons described herein. Additionally, opinions are those of contributors, and are not those of the editors or publishers.

EXECUTIVE SUMMARY

This supplement contains information drawn, condensed and extrapolated from existing "canon" Traveller materials. It presents data on civilian weapons drawn mainly from Book 1, Book 4 and Supplement 4 of the CT range, and compiled together in CT format for what may be the first time ever. To these weapons are added others from the "Official Traveller Universe" (OTU) as presented in MegaTraveller and its supplements and other, later, materials. Where possible, CT stats are drawn directly from the original supplements. They have been created to fit where necessary, and a new concept has been introduced; the idea of adding or subtracting one point per die of weapon damage. This, in addition to altered performance against armor, gives some weapons unique capabilities.

To the existing items, variant weapons (and some wholly new ones) have been added, and this supplement also introduces specific rules for special ammunition types.

All of this information is of course mirrored for T20, and in addition the supplement includes advanced combat

rules for T20, including several new combat options such as Panic Fire and twin handgun use.

T20 and CT stats for standard examples of all types of weapons are collected at the end of the weapons section.

The remainder of the supplement gives an overview of some Imperial arms companies, example "branded" weapons, a few unique weapons, details of the Imperial Weapon permit system and rules for concealing a weapon or trying to slip it through a search.

INTRODUCTION

Lt-Colonel Boris Maskaanii, Imperial Marine Corps (Ret)

Many worlds of the Imperium (and other interstellar polities in Chartist Space) are well-policed areas where no weapons are allowed. In some of them, the level of safety provided for citizens such that there is actually no need for defensive weaponry. However, this ideal situation is sadly rarer than weapons prohibition, and some limited-weapons areas are in fact extremely hazardous.

The wise Traveller carries some kind of weapon for self-defense and knows how to use it; usually a handgun or similar firearm. But what of situations where the weapon is dropped, lost, out of reach or locked in a Starport armory while the Traveller visits a "safe" planetary area? What of those areas where melee weapons are permitted but firearms are not? What of the sadly-too-common situation where law-abiding Travellers must go unarmed, but local thugs and criminals have access to deadly weapons?

Travellers should obtain unarmed combat skills and become adept in the use of improvised weapons and defenses. Blunt instruments can be found anywhere, as can ersatz throwing weapons. Cutting implements are also quite easy to find, especially knives.

The Imperial Marine Corps retains a strong tradition of armed and unarmed hand-to-hand combat training. For close-quarters melee, a stout cutlass is an ideal weapon, providing both devastating attack capability and defense in the form of parries - though a vigorous attack often obviates the need for any defense. Marines also train with the common hand-to-hand weapons such as sticks and knives. The Corps has little time for esoteric "Martial Arts" weapons, but recognizes the utility of many common objects as tools of offense and defense. And even unarmed, the Marine has six lethal weapons available - his or her arms, legs, head and intellect. Of them all, it is the latter that sees Marines to victory more often than not.

Even in a guns-vs-melee weapons situation, tactical maneuvering and good use of cover, surprise etc can bring the melee weapon user into close quarters where his or her weapon can be used to devastating effect. Never underestimate any weapon or opponent, and never

assume that you are helpless. In the greatest adversity, victory goes to those who strive hardest.

So when the chips are down, grab something and start swinging!

Fight hard, people.

But better, fight smart!

WEAPONS PERMITS AND ACCREDITATION

Peter Helmden; Director, Instellarms Information and Advisory Division (Gateway Division)

While the Imperium is not particularly concerned about the proliferation of smallarms among its citizens, and indeed quite rightly acknowledges the requirement and the right to the possession of weapons for self-defence, measures do exist to monitor and control the use and ownership of powerful weapons by private citizens. The primary tool in this matter is the Imperial Weapons Permit system.

Imperial permit restrictions supercede local law where the Ministry of Justice has jurisdiction. That is, if a certain weapon is legal on a given planet, but the user does not have an Imperial permit for it, action can still be taken against him or her - but only if the MoJ has a reason to become involved. If only local law enforcement is involved in an incident, there is no problem.

This grey area gives the MoJ the vital ability to crack down on arms traders who set up on low-law worlds and sell powerful weaponry to all bidders, hiding behind loose local weapons laws as they supply dangerous criminals with military-grade weapons, while allowing them to ignore anything that is not a problem. Such irresponsible arms dealing is damaging to the stability of the region, and thus trade and the well-being of all Imperial citizens. Instellarms does not engage in such irresponsible practice, and fully supports the Imperial policy of eliminating such rogue arms traders.

A system of accreditation and permits exists to restrict the access by private citizens (and potential criminals) to military-grade weapons. As a rule, the greater the threat posed to the Imperial authorities by a weapon, the harder it is to obtain a permit for it. Conversely, the more accountable an individual, the easier this becomes.

Weapon permits can be General or Specific. General permits allow the ownership of any weapon in that category, while specific permits allow only the ownership of a single example of a given weapon type, though multiple permits can be issued.

Weapons and military equipment fall into five categories:

CATEGORY 1: UNRESTRICTED WEAPONS

No permit is required, anyone can buy and own such weapons. So long as the weapon is legal in this locality,

even someone convicted of weapons-related crime could carry without interference.

Examples:

All melee weapons (cutlasses, daggers, batons, shock batons etc)

Non-Lethal Firearms (Tranq guns, Thud guns)

All bow weapons

CATEGORY 2: CIVILIAN SMALLARMS

The purchaser must demonstrate "safe use" - any existing weapons permit or half an hour's accreditation and safety training on the range. No actual skill or reason for purchase is required.

Examples:

Revolvers and pistols, semi-automatic rifles, shotguns
Mesh, Jack and Light Ballistic Cloth ("Diplo") Armour

CATEGORY 3: PARAMILITARY SMALLARMS

The purchaser must have an actual skill level (or default skill from other weapons training) and demonstrate "suitable need". The latter is covered by occupations such as shipboard security operative, skip tracer, bodyguard, etc. References from employers may be taken. Employment by an accountable person or body (starship captain, corporation, port authority etc) is desirable. Note that all Imperial Services personnel who leave honourably automatically have a General Category 3 permit for weapons and armor, unless revoked for criminal activity.

Examples:

Light Automatic Weapons (Autorifle, SMG, Assault Rifle, Autoshotgun, Snub SMG)

Special ammunition (HEAP) for snub weapons

Laser pistols, rifles and carbines

Heavy Ballistic Cloth body armour

CATEGORY 4: MILITARY SMALLARMS

As Category 3, but restrictions are tighter. Service as an accredited mercenary or similar employment is usually required. Imperial personnel leaving the service with a "Weapon" benefit are assigned a permit for its use and ownership.

Examples:

Military Shotguns

Gauss Weapons (Rifles and Pistols)

Advanced Combat Rifles (ACRs)

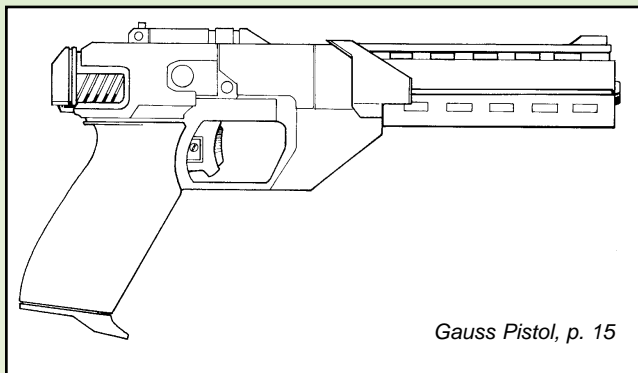
Mid-Tech support weapons (grenade launchers, LAWs, Light Machineguns)

Powerful mid-tech weapons, e.g. Anti-Tank rifles.

Military Flex Armour

Military-grade electronics (advanced sighting equipment etc)

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Gauss Pistol, p. 15

CATEGORY 5: MILITARY SUPPORT WEAPONS

Only 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.

Examples:

- Plasma and Fusion Weapons
- Gauss support weapons
- Tac missiles
- Military Combat Vehicles
- Battle Dress and Combat Armour

BLANKET PERMITS

Organizations (merc units, Huscarles, corporate security units) and some high-security starships generally have a "Blanket Permit" for weapons use by personnel as directed by the unit's legitimate command or employer.

Some non-weapon systems fall into these categories and are similarly restricted; e.g. nuclear mining explosives (cat 5), conventional explosives (cat 3), Starship lasers (cat 3), military-grade starship lasers (cat 4).

Permits can be obtained by presenting a case for need and accountability to the appropriate office (MoJ offices usually, but permits can be issued by certain nobles and Imperial officials, and by chartered branches of Instellarms' Information and Advisory Division).

A Free Trader operating on the frontier as a mail ship should be able to obtain permits for military-grade lasers and maybe a couple of ACRs provided the case is put right and the ship's record is good. Instellarms offers a permit-advisory service and can assist with processing and accreditation. Details are available at any Instellarms Regional Distribution Center, or from the offices of any subsidiary.

REFEREE'S NOTES ON WEAPONS PERMITS

The Referee should feel free to ignore the entire Permits issue at will, and should apply common sense to

questions such as "is a Military Shotgun a Cat 3 or 4 weapon?" The answers are usually apparent (It's a Cat 4 Military Smallarm), but do remember that procedures can be circumvented and in some regions are hardly applied at all.

Remember also that even if a weapon is legal in a given locale, if a character does not have a permit for it, he or she is in trouble - but only if the Imperial authorities take an interest. Those who don't make waves often find that the authorities simply have better things to do than to notice that Gauss pistol on their hip...

Whole adventures might be spawned by a character trying to get a permit for an Advanced Combat Rifle or similar weapons. Exchange of favors, a period of employment or similar adventure-creating situations can be brought about by the quest for the legal ownership of a powerful weapon. Or bribery and corruption can be tried.

And of course, what the authorities don't know about, doesn't hurt the characters. All the same, the scramble to hide the VRF Gauss Gun when Customs board the characters' ship, or the panic when the characters realize that although their actions were legitimate self-defense, the use of a fusion gun will be hard to cover up, and the MoJ is on the way...

The Permits system is applied strictly in some regions, and hardly at all in others. It depends on the nature of local Imperial authorities. Use it as a referee's tool; to restrict access to huge guns, to spawn adventures, or to mess up players' carefully-laid plans. But feel free to ignore it if that suits your purpose as Referee. The Imperium is not a monolithic structure with uniform laws. Bend it to fit your vision, and to suit your purposes. And as always, err on the side of high adventure and fun!

Note also that properly documented cargo is not subject to weapons restrictions, and what the characters don't get caught with, they don't have to have permits for. Again, hiding the VRF Gauss Gun from the Naval boarding party can be an exciting interlude for adventurers.

PRIVATE OWNERSHIP AND USE OF WEAPONS

Lieutenant-Commander The Lord Helen Morvey,
Baron Kaiston, Imperial Navy

The typical citizen is not qualified for, nor capable of, the safe use of a weapon for any purpose. The proliferation of small-arms among Imperial citizens makes law enforcement needlessly complex and dangerous, and should be curtailed immediately and with the greatest vigor.

Only trained military personnel and those with strong accountability should be permitted to own and operate weapons, and even then the public interest is best served by frequent re-accreditation and seizure of improperly-documented weapons.

Sadly, this is not the case, and many localities allow the ownership and even carry of weapons by persons capable only of inflicting self-injury or posing a deadly threat to bystanders. Even discounting the availability of weapons for crimes of passion or impulse robberies, the random discharge of weaponry that accompanies any attempted crime in localities where weapons carry is permitted poses a severe hazard to everyone in the vicinity; a hazard greater than that posed by the original crime.

Particularly, the possession of weapons by so-called "Travellers" leads to a vigilante attitude, as these self-appointed defenders of the public engage suspected criminals - in the unusual case where they are not the criminals themselves - with blazing guns, indiscriminately filing the air with lead in the cast iron belief that they are doing right. Such people should be locked up; attempting to obtain a weapon is proof enough of hostile intent.

Citizens should never attempt to tackle an armed criminal. The correct course of action when threatened with armed (or unarmed) violence is to retreat from the situation, and to summon the assistance of local law enforcement or Imperial military personnel.

Realistically, it is not always certain that assistance will be immediately available. For this reason is it acceptable for citizens to learn an approved self-defense system and to restrain violent individuals with non-impact methods. On no account should law-abiding citizens be tempted to learn aggressive "martial arts", which grant the individual the capability of doing great harm; in effect rendering the individual "armed and dangerous" at all times. These skills should be reserved for properly trained and led Imperial personnel, and their teaching by private individuals should be abolished immediately.

CARRY AND USE OF WEAPONS: ADVICE FOR TRAVELLERS

Lt-Colonel Boris Maskaanii, Imperial Marine Corps (Ret)

Baron Kaiston is full of ideas. Full of something, anyway. However, she does make one important point; untrained weapons users are a threat to everyone around, and it is generally better to seek escape than battle.

Since self-defense is something of a necessity, the Imperium does not seek to implement the good Baron's somewhat Fascist ideas. However, weapons and violence must be used responsibly, and in a controlled fashion. Training is vital, as is having the right weapon or tool for the job at hand.

UNARMED COMBAT

Everyone should learn some unarmed combat. Pick a style that suits your needs. Most people should stick to something simple and easy to learn, a style that allows a

decent chance of escaping or evading an assailant rather than pursuing an esoteric art that promises the ability to demolish buildings after 30 years of training. Imperial Marines train long and hard to become the ultimate fighting machines. Your own training goals should be set lower, since you no doubt have a different purpose in life than destroying the enemies of the Emperor!

Grappling or striking styles go in and out of favor, as do combination styles. Everyone has an opinion about what is best. The truth is that you should learn what suits your physical abilities and the time you have available to train. Pick a style that will work in many different situations, not just (say) when grappling on the floor or at kicking range. Fighting is a scrappy, messy business. Learn something practical, and don't neglect improvised weapons training.

MELEE WEAPONS

There are so many different melee weapons available that it can be hard to choose. The commonest for Travellers would be (in order): Knives, Swords and Blunt Instruments. Knives are the most useful, and make excellent survival tools. Knives can be concealed easily, too. But be aware that a knife is a lethal implement. It is only an effective threat if your opponent believes you will use it. And as a defense weapon a knife is a bit all-or-nothing. If you use a blade, chances are you will kill your opponent. That's all right for the Marines, because killing the enemy is their job. For you, a non-lethal weapon might be better.

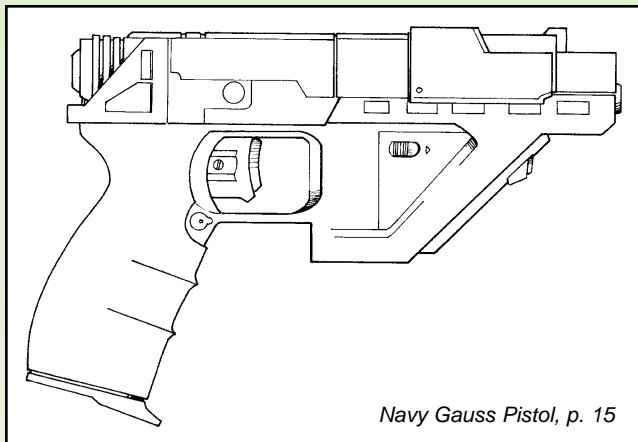
WORDS

Similar comments apply to swords as knives, except that they have no real value as tools, but do create a larger "lethal space". Swords are an excellent combination of lethality and portability, and various types are available to suit different users. Elegant duelling weapons such as the Foil are easy to carry yet remain a reasonable deterrent, but they are a little too delicate for close-quarters battle. Heavy hacking swords (including 2-handers!) can be a bit much to carry for defensive purposes, and require a fair amount of room to use. The ideal compromise is the Marine cutlass; a deadly combination of power, speed and carryability - and of course it has a certain romantic appeal as the weapon of the Corps, the Emperor's iron fist!

STICKS AND BATONS

For self-defense, blunt instruments are excellent. They can stun or break bones, but are rarely lethal. At the same time a baton or stick can block lethal implements and gives the user a reach and a projected threat that no amount of unarmed skills can match. A small baton is as easy to carry as any sword.

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Navy Gauss Pistol, p. 15

OTHER MELEE WEAPONS

There is perhaps a case for a hatchet as a self-defense weapon, but for the most part weapons other than those listed above are not really practical for defensive carry. Axes, maces, spears and strange martial arts weapons with chains and spikes are best left where they belong - in the vid theatre. The same goes for bow weapons.

NON-LETHAL WEAPONS

Drug sprayers, thud guns, shock batons, squealers, Tranq pistols and similar weapons are an option for those whose conscience will not permit the use of lethal force, or for security personnel. However, for self-defense they do leave something to be desired. Most non-lethals are bulky and awkward to carry, and lack the intimidation factor - an assailant might chance a thud gun or Tranq pistol where even a tiny pocket revolver would give him serious pause for thought. Non-lethals are your choice. Carry if you will, but for my money the big stick should have a few nails hammered through it.

FIREARMS

For self-defense, handguns are best. Light, portable, legal in most places, they are lethal enough to be a deterrent at close range. Handguns are of little use beyond a few meters, but since most people can't hit a barn beyond ten meters with any weapon, this is not important. Imperial Marines train long and hard at marksmanship, and even THEY miss at longer ranges. The typical weapons user is better off taking cover or fleeing in any situation where the enemy is not within, say, five meters. Most hits happen by accident beyond that range.

Don't bother with "assault pistols" and other gimmicky weapons. Tiny full-auto weapons are highly inaccurate and as much of a threat to the user as anyone else. They are quickly emptied to little effect, and are then useless. Pick a decent, reliable, conventional handgun and learn to use it.

A high-capacity semi-automatic is good, though a really big revolver does have an excellent deterrent value.

For almost all security and combat operations, a longarm is necessary. Submachineguns (SMGs) use pistol ammunition but are more accurate and hit harder due to the longer barrel. They are also more intimidating, have a higher magazine capacity and "look the part" better than handguns. SMGs are light and handy, and are excellent for urban combat.

Shotguns are also ideal for urban or indoor environments, and have the advantage that their pellets do not overpenetrate nor ricochet much, reducing the risk to bystanders and shipboard systems. Many shotguns can use specialist ammunition, but remember that the standard buckshot load is very, very effective against unarmored opponents. A self-loading or pump-action shotgun is fine for security or defense use. Full-auto military assault shotguns are bulky and heavy, though remarkably effective as a deterrent or room-clearance tool. They can be difficult to obtain permits for, however.

Rifles are the longarm of choice for most users, whether in short and handy "carbine" form or a full-length rifle. A lightweight carbine is an excellent tool for occasional self-defense or potting something for dinner; they are also handy and easy to carry. Full-sized assault rifles (with burst or full-auto capability) are excellent security weapons for many applications, and are cheap and easy to obtain. All assault rifles are accurate beyond the ranges normal users can shoot well at - even among Imperial Marines, the Marine who can outshoot his rifle is rare, and quickly assigned a top-of-the-line sniping weapon. Military rifles such as ACRs and Gauss weapons need special permits, and are highly expensive to obtain and maintain. They are really beyond the needs of any but serving military personnel and highly skilled mercenaries.

Laser weapons are a matter of personal taste. Their power and lack of recoil makes them desirable in some situations (shipboard security, for example) but they are complex and expensive. Lasers also have some hidden drawbacks. They make a poor deterrent on low-tech worlds where they may not be recognized for the powerful weapon they are. Dense, humid atmospheres can cause problems with beam collimation, and of course in close combat lasers are fragile and easily damaged. Where a good rifle, shotgun or SMG can be used as a pretty decent club, a laser is a bulky encumbrance rather than a handy weapon. However, some users find the ability to punch holes in almost anything, without recoil or much signature to give away a firer's position - plus the ability to use the laser as an artillery designator - to outweigh these drawbacks.

Low-G weapons (Snub pistols and SMGs, Accelerator Rifles and of course, lasers) are specialist tools. Normal

weapons work well enough in low- or zero-g, though recoil does cause problems. Snub pistols have a short barrel and a very large bore - this makes them quite intimidating, and perhaps worth carrying for that reason even if you do not expect to fight in zero-g. However, the range on these weapons (other than lasers) is short, so as tools for general self-defense they are not ideal.

My own stance is that Travellers should pick a personal weapon (a handgun or maybe a melee weapon) for self-defense and become proficient with it. Owning a gun for every occasion is rather pointless; it is really far better to be good with one weapon than mediocre with the whole collection festooning your clothing. By all means carry a longarm on security details or escapades out in the boonies, or break out a snub for shipboard security, but a huge arms collection is pointless. Choose something reliable and reasonably intimidating, and learn to make best use of it.

A GUIDE TO PERSONAL WEAPONRY AVAILABLE IN CHARTED SPACE

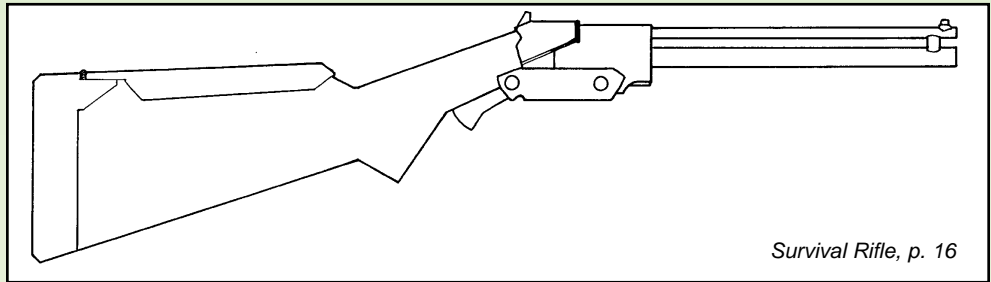
Peter Helmden; Director, Instellarms Information and Advisory Division (Gateway Division)

Note that TL is simply the earliest TL that weapon appears at. More advanced versions, using better materials, are available throughout the TL range. However, a sword is pretty much always a sword. It is in the hands of the user and not the maker that one weapon becomes more or less effective than another. A particularly good weapon may give a skilled user an edge, but to the typical self-defense user there is little difference. However, the converse is not true. Quality does count when there is a possibility of your chosen weapon breaking or otherwise letting you down. Travellers who intend to rely on their weapons should always buy from reputable manufacturers and avoid cheap copies of quality ordnance.

Ratings for the basic example of the various weapons are listed in the following overview of available equipment. Variations are collated in the Catalog section for the convenience of the reader.

BLADE AND MELEE WEAPONS

Melee weapons can be improvised from objects found lying around at any tech level. Manufactured melee weapons begin at TL0 with rocks tied to branches, and



Survival Rifle, p. 16

continue to develop throughout the vast march of history. Advanced materials give rise to lighter, stronger and more capable weapons, but as a rule, weapon designs at TL 15 are not very different to their TL 1 or 2 ancestors.

Most "malfunctions" with hand weapons are actually user errors due to the frantic nature of close combat. Hitting one's self or a friend, snagging the weapon tip on something, or losing one's grip and thus the weapon, are usually referred to as "fumbles" by hand weapon users. True malfunctions, such as when a weapon breaks or becomes bent and useless, often result from such fumbles (e.g. when a combatant strikes his opponent very hard with the flat of a light sword such as a foil, and bends it beyond use), or may simply occur through weaknesses in the weapon or due to the battering received in parries and blows against armor. Good quality weapons are more resistant to such malfunctions, but it must be understood that parrying a baton with a foil is rarely a good idea, and trying to breach Combat Armor with a hatchet usually results in a broken hatchet.

BLUNT, IMPROVISED AND PRIMITIVE WEAPONS

Blunt instruments are a basic tool of combat, and can be found anywhere. A sophisticated, high-tech security baton may be more robust, easier to carry and better balanced than a handy stick, but there is very little difference in function.

CUDGEL OR BATON

A blunt instrument such as a stout stick, bottle, large spanner or similar heavy (and often not very well balanced) object used in one or both hands to strike with. Cudgels can be improvised in almost any circumstances. Security or self-defense batons, which may have side handles or other variations, also count as Cudgels, as do staves.

STONE AXE

A rock attached to a branch, a stone axe is perhaps the earliest of "prepared" weapons. I can deliver quite a blow despite its primitive appearance.

PERSONAL WEAPONS OF CHARTED SPACE

TELESCOPING BATON

A compact cylinder which extends into a striking baton of length between 50cm and 1m, usually with a weighted tip for added impact. Telescoping batons are no more effective than the standard type, but are easier to carry.

STEALTH BATON

A telescoping baton constructed from non-metallic materials, a stealth baton will not set off metal detectors and can usually be slipped past other detection equipment.

SHOCK BATON

An advance on the standard security baton, a shock baton delivers a high-voltage electric shock upon contact. It can be used as a standard baton or club (with or without the shock effect) or in the manner of a cattle prod, simply by touching a target with the tip. So long as contact of any sort is made, 1d6 damage is delivered to the target in addition to normal damage. The shock cannot penetrate thick clothing, armor or the hide of creatures such as Viruush. A battery is good for 2d6 strikes (the discharge efficiency is a little unpredictable), after which the shock baton is still effective as a club.

KNIVES AND SWORDS

Knives and swords are usually carried as sidearms - i.e. they not intended for real combat, but if it proves necessary then they are certainly better than nothing. Knives double as tools and tend to be carried as such out on the frontier. Swords form part of ceremonial dress, and in many cases are worn despite weapons restrictions. For example, the Imperial nobility or most regions have the right "to bear a sword" - usually a Foil - in most situations. Naval and Army officers may also be expected to bear a sword as part of their full-dress clothing.

DAGGER

A tool and weapon of desperation, the dagger is a single or double-edged blade weapon with a point for stabbing. It can be deadly in the right hands. The Dagger represents a range of small blades including punch-daggers, steel claws and improvised weapons such as kitchen knives, as well of course as small and medium fighting knives.

STEALTH DAGGER

A light blade weapon constructed from non-metallic materials and designed to slip through weapons detectors, the stealth dagger is also devoid of handguard and other projections, making it smaller and easier to conceal. It is otherwise identical to the standard Dagger

BLADE

A large fighting knife/shortsword, the Blade is a deadly weapon as well as a survival tool. Some are as large as the Roman Gladius. Blades are found in survival kits throughout Chartist Space. They are capable of stabbing or cutting, and many have a saw backing the blade for various applications, survival tools inside the hilt etc. The Blade is a specific weapon type, but is also representative of machetes and similar large fighting knives.

FOIL

The lightest of swords, the foil has a slender blade about a meter long, designed for thrusting but capable of making a slashing attack with the edge. The user's hand is protected by a guard that may be a simple "stirrup" type, or a complex basket hilt. Seen by many users as too light for real combat use, the foil is often carried as a fashion item or part of dress clothing, especially by nobles. It can be very deadly in the right hands, however.

NAVY FOIL

A variant on the theme of the standard foil, the Navy Foil has a slightly heavier blade, which is curved in the manner of a cutlass. The Navy Foil is only slightly more robust than a conventional foil, however. The Navy Foil is the standard dress weapon of Naval officers, except those who hold Noble titles, in which case a standard, straight Foil is usually borne. Thrusting with a Navy Foil is a little awkward, so the weapon is usually employed to slash or cut with. It is capable of all the elegance of the standard foil, however.

SWORD

A number of straight- (or very slightly curved) bladed, one-handed cutting or thrusting weapons are described as "swords". Hilt may be a simple crosspiece or a complex basketwork affair. Some weapons are designed to be used in one or two hands, but are basically light combat weapons. Examples include the standard "Sword" purchased as a self-defense weapon by many Travellers, katana-type weapons favored by martial arts students, and the "dress sword" worn by officers and other ranks of the Imperial Army's Infantry, Artillery and Support branches on ceremonial occasions.

The Sword is a pretty fair sidearm, and certainly a weapon to take seriously.

CUTLASS

A heavy-bladed slashing sword designed to be used in one hand, the Cutlass is the ceremonial weapon of the Imperial Marine Corps, and is often carried on guard detail. Cutlasses are designed for short, heavy blows at close quarters, and as such are handy in a starship boarding action. The Marines actually use their cutlasses rather less

often than is imagined, but the weapon remains popular with security crews aboard private starships. The Cutlass is also representative of scimitars, tulwars and similar slashing swords, and of the light cavalry saber worn as ceremonial weapons by members of Imperial Army armoured or grav cavalry regiments.

BROADSWORD

The term "Broadsword" has come to refer to a large sword intended to be used in both hands. Sizes range from a fairly useful Zweihander type, with a blade about 1.5-1.7m long, to enormous "iron clubs" with blades up to 3 meters long, favoured by some barbarian cultures. Hilts are normally a simple crosspiece, often with a blunted area in front of the hilt to allow a shifted grip, using the weapon almost as a quarterstaff.

Where other swords are generally considered sidearms, the Broadsword is a real battlefield weapon - at low tech at least - and is very rarely carried for self-defense.

SPEARS AND PIKES

Spears and pikes are the standard weapons of the low-technology battlefield, and are also used in hunting. Cheap to manufacture, with a long haft of wood or similar naturally-occurring material and a point of bone, metal, or ceramic, spears give the individual a measure of "standoff" fighting capability, allowing him to reach mounted foes or keep enemies at bay. Spears are excellent for massed formations, whether in a defensive "hedgehog" formation or the multi-pointed steamroller that is a Phalanx.

For individual combat, some light spears can be thrown as javelins and most can double as staves for close-quarters work. Heavier spears are really only useful for thrusting, but are very effective in mass (low-tech) combat. Spears can be improvised from any stick and sharp object. Two-handed spears and pikes can be used with a shield, but the shield is simply strapped to hang over the user's torso. It does offer some protection but also interferes with movement to the point where only straightforward "Phalanx" tactics are possible. Such an arrangement is of little use to an individual fighter.

LIGHT (SHORT) SPEAR

Short spears tend to be 1.7-2meters in length, and are fairly light in construction. They are usually used in one hand, thrusting upwards or jabbing downwards. Some martial arts use a shot spear as a staff-with-a-point.

HEAVY (LONG) SPEAR

Long spears tend to be 2-3m in length, and are usually used in both hands. The springy haft can make a long

spear hard to handle - the point bounces around a great deal - but also helps drive the point through armor. Damage is not very much greater than for a light spear, but the extra reach is an advantage.

BAYONET

Bayonets fixed to the end of longarms make a fairly decent spear-like weapon. An unfixed bayonet can be used as a knife, and many TL 6+ bayonets include several tools such as wire cutters and a bottle opener (to stop soldiers from damaging magazine lips by opening bottles with them). A rifle without a bayonet can of course be used as a cudgel.

PIKE

A Pike can be of any length from 1.7m up to more than 5m. Construction is often heavier and stouter than that of a spear and may be quite sophisticated, with metal sheathing on the haft or crosspieces to prevent an impaled enemy or animal from charging up the pike haft.

LANCE

The "Lance" used by most nomadic horsemen and low-tech cavalry is simply a Long Spear used in one hand. It may be couched and driven home at the gallop, but this is actually quite rare. More commonly it is simply used as a spear-from-horseback, allowing the cavalryman to reach foes arrayed in a defensive formation, or to attack "in passing", without coming in reach of hand weapons. Treat light lances of this type as Long Spears.

The "Knightly Lance" is a great battering ram of a weapon, couched by a rider who is wedged into a special saddle, and thundered home for maximum impact. Treat such a weapon as a Pike, and gaining damage benefits of the charge.

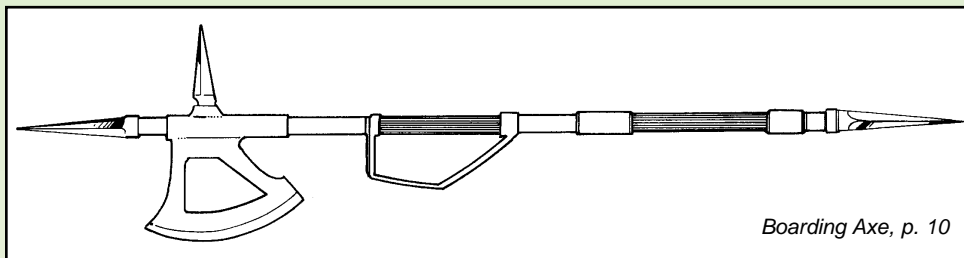
POLEARMS AND OTHER HEAVY MELEE WEAPONS

Polearms are a staple of the low-tech battlefield. A myriad of types exist, ranging from a simple blade on a haft to complex weapons incorporating spikes, hammers, points, axe blades and other implements, all on a haft long enough to reach horsemen. All Polearms are used in both hands. Other heavy melee weapons include maces, flails and axes.

HALBERD

The Halberd may be taken as representing most pole weapons. Halberds are actually used by some ceremonial guards, but are more usually found in the hands of low-tech infantry. Ordinary footsoldiers will be armed with a simple weapon, while more elite forces may carry complex and expensive multipurpose killing tools.

PERSONAL WEAPONS OF CHARTED SPACE



BOARDING AXE

A modern version of the Halberd, the Boarding Axe is a 2-handed weapon incorporating a 1m haft with a spike at each end, and a heavy axe blade backed by an armor-piercing pick. The weapon is deadly at close quarters, allowing a range of attack modes, and also makes a decent survival tool. An optional spade head is available, which can be swapped for the "weapon" head in a couple of minutes.

HATCHET

A simple one-handed chopping tool, the hatchet is sometimes carried as a low-tech sidearm and may be used in combat by crewmembers finding nothing else to hand but the contents of the survival kit. The Hatchet is representative of all one-handed axe weapons.

BATTLE AXE

Battle Axes are 2-handed weapons relying upon an axe blade for effect. Very long hafts, double-bitted axes and so on are encountered on low-tech worlds, though generally the major axe threat to Travellers is the ubiquitous fire-rescue tool.

MACE

The mace is a fairly simple, but deadly, weapon. Some cultures view it as a sidearm or badge of office. Others use the mace as a battlefield weapon. In either case, the mace is a short-hafted, one-handed bludgeoning weapon with a heavy weight for impact, which may or may not be flanged or spiked.

GREATMACE

The Greatmace is simply a 2-handed, longer-hafted version of the standard mace.

FLAIL

Flails come in three general types: War Flails, Morningstar Flails and a range of Martial Arts Flails. In all cases, the impact of a blunt object is greatly increased by the whipping velocity of a chain or cord, which also allows the weapon to reach around a shield or parrying weapon and crush or entangle the target.

Martial arts flails are not merely used to bash opponents. They can be used to apply sophisticated locks and

throws, though this does require great skill.

War Flail

A 1-handed flail comprising a short haft, heavy weight (which may or may not be flanged or spiked) and a cord or chain connecting the

two, the War Flail is a fairly uncommon battlefield weapon at low tech, but deadly all the same.

Great War Flail/Morningstar Flail

A 2-handed version of the War Flail, with a heavier weight, the Great War Flail is an intimidating weapon for everyone around, including most users!

Martial Arts Flails

Martial arts flails, such as Nunchaku and 3-Section Staves, are carried by some Travellers for self-defense. Their primary value is that they can entangle as well as bludgeon, in addition to a singular lack of utility to untrained users. Most weapons can be taken away and used against the owner; martial arts flails are likely to go on attacking his opponent if they are seized and pressed into use!

"Stealth" versions of martial arts weapons, using low-signature materials, are also available, and may defeat a search simply because they do not resemble a weapon.

Nunchaku are used here as representative of the type.

OTHER MELEE WEAPONS

Various melee weapons are available which do not fit into any particular category. They are detailed here.

BRASS KNUCKLES/HANDSPIKES

Either a spiked glove or a metal brace fitting over the knuckles to increase damage, brass knuckles are legal anywhere blades are. They add 1 point to damage from fist attacks.

STUNFIST

A high-tech version of the knuckle duster, and functioning identically, the Stunfist has a set of electrical contacts built in and delivers 1d6 additional damage on the first successful strike, after which its battery needs recharging, though it continues to act as a set of brass knuckles.

HANDMINE

The Handmine is a small, shaped-charge explosive weapon, illegal at Law level 1 and higher. Versions exist that can be held in the hand and slapped into the target, or

as explosive “brass knuckles”. Handmines are quite deadly, but require careful handling. A fumbled attack results in self-damage. No more than 1 Handmine can be used at once. The arming process takes 1 round (it is deliberately tricky to avoid accidental activation).

BOW WEAPONS AND OTHER LOW-TECH MISSILE WEAPONS

Some Travellers shoot bows for sport. Others like the stealth advantages offered by non-firearm weapons. And of course, Travellers may find themselves on the receiving end of a volley of rocks, arrows or javelins. All weapons are dangerous unless you are armoured from top to toenails.

Malfunctions with missile weapons are usually unpleasant but not very serious; snapped bowstrings and crossbow wires, misshapen arrows and javelins, and so forth. It is of course entirely possible to fumble a shot and hit the wrong target, or have a particularly deformed missile weapon veer off course with similar effect. High-quality weapons reduce this possibility somewhat, but particularly in the case of thrown weapons, the user is mostly responsible for attacks that go horribly wrong.

SHORTBOW

A short and handy bow of limited power, the shortbow is easy to construct. The pull is within the capability of most people.

LONGBOW/WAR BOW

More powerful bows intended for war, longbows and similar “war bows” require a great deal of practice to develop the strength to draw them. Some war bows are short but of very heavy construction; particularly those intended for horseback use.

COMPOUND CAM BOW

Using mid-tech engineering techniques, the Compound Cam Bow has a very powerful pull but a greatly reduced “holding” strength, making it less tiring to use and easier to aim.

LIGHT/SPORTING CROSSBOW

Light Crossbows include sporting pieces and “pistol crossbows”, which become available at TL 6 or higher. The latter are not very useful for combat nor hunting, and are primarily intended for target-shooting.

MILITARY CROSSBOW

More powerful crossbows requiring a stirrup or windlass to draw, military crossbows pose a real threat to Travellers and should be treated with respect.

REPEATING CROSSBOW

Various attempts at repeating crossbows have been made throughout the history of Chartist Space. Most are extremely weak, or perform poorly, or both. By the time technology can create a repeating crossbow, it can also create gunpowder weapons. Most repeating crossbows are recoiled with a lever, and hold bolts ready to load, but still require manual operation.

ADVANCED CROSSBOW

A favourite of sports shooters and vidshow assassins, the advanced crossbow makes use of high-tech materials to create a light and accurate version of the archaic military crossbow.

SLINGS

Slings, whether the staff type or the more usual thong-and-cup, can propel a stone or lead bullet at amazing velocity, though they are totally useless except in the hands of someone who has had long practice in their use.

THROWN AND HURLED WEAPONS

The typical Traveller need not concern himself or herself with the differences between hurled and thrown weapons - the distinction is in the manner of propulsion, if it makes any difference. What is important is that hand-propelled weapons can a Traveller’s careers as surely as any other threat.

BOOMERANGS AND SIMILAR IMPLEMENTS

Many low-tech cultures have developed throwing implements constructed from light natural materials, and used for throwing at targets, often over quite surprising distances. Such weapons are a threat to unarmored individuals.

JAVELINS

Light spears and javelins pose perhaps the most minor threat among this class of weapon, since the user must make very obvious actions and throw from an exposed position.

AXES

The hurled handaxe has a short range but a heavy impact, and can be deployed quickly. Even a poor throw can cause injury.

KNIVES

Throwing knives were very popular among Travellers some 10 years or so ago, but seem to have fallen into disfavor. A throwing knife can be pressed into service as a combat weapon (though many lack any form of grip or handguard), but generally speaking the converse is not

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true - fighting knives are too big, heavy and ill-balanced for throwing.

THROWING STEELS

Common among martial artists, small "throwing steels" (they can in fact be constructed from almost any material) can be quite deadly. They are available in all manner of shapes - stars and darts are common - and are easy to conceal. With a short range and low penetration, throwing steels are weapons for close quarters, not firefights, but they can be deadly all the same.

NETS

Some cultures make extensive use of weighted nets to trap opponents, and even go so far as to place barbed hooks on the cords. It is remarkably difficult to cut one's self free from even a simple net, but fortunately successful entanglement is also hard to achieve.

OTHER THROWN WEAPONS

Thrown weapons can be improvised from anything lying around. Most such weapons equate to a rock or a heavy rock in terms of impact and throwing technique.

FIREARMS

Despite a thousand and more years of progress - before and after the founding of the Third Imperium - the most efficient way to deal with enemies remains the conventional firearm. Energy, which is stored in chemical propellant in the cartridge, is liberated and converted to kinetic energy of a projectile, then dumped into the target causing shock and trauma.

Unless a vital organ is struck, most firearm wounds are not immediately fatal. Wound shock and bleeding are the usual causes of fatality. Also, while an unprepared person will usually go down to any gunshot wound out of shock, pain and surprise, an opponent who is already in "fight mode" can usually function despite any wound that does not immediately disable him. He may in fact die a few minutes later, but for the time being he is still dangerous.

One consequence of this phenomenon is that shooting an enemy may not "stop" him - he may shoot back or close in and attack with hand weapons - and so Travellers must be aware that some weapons, while deadly, lack "stopping power". Small-calibre handguns, in particular, can deliver several wounds without bringing the target down. Travellers have been known to land in legal trouble when law enforcement officers arrived to find a riddled corpse, where a larger weapon would have dropped the assailant with a shot or two, and remained more obviously within the bounds of "reasonable force".

However, small weapons are cheap, easy to carry and conceal, and light. Any gun can serve as a deterrent - nobody wants to be shot - and any gun can kill. Choosing a weapon is a matter of personal taste and budget, and stopping power is merely one consideration.

FIREARM TECHNOLOGY

Low-tech firearms generally use a coarse, loose powder propellant ignited by a glowing match or sparks created by a flint striking steel. Improvements such as rifled barrels and ignition devices like the percussion cap make these weapons quite deadly, even at low tech. However, "Black powder" weapons do give away their position with large clouds of smoke.

Cartridge firearms appear around TL 4 and never really go away. They remain the staple weapon of Travellers and military organizations right up to TL 15. Variations on the technology, such as caseless ammunition, electro-chemically-ignited rounds (instead of using a primer struck by a pin) and binary propellants do create some variety, but TL 15 firearms are the same in principle as their TL 4 ancestors.

The supremacy of the conventional firearm is challenged by various weapons. Gauss weaponry throws high-velocity projectiles using a magnetic field. Lasers deliver damage by the heating effect of collimated coherent light, and require rather different protection (as well as having the advantages of no bullet drop or recoil), and of course the advanced Plasma and even Fusion weapons used by the Imperial military are incredibly powerful. But none of these comes close to the common-or-garden conventional firearm in terms of availability or variety of weapons on offer. It is and will remain a safe bet that in 95% of incidents, if a ranged weapon is employed it will be a conventional firearm.

BLACK POWDER WEAPONS

Despite all the associated problems - misfire, hang-fire, slow loading, inaccuracy, etc - black powder arms are still attractive weapons when compared to bows and crossbows. They are more portable, can be "held" indefinitely, and users can be trained quickly. Black powder weapons do present a serious threat to Travellers and should not be taken lightly. And while they do take time to reload, double or multi-barrel weapons - or a brace of pistols - offer some measure of repeat capability.

Black powder weapons (with the exception of rifles) use a ball somewhat smaller than the bore of the weapon, creating immense inaccuracy but speeding up loading. Trained troops can manage (contrary to common misconceptions) four or even six shots a minute, though this is in the form of an unaimed volley only useful in mass combat. What Travellers might be doing in such a situation is an open question.

Thus the main threat from black powder weapons is the concealed sharpshooter or close-in pistoleer, and despite the limitations of the weapon it must be remembered that a greased, heavy musket ball can cause a truly horrible wound which will require rapid and effective medical treatment if the certainty of infection is to be avoided.

Pistols and Carbines

Black powder pistols are almost completely useless beyond sword reach, but they do remain an impressive threat because of the horrible wounds they can cause. Most Black Powder carbines (short rifles used by cavalry) shoot a pistol ball, but using an increased powder charge and at a higher muzzle velocity due to the longer barrel of the weapon. The "Duck's Foot" pistol, designed to intimidate crowds, has six or more splayed barrels initiated at the same time by pulling the trigger. It has no modern equivalent.

Musket

Smoothbore muskets are - in conjunction with the bayonet - a staple of low-tech infantry combat. They are extremely inaccurate and only "aimable" out to 50 meters at best. At 200 meters an individual would have to be exceedingly unfortunate to be hit by a musket aimed at them.

Shotgun

Black powder shotguns are very similar to the musket, though the bore is often even larger. Similar in use to a modern shotgun, the only real difference is the method of propulsion. Shorter shotguns (often with a bell or "blunderbuss" mouth) can be loaded quite quickly. Sawn-off black-powder shotguns (known as Coach Pistols) are very similar to modern sawn-off weapons.

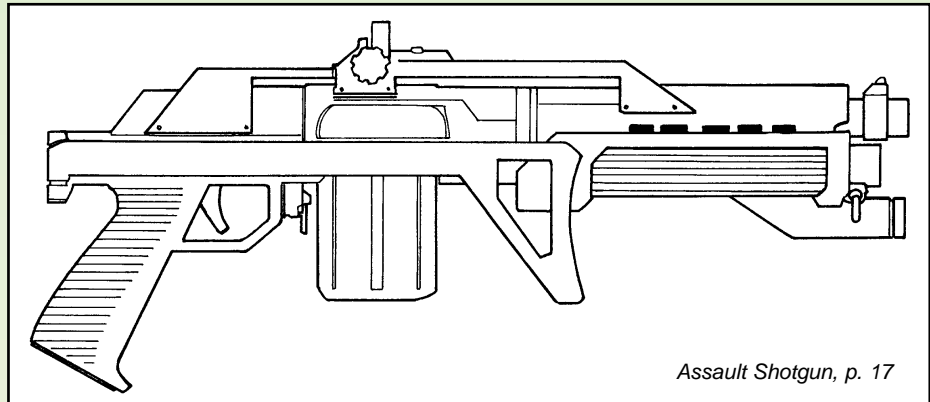
Rifle

Black powder rifles can be very accurate and deadly, if slow to load. Do not underestimate the killing power of a skilled marksman with a rifle of any sort.

MODERN FIREARMS

Modern firearms, whether initiated by electrochemical or physical means, propel one or more projectiles out in a ballistic trajectory. Recoil can be a problem with heavy firearms, especially in low-g situations.

Modern weapons are extremely safe, usually with multiple safety devices. These include the usual trigger and



Assault Shotgun, p. 17

grip safeties (such that the weapon can only fire if someone has hold of it and the trigger is pulled), manual safety catches (such that the weapon cannot fire at all unless the catch is manually disengaged), magnetic devices that disengage the firing mechanism unless the firer is wearing a magnetic ring, devices that only connect the firing mechanism as the trigger is pulled (such that the weapon will not fire if it is dropped, even on the hammer) but also a variety of electronic devices. Electronic safeties are less popular than robust mechanical devices, but some weapons do mount them. Examples include activation units that require entry of a code, biometric units that identify authorized users, and transmitted-controlled disconnectors that render weapons inert unless they are receiving the correct signal from either an area transmitter or a user's ID.

The latter represents an approach used by some high-tech, high-law worlds, where licensed weapon users (law enforcement, bodyguards and military personnel) carry weapons that can either be used only by the authorized user or in certain areas. A similar approach is used aboard some liners, wherein security weapons can be deactivated if taken away from the bearer.

Despite all the safeguards people can invent, accidents still occur. The fact that a weapon cannot fire unless the trigger is pulled does not prevent someone doing so while pointing it at his foot.

Modern weapons fall into three broad types:

"Single shot" weapons, such as many sporting guns, require that a fired cartridge be removed and a loaded one placed into the breech after each shot. Double-barrelled shotguns are weapons of this type, even though the user gets two shots between reloads (twin breeches)

"Repeating" firearms carry ammunition internally but require some action to place a new round in the firing position. Bolt-action rifles, pump-action shotguns and revolvers are the commonest examples. Such weapons may hold several rounds, but even though a revolver automatically places a new round under the hammer, this is done by mechanical means (in the revolver, a mechanism powered

PERSONAL WEAPONS OF CHARTED SPACE

by a pull on the trigger, in other cases, by movement of a mechanical device forming part of the weapon).

Mechanical machine-guns (such as the Gatling-Gardner type) are actually repeating firearms worked by a manually-powered crank.

"Self-Loading" weapons use part of the recoil energy from firing one round (which must usually be manually chambered) to load the next. The self-loading process naturally results in that round being fired, too, as long as the trigger is held down and the weapon left free to operate. Full-auto fire of this sort is not usually desirable from small-arms, since it is wasteful of ammunition and rather indiscriminate.

Most weapons either have a burst limiter, which cuts off the firing cycle after 3-6 rounds (as determined by the weapon designer. Usually this is 3 rounds for a rifle, and 4 or 6 for a lighter weapon such as an SMG) and requires the trigger to be released and pulled again for another burst to fire, or else cut off after a single round. Such weapons are termed "burst capable" or "semi-automatic/self-loading" respectively. Most military longarms have a selector allowing full-auto, burst, or semi-auto fire, while handguns are semi-auto only in most cases. The term "automatic pistol" is occasionally used to refer to a handgun of this type; more correctly such weapons are semi-automatic or self-loading pistols - though semi-automatics are almost universally known as Autopistols in throughout Chartist Space.

The vast majority of self-loading firearms are fed from a removable box or magazine (incorrectly referred to as a "clip" by many users. A clip is a feed device for charging an internal magazine such on a bolt-action rifle or a revolver). Most users carry several loaded magazines, which allows quick replenishment of empty or partially depleted magazines. Loading a magazine takes a few minutes, far longer than slipping loose ammunition into a repeating firearm, but the situation where a Traveller has depleted his or her 3-5 magazines (the usual "ready carry" load), and is reduced to reloading or chambering single rounds from loose ammunition, is very rare indeed.

Malfunctions in modern weapons tend to take the form of misfeeds or dud cartridges, which must be cleared before the weapon can function. Most weapons have a built-in mechanism for this, and the procedure is usually simple. However, worse problems do occur. Some weapons mangle their ammunition and jam it in the works. Sometimes internal components fail or break. This can be very serious, for example on the case where the feed mechanism breaks and the weapon begins to cycle uncontrollably, emptying itself at random while jumping around due to recoil, or it may "merely" render the weapon inert. Mid-tech self-loading weapons can "run away" due to heat generated in firing, causing ammunition to "cook off" in the

breach. This causes uncontrollable fire that can only be stopped by interrupting the ammunition supply.

HANDGUNS

Handguns are symbols of authority as well as defensive weapons. They are not particularly effective combat weapons, except perhaps at very close quarters.

Handguns are inaccurate at best, and should be used from a 2-handed stance. However, many amateurs like to abuse handguns, turning them sideways for some reason, or trying to perform rapid fire with a weapon in each hand while diving out of an exploding vehicle. This works moderately well in slow-motion vid scenes, but in the real world results in a great deal of ammunition expenditure for little gain.

Handguns range from tiny concealable weapons to enormous hand cannon carried by people who really wanted an antitank weapon. Some "special" weapons are available, chambered for truly ridiculous calibres. At TL 9 and above, accessories such as interfaces for heads-up targeting aids or laser pointers become fairly standard on all but "budget" handguns.

Body Pistols

Body Pistols are small concealable weapons intended to escape detection. Mid-tech versions are simply small and easy to conceal, while true "body pistols", available from TL 12, are constructed entirely from non-metallic materials (as is the ammunition) and are difficult to detect by automatic means. However, their small size results in either a low magazine capacity or small calibre, or both.

Derringer

An extremely small single or double-barrelled handgun using a fairly large calibre round, derringers are easy to conceal and deadly at extremely short range. Capacity is 1 or 2 rounds.

Holdout Revolver

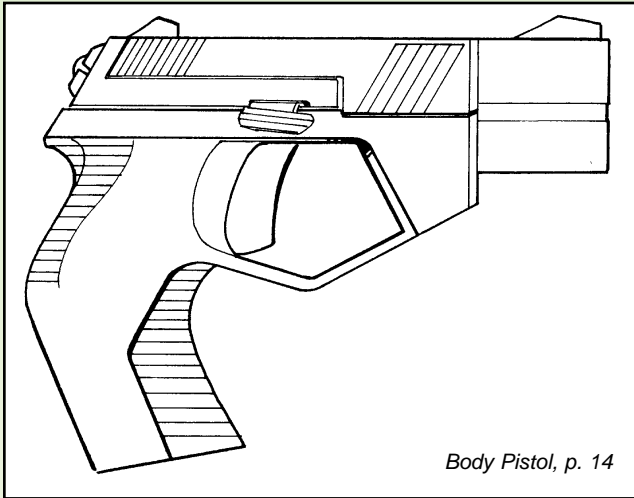
A small revolver holding 5 rounds of light calibre, the holdout revolver is fairly easy to conceal but this is somewhat hampered by the cylinder's bulk. This weapon is also representative of cheap, mass produced "Saturday Night Special" revolvers.

Holdout Autopistol

A small-calibre semi-automatic pistol designed for concealability; damage is low due to the small round, and magazine capacity is limited to 7-9 rounds.

Body Pistol

A true concealable, non-detectable weapon, the body pistol is a tiny 5mm weapon with a 5-round internal maga-



Body Pistol, p. 14

zine. Difficult to detect by search or technical means, body pistols are illegal on almost all worlds of the Imperium.

Heavy Body Pistol

A return to the Derringer concept, the Heavy Body Pistol is a single or double-barrelled weapon little more than a tube with a squeeze firing mechanism, firing a fairly heavy cartridge.

Revolver

The revolver is a standard repeating firearm, with a cylinder holding its ammunition (usually but not always 6 rounds). Revolvers are simple and robust, and many users find them more instinctive and "pointable" than semi-automatics. They are slow to load, though this situation is improved by using devices such as speedloaders or stripper clips to make ammunition ready for use.

Autopistol

The commonest personal weapon in Chartist Space, the autopistol is fed by a detachable magazine holding 10-20 rounds (15 is common). Muzzle velocity (and thus accuracy, range and power) is slightly higher for autopistols as for revolvers of the same calibre. This is because there must (by definition) be a gap between the cylinder and the barrel in a revolver, whereas an autopistol can fire from a closed breech at subsequently higher gas pressure.

Staple Gun

The "Staple Gun" (a colloquial name derived from its shape) is a generic firearm designed to be used by almost any of the species found in Chartist Space. It is unimpressive in performance, but can be issued to almost any being without modification. The primary user is the Imperial Armed Forces, which issues Staple Guns as sidearms to

rear-echelon non-humans. Non-human combat troops of course use weapons developed for their own unique physiology. The Staple Gun is a semi-automatic pistol fed by a 25 round detachable magazine. Burst and automatic-capable variants are no longer in use, as this capability was deemed more of a liability than an asset.

Heavy/Magnum Revolver

Very large caliber revolvers, or those shooting a "hot-loaded" cartridge, can deliver awesome power, but only at the price of heavy recoil and bulk. Once, heavy "Magnum" revolvers were the trademark sidearm of the Imperial Nobility. However, that practice declined since year 0, and now a sword is usually carried - nobles employ people to carry weapons for them, and if they must fight, they tend to use sophisticated gauss weapons. Nevertheless, the Magnum revolver finds favor among Travellers looking for something big, powerful, intimidating, and legal most places.

Heavy/Magnum Autopistol

Chambered for the same overpowered ammunition as the Heavy Revolver, the Heavy Autopistol represents the finest in personal artillery. Recoil is ferocious, and both the user and his weapon are subjected to immense stress upon firing. However, the stopping power of these awesome beasts cannot be denied. Magazine capacity is usually only 8-12 rounds due to their immense size, and concealability is not an option.

Gauss Pistol

Gauss Pistols propel a 4mm dart (or a burst of them) at high velocity using electromagnetic impulses. Penetration is impressive, and the darts can cause messy, shocking wounds in flesh. Gauss pistols are, however, expensive and complex. They are the standard sidearm of Army, Naval and Marine officers.

The Navy Gauss pistol is characterized by its long, elegant barrel (Marines disparagingly refer to it as a "standoff weapon", of little use in a close fight - just like the Navy), while the Army Model (also used by the Marines but under a different designation) is a shorter, more practical weapon.

Most gauss pistols are capable of semi-automatic or burst fire (4 rounds) Magazine capacity is usually 40 rounds.

RIFLES

Longarms firing a long cartridge at high muzzle velocities from a rifled bore are usually referred to as "rifles", as are other weapons fulfilling the same function. The term Rifle thus is a specific descriptor and the name of a weapon type fulfilling a certain military role.

PERSONAL WEAPONS OF CHARTED SPACE

The following weapons are available to Travellers without undue difficulty. Extremely powerful military weapons, such as the Gauss Rifle, will be detailed in the companion volume "Military Hardware of Charted Space".

Carbine

A Carbine is basically a short rifle firing a standard rifle cartridge. Most carbines are "civilianised" versions of military rifles. Many of the commonest carbines throughout Charted Space use the "Bullpup" configuration, in which the magazine is inserted behind the trigger assembly rather than in front as in a conventional longarm. This has resulted in many conventional carbines being referred to "Bullpups" when in fact this is a configuration, not a weapon type. Most non-Bullpup carbines have a folding stock and are handy for close-in use and carry in vehicles and other confined spaces. Magazine sizes are typically 15-25 rounds, with 20 being standard.

Rifle

The Rifle is a full-sized longarm with a fixed stock, fed by an internal or detachable magazine. After TL 6, detachable magazines containing 20-30 rounds are common, and weapons are typically semi-automatic self-loaders. At TL 5-6, an internal magazine containing 3-7 rounds (typically 5) and feeding by bolt action is usual. The Rifle is the standard infantry weapon at most tech levels, except for specialist troops.

Autorifle

Appearing at TL 6 or so, and gaining maturity shortly thereafter, the Autorifle is capable of semi-auto or either burst or full-automatic fire (usually the latter). It uses a heavy cartridge and is difficult to control under autofire, but is very powerful. Feed is from detachable magazines containing 20-30 rounds. Autorifles are bulky and heavy, and ammunition expenditure is high, which is a problem since magazines are heavy and bulky.

Assault Rifle

Assault rifles are an advance on the Autorifle concept appearing at TL 7 or so. Often built to a Bullpup configuration, assault rifles are designed to be handy at close quarters while increasing infantry firepower. They use lighter (but often more advanced) cartridges than Autorifles, and so are lighter and capable of carrying more ammunition. The Assault Rifle is one of the more popular longarms among Travellers. They are capable of semi-auto fire and either burst or full-auto (some both). Magazines typically hold 30 rounds.

Light ACR

The Advanced Combat Rifle is the first of the high-

tech military smallarms, and the only one to be dealt with in this book (see our companion volume for details of other military hardware). Similar in concept to an Assault Rifle, the ACR incorporates a range of ergonomic and electronic improvements to create a light, powerful weapon that is easy to carry and use at any range. Attachments for advanced sighting aids are standard. ACRs are Cat 4 weapons, requiring a special permit. Calibres are small, typically only 5mm, but advanced propellants give a high muzzle velocity. Magazine capacity is normally 50 rounds.

Survival Rifle

A standard item in survival kits, the Survival Rifle breaks down into a small space and can be carried in its own stock. The weapon has two barrels (over and under) of which one is a light rifle and the other a shotgun. Neither is very powerful but can be used to hunt various game or for self-defense at need. Rounds are loaded individually. Performance of both round types is quite similar.

Hunting Rifle

The majority of hunting weapons are similar to rifles of other types, though most are repeating bolt-action weapons rather than semi-automatics. However, some hunters feel the need for a special weapon capable of knocking down big game. The result is the Hunting Rifle, a powerful single or double-barrelled weapon, with rounds loaded individually into the breech. The given cost is for a standard weapon in 13mm calibre; many hunting rifles are individually made and almost works of art. Costs are far higher for such weapons.

SUBMACHINEGUNS (SMGS)

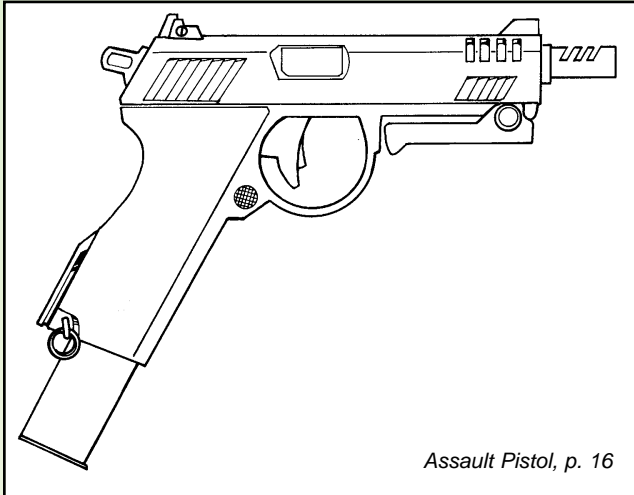
SMGs are light, handy weapons capable of 4-round burst or full-auto fire and using pistol-calibre ammunition. They are good for close-quarters work and easy to carry, making them ideal for vehicle crews and security personnel aboard starships. Some SMGs are quite large (and have long barrels, improving accuracy), while others are tiny, little more than overgrown pistols. As a rule, the larger a weapon the more stable it will be when firing.

SMG

The typical SMG is a short weapon with a folding stock or no stock at all. Magazines typically hold 30 rounds, and are not compatible with handguns (nor vice versa), even of the same calibre, though the actual ammunition is. TL 8+ SMGs often include a laser dot pointer as standard.

Assault Pistol

"Assault Pistols" are normally semi-automatic handguns altered to fire 6-round bursts or full-auto, though



Assault Pistol, p. 16

some are specially designed weapons resembling tiny SMGs. They are hideously inaccurate and tend to spray ammunition around more or less at random, though they do make a fearsome deterrent at close range, or a fine weapon for assassination. Magazines are usually the standard autopistol type (and compatible with autopistols of the same calibre), holding 15 rounds, or “extension” magazines that stick out of the pistol some way and hold 20-25 rounds. Extension magazines can be used with standard handguns but make the weapon clumsy and hard to carry.

SHOTGUNS

Shotguns are generally single-shot or repeating weapons firing a heavy cartridge from a smooth bore. The typical load is designed for a degree of spread that increases the chance of a hit and “chews up” the target. Shotguns are not impressive in terms of range or performance against armor, but they do considerable damage and can be used to deliver a variety of special ammunition types including gas rounds, stunbags and heavy projectiles. Recoil is heavy, making low-g use rather interesting.

Damage listed is for Buckshot ammunition.

In T20, Shotguns firing solid slug (Standard) ammunition use their middle damage rating out to triple their rated range, but suffer a blanket -1 to hit at all ranges due to lack of rifling. Thus most shotguns will do 2d6 damage at a range of 9m when using slug rounds. Sawn-off shotguns cannot fire solid slug due to recoil problems.

In CT, shotguns firing solid slug perform slightly differently at various ranges, and better against some types of armor. This is summarized in the weapons table as a modifier. Damage remains the same.

Most shotguns can also fire flechette ammunition.

Sporting Shotguns

The standard sporting shotgun is a double or single barrelled weapon fed by manually inserting a single round

in each breech. Many shotguns are expensive, beautifully-made items costing far more than the price listed here. Others are standard “varmint guns” used for dealing with rodents, birds and other vermin such as trespassers.

Sawn-off Shotgun

Sawing off the stock and most of the barrel of a sporting shotgun creates a weapon not much bigger than a very large handgun. Such weapons are of limited use in a fire-fight due to a lack of range and low ammunition capacity, but they are excellent as a deterrent or as a close-in weapon. Any arms manufacturers market weapons that approximate sawn-off shotguns, but are in fact designed from the ground up.

Combat Shotgun

Combat shotguns (sometimes called “riot guns”) are excellent for security use, since their ammunition does not ricochet or overpenetrate, their size makes them a good deterrent, and they are robust enough to make a pretty fair cudgel. Most combat shotguns hold 6 rounds in an internal tube magazine under the barrel, loaded manually. Some do use a detachable magazine, but these are extremely bulky. Folding stocks are common in combat shotguns, and some have no stock and a very short barrel (and reduced magazine capacity). Most combat shotguns above TL 8 are semi-automatic (gas-operated) self-loaders, but the heavy recoil takes its toll on mechanisms constructed with pre-TL9 materials, creating the risk of a feed failure. Thus TL8 and below shotguns are often (but not always) pump-action weapons fed manually. Thus has two other advantages: special ammunition can be loaded directly into the breech without emptying the magazine, and the fact that the racking slide of a shotgun pump is one of the most intimidating sounds in known space.

Military Shotgun

Military shotguns are developed from the standard combat shotgun, but use special military-grade ammunition that does not fit lesser weapons. Most are extremely robust self-loaders fed from a revolving magazine (12 rounds is common). Damage (and recoil) from the overpowered cartridge is awesome and not really surpassed by a projectile weapon until the TL 13 advent of the Gauss Shotgun.

Assault Shotgun

Another variation on the theme of the riot gun, assault shotguns use standard civilian ammunition fed from a bulky box magazine (7 rounds is common) or an even bulkier 20-round drum. Most weapons have a folding stock and semi-auto plus burst-fire (3 rounds) or full-auto capability. TL 7-8 versions are not completely reliable as the mechanism is

PERSONAL WEAPONS OF CHARTED SPACE

subject to awesome stresses under burst fire.

LOW-G WEAPONS

Low-g weapons are designed for use aboard space vessels, where (if gravity is lost), recoil can send a character spinning out of control. Special firing positions are taught to low-g troops to reduce this risk, but the use of laser or low-recoil weapons is a big help. Snub weapons (named for their very large bore in relation to the barrel length) are designed to shoot low-velocity (but large) cartridges. The normal load is Ball (i.e. standard) ammunition, but Tranq, and high-explosive or high-explosive- armour-piercing (HEAP) rounds can be used. Note that HEAP rounds from snub guns are merely equivalent to AP from other weapons - the explosive effect compensates for the low muzzle velocity of the weapon.

Snub Revolver

The standard shipboard security weapon for civilian crews, the Snub revolver is a bulky weapon but quite powerful at close range. Some variants can be loaded with different ammunition types and will move the cylinder to a particular round, allowing security personnel to select non-lethal Tranq or gas rounds before escalating to lethal loads. However, most users cannot cope with this level of complexity in combat, and most snubs operate just like a conventional revolver.

Snub Pistol

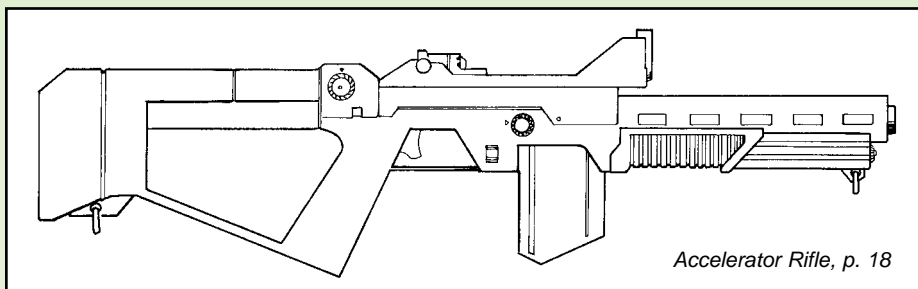
Also referred to as a "Combat Snub", the semi-automatic Snub Pistol is used as a security weapon aboard Naval vessels and as a sidearm by low-g troops. Fed by a 15-round detachable box magazine (20-round extension magazines are available), the Combat Snub is semi-automatic capable only.

Snub SMG

Larger and more bulky than a Combat Snub, the Snub SMG uses the same ammunition as other Snub weapons, though magazines are not compatible. A folding-stock assault weapon, the Snub SMG is issued to security personnel aboard Naval vessels at need. It is not normally carried unless there is a perceived need; pistols are adequate for guarding doorways under most conditions. However, Naval vessels maintain "roving patrols" of crewmembers armed with Snub SMGs and/or pistols at all times. Standard magazine capacity is 30 rounds; the weapon is semi-automatic, 4-round burst, or full-auto fire.

Accelerator Rifle

The Accelerator Rifle is a full-sized longarm for low-g use. It balances low recoil and hitting power by using a 2-



Accelerator Rifle, p. 18

stage rocket-propelled round which leaves the barrel at low velocity then accelerates to the target. Long-range accuracy is rather poor, but accelerator rifles are used by the Protfors (Protected Forces) troops of many worlds as a compromise weapon capable of ground or space combat. Fire is semi-auto or 3-round bursts from a 20-round detachable magazine. Note that accelerator weapons are very poor at close range, before the round has time to gain any real velocity.

DISCHARGERS

A variety of grenade dischargers exist, which are properly considered military weapons and not dealt with here. The weapons listed in this section are intended for riot-control or non-lethal personal defense.

Baton Gun/Thud Gun

The "Thud Gun" is a single-shot weapon firing a 30mm baton round or "stunbag" filled with loose pellets. Such rounds have tremendous knockdown power and stunning force, but are very rarely lethal. (no Lifeblood damage).

Riot Cannon

Similar to a Thud Gun, the Riot Cannon can also launch a range of projectiles including gas grenades and a very large flechette round. Damage for baton rounds is as for the Thud Gun; the flechette round is listed below. Dispersion of the flechettes is wide but range is very limited; the round is primarily used to clear a space in front of embattled riot police. Some societies build riot cannon into riot shields, while some military forces use a variant fixed in a Boarding Shield.

LASER WEAPONS

Laser weapons offer the user a range of advantages. They are silent, powerful, and can be recharged from a vehicle or starship Powerplant for free. However, they are also fragile and somewhat temperamental, and require a backpack or belt powerpack which can be an encumbrance. Laser weapons can be defeated by atmospheric conditions, anti-laser aerosols or special armor types. Their military use (other than heavy weapons) is as combination weapon/designators, or for low-g assault troops.

Laser weapons can be directly fed from dedicated sockets (some vehicles and starships have these, to allow defending personnel effectively infinite firepower). If outside power is not available, the weapon must be fed through a cable from a belt or backpack power supply. Belt packs hold 50 "Power Factors" and can feed pistols and carbines; rifles draw too much power and will normally overload a belt pack after 1-5 shots (1 in 3 chance per shot that the pack circuitry melts and must be replaced). Backpack power units carry 100 or 300 Power Factors and can feed any laser weapon. A discharged power pack can be recharged from a ship or vehicle fusion plant for no cost. Laser weapons have no internal power of their own and become inert if the power cable is damaged. A live, severed cable can make a handy tool for desperate self-defense. The connector on an intact laser power supply is designed to prevent fatal shocks, so cannot be used in this way.

Malfunctions with laser weapons are most often simple - power cords, no matter how well secured with the most advanced retaining systems, can find a way to become detached under combat conditions. Other malfunctions are more serious. Beam focussing and collimation systems can be misaligned by a sharp blow, rendering the weapon useless. Worse, damage to the powerpack or electronics failure can result in overheating or even a catastrophic energy discharge.

The weapon costs and weights listed do not include powerpacks.

Pistol

With a short focussing array, laser pistols are not very powerful the beam loses power quickly due poor collimation (atmospheric dispersion). The weapon draws 1 power factor per shot.

Carbine

The laser carbine is a short weapon fitted with a folding or skeleton stock, and well suited to the assault role. It has a greater effective range than its pistol-configured cousin. The weapon draws 2 power factors per shot. It is quite powerful at close range, but fragile.

Rifle

The laser rifle is a powerful weapon, though bulky to carry. Laser rifles, despite their power, are unpopular military weapons (carbines are generally favored), though they are used as sniping and designation weapons by some planetary armed forces.

NON-LETHAL WEAPONS

In addition to the dischargers listed elsewhere, various non-lethal weapons are available to Travellers.

Sprays

Sprays squirt an irritant or sedative liquid at an assailant, and are intended to incapacitate without causing serious harm. Sprayers are either 1-use dischargers or larger, multi-use hand sprayers. Most of the latter hold 5 uses.

Sprays cause damage according to the contents:

Pepper Spray: (TL 7) Causes irritation of nose and eyes, and intense burning sensations in both. Target is rendered incapable of much beyond reeling around flailing at the air for 1-6 minutes.

SopSpray: (TL 9) Target is sedated and becomes drowsy. Consciousness is rarely lost, but the target's responses will be incoherent and apathetic. He will not pursue, initiate attack, or do anything but attempt to defend himself - which may include fighting back against someone attacking him, but only in any round he is actually attacked. Otherwise, he will seek to stagger off and go to sleep. Effects last 2-20 minutes.

Other chemicals can be loaded into sprayers. Examples include nerve agents or caustic suspensions, but these are highly illegal (prohibited at law level 1)

T20: A target hit with a sprayer may make a Reflex or Agility save (DC15) to avoid the worst effects of the weapon, or a DC20 Fortitude save to simply force himself to carry on despite the pain. If he does so, he gets a partial dose and functions at -2 to all rolls for the half the normal duration of effect.

CT: A target may resist the effects. Roll 8+, +1 if END 7+, +1 if military trained. If successful, the target gets a minor dose and merely makes all rolls at a DM of -1 for half the normal duration of effect.

Sprayers have little effect on people wearing filter masks etc.

Tranq Pistol

A small handgun capable of firing only a low-powered (and harmless) round composed of material that dissolves rapidly in flesh, allowing powerful sedatives to affect the target. The characteristics of a Tranq pistol are equivalent to those of a Snub Pistol firing Tranq ammunition, though the rounds are not interchangeable.

Tranq pistols are loaded with four rounds, which are manually inserted into an internal magazine.

Anyone hit by a tranq rounds becomes immediately dizzy then is sedated as per SopSprays, above. Targets may resist the effects as per a SopSpray. If hit by successive Tranq rounds, resisting becomes harder.

T20: DC goes up by 3 per successive round hitting the target.

CT: DM -2 to resist per extra round hitting the target.

All Tranq rounds in effect are resisted with a single attempt, no matter how many rounds the character is hit by.

PERSONAL WEAPONS OF CHARTED SPACE

Squealer

A squealer is simply a hand-held directional noisemaker which assaults the eardrums of people nearby. Most use compressed gas and are good for 3-5 rounds of use (1d3+2). Anyone "Squealed" will flinch away and may be stunned next round. To avoid the stunning effect:

T20: Fortitude Save (DC15)

CT: roll 8+, DM +1 if END 8+

Even if the target is not stunned, he can attack only at a penalty in any round he is "Squealed". This penalty is -2 to all rolls in T20, or a DM of -1 on all rolls in CT. Military armor has noise cutouts built in, which protect the wearer from squealers and their like.

Stungun

Stunguns come in two basic types. Handheld shockers deliver a powerful 1-shot electric charge to the target, while the true "stungun" type delivers the same charge down wires shot into the target.

To hit with a hand shocker, a normal unarmed combat roll is made. Stunguns require a successful hit roll as if they were handguns. Actual damage is slight - 1d6 only - and both types are absolutely no use against armor of any kind. However, an unarmored target suffers stunning damage as follows:

T20: Make a Fortitude save (DC20) or flop helplessly on the ground for 3d6 rounds. Successful save results in only the normal 1d6 damage.

CT: Deduct 4d from END, which may render the character unconscious or otherwise helpless. END recovers at a rate of 1 point per round until it reaches 1, at which point the character is shaky but mobile. END continues to recover until it reaches normal value.

Tranq Gas Grenades

Most grenades and explosives are beyond the scope of this work, being primarily military in nature. However, gas grenades are frequently used in security applications and are available with a Cat 3 permit.

When a Tranq grenade is set off, anyone within the radius of effect (6m) may be affected. They must make a Fortitude save (DC 15) or immediately fall unconscious. This save must be made each round the character remains within the blast radius of the grenade and the gas persists. The gas will persist for 1d3+6 rounds (1d3+1 in windy conditions). Tranq gas has absolutely no effect on persons in vacc suits or wearing breathing gear, filter masks etc.

RELATED EQUIPMENT AND TECHNOLOGIES

Most sighting aids are military in nature, and will be discussed in the companion volume, "Military Hardware of Charted Space". However items in common civilian use are listed here.

Telescopic Sight

A simple magnifying sight with crosshairs and range gradations, a telescopic sight is no use at close range. For careful, aimed shots at Medium range and beyond, it allows the user to treat the target as 1 range band closer than it actually is.

Electronic Sight

An electronic sight functions similarly to a telescopic sight, but in addition has low-light and thermal imaging equipment, allowing the firer to disregard penalties for shooting in the dark. TL 8 sights and below are blinded by "hot" smoke (they can see through normal smokescreens). TL 9+ sights can image clearly through even "hot" military smokescreens. Electronic sights are only any use at medium range, and can be damaged by bouncing around in a truck or other harsh treatment.

Laser Dot Pointer

Only any use at very short ranges, a laser pointer puts a red dot where the round will go, greatly simplifying aiming. This gives the firer an advantage in rapid point-and-shoot situations. This equates +2 to hit in T20, but only at close range. Dot pointers can be fitted to any firearm.

Heads-up Display

Taking a feed from a camera and laser rangefinder mounted on the user's weapon, a HUD projects an aiming reticule and other important information onto a helmet visor or a pair of extremely cool sunglasses. No cables are needed, but the range is only a meter, so as to avoid interference from other users' HUD.

The basic model simply gives range and aim-point. The Advanced version includes all the capabilities of the Electronic sight above, and in addition has a small belt-mounted computer unit which can present tactical information such as how much ammunition the user has left, plus recognition of vehicles, weapons etc, and can track information like how many times an opponent has fired his weapon and provide an estimate of the ammunition left to him, if programmed to do so. Military versions are more advanced still, but are not available to the public. HUDs require a Cat 3 permit.

Each weapon that is to be used with a HUD requires conversion. This costs Cr 500 and weighs nothing.

A HUD gives the user a firing bonus at any range: +3 to hit at all ranges.

WEAPON SUMMARY TABLES

The weapons described in the following tables are "generic" versions of the type. Variants and specific models are listed in the "catalog" section, to follow. Note that costs and weights are listed under T20 ratings; CT stats are in table form, by weapon type.

T20: WEAPON STATS
MELEE WEAPONS

BLUNT, IMPROVISED AND PRIMITIVE WEAPONS

Cudgel or Baton: TL: 0 Cost Cr 10 (or improvised). Weight 1 Kg Range 1.5m Damage 1d6 (Bludgeoning), Size: M
 Stone Axe: TL: 0 Cost Cr 0 (improvised) Weight 3 Kg Range 1.5m Damage 1d8 (Bludgeoning) Size: M
 Telescoping Baton: TL: 7 Cost Cr 50 Weight 1 Kg Range 1.5m Damage 1d6 (Bludgeoning) Size: M
 Stealth Baton: TL: 9 Cost Cr 250 Weight 1 Kg Range 1.5m Damage 1d6 (Bludgeoning) Stealth Factor 5 Size: M
 Shock Baton TL: 9 Cost Cr 350 Weight 1 Kg Range 1.5m Damage 1d6 + Special (Bludgeoning) Size: M

KNIVES AND SWORDS

Dagger: TL: 1 Cost Cr 10 Weight 250g Range 1.5m Damage 1d4 (19) (Piercing) Size: T
 Stealth Dagger: TL: 9 Cost Cr 250 Weight 250g Range 1.5m Damage 1d4 (19) (Piercing) Size: T
 Blade: TL 3: Cost: Cr50 Weight 350g Range 1.5 meters Damage 1d6 (19) (Piercing) Size: S
 Foil: TL 3 Cost: Cr100 Weight 500g Range 1.5 meters Damage1d4 (18) (Piercing) Size: M
 Navy Foil: TL 3 Cost: Cr150 Weight 500g Range 1.5 meters Damage1d4 (X2) (Slashing) Size: M
 Sword: TL 1 Cost: Cr150 Weight 1kg Range 1.5 meters Damage1d8 (X2) (Slashing/Piercing) Size: M
 Cutlass: TL 3 Cost: Cr100 Weight 1250g Range 1.5 meters Damage1d8 (18) (Slashing) Size: M
 Broadsword: TL 2 Cost Cr300 Weight 2500g Range 2.5 meters Damage 2d6 (19) (Slashing) Size: L

SPEARS AND PIKES

Light (Short) Spear: TL 0 Cost Cr10 Weight 2kg Range 3 meters Damage 1d8 (x2) (Piercing) Size: M
 Heavy (Long) Spear: TL 0 Cost Cr10 Weight 2kg Range 3 meters Damage 1d10 (x2) (Piercing) Size: L
 Bayonet: TL 3 Cost: Cr 10 Weight 250g Range 1.5m Damage 1d8 (X2) (Piercing) Size: M
 Pike: TL 1 Cost: Cr 40 Weight 2500g Range: 3m or more Damage: 1d12 (X2) (Piercing) Size: L

POLEARMS AND OTHER HEAVY MELEE WEAPONS

Halberd: TL: 2 Cost Cr 50 (Simple) or 75 (Complex) Weight 2500g Range 3m Damage 1d10 (19) (Piercing/Slashing) Size: L
 Boarding Axe: TL: 8 Cost Cr 100 (+Cr 25 for Spade) Weight 1500g Range 3m Damage 1d10 (19) (Piercing/Slashing) Size: L
 Hatchet: TL: 1 Cost Cr 25 Weight 500g Range 3m Damage 1d6 (19) (Slashing) Size: S
 Battle Axe: TL: 1 Cost Cr 40 Weight 1000g Range 3m Damage 1d8 (19) (Slashing) Size: M
 Mace: TL: 1 Cost Cr 30 Weight 1000g Range 3m Damage 1d6 (19) (Bludgeoning) Size: S
 Greatmace: TL: 1 Cost Cr 50 Weight 2000g Range 3m Damage 1d8 (19) (Bludgeoning) Size: M
 War Flail: TL: 2 Cost Cr 50 Weight 1500g Range 3m Damage 1d10 (19) (Bludgeoning) Size: M
 Great War Flail/Morningstar Flail: TL: 1 Cost Cr 100 Weight 2500g Range 3m Damage 2d6 (19) (Bludgeoning) Size: M
 Martial Arts Flails: TL: 1 Cost Cr 20 Weight 500g Range 3m Damage 1d6 (19) (Bludgeoning) Size: M
 "Stealth" Nunchaku: TL: 12 Cost Cr 100 Weight 500g Range 3m Damage 1d6 (19) (Bludgeoning)
 Stealth Factor 4 Size: S

OTHER MELEE WEAPONS

Brass Knuckles/Handspikes: TL: 1 Cost Cr 10 Weight negligible Range 1.5m Damage special (19) (Bludgeoning) Size: T
 Stunfist: TL: 9 Cost Cr 100 Weight negligible Range 1.5m Damage special (19) (Bludgeoning) Size: T
 Handmine: TL: 9 Cost Cr 200 Weight negligible Range 1.5m Damage 1d10 (19) (Bludgeoning) Size: T
 CT

T20: WEAPON STATS MELEE WEAPONS (continued)

BOW WEAPONS AND OTHER LOW-TECH MISSILE WEAPONS

Shortbow: TL: 1 Cost Cr 50 Weight 500g Range 18m Damage 1d6 (X2) (Piercing) Size: M
Longbow/War Bow: TL: 1 Cost Cr 75 Weight 500g Range 30m Damage 1d8 (X2) (Piercing) Size: L
Compound Cam Bow: TL: 7 Cost Cr 200 Weight 500g Range 45m Damage 1d8 (X2) (Piercing) Size: L
Light/Sporting Crossbow: TL: 3 Cost Cr 150 Weight 3kg Range 24m Damage 1d8 (19) (Piercing) Size: S
Military Crossbow: TL: 2 Cost Cr 50 Weight 6kg Range 36m Damage 1d10 (19) (Piercing) Size: M
Repeating Crossbow: TL: 3 Cost Cr 200 Weight 4kg Range 24m Damage 1d8 (19) (Piercing) Size: M
Advanced Crossbow: TL: 7 Cost Cr 250 Weight 4kg Range 45m Damage 1d10 (19) (Piercing) Size: M
Slings: TL: 0 Cost Cr 1 Weight 100g Range 15m Damage 1d4 (Bludgeoning) Size: S
Boomerang: TL: 0 Cost 5 Weight 100g Range 12m Damage 1d4 (Bludgeoning) Size: S
Javelin: TL: 1 Cost Cr12 Weight 1kg Range 10m Damage 1d6 (X2) (Piercing) Size: M
Axe: TL: 1 Cost Cr15 Weight 400g Range 3m Damage 1d6 (X2) (Slashing) Size: S
Knife: TL: 1 Cost Cr 10 Weight 150g Range 2m Damage 1d3 (19) (Piercing) Size: T
Throwing Steel: TL: 1 Cost Cr5 Weight 50g Damage 1 (X2) (Piercing) Size: T
Net: TL 0 Cost Cr20 Weight 4kg Damage Special Size: L

FIREARMS

BLACK POWDER FIREARMS

Small Black Powder Pistol TL: 2 Cost Cr 100 Weight 400g Range 9m Damage 1d6 (Piercing) Size: S
Large Black Powder Pistol (Horse Pistol) TL: 2 Cost Cr 150 Weight 750g Range 3m Damage 1d8 (Piercing) Size: S
Duck's Foot Pistol TL: 2 Cost Cr 150 Weight 750g Range 6m Damage 1d6 (Piercing) Size: S Weapon fires a spread of 6 shots in a wide cone. Treat as "panic fire".
Black Powder Carbine: TL: 2 Cost Cr 250 Weight 1500g Range 12m Damage 1d8 (X2) (Piercing) Size: S
Black Powder Musket: TL: 2 Cost Cr 350 Weight 3.5kg Range 25m Damage 1d10 (X2) (Piercing) Size: M
Black Powder Shotgun: TL: 2 Cost Cr 100 Weight 3kg Range 3m Damage 3d6/2d6/1d6 (Piercing) Size: M
Coach Pistol: TL: 2 Cost Cr 100 Weight 2kg Range 2m Damage 3d6/2d6/1d6 (Piercing) Size: S
Black Powder Rifle: TL: 3 Cost Cr 400 Weight 3kg Range 50m Damage 1d10 (X2) (Piercing) Size: M

MODERN FIREARMS

HANDGUNS

Derringer: TL: 4 Cost Cr 150 Weight 500g Range 5m Damage 1d8 (X2) (Piercing) Size: T
Holdout Revolver: TL: 6 Cost Cr 100 Weight 650g Range 15m Damage 1d6 (X2) (Piercing) Size: T
Holdout Autopistol: TL: 6 Cost Cr 150 Weight 500g Range 15m Damage 1d6 (X2) (Piercing) Size: S
Body Pistol: TL: 9 Cost Cr 200 Weight 250g Range 24m Damage 1d6 (Piercing) Size: S
Heavy Body Pistol: TL: 9 Cost Cr 200 Weight 250g Range 30m Damage 1d8 (Piercing) Size: S
Revolver: TL: 4 Cost Cr 150 Weight 900g Range 30m Damage 1d10 (X2) (Piercing) Size: S
Autopistol: TL: 5 Cost Cr 200 Weight 750g Range 45m Damage 1d10 (X2) (Piercing) Size: S
Staple Gun: TL: 11 Cost Cr 200 Weight 750g Range 25m Damage 1d8 (X2) (Piercing) Size: S
Heavy/Magnum Revolver: TL: 6 Cost Cr 400 Weight 1500g Range 45m Damage 1d12 (X2) (Piercing) Size: S
Heavy/Magnum Autopistol: TL: 8 Cost Cr 500 Weight 1500g Range 65m Damage 1d12 (X2) (Piercing) Size: S
Gauss Pistol: TL: 13 Cost Cr 2500 Weight 1250g Range 80m Damage 1d12 (X3) (Piercing) Size: S

T20: WEAPON STATS
MODERN FIREARMS (continued)

RIFLES

Carbine: TL: 5 Cost Cr 200 Weight 3kg Range 45m Damage 1d10 (X2) (Piercing) Size: S
 Rifle: TL: 5 Cost Cr 200 Weight 4kg Range 72m Damage 1d12 (X3) (Piercing) Size: M
 Autorifle: TL: 6 Cost Cr 1000 Weight 5kg Range 60m Damage 1d12 (X2) (Piercing) Size: M
 Assault Rifle: TL: 7 Cost Cr 300 Weight 3kg Range 45m Damage 1d12 (X2)(Piercing) Size: M
 Light ACR: TL: 10 Cost Cr 1000 Weight 3.5kg Range 72m Damage 1d12 (Piercing) Size: M
 Survival Rifle: TL: 6 Cost Cr 50 Weight 2kg Range 25m Damage 1d6 (Piercing) Size: S
 Hunting Rifle: TL: 6 Cost Cr 1000 Weight 7kg Range 96m Damage 2D8 (X2) (Piercing) Size: M

SUBMACHINEGUNS (SMGS)

SMG: TL: 5 Cost Cr 500 Weight 2.5kg Range 45m Damage 1d10 (X2) (Piercing) Size: S
 Assault Pistol: TL: 5 Cost Cr 750 Weight 1kg Range 24m Damage 1d10 (X2) (Piercing) Size: S

SHOTGUNS

Sporting Shotgun: TL: 5 Cost Cr 150 Weight 3kg Range 3m Damage 3d6/2d6/1d6) (Piercing) Size: M
 Sawn-off Shotgun: TL: 5 Cost Cr 150 Weight 2kg Range 2m Damage 3d6/2d6/1d6) (Piercing) Size: S
 Combat Shotgun: TL: 6 Cost Cr 200 Weight 3.75kg Range 3m Damage 3d6/2d6/1d6) (Piercing) Size: M
 Military Shotgun: TL: 8 Cost Cr 1500 Weight 5kg Range 7m Damage 3d8/2d8/1d8) (Piercing) Size: M
 Assault Shotgun: TL: 7 Cost Cr 750 Weight 4.5kg Range 3m Damage 3d6/2d6/1d6) (Piercing) Size: M

LOW-G WEAPONS

Snub Revolver: TL: 8 Cost Cr 150 Weight 250g Range 18m Damage 1d10 (Piercing) Size: S
 Snub Pistol: TL: 8 Cost Cr 250 Weight 1000g Range 21m Damage 1d10 (Piercing) Size: S
 Snub SMG: TL: 8 Cost Cr 400 Weight 2000g Range 24m Damage 1d10 (Piercing) Size: S
 Accelerator Rifle: TL: 9 Cost Cr 900 Weight 2500g Range 60m Damage 1d12 (Piercing) Size: M

DISCHARGERS

Baton Gun/Thud Gun: TL: 8 Cost Cr 100 Weight 1000g Range 8m Damage 2d8 (Bludgeoning) Size: M
 Riot Cannon: TL: 8 Cost Cr 300 Weight 1000g Range 4m Damage 3d8 (Piercing) Size: M

LASER WEAPONS

Pistol: TL: 9 Cost Cr 1000 Weight 1200g Range 36m Damage 2d10 (Laser) Size: S
 Carbine: TL: 9 Cost Cr 2500 Weight 5kg Range 45m Damage 3d8 (Laser) Size: S
 Rifle: TL: 9 Cost Cr 3500 Weight 6kg Range 60m Damage 3d10 (Laser) Size: M
 Belt Power Pack: 500; 500g. 50 Power Factors (Cannot be used with rifle)
 Backpack Power Pack: Cr 750; 3kg. 100 Power Factors
 Heavy-duty Backpack Power Pack: Cr 1000; 4 kg. 300 Power factors

NON-LETHAL WEAPONS

1-Shot sprayer: TL: 6 Cost Cr 25 Weight negligible Range 2m Damage Special Size: T
 6-Shot Hand Spray: TL: 6 Cost Cr 25 Weight negligible Range 2m Damage Special Size: S
 Squealer: TL: 7 Cost Cr 10 Weight negligible Range 2m Damage Special Size: S
 Tranq Pistol: TL 9 Cost Cr 75 Weight 400g Range 5m Damage Special Size: S
 Stungun: TL: 7 Cost Cr 50 Weight negligible Range 2m Damage 1d6 + Special Size: S

T20: WEAPON STATS RELATED EQUIPMENT AND TECHNOLOGIES

Telescopic Sight: TL: 5 Cost: Cr 50. Weight 500g

Electronic Sight: TL: 7 Cost: Cr 250. Weight 1000g

Laser Dot Pointer: TL: 8 Cost: Cr 250. Weight negligible.

Heads-up Display: TL: 10 Cost: Cr 2000. Weight negligible (basic model)

Heads-Up Display: TL: 12 Cost: Cr 5000. Weight negligible (advanced model)

SPECIAL WEAPON EFFECTS

Some weapons have special effects, as encapsulated in the table below:

Critical

x2 Weapon does double damage on a critical hit

x3 Weapon does triple damage on a critical hit

18, x3 Threat range is increased to 18-20 instead of just 20. Does triple damage on a critical hit

19, x2 Threat range is increased to 19-20 instead of just 20. Does double damage on a critical hit

19, x3 Threat range is increased to 19-20 instead of just 20. Does triple damage on a critical hit

Other weapons can employ special ammunition types.

Shotguns can fire Slug (Standard) or Buckshot ammunition. Some may employ flechette ammunition.

Snub Weapons can fire Ball (Standard), High Explosive, HEAP (Armor-Piercing) or Tranquilizer rounds

Rifles may employ Armor Piercing rounds.

T20: SPECIAL AMMUNITION EFFECTS

Flechette - Rounds break apart in flight, releasing a scattering of small fragments. This gives +2 to hit but damage is reduced to 1d4 per die (e.g. a shotgun at close range does 3d4 instead of 3d6 damage). They are useless against armor, and primarily used to injure rioters rather than kill them. Cost is X2 pr round.

High-Explosive - +1 damage die improvement. Cost is x10 per round.

Armor Piercing Rounds - -5 PV. Designed to penetrate ballistic cloth. Cost is x4 per round.

Tranquilizer - Target must make a Fort save vs. DC15 or fall unconscious. Check made at +1 DC per round hit by.

Buckshot - Buckshot has a very short but very lethal range. At up to 3 meters, any single target hit will suffer 3d6 damage.

2d6 to any single target up to 6 meters, and 1d6 to anyone in a 2 meter wide path beyond 6 meters to maximum range. -2

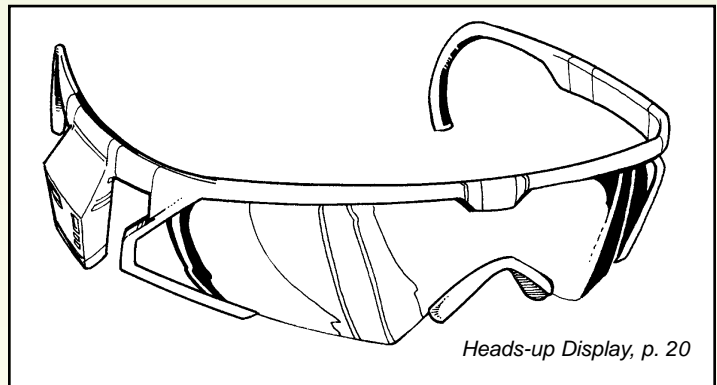
PV (an additional -1 PV per range band after the first in addition to normal range penalties)

HEAP: A special ammunition type for Snub weapons designed to offset the low muzzle velocity with a shaped-charge effect. Treat as normal AP. Cost is X20 per round.

Stunbag or Baton: Non-lethal ammunition used in dischargers or large-bore weapons like shotguns, stunbags and batons deliver their energy as a knockdown and stunning effect. Stamina damage is taken as normal, but the weapon delivers no Lifeblood damage. Cost is X3 per round.

Tranq: Snub pistols and Tranq pistols can use Tranq ammunition. Each round has the effect of a TL9

SopsSpray and the characteristics of a Snub Pistol tran1 round. Cost is X2 per round.



Heads-up Display, p. 20

CT WEAPON STATS: MELEE WEAPONS: REQUISITE TABLE

WEAPON	STR	STR	ADV.		WEAKENED		DAMAGE	NOTES
	REQ	DM	STR	DM	STR	DM		
Cudgel or Baton:	5	-4	8	+2	-1		2D	
Stone Axe:	6	-3	9	+1	-2		2D	+1 pt/die
Dagger:	4	-2	8	+2	-2		2D	
Blade:	5	-2	9	+1	-2		2D	
Foil:	5	-2	10	+1	-2		1D	
Navy Foil:	6	-2	10	+1	-2		2D	
Sword:	6	-2	10	+1	-3		2D	
Cutlass:	7	-2	11	+2	-4		2D	
Broadsword:	8	-4	12	+2	-4		4D	
Light (Short) Spear:	5	-1	9	+2	-3		2D	
Heavy (Long) Spear:	7	-2	10	+2	-3		3D	
Bayonet:	5	-2	9	+2	-2		3D	If Fixed
Pike:	7	-3	10	+2	-3		3D	
Halberd:	6	-2	10	+2	-3		3D	
Boarding Axe:	5	-2	9	+2	-2		3D	
Hatchet:	6	-2	8	+2	-2		2D	
Battle Axe:	7	-2	10	+2	-2		3D	
Mace:	7	-4	9	+2	-3		3D	
Greatmace:	9	-4	12	+2	-4		4D	
War Flail:	8	-3	11	+2	-4		3D	
Great War Flail	10	-3	13	+2	-4		4D	+1pt/die
Martial Arts Flails:	6	-2	9	+1	-2		2D	
Brass Knuckles	6	-2	9	+1	-2		1D	+ 1pt/die
Stunfist:	6	-2	9	+1	-2		As above + shock	
Handmine:	-	-	-	-	-		3D	

Str Req: Required Strength

Str DM: Penalty for not possessing required Strength

Adv. Str: Advantageous Strength

Adv Str DM: Bonus for possessing Advantageous Str level

Weakened Blow DM: Modifier for weakened blow

BOW WEAPONS AND OTHER LOW-TECH MISSILE WEAPONS: REQUISITE TABLE

WEAPON	ADV	DISAD		WEAPON	ADV	DISAD	
	DM	DM	DAMAGE		DM	DM	DAMAGE
Shortbow:	10+	5-	1D	Sling:	11+	3-	2D
Longbow/War Bow:	11+	7-	2D	Rock, Boomerang	9+	4-	1D
Compound Cam Bow:	10+	6-	2D	Javelin	10+	5-	2D
Light/Sporting Crossbow:	9+	4-	4-	Axe	9+	6-	1D
Military Crossbow:	11+	6-	3D	Knife	9+	5-	1D
Repeating Crossbow:	12+	6-	2D	Throwing Steel	9+	5-	1D
Advanced Crossbow:	10+	6-	3D	Net	10+	6-	Entangle

Adv/Disad DM: Missile weapons have a requisite level of both Str and Dex; characters failing to meet either Disad DM requirement (or both) are subject to a -2 DM. If both Str and Dex are equal to or higher than the Adv DM level, a bonus of +2 is gained.

PERSONAL WEAPONS OF CHARTED SPACE

CT WEAPON STATS: FIREARMS: REQUISITE TABLE

WEAPON	DEX REQ.	REQ. DM	ADV. DEX	ADV. DM	DAMAGE	NOTES
Small Black Powder Pistol	7	-3	12	+1	2D	+4 to avoid misfire
Large Black Powder Pistol	7	-2	11	+1	3D	(all black powder weapons)
Duck's Foot Pistol	4	-1	10	+1	3D	Treat as 3-round Burst
Black Powder Carbine:	6	-2	10	+1	3D	
Black Powder Musket:	7	-2	9	+1	3D	
Black Powder Shotgun:	4	-1	10	+1	4D	
Coach Pistol:	5	-1	11	+1	4D	
Black Powder Rifle:	7	-1	10	+2	3D	
Derringer:	9	-3	12	+1	3D	
Holdout Revolver	7	-2	11	+1	2D	
Holdout Autopistol:	7	-2	11	+1	2D	
Body Pistol:	8	-3	11	+1	2D	
Heavy Body Pistol:	9	-3	12	+1	3D	
Revolver	7	-2	9	+1	3D	
Autopistol:	7	-2	10	+1	3D	
Staple Gun:	5	-1	10	+1	3D	"Universal" weapon
Heavy Revolver:	7	-2	9	+1	3D	+1 point per die
Heavy Autopistol:	7	-2	10	+1	3D	+1 point per die
Gauss Pistol:	7	-2	9	+1	3D	+1 pt/die
Carbine:	5	-1	10	+1	3D	
Rifle:	6	-2	8	+1	3D	
Autorifle:	7	-2	10	+2	3D	
Assault Rifle:	6	-2	10	+2	3D	
Light ACR:	6	-1	9	+2	3D	
Survival Rifle:	5	-2	9	+1	1D	
Hunting Rifle:	8	-2	11	+2	4D	+1 pt/die
SMG:	6	-2	9	+2	3D	
Assault Pistol:	4	-3	12	+1	3D	
Sporting Shotgun:	4	-1	9	+1	4D	
Sawn-off Shotgun:	3	-1	9	+1	4D	
Combat Shotgun:	4	-1	9	+1	4D	
Military Shotgun:	6	-1	10	+1	4D	+1 pt/die
Assault Shotgun:	5	-1	11	+1	4D	
Snub Revolver:	7	-2	10	+1	4D	HE or HEAP, 3D with Ball ammo
Snub Pistol:	7	-2	10	+1	4D	HE or HEAP, 3D with Ball ammo
Snub SMG:	6	-2	10	+1	4D	HE or HEAP, 3D with Ball ammo
Accelerator Rifle:	6	-1	9	+1	3D	
Baton Gun/Thud Gun:	6	-1	10	+1	2D	Non-Lethal Baton
Riot Cannon:	7	-1	10	+1	3D	Fragmentation Round
Laser Pistol:	8	-3	11	+1	3D	+1 pt/die
Laser Carbine:	6	-3	10	+2	4D	
Laser Rifle:	7	-3	11	+2	5D	

CT WEAPON STATS: COMBINED RANGE TABLE

WEAPON	RANGE					WEAPON	RANGE				
	Close	Short	Med	Long	Very Long		Close	Short	Med	Long	Very Long
Unarmed	+2	+1	-	-	-	Black Powder Shotgun	-8	+1	+2	-9	-
Cudgel or Baton	+1	+2	-	-	-	Coach Pistol	+2	+6	-3	-	-
Stone Axe	+1	+2	-	-	-	Black Powder Rifle	-4	+1	0	-3	-6
Dagger	+1	-1	-	-	-	Derringer	+3	0	-8	-	-
Blade	+1	+1	-	-	-	Holdout Revolver	+2	+1	-4	-8	-
Foil	-1	0	-	-	-	Holdout Autopistol	+2	+1	-3	-7	-
Navy Foil	0	0	-	-	-	Body Pistol	+2	+1	-6	-	-
Sword	-2	+1	-	-	-	Heavy Body Pistol	+3	0	-7	-	-
Cutlass	-4	+2	-	-	-	Revolver	+1	+2	-3	-5	-
Broadsword	-8	+3	-	-	-	Autopistol	+1	+2	-4	-6	-
Light (Short) Spear	-2	+1	-	-	-	Staple Gun	+1	+1	-6	-	-
Heavy (Long) Spear	-4	+2	-	-	-	Heavy Revolver	+1	+2	-4	-8	-
Bayonet	-1	+2	-	-	-	Heavy Autopistol	+1	+2	-3	-5	-
Pike	-4	+4	-	-	-	Gauss Pistol	+2	+4	-2	-4	-
Halberd	0	+1	-	-	-	Carbine	-4	+1	-2	-4	-5
Boarding Axe	+1	+1	-	-	-	Rifle	-4	+1	0	-1	-3
Hatchet	+1	0	-	-	-	Autorifle	-8	0	+2	+1	-2
Battle Axe	-2	+2	-	-	-	Assault Rifle	-4	+1	-1	-2	-4
Mace	-2	+0	-	-	-	Light ACR	-4	+3	+1	-1	-2
Greatmace	-8	+3	-	-	-	Survival Rifle	-6	-2	0	-4	-
War Flail	-10	+3	-	-	-	Hunting Rifle	-6	-2	+2	+2	-2
Great War Flail	0	0	-	-	-	SMG	-4	+3	+3	-6	-9
Martial Arts Flails	+2	+1	-	-	-	Assault Pistol	+2	+3	-4	-	-
Brass Knuckles	+2	+1	-	-	-	Sporting Shotgun	-8	+1	+3	-6	-
Stunfist	+2	+1	-	-	-	Sawn-off Shotgun	+4	+4	-4	-	-
Handmine	+3	+1	-	-	-	Combat Shotgun	-8	+1	+3	-6	-
Shortbow	-6	0	-4	-8	-	Military Shotgun	-6	+4	0	-2	-
Longbow/War Bow	-10	0	+0	-6	-	Assault Shotgun	-3	+6	-2	-4	-
Compound Cam Bow	-8	0	+1	-5	-	Solid Shotgun Ammo	-2	+2	+2	-	-
Lt/Sporting Crossbow	-4	+1	-2	-	-	Snub Revolver	+1	+2	-8	-	-
Military Crossbow	-4	+2	0	-5	-	Snub Pistol	+1	+2	-8	-	-
Repeating Crossbow	-4	+2	-2	-7	-	Snub SMG	+1	+3	-6	-	-
Advanced Crossbow	-4	+2	0	-5	-9	Accelerator Rifle	-8	-6	+2	+1	-
Sling	-10	-4	0	-6	-	Baton Gun/Thud Gun	-4	0	-4	-	-
Rock, Boomerang	-2	0	-4	-	-	Riot Cannon	-2	+2	-4	-	-
Javelin	-4	-2	0	-6	-	Laser Pistol	0	+1	+1	-1	-4
Axe	-2	0	-4	-	-	Laser Carbine	-2	+1	+1	+1	0
Knife	-2	+1	-6	-	-	Laser Rifle	-4	+2	+2	+2	+1
Throwing Steel	-1	0	-	-	-	Tranq Pistol	+1	+2	-8	-	-
Net	+2	+4	-	-	-						
Sm Black Powder Pistol	-1	0	-8	-	-						
Lg Black Powder Pistol	0	+1	-6	-	-						
Duck's Foot Pistol	+2	+4	-4	-	-						
Black Powder Carbine	-4	0	-6	-	-						
Black Powder Musket	-4	0	-2	-	-						

Notes:

Zero chance of hitting or penetrating at a given range is designated with - in the range column.

Solid shotgun ammunition values are given as a modifier to buckshot performance.

PERSONAL WEAPONS OF CHARTED SPACE

CT WEAPON STATS: COMBINED ARMOR MODIFIERTABLE

WEAPON	DEFENDER'S ARMOR						
	Nothing	Jack	Mesh	Cloth	Reflec	Ablat	Cbt/Battle
Unarmed	+1	-1	-4	-4	+1	-1	-6
Cudgel or Baton	0	0	-2	-3	0	-2	-7
Stone Axe	+2	0	-2	-4	+2	-2	-8
Dagger	0	-1	-4	-4	0	-2	-5
Blade	+1	0	-4	-4	+1	-3	-5
Foil	+2	0	-4	-3	+2	-2	-8
Navy Foil	+2	0	-5	-3	+2	-1	-7
Sword	+3	+3	-3	-3	+3	-2	-6
Cutlass	+4	+3	-2	-3	+4	-2	-6
Broadsword	+5	+5	+1	0	+5	+1	-4
Light (Short) Spear	+1	0	-2	-2	+1	-3	-6
Heavy (Long) Spear	+1	0	-2	-2	+1	-3	-6
Bayonet:	+2	+1	0	-1	+2	-2	-6
Pike	+1	0	-2	-2	+1	-3	-6
Halberd	+4	+3	-2	-3	+4	-2	-5
Boarding Axe	+3	+2	-2	-2	+3	-2	-6
Hatchet	+3	+1	-3	-2	+3	-3	-8
Battle Axe	+4	+2	-2	-1	+4	-3	-6
Mace	+3	+2	-3	0	+2	-1	-7
Greatmace	+5	+3	-2	+1	+5	0	-5
War Flail	+3	+1	-3	-1	+3	-2	-9
Great War Flail	+4	+2	-3	0	+4	-2	-7
Martial Arts Flails	+2	0	-4	-2	+2	-4	-8
Brass Knuckles	+2	0	-3	-3	+2	0	-5
Stunfist	+2	0	-3	-3	+2	0	-5
Handmine	+3	+2	-0	-2	+3	-1	-5
Shortbow	0	0	-2	-4	-2	-2	-8
Longbow/War Bow	+2	0	-1	-3	0	-2	-7
Compound Cam Bow	+3	+2	0	-2	0	-2	-7
Lt/Sporting Crossbow	+2	+2	-1	-3	0	-2	-7
Military Crossbow	+3	+2	0	-2	+1	-1	-6
Repeating Crossbow	+2	+2	-1	-3	0	-2	-7
Advanced Crossbow	+4	+3	+1	-2	+2	0	-5
Sling:	+4	+2	-2	-2	+2	-3	-7
Rock, Boomerang	+2	0	-3	-2	0	-3	-8
Javelin	+2	+1	-3	-2	+1	-3	-8
Axe	+3	+1	-4	-3	+2	-4	-8
Knife	+2	-1	-2	-4	+1	-2	-8
Throwing Steel	0	-2	-4	-4	0	-4	-8
Net	0	0	0	0	0	0	0
Sm Black Powder Pistol	0	0	-2	-4	0	-2	-7
Lg Black Powder Pistol	+2	0	-2	-3	+1	-2	-6
Duck's Foot Pistol	+2	0	-2	-3	+1	-2	-6
Black Powder Carbine	+3	+1	-2	-2	+2	-2	-6
Black Powder Musket	+3	+2	-1	-2	+2	-1	-6
Black Powder Shotgun	+5	+5	-1	-3	+5	+2	-7
Coach Pistol	+6	+3	-2	-3	+5	+1	-7

CT WEAPON STATS: COMBINED ARMOR MODIFIERTABLE (continued)

WEAPON	DEFENDER'S ARMOR						
	Nothing	Jack	Mesh	Cloth	Reflec	Ablat	Cbt/Battle
Black Powder Rifle	+3	+3	-1	-2	+2	-1	-5
Derringer	+2	+1	-2	-5	+1	-1	-7
Holdout Revolver	+1	+1	-1	-4	+1	-1	-6
Holdout Autopistol	+1	+1	-1	-4	+1	-1	-6
Body Pistol	0	0	-2	-4	-4	-2	-7
Heavy Body Pistol	+2	+1	-2	-4	+1	-1	-7
Revolver	+1	+1	-1	-3	+1	-1	-5
Autopistol	+1	+1	-1	-3	+1	-1	-5
Staple Gun	+1	+1	-1	-4	+1	-1	-6
Heavy Revolver	+2	+1	-1	-3	+1	-1	-5
Heavy Autopistol	+2	+1	-1	-3	+1	-1	-5
Gauss Pistol	+3	+2	-1	-2	+1	-1	-4
Carbine	+2	+2	0	-3	+2	+1	-5
Rifle	+3	+3	0	-2	+3	+1	-4
Autorifle	+6	+6	+2	-1	+6	+3	-3
Assault Rifle	+2	+2	-1	-3	+2	0	-5
Light ACR	+2	+2	0	-3	+2	+2	-4
Survival Rifle	+1	+1	-1	-4	+1	0	-6
Hunting Rifle	+4	+4	+2	+1	+4	+3	-6
SMG	+5	+5	0	-3	+5	+2	-4
Assault Pistol	+5	3	-1	-4	+5	+1	-6
Sporting Shotgun	+5	+5	-1	-3	+5	+2	-5
Sawn-off Shotgun	+6	+5	-1	-3	+6	+2	-7
Combat Shotgun	+5	+5	-1	-2	+5	+3	-5
Military Shotgun	+6	+6	0	-2	+6	+3	-5
Assault Shotgun	+5	+5	-1	-3	+5	+2	-5
Solid Shotgun Ammo	0	0	+2	+2	0	+2	+2
Snub Revolver (Tranq)	-1	-1	-4	-6	-1	-4	-
Snub Pistol (Ball)	+2	+2	-1	-3	+3	+2	-5
Snub SMG (Ball)	+3	+3	0	-2	+3	+2	-5
Accelerator Rifle	+3	+3	0	-2	+3	+1	-5
Baton Gun/Thud Gun	+3	-2	-2	-2	+3	-2	-8
Riot Cannon	+3	-2	-2	-2	+3	-2	-8
Laser Pistol	+2	0	0	0	-8	-7	-7
Laser Carbine	+2	+2	+1	+1	-8	-7	-6
Laser Rifle	+3	+3	+2	+2	-8	-7	-6

Notes:

Zero chance of hitting or penetrating a given armor type is designated with - in the appropriate column.

Snub weapons are listed as firing Ball. IF HEAP used, add +2 to value vs Mesh, Cloth and Battle/CBT armor types.

Flechette rounds cannot penetrate any armor type except Reflec, which is treated as no armor.

Solid shotgun ammunition values are given as a modifier to buckshot performance.

Tranq pistols are treated as Snub pistols firing Tranq ammunition.

PERSONAL WEAPONS OF CHARTED SPACE

CT: SPECIAL AMMUNITION EFFECTS

Flechette - Rounds break apart in flight, releasing a scattering of small fragments. This gives +2 DM to hit but damage is reduced by 1 point per die (e.g. a shotgun does 4D-4 damage). Flechette rounds are useless against armor, and primarily used to injure rioters rather than kill them. Cost is X2 pr round.

High-Explosive - +1 damage die improvement. Cost is x10 per round.

Armor Piercing Rounds - Available for rifles only, AP rounds give an extra +2 to the weapon's DM against Mesh, Cloth, Combat and Battledress armor types, but at the cost of reduced damage (-1 point per die). There is no extra bonus against other armor types, but the reduced damage effect remains. Cost is x4 per round.

HEAP: Available for Snub weapons only, HEAP combines superior armor piercing capabilities with explosive effect; treated as both AP and HE. Cost is X20 per round.

Tranquilizer - Target takes no actual damage but END is reduced by 2D immediately. If this is sufficient to render the target unconscious, he becomes so. END recovers at a rate of 1 point/round, and can be further reduced by more Tranq hits. If END reaches a negative total equal to its normal positive value, a dangerous overdose has occurred, which requires immediate medical attention.

Buckshot - Shotguns are assumed to be firing buckshot ammunition, and this is factored into the weapon performance.

Solid Slug: Shotguns (other than sawnoffs) can fire solid slug ammunition instead of buckshot. Cost is X3 per round and performance is slightly different. Damage remains the same.

Stunbag or Baton: Non-lethal ammunition used in dischargers or large-bore weapons like shotguns, stunbags and batons deliver their energy as a knockdown and stunning effect. Damage is taken as normal, but the victim will not die as a result; he will instead be stunned or rendered unconscious, even if all stats reach zero. Cost is X3 per round.

Tranq: Snub pistols and Tranq pistols can use Tranq ammunition. Each round has the effect of a TL9 SopsSpray and the characteristics of a Snub Pistol tran1 round. Cost is X2 per round.

ARMS MANUFACTURERS AND SUPPLIERS OF THE 3RD IMPERIUM

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AI manufactures exclusively bow and thrown missile weapons including some very advanced tech-assisted bows, as well as traditional weapons constructed using ancient techniques and materials.

BLADES-AM-US

BAU is in fact a group of affiliated sword and knife manufacturers who operate a number of melee-weapons-only stores across the sector. All stores have a large training area and instruct clients in the use of blade and throwing weapons (but not bows or guns) for a fee.

CLOSE ASSAULT LIC

CA specializes in the manufacture of assault shotguns and light automatic weapons for assault forces, and acts as a broker for other assault equipment such as armor, explosives and specialist tools.

CLOSE QUARTERS

CQ manufactures a range of close-in weapons. These are mainly melee weapons but some unusual devices are made such as combination handgun/knives. The firm also markets a range of very standard melee weapons and concealable variants.

ENVIROCOMBAT LIC

EnviroCombat LIC is a full-service manufacturer of equipment and weapons intended for shipboard and hostile-environment combat. Snub and accelerator weapons are a speciality, plus vacc suits and associated gear such as breaching charges, boarding axes and medical kits for use in hard vacuum.

GUNS-OF-THE-GATE

GoG, as it is known, is a fairly standard arms firm supplying dealers across the sector. Weapons are average in quality.

IMPERIAL ARMS, LIC

A major manufacturer of high-quality smallarms and body armor, IA is an Imperial Charter company and a market leader, especially in the light automatics and gauss weapons fields. IA supplies all Imperial Navy officers' service pistols.

INKUULIKAN DUSLAASHISH, LIC

A market leader in the fields of longarms and particularly rifles, ID operates out of Vland, but maintains dealerships throughout the Imperium. The firm is currently competing for a major Imperial Army contract.

INTELLARMS LIC

Intellarms, an Imperial Megacorporation, is THE arms firm for many users. Most are somewhat disappointed to learn that Intellarms is scrupulously legal in all its dealings, and in addition the firm deals mainly in bulk orders of weaponry for government and mercenary forces. Private orders are possible, though more usually individual buyers

obtain their arms through one of Instellarms' chain of subsidiary dealers. Most prominent in the Gateway region is Portcullis Defense, which operates a chain of well-stocked shops across the sector, mainly but not exclusively at Class A or B Starports.

KARLSTEIN MELEE LIC

Karlstein Melee, LIC, is a major supplier of hand weapons throughout Gateway Sector and beyond. Similar weapons are available from other suppliers, though the "Stik" range of batons currently dominates its market segment. Weapons are available in softwood, rattan or SlamFlex", and in a range of colors.

LIGHTBEAM LIC

Lightbeam manufactures quality laser ordnance. Clients are normally Starmerc units or planetary armed forces, but a distribution deal with EnviroCombat LIC brings Lightbeam weapons to the private user. The firm also manufactures starship-grade laser ordnance and vehicle weapons, plus laser signalling and mining equipment.

PERSONAL DEFENSE GATEWAY OY

PDG, part of the Imperium-wide Personal Defense OY business group, manufactures and supplies personal protective equipment such as armor and eye protection, plus breathing masks and personal protective clothing proof against chemical and biological weapons, and toxic chemicals associated with engineering duties.

PORTCULLIS DEFENSE LIC

PD is a wholly owned subsidiary of Instellarms, and is known mainly for its wide selection of high-quality personal weaponry. Prices tend to be high - as much as 25% over the normal cost, but many buyers feel the Portcullis Seal is a sufficient guarantee of quality to be worth the cost. The store also operates a "Sealed Surplus" section, offering used hardware at about 75% of list price. All weapons and armor are guaranteed as functional by PD staff, and carry the famous seal. Part-exchange is common in PD shops.

SECTOR GUARD SUPPLIES

SGS is a conglomerate of minor arms dealers and manufacturers now operating under a single banner. Weapons tend towards the unsophisticated, with mid-tech smallarms bringing in 75% of the conglomerate's income. SGS does supply a wide range of hardware, and will handle (legal) special orders for military-grade weapons including starship armament.

SWORDS, MAN

Despite its cringe-inducing title, the Swords, Man "Blade Weapon Emporium" on Dukh is a Mecca for sword-

users. Obtaining only the finest weapons from the best manufacturers, the Emporium also employs a number of master swordsmiths, and will make-to-order, delivering by courier "anywhere in the Imperium" if necessary. The service is expensive even without the mail or courier fee, but the weapons are very good indeed.

WEAPONS TO ORDER, LIC

A tiny firm of craftsmen, WTO markets a range of very high-quality smallarms to its own designs, and manufactures weapons to the requirements of individual users. Handguns and hunting rifles are commonest.

ZAKURN KIISHI

The quality of ZK weaponry is mediocre at best, but prices are low and the accreditation procedure is "user-friendly", a euphemism for "extremely loose".

OTHER ARMS SUPPLIERS AND MANUFACTURERS

Dozens of minor firms and stores exist. Only the most widespread or well-known are listed above. Many firms produce weapons to standard designs which have been in use for centuries, and subject to standard (and well enforced) Quality Assurance regulations, so that it really does not matter who made the autopistol a Traveller purchases, so long as it carries a Ministry of Trade seal of assurance. However, some arms do leak onto the market (this leak is more like a flood when one considers the "black market" and illegal arms dealings) which have not been constructed according to standard procedures. Most are still quite useable, and real turkeys can usually - usually! - be spotted by an experienced person. Buying from a reputable dealer guarantees a quality weapon. Otherwise, tread carefully, Traveller, especially when buying on the backstreets of a Startown, or you may get a lot less than you paid for... or more, depending on how you look at it.

THE TRAVELLER'S ARMS CATALOG

The following catalog entries are drawn from the inventory of a number of firms operating in the Gateway region and beyond. Weapons are listed by general type, with variations from the standard type. Primitive weapons or those not usually purchased by Travellers are not included here, since stone axes and Great War Flails are only rarely found on sale in Starport arms shops.

Where a manufacturer is listed, it should be noted that equivalent items are usually available from other firms at a similar price.

PERSONAL WEAPONS OF CHARTED SPACE

MELEE WEAPONS

BATONS AND CUDGELS

Weapon	Type	Cost	Maker	Notes
Stik	Standard Baton	Cr 10	Karlstein Melee	Std for type
SideStik	Baton with side handle	Cr 15	Karlstein Melee	Std for type
BigStik	Heavy Baton	Cr 20	Karlstein Melee	+1 damage
Scopestik	Telescoping baton	Cr 50	Karlstein Melee	As Baton
StealthStik	Stealth Telescoping Baton	Cr 250	Karlstein Melee	Stealth Factor 5
ShokStik	Shock Baton	Cr 350	Karlstein Melee	+1d6 shock damage
UltraStik	Heavy Shock Baton	Cr 500	Karlstein Melee	+1 damage +1d6 shock

KNIVES AND SMALL BLADES

Weapon	Type	Cost	Maker	Notes
Handblade	Punch-Dagger	Cr 15	BAU	As dagger
Holdout 8/1	Small folding knife	Cr 15	BAU	As dagger
Survival 10	Utility frontier knife	Cr 10	Close Quarters	As dagger
Survival 15	Very large knife	Cr 15	Close Quarters	Dagger, +1 damage
Invisiknife	Stealth Dagger	Cr 250	Close Quarters	Stealth Factor 7

SWORDS

Weapon	Type	Cost	Maker	Notes
Companion 20	Blade	Cr 50	BAU	Std for type
Duellist	Foil	Cr 100	Karlstein Melee	Std for type
Admiral	Navy Foil	Cr 150	Karlstein Melee	Std for type
Cavalry Model 996	Cutlass	Cr150	Imperial Arms	Std for type
Infantry Model 879	Sword	Cr 175	Imperial Arms	Std for type
Defender	Sword	Cr 150	Karlstein Melee	Std for type
Budoka (Katana)	Sword	Cr 200	BAU	Std for type
Imperial Marine Type L	Cutlass	Cr 100	Imperial Arms	Std for type
Intimidator	Broadsword	Cr 300	BAU	Std for type

OTHER HAND-TO-HAND WEAPONS

Weapon	Type	Cost	Maker	Notes
Boarding Axe	Boarding Axe	Cr 100	EnviroCombat	Std for type
Survival Hatchet	Hatchet	Cr 25	Various	Std for type
Fire Axe	Battle Axe	Cr 40	Various	Std for type
Nuchaku	Nunchaku	Cr 20	Close Quarters	Std for type
Stealth Nunchaku	Nunchaku	Cr 100	Close Quarters	Std for type
Dusty	Brass Knuckles	Cr 10	Close Quarters	Brawling damage +1
Stunfist	Brass Knuckles	Cr 100	Close Quarters	As above, plus 1d6 shock
Handmine	Handmine	Cr 200	Close Quarters	Std for type

BOWS AND THROWN WEAPONS

Weapon	Type	Cost	Maker	Notes
Fowler	Shortbow	Cr 50	Archery Inc	Std for type
Hunter	War Bow	Cr 75	Archery Inc	Std for type
Manstopper	Compound Cam	Cr 200	Archery Inc	Std for type
Sportshooter	Lt Crossbow	Cr 150	Archery Inc	Std for type
Assassin	Advanced Xbow	Cr 250	Archery Inc	Std for type
Shuriken	Throwing Steel	Cr 5	Archery Inc	
Invisidart	Throwing Steel	Cr 5	Close Quarters	Std, Stealth Factor 7
Throwing Knife	Throwing Knife	Cr 10	Archery Inc	

FIREARMS

HANDGUNS

Weapon	Caliber	Type	Cost	Maker	Notes
Last Resort	8mm	Derringer	Cr 100	GoG	Single barrel; Std for type
Stealth 5	5mm	Body Pistol	Cr 200	GoG	Std for type
Stealth Cannon	10mm	Hvy Body Pistol	Cr 200	GoG	Double barrel; std for type
Holdout 8mm	8mm	Holdout Revolver	Cr100	ZK	Std for type
Bodyguard	8mm	Holdout Autopist.	Cr 150	ZK	Std for type
Sidearm Six	10mm	Revolver	Cr 150	ZK	Std for type
Reliant 10mm	10mm	Revolver	Cr 200	Portcullis	Good reputation
Target 10	10mm	Revolver	Cr 500	WTO	Highly accurate
Sidearm Slim	10mm	Autopistol	Cr 200	ZK	Std for type. Cap 12 rounds
Sidearm HiCap	10mm	Autopistol	Cr 220	ZK	Std for type; Cap 18 rounds
Service Auto	10mm	Autopistol	Cr 250	Imperial Arms	Std for type. Cap 15 rounds
Universal 10mm	10mm	Staple Gun	Cr 200	Imperial Arms	Std for type
Manstopper Six	12mm	Magnum Rev.	Cr 400	ZK	Std for type
Precision 12	12mm	Magnum Rev.	Cr 1200	Portcullis	Highly Accurate
Loyalist 12mm	12mm	Magnum Auto.	Cr 500	SGS	Std for type. Cap 9 rounds
Navy mod. Gauss	4mm	Gauss Pistol	Cr 3000	Imperial Arms	Long Barrel. Otherwise std
Army mod. Gauss	4mm	Gauss pistol	Cr 2500	Imperial Arms	Standard for type
UltraForce 14	14mm	Magnum Auto	Cr 1000	WTO	+1 damage per die. Cap 6
SupremeForce	18mm	Magnum Rev.	Cr 1500	WTO	+2 damage/die, Cap 4 rnds

Notes:

A weapon listed as Highly Accurate or Long Barrel may or may not give a +1 bonus to-hit, at the Referee's option.

All handguns come with 3 unloaded magazines (if appropriate), a configurable holster and webbing, but no ammunition.

Ammunition

Handgun-caliber ammunition is normally purchased in boxes of 50 rounds and loaded into magazines or other loading devices as required. Revolvers and Autopistols use common ammunition. Bulk purchases (1000 round units) are relatively cheaper. All ammunition costs are subject to the special-ammunition multipliers listed in this supplement.

Item	Cost	Item	Cost
Body Pistol Magazine*	Cr 10	Ammunition, 12mm pistol, 50 rounds	Cr 50
Lt Autopistol Magazine	Cr 5	Ammunition, 12mm pistol, 1000 rounds	Cr 750
Autopistol Magazine	Cr 10	Ammunition, 14mm pistol, 50 rounds	Cr 100
Hvy Autopistol Magazine	Cr 15	Ammunition, 14mm pistol, 1000 rounds	Cr 1500
Specialist Weapon Magazine	Cr 50	Ammunition, 18mm pistol, 50 rounds	Cr 200
Gauss Pistol Magazine**	Cr 150	Ammunition, 18mm pistol, 1000 rounds***	N/A
Speedloader	Cr 5	Ammunition, Gauss, 4mm, 200 rounds	Cr 250
Ammunition, body pistol, 50 rounds*	Cr 250	Ammunition, Gauss, 4mm, 1000 rounds	Cr 1000
Ammunition, body pistol, 1000 rounds	Cr 3500		
Ammunition, 8mm pistol, 50 rounds	Cr 20		
Ammunition, 8mm pistol, 1000 rounds	Cr 300		
Ammunition, 10mm pistol, 50 rounds	Cr 30		
Ammunition, 10mm pistol, 1000 rounds	Cr 450		

* Stealth Materials

** Includes weapon power source

*** Special order required.

PERSONAL WEAPONS OF CHARTED SPACE

FIREARMS

SHOTGUNS

Weapon	Type	Cost	Maker	Notes
Double-12	Sporting Shotgun	Cr 150	WTO	Standard for type
Sawnoff	Sawnoff Shotgun	Cr 150	Various	Standard for type
Buckshot 12	Sawnoff Shotgun	Cr 200	ZK	Custom built; integral laser pointer
Patrol 6	Combat Shotgun	Cr 200	GoG	Standard Law enforcement wpn
Security 8	Combat Shotgun	Cr 250	GoG	Bulky extended 8-shot magazine
GateKeeper	Combat Shotgun	Cr 200	SGS	Very short: 4-shot magazine.
ManReaper	Military Shotgun	Cr 1500	ID	12-shot magazine
Model 22A	Military Shotgun	Cr 1300	Instellarms	10-round magazine
M889CAW*	Assault Shotgun	Cr 750	CA	20-round drum

*Close Assault Weapon

Shotguns normally come with a sling and 3 drums or magazines, but no ammunition. Military and Assault shotguns have a laser pointer as standard, and a HUD interface.

Item	Cost
Military Shotgun Magazine	Cr 15
Assault Shotgun Magazine	Cr 25
Buckshot, box 50 rounds	Cr 50
Buckshot, case, 1000 rounds	Cr 750
Military/Assault Buckshot, box, 50 rounds	Cr 100
Military/Assault Buckshot, case, 1000 rounds	Cr 1500

SMGS

Weapon	Caliber	Type	Cost	Maker	Notes
Ravager	8mm	Assault Pistol	Cr 750	ZK	S, F. Cap 15 rounds
Urban Bandit	10mm	SMG	Cr 500	ZK	S, B(6), F, Cap 30 rounds
Mini Bandit	10mm	SMG	Cr 600	ZK	S, B(6), F Cap 20 rounds
Crewman 10mm	10mm	SMG	Cr 550	Instellarms	S, B(6) Cap 25 rounds
Assault M990	10mm	SMG	Cr 750	CA	S, F, Cap 35 rounds

Fire mode codes show which modes of operation are available to the weapon:

S: Semi-auto

B (n): Burst (n rounds)

F: Full-auto

SMGs come with a sling or holster (if the configuration fits), and 3 magazines, but no ammunition. Laser pointers are usually standard. Ammunition is standard pistol-caliber rounds.

Item	Cost
SMG Magazine	Cr 10
Ammunition, 8mm pistol, 50 rounds	Cr 20
Ammunition, 8mm pistol, 1000 rounds	Cr 300
Ammunition, 10mm pistol, 50 rounds	Cr 30
Ammunition, 10mm pistol, 1000 rounds	Cr 450

FIREARMS

RIFLES

Weapon	Caliber	Type	Cost	Maker	Notes
7mm Woodsman: S	7mm	Rifle	Cr 200	ID	15-shot magazine
10mm Hunter	10mm	Hunting Rifle	Cr 1000	ID	2 barrels; single shot
Mk 24 Bullpup	7mm	Carbine	Cr 200	Instellarms	S; 20-round magazine,
Combateer: B(4), F	5mm	Assault Rifle	Cr 300	SGS	30-round magazine
M856 Light ACR: B(4), F	7mm	ACR	Cr 1000	Imperial Arms	50-round magazine
Survival Folder	5mm	Survival Rifle	Cr 50	GoG	2 barrels; single shot

Fire mode codes show which modes of operation are available to the weapon:

S: Semi-auto

B (n): Burst (n rounds)

F: Full-auto

Rifles (except the Carbine) come with a robust telescopic sight as standard. The ACR has an electronic sight and HUD interface as standard.

Item	Cost
Rifle or Carbine Magazine	Cr 10
Assault Rifle 50-round box magazine	Cr 25
Assault Rifle 200-round box magazine	Cr 100 (Extremely bulky)
ACR Magazine	Cr 35
ACR "Support" 150 round box magazine	Cr 100
5 or 7mm Ammunition, Box, 50 rounds	Cr 50
5 or 7mm Ammunition, Case, 1000 rounds	Cr 750
7mm Lt ACR Ammunition, Box, 50 rounds	Cr 100
7mm Lt ACR Ammunition, Case, 1000 rounds	Cr 1500
10mm Ammunition, box, 50 rounds	Cr 100

LOW-G WEAPONS

Weapon	Caliber	Type	Cost	Maker	Notes
Pocket Snub	18mm	Snub Derringer	Cr 200	Close Quarters	2 barrels
Snub Revolver	10mm	Snub Revolver	Cr 150	EnviroCombat	Cap 6 rounds
Bulkheader	18mm	Snub Revolver	Cr 100	ZK	Cheap version; cap 6 rounds
Combat Snub	18mm	Snub Autopistol	Cr 250	EnviroCombat	Cap 20 rounds
Snub SMG	10mm	Snub SMG	Cr 400	EnviroCombat	S, B(4), F; cap 25 rounds
EnviroRifle	12mm	Accelerator Rifle	Cr 900	EnviroCombat	S, B(3), Cap 30 rounds

Snub weapons come with holster and webbing, a laser dot pointer and 3 magazines, but no ammunition.

Costs are for standard Snub weapon ammunition.

Speciality ammunition is subject to the normal cost multipliers.

Item	Cost
Snub Autopistol Magazine	Cr 10
Snub SMG Magazine	Cr 20
Accelerator Rifle Magazine	Cr 30
18mm Snub Ammunition, Box, 50 rounds	Cr 50
18mm Snub Ammunition, Case, 1000 rounds	Cr 750
Accelerator Rifle Ammunition, Box, 50 rounds	Cr 75
Accelerator Rifle Ammunition, Case, 1000 rounds	Cr 1250

PERSONAL WEAPONS OF CHARTED SPACE

FIREARMS

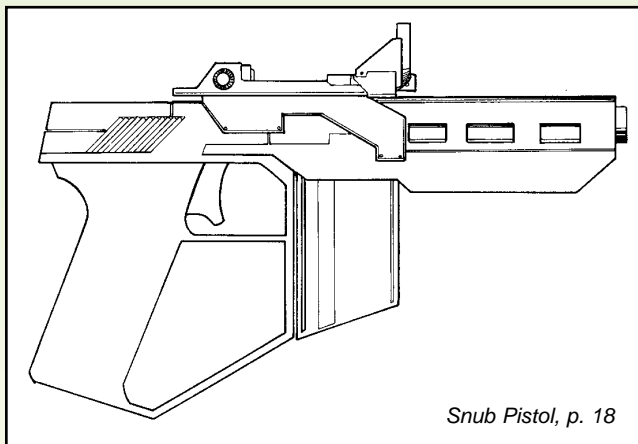
DISCHARGERS

Weapon	Caliber	Type	Cost	Maker	Notes
Thud Gun	25mm	Baton Gun	Cr 100	GoG	Single-Shot
Riot Cannon	30mm	Discharger	Cr 300	Portcullis	Single-Shot

Item	Cost
Batons/Stunbags, box, 6	Cr 25
30mm Flechette Rounds, box, 6	Cr 50

LASER WEAPONS

Weapon	Type	Cost	Maker
LightBeam Boarder	Laser Pistol	Cr1000	LightBeam
LightBeam Assault	Laser Carbine	Cr 2500	LightBeam
LightBeam Sniper	Laser Rifle	Cr 3500	LightBeam
Belt Pack	50 power factors	Cr 500	LightBeam
Assault Pack	100 power factors	Cr 750	LightBeam
Battle Pack	300 power factors	Cr 1000	LightBeam



Snub Pistol, p. 18

UNUSUAL AND SPECIALITY WEAPONS

A variety of unusual weapons are available on the open market, or to order. A selection are presented here. Travellers should be aware that these non-standard items are non-standard for a reason.

COMBINATION WEAPONS

SHOTSTIK (KARLSTEIN MELEE)

Appearing identical to a standard Karlstein baton, the ShotStik contains a single-shot flechette cartridge in one end, delivering 3d4 damage upon the press of a hidden trigger catch - or in combination with a melee attack. The baton costs Cr 50, and comes with 10 cartridges. Additional custom ammunition costs Cr 50 for a box of 10.

MAGIC WAND (KARLSTEIN MELEE)

Appearing to be nothing more than a short (15cm) rod of metal, similar to the mini-batons used by many martial

artists, the Magic Wand contains a single light flechette cartridge triggered by a hidden trigger. Only effective out to 2m, the cartridge delivers 2d4 damage and is not compatible with other flechette weapons or the Shotstik. The Magic Wand costs Cr 30, and comes with 10 rounds. Replacements cost Cr 50 for 10.

A "stealth" version using body pistol technology is available for Cr 300, and Cr 500 for 10 cartridges.

ARDENT 600 (CLOSE QUARTERS)

The Ardent 600 is a very standard 10mm revolver, but fitted with an extending blade which shoots downward out of the handgrip and locks out. This gives the user a handy close quarters capability, although the awkward balance of the weapon results in a -1 to hit with the pistol, and -2 with the knife, when extended.

FIREARMS

ACCELERATOR PISTOL (ENVIROCOMBAT)

An experiment into using accelerator technology in a handgun, the Accelerator Pistol is at best a partial success. Recoil is low, and controllability is good. However, the rounds sometimes become unstable during the boost phase, trebling the chance of a fumble. The problem is compounded by the fact that the weapon shoots 3-round bursts from its 15-round magazine. However, some users find the lack of recoil useful, and the diverging spread of unstable rocket-propelled darts does give a +1 to-hit bonus - so long as the weapon functions properly. It is expensive, at Cr 750 and Cr 20 for a magazine. A 50-round box of ammunition costs Cr 70. Treat as an autopistol firing 3-round bursts, but damage vs targets at Close or Short

range is zero - the rounds have not gained enough velocity to harm anything larger than a hamster.

PORTCULLIS SECTOR KNIGHT (PORTCULLIS)

One of the most exquisite firearms in known space, the Sector Knight is a long-barrelled revolver famed for its accuracy. The weapon has no electronic enhancements and cannot be fitted with any, but gains +1 to-hit when carefully aimed. To gain this bonus it must use match-grade 12mm Magnum ammunition costing three times as much as ammunition for the Sector-Knight's "non-noble" stable-mate, the Precision 12. The weapon itself costs Cr 5000, and is made to the user's order. Even more beautiful versions, the Sector Dukes, are available only to those holding patents of nobility as a matter of company policy, though exceptions have been made. Treat as a 12mm Magnum Revolver.

SALVO INTIMIDATOR (ZK)

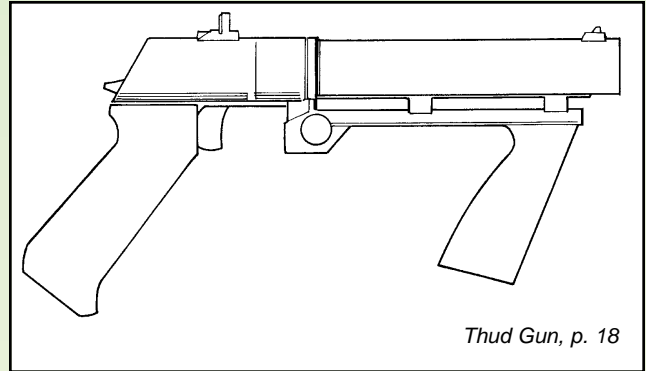
From the sublime beauty of the Sector Knight, we come to the ridiculous Intimidator marketed by Zakurn Kiishi. The Intimidator is a double-barrelled "heavy pistol" (equivalent to a sawnoff shotgun) fed by 2-round under-barrel tube magazines. The weapon usually fires solid slug but can handle buckshot and other. With a round in each of the twin breeches, the user has 6 shells available, which are salvoed at a pull of the trigger (i.e., the barrels fire one at a time, rather than "broadside" both at once). The weapon comes with an ammunition bandolier, laser pointer, HUD and black shades, a configurable holster, and a lengthy legal disclaimer. Most users pay an extra Cr 100 to have the weapon converted to "Broadside" configuration, allowing both barrels to fire together on a single to-hit roll, and causing double damage. By all accounts, broadside fire does not do the firer any good, either. Overpowered, over-heavy and somewhat ridiculous, the Intimidator does have a certain menace about it, making it a good choice of deterrent if actual nuclear weapons are not available. Treat as a sawnoff shotgun but for the increased ammunition capacity and add-on goodies.

STEALTH SNUB (CLOSE QUARTERS)

A variant on the Derringer concept, the Stealth Snub is a body pistol version of the 18mm snub pistol, and able to use its ammunition (though the latter is not "stealthy".) A single-barrel, single-shot weapon, the Stealth Snub requires special ammunition (at 10X cost) if it is to gain the benefit of its stealthy configuration. Stealth snubs cost Cr 350.

SNUB CARBINE (ENVIROCOMBAT)

Something of a failed experiment, the Snub Carbine is a Snub autopistol fitted with a skeletonized stock and long



Thud Gun, p. 18

barrel, and a foregrip. The conversion was designed to give extra range and hitting power, but is not actually much better than a snub autopistol, while the added bulk is awkward aboard ship. The few production models were sold off cheaply - Cr 100 apiece. The weapon takes standard Snub magazines and ammunition, and is treated as a snub autopistol, except that it gains +1 damage due to the marginally higher muzzle velocity afforded by the long barrel. A full-auto "assault" conversion was even less successful, but examples do surface occasionally.

HEAVY LASER RIFLE (ENVIROCOMBAT)

The Heavy Laser Rifle was intended to challenge LightBeam's dominance of the beam-weapon marketplace. However, the weapon, while powerful, has some drawbacks. The cost and weight (Cr 7500 and 9kg respectively, without powerpacks) are considerable, and the weapon has a tendency to overload its power supply and cause a safety shutdown. There is a 1 in 10 chance on any given shot that the weapon will overload its power supply. Shutdown is automatic and lasts 3D6 rounds, during which the weapon undergoes an emergency cooling operation, buzzes alarmingly, and vents a mildly toxic gas. Shutdown can be overridden, but if a second overload occurs within 6d6 combat rounds (cooling is slower when the weapon is in use, though the gas is still vented), then the weapon suffers a catastrophic malfunction. Chances are 50/50 that it will slag its circuits and render both powerpack and weapon useless or cause the pack to explode, doing the user 5D20 damage and everyone within 3m 2d20. These weapons are rarely plugged into vehicle supplies, for obvious reasons (actually, an explosion would not occur, but severe circuit damage might). The weapon does deliver +1 damage per die, however. It uses a heavy-duty powerpack, drawing 5 power factors per shot. The pack costs Cr 2500 and holds 250 factors. It cannot be used with ordinary weapons, nor vice versa.

PERSONAL WEAPONS OF CHARTED SPACE

CONTRABAND WEAPON PENALTY TABLE

Crime	Penalty
Trying to sneak an SMG into a handguns-only area:	Refused entry, Fined Cr 200 Weapon Confiscated
Caught with autopistol in no-weapons area:	Detained 1d6 days, fined Cr 500 Weapon Confiscated
Caught with SMG in no-weapons area	Detained 1d6 days, Fined Cr 2000 Weapon Confiscated
Used weapon in self-defense in no-weapons area:	Detained 1d6 weeks, fined Cr 10,000 Weapon Confiscated Character Deported

Characters detained by law enforcement, security or military personnel will always be searched; there is no skill roll to avoid.

BEATING A SEARCH

Unless one player-character is searching another, searches can be abstracted as follows: To get a typical handgun-sized

REFEREE INFORMATION AND ADDITIONAL COMBAT RULES

The rules presented here expand slightly upon those contained in the Traveller's Handbook, and can be considered optional. They make firearms combat even more deadly as well as more realistic.

WEAPON DETECTORS AND WEAPON CONCEALMENT

Adventurers often want to slip weapons past the checkpoints and carry them in areas where they are prohibited. Most areas where weapons are controlled have some form of detection process, and impose a penalty for possessing a restricted weapon. In some regions, these penalties are draconian, especially if the restricted weapon is used in a crime.

SEARCHES AND AVOIDING THEM

Individuals questioned by law enforcement officials are routinely searched for weapons, and people passing into a weapons-restricted area may also be searched. To get through a checkpoint without being searched requires a skill check against a DC of 5 plus the local law level (take law level as 3 for most Imperial territory, such as Starports). DC base is 10 if the area is "secure" or there is an alert on, and base 15 plus law level for "highly secure" areas such as a noble or official's residence, or during a high alert.

Which skill is rolled depends upon the character's actions. Bluff is most likely, but a character may try other means such as Intimidation, Leader or Carousing, with appropriate roleplayed actions. Players cannot take 10 or 20 on such a roll, and failure always means a search plus possibly some awkward questions.

weapon past a physical search, roll Bluff skill vs a DC determined by local conditions:

Normal Security: DC 15

Good Security (Typical at law level 7+, and anywhere that Imperial personnel are guarding) DC 20

High Security (Typical at law level 10+, Imperial bases etc): DC 25

Extreme Security: DC 30

If the object to be concealed is quite small, such as a Body Pistol, or is not the sort of thing a search typically looks for, reduce DC by 5. Huge handguns etc add 5 to DC, and anything larger than a big autopistol cannot be concealed even from the most cursory search.

A character might also try to defeat a search by hiding an object "in plain sight"; i.e. making it seem like something innocuous. Note that even on TL 1 worlds, guards will know what guns are, unless the world has been completely isolated from contact. However, objects like collapsible batons, disguised body pistols and such like may not be recognised as weapons. This is a different sort of Bluff, since the character has to act like the item is nothing suspicious. An opposed Sense Motive vs Bluff roll will determine whether the ruse is discovered. Guards making such a roll may not actually recognise the smuggled item, but they will know the character is up to something and will detain him or her for closer interrogation.

WEAPON SCANNERS

At higher TLs, security is assisted by technological aids such as metal detectors, X-ray units, dielectric units, trace explosives detectors, densitometers and other technical aids. Dogs and other sensitive animals are sometimes

also used to sniff for explosives, or for the pheromones of a tense smuggler.

Technological aids sometimes make security people complacent, so if a character can beat the scanner he or she is usually home free. Physical search of person and baggage is only undertaken when the scanner gives an alert. Scanners are only available at TL 5 or higher, but high-tech units are often bought in by local governments or security providers.

To beat scanners roll Bluff skill against a DC equal to twice the TL of the scanner (e.g., for TL 9 starport security, DC is 18), modified as follows:

Contraband item "shadowed" by innocuous objects of similar construction: -3 DC

Contraband item is designed to beat scanners (e.g. high-tech Body pistol): -1 DC per "Stealth factor" of the item.

Both of these factors may apply.

For animal detectors, DC is 10.

If the character fails to beat a scanner or animal detector, he or she will be subject to a physical search. If the search is beaten, the security providers will probably assume the device has given a "false alarm" and let the character proceed.

PENALTIES FOR CONTRABAND WEAPONS

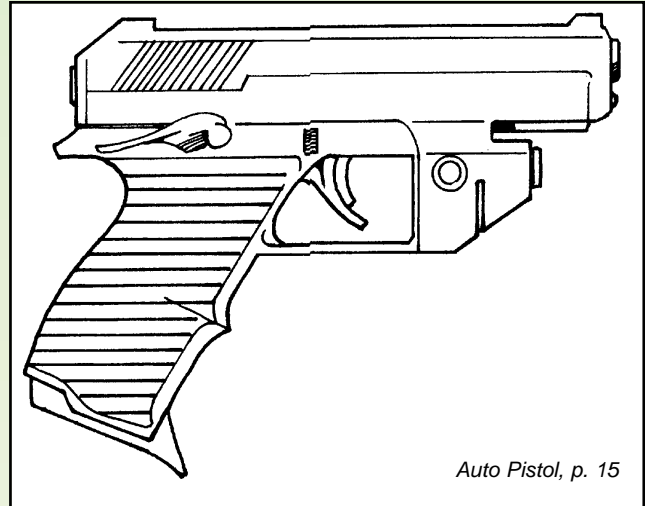
The penalty for being caught with an illegal weapon depends on local law level and practice. At the very least, the character will be arrested, interrogated and the weapon permanently confiscated. As a rule, a character caught trying to enter an area with a restricted weapon will - at the very least - be denied entry. Weapons that are "just border-line illegal" (say within 1 law level of being legal) will not get the character into much trouble, especially if he or she can offer a reasonable explanation or seems to have just misunderstood local law. The referee should base penalties on two factors: The lethality of the weapon, and what the character was doing with it.

Possession is a lesser crime than use, and even if the character only used his illegal SMG in self-defense, he is still in hot water. As a very rough guide, use the *Contraband Weapon Penalty Table*.

Note that these penalties do not take into account circumstances such as causing injury or death, resisting arrest, etc. These are entirely separate matters and depend upon circumstances and local law.

BURST AND FULLY-AUTOMATIC FIRE (T20) VARIANT T20 RULE

Some weapons are constrained by burst limiters to fire either a single shot or a set number of rounds: usually 3, 4 or 6. These "Burst Capable" weapons can be used to attack a single target in one of two ways; either by spray-



Auto Pistol, p. 15

ing ammunition around in the hope of a hit, or by putting a concentrated burst into the target for extra damage. The latter approach is subject to diminishing returns, since the area hit is already pretty chewed up by the first round. However, burst fire is an effective way of obtaining a "fast kill" result.

Weapons capable of full-auto fire can also be used in this manner. A burst will normally use up 10 rounds (if you want to represent the difficulty of controlling a burst without a device to help, roll 2d6+3, giving a result of 5-17 rounds actually expended by a "10-round" burst)

Hosing a burst at the target in the hope of a hit increases the chances of obtaining one without any improved damage. Most of the ammunition is wasted on empty air. However, such an attack does increase chances to hit:

Burst	Attack Bonus
3 or 4 rounds	+1
6 Rounds	+2
10 rounds	+5

A concentrated burst, intended to cause maximum damage and put an opponent down, gives no increase in chance to hit (either most of it hits the target, or it is all wasted by a concentrated miss). Improved damage is as follows:

Burst	Damage Bonus
3-4 Rounds	+1 die of damage
6 rounds	+2 dice of damage
10 rounds	+3 dice of damage

BURST AND FULLY-AUTOMATIC FIRE (CT)

Weapons capable of firing bursts are assumed to do so in CT. This is factored into the hit bonuses (see Book 1, P42). When firing single shots, treat ACRs and Assault Rifles as Carbines and Autorifles as Rifles on the hit table.

PERSONAL WEAPONS OF CHARTED SPACE

AREA FIRE SUMMARY

	Made Save	Failed Save
Primary Area of Effect	Hit by single round	Hit by 3-round burst
Secondary Area of Effect	Hit by single round	Not hit

PANIC FIRE SUMMARY

	Save Made	Save failed
Primary Target	Hit by 3-round burst	Not hit
Secondary Area of Effect	Hit by single round	Not hit

Weapons capable of full-auto fire can be used to spray a target, using up 2d+3 rounds. This allows two rolls to hit either or both of which may result in normal damage. In addition, up to two individual adjacent to the target can be attacked at a DM of -3 to hit; they are attacked once each and take normal damage if struck.

AREA FIRE AND SUPPRESSIVE FIRE (T20)

Fully-automatic weapons can be used to sweep an area in the hope of hitting anyone in the target area or forcing them to keep their heads down. Normal autofire weapons (SMGs, rifles and machineguns) can conduct area fire on a region 3m in diameter. Weapons capable of Rapid Fire (advanced military support weapons, RF ACRs and other weapons covered in the Military Weapons volume) can conduct area fire into a 6m diameter areas. Very Rapid Fire (VRF) weapons such as VRF Gauss Guns can hose a 10m diameter area. These areas represent the Primary area of effect. A secondary zone of effect exists on each side of the Primary area of effect. This Secondary zone (on each side) is as wide as the Primary area. Thus an SMG can sweep a 3m Primary area of effect and also 3m on each side of it. A VRF Gauss gun can devastate a 10m area, and also sweep 10m on each side of it for secondary effect.

When conducting Area Fire, the weapon user rolls to hit the general target area, at a bonus to hit since the target area is quite large. A miss indicates a wild, dispersed spray that may or may not endanger other targets. It is simplest to assume that the firer has hosed empty air or the ground.

Assuming the target area is hit, everyone within it takes damage is if hit by a 3-round burst unless they make a Reflex or Agility save (DC15), in which case they take damage as if hit by a single round. Anyone within twice the listed area of effect for the weapon, but outside the listed area of effect must make a Reflex or Agility

save (DC 15) to avoid taking any damage at all. Anyone or anything failing this save will be hit by a single round from the weapon.

Saves can be modified by solid cover. Reduce to DC 12 for partial light cover (or a character prone on the ground doing nothing but trying not to be hit) and to DC 10 for

good, solid cover like a stone wall or trench.

Area fire with normal autofire weapons can only be conducted by a weapon with 20 or more rounds available when the area attack is announced. Unless an automatic mechanism controls the burst (in which case it will be 20 rounds exactly), the attack uses up 3d6+10 rounds (13-28), or whatever remains in the weapon, if less.

More powerful weapons such as RF ACRs and VRF Gauss Guns have burst limiters as standard, and deliver 50 rounds and 100 rounds respectively. Concentrated bursts on a smaller area are truly awesome, and will be dealt with in the Military Weapons supplement.

SUPPRESSION

Anyone within an Area Fire attack (whether hit or not) must immediately make a Fortitude save at DC15 (DC 20 if the subject of RF or VRF fire). If the save is failed, the character wisely abandons what he or she is doing and makes like a mole; diving to the ground or crouching in cover. The character can take no action that requires him/her to be exposed to fire for 1 round after the area effect attack ceases, though if in cover he may administer medical aid, lob a grenade blindly out, yell for an airstrike on the radio, etc. If in the open, he may carry out only one of two actions: pray, or swear.

Suppression is a standard military tactic, pinning enemy troops in their positions while friends advance.

AREA FIRE AND SUPPRESSIVE FIRE (CT)

Area fire is conducted as above, and is subject to the same ammunition limitations. The firer rolls to hit the general target area at a DM of +4 and no armor modifiers. If successful, anyone within the area of effect may be attacked. To simulate the random nature of area fire, blind

luck is brought into play. Each character rolls 1D to determine which of his stats will be used (1=Str, 4= Int, etc). If the player can roll equal to or under this randomly chosen stat on 2D, he is not attacked. Apply a DM of -2 to the die roll if the character is in cover or prone, BUT a natural 12 always results in an attack. Each and every character who fails this roll is then attacked as normal by the area-fire weapon.

Characters exposed to area or suppressive fire must roll 8+ (DM +1 if END 8+, DM +1 if military experience, DM +2 for battledress or combat armor) or be suppressed as described above.

PANIC FIRE (T20)

An autofire or burst-capable weapon, or a semi-automatic weapon, with 10 or more rounds remaining, may be emptied at a single target in a single, desperate salvo. This uses up all the remaining ammunition in the weapon and can be done even while the character is diving for cover, leaping from a vehicle, etc. Inaccurate and horribly wasteful of ammunition, this tactic is a favourite of vid-show heroes.

Up to 3 targets which are close together (within 2m each side of the central one) may be attacked with a Panic Fire attack. Two (or more, if the firer has enough limbs) weapons may be used to make simultaneous Panic Fire attacks on the same target group.

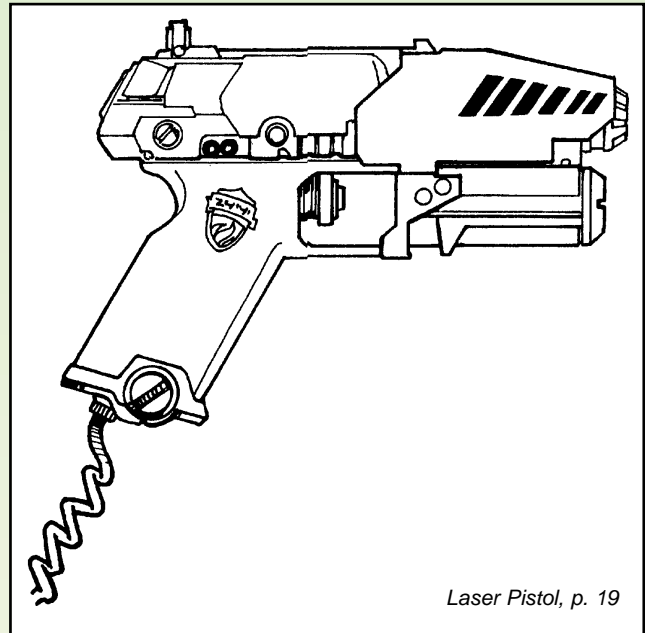
Panic Fire is somewhat similar to Area Fire. The firer rolls to hit with a +2 bonus. If a hit is obtained, then most of the rounds went into the target area. The primary target is subject to an Area Fire attack as if he were in the Primary Area of Effect. He immediately makes a Reflex or Agility Save, as for Area Fire. If the save is made, he is not hit. If he fails this save, he is hit by the equivalent of a 3-round burst. One person on either side of him are peripherally attacked; they take a single hit unless they make a Reflex or Agility save, in which case no damage is taken.

Mechanical repeaters such as bolt and pump-action weapons, and those with very high recoil, cannot conduct Panic Fire. Revolvers do not contain enough ammunition, though a pair (in each hand) could be considered a single weapon if blasted away at a single target.

Note that if Panic Fire is combined with any action other than turning to engage the target, or moving slowly, the +2 to-hit bonus is lost and in addition the firer's chance to fumble is doubled. This is because firing while skateboarding out of an explosion shockwave is not conducive to great accuracy.

PANIC FIRE (CT)

Panic Fire is resolved in the manner described on P32 of Book 4: Mercenary. The character fires off all his remaining



Laser Pistol, p. 19

ammunition, making up to three attacks at a DM of -2 to hit. Lasers and other weapons limited by cycling time cannot undertake panic fire.

A FINAL WORD

Combat is a fairly unpleasant business for all concerned. The Referee should remember that opponents will tend to fire at what they think they can hit - they will shoot at the fellow standing in the open blazing away, not the one crawling behind the bushes seeking a better (or less bad!) position. Thus players who use smart tactics should do better than die-rollers and skill-maximizers. In reality, the most effective troops are not always the best shots on the range. They are the ones who fight smart and use all the advantages that cover, maneuver and gadgetry can give them.

This cuts both ways, of course. The appearance of opponents who fight effectively, instead of just standing around firing weapons, can be a truly horrible surprise for players. Even with mediocre skills and equipment, the opponent you can't even SPOT, let alone hit, can turn a firefight into a massacre.

Pretty much everything in this supplement is derived or extrapolated from canon Traveller sources. Feel free to expand, extend or ignore at your merest whim. Just be sure to have some fun, okay?

MJD
March 2002

PERSONAL WEAPONS OF CHARTED SPACE

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