

RCESG

TM

**REFORMATION
COALITION**

Equipment Guide



In order to re-build a universe, first you need the right tools...

The Star Vikings of the Reformation Coalition Exploratory Service (RCES) are always on the look-out for useful relic technology from the fallen imperium. The **Reformation Coalition Equipment Guide** details some of that relic technology, but it also describes the most important equipment, weapons, and vehicles used by the Coalition. The hallmark of this equipment is the Coalition's attention to flexibility and ruggedness: their designs are intended to make the maximum use of their limited technological and manufacturing resources.

Spacecraft

A wide variety of new and unique spacecraft are detailed in the **Reformation Coalition Equipment Guide**. Small craft covered include the assault lander, and "Wildbat" fighter, additional details on the 50-ton modular cutter (including a variety of new modules), and detailed examinations of the *Aurora* and *Maggart*-class clippers: the backbone and strong right arm of RCES operations. Three Hiver ships are also described, as well as a new type of Scout, and (last, but not least) the *Victrix*-class multipurpose starships.

Weapons

The Wilds are a dangerous place, and weapons are a necessity. The weaponry described in the **Reformation Coalition Equipment Guide** ranges from the 5mm "pen pistol" covert operations concealed weapon through conventional pistols, SMGs, carbines and rifles, to light and heavy machineguns. The Coalition also includes a grenade launcher, 4cm RAM rifle grenades, and heavier weapons are described in detail. Energy weapons are not neglected, covering everything from laser pistols to plasma bazookas and the weapons in-between.

Heavier weaponry ranges from the tiny Lyrebird support missiles to planetary defense missiles more than 9 meters long. Need a laser-guided tank-buster? Call in a Nail tac missile. Tanks? You can use a light TL-6 "Pavlov" recon tank, the TL-8 "Prairie Fire" tank, or (if you are lucky enough to find one) a TL-15 "Juepid" grav tank.

Transportation

Getting from place to place on a planetary surface is another problem everyone faces, and the **Reformation Coalition Equipment Guide** covers this subject as well. Need to get from orbit to dirtside in a hurry? You have a choice of assault lander, drop capsule, or personal reentry kit. Need to get around once you're there? Hop in a *Charina* wheeled APC, or strap a grav belt to your back and fly there.

Et Cetera

We cannot begin to list everything else that's in here, so flip to the index on page 158 and start reading. The **Reformation Coalition Equipment Guide** is copiously illustrated, and contains everything you need to use these items in a *Traveller: the New Era* campaign.

*So what are you waiting for, trooper? Strap up and move out!
History's written by the winners, and I just got myself some paper*

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REFUGES

FORMATION

COALITION

EQUIPMENT

GUIDE

Sample file

Science Fiction Roleplaying Game

TRAVELLER[®]
The New Era

GDW

"...You did not desert me, my brothers in arms."

—Refrain from the Oriflamme Marine Hymn

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Reformation Coalition Equipment Guide™

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Reformation Coalition Equipment Guide

INTRODUCTION

The Reformation Coalition Equipment Guide (RCEG) is a supporting sourcebook intended for use with the *Traveller: The New Era* (TNE) science-fiction roleplaying game. RCEG is a detailed encyclopedia of the sorts of equipment, vehicles, weapons, and spacecraft that are typically used and encountered in the TNE universe. Each piece of equipment is described in terms of its use in the *Traveller* game, and also in terms of its technical particulars: size, mass, type of ammunition, fuel consumption, speed, etc. Most of these items are also illustrated by technical drawings, and many are additionally shown "in action" in the color plate section at the center of this book.

While by itself this book is an interesting look at the technical side of the campaign "universe" of *Traveller: The New Era*, use of RCEG requires that players have at least the *Traveller: The New Era* basic rulebook (plus the usual 6, 10, and 20-sided dice, paper, and pencils). Use of the equipment in RCEG will be enhanced by the possession of *Brilliant Lances: Traveller Starship Combat*, and *Fire, Fusion, & Steel: the Traveller technical architecture handbook*, but these are not required. Also not required, but equally advantageous for the gaming experience are potato chips, pizza, soft drinks, and napkins when you spill those things all over your books and papers.

So What's a Star Viking?

The official campaign background for *Traveller: The New Era* is set 3723 years from now in an area of space about 120 light-years from the planet on which you are standing. Eighty years earlier, this area of space had been part of an immensely strong empire which ruled over 11,000 worlds, encompassing 15 trillion citizens of dozens of different races. But this empire became embroiled in a horribly destructive civil war which lasted for 14 years, over the course of which hundreds of billions were killed, dozens of worlds sterilized, and the very fabric of interstellar society shredded. The final act of this war was the release of an artificially intelligent electronic virus. This virus, untested and uncontrollable, took the tools of interstellar civilization—computer-controlled starships, vehicles, cities, orbital stations, and robotic weapons systems—and brought them to life: horrible, insane, murderous life. Virus completed the devastation that civil war had begun, and a thousand-year-old society came to its final collapse. Seventy years later, the descendants of these infected machines live on, evolved to where they are no longer insane, but

instead pursue their own inorganic ends, and compete with the few remaining pockets of civilization for the technology they both need.

In the midst of this wasteland lies a small cluster of worlds that calls itself the Reformation Coalition. Surrounded by the ruins of a once-proud empire and a trillion unburied dead on cold, lifeless worlds, the Reformation Coalition has committed itself to the creation of a new interstellar society to unite the fragmented, isolated, xenophobic worlds that remain.

Because the Coalition is small, it has come to rely on lightning-swift raids when it is opposed by backward, decadent warlords and others who oppose the new dawn that the Coalition brings with it. These raids are conducted by the Reformation Coalition Exploratory Service (RCES), and are used to recover crucial technology left behind in the ruins, technology which the Coalition cannot build itself, but which it can use to build the foundations of its new beginning. One of the Coalition's opponents is the Mercantile Guild, a loose affiliation of traders, slavers, and technology scavengers, which opposes all interstellar governments and seeks to maintain its monopoly on star travel. The Guild seeks to sow fear and distrust against the Coalition, and has begun spreading the word that the RCES is not the spearhead of a group of visionaries, reformers, or rebuilders, but are instead "Star Vikings"—heartless murderers and plunderers.

And therein hangs a tale. (For more information on these topics, see TNE sourcebooks *Path of Tears* and *Smash & Grab*.)

How to Use this Book

The primary use for RCEG is in support of a Reformation Coalition ("Star Viking") campaign set in the Old Expanses and Diaspora sectors. The equipment contained is that used most often by the RC and its opponents, and includes some of the most valuable relic equipment which can be recovered from the worlds of the collapsed empire.

Players: Players will most often use this book as a catalog of equipment when outfitting their RCES or free-lance expeditions into the Wilds. When the text indicates that a piece of equipment is manufactured by the Coalition, their characters can often simply purchase it. If it is expensive or hard to come by, they may request its use of the governmental or corporate patrons who may be helping to outfit their mission.

Players may also spot some high-tech devices (such as the formidable *Intrepid* grav tank shown being recovered on the

cover and in the color plates) that they may wish to recover, by exploring worlds known to have had a suitable pre-Collapse tech level. Players who enjoy designing their own equipment (using *Fire, Fusion, & Steel* or the ship design rules in *Brilliant Lances*) will also find that RCEG provides a ready source of inspiration for variants or new designs.

Referees: When used by referees, RCEG constitutes an encyclopædia (we had an extra “æ” lying around) of equipment, weapons, and vehicles used by the opponents, allies, or acquaintances of the RC player characters. This equipment can be the object of opposed or unopposed recovery missions, or in some cases, could be occupied by Virus, and be an active opponent to the PCs all by itself.

Non-RC Campaigns: You don’t have to be playing in a Reformation Coalition campaign to get a lot of use out of the RCEG. The equipment in this book is based on all of the same “Imperial Space” technological assumptions that have illuminated previous editions of *Traveller*, and so are useful in most any *Traveller* variant campaign. And maybe you just like all of the cool pictures and descriptions. After all, that wouldn’t be that unusual...

No, Really: Also, rolling this book up tightly will allow you to use it as a club to kill small insects, and broken windows may be repaired by using duct tape to firmly affix this book over the missing pane (paper is a great insulator). Young children often need a booster platform to get their little bodies up to the level of the dinner table, and, although phone books have traditionally been used for this purpose, RCEG is clearly more effective because the thickness of each RCEG in a stack of, oh, say 20 or so, allows you to make more precise adjustments to the height than would be possible with thicker phone books.

See? The uses of this book are as limitless as the breadth of your imagination (or the depths of your neurological disorders, as the case may be).

Fire, Fusion, & Steel

With the exception of the low-tech bows and muskets on pages 102-103, all of the equipment contained in the RCEG is designed using the *Traveller* technical architecture manual: *Fire, Fusion, & Steel* (FF&S). When there are discrepancies between equipment details published in RCEG as compared to earlier TNE products, take the data in this book to be definitive.

This equipment is designed using baseline technology fields, and only the standard “Imperial Space” technology fields of contra-grav technology, jump drive, and laser focusing (see TNE, pages 330-332). The ideas and variations in this book should fuel the imaginations of *Traveller* equipment designers, as they have in fact fueled the imaginations of the GDW staff.

What’s more, RCEG contains expansions to the *Fire, Fusion & Steel* design sequences on pages 154-157. There are some specialized applications of the FF&S technology that simply require a little more detailed treatment than was possible in a book as already packed with information as FF&S. Among these applications are the design of grav belts, plasma bazookas, flechette rounds for grenade launchers, and multimission pods and modules. Happy designing!

Future Developments

We will continue to support FF&S designs in the RCEG format in *Challenge* magazine, in a regular feature called “TAD (Technical Assessment Database) Update.” We welcome submissions

from current and new *Traveller* authors and enthusiasts. All designs must be accompanied by design worksheets and a sketch or description of the appearance of the equipment, and should be compatible with the Reformation Coalition campaign. Designs may be altered for publication to ensure campaign and rules consistency. Write to GDW for *Challenge* submissions guidelines, specifying “TAD Update.”

The Conclusion, Wherein Dave Has Some Final Thoughts on Tooth Marks

I believe that RCEG might just be the most detailed, most fully realized fictional equipment sourcebook ever published for a roleplaying game.

That sounds more than a little arrogant, so I’ll elaborate.

With the *Fire, Fusion, & Steel* design sequences used in *Traveller: The New Era*, you don’t so much make up a new piece of equipment as *discover* it—discover how it works, discover how it’s used, discover the story behind the ratings that you’ve calculated. I’ve seen a lot of sourcebooks that describe a weapon or vehicle as having a particular quirk, peculiarity, or weak point, and have been disappointed when those descriptions turn out to be simple narrative chrome—the quirks are not connected to the game’s rules so that they result from the game’s design sequence or even show up during play. What has obviously taken place is that the writer has thought up an interesting object with one or more interesting features and has described it as such, whether or not the game system actually supports what has been said.

What we’ve got with the FF&S sequence is a sufficiently large body of defined technological functions that you can simply try some ideas out and see what you come up with. This is the opposite approach from that described above, because the interesting features arise from the design sequence itself, kind of like in real life, and you the designer now get to take it out for a test drive. So many of the weapons or ships in this book have emerged from the design sequence as feisty little buggers that keep asserting their own identity, rather than simply accepting the perfectly clean, matter-of-fact parameters that we would have imagined for them.

This is of course so similar to the story of every real aircraft, vehicle, or weapon that has ever been designed (no machine is ever all things to all people, no matter how many specifications boards, congressmen, or defense secretaries may demand it) that it is easy to imagine that we are describing things in this book that actually exist 3700 years from now. I find myself frequently saying things like, “Hey, Loren, I just figured out how they use this thing, and why they built this other thing to use with it,” except that I am usually more specific about the things I’m talking about.

So what “most detailed, most fully realized” sourcebook means is that it feels like we didn’t just make this stuff up. Instead, it welled up out of the TNE universe and sort of snuck up behind us and bit us (and pretty *hard* too, some of it), allowing us to wrestle it to the ground and shoehorn it all into this densely packed volume.

Inevitably, there were things that we had to leave out or couldn’t elaborate as fully as we wanted (after all, publishing imitates reality in its inherent imperfection and incompleteness). In a sense this is a blessing in disguise, as it means we get to do another installment someday, which we can make even more interesting than we think this one is.

We hope you find all of this gear to be as fascinating as we have.