



# *Mercenary Company Generator*

**TRAVELLER**

*Science-Fiction Adventure  
in the far future*

# Mercenary Company Generator

**Summary:** Often players will encounter mercenary units, this document condenses portions of Mongoose Publishing's excellent Traveller:Mercenary Book to provide very quick opponent generation. The reader is advised to buy the book for context of some concepts.

The output of the following tables will provide

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The tables below represent average theoretical units and are presented as a starting point rather than a set-in-stone limit.

In practice Mercenary companies will be trying to find ways of being 'better than average', perhaps by having over-strength units, lavish equipment or extra sub-units. On the flip, side its rare to encounter a Unit that hasn't had any casualties.

| Average Infantry Units |        |          |
|------------------------|--------|----------|
| Size                   | Troops | Officers |
| Fire Team              | 4      | -        |
| Section                | 13     | -        |
| Platoon                | 40     | 1        |
| Company                | 130    | 5        |
| Battalion              | 600    | 60       |

| Average Armour Units |          |          |
|----------------------|----------|----------|
| Size                 | Vehicles | Officers |
| Vehicle              | 1        | -        |
| Lance                | 2-3      | -        |
| Troop                | 4        | 1        |
| Squadron             | 16       | 5        |
| Battalion            | 65       | 60       |



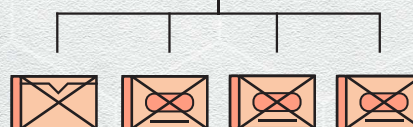
Remote Infantry



Tank



Grav-Tank



Lift Infantry Company  
with personal armour and G-carriers  
and platoon of Jump Infantry

# Mercenary Company Generator

## Unit Size and Organisation

| S1 - Unit Size |                    |
|----------------|--------------------|
| 2D6            | Designation        |
| 2              | Gun for Hire       |
| 3              | Fire Team          |
| 4              | Section            |
| 5              | Platoon            |
| 6              | Reinf. Platoon     |
| 7              | Platoon + Allies   |
| 8              | Company            |
| 9              | Company            |
| 10             | Reinforced Co.     |
| 11             | Companies + Allies |
| 12             | Battalion          |

| S2 - Sub Units |                          |
|----------------|--------------------------|
| 2D6            | No. of subordinate Units |
| 2              | 3                        |
| 3              | 3                        |
| 4              | 3                        |
| 5              | 3                        |
| 6              | 3                        |
| 7              | 3                        |
| 8              | 4                        |
| 9              | 4                        |
| 10             | 4                        |
| 11             | 5                        |
| 12             | 5                        |

| A - Allied Units |                    |
|------------------|--------------------|
| 1D6              | Allies             |
| 1                | Rabble/Mob         |
| 2                | Reservists         |
| 3                | Minor race Natives |
| 4                | Regular Army       |
| 5                | Mercenaries        |
| 6                | Imperials          |

**Size** - A mercenary unit's size can range from a single hired gun to full division (the legal upper limit of mercenary unit size in the 3<sup>rd</sup> Imperium). The following tables will define the size of the unit encountered and defines how many subsidiary units that it has.

Roll on table **S1** for Main Unit Size and table **S2** for number of Sub-units

This represents the 'Published Unit Strength' listed on the Imperial Army Reserve Registry, (for many reasons this can be inaccurate). As public information, this is available with an [easy] comp skill roll, assuming access to a ship's computer or a global information network.

**Gun for Hire** - Congratulations you found Cad Bane! To be worth individual hire, this individual has +2DM on **Tr** Training, **Eq** Equipment and **TL** Tech Level. (consider rolling-up as an NPC).

**Reinforced Unit** - Unit is 50% over strength in troop numbers, or +1 sub-unit on table **S2**

**Allies** - Roll on the Allies table. Generate a second unit with a **TL** of 2D6. Allies may be unreliable or have an agenda of their own at GM's discretion. Its possible that the allies are the bigger main unit, eg. the local reservist regiment the mercenary platoon is attached to.

**S2 Subordinate Units** - A unit is typically composed of between three and five sub-units. each of which is one step smaller than the size listed on **S1** (eg. A company is comprised of platoons).

Roll on table **S2** To determine how many sub-unit units the unit has. Go to the **Unit Type** tables to determine what the Mercs specialise in.

### Allies Table Definitions

**Rabble/Mob** - Untrained and unarmed civilians, typically only become a factor when there are a lot of them +3DM on table **S1**

**Reservist Militia** - A less well trained, less well equipped unit organised by planetary government (eg Home Guard) -2DM on **Eq** Equipment and **Tr** Training. (Note that this is different from the paramilitary militia popular in USA).

**Minor Race Natives** - This is intended to reflect the trope of technologically less-advanced allies -2DM on **TL** Tech Level. Minor race units gain a bonus +2 to **S** Support stat to reflect unconventional local knowledge.

# Mercenary Company Generator

## Unit Type and Branch Specialism

**Type** - Roll on table **Ty1** to determine the general designation of the Unit. It is assumed that 25% to 33% of sub-units are of a different type than its primary type. Roll on table **Ty1** column two for each non-standard sub-unit. If the result matches the host unit, it is likely different in its speciality.

*A company sized Unit (S1) rolls three sub-Units(S2) The Company has three Platoons. Rolling on (Ty1) it is primarily Infantry Unit, rolling again (Ty1 column 2) its non standard unit is armour. Two Platoons of Infantry and one of armour. Roll on (Ty2) for the Infantry specialism and (Ty3) for armour specialism. The result is a company that has two platoons of combat engineers and one of grav armour.*

| Ty1 - Type |                    |                       |
|------------|--------------------|-----------------------|
| 1D6        | Main focus of Unit | Non standard sub-unit |
| 1          | Infantry           | Infantry              |
| 2          | Infantry           | armour                |
| 3          | Infantry           | Fire Support          |
| 4          | Armour             | Fire Support          |
| 5          | Support            | Support               |
| 6          | Fire Support       | Specialist            |

| Ty2 - Infantry |                         |
|----------------|-------------------------|
| 2D6            | Infantry Type           |
| 2              | Ghost Infantry          |
| 3              | Specialists             |
| 4              | Combat Engineers        |
| 5              | Environment Specialists |
| 6              | Light Infantry          |
| 7              | Mobile Infantry         |
| 8              | Mechanised Infantry     |
| 9              | Armoured Infantry       |
| 10             | Paramilitary            |
| 11             | Lift Infantry           |
| 12             | Jump Infantry           |

**Armoured Infantry** - Wearing non-powered combat armour with lightly armoured grav transports.

**Paramilitary** - the wild card, each unit will be unique. Re-roll on **Ty1** for every sub-unit to represent its ad-hoc nature. This also covers the sort of Merc units that will liberate and use anything that shoots.

**Lift Infantry** - The Imperial standard for front line troops kitted with vacc. rated combat armour or battledress (+1DM to Tech Level). Transport is G-carrier or a small craft such as the 'Hyggyns Boat'.

### Branch Specialism

Tables **Ty2** to **Ty6** give additional detail of each sub-unit and its subsidiaries.

**Ghost (Remote) Infantry** - Specialists control 'remote puppets' used in the armoured infantry role, typically controlled from a secure rear area location. This unit is on the legal cutting edge due to the Imperium's ban on warbots. The Ghosts are immune to Morale checks (unless operators are at risk), the HQ is semi-static and cannot easily move. Ghost Infantry typically has a **REP** Reputation problem (-1DM generally, -2DM when interacting with 'real' soldiers).

**Combat Engineers** - This unit is equipped with armour adapted for mine clearance, entrenching, bridging etc. colloquially called 'Funnies'.

**Environment Specialists** - Troops trained for specific environments. eg. Snowtroopers, Junglies, Wet Marines, Hell Divers (corrosive environment).

**Light Infantry** - lacks heavy weapons or armoured subordinate, relying on off map-support. Transport is on foot.

**Mobile Infantry** - Standard infantry unit, with soft skinned or lightly armoured transports that are included in the unit (and not a separate sub-unit).

**Mechanized Infantry** - Has more heavy weapons, better personal armour than mobile infantry, includes APC or G-Carrier.

**Jump Infantry** - Are regarded as the cream of the Imperial army dropping from orbit in one-use re-entry vehicles. Always in battledress, always with the most lethal personal weapon. The unit lacks vehicles, some argue they don't need them! (+1DM **Tr** training, +2DM to Tech Level). At lower tech Levels this unit is replaced with Air-mobile or paratroops.

**Specialists** - covers a range of more esoteric special forces, such as infiltrators, political fanatics, or a field test of a new weapon from Top Men Inc. Roll on table **Ty6**.

# Mercenary Company Generator

## Unit Type and Branch Specialism contd.

| Ty3 - Armour/Cavalry |                |
|----------------------|----------------|
| 1D6                  | Armour Type    |
| 1                    | Armoured Recon |
| 2                    | Cavalry        |
| 3                    | Medium Armour  |
| 4                    | Medium Armour  |
| 5                    | Gunship        |
| 6                    | Grav Armour    |

| Ty4 - Fire Support |                       |
|--------------------|-----------------------|
| 1D6                | Support Type          |
| 1                  | Artillery or Ortilary |
| 2                  | AEGIS defences        |
| 3                  | AEGIS defences        |
| 4                  | COACC                 |
| 5                  | IS(TA)R Scouts        |
| 6                  | Starship (Grounded)   |

| Ty5 - Support |                     |
|---------------|---------------------|
| 1D6           | REMF Type           |
| 1             | Maintenance         |
| 2             | Supply              |
| 3             | Military Police     |
| 4             | Main HQ             |
| 5             | Strategic Transport |
| 6             | Garrison            |

| Ty6 - Specialist |                    |
|------------------|--------------------|
| 1D6              | Special Type       |
| 1                | Infiltrator        |
| 2                | Political Fanatics |
| 3                | Prototype          |
| 4                | Cadre              |
| 5                | Sniper             |
| 6                | Commando           |

### Definitions Contd.

**Armoured Recon** - lightly armoured vehicles, fast, lightly armed. Less capable at intel gathering than dedicated IS(TA)R, but tougher.

**Cavalry** - evolved from the tank destroyer or cruiser concept, with emphasis on firepower and speed over armour.

**Medium Armour** - emphasising a balanced design, not the fastest, not the heaviest hitting and with enough armour (or thereabouts).

**Gunship** - direct-fire support units or specialist tank-hunter units best suited to defence of urban areas.

**Grav Armour** - heavy firepower, well armoured and fast, this queen of the battlefield, might be higher tech than the unit's average.

**Artillery** - land based, typically on a lightly armoured chassis, but some antiques will be of a towed type.

**AEGIS** - This unit covers all types of active defense, ECM, anti-missiles, AA, black globe generators, sonic walls.

**Ortilary** - A set of very powerful communication arrays with a link to a bombardment vessel in orbit (eg. a Broadsword or Warspite Class).

**COACC** - Close Orbit Aerospace Control and Command. Fast moving aircrafts, grav-speeders or orbital small craft

**IS(TA)R** - Intelligence, Surveillance, Target Acquisition, and Reconnaissance. This is a versatile unit, equipped similar to light infantry, but with fast soft skinned vehicles, (eg speeder bikes), recon remotes, Interrogation droids and continental range comms.

**Starship (Grounded)** - the Merc's mothership. A mobile citadel, but too precious to lose? The ship will take time to power up its systems.

**Strategic Transport** - A lightly armed ship (or several crafts) sufficient to deploy or redeploy the entire force to a safe rear area. Not a good front-line combat asset.

All Special Forces gain +2DM on tables **Tr1**

**Infiltrators** - A black ops team, civilian vehicles.

**Political Fanatics** - Zealots whose dedication to 'the cause' goes beyond sane (+2DM to sub-unit Morale **Mo**).

**Prototype** - A team is field-testing 'something' +3DM Tech level.

**Cadre** - An elite unit sent to train locals and stiffen the militia.

**Sniper** - equipped with long range sights, +2 stealth skill. No transport.

**Commando** - A raiding force equipped with short-range auto-fire weapons. This unit will be backed up by a G-carrier or drop-ship.

# Mercenary Company Generator

## Tech, Equipment and Training

**T Tech Level** - Tech level is the most influential factor in Unit strength [CBAS]. It is assumed that a mercenary company will be equipped to the Tech Level of the world they are on, or a minimum of TL8 if they are from off-world.

| T - Tech Level |            |           |
|----------------|------------|-----------|
| Flux           | Local      | Off World |
| -5             | World TL-3 | TL8       |
| -4             | World TL-2 | TL8       |
| -3             | World TL-2 | TL8       |
| -2             | World TL-1 | TL8       |
| -1             | World TL-1 | TL8       |
| 0              | World TL   | TL9       |
| 1              | World TL+1 | TL10      |
| 2              | World TL+1 | TL11      |
| 3              | World TL+2 | TL12      |
| 4              | World TL+2 | TL13      |
| 5              | World TL+3 | TL14      |

The table above adds or subtracts from the local world Tech level with a maximum of TL15.

**Allies** - Allied units are more varied in their TL. roll 2D6+2 (eg. TL4 to TL14).

**Prototype Units** - this sub-unit is experimenting with something entirely new or something they've 'acquired'. Automatic +3DM.

**Combat Statistics [CBAS]** When combat is too large for individual player combat, Mercenary Book provides a system for resolving combat at the small unit level, using the following stats.

**Combat-Bombardment-Aero-Support**

A Unit has a primary statistic, the other three are secondary.

eg. Infantry or Armour's Primary stat is **C**, Artillery's Primary is **B**

A Unit's primary stat is **TL/2+Eq+Tr**

A Unit's secondary stats are **TL/3+Eq+Tr**

**Equipment** - The equipment available to a Unit influences its combat effectiveness. Roll on the table to determine the primary equipment bonus. Secondary stats get a bonus one step down.

eg. Infantry with standard combat equipment may have a basic AA capability.

| Eq - Equipment |           |            |              |
|----------------|-----------|------------|--------------|
| Flux           | Quantity  | Primary DM | Secondary DM |
| -5             | Minimal   | -2         | -3           |
| -4             | Sparse    | -1         | -2           |
| -3             | Basic     | -          | -1           |
| -2             | Basic     | +2         | +1           |
| -1             | Standard  | +3         | +2           |
| 0              | Standard  | +3         | +2           |
| 1              | Standard  | +3         | +2           |
| 2              | Generous  | +4         | +3           |
| 3              | Generous  | +4         | +3           |
| 4              | Lavish    | +5         | +4           |
| 5              | Excessive | +6         | +5           |

**Training** - This value reflects the training level of the troops, it is used as a modifier to a unit's combat [CBAS] rating.

| Tr - Training |                    |            |              |
|---------------|--------------------|------------|--------------|
| Flux          | Training           | Primary DM | Secondary DM |
| -5            | Untrained          | -2         | -3           |
| -4            | Raw                | -1         | -2           |
| -3            | Green              | -          | -1           |
| -2            | Slightly Green     | -          | -            |
| -1            | Trained            | +1         | -            |
| 0             | Trained            | +1         | -            |
| 1             | Trained            | +1         | -            |
| 2             | Somewhat Effective | +1         | +1           |
| 3             | Effective          | +2         | +1           |
| 4             | Highly Effective   | +3         | +2           |
| 5             | Elite              | +3         | +3           |

Note that some units types get a DM on this table.

# Mercenary Company Generator

## Company Efficiency Index, Morale and Reputation

**Mv Movement** - This is covered in detail in the Mercenary Book. Access to Grav tech generally makes units a lot more agile.

**CEI Company Efficiency Index** - This is the Imperial Army Reserve Registry's assessment of the Unit boiled down to a single number. This number creates a  $\pm$ DM on the Unit's ability to undertake certain tasks such as 'withdrawal under fire'.

CEI can be (roughly) calculated as

$$\text{CEI} = 2D6 \pm \text{Flux or Training CEI} \pm \text{Flux}$$

| Base CEI |                    |         |
|----------|--------------------|---------|
| CEI      | Training CEI       | Task DM |
| 0        | Untrained          | -6      |
| 1        |                    | -5      |
| 2        | Raw                | -4      |
| 3        |                    | -3      |
| 4        | Trained            | -2      |
| 5        | Green              | -1      |
| 6        | Slightly Green     | -1      |
| 7        | Trained            | 0       |
| 8        | Somewhat Effective | 0       |
| 9        | Effective          | +1      |
| 10       |                    | +1      |
| 11       |                    | +2      |
| 12       | Highly Effective   | +3      |
| 13       |                    | +4      |
| 14       | Elite              | +5      |
| 15       |                    | +6      |

**Mo Morale** - Unit morale fluctuates greatly based on combat situation, supply state, environment, officer's leadership and more. Mercenary Book covers this in detail with many circumstantial modifiers.

A Trained Mercenary Unit's starting Morale at the beginning of a campaign is

$$\text{Mo} = \text{CEI} + 1D6$$

In a random encounter, apply a Flux roll to represent the current situation.

$$\text{Mo} = \text{CEI} + 1D6 \pm \text{Flux DM}$$

**REP - Reputation** - Wanted for a crime they didn't commit? or are they the Imperial Redguard who've never been defeated. Reputation is the easiest thing to find out, [easy] skill roll. But does it reflect the truth?

A new Unit starts with very little reputation, nobody trusts Newbie Company:

$$\text{REP} = \text{CEI} - 1D6$$

An established Unit will have a track record to fall back on:

$$\text{REP} = \text{CEI} \pm \text{Flux DM}$$

A storied unit of legend is a different animal, at some point fame or history distorts public perception. Once the REP of a legendary unit is rolled, it is set in stone and never changes. Witness *The Mighty Hood Jump Infantry Company* and their ultimate fate:

$$\text{REP} = 2D6$$



# Mercenary Company Generator

## Encounters

**The Random Encounter** - The following tables assume that the players are encountering an unknown unit or at the least one that doesn't know the players.

**Current Ticket** - In most cases an opposing Mercenary's mission is governed by the GM's plans, if not, use this table to determine what the Mercenaries are up to.

| Ticket |             |
|--------|-------------|
| 1D6    | Mission     |
| 1      | Striker     |
| 2      | Warfighting |
| 3      | Cadre       |
| 4      | Security    |
| 5      | Support     |
| 6      | Commando    |

**Detached Duty** - Its highly likely that the players will only encounter a detachment doing a specific task rather than the whole unit. A foot patrol? A raid?

| Duty |                |      |               |
|------|----------------|------|---------------|
| 1D6  | Special Type   | Size | Reaction time |
| 1    | Patrol/guard   | -3   | 0             |
| 2    | Off-duty       | -2   | +3DM          |
| 3    | Re-Supply      | -1   | +1DM          |
| 4    | Front line     | 0    | 0             |
| 5    | Recon in force | -1   | 0             |
| 6    | Commando       | 0    | 0             |

Detachment size modifier is based on the **S1** Unit size. If the unit is a company you are initially encountering a fire team.



**Readiness State** - How prepared are the mercenaries? How long before the main unit reacts? The larger the unit, the longer it takes for them to deploy. Are they expecting trouble, or is it a sunny Sunday morning in Pearl Downport?

Readiness is a DM on officers leadership skill and ability to deploy a reaction force. (See Mercenary Book).

If successful it takes the following amount of time to deploy a reaction force (For fireteam or player sized actions its likely combat will be over before they arrive).

| Reaction Time |                |
|---------------|----------------|
| Size          | Reaction time  |
| Section       | 2D6 x5minutes  |
| Platoon       | 2D6 x10minutes |
| Company       | 2D6 x30minutes |

Grav equipped Units can react faster, divide response time by two.

**Diplomatic Relations Table** - Some mercenaries are good chaps happy to have a can of beer-ite, others ensure the job gets done through fear and intimidation.

**Friendly CEI minus Enemy CEI** can be used as a DM on the Relations table below. This reflects how professional the encounter is going to be.

| Relations indicator |                                      |
|---------------------|--------------------------------------|
| 2D6                 | Attitude                             |
| 1                   | Hatred - Instant long term 'Enemy'   |
| 2                   | Hatred - Instant long term 'Enemy'   |
| 3                   | Resentment - Instant Long term Rival |
| 4                   | Resentment - Instant Long term Rival |
| 5                   | Dislike                              |
| 6                   | Dislike                              |
| 7                   | Wary                                 |
| 8                   | Wary                                 |
| 9                   | Neutral                              |
| 10                  | Neutral                              |
| 11                  | Professional respect                 |
| 12                  | Professional respect                 |
| 13+                 | Actively friendly                    |

# Mercenary Company Generator

## Sample Mercenary Units

| Name: Ghost Company                   |               |         |            |   |   |       |    |       |  |
|---------------------------------------|---------------|---------|------------|---|---|-------|----|-------|--|
| Specialisation: Remote Ops (Infantry) |               |         |            |   |   |       |    |       |  |
| CEI: 7                                | Size: Company |         | Morale: 10 |   |   | REP 4 |    | TL:13 |  |
| Equipment                             | +4            | Type    | C          | B | A | S     | Mv |       |  |
| Training                              | +1            | Remotes | 9          | 2 | 3 | 3     | +2 |       |  |
| Name                                  | Size          |         |            |   |   |       |    | DEI   |  |
| G/221 <sup>st</sup>                   | PLT           | Remotes | 10         | 3 | 3 | 0     | +4 | -     |  |
| G/42 <sup>nd</sup>                    | PLT           | Remotes | 10         | 3 | 3 | 0     | +4 | -     |  |
| G/212 <sup>th</sup>                   | PLT           | HQ      | 4          | 0 | 3 | 10    | -6 | -     |  |

| Table of Equipment                 |                                   | [Average QREBS rating: 7 -2 -1 2 -5] |  |  |
|------------------------------------|-----------------------------------|--------------------------------------|--|--|
| G/221 <sup>st</sup> Combat Platoon | G/42 <sup>nd</sup> Combat Platoon | G/212 <sup>th</sup> HQ Platoon       |  |  |
| 32x Remote Mk.C13                  | 32x Remote Mk.C13                 | 10x Remote Mk.C13                    |  |  |
| 3x Remote Mk. A13                  | 3x Remote Mk. A13                 | 2x Remote Mk.A13                     |  |  |
| 3x Remote Mk. B13                  | 3x Remote Mk. B13                 | 4x Utility Air Rafts                 |  |  |
| Remote Armored Tender              | Remote Armored Tender             | Prefab Command Post                  |  |  |
|                                    |                                   | 4x Logistic Sleds                    |  |  |
|                                    |                                   | 8x Troop Sleds                       |  |  |

**Ghost Company:** Commanded by Major Bishop, Ghost Company represents an attempt to up-end normal combat doctrine.

Instead of deploying vulnerable soldiers to the front line, Ghost Company deploys platoon strength combat remotes in the standard infantry role. The unit gets around the Imperial ban on Warbots by having pilots in a secure rear area using the Remotes as puppets, one pilot per remote.

The system's major benefit is the extremely low casualty rate, and virtual immunity to frontline morale failures. The Achilles heel is a relatively vulnerable command centre if the enemy locates it.

Initially successful, a well organised social media campaign forced the closure of the project. Unwilling to give up, Ling Standard Arms reassembled the Company as an entirely independent Mercenary unit requiring data-logs from the equipment.

Despite its acceptable Combat Efficiency Index and high morale, the Ghost Company has a very bad reputation.

The public don't trust 'warbots' and front line troops regard ghost pilots as 'arm-chair warriors'.

The Ghosts fighting Platoons are equipped with C13 remote resembling the illegal T800 series warbot, backed up by A13 AntiAir grav-remotes and crab-like B13 artillery remotes. Each fighting platoon has a larger remote, the RAT Remote Armoured Tender, a large heavily armoured grav-remote used for fast deployment. The RATs bristle with fake antennae and comms dishes intended to imply that the RAT has a local command function. Once remotes are deployed the RAT is used to transport supplies and retrieve damaged equipment.

The Ghost's entire human force deploys at a semi-mobile prefabricated command post in a safe rear area (up to a continent away). The HQ retains a few C13s and A13's for local defence. The Company HQ is generously supplied with soft skinned air rafts, lightly armoured troop sleds and maintenance sleds.

**General Equipment Rating:** Average quality workmanship, somewhat unreliable, slightly quirky control interface. The remote control headsets are unwieldy.

**CAUTION:** The C13s are highly hazardous with default AI reaction set to 'Kill-mode' when comm links are broken.

# Mercenary Company Generator

## Sample Mercenary Units

| Name: The K'Tiyae ལུ་ཁྱེ་ལྷོ་ལྷོ་       |               |               |  |           |   |   |       |       |     |
|-----------------------------------------|---------------|---------------|--|-----------|---|---|-------|-------|-----|
| Specialisation: Lift Infantry (Raiders) |               |               |  |           |   |   |       |       |     |
| CEI: 7                                  | Size: Company |               |  | Morale: 8 |   |   | REP 7 | TL:12 |     |
| Equipment                               | -1            | Type          |  | C         | B | A | S     | Mv    |     |
| Training                                | -             | Lift Infantry |  | 5         | 0 | 3 | 3     | +8    |     |
| Name                                    | Size          |               |  |           |   |   |       |       | DEI |
| Ktei ལུ་ཁྱེ་                            | PLT           | Lift Infantry |  | 5         | 0 | 3 | 3     | +8    | -   |
| Oiao ལུ་ཁྱེ་                            | PLT           | Lift Infantry |  | 5         | 0 | 3 | 3     | +8    | -   |
| Khui ལུ་ཁྱེ་                            | PLT           | Commando      |  | 7         | 0 | 3 | 4     | +8    | -   |

| Table of Equipment [Average QREBS rating: 8 2 5 -5 4] |                         |                        |
|-------------------------------------------------------|-------------------------|------------------------|
| Ktei ལུ་ཁྱེ་                                          | Oiao ལུ་ཁྱེ་            | Khui ལུ་ཁྱེ་           |
| TL12 Laser Rifles                                     | TL12 Laser Rifles       | TL12 Laser Rifles      |
| iyya combat armour                                    | iyya combat armour      | TL12 honour armour     |
| 3No. Kheaei G-Carriers                                | 3No. Kheaei G-Carriers  | 3No. Kheaei G-Carriers |
| 1No. Ktelrai G-Shielder                               | 1No. Ktelrai G-Shielder | 1No. Kaaa C3-GC        |
|                                                       |                         | 1No. Exec's Air-Raft   |

**The K'Tiyae ལུ་ཁྱེ་ལྷོ་ལྷོ་:** An Aslan mercenary clan down on its luck and forced to take jobs that don't promise much glory. The K'tiyae are still trading on their reputation as a feared raiding force, the reality is that many of the current troops are replacements newly arrived from the clan estates. The equipment is some of the best... whats left of it. The current client is Ling Standard Extractions.

The K'Tiyae lift infantry are equipped with TL12 laser rifles and relatively lightweight combat armor with a full compliment of combat sensors and vacc-rated life-support. Each platoon has three Iyya class G-carriers that (in theory) mount a TL12 PGMP support weapon (roll 2D6 weapon present/functional on 9+). The standard platoon's third vehicle the Kteirrai class G-Shielder drops the PGMP in favour of a rapid fire Anti-air laser that can be predesignated for infantry support with some preparation.

The Khui platoon are the K'Tiyae's commando trained raiding specialists, equipped with 'proper' honour armour, broadly similar to standard combat armour, but more appropriately ornate. The Khui replace the G-shielder with a

Kaaa Class G-carrier that has better armour and a command and control suite on a similar chassis.

As a command unit Khui Platoon also has to accommodate the company's female assistants. An executive Air Raft is supplied for the comfort of the ladies.

The Exec's Air Raft is armoured to G-carrier standards. Great care has been taken to disguise this distasteful male attribute and compensate the ladies with gender appropriate equipment (for their comfort). The hull is glossy pink with a tasteful trim of flowers in star-glow yellow and verdant meadow green. The vehicle is often mistaken as a purely civilian vehicle (+2DM to avoid detection by LAW).

**General Equipment Rating:** Better than average quality workmanship, more reliable than some, very easy to use, safer to use than most. The Heirate know how to make good weapons!

# Mercenary Company Generator

## Sample Mercenary Units

|                        |                      |                                                  |                  |   |   |              |             |                                                                                     |
|------------------------|----------------------|--------------------------------------------------|------------------|---|---|--------------|-------------|-------------------------------------------------------------------------------------|
| <b>Name:</b>           |                      | <b>The Cursed K'Tiyae</b> 𐌹𐌿𐌹𐌸𐌹𐌺𐌰𐌸𐌹𐌺𐌰            |                  |   |   |              |             |                                                                                     |
| <b>Specialisation:</b> |                      | <b>Partially Motorised Close Combat Infantry</b> |                  |   |   |              |             |                                                                                     |
| <b>CEI: 8</b>          | <b>Size: Company</b> |                                                  | <b>Morale: 9</b> |   |   | <b>REP 7</b> | <b>TL:4</b> |                                                                                     |
| Equipment              | +3                   | Type                                             | C                | B | A | S            | Mv          |  |
| Training               | +1                   | War Band                                         | 6                | 0 | 0 | 3            | -4          |                                                                                     |
| Name                   | Size                 |                                                  |                  |   |   |              |             | DEI                                                                                 |
| Ktei 𐌹𐌿𐌹𐌺𐌰             | PLT                  | War Band                                         | 6                | 0 | 0 | 3            | -4          | -                                                                                   |
| Oiao 𐌹𐌿𐌹𐌺𐌰             | PLT                  | War Band                                         | 6                | 0 | 0 | 3            | -4          | -                                                                                   |
| Khui 𐌹𐌿𐌹𐌺𐌰             | PLT                  | War Band                                         | 6                | 0 | 0 | 4            | -4*         | -                                                                                   |

| <b>Table of Equipment</b> |                           | <b>[Average QREBS rating: 8 -5 5 -5 4]</b> |  |  |
|---------------------------|---------------------------|--------------------------------------------|--|--|
| Ktei 𐌹𐌿𐌹𐌺𐌰                | Oiao 𐌹𐌿𐌹𐌺𐌰                | Khui 𐌹𐌿𐌹𐌺𐌰                                 |  |  |
| Sword and Dew Claw        | Sword and Dew Claw        | Sword and Dew Claw                         |  |  |
| TL4 iyya combat armor     | TL4 iyya combat armor     | TL4 honour armor                           |  |  |
| 1D6-2 civilian groundcars | 1D6-2 civilian groundcars | 1D6-2 civilian groundcars                  |  |  |
|                           |                           | 1No. Exec's Air-Raft                       |  |  |

**The K'Tiyae** 𐌹𐌿𐌹𐌺𐌰𐌸𐌹𐌺𐌰: Aslan mercenary clan down on its luck and forced to take jobs that don't promise much glory.

Unfortunately, the current opponent has found a way to disable all of the high tech equipment! The only positive is that all the recruits that would be considered green in normal combat are fully trained for melee combat (how could they not be?!). Additionally the prospect of a more traditional combat has raised morale.

The K'Tiyae currently operate as three platoon sized warbands armed with sword and dew-claw. They wear helmet-less TL12 combat armour, lacking sensors and life support. Several local ground cars have been appropriated, but have proven to be mechanically unreliable, requiring frequent replacement.

The Executive's air-raft escaped the assumed EMP (or whatever it was), but has developed a quirk...it won't work when a male warrior is aboard. Test's have been carried out to determine if specific equipment causes the glitch, but even a naked warrior causes the grav-capacitors to fail (much to the Exec's amusement).

The Exec's Air Raft is armoured to G-carrier standards. Great care has been taken to disguise this distasteful male attribute and compensate the ladies with gender appropriate equipment (for their comfort). The hull is glossy pink with a tasteful trim of flowers in star-glow yellow and verdant meadow green. The vehicle is often mistaken as a purely civilian vehicle (+2DM to avoid detection by LAW).

**General Equipment Rating:** Better than average quality workmanship, more reliable than some, very easy to use, safer to use than most. The Heirate know how to make good (bladed) weapons!

**The Curse:** The K'tiyae are being attacked by unconventional means, possibly a psionic attack. Any war-fighting technology greater than TL4 touched by a K'Tiyae trooper will fail within 60minutes divided by its Tech Level.

eg. TL6 = 10mins, TL12 = 5mins.

If using QREBS Roll a reliability failure event every attempted use