

FIGHT THE GOOD FIGHT



IN THE WAKE of the Rebellion, chaos rules over the once proud Imperium. Bands of corsairs stalk the spaceways, crippling the trade that had linked over 11,000 worlds. Without some force to permit the safe passage of trade, interstellar society cannot help but collapse.

Even in these dark times, people can still be found to shoulder the burdens of civilization. Among these are the crew of the starship *Vigilante*. A fighter-carrying mercenary ship, its dedicated crew of starmercs specializes in the eradication of pirate forces wherever they may be found.

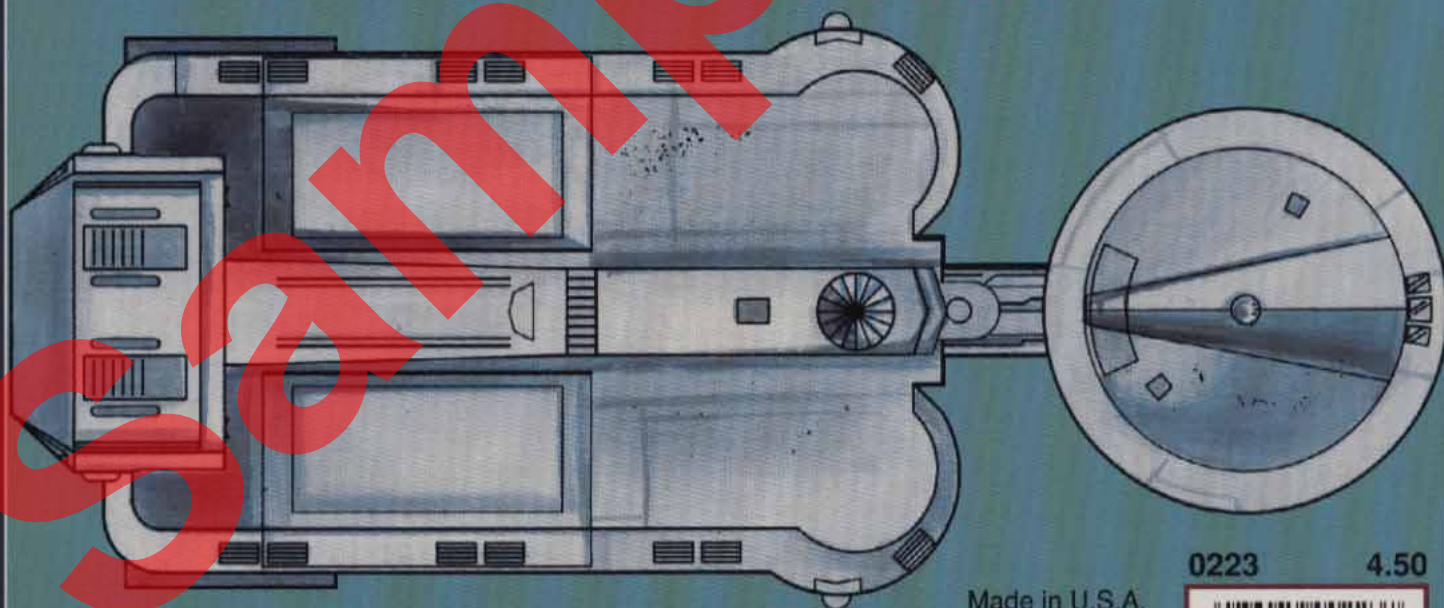
Live the excitement of life aboard the *Vigilante*, battling pirates around the threatened worlds of the **Diaspora Sector**, infiltrating the ranks of deadly raiders, or fighting to the death inside a massive gas giant.

ASSIGNMENT: VIGILANTE

Two tense scenarios pull the players into the struggle for the spacelanes of Promise Subsector. First, a search-and-retrieval job turns deadly, then the future of a small world requires an inside job to thwart an elaborate pirate plot.

Included in the Assignment: *Vigilante* Campaign Folio are:

- Full-color two-page deck plans of the starship *Vigilante*
- Detailed color diagram of Starmerc trooper equipment
- Full-color starship recognition chart
- 16-page campaign booklet containing background information to join the adventures into a full campaign set in the Promise Subsector of Diaspora. Features seven new MegaTraveller ship designs and up-to-date UWP information for Promise Subsector.



P.O. Box 1646
Bloomington, IL 61702-1646

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4.50



ISBN 1-55878-127-7

STAR MERC: VIGILANTE

This trooper can be identified as an elite zero-gee trooper by his 6mm Instellarms TL 13 accelerator rifle. Specifically designed for zero-gee combat, it fires 5 gram bullets at low velocity, hence low recoil; the bullets then accelerate to 800 mps with internal rocket charges.

His combat armor is assembled from parts of at least two suits, as the arms and torso armor are of a different design from the leg armor. On his right hip he carries a reaction pistol attached by a hose to propellant tanks on his waist. This pistol allows him to maneuver across open areas in zero-gee conditions. On his other hip he carries a snub pistol, another standard low-recoil weapon. The orientation of the pistol butt shows that he is right handed, and that he gets more use out of the reaction pistol. Note that he has had to improvise holsters with buckled straps, as his thigh armor strangely has no holster attachment points.

In his bandolier he is carrying extra accelerator rifle clips and snub pistol cylinders.

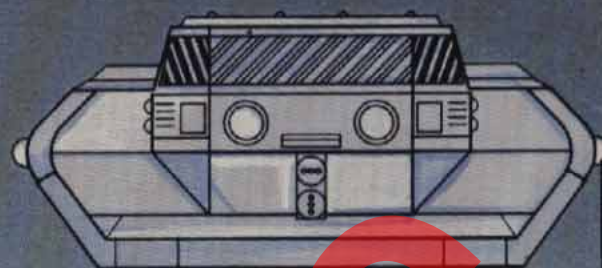
The
Vigilante
trooper
illustrated here is

typical of the varied and individualistic appearance of starmerc ship's troops. The only concession to uniformity is the tactical ID code on his left shoulder, indicating that he is leader of the 1st Squad. The checkerboard pattern above the "taccode" is the adopted pattern of 1st Squad, which adorns much of their equipment.

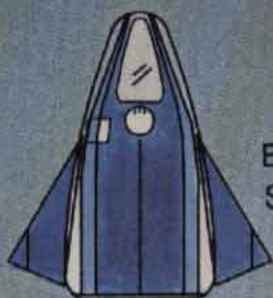
His armor's color is a personal choice; this trooper clearly believes he has established a fearsome reputation, which the color enhances. This belief is supported by the kill tallies adorning his breastplate. These marks vary by personal preference, and may signify a pirate kill or a successful mission. The symbol on his right shoulder is a variation on the MSS *Vigilante* insignia. All of these involve early-industrial TL revolvers, "six-shooters", threatening a pirate "Jolly Roger." Another element is the addition of a red star for each pirate vessel destroyed by Vigilante's crew. It is possible to tell how long a crewmember has been with the ship by the number of stars carried on personal insignia. The trooper illustrated has been with "Viggie" for at least two pirate ship kills.



Wings Swing Out



OUTBOARD STERN



Environmental Systems

Storage

Bridge

Vertical Surfaces Swing Up



Laser

Missile



RAPTOR-CLASS COMBAT LANDER

Port Missile Turret



Laser

Missile

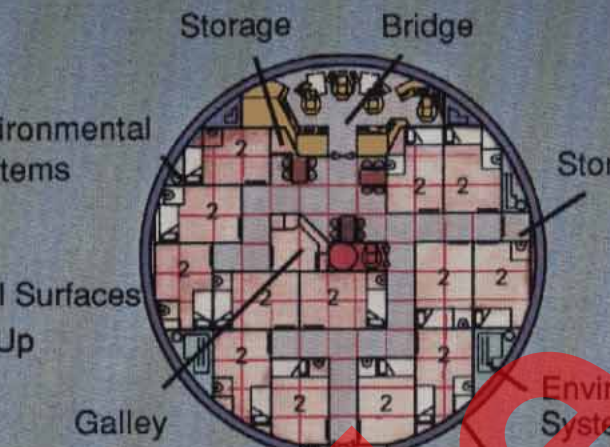


KESTREL-CLASS INTERFACE FIGHTER

Laser



Jump Deck

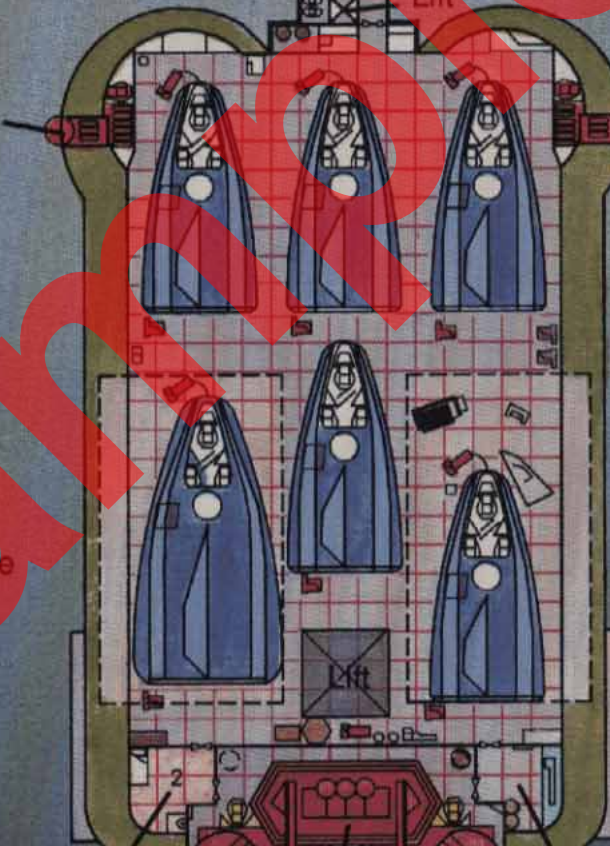


EVA Equipment

Sensor Array

Lift

Turret



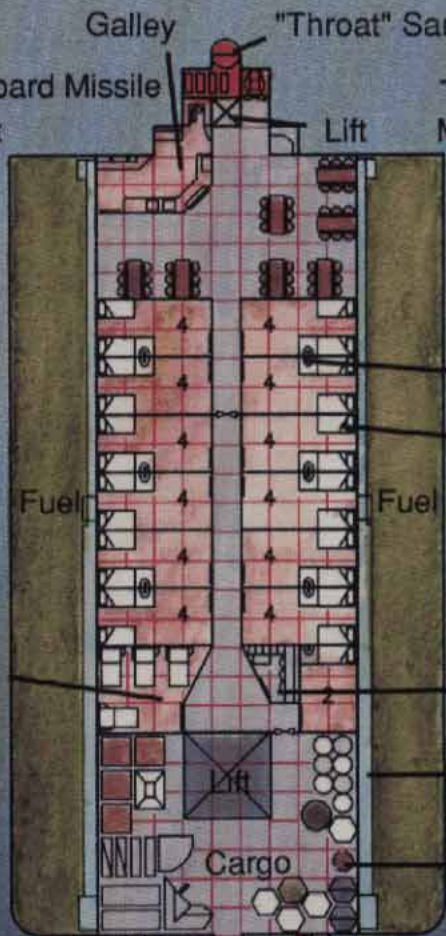
Engineering Quarters

Fusion Plant

Maneuver Drive

Machine Shop

Sick Bay

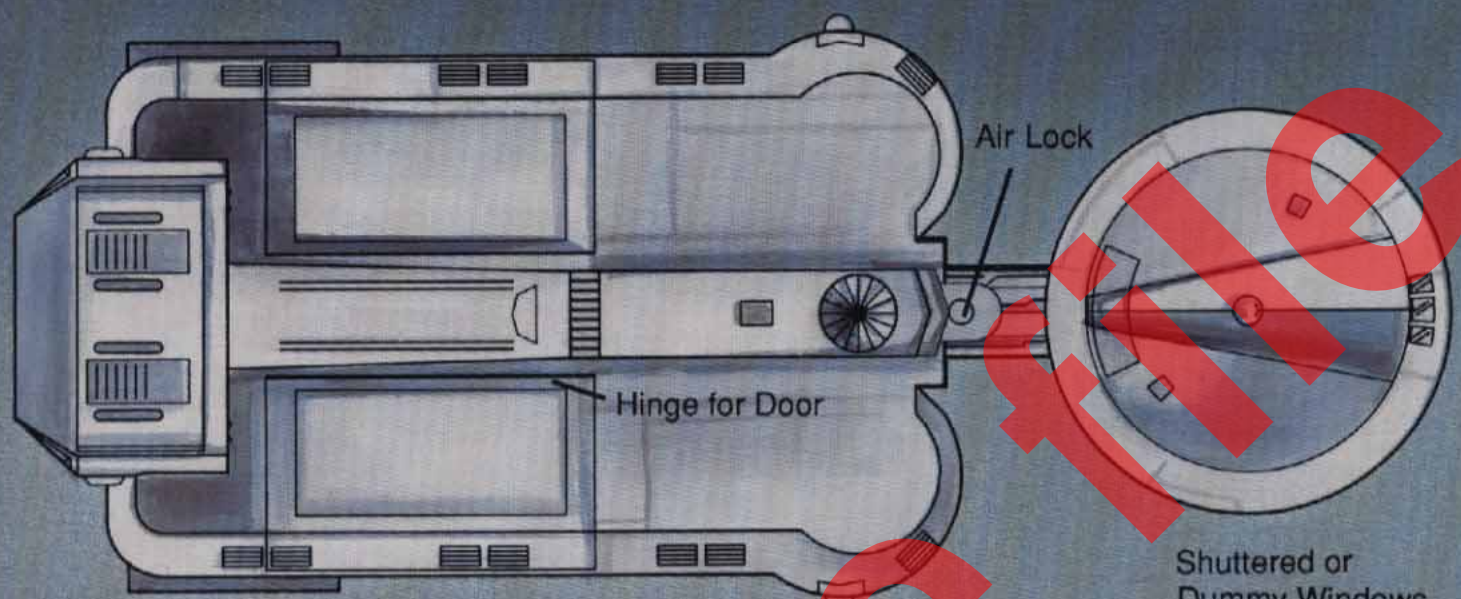


Sandcaster Turrets

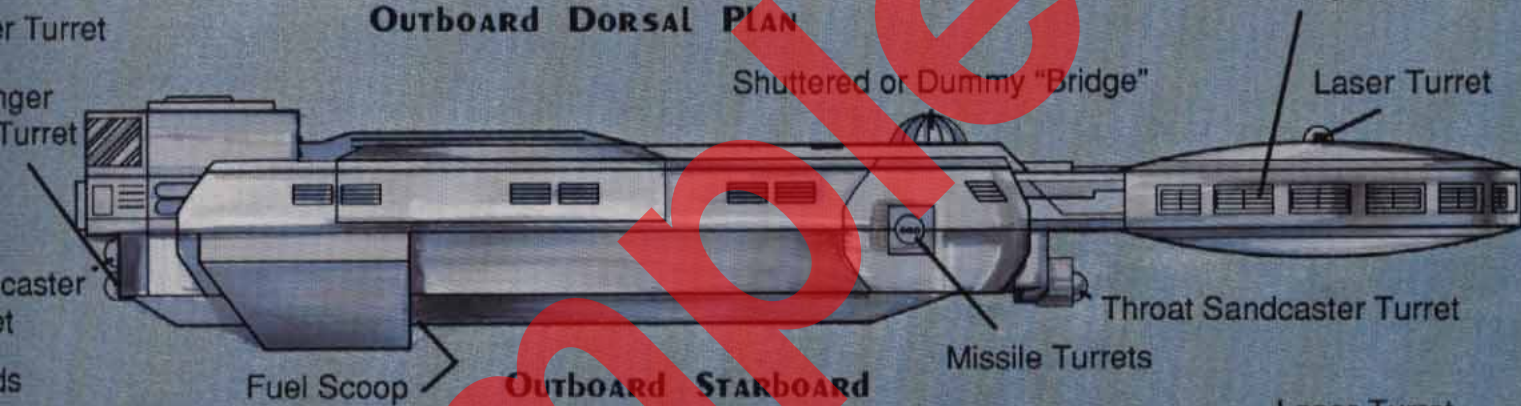
MAIN DECK PLAN

LOWER DECK PLAN

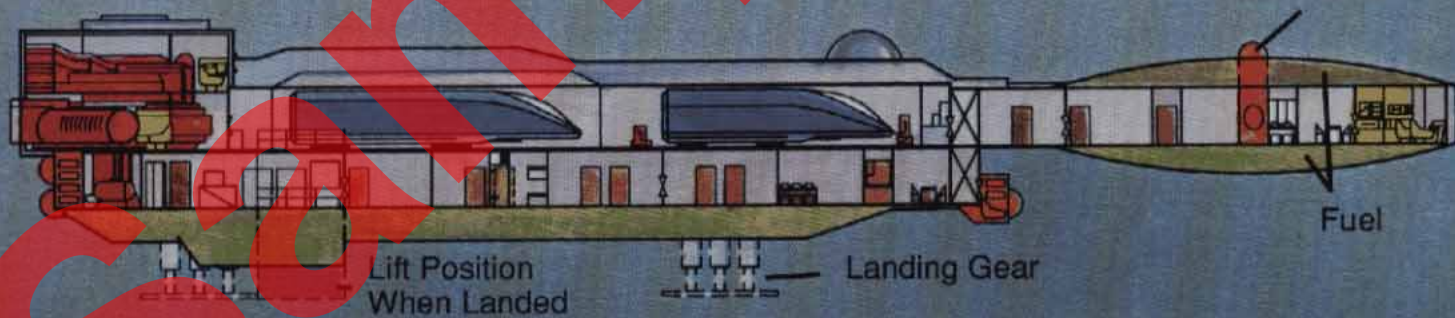
The VIGILANTE



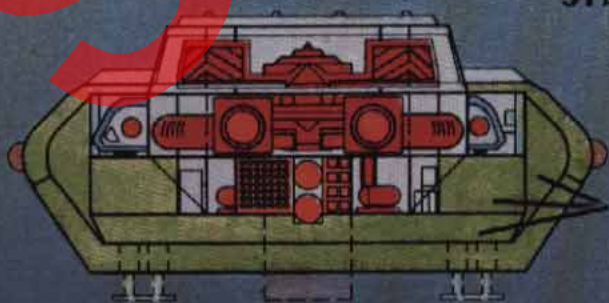
OUTBOARD DORSAL PLAN



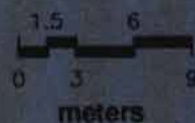
OUTBOARD STARBOARD



STARBOARD CUTAWAY



STERN CUTAWAY

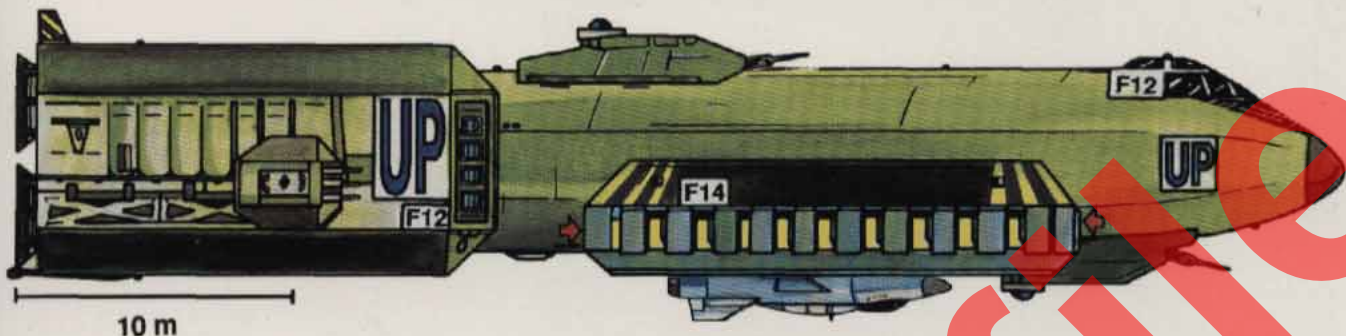


KEY

Control Chair	Hatch Down
Bunk	Hatch Up
Iris Valve	Hatch Up & Down
Door	Heads

STARSHIPS

of the Promise Subsector



This *Gazelle*-class Close Escort, *UPS Covenant*, is one of six operated by the Unity of Promise for commerce protection. Styled as "frigates," they are numbered and marked F-11 through F-16. She is an early production model which has been retrofitted with the nose and high-visibility bridge of later production variants. She is finished in the green scheme of the former Promise planetary navy, with several large white and blue UP recognition panels added.

The markings on her drop tanks indicate that she is actually carrying the tanks of her sister *Pledge* (F-14). Another notable feature is that she has given up her standard equipment 30-ton gig in order to operate the sole remaining RF-128-1C *Rampart* fighter owned by the UP forces.



This 1000-ton *Ramrod*-class missile boat depicts one of several of these dangerous craft known to be operated by pirates in the trailing portion of Promise Subsector. Its distinctive slab-sided shape betrays its common heritage with the more familiar 400-ton SDB designs. Both of these types have traded interstellar mobility for enhanced combat characteristics, typically heavy armor. This choice can clearly be seen in the *Ramrod*'s hull lines: the thick armor plating cannot be easily formed into exotic curves, nor can it be too frequently pierced for hatches or cabling without compromising its purpose.

She is shown with a *Termagant*-class fighter, also known to be operated in some numbers by Promise's corsairs, in a belly-to-belly dock. The crimson paint scheme is typical of the ostentatious "fierce face" schemes popular among pirates in these lawless times.



This former 600-ton Subsidized Liner has been extensively modified into the fighter-carrying Mercenary Star Ship *Vigilante*. Her striking paint scheme is a deliberate use of the pirate "fierce face" concept: by being clearly recognizable, a ship with a fearsome reputation can bolster its allies' morale and undermine its enemies'. And *Vigilante*'s reputation has grown to the point where that is a valid capability. The pattern does, however, destroy her formerly useful resemblance to a harmless liner.

The scheme also has tactical value. By differentiating the dorsal and ventral surfaces and marking turret arcs of fire with colored bands and chevrons, visual station-keeping by *Vigilante*'s fighters is made easier, even in the heat of combat.

She is shown with her latest field modification, a static discharge probe for use while skimming fuel.

ASSIGNMENT: VIGILANTE™

Charles E. Gannon



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Gordon Highlanders, Queen's Own Highlanders, The Black Watch

