

TRAVELLER

© G.D.W.'S SCIENCE FICTION ROLE PLAYING SYSTEM

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PLAYER SIDES

COWBOY EQUIPMENT		CAMP ESSENTIALS	
Plowing Power (Maximum: 1000 lbs. and 2000 lbs. towed implements included)		Size (Maximum: 10' x 10' and 12' x 12' and 16' x 16')	
1. Horse gear		2. Horse gear	
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80. Horse gear		81. Horse gear	
81			

ANNUAL REVENUE STATE			
STATEMENT	REVENUE	PERCENT	PERCENT
1			
2			
3			
4	No		
5			
6			
7			
8			
9			
10	State		
11			
12	State		
13			
14			
15			
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ADULTS' DISPOSITION TABLE

12 DISPOSITIONS	Personality Type	Tendency	Score	Sum
1	Aggressive	Aggressive	4	
2	Aggressive	Aggressive	4	
3	Aggressive	Aggressive	4	
4	Aggressive	Aggressive	4	
5	Aggressive	Aggressive	4	
6	Aggressive	Aggressive	4	
7	Aggressive	Aggressive	4	
8	Aggressive	Aggressive	4	
9	Aggressive	Aggressive	4	
10	Aggressive	Aggressive	4	
11	Aggressive	Aggressive	4	
12	Aggressive	Aggressive	4	

ATTACHMENT RESULTS OF THE DISPOSITIONS

Each Disposition has a corresponding attachment result. The results are listed in the table below. The results are listed in the table below. The results are listed in the table below.

Disposition	Attachment Result
1	Aggressive
2	Aggressive
3	Aggressive
4	Aggressive
5	Aggressive
6	Aggressive
7	Aggressive
8	Aggressive
9	Aggressive
10	Aggressive
11	Aggressive
12	Aggressive

ADULTS' DISPOSITIONS

12 DISPOSITIONS	Personality Type	Tendency	Score	Sum
1	Aggressive	Aggressive	4	
2	Aggressive	Aggressive	4	
3	Aggressive	Aggressive	4	
4	Aggressive	Aggressive	4	
5	Aggressive	Aggressive	4	
6	Aggressive	Aggressive	4	
7	Aggressive	Aggressive	4	
8	Aggressive	Aggressive	4	
9	Aggressive	Aggressive	4	
10	Aggressive	Aggressive	4	
11	Aggressive	Aggressive	4	
12	Aggressive	Aggressive	4	

ADULTS' DISPOSITIONS

12 DISPOSITIONS	Personality Type	Tendency	Score	Sum
1	Aggressive	Aggressive	4	
2	Aggressive	Aggressive	4	
3	Aggressive	Aggressive	4	
4	Aggressive	Aggressive	4	
5	Aggressive	Aggressive	4	
6	Aggressive	Aggressive	4	
7	Aggressive	Aggressive	4	
8	Aggressive	Aggressive	4	
9	Aggressive	Aggressive	4	
10	Aggressive	Aggressive	4	
11	Aggressive	Aggressive	4	
12	Aggressive	Aggressive	4	

ADULTS' DISPOSITIONS

12 DISPOSITIONS	Personality Type	Tendency	Score	Sum
1	Aggressive	Aggressive	4	
2	Aggressive	Aggressive	4	
3	Aggressive	Aggressive	4	
4	Aggressive	Aggressive	4	
5	Aggressive	Aggressive	4	
6	Aggressive	Aggressive	4	
7	Aggressive	Aggressive	4	
8	Aggressive	Aggressive	4	
9	Aggressive	Aggressive	4	
10	Aggressive	Aggressive	4	
11	Aggressive	Aggressive	4	
12	Aggressive	Aggressive	4	

ADULTS' DISPOSITIONS

12 DISPOSITIONS	Personality Type	Tendency	Score	Sum
1	Aggressive	Aggressive	4	
2	Aggressive	Aggressive	4	
3	Aggressive	Aggressive	4	
4	Aggressive	Aggressive	4	
5	Aggressive	Aggressive	4	
6	Aggressive	Aggressive	4	
7	Aggressive	Aggressive	4	
8	Aggressive	Aggressive	4	
9	Aggressive	Aggressive	4	
10	Aggressive	Aggressive	4	
11	Aggressive	Aggressive	4	
12	Aggressive	Aggressive	4	

ADULTS' DISPOSITIONS

12 DISPOSITIONS	Personality Type	Tendency	Score	Sum
1	Aggressive	Aggressive	4	
2	Aggressive	Aggressive	4	
3	Aggressive	Aggressive	4	
4	Aggressive	Aggressive	4	
5	Aggressive	Aggressive	4	
6	Aggressive	Aggressive	4	
7	Aggressive	Aggressive	4	
8	Aggressive	Aggressive	4	
9	Aggressive	Aggressive	4	
10	Aggressive	Aggressive	4	
11	Aggressive	Aggressive	4	
12	Aggressive	Aggressive	4	

ADULTS' DISPOSITIONS

12 DISPOSITIONS	Personality Type	Tendency	Score	Sum
1	Aggressive	Aggressive	4	
2	Aggressive	Aggressive	4	
3	Aggressive	Aggressive		

Judges Guild

REFEREE

SCREEN[®]

1165 N. UNIVERSITY AVE.
DECATUR, ILLINOIS 62526

MADE ESPECIALLY FOR

TRAVELLER

\$2.50

NO. 75

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WEAPON & DAMAGE		NONE		JACK		MESH		CLOTH		REFLEC		ABLAT		BATTLE	
		C	S	C	S	C	S	C	S	C	S	C	S	C	S
DAGGER	2D-3	7	9	8	10	11	13	11	13	7	9	9	11	12	14
BLADE	2D	6	6	7	7	11	11	11	11	6	6	10	10	12	12
FOIL	1D+4	7	6	9	8	13	12	12	11	7	6	11	10	17	16
CUTLASS	2D+4	8	2	9	3	14	8	15	9	8	2	14	8	18	12
SWORD	2D+1	7	4	7	4	13	10	13	10	7	4	12	9	16	13
BROADSWORD	4D	11	0	11	0	15	4	16	5	11	0	15	4	20	9
BAYONET	3D	7	4	8	5	9	6	10	7	7	4	11	8	15	12
SPEAR	2D+2	9	6	10	7	12	9	12	9	11	8	13	10	16	13
HALBERD	3D	4	3	5	4	10	9	11	10	4	3	10	9	13	12
PIKE (1st atk)	3D	11	3	12	4	14	6	14	6	13	5	15	7	18	10
PIKE (2nd atk)	3D	11	11	12	12	14	14	14	14	13	13	15	15	18	18
CUDGEL	2D	8	8	8	8	10	10	11	11	8	8	10	10	15	15
HANDS	1D	5	6	7	8	10	11	10	11	6	7	7	8	12	13
CLAWS	1D+3	4	3	7	5	7	5	6	4	8	7	10	9	14	13
TEETH	2D-3	4	6	5	7	7	9	6	8	8	10	10	12	13	15
HORNS	2D-5	7	5	8	6	9	7	10	8	7	5	11	9	14	12
HOOVES	2D-6	6	3	6	3	7	4	7	4	6	3	7	4	15	12
STRINGER	3D-6	0	2	1	3	4	6	3	5	2	4	4	6	10	12
THRASHER	2D+2	-4	0	-4	0	-1	3	-1	3	-4	0	-1	3	3	7
CLUB	2D-3	7	6	7	6	9	8	10	9	7	6	9	8	14	13

PSIONIC RANGE COST TABLE

	C	S	M	L	V	D	VD	R	CT	P
Telepathy (5)	0	1	2	3	3	4	4	5	5	6
Clairvoyance (6)	0	1	1	2	2	3	3	4	4	4
Telekinesis (6)	0	1	2	4	9	—	—	—	—	—
Teleportation (9)	1	2	3	3	3	4	4	5	5	5

Awareness = 7 strength, 0 Range

Special = 9 strength, other costs by Judge

Awareness	Lvl	Strength
Suspended Animation	2	3
Enhanced Strength	4	Variable
Enhanced Endurance	5	Variable
Regeneration	9	Variable

Telepathy	Lvl	Strength
Life Detection	1	1+RC
Telempathy	2	1+RC
Read Surface Thoughts	4	2+RC
Send Thoughts	5	2+RC
Probe	9	8+RC
Assault (2D+6)	10	13+RC
Shield	1	—

Clairvoyance	Lvl	Strength
Sense	2	1+RC
Clairvoyance	5	2+RC
Clairaudience	5	2+RC
Combined	9	2+RC
Direction	3	0+RC

Teleportation	Lvl	Strength
Body Only	5	RC
Body & Clothing (1kg)	7	RC
Body & Load (1kg x strength)	9	RC

Telekinesis	Lvl	Strength
1g (.03oz)	1	1+RC
10g (.35oz)	2	2+RC
100g (3.5oz)	3	3+RC
1kg (2.2lbs)	5	5+RC
10kg (22lbs)	8	8+RC
100kg (220.5lbs)	10	10+RC

RC=Range Cost in Psionic Strength Points

Psionic Recovery=after 3 hours recover 1 point/hour

Range Codes: D=Distant 500m-5km (.3-3.1mi) VD=Very Distant 5-50km (3.1-31mi) R=Regional 50-500km (31-311mi)
CT=Continental 500-5,000km (311-3107mi) Planetary 5,000-50,000km (3107-31,069mi)

WEAPONS & DAMAGE				NONE					JACK					MESH				
				C	S	M	L	V	C	S	M	L	V	C	S	M	L	V
BODY PISTOL		3D-8	6	7	14			6	7	14			8	9	16			
AUTO PISTOL		3D-3	6	5	11	13		6	5	11	13		8	7	13	15		
REVOLVER		3D-3	6	5	10	12		6	5	10	12		8	7	12	14		
SHOTGUN		4D	11	2	0	9		11	2	0	9		17	8	6	15		
SNUB PISTOL	HE	4D	5	4	14			5	4	14			8	6	17			
	HEAP	4D	5	4	14			5	4	14			6	5	15			
	Tranq	Varries	8	7	17			8	7	17			11	10	20			
SUBMACHINE GUN		3D-3	7	0	0	9	12	7	0	0	9	12	12	5	5	14	17	
CARBINE		4D-8	10	5	8	10	11	10	5	8	10	11	12	7	10	12	13	
RIFLE		3D	9	4	5	6	8	9	4	5	6	8	12	7	8	9	11	
AUTO RIFLE		3D	10	2	0	1	4	10	2	0	1	4	14	6	4	5	8	
ASSAULT RFL	single	3D	10	5	7	8	10	10	5	7	8	10	13	8	10	11	13	
	burst	3D	8	3	2	4	7	8	3	2	4	7	10	5	4	6	9	
AC RFL	DS	single	3D	9	4	5	6	7	9	4	5	6	7	12	7	8	9	10
	DS	burst	3D	7	2	1	2	3	7	2	1	2	3	9	4	3	4	5
	HE	single	4D	♦	♦	7	8	10	♦	♦	7	8	10	♦	♦	9	10	12
	HE	burst	4D	♦	♦	3	4	6	♦	♦	3	4	6	♦	♦	5	6	8
GAUSS RIFLE	single	4D	8	3	2	1	4	8	3	2	1	4	10	5	4	3	6	
	burst	4D	5	0	-3	-4	2	5	0	-3	-4	2	7	2	1	-2	2	
ACCLRTR RFL	single	3D	13	11	3	4		13	11	3	4		16	14	6	7		
	burst	3D	12	10	0	2		12	10	0	2		15	13	3	5		
LIGHT ASSLT GUN	DS	4D	13	5	3	4	7	13	5	3	4	7	14	6	4	5	8	
	HE	4D	†	†	4	5	6	†	†	4	5	6	†	†	7	8	9	
	FL	2D	†	†	0	1	4	†	†	0	1	4	†	†	5	6	9	
RAM Grnde	HE	single	*8D	■	■	1	2	8	■	■	1	2	8	■	■	3	4	10
	HE	burst	8D	■	■	-4	-4	1	■	■	-4	-4	1	■	■	-2	-2	3
	HEAP	single	8D	■	■	4	6	12	■	■	4	6	12	■	■	4	6	12
	HEAP	burst	8D	■	■	0	2	8	■	■	0	2	8	■	■	0	2	8
	FL	single	3D	■	■	-2	-1	5	■	■	-2	-1	5	■	■	2	3	9
	FL	burst	3D	■	■	-7	-6	-1	■	■	-7	-6	-1	■	■	-3	-2	3
LIGHT MACHINE GUN		3D		8	-2	0	2		8	-2	0	2		12	2	4	6	
AUTO CANNON	DS	6D			-4	-2	0			-4	-2	0			-4	-2	0	
	HE	8D			-4	-2	0			-4	-2	0			-4	-2	0	
VRF GAUSS GUN		10D**			-7	-4	-1			-7	-4	-1			-7	-4	-1	
LASER CARBINE		4D	8	5	5	5	6	8	5	5	5	6	9	6	6	6	7	
LASER RIFLE		5D	10	4	4	4	5	9	3	3	3	4	10	4	4	4	5	
PGMP 12		10D*			4	5	6			4	5	6			4	5	6	
PGMP 13*, 14		12D*			1	1	2			1	1	2			1	1	2	
FGMP 14*, 15		16D*			0	1	1			0	1	1			0	1	1	

CLOTH					REFLEC					ABLAT					BATTLE					E
C	S	M	L	V	C	S	M	L	V	C	S	M	L	V	C	S	M	L	V	
10	11	18			6	7	14			8	9	16			13	14	21			
10	9	15	17		6	5	11	13		8	7	13	15		12	11	17	19		
10	9	14	16		6	5	10	12		8	7	12	14		12	11	16	18		
19	10	8	17		11	2	0	9		14	5	3	12		21	12	10	19		
10	9	19			5	4	14			7	6	16			15	14	24			
8	7	17			4	3	13			6	5	15			10	9	19			
13	12	22			8	7	17			11	10	20								
15	8	8	17	20	7	0	0	9	12	10	3	3	12	15	16	9	9	18	21	
15	10	13	15	16	10	5	8	10	11	11	6	9	11	12	17	12	15	17	18	
14	9	10	11	13	9	4	5	6	8	11	6	7	8	10	16	11	12	13	15	
17	9	7	8	11	10	2	0	1	4	13	5	3	4	7	19	11	9	10	13	
15	10	12	13	15	10	5	7	8	10	12	7	9	10	12	17	12	14	15	17	
13	8	7	9	12	8	3	2	4	7	10	5	4	6	9	16	11	10	12	15	
14	9	10	11	12	9	4	5	6	7	11	6	7	8	9	15	12	11	12	13	°
12	7	6	7	8	7	2	1	2	3	7	2	1	4	3	13	8	7	8	9	°
♦	♦	12	13	15	♦	♦	7	8	10	♦	♦	7	8	10	♦	♦	13	14	16	°
♦	♦	8	9	11	♦	♦	3	4	6	♦	♦	3	4	6	♦	♦	10	11	13	°
11	6	5	4	7	8	3	2	1	4	8	3	2	1	4	14	9	8	7	10	°
9	4	1	0	4	5	0	3	4	2	5	0	3	4	2	12	7	4	3	7	°
18	16	8	9		13	11	3	4		15	13	5	6		21	19	11	12		
17	15	5	7		12	10	0	2		14	12	2	4		20	18	8	10		
15	7	5	6	9	13	5	3	4	7	13	5	3	4	7	16	8	6	7	10	
†	†	9	10	11	†	†	4	5	6	†	†	6	7	8	†	†	11	12	13	
†	†	8	9	12	†	†	0	1	4	†	†	3	4	7	†	†	10	11	14	
■	■	4	5	11	■	■	1	2	8	■	■	1	2	8	■	■	7	8	14	°
■	■	-1	-1	4	■	■	-4	-4	1	■	■	-4	-4	1	■	■	2	2	7	°
■	■	4	6	12	■	■	4	6	12	■	■	4	6	12	■	■	6	8	14	°
■	■	0	2	8	■	■	0	2	8	■	■	0	2	8	■	■	2	4	10	°
■	■	7	8	14	■	■	-2	-1	5	■	■	2	3	9	■	■	11	12	18	
■	■	2	3	8	■	■	-7	-6	-1	■	■	-3	-2	3	■	■	6	7	12	
	15	5	7	9		8	-2	0	2		11	1	3	5		17	7	9	11	●
		-4	-2	0			-4	-2	0			-4	-2	0			-2	0	2	°
		-4	-2	0			-4	-2	0			-4	-2	0			0	2	4	°
		-7	-4	-1			-7	-4	-1			-7	-4	-1			-5	-2	1	°
9	6	6	6	7	18	15	15	15	16	17	14	14	14	15	16	13	13	13	14	
10	4	4	4	5	20	14	14	14	15	19	13	13	13	14	18	12	12	12	13	
		5	6	7			4	5	6			4	5	6			6	7	8	°
		1	1	2			1	1	2			1	1	2			4	4	5	°
		0	1	1			0	1	1			0	1	1			1	2	2	°

COMBAT SEQUENCE

Phasing Player Movement—move ships and previously launched ordinance

Phasing Player Laser Fire:

1. Select target
2. Sum attack & defense DMs
3. Throw 2D per laser, result of 8 or more hits
4. Throw 2D per hit, record Specific Damage

Non-Phasing Player Laser Return Fire (Anti-missile fire, ECM)

Phasing Player Ordinance Launch (Auxiliaries, Impacting ord. Explodes)

1. Determine Surviving Ordinance in contact with Target
2. Throw 1D per missile to determine number of hits
3. Throw 2D-4 to determine Specific Damage

Phasing Player Computer Reprogramming

Ordinance Reload—1 Gunner may reload 3 racks per turn

Damage Control—Throw 2D, 9+ repairs 1 hit (skills apply as DMs)

JUMP SEQUENCE

Note Jump Number/Distance, Roll 2D, apply DMs.

If result is 11 or less Jump is successful.

If result is 12 or more a Misjump occurs.

On misjump roll 1D for direction and 1D for distance.

MODIFIERS:

+5 if within 100 planetary diameters

+3 if using Unrefined Fuel (+0 if Scout or Military)

-1 if using Refined Fuel

+2 if operating beyond required date for annual maintenance

SCALE FUEL USE

1 turn=10 min. 1 in.=1,000 mi. 1 grav=2,000mi./turn

Jump Trip=1 week time

Fuel used, tons/jump=.1 (mass ship)(Drive Jump No.)

Fuel used, Pwr/Trip & Maneuver=10(Pwr Plnt Rate)

Super-refined fuel expenditure is 50% normal, but requires annual maintenance every 3 months

DETECTION ABILITY

Open Space=500,000 miles (500 in)

Silent Open Space=100,000 miles (100 in)

Planetary Orbit=50,000 miles (50 in)

Silent Planetary Orbit=10,000 miles (10 in)

Military gear has 4 times range of Commercial gear.

COMPUTER SOFTWARE LIST

Title	Space	Effect and DMs
Offensive Programs		
Predict 1	1	(+1)
Predict 2	2	(+2)
Predict 3	1	(+2)
Predict 4	3	(+3)
Predict 5	2	(+3)
Gunner Interact	1	Adds gunner expertise for his turret.
Target	1	Required for firing of turret weapons.
Selective 1	1	(-2) Allows gunner to select either
Selective 2	2	(-1) main compartment or engineering
Selective 3	1	(-) section to receive hits inflicted.
Multi-Target 2	1	Allows engagement of indicated num-
Multi-Target 3	2	ber of targets by a single ship, but
Multi-Target 4	4	not a single turret to do so.
Launch	1	Allows turrets to launch missiles, sand.
Defensive Programs		
Maneuver/Evade 1	1	(-¼ pilot expertise) Also performs the
Maneuver/Evade 2	2	(-½ pilot expertise) routine functions
Maneuver/Evade 3	3	(-¾ pilot expertise) of a maneuver pro-
Maneuver/Evade 4	4	(- pilot expertise) gram while in use.
Maneuver/Evade 5	2	(- pilot expertise)
Maneuver/Evade 6	3	(-5)
Auto/Evade	1	(-2)
Return Fire	1	Automatic return fire if attacked.
Anti-Missile	2	Allows laser anti-missile fire.
ECM	3	May explode incoming missiles.
Routine Programs		
Manuever	1	Required for use of maneuver drive.
Jump 1	1	Required for performance of jump 1.
Jump 2	2	Required for performance of jump 2.
Jump 3	2	Required for performance of jump 3.
Jump 4	2	Required for performance of jump 4.
Jump 5	2	Required for performance of jump 5.
Jump 6	2	Required for performance of jump 6.
Library	1	Contains encyclopedic information.
Navigation	1	Receives flight plans to control jumps.
Generate	2	Generates flight plans internally.
Anti-Hijack	1	Reacts to hijack situation.

LASER FIRE DMS

Attack DMs

Target Program	E
Predict Program	*
Pulse Laser	-1

Defense DMs

Maneuver/Evade Program	*
Auto/Evade Program	-2
Range Greater than 150"	-2
Range Greater than 300"	-5
Per ½" of obscuring sand	-3

* depends on exact program in use. E indicates that no DM is provided for that item.

HIT LOCATION TABLE

Dice	Starship	Small Craft
2	Power Plant	Drive
3	Maneuver	Drive
4	Jump	Drive
5	Computer	Drive
6	Hull	Drive
7	Hull	Cabin
8	Hold	Cabin
9	Fuel	Cabin
10	Turret	Weaponry
11	Turret	Weaponry
12	Turret	Weaponry

Telescopic & Electronic Sights +4 at L & V

Atch Shldr Stock -1 at C & S, +1 at M & L

Folded Stock -1 at M, L & V

° = Fires Extreme Range with -4 on die

• = as ° but on tripod, only

* = ½ damage at V, ¼ damage at E

** = ½ damage at E

* = Used only with Powered Armor

♦ = Acts as Carbine

† = Acts as Rifle

■ = Acts as Assault Rifle

RANDOM PERSON ENCOUNTERS (2D)							PATRON ENCOUNTERS (2D)	
Die Roll	Type	Qty.	Vehicle	Weaponry *	Armor			
11	Peasants	1D	—	Clubs and Cudgels	—		Arsonist	11
12	Peasants	2D	—	Clubs and Cudgels	—		Cutthroat	12
13	Workers	2D	—	Clubs	—		Assassin	13
14	Rowdies	3D	—	Clubs	Jack		Hijacker	14
15	Thugs	2D	—	Daggers	Jack		Smugler	15
16	Thugs	2D	—	Revolvers	Jack		Terrorist	16
21	Soldiers	2D	—	Rifles and Bayonets	Cloth		Crewman	21
22	Soldiers	2D	V	Carbines	Mesh		Peasant	22
23	Police	1D	V	Auto Pistols	Cloth		Rumor	23
24	Marines	2D	V	Revolvers and Cutlasses	Mesh		Clerk	24
25	Naval Troops	3D	V	Carbines	—		Soldier	25
26	Soldiers	2D	V	Submachine Guns	Jack		Shopkeeper	27
31	Adventurers	1D	—	Swords	Jack		Shipowner	31
32	Noble with retinue	2D	—	Foils	—		Tourist	32
33	Hunters	2D	—	Rifles and Spears	Jack		Merchant	33
34	Tourists	2D	V	—	—		Police	34
35	Researchers	2D	V	—	—		Scout	35
36	Police	1D	V	Revolvers	—		Rumor	36
41	Fugitives	1D	—	Clubs	—		Diplomat	41
42	Fugitives	2D	V	Blades	Jack		Courier	42
43	Fugitives	3D	—	Revolvers	—		Spy	43
44	Vigilantes	2D	V	Rifles and Carbines	Jack		Scholar	44
45	Bandits	3D	—	Swords and Pistols	Cloth		Governor	45
46	Brigands	3D	—	Broadswords and Pistols	Cloth		Administrator	46
51	Merchant	3D	V	Foils	—		Mercenary	51
52	Traders	2D	V	Blades	Jack		Navy Officer	52
53	Religious Group	2D	—	—	—		Marine Officer	53
54	Religious Group	3D	—	Daggers	—		Senior Scout	54
55	Noble with retinue	2D	—	Swords and Pistols	Mesh		Army Officer	55
56	Guards	3D	—	Halberds and Daggers	Jack		Mercenary Officer	56
61	—	—	—	—	—		Noble	61
62	—	—	—	—	—		Playboy	62
63	—	—	—	—	—		Avenger	63
64	—	—	—	—	—		Emigre	64
65	—	—	—	—	—		Speculator	65
66	—	—	—	—	—		Rumor	66

*ADDITIONAL WEAPONS (1D)

1	**2	***3
1 Laser Rifle	Shotgun	Broadsword
2 Auto Rifle	Carbine	Sword
3 **2	Revolver	Halberd
4 **2	***3	Cutlass
5 **2	***3	Foil
6 **2	***3	None

REACTIONS (2D)

2†	Violent, Immediate Attack
3	Hostile, Attacks on 5+
4	Hostile, Attacks on 8+
5	Hostile, May Attack
6	Unreceptive
7	Non-committal
8	Interested
9	Intrigued
10	Responsive
11	Enthusiastic
12†	Genuinely Friendly

SHIP ENCOUNTER

8 or less	None
9	Free Trader
10	Free Trader
11	Free Trader
12	Pirate
13	Subsidized Merchant
14	Patrol
15	Subsidized Merchant
16	Yacht
17	Yacht
18	Patrol

PATROL or PIRATE SHIPS (2D)

6 -	Type 'S' Scout/Courier
7	Armed Type 'Y' Yacht
8+	Type 'C' Cruiser

STARPORT Modifiers

A +6
B +4
C +2
D +1
E -2
X -4

† No Modifiers Apply
5+ Military Terms=DM +1
11+ Planetary Population=DM -1

REFEREE SIDE



[far left]

WEAPONS & DAMAGE		NONE					JACK					MESH					CLOTH					REFLEC					ABLAT					BATTLE					E	
		C	S	M	L	V	C	S	M	L	V	C	S	M	L	V	C	S	M	L	V	C	S	M	L	V	C	S	M	L	V	C	S	M	L	V		
BODY PISTOL	3D-8	6	7	14	—	—	6	7	14	—	—	8	9	16	—	—	10	11	18	—	—	6	7	14	—	—	8	9	16	—	—	13	14	21	—	—		
AUTO PISTOL	3D-3	6	5	11	13	—	6	5	11	13	—	8	7	13	15	—	10	9	15	17	—	6	5	11	13	—	8	7	13	15	—	12	11	17	19	—		
REVOLVER	3D-3	6	5	10	12	—	6	5	10	12	—	8	7	12	14	—	10	9	14	16	—	6	5	10	12	—	8	7	12	14	—	12	11	16	18	—		
SHOTGUN	4D	11	2	0	9	—	11	2	0	9	—	17	8	6	15	—	19	10	8	17	—	11	2	0	9	—	14	5	3	12	—	21	12	10	19	—		
SNUB PISTOL	HE	4D	5	4	14	—	—	5	4	14	—	—	8	6	17	—	—	10	9	19	—	—	5	4	14	—	—	7	6	16	—	—	15	14	24	—	—	
	HEAP	4D	5	4	14	—	—	5	4	14	—	—	6	5	15	—	—	8	7	17	—	—	4	3	13	—	—	6	5	15	—	—	10	9	19	—	—	
	Tranq	Varies	8	7	17	—	—	8	7	17	—	—	11	10	20	—	—	13	12	22	—	—	8	7	17	—	—	11	10	20	—	—	—	—	—	—		
SUBMACHINE GUN	3D-3	7	0	0	9	12	7	0	0	9	12	12	5	5	14	17	15	8	8	17	20	7	0	0	9	12	10	3	3	12	15	16	9	9	18	21		
CARBINE	4D-8	10	5	8	10	11	10	5	8	10	11	12	7	10	12	13	15	10	13	15	16	10	5	8	10	11	11	6	9	11	12	17	12	15	17	18		
RIFLE	3D	9	4	5	6	8	9	4	5	6	8	12	7	8	9	11	14	9	10	11	13	9	4	5	6	8	11	6	7	8	10	16	11	12	13	15		
AUTO RIFLE	3D	10	2	0	1	4	10	2	0	1	4	14	6	4	5	8	17	9	7	8	11	10	2	0	1	4	13	5	3	4	7	19	11	9	10	13		
ASSAULT RFL	single	3D	10	5	7	8	10	10	5	7	8	10	13	8	10	11	13	15	10	12	13	15	10	5	7	8	10	12	7	9	10	12	17	12	14	15	17	
	burst	3D	8	3	2	4	7	8	3	2	4	7	10	5	4	6	9	13	8	7	9	12	8	3	2	4	7	10	5	4	6	9	16	11	10	12	15	
AC RFL	DS	single	3D	9	4	5	6	7	9	4	5	6	7	12	7	8	9	10	14	9	10	11	12	9	4	5	6	7	11	6	7	8	9	15	12	11	12	13
	DS	burst	3D	7	2	1	2	3	7	2	1	2	3	9	4	3	4	5	12	7	6	7	8	7	2	1	2	3	7	2	1	2	3	13	8	7	8	9
	HE	single	4D	♦	♦	7	8	10	♦	♦	7	8	10	♦	♦	9	10	12	♦	♦	12	13	15	♦	♦	7	8	10	♦	♦	7	8	10	♦	♦	13	14	16
	HE	burst	4D	♦	♦	3	4	6	♦	♦	3	4	6	♦	♦	5	6	8	♦	♦	8	9	11	♦	♦	3	4	6	♦	♦	3	4	6	♦	♦	10	11	13
GAUSS RIFLE	single	4D	8	3	2	1	4	8	3	2	1	4	10	5	4	3	6	11	6	5	4	7	8	3	2	1	4	8	3	2	1	4	14	9	8	7	10	
	burst	4D	5	0	-3	-4	2	5	0	-3	-4	2	7	2	-1	-2	2	9	4	1	0	4	5	0	-3	-4	2	5	0	-3	-4	2	12	7	4	3	7	
ACCLRTR RFL	single	3D	13	11	3	4	—	13	11	3	4	—	16	14	6	7	—	18	16	8	9	—	13	11	3	4	—	15	13	5	6	—	21	19	11	12	—	
	burst	3D	12	10	0	2	—	12	10	0	2	—	15	13	3	5	—	17	15	5	7	—	12	10	0	2	—	14	12	2	4	—	20	18	8	10	—	
LIGHT ASSLT GUN	DS	4D	13	5	3	4	7	13	5	3	4	7	14	6	4	5	8	15	7	5	6	9	13	5	3	4	7	13	5	3	4	7	16	8	6	7	10	
	HE	4D	†	†	4	5	6	†	†	4	5	6	†	†	7	8	9	†	†	9	10	11	†	†	4	5	6	†	†	6	7	8	†	†	11	12	13	
	FL	2D	†	†	0	1	4	†	†	0	1	4	†	†	5	6	9	†	†	8	9	12	†	†	0	1	4	†	†	3	4	7	†	†	10	11	14	
RAM Grnde	HE	single	8D	■	■	1	2	8	■	■	1	2	8	■	■	3	4	10	■	■	4	5	11	■	■	1	2	8	■	■	1	2	8	■	■	7	8	14
	HE	burst	8D	■	■	-4	-4	1	■	■	-4	-4	1	■	■	-2	-2	3	■	■	-1	-1	4	■	■	-4	-4	1	■	■	-4	-4	1	■	■	2	2	7
	HEAP	single	8D	■	■	4	6	12	■	■	4	6	12	■	■	4	6	12	■	■	4	6	12	■	■	4	6	12	■	■	4	6	12	■	■	6	8	14
	HEAP	burst	8D	■	■	0	2	8	■	■	0	2	8	■	■	0	2	8	■	■	0	2	8	■	■	0	2	8	■	■	0	2	8	■	■	2	4	10
	FL	single	3D	■	■	-2	-1	5	■	■	-2	-1	5	■	■	2	3	9	■	■	7	8	14	■	■	-2	-1	5	■	■	2	3	9	■	■	11	12	18
	FL	burst	3D	■	■	-7	-6	-1	■	■	-7	-6	-1	■	■	-3	-2	3	■	■	2	3	8	■	■	-7	-6	-1	■	■	-3	-2	3	■	■	6	7	12
LIGHT MACHINE GUN	3D	—	8	-2	0	2	—	8	-2	0	2	—	12	2	4	6	—	15	5	7	9	—	8	-2	0	2	—	11	1	3	5	—	17	7	9	11	•	
AUTO CANNON	DS	6D	—	—	-4	-2	0	—	—	-4	-2	0	—	—	-4	-2	0	—	—	-4	-2	0	—	—	-4	-2	0	—	—	-4	-2	0	—	—	-2	0	2	°
	HE	8D	—	—	-4	-2	0	—	—	-4	-2	0	—	—	-4	-2	0	—	—	-4	-2	0	—	—	-4	-2	0	—	—	-4	-2	0	—	—	0	2	4	°
VRF GAUSS GUN	10D**	—	—	-7	-4	-1	—	—	-7	-4	-1	—	—	-7	-4	-1	—	—	-7	-4	-1	—	—	-7	-4	-1	—	—	-7	-4	-1	—	—	-5	-2	1	°	
LASER CARBINE	4D	8	5	5	5	6	8	5	5	5	6	9	6	6	6	7	9	6	6	6	7	18	15	15	15	16	17	14	14	14	15	16	13	13	13	14		
LASER RIFLE	5D	10	4	4	4	5	9	3	3	3	4	10	4	4	4	5	10	4	4	4	5	20	14	14	14	15	19	13	13	13	14	18	12	12	12	13		
PGMP 12	10D*	—	—	4	5	6	—	—	4	5	6	—	—	4	5	6	—	—	5	6	7	—	—	4	5	6	—	—	4	5	6	—	—	6	7	8	°	
PGMP 13*, 14	12D*	—	—	1	1	2	—	—	1	1	2	—	—	1	1	2	—	—	1	1	2	—	—	1	1	2	—	—	1	1	2	—	—	4	4	5	°	
FGMP 14*, 15	16D*	—	—	0	1	1	—	—	0	1	1	—	—	0	1	1	—	—	0	1	1	—	—	0	1	1	—	—	0	1	1	—	—	1	2	2	°	

WEAPON & DAMAGE		NONE		JACK		MESH		CLOTH		REFLEC		ABLAT		BATTLE	
		C	S	C	S	C	S	C	S	C	S	C	S	C	S
DAGGER	2D-3	7	9	8	10	11	13	11	13	7	9	9	11	12	14
BLADE	2D	6	6	7	7	11	11	11	11	6	6	10	10	12	12
FOIL	1D+4	7	6	9	8	13	12	12	11	7	6	11	10	17	16
CUTLASS	2D+4	8	2	9	3	14	8	15	9	8	2	14	8	18	12
SWORD	2D+1	7	4	7	4	13	10	13	10	7	4	12	9	16	13
BROADSWORD	4D	11	0	11	0	15	4	16	5	11	0	15	4	20	9
BAYONET	3D	7	4	8	5	9	6	10	7	7	4	11	8	15	12
SPEAR	2D+2	9	6	10	7	12	9	12	9	11	8	13	10	16	13
HALBERD	3D	4	3	5	4	10	9	11	10	4	3	10	9	13	12
PIKE (1st atk)	3D	11	3	12	4	14	6	14	6	13	5	15	7	18	10
PIKE (2nd atk)	3D	11	11	12	12	14	14	14	14	13	13	15	15	18	18
CUDGEL	2D	8	8	8	8	10	10	11	11	8	8	10	10	15	15
HANDS	1D	5	6	7	8	10	11	10	11	6	7	7	8	12	13
CLAWS	1D+3	4	3	7	5	7	5	6	4	8	7	10	9	14	13
TEETH	2D-3	4	6	5	7	7	9	6	8	8	10	10	12	13	15
HORNS	2D-5	7	5	8	6	9	7	10	8	7	5	11	9	14	12
HOOVES	2D-6	6	3	6	3	7	4	7	4	6	3	7	4	15	12
STRINGER	3D-6	0	2	1	3	4	6	3	5	2	4	4	6	10	12
THRASHER	2D+2	4	0	4	0	1	3	1	3	4	0	1	3	3	7
CLUB	2D-3	7	6	7	6	9	8	10	9	7	6	9	8	14	13

COMBAT TERRAIN DMs

Clear, Road	+3
Plain, Prairie.	+3
Desert.	+4
Hills, Foothills	+2
Mountain.	+3
Forrest, Woods	+1
Jungle, Rainforest	—
Rough, Broken	+2
Swamp, Marsh	-4
Beach, Shore, Riverbank.	+1
Suburb	-2
City	-4
Building Interior, Cave	-5

COMBAT ENCOUNTER RANGE

1	Short
2	Close
3	Short
4	Medium
5	Short
6	Medium
7	Medium
8	Long
9	Medium
10	Very Long
11	Long
12	Very Long
13	Very Long

COMBAT SEQUENCE

1. Determine Surprise: roll die for each side (apply DMs)
2. Determine Range: roll 2 dice, apply Combat Terrain DMs, consult the Encounter Table
3. Determine Escape/Avoidance option
4. Resolve Combat (each round=15 sec.)
 - a. Each character indicates movement status
 - b. Each character indicates Attack Mode and Target

Possible Movement Statuses: **Evade** (No attack; -1 close & short range; -2 medium; -4 long or very long range); **Closing** or **Opening Range** normal or running (run. counts as combat blow); **Stand** (hold pos.)

Range	Turns to Cross	Bands Distant
Close.	1.	Same
Short	1.	Adjacent
Medium.	3.	2-5
Long.	4.	6-9
Very Long.	5.	10-14

ANIMAL REACTIONS TABLE

	Type	To Attack	To Flee	Speed
Omnivore Herbivore	Filters	if possible	8+	None (7+Ordinary)
	Intermittent	10+	9+	Double
	Grazer	8+	5+	Double
	Gatherer	9+	8+	Ordinary
	Hunter	if bigger, 6+	8+	Double
Carnivore	Eater	5+	10+	Double (7+Ordinary)
	Pouncer	with surprise	if surprised	Double
	Chaser	if more	9+	Double (7+Triple)
	Trapper	with surprise	9+	None (7+Ordinary)
	Siren	with surprise	10+	None (7+Ordinary)
Scavenger	Killer	6+	11+	Ordinary (7+Double)
	Hijacker	7+	8+	Double
	Intimidator	8+	7+	Double
	Carrion-Eater	11+	8+	Ordinary
	Reducer	10+	8+	Double

ANIMAL TYPES TABLE

	Herbivore	Omnivore	Carnivore	Scavenger
1	Filter	Gatherer	Pouncer	Carrion-Eater (2D)
2	Filter	Eater	Siren	Reducer (1D)
3	Intermittent	Gatherer	Pouncer	Hijacker (1D)
4	Intermittent	Eater (2D)	Killer (1D)	Carrion-Eater (2D)
5	Intermittent (1D)	Gatherer	Trapper	Intimidator (1D)
6	Intermittent	Hunter	Pouncer	Reducer
7	Grazer	Hunter (1D)	Chaser	Carrion-Eater (1D)
8	Grazer (5D)	Hunter	Chaser (3D)	Reducer (3D)
9	Grazer (4D)	Gatherer	Chaser	Hijacker
10	Grazer (3D)	Eater	Killer	Intimidator (2D)
11	Grazer (2D)	Hunter (1D)	Chaser (2D)	Reducer (1D)
12	Grazer (2D)	Gatherer	Siren	Hijacker
13	Grazer (1D)	Gatherer	Chaser (1D)	Intimidator (1D)

Above rolls subject to dice modifier from Encounter Terrain Table

SPECIAL ANIMAL ATTRIBUTES (Size DMs)

Die	Beach Shore	Riverbank	Swamp Marsh	Sea Ocean	Other
2	S+1	S+1	S -6	S+2	—
3	A+2	A+1	A+1	S+2	—
4	A+2	—	A+2	S+2	—
5	—	—	—	A+2	—
6	—	—	—	A	—
7	—	—	—	S+1	—
8	—	—	—	S -1	—
9	—	—	—	T -7	—
10	—	—	—	T -6	—
11	F -6	F -6	F -6	F -6	F -6
12	F -5	F -5	F -5	F -5	F -5
13	T -6	F -3	F -3	F -3	F -3

A=Amphibian

F=Flyer

S=Swimmer

T=Triphibian

— =none

REFEREE SIDE



[middle right]

ANIMAL ENCOUNTER TABLE				
ENCOUNTER (1/3 chance of Encounter)		TERRAIN		
		Terrain	Type DM	Size DM
2	Generated	Clear, Road	+3	—
3		Plain, Prairie	+4	—
4	By	Desert	+3	-3
5		Hills, Foothills	—	—
6	Referee	Mountain	—	—
7		Forest	-4	-4
8	For	Woods	-2	-1
9		Jungle	-4	-3
10	Each	Rainforest	-2	-2
11		Rough, Broken	-3	-3
12	Planet	Swamp, Marsh	-2	+4
H	Herbivore	Beach, Shore	+3	+2
O	Omnivore	Riverbank	+1	+1
C	Carnivore	Cave	—	-1
S	Scavenger	Ruins	-2	—
E	Event			

ANIMAL CHARACTERISTICS					
Die	Weight	(Roll 2D) Hits	Wounds	(Roll 2D) Weapons	(Roll 2D) Armor
1	1	1D/0	-2D	*	as Jack
2	3	1D/1D	-2D	Teeth	—
3	6	1D/2D	-1D	Horns	—
4	12	2D/2D	-1D	Hooves	as mesh
5	25	3D/2D	-1D	Hooves & Teeth	as cloth
6	50	4D/2D	-1D	Teeth	—
7	100	5D/2D	—	*	—
8	200	5D/3D	+1D	Stinger	—
9	400	6D/3D	+2D	Thrasher	—
10	800	7D/3D	+3	Claws & Teeth	—
11	1,600	8D/3D	+4D	Claws	—
12	3,200	8D/4D	+5D	Teeth	—
13	*	*	*	*	—
(* = Roll 1D & Consult Appropriate Column Below)					
1	6,000	9D/4D	x2	as body pistol	—
2	12,000	10D/5D	x2	as pike	—
3	18,000	11D/6D	x3	as blade	—
4	24,000	12D/6D	x3	as broadsword	—
5	30,000	14D/7D	x4	Stinger	—
6	36,000	15D/7D	x4	as halberd	—
Size DMs: Planet size 8+=DM of -1, Planet size 4-=DM of -1 Weapons & Armor DMs: if Carnivore = +6, Herbivore = -6, Scavengers have no die roll but always have teeth, at least, Flyers never have armor					

ATTACK RESOLUTION PROCEDURE

Roll 2 dice, cross index weapon & target armor and apply DMs for range and personal ability. The first hit is assigned at random to strength, dexterity or endurance. Subsequent damage is allocated by player to any characteristics as given.

If any one characteristic is reduced to 0, the character is unconscious but will revive in 10 minutes and recover completely in 3 days.

If any two (2) characteristics are reduced to 0, the character is unconscious but revives in three (3) hours and will require medical attention for a complete recovery.

If all three (3) characteristics are reduced to 0, the character is dead.

If there is less than required strength/dexterity there is a -DM to hit.

Die Roll Modifiers (DMs) are assigned for several conditions which include: less than required strength/dexterity or more than advantageous strength/dexterity for a particular weapon; specific Character Expertise; State of Encumbrance; varying gravity conditions; and evasive action by the target [see Combat Sequence explanation, elsewhere, for this latter]. Sum all applicable Die Roll Modifiers. If the total is negative, it acts as a penalty and is subtracted from (OR if positive, it acts as a bonus and is added to) the number rolled on the dice PRIOR to consulting the appropriate table on this shield.

Endurance

(the number of blows which may be struck)

Type of Blow	Number of Blows/Combat
Surprise	any number (no cost)
Combat (standard).	1 blow/endurance number
Weakened	(-DM to hit but) any number
Special	any number (no cost)

Morale: When 25% or more of the party are unconscious or dead you start rolling for morale. A 7 or better is required to stand or not break. DMs are: +1 for military units, +1 if leader expertise is present, +1 if the leader has tactical expertise, -2 if the leader is killed (for two combat rounds and then until a new leader takes control), -2 if casualties exceed 50%.

UNIVERSAL PERSONALITY PROFILE (hexadecimal notation conversion) for strength, dexterity, endurance, intelligence, education & social standing

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F

REFeree SIDE



[far right]