

# Judges Guild REFeree SCREEN

## TRAVELLER

\$2.50 NO. 75

FLEET'S SCIENCE FICTION ROLE PLAYING SYSTEM

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



## SCIENCE FICTION CAMPAIGN GAME AIDE PACK

INCLUDES THE FOLLOWING:

### Judges Guild

#### Fifty Starbases

This playing aid provides the essential Starbases necessary to any table top campaign. Extensive tables are provided to detail the facilities of each Starbase as well as the services available to the Traveller in the nearby area.

#### Referee's Screen

The sheets contain all charts and tables necessary to play Traveller and reproduced on them, rules for the Judge on one side and rules for the players on the other. Sheets may be fitted together to form a screen.

#### Starships and Spacecraft

The Stone Island, the Titan scale, three-color Deck Plans of all standard Traveller starships and auxiliaries, complete technical data, ship's papers and layout grid for your own starship design. Includes designs for Type C Cruiser, a Type B Subcapital Merchant, a Type Y Yacht and auxiliaries.

#### Traveller Log Book

This book of summaries for character generation includes a convenient rearrangement of the appropriate tables for Traveller. Provided are tables on physical characteristics and personal background, accurate combat damage tables for all standard types and auxiliaries, trade tables and more.

#### Navigator's Star Charts

A mapping aid for TRAVELLER campaigns, this book provides all the special grids for plotting its complete sector. Each of the 96 Subsectors has a separate page with a map grid and planetary data blocks.

**Retail Value: 21.96**

**NOW ONLY \$15.00**

HL=Range List in Metric (kilogram Points)

PF=Point Recovery=after 2 hours recover 1 point/hour

Range Codes: D=Distant 500m-5km (3-3.1km) VD=Very Distant 5-50km (3.1-31km) R=Regional 50-500km (31-311km)  
 C1=Commercial 500-5,000km (311-3107km) P=Planetary 5,000-50,000km (3107-31,069km)

Limited  
Edition  
Offer

# Judges Guild REFEREE SCREEN<sup>®</sup>

## TRAVELLER

MADE ESPECIALLY FOR

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

\$2.50 NO. 75

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)

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)		(Roll 2D)	(Roll 2D)
		Hits	Wounds	Weapons	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

**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

**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%.

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	

### 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
Herbivore	Filters	if possible	8+	None (7+Ordinary)
	Intermittent	10+	9+	Double
	Grazer	8+	5+	Double
Omnivore	Gatherer	9+	8+	Ordinary
	Hunter	if bigger, 6+	8+	Double
	Eater	5+	10+	Double (7+Ordinary)
Carnivore	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)
	Killer	6+	11+	Ordinary (7+Double)
Scavenger	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]

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	°

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	4	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	-	-	5	6	7	-	-	4	5	6	-	-	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

[middle left]

RANGES, CODES & DMs:

- C = Close - Contact
- S = Short, 1-5m (3.28-16.4 ft.)
- M = Medium 6-50m (19.7-164 ft)
- L = Long 51-250m (55.77-273.4 yd)
- V = Very Long 251-500m (275-547 yd)
- E = Extreme 500+m (547+yd)

- Telescopic & Electronic Sights +4 at L & V
- Attch 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
- \* = 1/2 damage at V

## 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 Reprograming

Ordinance Reload—1 Gunner may reload 3 racks per turn

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

### COMPUTER SOFTWARE LIST

Title	Space	Effect and DMs
<b>Offensive Programs</b>		
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.
<b>Defensive Programs</b>		
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.
<b>Routine Programs</b>		
Maneuver	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.

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

## 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.

### 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

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

**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

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## Judges Guild



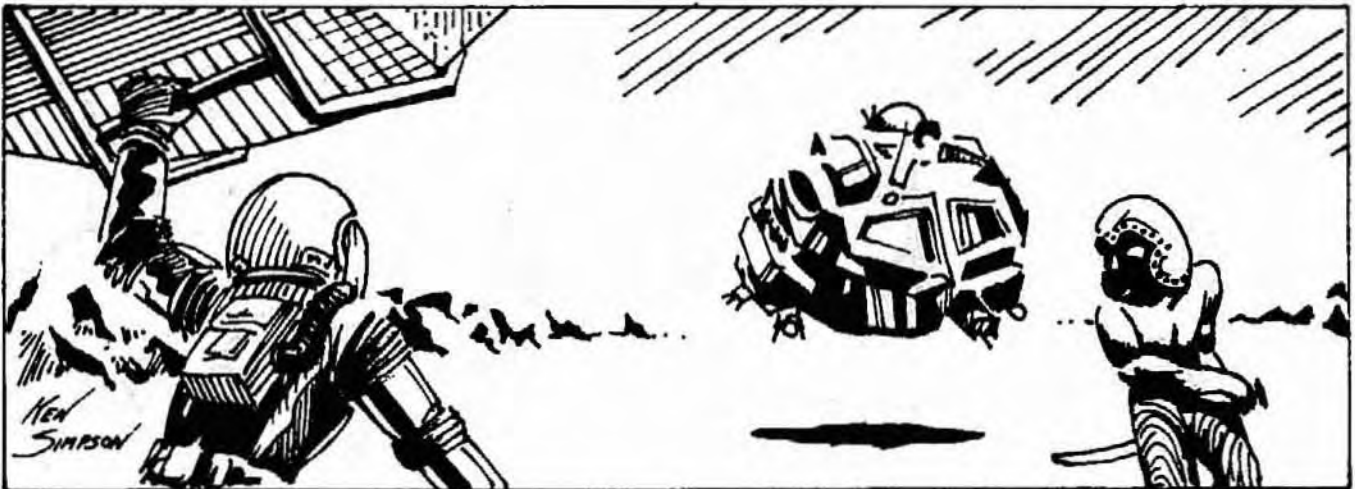
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## STARBASES

Starbases or Starports in Traveller are rated A, B, C, D, E, and X according to the size and extent of facilities present. Page 1 of Book 3 gives the chart for determining the occurrence of the different types. This is but one table given as an example and perhaps might be applied to a fairly well travelled and settled area of the Imperium. This table is repeated below as A.

<u>Table A</u>		<u>Table B</u>		<u>Table C</u>		<u>Table D</u>		<u>Table E</u>		<u>Table F</u>	
2	A	2	A	2	B	2	C	2	_____	2	_____
3	A	3	B	3	C	3	C	3	_____	3	_____
4	A	4	B	4	C	4	D	4	_____	4	_____
5	B	5	C	5	D	5	D	5	_____	5	_____
6	B	6	C	6	D	6	E	6	_____	6	_____
7	C	7	C	7	D	7	E	7	_____	7	_____
8	C	8	D	8	E	8	E	8	_____	8	_____
9	D	9	D	9	E	9	X	9	_____	9	_____
10	E	10	E	10	E	10	X	10	_____	10	_____
11	E	11	E	11	X	11	X	11	_____	11	_____
12	X	12	X	12	X	12	X	12	_____	12	_____

Table B is for possible use in a less settled area of the Imperium or an established frontier. Table C is for possible use in an active frontier where intense development is going on.

Table D is for possible use in a new frontier area just being opened for exploration.

Tables E and F are left blank for the Judge to fill in as best suits the tone of their campaign.

## STARBASE TYPES

- A) Excellent quality installation. Refined fuel available. Annual maintenance overhaul available. Shipyard present capable of both Starship and non-Starship construction. Naval base present on a roll of 8+; Scout base present on a roll of 10+. Traveller's Aid Society hostel present at all Imperium and many non-Imperium locations.
- B) Good quality installation. Refined fuel available. Annual maintenance overhaul available. Shipyard present capable of non-Starship construction. Naval base present on a roll of 8+; Scout base present on a roll of 9+. Traveller's Aid Society hostel present at all Imperium and some non-Imperium locations.
- C) Routine quality installation. Only unrefined fuel available. Reasonable repair facilities. Scout base (refined fuel for Scouts) is present on a roll of 8+. Traveller's Aid Society hostel present at some Imperium and a few non-Imperium locations.
- D) Poor quality installation. Only unrefined fuel available. No repair facilities available. Scout base (refined fuel for Scouts) is present on a roll of 7+. Traveller's Aid Society hostel present at a few Imperium locations.
- E) Frontier installation. A bare landing spot marked with transponders. No fuel, facilities, or bases present.

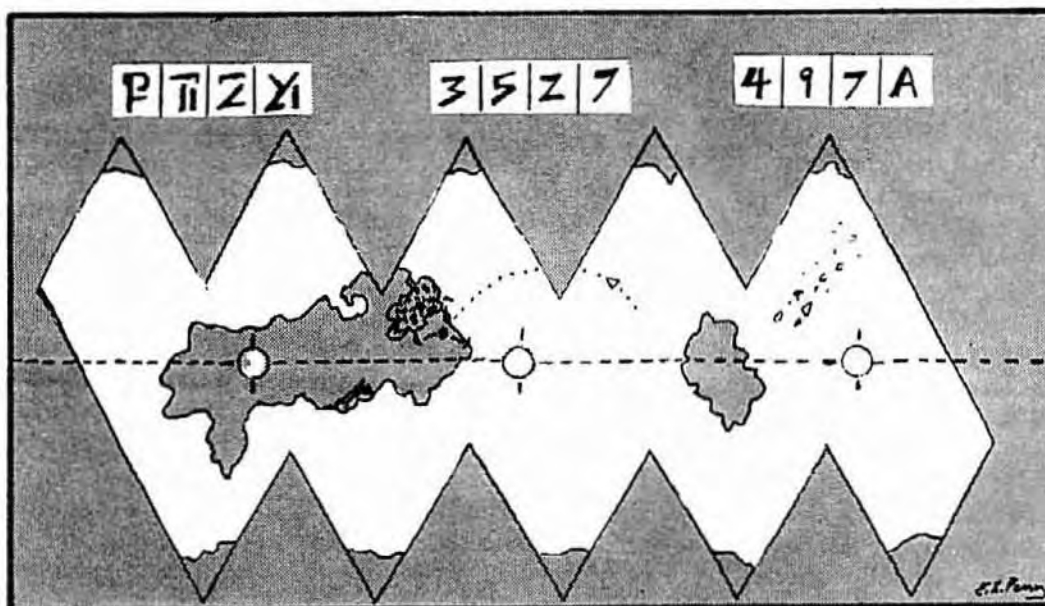
- X) No Starport. No provision is made for any Starship landings. Survey beacon satellites may be present.

### SUMMARY CHART

	Starship Construction	Non Starship Construction	Starship Repair	Fuel Refined	Fuel Unrefined	Naval Base	Scout Base
A	Yes	Yes	Yes	Yes	Yes	8+	10+
B	No	Yes	Yes	Yes	Yes	8+	9+
C	No	No	Yes	No	Yes	No	8+
D	No	No	No	No	Yes	No	7+
E	No	No	No	No	No	No	No
X	No	No	No	No	No	No	No

### SURVEY BEACONS

It is a common practice of the Imperial Survey Service and the equivalent organizations of other starfaring cultures to set navigational beacons around at least one planet in a system upon survey completion. Imperial practice is to set three equally-spaced satellites in geosynchronous orbit about the principal planet. Their orbit period is the same length as the planet's rotation so the satellites remain stationary with regard to the planet's surface. These beacon satellites are solar powered and broadcast on standard ship communications frequency once every 100 seconds. The information is transmitted for visual printout by the navigational computer as well as a recorded audible message: "Planet WWW, Location XXXX, Conditions YYYY, Landing Information Available upon Pulse Code ZZZZ." The visual printout would be similar to that displayed below:



With D and above quality installations, the pulse code puts the incoming spacecraft in contact with traffic control and landing instructions will be given. With E class installations the landing field transponder beacons will be turned on and will respond to beamed instructions from the landing ship's computer.

### BERTHING FEES

Berthing fees to Spaceports are directly proportional to the amount of services provided. E class charge no more than a token credit or two which puts what few communication and informational facilities that are available at the port at the disposal of the ship. As the quality of the port increases, the services increase and the fees increase.

- D) 25 credits for landing and the first 6 days and 5 credits for each day thereafter. This normally gives the use of two small scooters for local transport and the protection of the Starport security force at night.
- C) 50 credits for landing and the first 6 days with 10 additional credits for each day thereafter. This gives the use of two small scooters for local transport, use of an air/raft for longer journeys, and a hookup with the computer net. It also provides security services of a surrounding warning sensor network for the ship and an armed guard force on call.
- B) 100 credits for landing and the first 6 days with 20 additional credits for each day thereafter. This gives the use of two small scooters for local transport, call on a motor pool of assorted vehicles, and hookup with the computer net. It also provides security services of a surrounding warning sensor network for the ship with an armed security guard on duty in the vicinity.
- A) 150 credits for landing and the first 6 days with 30 additional credits for each day thereafter. This gives the use of two small scooters and an air/raft for local transport, call on a motor pool of assorted vehicles, and hookup with the computer net. It also provides security services of a surrounding warning sensor network for the ship and an armed security guard for the ship itself.

#### CONSUMABLES REPLACEMENT

Type D have water and basic nutrient rations processed from local life forms or tank-grown. On some agricultural planets locally grown food supplies are also available.

Type C have water and basic nutrient rations available. Some of the more common types of luxuries in the subsector are available as well as all locally grown food types.

Type B have water and basic nutrient rations available. Luxuries from all over the sector are available as well as all locally grown food types.

Type A have water and basic nutrient rations available. Luxuries from adjacent sectors are available as well as all locally grown food types.

#### REFUELING

Bulk refined and unrefined fuel are stored in large insulated underground tanks on the fringes of the spaceport area away from the normal flight paths. Thus the hazard of an arriving or departing spacecraft crashing into the tanks is reduced. The fuel itself is piped out to a terminal in the vicinity of the landing pad through an underground insulated pipeline. A "Leech" makes the final connection between the terminal and the ship's tanks. The Leech vehicle crew provides whatever adaptors are necessary to hook-up and supervises and monitors the transfer. The auxiliary pumps on the Leech vehicle permit it to transfer fuel from the ship's tanks to the Starports large storage tanks.

Fuel is usually refined at a large plant located on the port itself and used in the powerplant which runs the base. Fuel is normally refined from local water supplies and the oxygen by-product stored for use in ship's Life Support Systems. Because oxygen is recycled only a few tons are kept on hand.

Fuel costs are usually standardized at an average of CR 100 per ton for unrefined fuel and CR 500 for refined fuel. Other grades of fuel are permitted in some campaigns at various costs depending upon the advantages in efficiencies given.



### Leech Makes Hookup

#### ARMAMENT

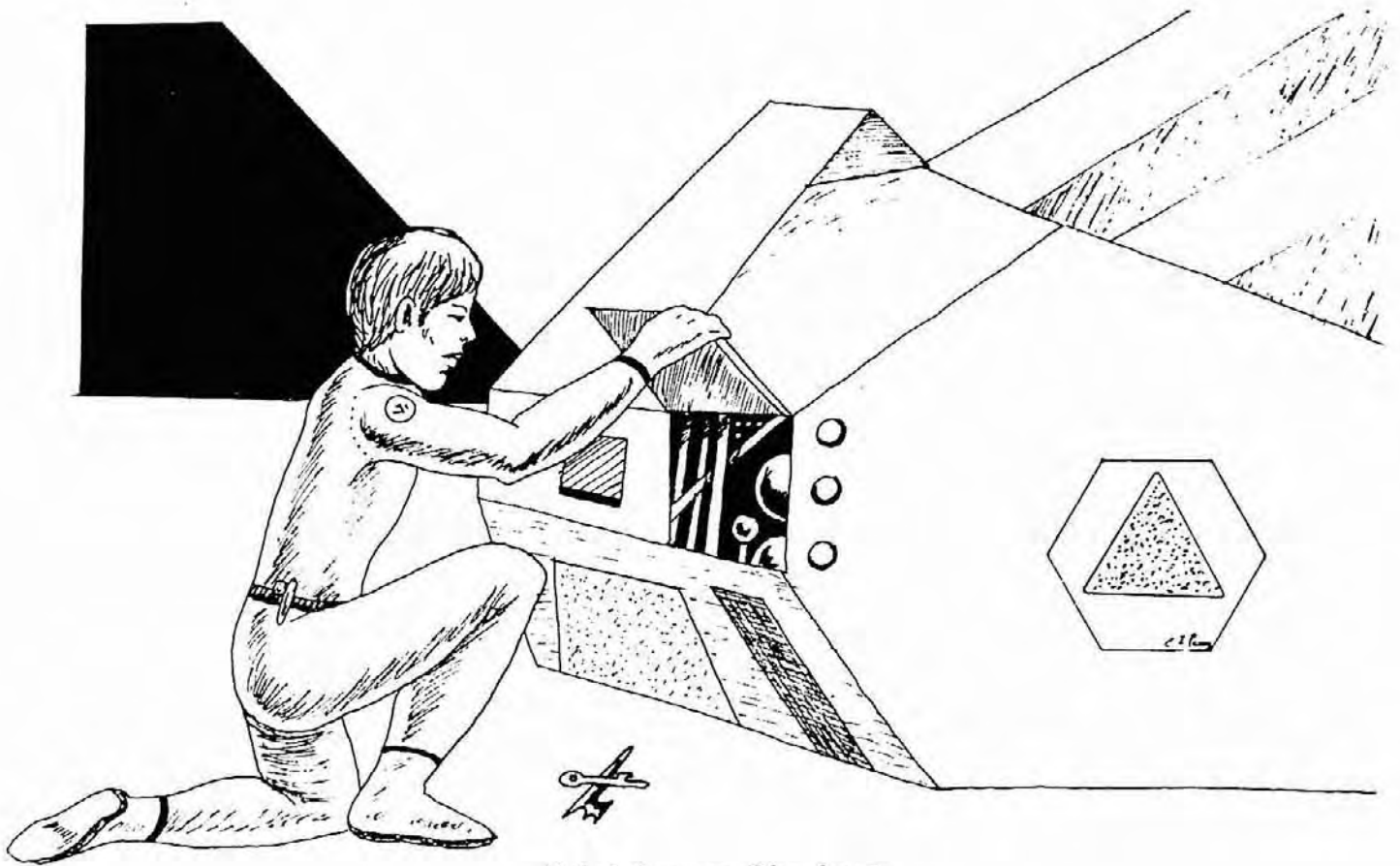
Armaments expended can be replaced at A, B, and C class Starports. The standard types of missiles and replacement parts for lasers and other weapons are available at C class Starports. Missiles cost CR 5000 each and Sand Canisters cost CR 400 each. Special types of armaments are available at A and B class Ports at higher prices.

#### REPAIR

Repair parts and facilities are available at A, B, and C class Starports. Costs for repair parts range from zero to 120% of the original module. The price is determined by rolling two dice and multiplying the result by 10 to get percentage, with a die modifier of -2 if the parts are installed by the ship's crew. At Judges option additional die modifiers may be applied for the class of the Starport; C +2, B +1, A +0. Engineering or Electronic skill levels may also be subtracted if the Judge permits player characters to shop and bargain for the parts.

#### ANNUAL MAINTENANCE

Routine maintenance does not vary as much with the quality of the port facilities so it costs .1% of the cash price of the ship and takes two weeks at a A or B class Starport.



Maintenance Checkout

## STARSHIP CONSTRUCTION

The shipyard and building berths are only a small portion of the effort required to produce a space vessel. The "Building Berth" is the area in which all the components are assembled, aligned into precise configuration, fastened in place and integrated into a totality. The raw materials are mined elsewhere, refined somewhere else, and converted into sheet, bar, or component form at yet a third facility. Specific items from this stock are selected and then processed into units of machinery or equipment such as computer, radar scanners, missile launchers, and maneuver engines. These units of machinery or equipment are then transported to the Building Berth and positioned in place in the structural frame of the vessel. All the cabling, wiring, piping, and connections would be run from unit to unit and checked for functionability. Then the exterior skin and form would be completed and checked for integrity. At this point the vessel would have her fuel tanks filled, the powerplant fired up, the engines tested and general alignments made. Now a special crew composed of specialists from the yard and selected crew from the final owner would take the vessel up for her "First Flight." After a series of flight tests in which final precise adjustments would be made to the machinery and equipment, the ship would be turned over to her new owners. This procedure would apply to streamlined and partially streamlined vessels built on the surface of a planet with atmosphere greater than 1. This procedure would also apply to vessels of other configurations built on planetary surfaces with an atmosphere of 0 or 1.

Vessels built or assembled in space would more often tend to be made up of complete modules or subunits which have all internal systems finished and functioning. This would especially be true of ships designed with a Dispersed Structure. Those vessels built in vacuum and not intended to transit an atmosphere pay much less attention to external form and some aspects of hull integrity.



## PASSENGER TRAFFIC

At the lower classes of Starports, D and E, no effort beyond providing a central bulletin board location is made. Passengers list destination desired and ships list their scheduled route. It is up to the individual ships and passengers to make mutually satisfactory arrangements. At C class ports and above, increasingly sophisticated services are provided to passengers. Computer listings of passengers speed the ship's ability to fill their space and the passenger's ability to quickly find a ship going to their destination. Passengers may also take advantage of computer programs analyzing traffic flow and routing to choose the quickest, cheapest, or most comfortable route to their final destination.

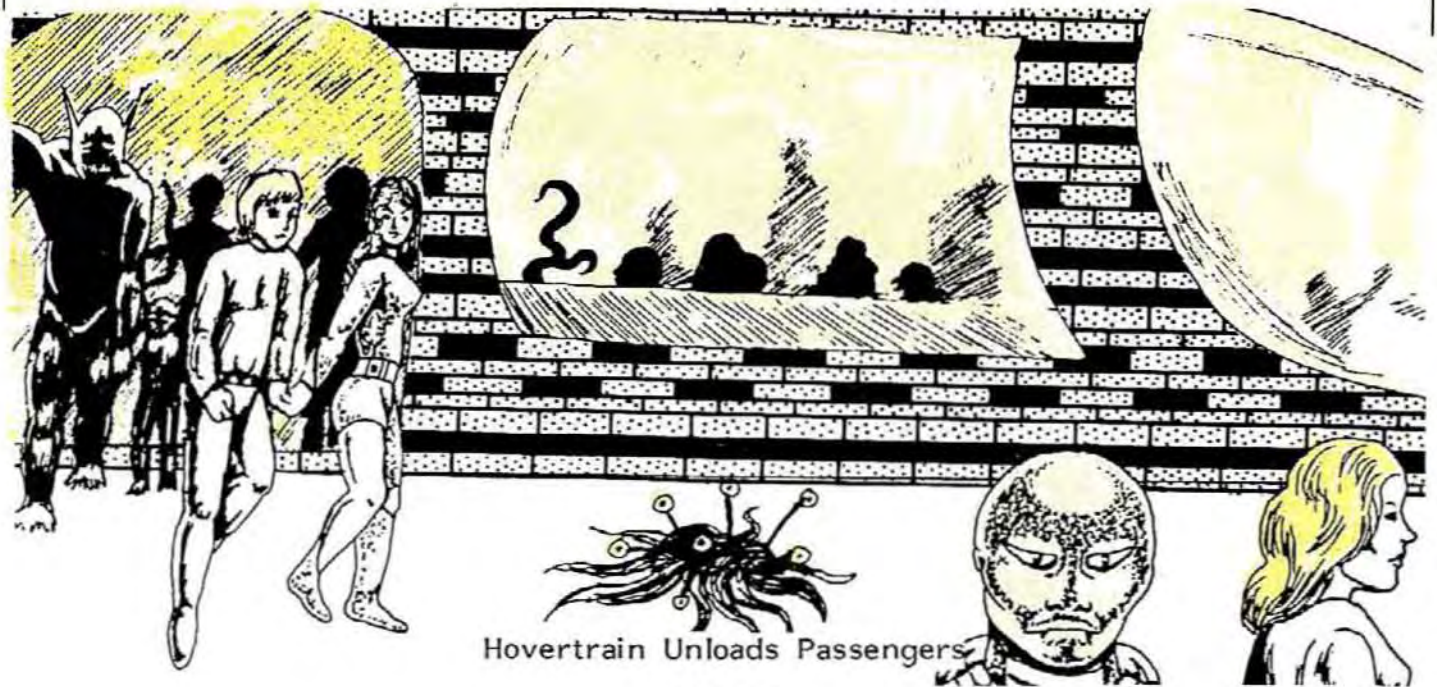
Transient accommodations at E class ports may be nothing more than an open field set aside for camping. D class ports might make available empty hangars or cargo warehouses to passengers for a small fee but would otherwise have only a listing of locally available accommodations. C class ports provide basic rooms with sanitary facilities. Many ports have special arrangements with local hostels. B class ports have decent hostels available with food services. In the Imperium and at some non-Imperium ports a special branch hostel of the Traveller's Aid Society is maintained. A class ports maintain excellent hostels with fine cuisine and entertainment though lower quality lodgings are available. All Imperium and many non-Imperium ports have a branch hostel of the Traveller's Aid Society.

## TRANSPORTATION

Transportation arrangements on any planet are primarily dependent upon the planet's tech level and secondarily upon the size of the spaceport. The port may have anti-gravity or other type vehicles available for rental or purchase by star travellers. Indigenous means of travel are summarized in the table below.

Tech Level	Water	Land	Air	Space
0	Canoes	Carts		
1	Galley	Wagons		
2				
3	Sailing Ships		Hot Air Balloon	
4	Steamships	Trains	Dirigibles	
5	Submersibles	Grand Cars	Fixed Winged Aircraft	
6	Submarines	ATV, AFV	Rotary Wing Aircraft	
7	Hovercraft	Hovercraft		Non Starships
8			Air/Raft	
9+				Starships

Remember that development of the next higher technical step in transportation does not necessarily replace all previous steps. Each mode is used where it operates best economically.



Hovertrain Unloads Passengers

### CARGO

The table immediately above also applies in indicating the forms of transport used to get cargo to or from the spaceport. E class facilities have no equipment for moving cargo or protecting it from weather conditions. D class have at least some forms of cargo handling machines and some form of warehouse buildings. C class ports have machinery capable of handling up to 100 ton items as routine affairs. Larger items take special preparation. Bonded warehouses are available with security systems and variable internal conditions. B class ports have machinery capable of handling up to 1000 ton items as routine affairs. Larger items take special preparation. Bonded warehouses are available with good security systems and variable internal conditions capable of matching most conditions. A class ports have machinery capable of handling up to 10,000 ton items as routine affairs. Larger items take special preparation. Bonded warehouses are available with excellent security systems and variable internal conditions capable of matching almost all natural conditions.

### ORBITAL FACILITIES

At the Judge's option a ground-based port facility may also have a space-based facility.

Roll (2D)	Planetary Port	Orbital Port	Orbital Station	Orbital Dock
A		9+	Present	
B		10+	Present	
C		11+	8+	Present
D		12+	10+	Present
E		13+	12+	11+

DM of +1 for each tech level above 8

Presence of Orbital Port supersedes Orbital Station which supersedes Orbital Dock.

The size of the orbital facilities and the number and type of services available is dependent upon the population served.

Roll (2D)	Population Level	Facility Type
2 - 7	Basic	
8 - 11	Standard	
12+	Extensive	

DM of +1 for each population level above 5



Cargo Handling with a K-429 Grav Lifter

#### ORBITAL DOCK

**Basic:** In geosynchronous orbit at one of the beacon positions will be located a facility for storing cargo in space. At the minimum this will be pressurized bubble with standard cargo hatch adaptors for transferring cargo and a series of mesh wire open cages for holding materials which can be shipped and stored in vacuum. Unrefined fuel, water, and basic food supplies are available on a roll of 4+. Refined fuel is available on a roll of 11+. No replacement parts of any type are available.

**Standard:** The standard category of Orbital Dock adds a small crew of cargo handlers, several small space mules, at least one small craft capable of re-entry, and a life support facility capable of handling 100 people indefinitely. Unrefined fuel, water, and basic food supplies are always available. Refined fuel is available on a die roll of 7+.

**Extensive:** The extensive category of Orbital Dock has a facility for accommodating 50 passengers and up to 200 work crew. Several small craft are available as is scheduled cargo and passenger shuttle service to the planet below. Unrefined fuel, water, and basic food supplies are always available. Refined fuel is available on a die roll of 6+. some spare parts for standard small craft are available on a roll of 9+.

#### ORBITAL STATION

**Basic:** The Basic Orbital Station has facilities for accommodation up to 250 passengers and an at least equal number of work crew. Scheduled shuttle service to the planet below is available. Small craft are available for hire and a Type A Free Trader will be available for hire on a roll of 11+. Refined fuel, water, and basic food supplies are always available. Spare parts for standard small craft are available.



Weightless Cargo Handling

**Standard:** The standard category Orbital Station has facilities for accommodating up to 1,000 passengers and at least 500 work crew. Scheduled shuttle service to the planet below is available. Small craft are available for hire and a Type A Free Trader will be available for hire on a roll of 7+. Other types of commercial standard vessels will be available on a roll of 11+. Refined fuel, water, and basic food supplies are always available. On a roll of 9+ luxury food supplies will be available. Spare parts for most types of small craft are available and repair services for small craft are available on a roll of 7+.

**Extensive:** The extensive category of Orbital Station has facilities for accommodating up to 5,000 passengers and at least 1000 work crew. Scheduled shuttle service to the planet below is available as well as scheduled shuttle service to other significant settlements or bases in the system. Small craft and interplanetary craft of up to 500 tons are available for hire. Interstellar craft of up to 200 tons are available for hire. Interstellar vessels of up to 1000 tons are available on a roll of 7+.

## ORBITAL PORT

**Basic:** The basic Orbital Port has the capability of constructing space vessels of up to 1,000 tons displacement. It may construct jump drives and interstellar ships on a roll of 9+. It has facilities for accommodating at least 5,000 passengers and up to 5,000 work crew. Scheduled shuttle flights to the planet below as well as to all other important settlements and installations in the system are available. Small craft and interplanetary vessels of up to 1000 tons are available for hire. Interstellar vessels over 1000 tons are available. Interstellar vessels over 1000 tons are available on a roll of 8+. Refined fuel, water, and luxury food supplies are available. Repairs are available and annual maintenance is available on a roll of 7+.

**Standard:** The Standard category Orbital Port has the capability of constructing vessels of up to 10,000 tons displacement. It has the ability to construct jump drives for its largest ships. It has facilities for accommodating at least 10,000 passengers and up to 10,000 work crew. Scheduled shuttle flights to the planet below as well as to all other

important settlements and installations in the system are available. Small craft and interplanetary and interstellar vessels up to 10,000 tons are available for hire. Interstellar vessels over 10,000 tons are available on a roll of 8+. Refined fuel, water, and luxury food are available. Repairs are available as well as annual maintenance.

**Extensive:** The extensive category Orbital Port has all the capabilities of a space going city. It has the capability of constructing vessels of up to 100,000 tons displacement. It has the ability to construct jump drives for its largest ships. It has facilities for accommodating at least 50,000 passengers and up to 50,000 work crew. Scheduled flights to the planet below as well as to all other important settlements and installations in the system are available. Small craft and interplanetary and interstellar vessels of up to 50,000 tons are available. Vessels of over 50,000 tons are available on a roll of 8+. Refined fuel, water, and luxury food are available. Repairs and annual maintenance are available.

A special category exists for those extremely large Orbital Ports in systems with populations of A and tech levels E and above. These special Orbital Ports build ships of 1,000,000 tons and above. They are in fact a complete industrial complex in space capable of producing any device or item of their tech level.

### STARPORT WORKING CRAFT

Several different types of interplanetary small craft are common to starports. The number and types available at any particular starport may be set by the Judge or determined from the table below.

	Shuttle	Tug	Rescue Tug	Rescue Missile
A	Present (3-18)	Present (2-12)	Present (1-6)	Present (2-12)
B	Present (2-12)	Present (1-6)	8+ (1-3)	Present (1-6)
C	Present (1-6)	7+ (1-3)	10+ (1)	7+ (1)
D	8+ (1-3)	9+ (1)	12+ (1)	9+ (1)
E	10+ (1)	11+ (1)	14+ (1)	11+ (1)
X	-----	-----	-----	-----

In each column the first number indicates whether that type of vessel is present or the number on two dice necessary for it to be present. The number in parenthesis indicates the actual number present. An optional die modifier may be added if orbital facilities are present: Orbital Dock +1, Orbital Station +3, Orbital Port +5.

### SHUTTLE

Access to planetary surfaces by ships incapable of landing themselves is made using shuttles which are present at a starport, or which are carried by the starship itself. Shuttles have a mass displacement of 95 tons, are capable of 3 Gs of acceleration, and can carry up to 30 passengers. They have a cargo hold capacity of 80 tons and fuel capacity of 9 tons. Shuttles are unarmed, and are capable of cargo transfer in vacuum. Base price for a shuttle is CR 33,000,000.

Length: 28 meters (92 feet)    Span: 33 meters (108 feet)    Height: 7 meters (23 feet)

The Shuttle from M, C & S Engineering is a heavy load workhorse. The integral scramjets permit fuel economy during atmospheric flight but are not convertible to skim refueling. A special refueling scoop assembly is fitted to the dorsal surface, the internal tank capable of holding 60 tons. The rear wings may be folded to reduce the Span to 15 meters (49 feet).

## TUGS

These vessels are built for interplanetary use only and are seldom streamlined for atmospheric maneuver. They are fitted with the most powerful maneuver drives practical for the express purpose of moving objects in space. A typical tug might displace 100 tons of which 15 tons is a Maneuver Drive (H), 25 tons is a Powerplant (H), 40 tons is Fuel, and 20 tons is Bridge and Life Support for two crew members. This tug could then move 1000 tons of load at 1 G acceleration by Book 2 rules. (Book 5 rules would permit this vessel to push 750 tons at 1 G). Universal Grapples and attachment points are built into the hull structure so that the Tug can attach firmly to anything. These grapples and attachment points also permit the use of external L-Hydride for additional flexibility. Normally unarmed, Tugs have exceptionally powerful communications equipment and a larger computer capacity than necessary. Base price for a Tug is CR 110,000,000.

## RESCUE TUGS

These vessels are constructed similarly to other Tugs but have a modular cargo section of 40 tons additional. At the orbital base station several different types of modules are preloaded to deal with different types of emergency. Type A is for repair of maneuver drives and power plants. Type B is for Life Support Repair and medical treatment. Type C contains basic facilities for both engineering and Life Support repair. Each module has minimum life support facilities and provision for two specialist crew members. These specialists will have expertise in Engineering or Medical skills as appropriate. Rescue Tugs displace 150 tons, the additional being 10 tons of crew staterooms and 40 tons of replaceable module. The base price for the Rescue Tug is CR 120,000,000 with each module costing an additional CR 120,000,000 owing to the expensive tools, spare parts, or medical supplies.

## RESCUE MISSILE

This piece of equipment is often maintained at Orbital Stations and Bases as well as other remote deep space locations. Its purpose is to save lives only. It has a mass of 40 tons and a sophisticated on board computer. It is launched on a preset course to match the trajectory of any stricken vessel. Once nearby it homes in on the distress beacon and then releases its payload. The cargo is a 15 ton inflatable Life Support System capable of sustaining 50 people for 20 days. It is stocked with several emergency Vacuum Suits and medical gear. A set of communications gear is also provided. Because it is unmanned and intended for a one way trip only, it travels at 12 Gs (Maneuver 12). The base price for the Rescue Missile is CR 20,000,000.

## STARPORT GENERATION TABLES

The following Tables are intended as an aid in keying your maps and imagination jogging for the active referee to extrapolate upon. They are not to be used religiously but with judgement and discretion when "fleshing" out the Starbase.

Class A Tables 1-20  
Class B Tables 1-12  
Class C Tables 1-10  
Class D Tables 1- 6  
Class E Tables 1- 3  
Class X Tables 1

### BEACONS & SMART BEACONS

#### Table 1

1. Survey Beacon
  2. Recording & Warning Survey
  3. Imperial Navy Beacon w/Automated Defense\*
  4. Disaster Diary Scouts' Beacon
  5. Surveillance Beacon with Self Destruct\*
  6. Robot Controlled Private Beacon\*
- \* Emergency stores present with password.  
Beacons may not be functioning properly (1 on 1D6)

#### MALFUNCTION & NON-FUNCTION REASONS

1. Fused Power Supply
2. Sabatoged
3. Computer Aberration
4. Natural Catastrophe
5. Planned Obsolescence
6. Antenna Collision

### ARTIFICIAL SATELLITES

#### Table 2

1. Scouts' Supply Pod
2. Navy Ammo Dump
3. Phenomena Monitoring Autolab
4. Electromagnetic Jamming & Supression
5. Derelict
6. Anomaly Artifact of the Ancients

### ARTIFICIAL SATELLITES

#### Table 3

1. Space Antenna (300+Meters)
  2. Trajectory Control
  3. Automated Navy Field Hospital
  4. Electromagnetic Jamming & Supression
  5. Orbiting Laboratory\*
  6. Colonial Supply Pod
- \* Possibly Manned (1on 1D6)

### NAMED SPACE COLONIES

#### Table 4

1. Naval Headquarters & Training Facility
2. Ship Repair Drydoc
3. Sentinel Forward Reaction Force
4. Planet-forming Skybase
5. Penal Colony-Maximum Security
6. Industrial Complex

### LANDING PADS

#### Table 5

1. 1000 ton
2. 2000 ton
3. 3000 ton
4. 4000 ton
5. 5000 ton
6. 6000 ton

### GROUND FACILITIES

#### Table 6

1. Hanger
2. Warehouse
3. Base Administrations
4. Hostel
5. Private Installation
6. Fuel Dump

### STARBASE FACILITIES

#### Table 7

1. Starport Security
2. Minor Repair Shop
3. Replacement Warehouse
4. Restaurant & Hostel
5. Small Industrial Complex
6. Private Entertainment Complex

### LARGE LANDING PADS

#### Table 8

1. 10,000 ton
2. 20,000 ton
3. 30,000 ton
4. 40,000 ton
5. 50,000 ton
6. 60,000 ton

## OFF-BASE FACILITIES

Table 9

1. Astronomical Complex
2. Hostel & Crew Quarters
3. Defense Force Command Headquarters
4. Visual Display Star Chart & Plot Complex
5. Residential Mega-Mall
6. Environmental Equipment & Sanitation

## ENLARGED ARTIFICIAL SATELLITES

Table 10

1. Astronomical Sensor
2. Spectroscopic Instrumentation Analysis
3. Laboratory-Data Assimilation & Recovery
4. Power Collection & Transmitting
5. Resort & Auditorium
6. Near Planet Off-Loading & Customs

## NEAR-BASE FACILITIES

Table 11

1. Hydrogen Separator & Maintenance
2. Power Distribution & Utility Control
3. Hospital & Medical Facilities
4. Imperium Security & Cultural Exchange
5. Naval Security & Sector Pursers
6. Nightclub, Floorshow, & Gaming Complex

## ON-BASE FACILITIES

Table 12

1. Military Industrial Complex
2. Electronics & Robotics Laboratory
3. Strategic Combat Computer Planning Center
4. College & Training Complex
5. Cross-cultural Hostel & Resort Mall
6. Imperium Research Center & Scout HQ

## STORE & STORAGE SATELLITES

Table 13

1. Water & Atmosphere Store
2. Hydroponic Garden Store
3. Deep Spacecraft Parts Store
4. Deep Space Drydock Repair
5. Industrial Warehouse
6. Customs Impound Warehouse

## ENLARGED OFF-BASE FACILITIES

Table 14

1. Industrial Office Complex
2. Industrial Manufacturing Complex
3. Residential Mega-Complex
4. Governmental Office Bureau
5. Interstellar Trade Commission Center
6. Officer's Training Center

## ENLARGED NEAR-BASE FACILITIES

Table 15

1. Optics & Crystal Imagery Gallery
2. Floating Gardens
3. Gravitic Sports Auditorium
4. Protected Species & Zoological Center
5. Computer Parts Unlimited Warehouse
6. Speedy Ships Repair Franchisee

## SUBURBAN BASE FACILITIES

Table 16

1. Middle Class Residential Complex
  2. Noble Estate\*
  3. Planetary Resource Exploitation Center
  4. Atmospheric Airport
  5. Recovery & Biosculpting Psycho-Crisis Center
  6. Engineering & Technical College
- \*Private landing pad (1 in 1D6)

## ENLARGED SPACE COLONIES

Table 17

1. Astronomical Observatory
2. Resort & Gambling Center
3. Deep Space Construction Colony
4. Imperium Naval Ship Repair
5. Imperium Mothball & Scrapping
6. Imperium Sector Research Headquarter

## ENLARGED SUBURBAN FACILITIES

Table 18

1. Planetary Defense Complex
2. Alien Residential & Trade Compound
3. The Thousand Guilds Bureau Offices
4. Society of the Imperial Aristocracy Hostel
5. Commoner's Hostel & Entertainment Resort
6. Upper Class Complex & Private Estates

## CLOSE METROPOLITAN FACILITIES

Table 19

1. Subterranean Residential Mega-Complex
2. Cloud-Level Residential Complex
3. Weapons Repair & Arms Merchant
4. Architect, Engineers, & Legal Complex
5. Imperium Licensing & Charter Center
6. Banking & Exchange Center



# LINKED SPACE COLONIES

Table 20

1. Major Ship Design & Construction Yards
2. Social Research & Subcultural Preservation Colonies, United
3. Imperium Capital Ship Repair & Enhancement Colonies
4. Belt Mining & Uninhabited Planet Explorations Conglomerates
5. Meteor & Asteroid Resource Water & Atmospheres Supply Colonies
6. Population Overflow Concentration & Reshipment Colonies

## WAREHOUSE: CONTENTS

- Class A Use 1D6+4
- Class B Use 1D6+2
- Class C Use 1D6
- Class D Use 1D6-2
- Class E Use 1D6-4

## CARGO PODS

1. Deep Space-Inertial Compensated
2. Controlled Atmosphere
3. Gravity & Atmosphere Controlled
4. Alien Environment
5. Hospital-Emergency
6. High Gravity
7. Anti-Corrosive
8. Zoological-Adjustable Environment
9. Passenger Shuttle
10. Field Protected-Plasma Container

## LOAD PACKS

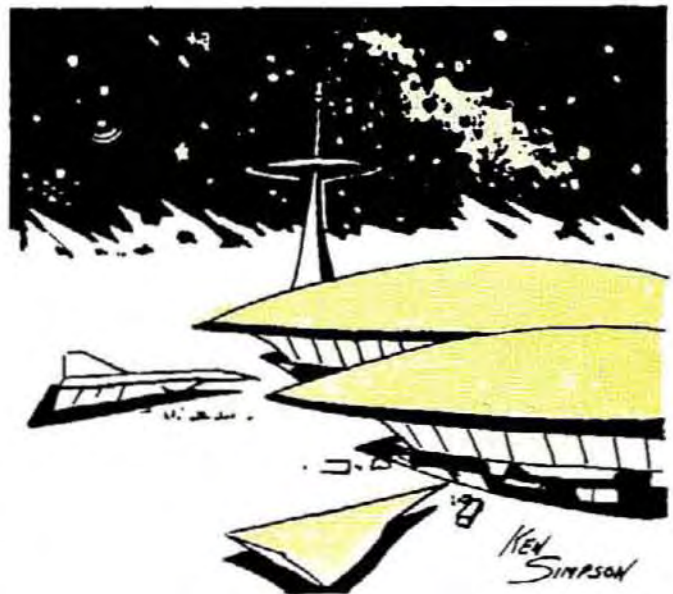
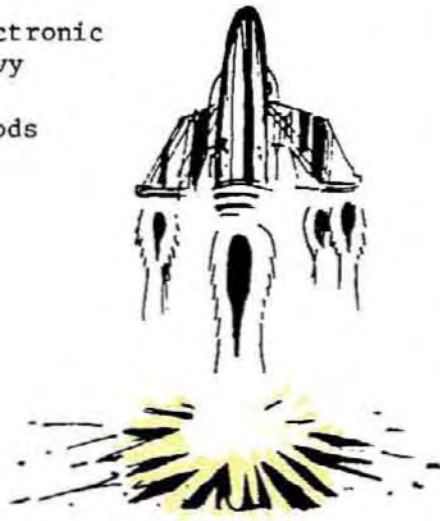
1. Stressed Titanium
2. Acid
3. Fuel Additive
4. Gas-Methane or Other
5. Mail Parcels
6. Aliens
7. Equipment-Electronic
8. Equipment-Heavy
9. Raw Materials
10. Mercantile Goods

## CONTRABAND

1. Drugs
2. Exotic Goods
3. Aliens
4. Endangered or Restricted Species
5. Weapons
6. Slaves
7. Illegal Robots
8. Intelligence Reports
9. Agents & Spies
10. Restricted Technologies

## EXOTIC GOODS

1. Gems or Jewelry
2. Alien Artifacts
3. Research Equipment
4. Delicacies
5. Restricted Data
6. Manufacturing Equipment
7. Rare Processing Goods or Ores
8. Biological Parts
9. Pets
10. False Identification Paraphernalia



For starbase technical repair personnel the following method may be used and expanded.

### TECHNICAL DEGREES

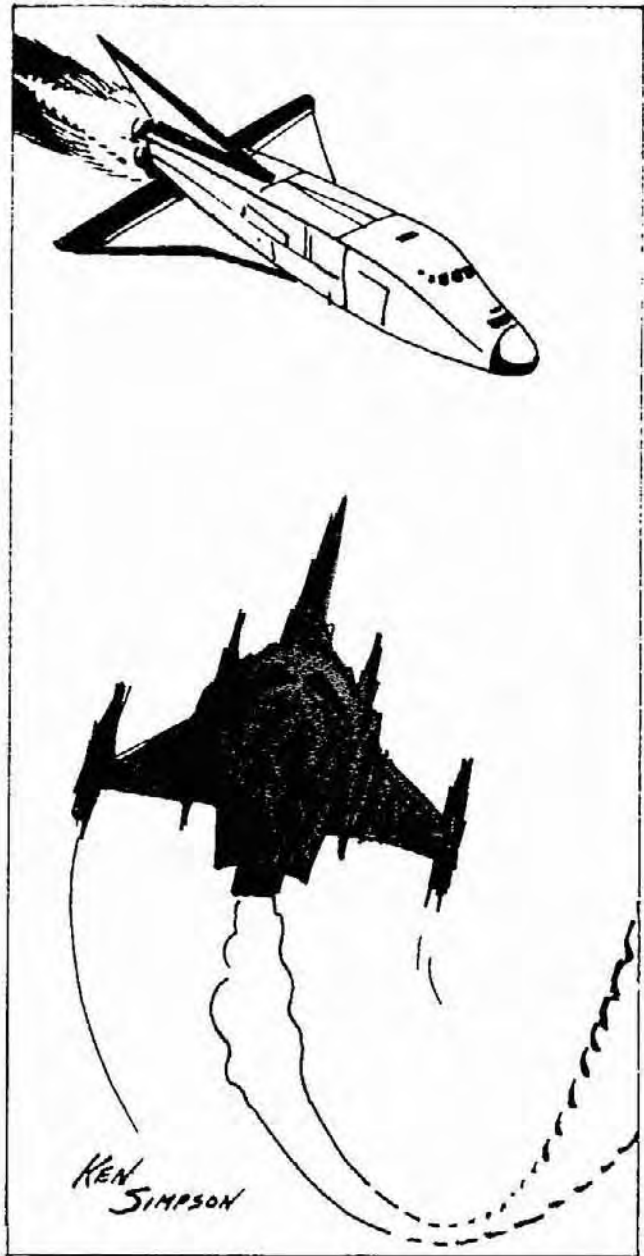
1. Hyper-Drive Technology
2. Aerospace Nuclear/Hydrogen Drives
3. Launch & Mining Platforms
4. Computer Defense Programs & Computers
5. Interplanetary Propulsion Systems
6. Particle Accelerators
7. Low-Orbit Base Mechanics
8. Deep Space Base Mechanics
9. Robotic Mechanics
10. Laser Technologies & Applications

### TECHNICAL CERTIFICATES

1. Astronautics
2. Human Engineering
3. Weapons Master
4. Auxiliary Navigation
5. Gravitics
6. Chemical Thrust Systems
7. Liquid Fueling
8. Gargantuan Structural Mechanics
9. Shields & Armor
10. Extraction & Processing

### TECHNICAL DOCTORATES

1. Sub-Atomic Mechanics
2. Micro Circuitry Mechanics
3. Radiation & Electro-Mechanics
4. Robotics
5. Micro-Robotics
6. Electron Analysis
7. Hyper Space Mechanics
8. Plasma Mechanics
9. Weapons
10. Drives



The Tech Guild ranks their members not just by classroom education but through a comprehensive series of qualifying tests. The tests are ranked on a scale of one to ten.

Techmen are identified by their rank and education as follows/ 5-8, 3-3, 6-5, 1-2. The five indicates the Technician has his formal education in Gravitics and has past test 8 in that field of expertise. He also has a degree in Launch & Mining Platforms (3) with a rank of 3. He has a doctorate in Electron Analysis and has past test 5 in Electron Analysis. He has a second doctorate in Sub-Atomic Mechanics of rank 2.

**Class**

**Planet**

**Location**

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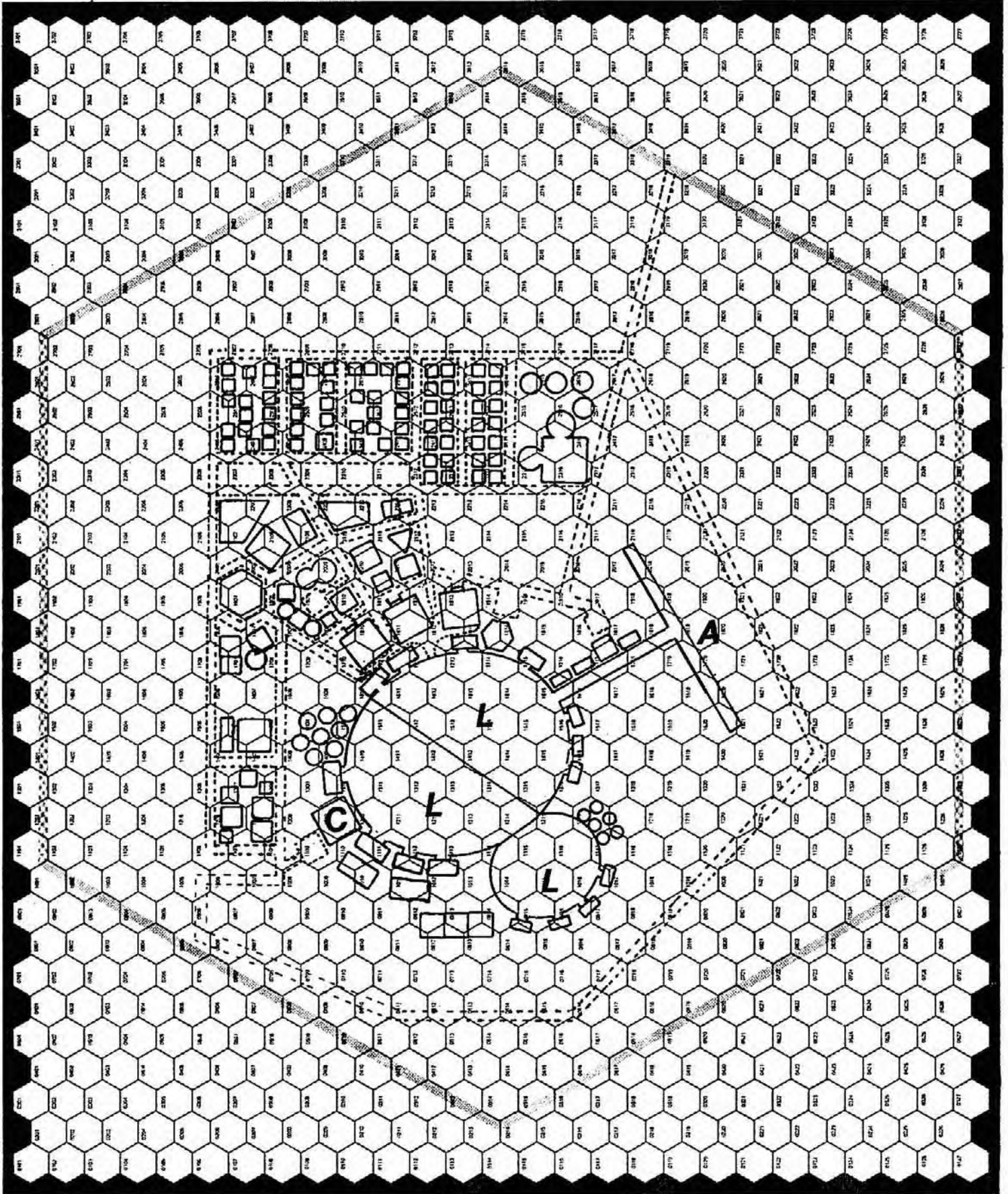
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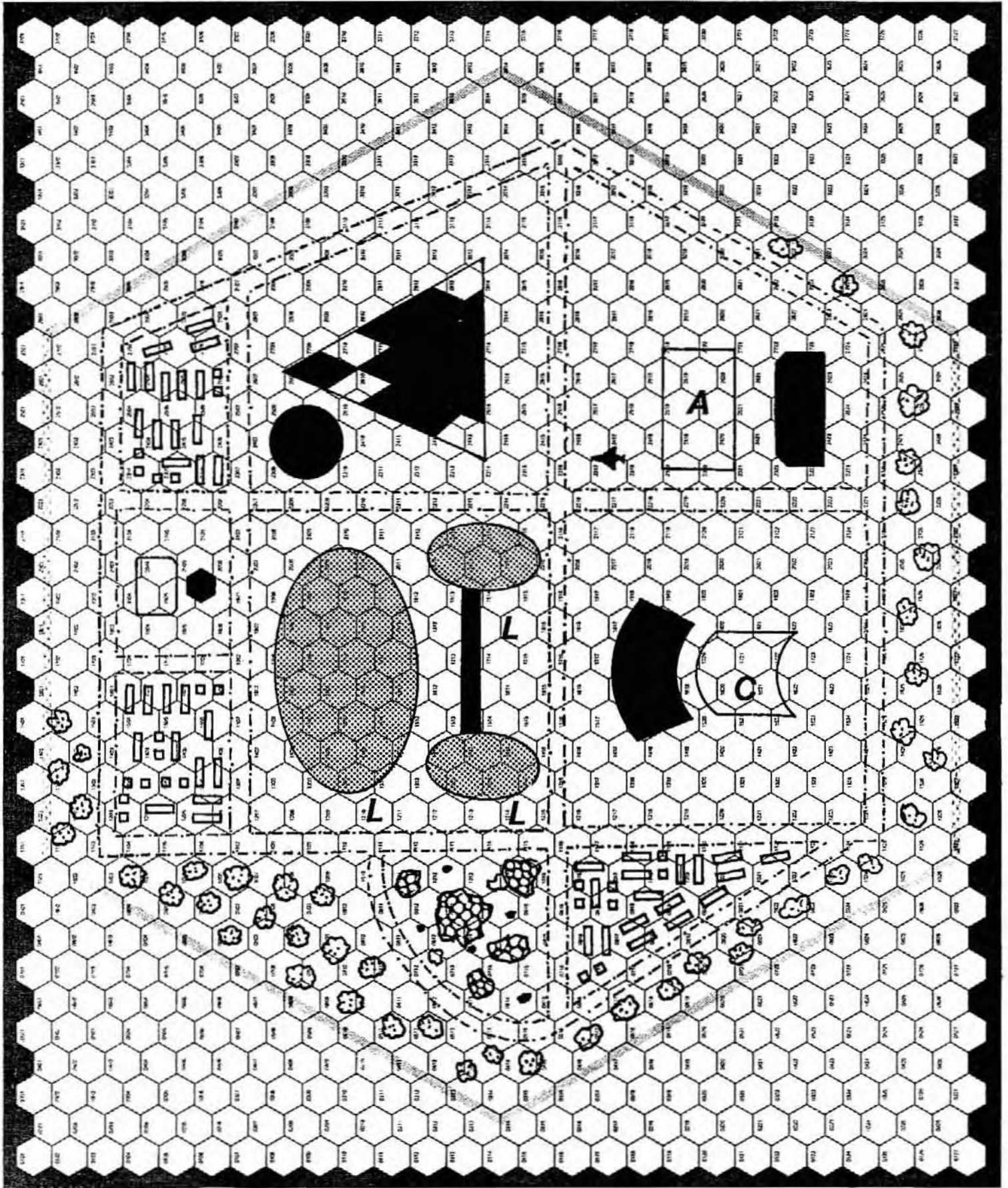
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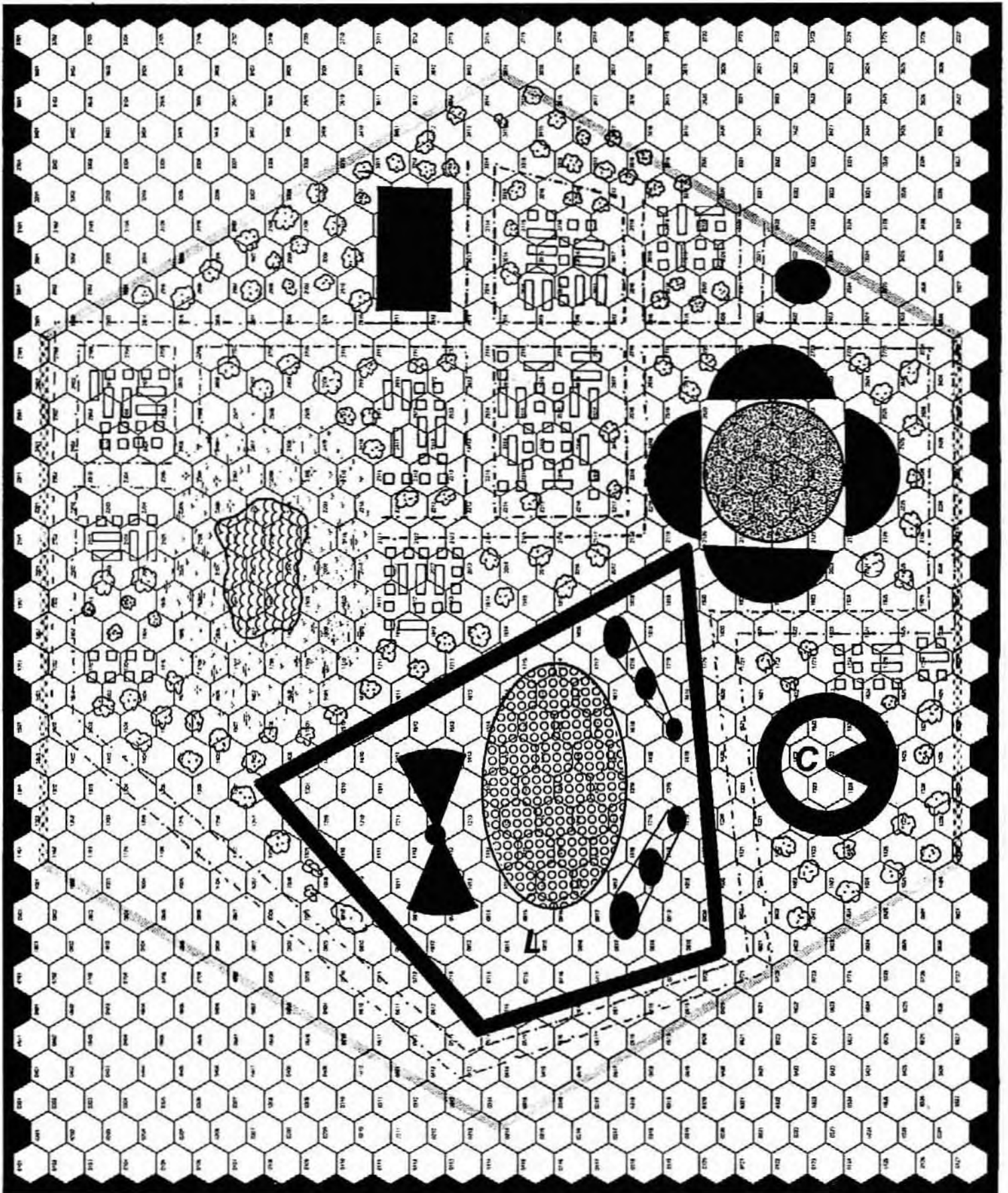
**Location**

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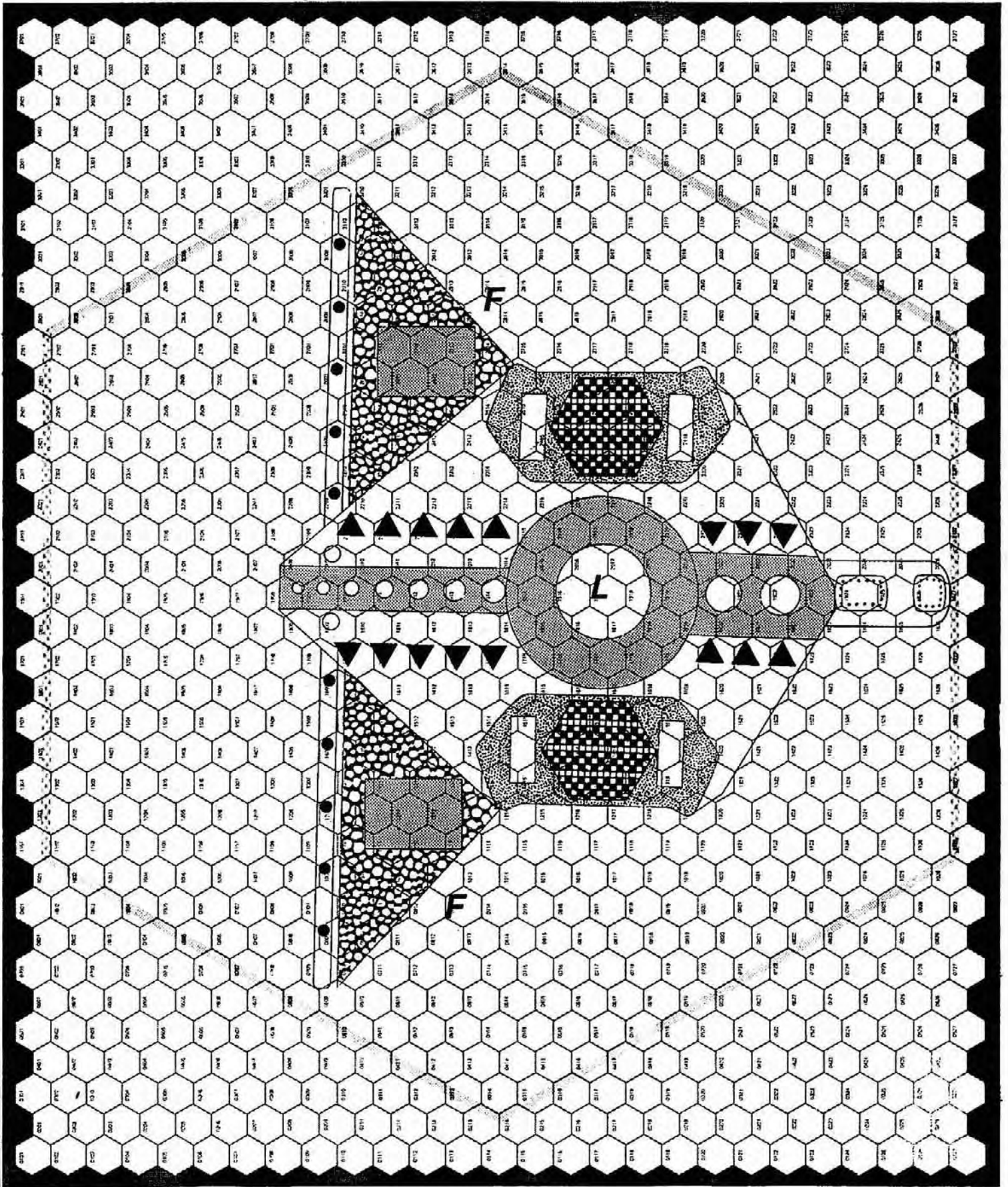






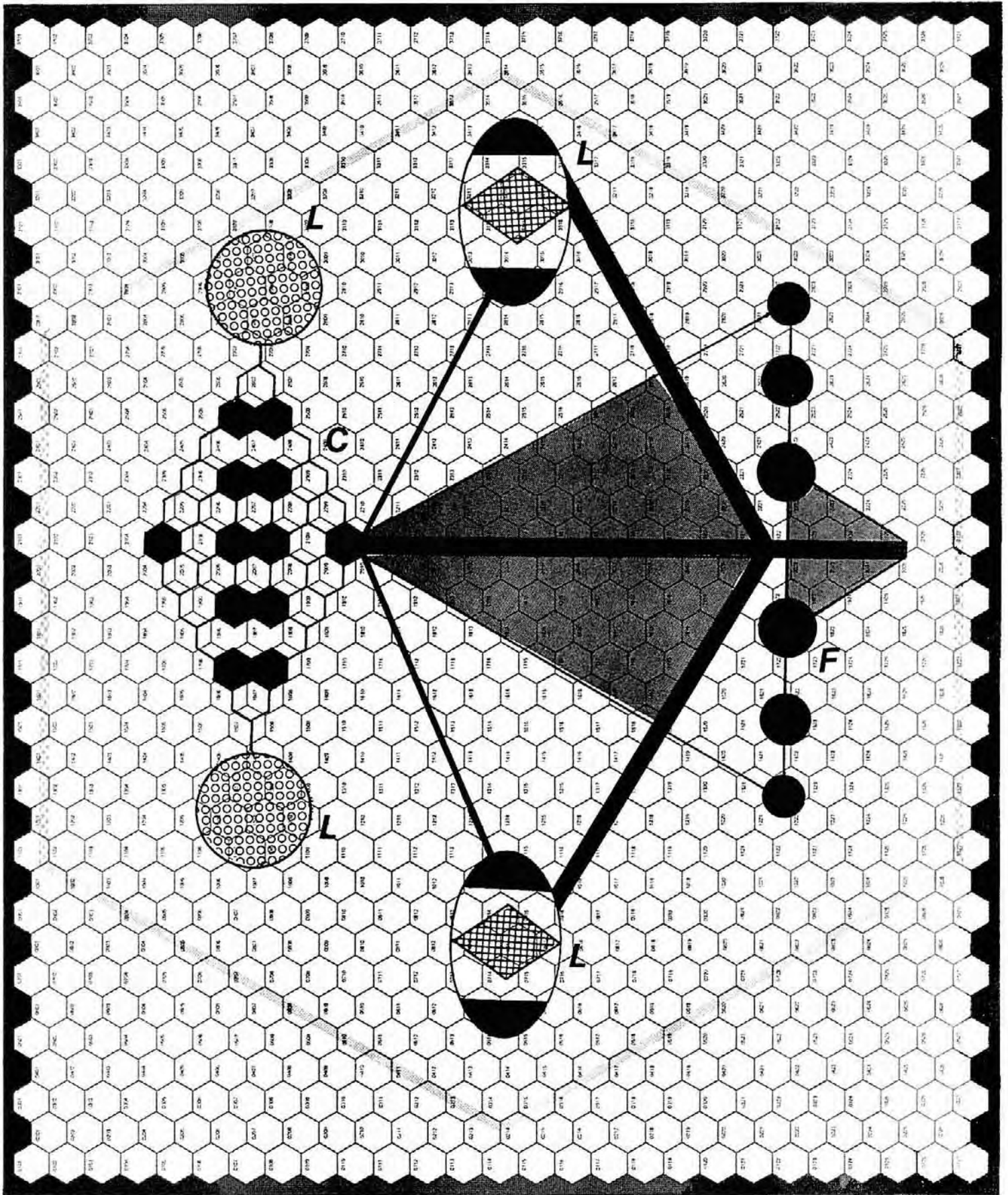


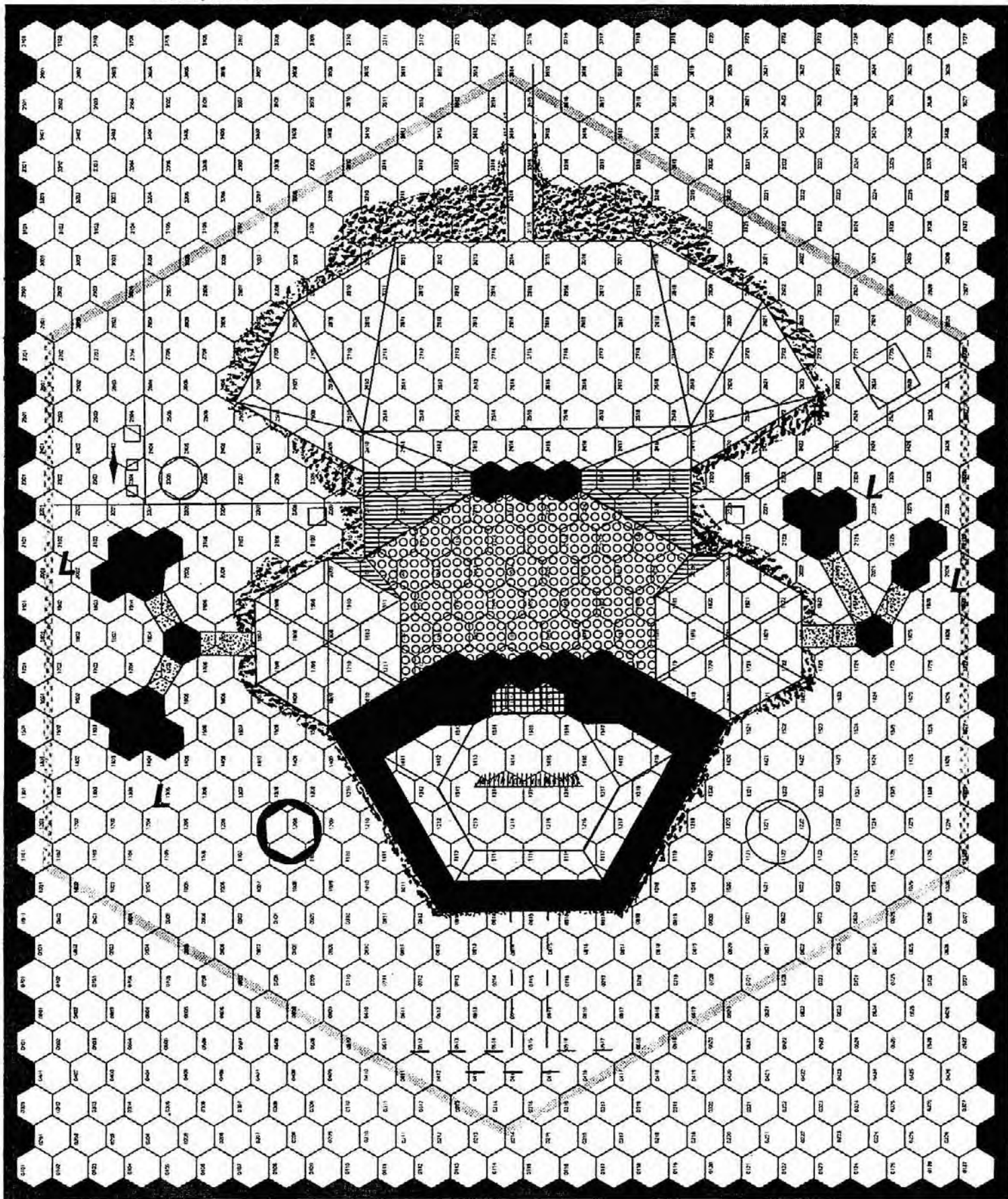


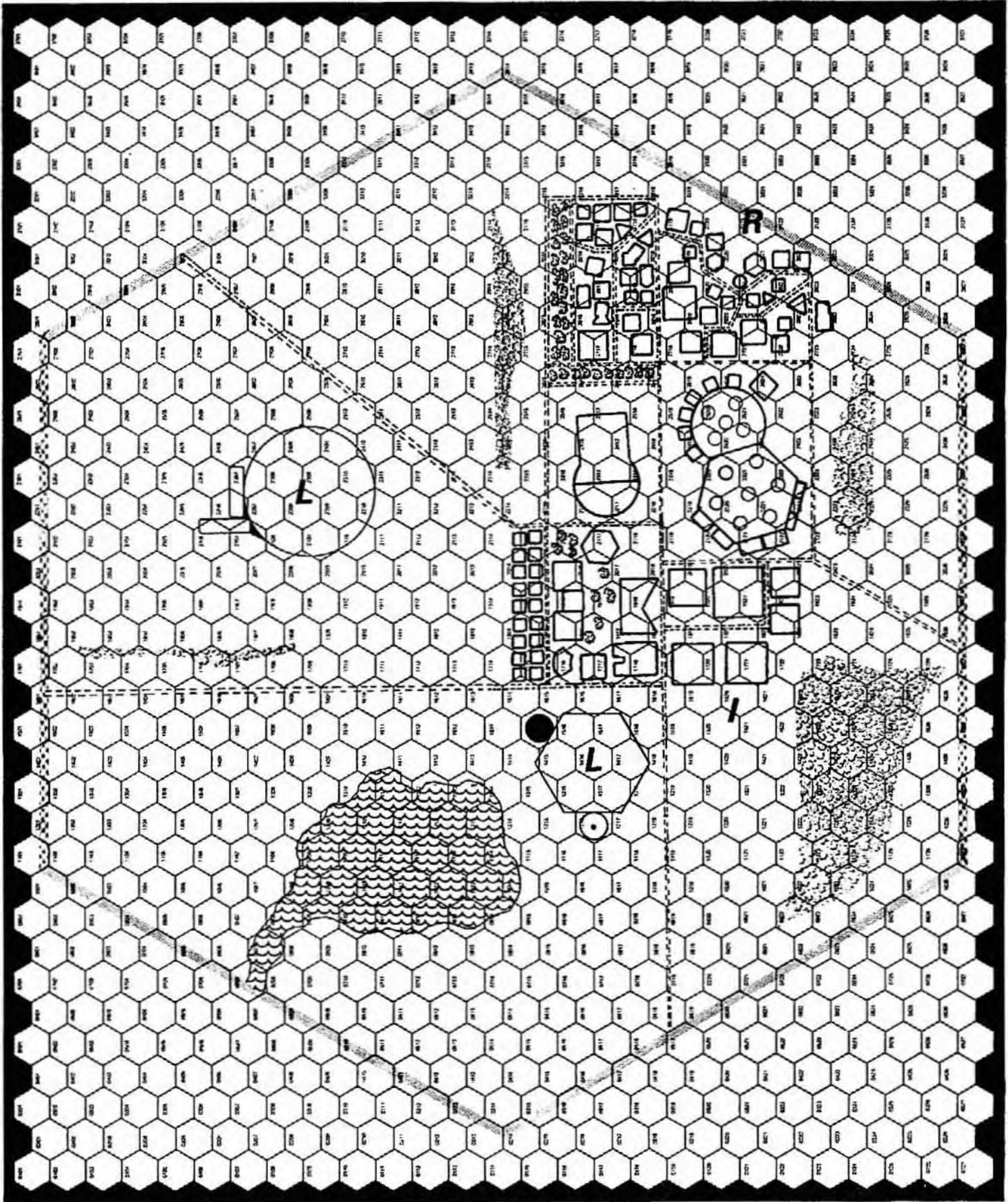


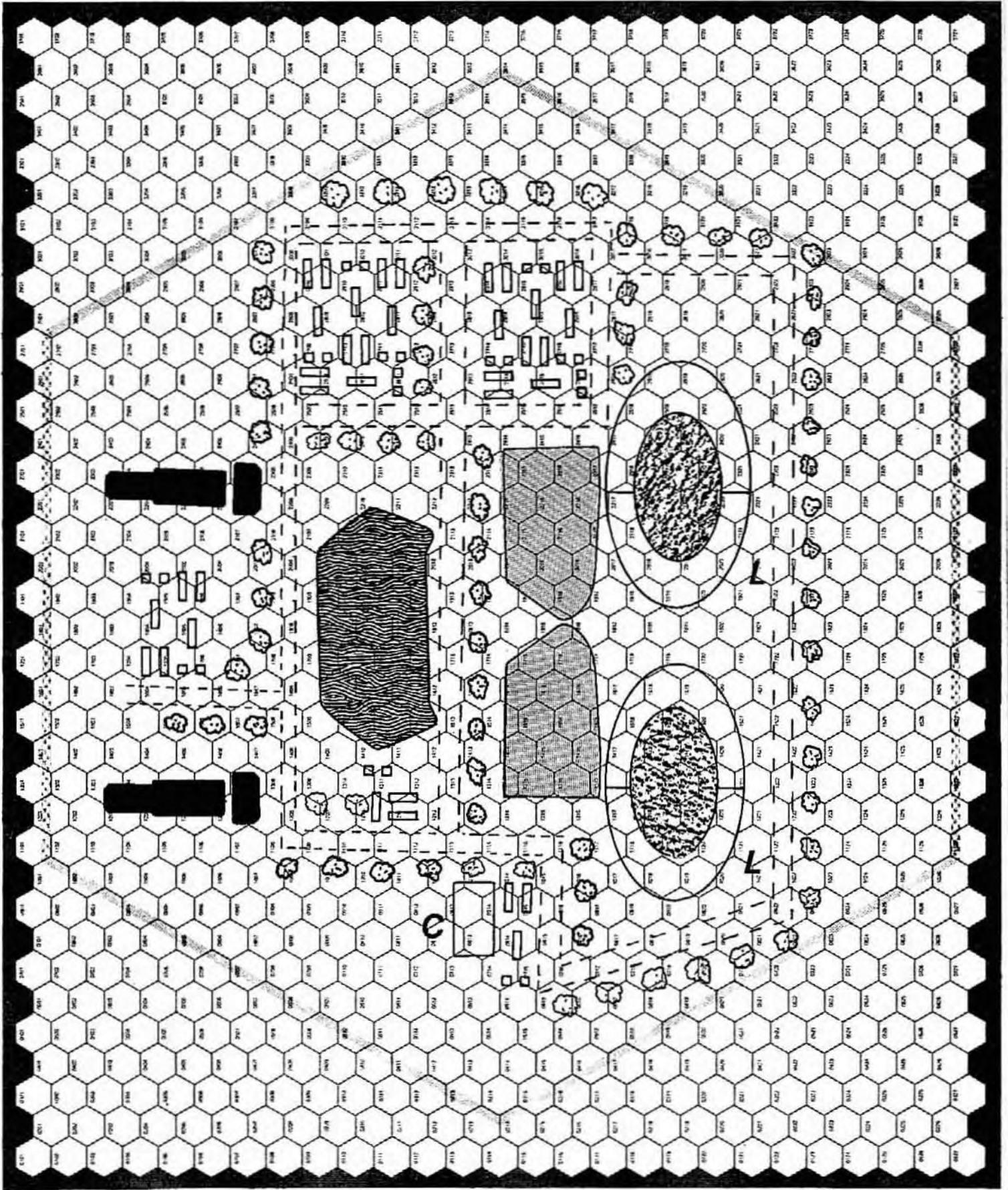
















# Judges Guild Map Key

STARBASE \_\_\_\_\_ SYSTEM \_\_\_\_\_

LOCATION \_\_\_\_\_ TECH \_\_\_\_\_ LAW \_\_\_\_\_

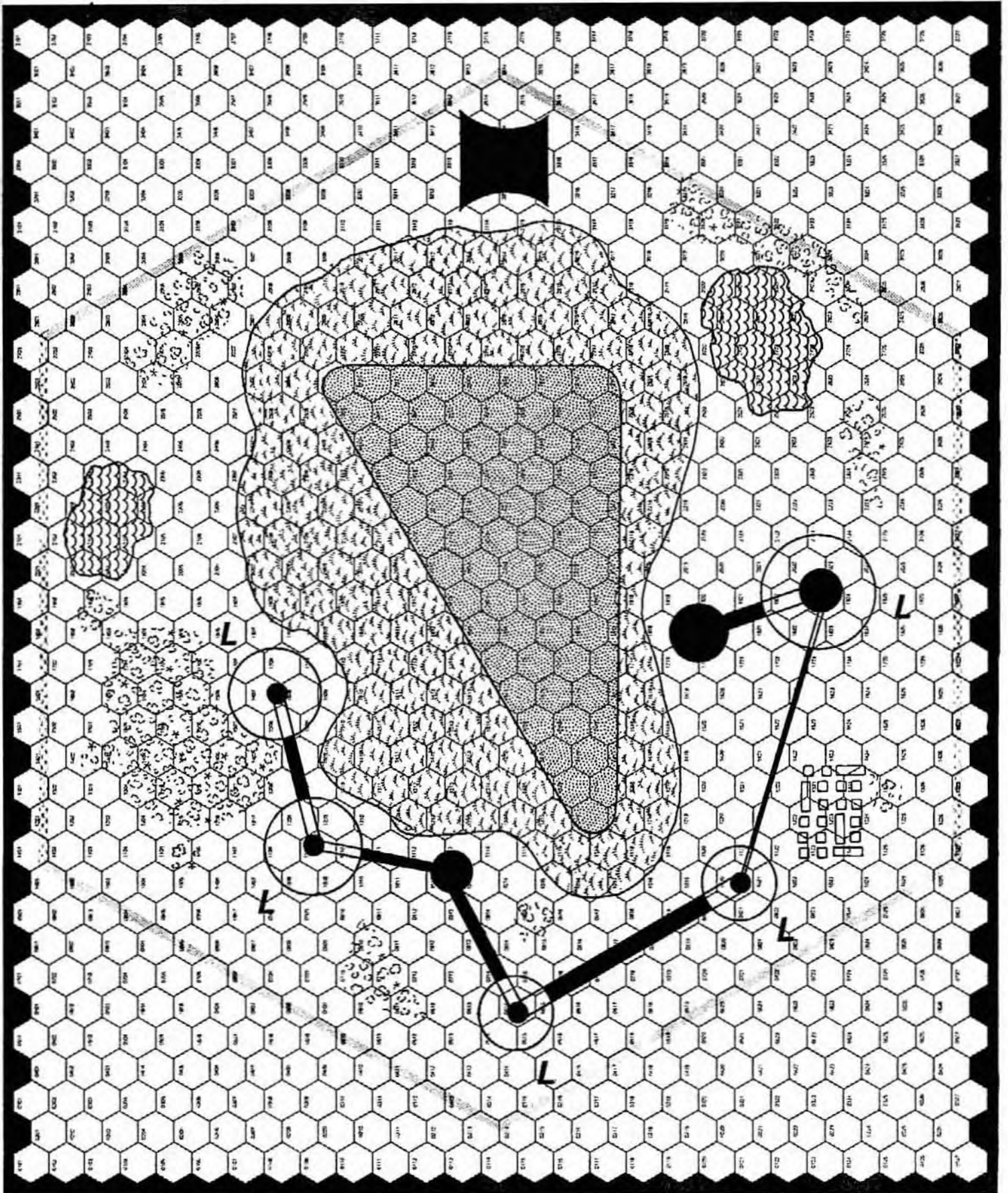
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- B BUILDING SLIP
- C CONTROL TOWER
- D DEMOLITIONS
- E EMERGENCY CENTER
- F FUEL TANKS
- G GOVERNMENTAL
- H HOSPITAL
- I INDUSTRIAL
- J JAMMING
- K MART OR MALL
- L LANDING PAD
- M MARINES
- N NAVAL
- O OTHERS
- P POLICE
- Q QUARTERS
- R RESIDENTIAL
- S SCOUTS
- T TRAVELLERS AID
- U UNDERGROUND
- V VACUUM
- W WEAPONS STORE
- X GUN EMPLACEMENT
- Y MAGAZINE
- Z ZOOLOGICAL
- I RESTRICTED
- II FORBIDDEN

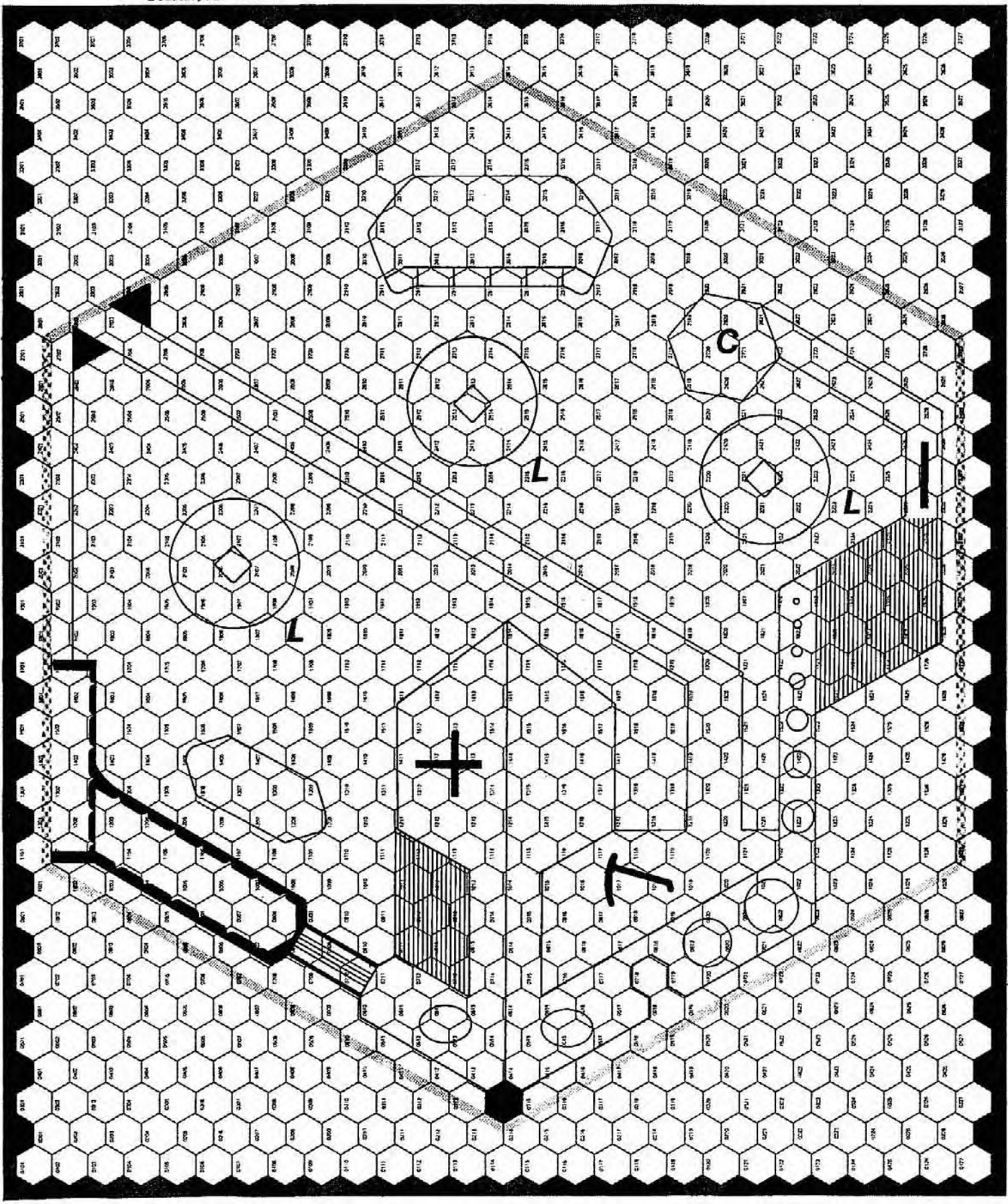
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- & HELICOPTER
- @ ENTERTAINMENT
- \$ FINANCIAL
- † OFFICERS
- ↓ SQUAD
- †† COMPANY
- ⊙ REPAIR
- † HEADQUARTERS
- ONE WAY
- ++ VEHICLES ONLY
- ° SEWER ENTRANCE
- § ALIEN CENTER
- £ CUSTOMS
- GUARD POST
- AFV
- APC
- \* STAR CHARTS
- + SEARCHLIGHT
- = FLESHETTE MINES
- ¶ MONITORING
- ? ALIEN OUTPOST
- # MESH FENCE
- € HOSTEL
- \* COMPUTER CENTER
- ‡ CARGO
- ‡‡ WAREHOUSE
- I AIRPLANE
- || POWER STATION
- BLOCKHOUSE
- ARTILLERY
- MISSILE HARDPOINT
- ⊙ ANTI-AIRCRAFT
- ⊕ HYDROPONICS
- WALL
- ⊗ MINE FIELD
- ⊘ GATE
- ⊘-Q VEHICLE GATE
- > ELECTRIC FENCE
- ~ BARBED WIRE

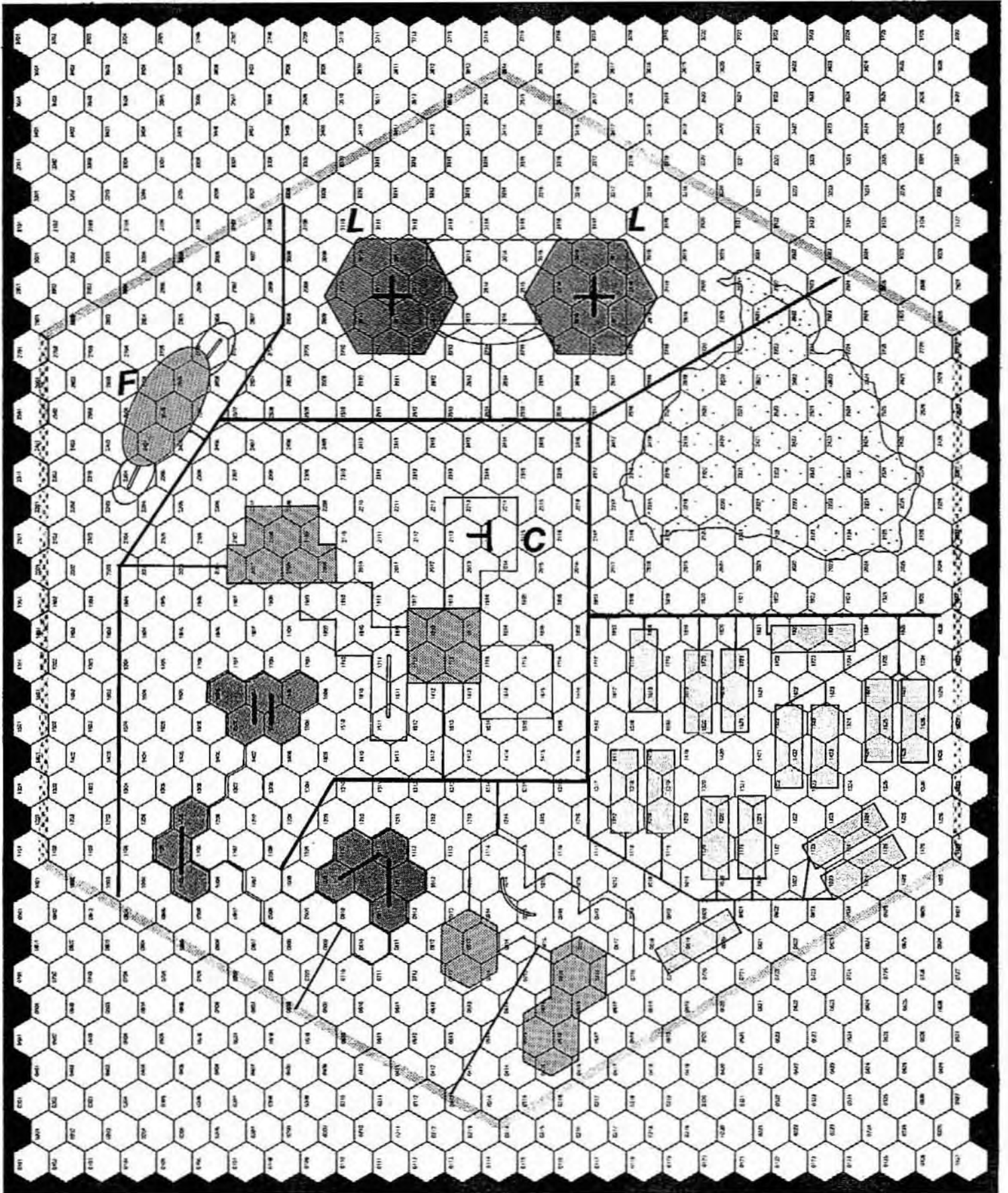
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- RED \_\_\_\_\_
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- GREEN \_\_\_\_\_
- ORANGE \_\_\_\_\_
- BROWN \_\_\_\_\_
- PURPLE \_\_\_\_\_

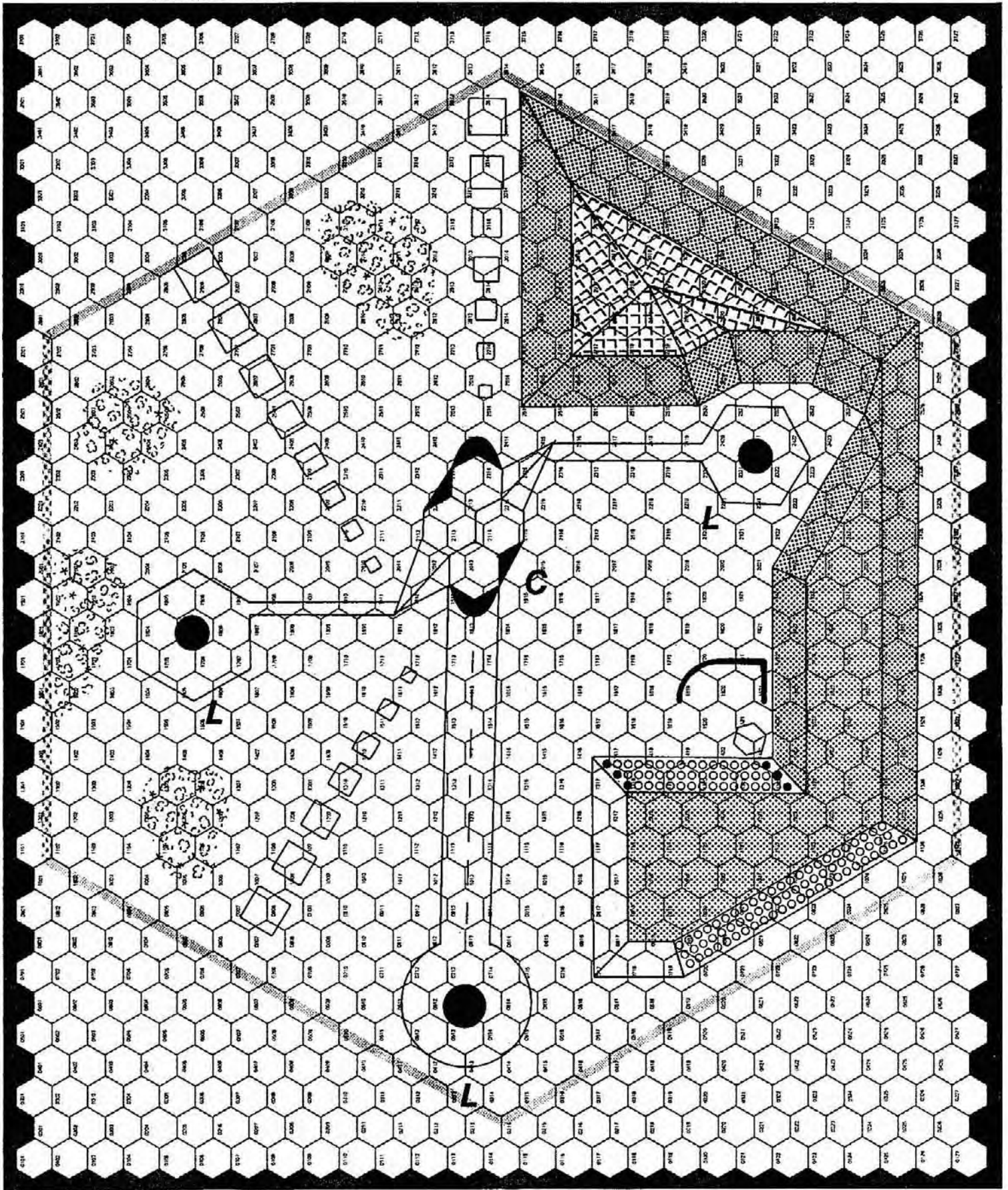
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LOCATION \_\_\_\_\_ TECH \_\_\_\_\_ LAW \_\_\_\_\_



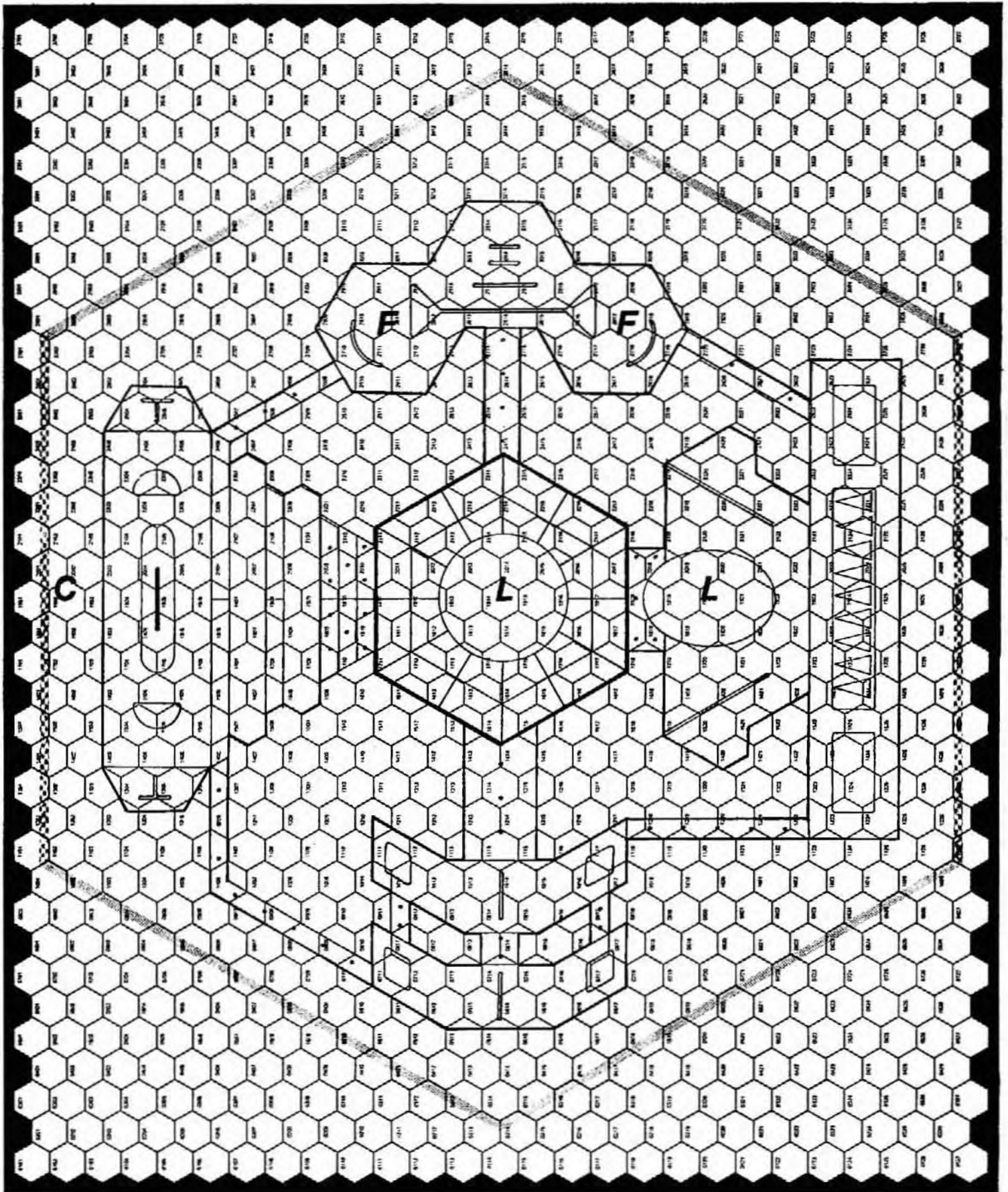




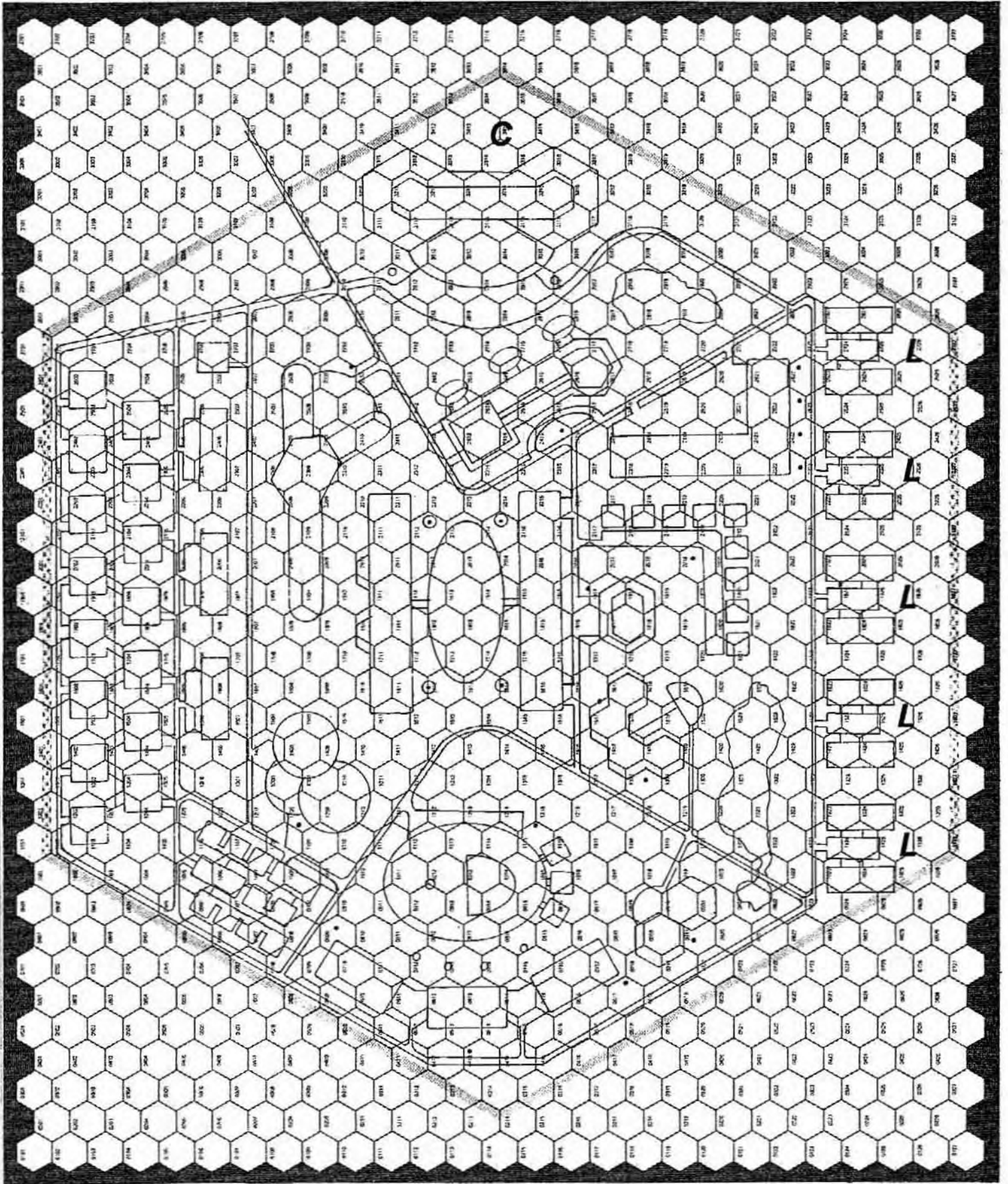


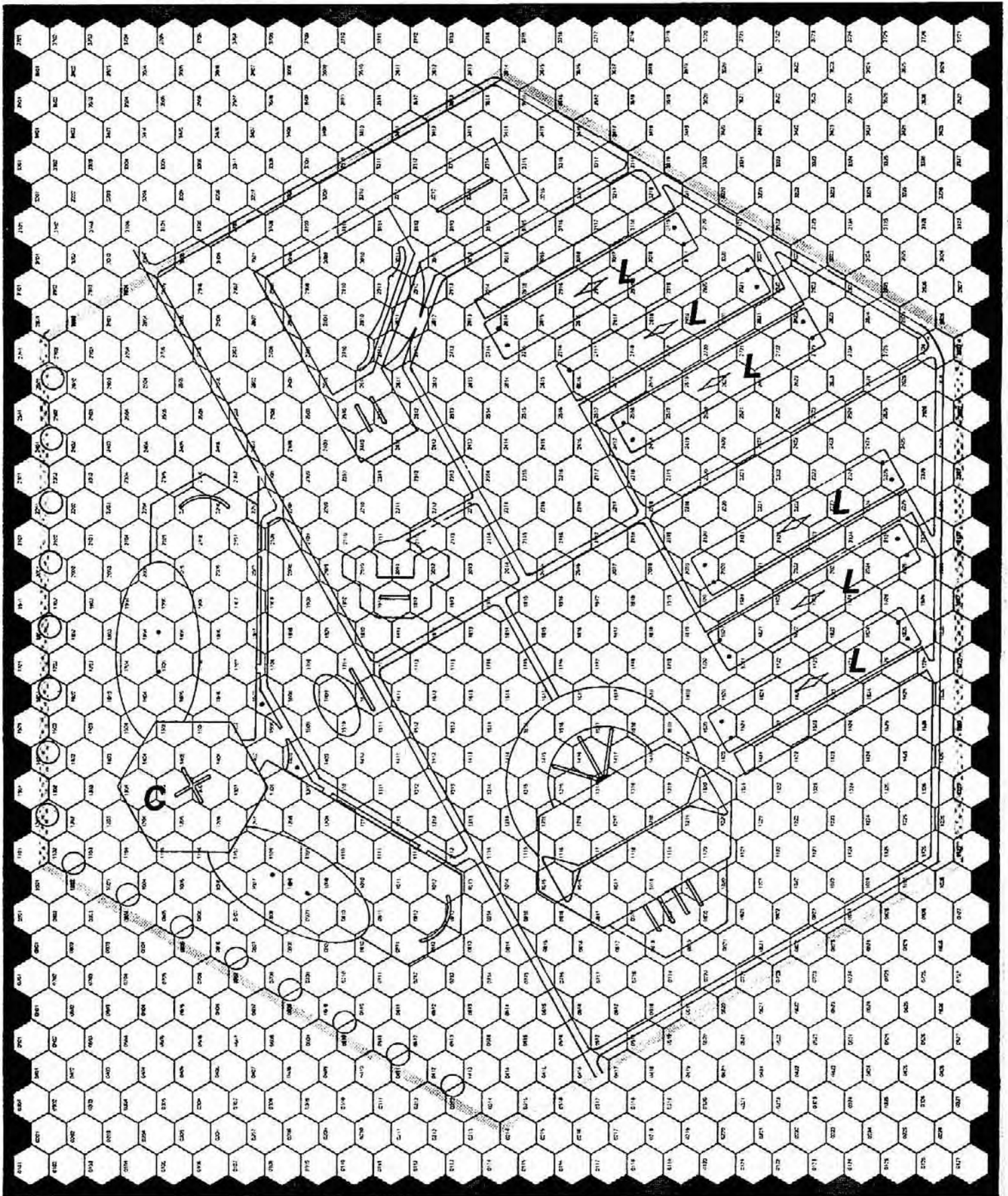


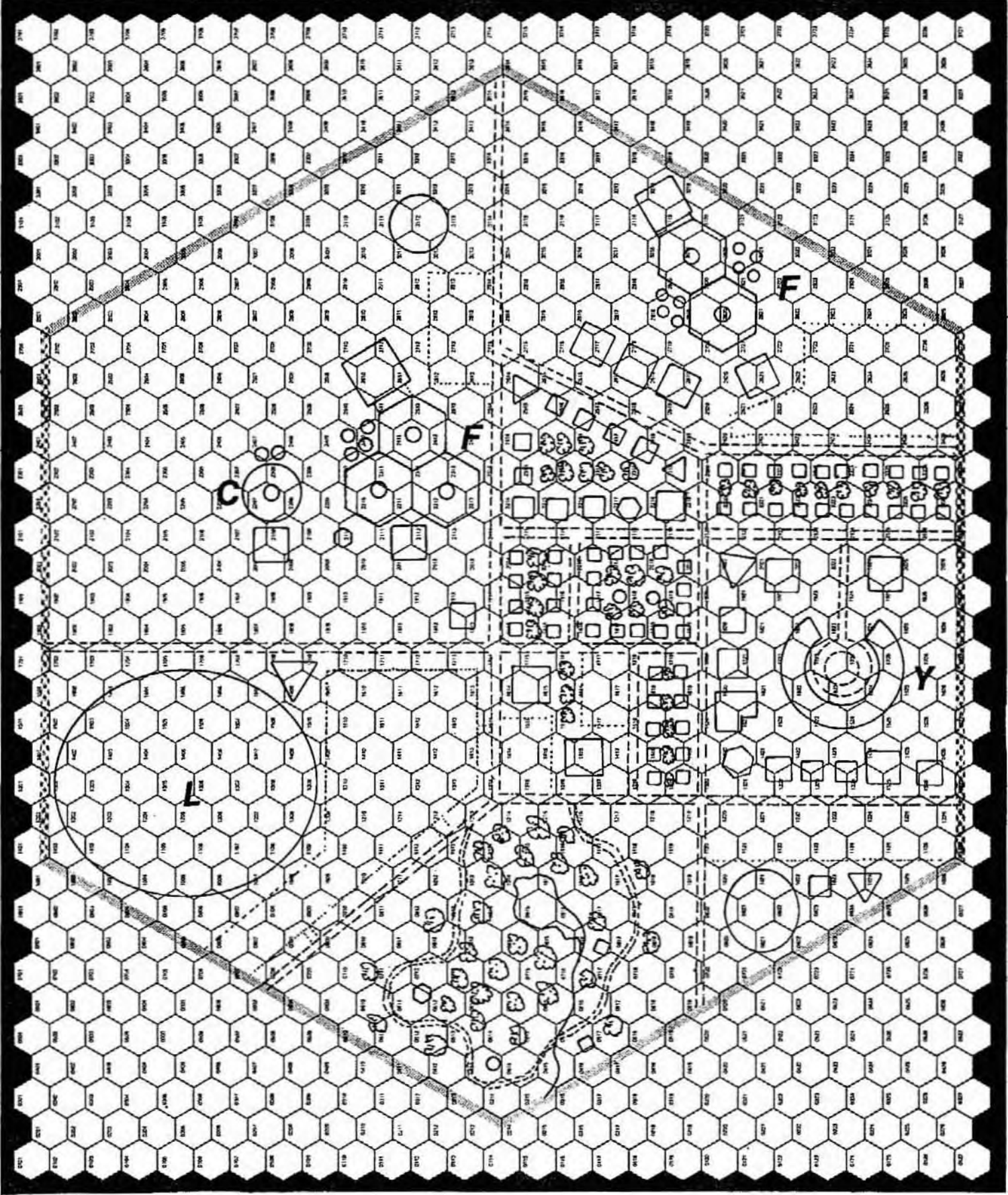












# Judges Guild Map Key

STARBASE \_\_\_\_\_ SYSTEM \_\_\_\_\_

LOCATION \_\_\_\_\_ TECH \_\_\_\_\_ LAW \_\_\_\_\_

- A AIRSTRIP
- B BUILDING SLIP
- C CONTROL TOWER
- D DEMOLITIONS
- E EMERGENCY CENTER
- F FUEL TANKS
- G GOVERNMENTAL
- H HOSPITAL
- I INDUSTRIAL
- J JAMMING
- K MART OR MALL
- L LANDING PAD
- M MARINES
- N NAVAL
- O OTHERS
- P POLICE
- Q QUARTERS
- R RESIDENTIAL
- S SCOUTS
- T TRAVELLERS AID
- U UNDERGROUND
- V VACUUM
- W WEAPONS STORE
- X GUN EMPLACEMENT
- Y MAGAZINE
- Z ZOOLOGICAL
- I RESTRICTED
- II FORBIDDEN

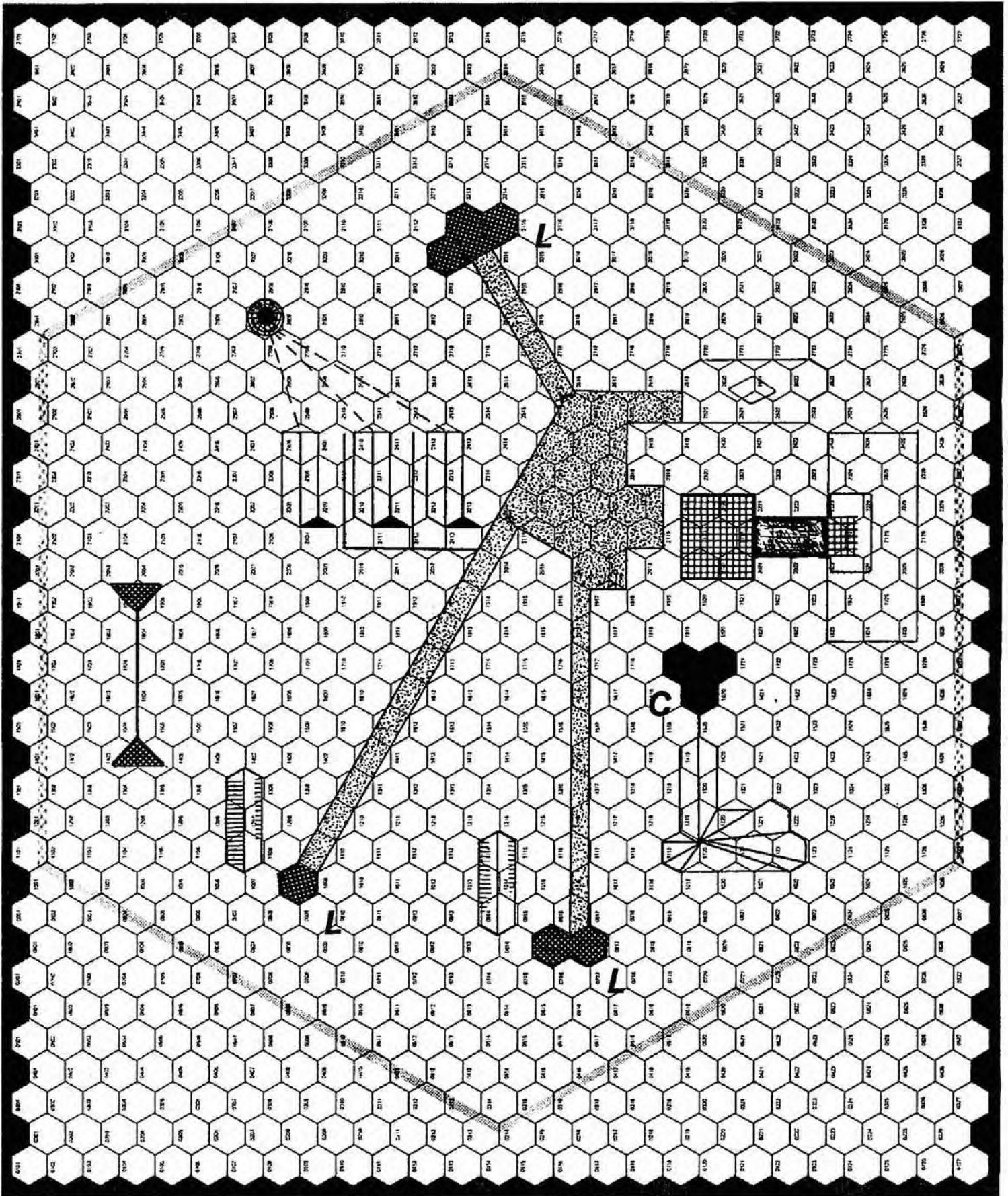
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- & HELICOPTER
- @ ENTERTAINMENT
- \$ FINANCIAL
- † OFFICERS
- ↓ SQUAD
- †† COMPANY
- ⊙ REPAIR
- † HEADQUARTERS
- ONE WAY
- ++ VEHICLES ONLY
- ° SEWER ENTRANCE
- § ALIEN CENTER
- £ CUSTOMS
- GUARD POST
- AFV
- APC
- \* STAR CHARTS
- + SEARCHLIGHT
- = FLESHETTE MINES
- ¶ MONITORING
- ? ALIEN OUTPOST
- # MESH FENCE
- € HOSTEL
- \* COMPUTER CENTER
- ‡ CARGO
- ‡‡ WAREHOUSE
- I AIRPLANE
- II POWER STATION
- BLOCKHOUSE
- ARTILLERY
- MISSILE HARDPOINT
- ⊙ ANTI-AIRCRAFT
- ⊕ HYDROPONICS
- WALL
- ⊗ MINE FIELD
- ⊚ GATE
- ⊚ Q VEHICLE GATE
- > ELECTRIC FENCE
- ~ BARBED WIRE

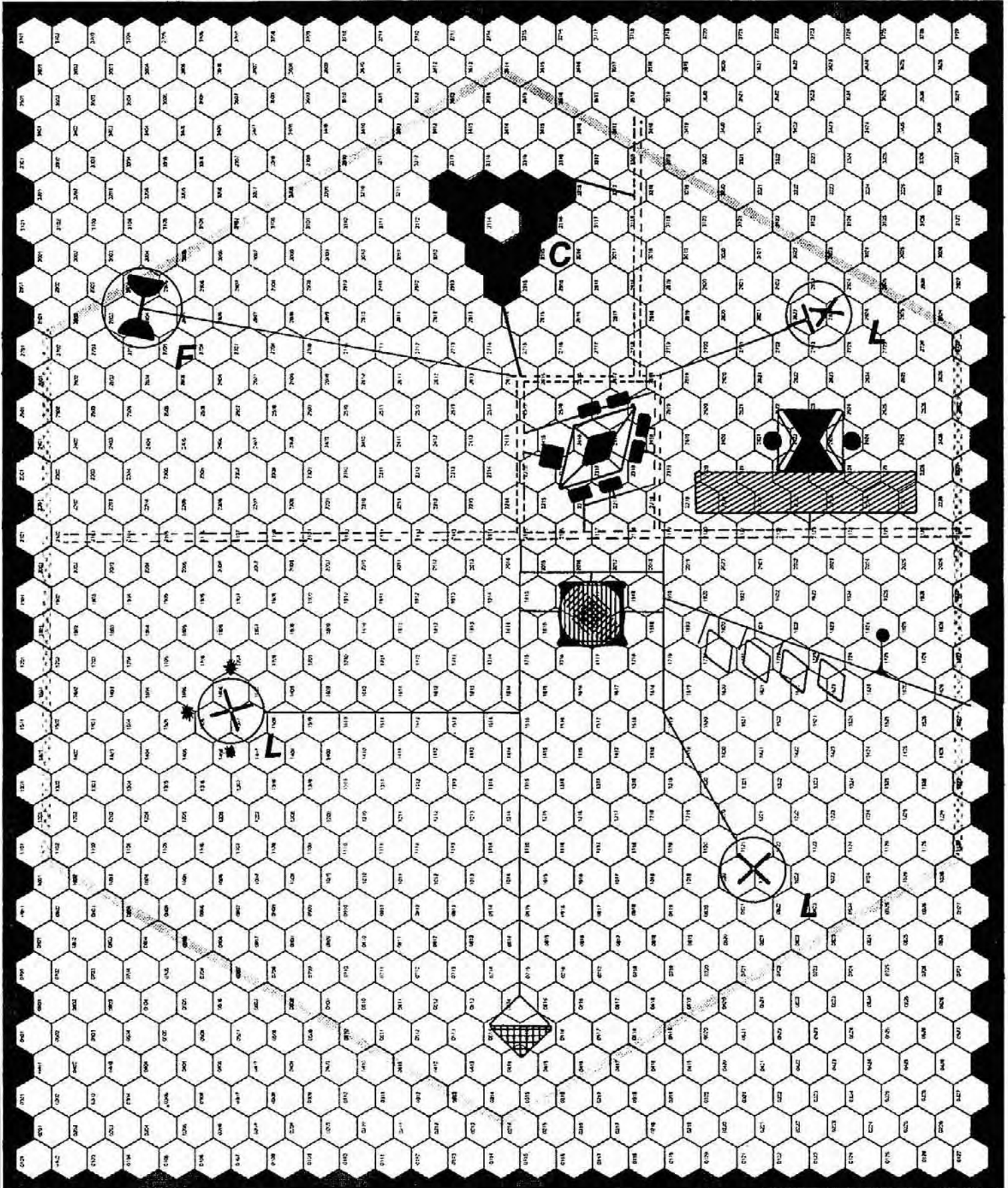
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- RED \_\_\_\_\_
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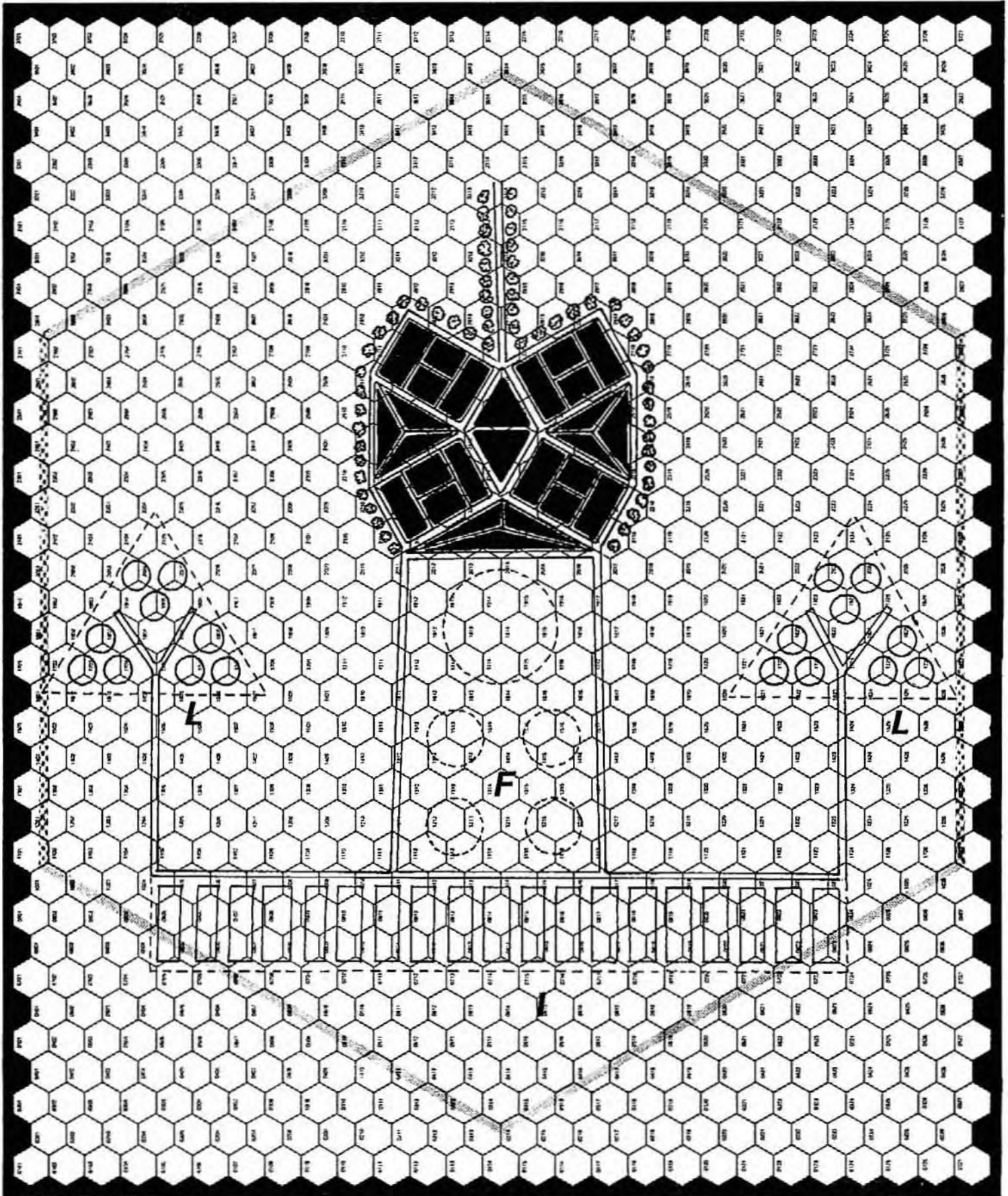
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LOCATION \_\_\_\_\_ TECH \_\_\_\_\_ LAW \_\_\_\_\_

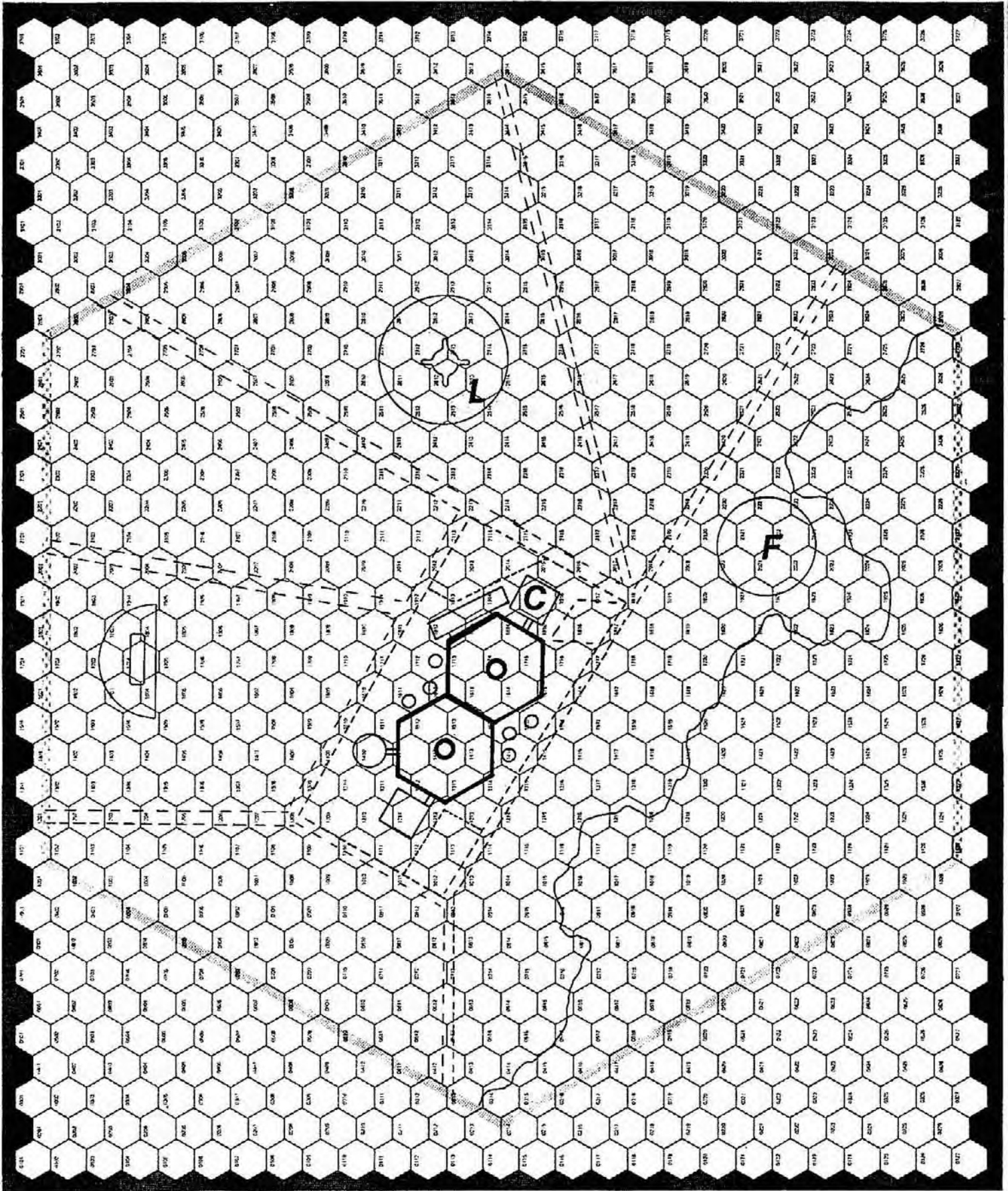






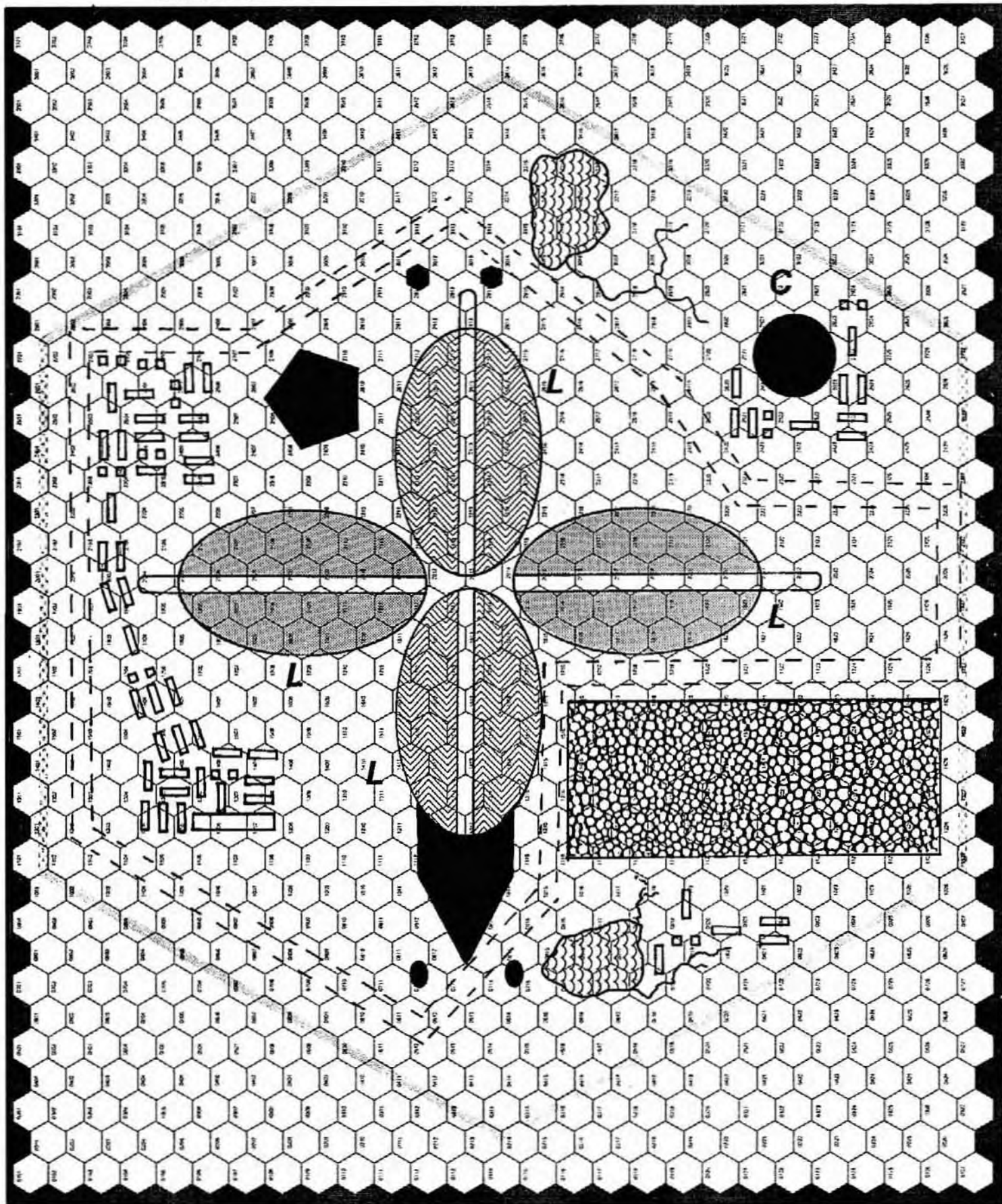


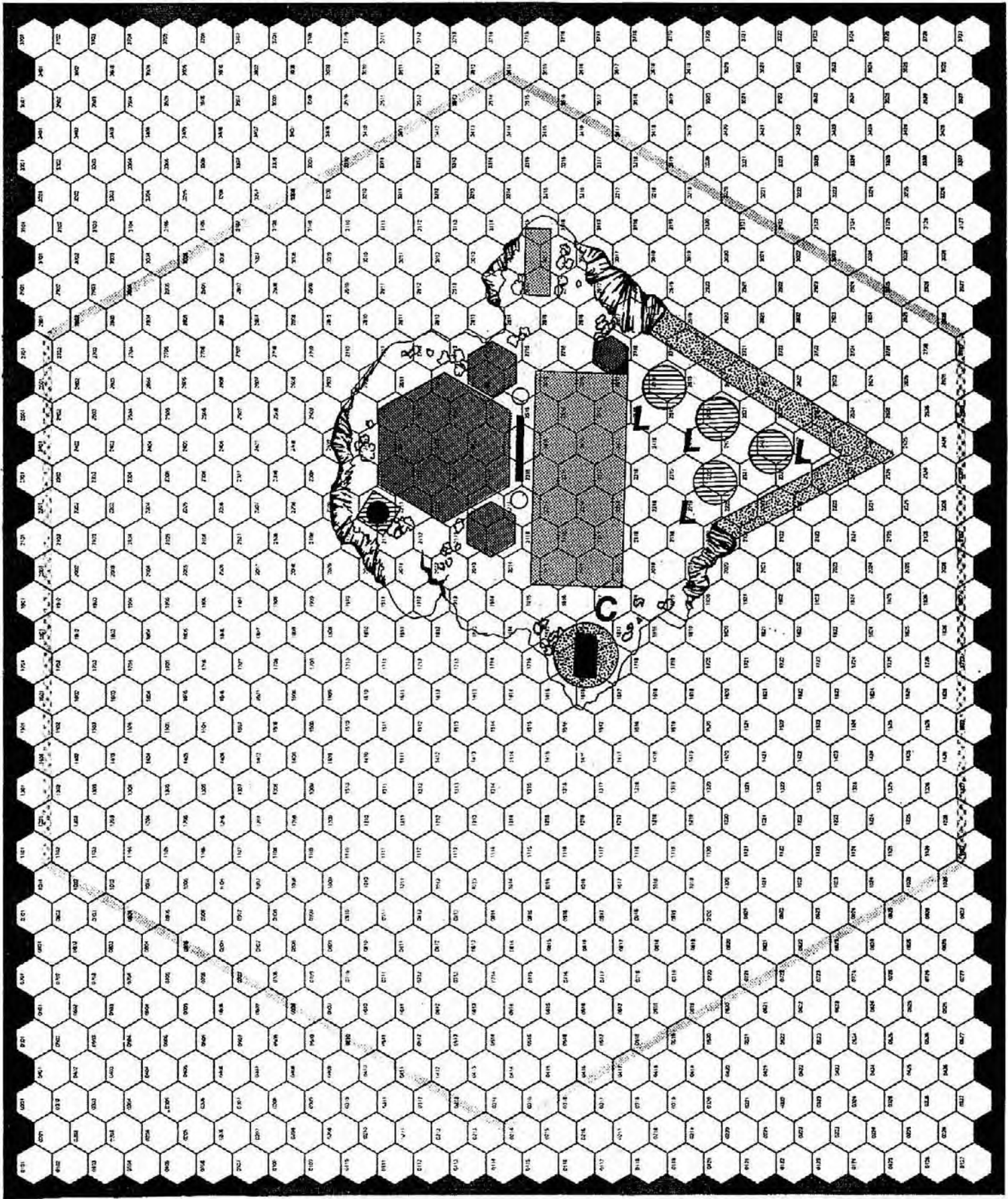


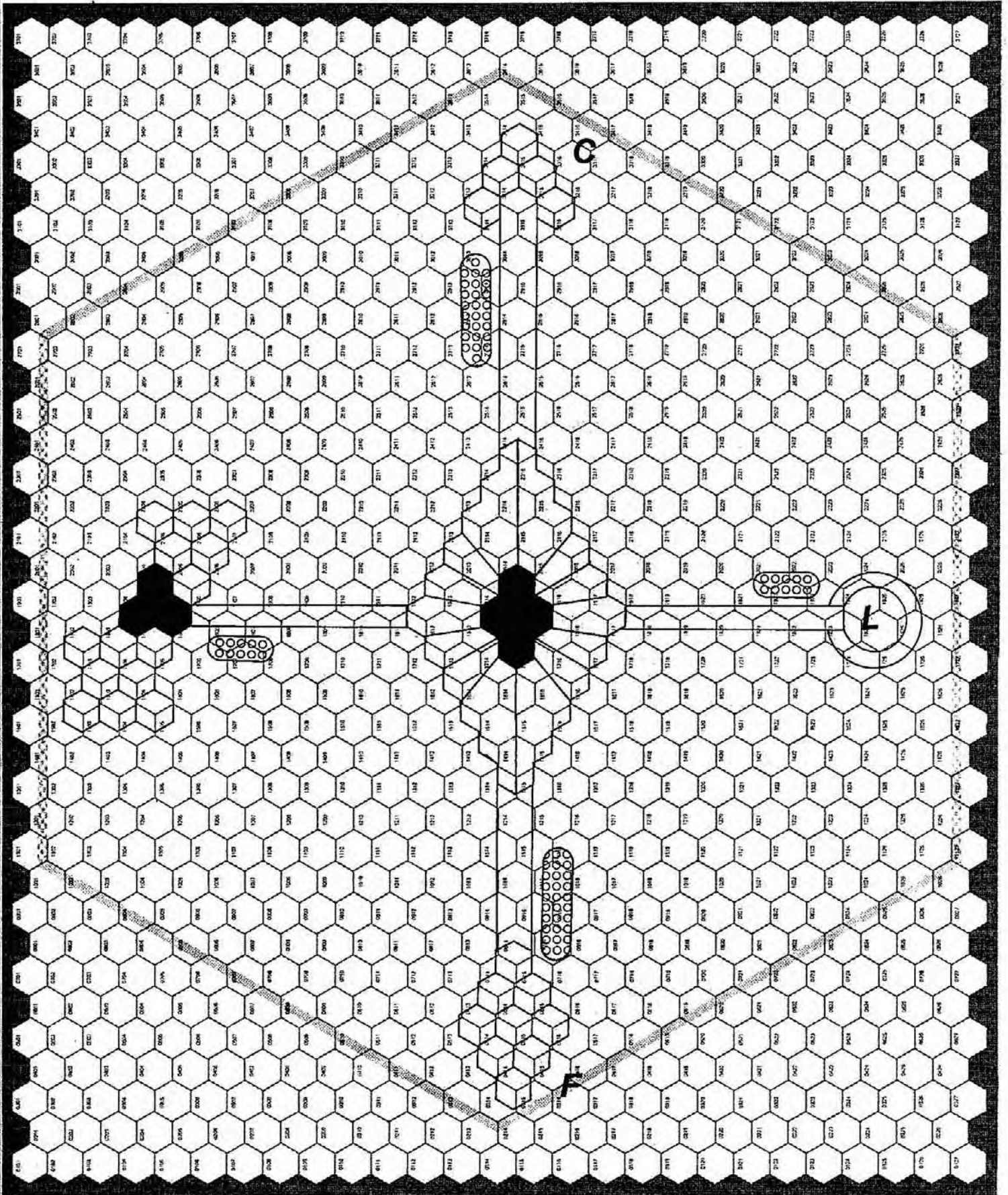


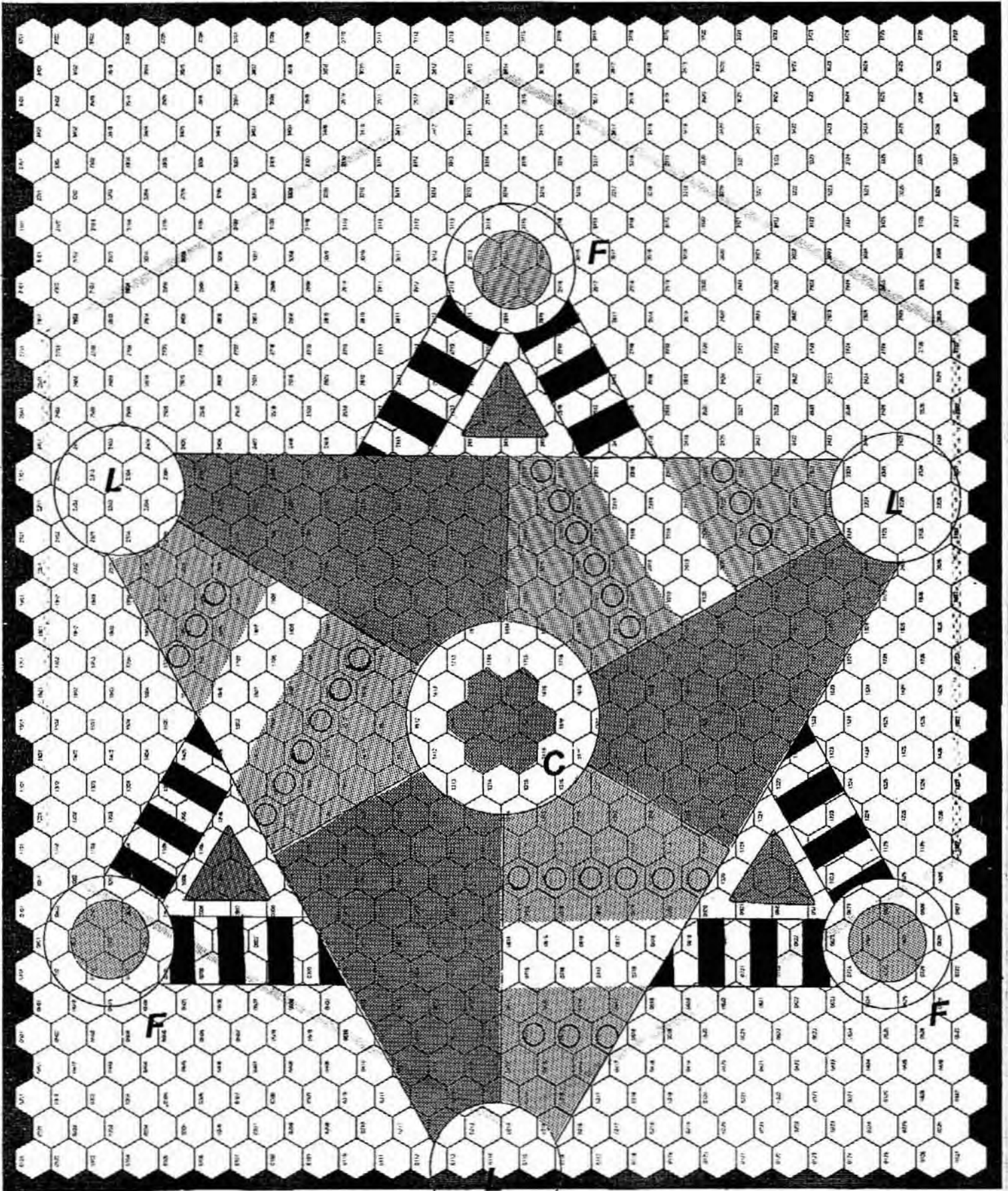












# Judges Guild Map Key

STARBASE \_\_\_\_\_ SYSTEM \_\_\_\_\_

LOCATION \_\_\_\_\_ TECH \_\_\_\_\_ LAW \_\_\_\_\_

- A AIRSTRIP
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- J JAMMING
- K MART OR MALL
- L LANDING PAD
- M MARINES
- N NAVAL
- O OTHERS
- P POLICE
- Q QUARTERS
- R RESIDENTIAL
- S SCOUTS
- T TRAVELLERS AID
- U UNDERGROUND
- V VACUUM
- W WEAPONS STORE
- X GUN EMPLACEMENT
- Y MAGAZINE
- Z ZOOLOGICAL
- I RESTRICTED
- II FORBIDDEN

- ALL-TERRAIN
- & HELICOPTER
- @ ENTERTAINMENT
- \$ FINANCIAL
- † OFFICERS
- ↓ SQUAD
- †† COMPANY
- ⊙ REPAIR
- † HEADQUARTERS
- ONE WAY
- ++ VEHICLES ONLY
- ° SEWER ENTRANCE
- § ALIEN CENTER
- £ CUSTOMS
- GUARD POST
- AFV
- APC
- \* STAR CHARTS
- + SEARCHLIGHT
- = FLESHETTE MINES
- ¶ MONITORING
- ? ALIEN OUTPOST
- # MESH FENCE
- € HOSTEL
- \* COMPUTER CENTER
- ‡ CARGO
- ‡‡ WAREHOUSE
- I AIRPLANE
- II POWER STATION
- BLOCKHOUSE
- ARTILLERY
- MISSILE HARDPOINT
- ⊙ ANTI-AIRCRAFT
- ⊕ HYDROPONICS
- WALL
- ⊗ MINE FIELD
- ⊗ GATE
- ⊗ Q VEHICLE GATE
- ELECTRIC FENCE
- ∞ BARBED WIRE

- BLUE \_\_\_\_\_
- RED \_\_\_\_\_
- YELLOW \_\_\_\_\_
- GREEN \_\_\_\_\_
- ORANGE \_\_\_\_\_
- BROWN \_\_\_\_\_
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STARBASE \_\_\_\_\_ SYSTEM \_\_\_\_\_

LOCATION \_\_\_\_\_ TECH \_\_\_\_\_ LAW \_\_\_\_\_



# Judges Guild Map Key

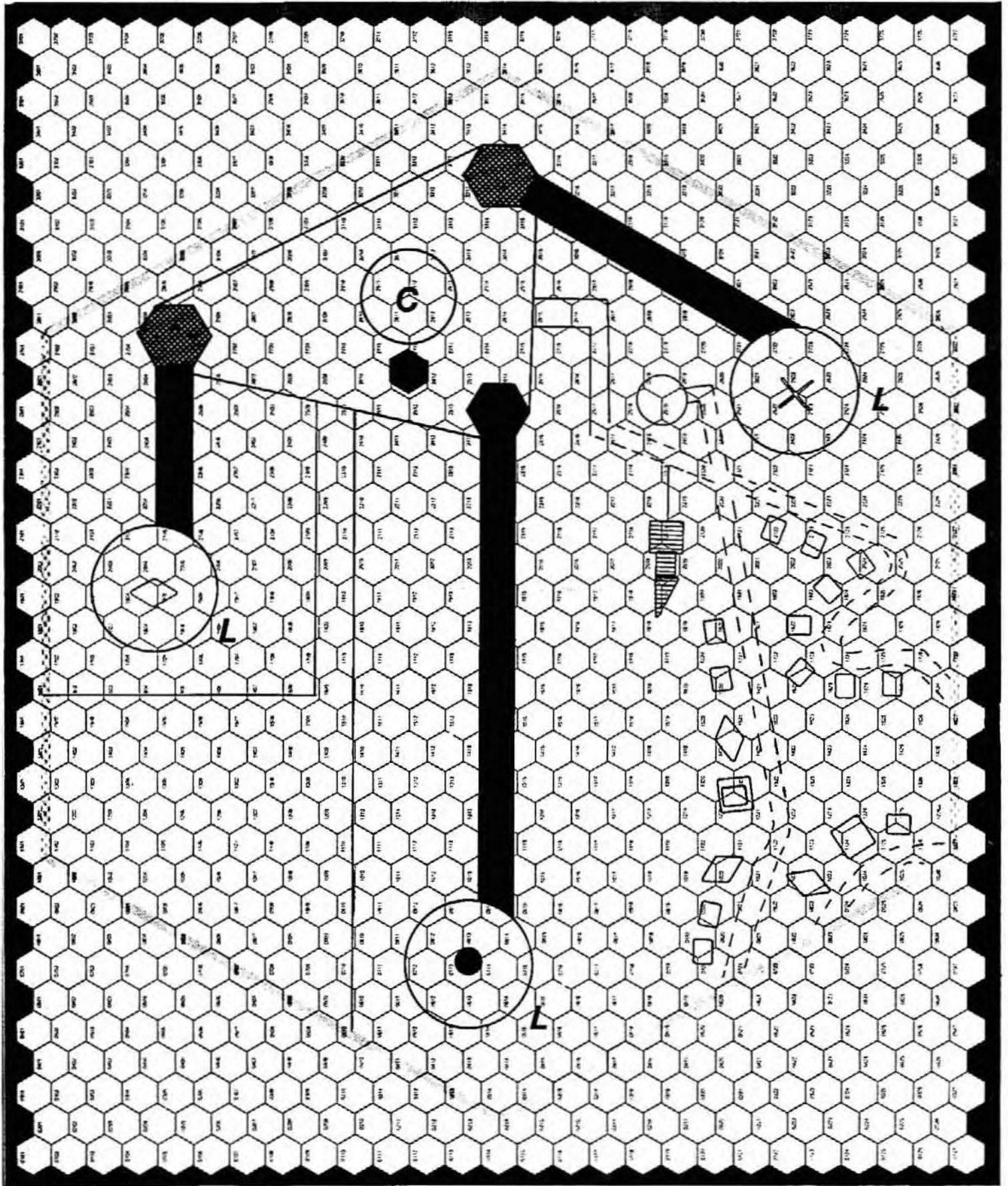
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LOCATION \_\_\_\_\_ TECH \_\_\_\_\_ LAW \_\_\_\_\_

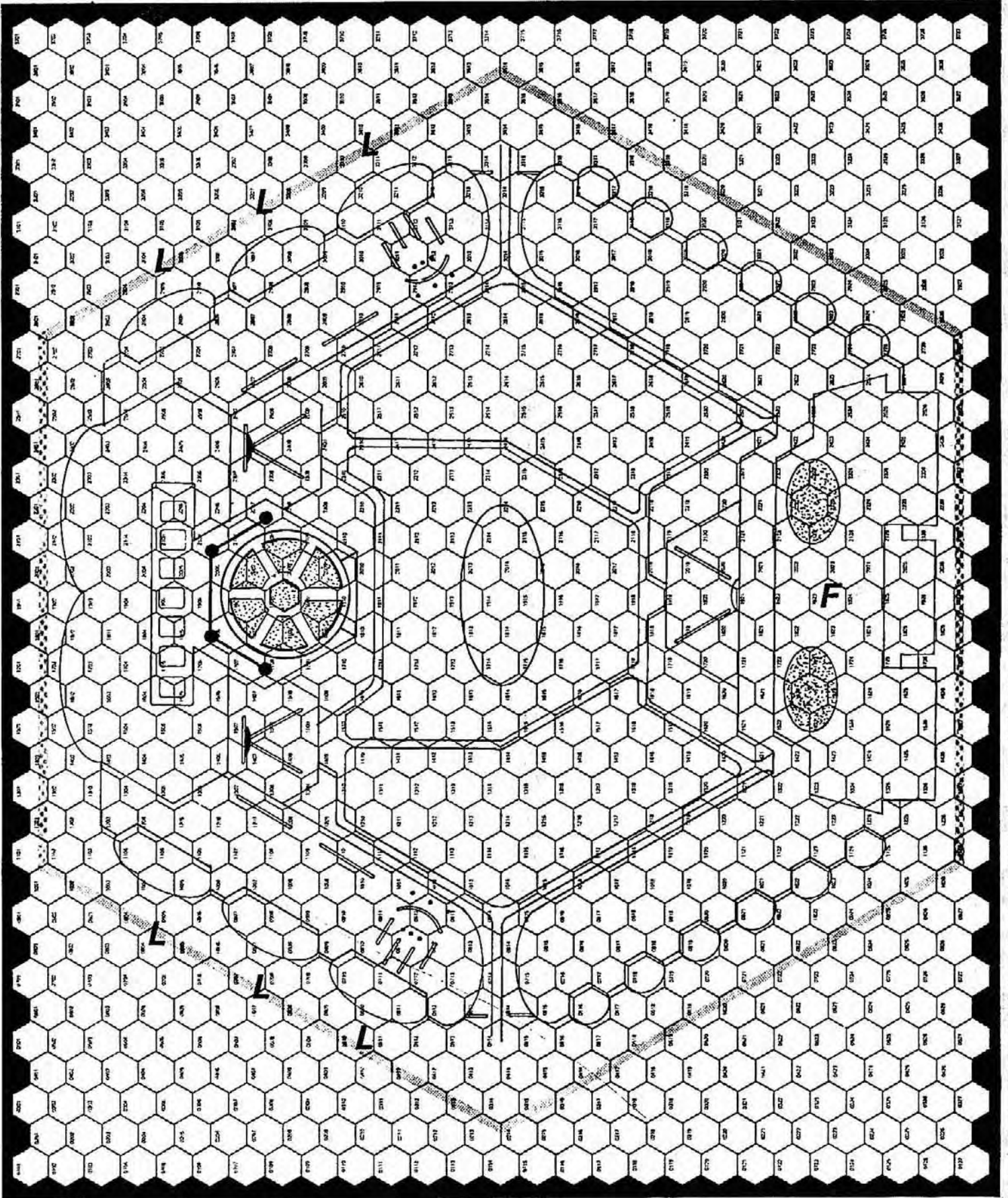
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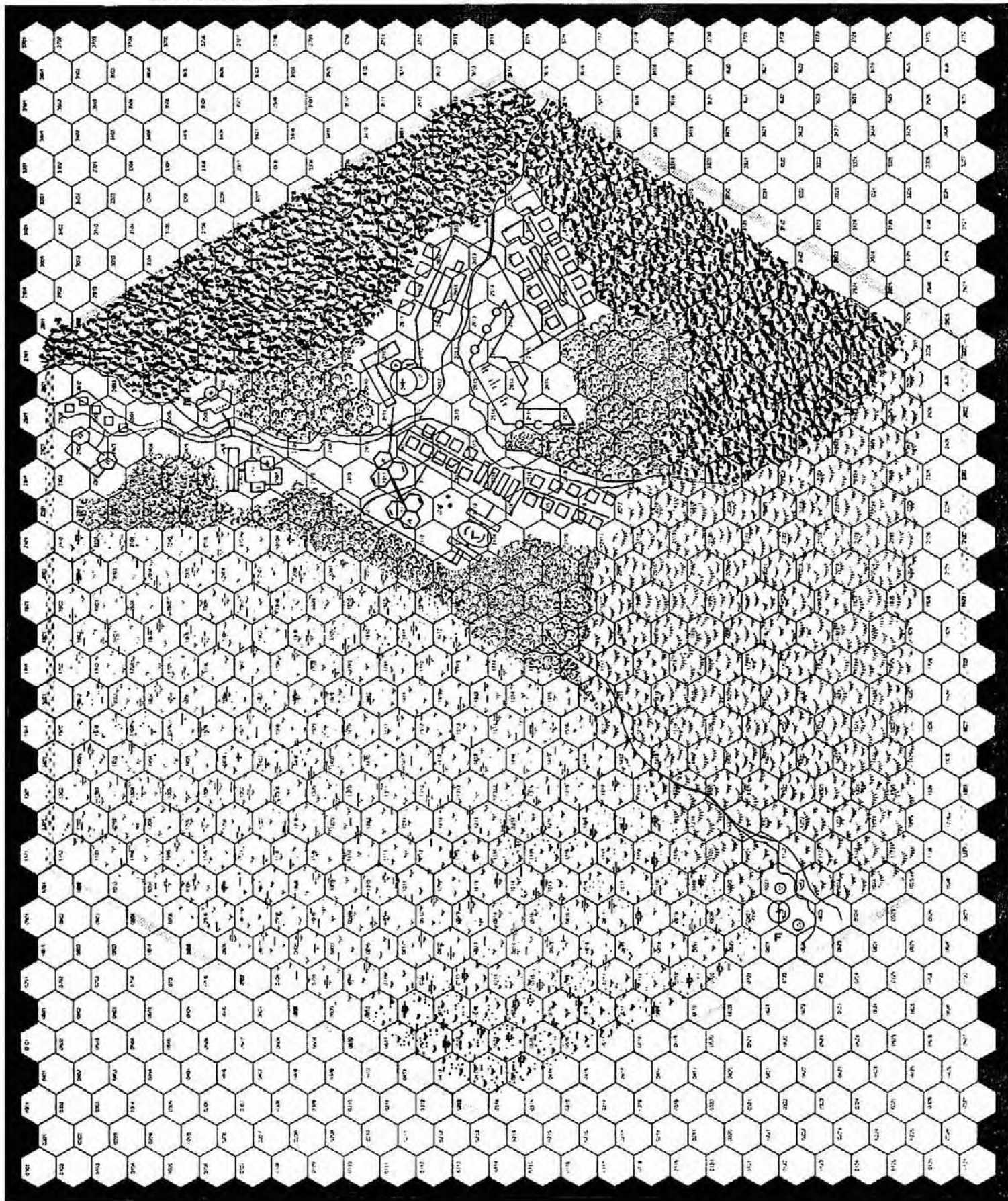
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- APC
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- + SEARCHLIGHT
- = FLESHETTE MINES
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- ? ALIEN OUTPOST
- # MESH FENCE
- ⋈ HOSTEL
- \* COMPUTER CENTER
- ‡ CARGO
- †† WAREHOUSE
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- BLOCKHOUSE
- O ARTILLERY
- MISSILE HARDPOINT
- ⊙ ANTI-AIRCRAFT
- ⊙ HYDROPONICS
- WALL
- ⊙ MINE FIELD
- ⊙ GATE
- ⊙ Q VEHICLE GATE
- ELECTRIC FENCE
- ~ BARBED WIRE

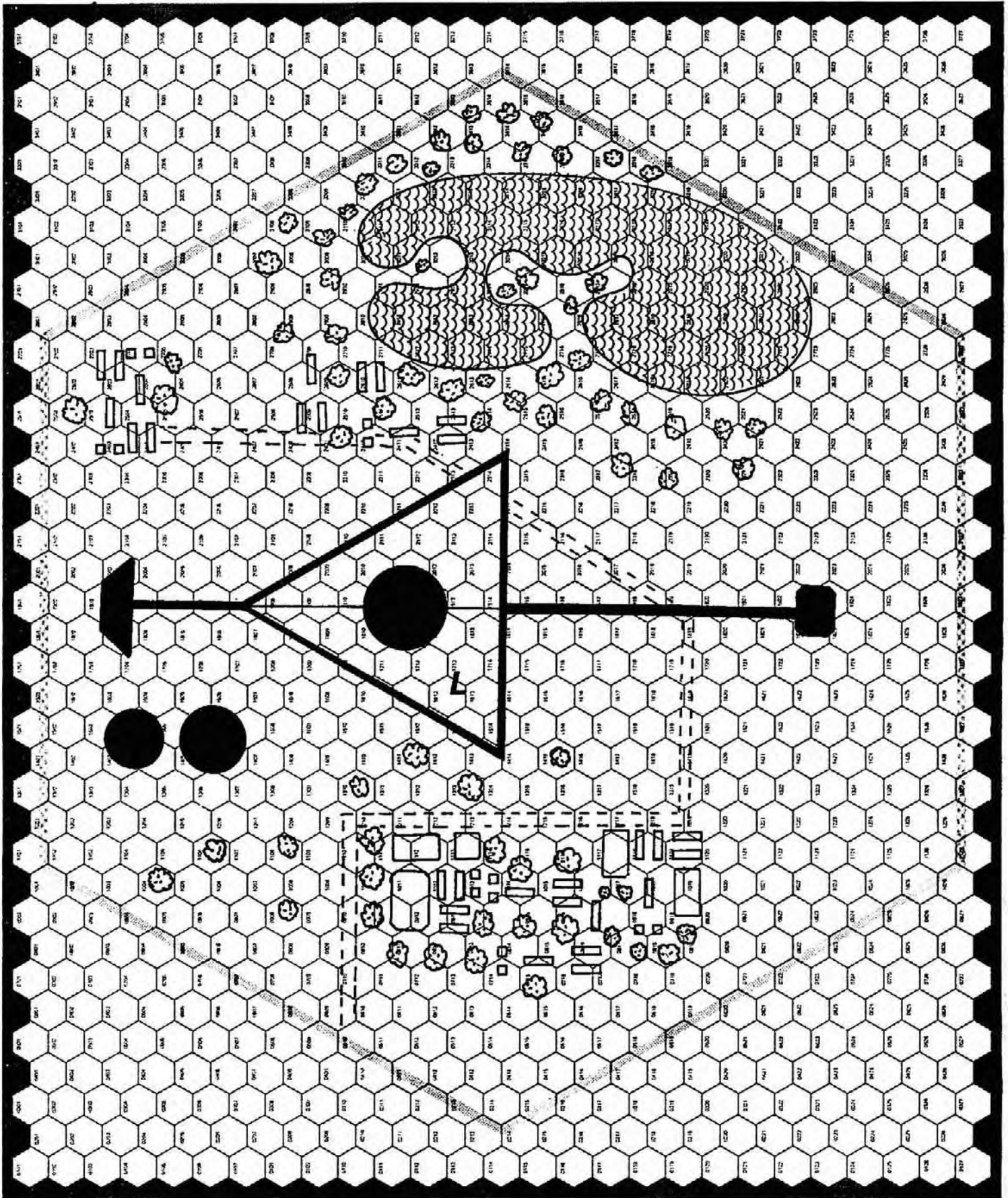
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- BROWN \_\_\_\_\_
- PURPLE \_\_\_\_\_

STARBASE \_\_\_\_\_ SYSTEM \_\_\_\_\_  
LOCATION \_\_\_\_\_ TECH \_\_\_\_\_ LAW \_\_\_\_\_











# Judges Guild Map Key

STARBASE \_\_\_\_\_ SYSTEM \_\_\_\_\_

LOCATION \_\_\_\_\_ TECH \_\_\_\_\_ LAW \_\_\_\_\_

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- ⊙ Q VEHICLE GATE
- - - - ELECTRIC FENCE
- ⋄ BARBED WIRE
- ~ BLUE
- ~ RED
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- ~ BROWN
- ~ PURPLE

STARBASE \_\_\_\_\_ SYSTEM \_\_\_\_\_

LOCATION \_\_\_\_\_ TECH \_\_\_\_\_ LAW \_\_\_\_\_

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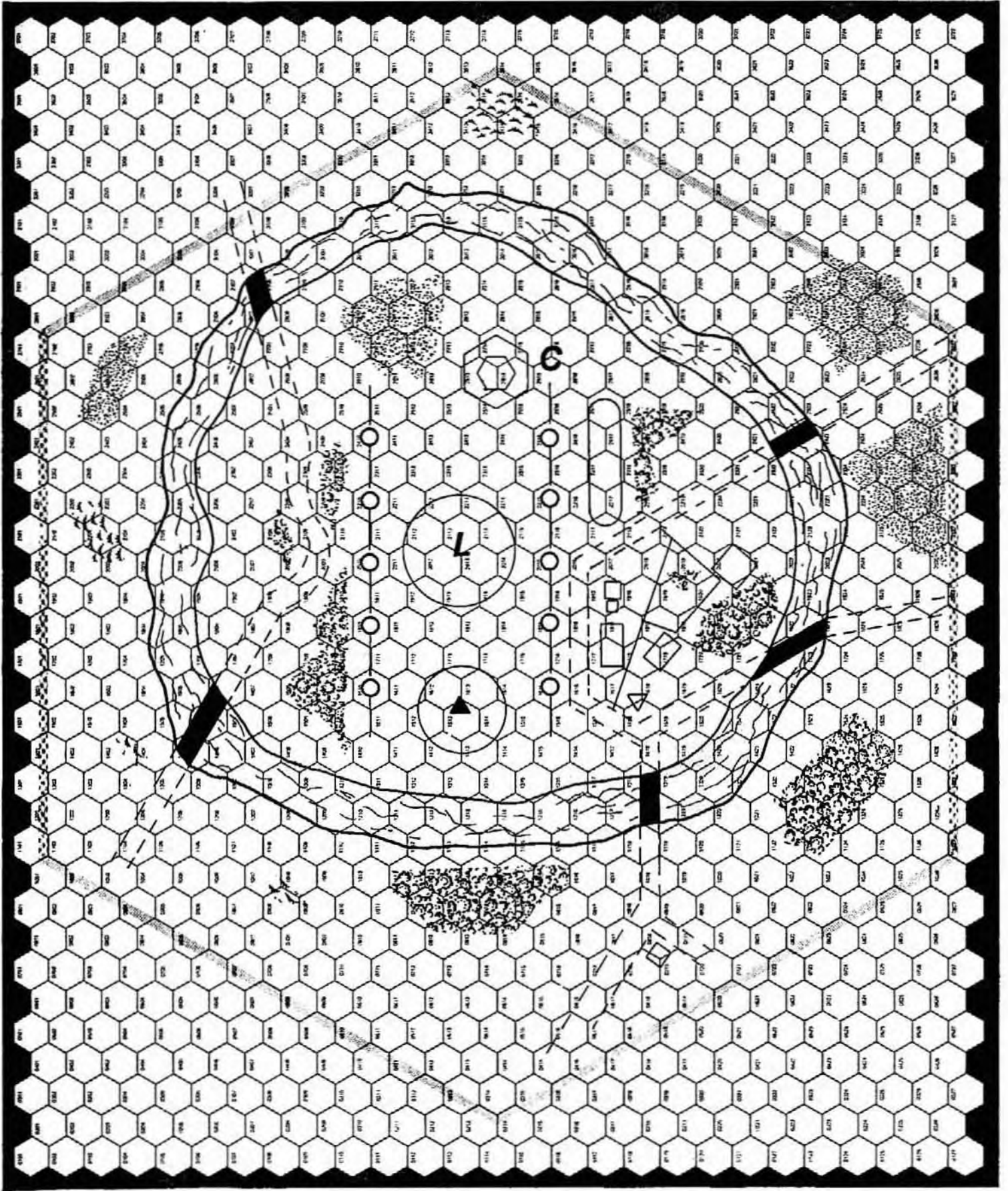
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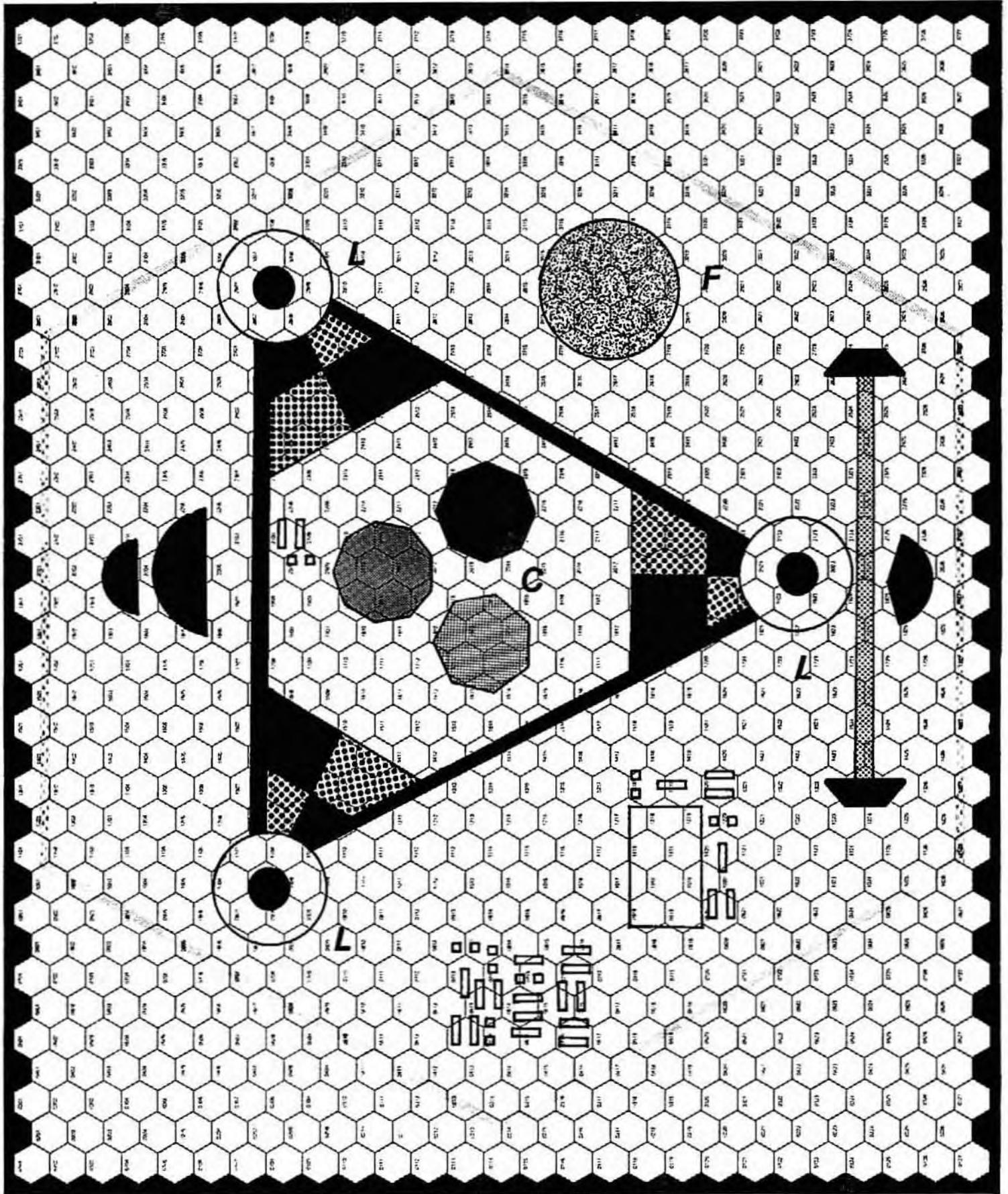
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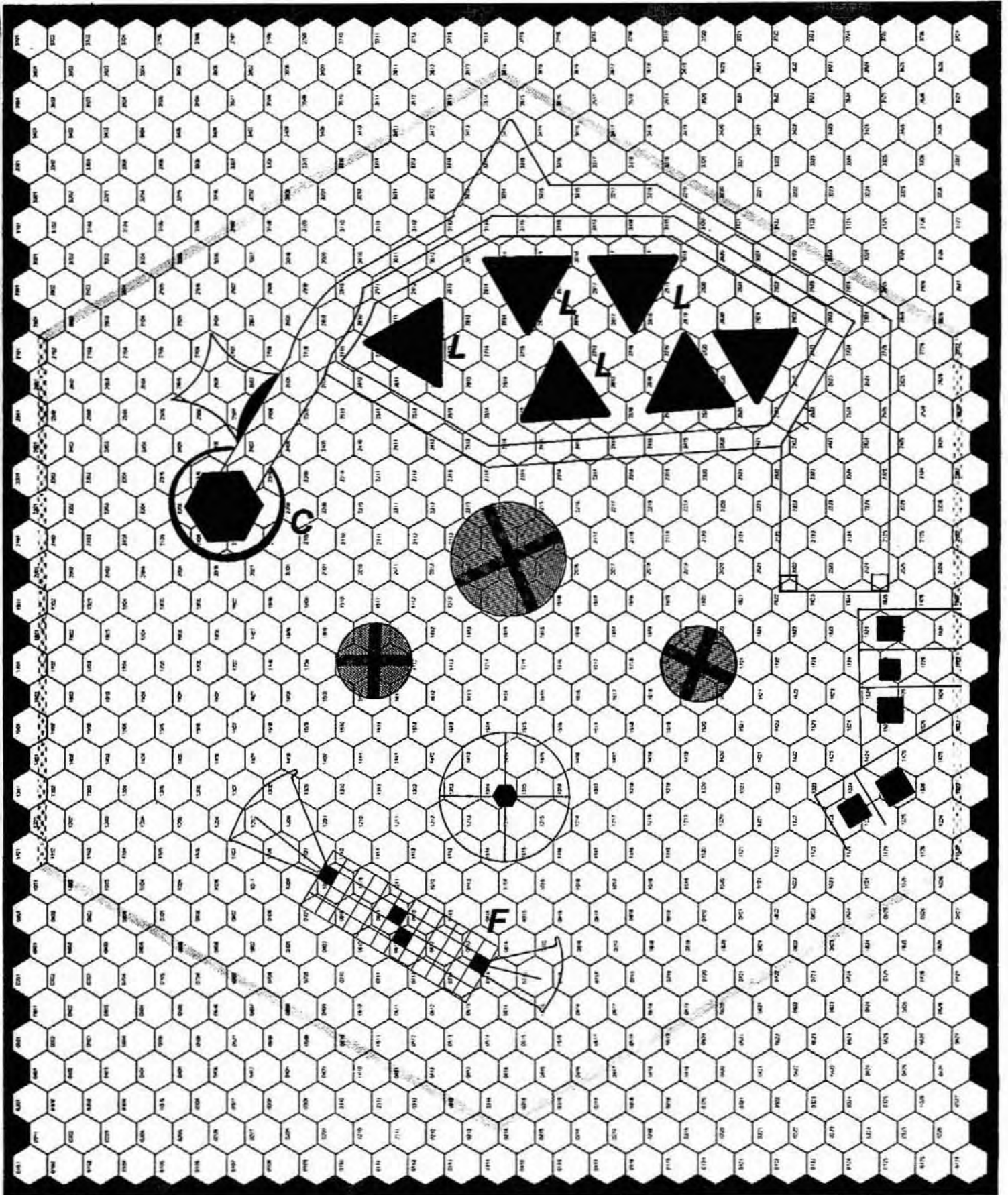
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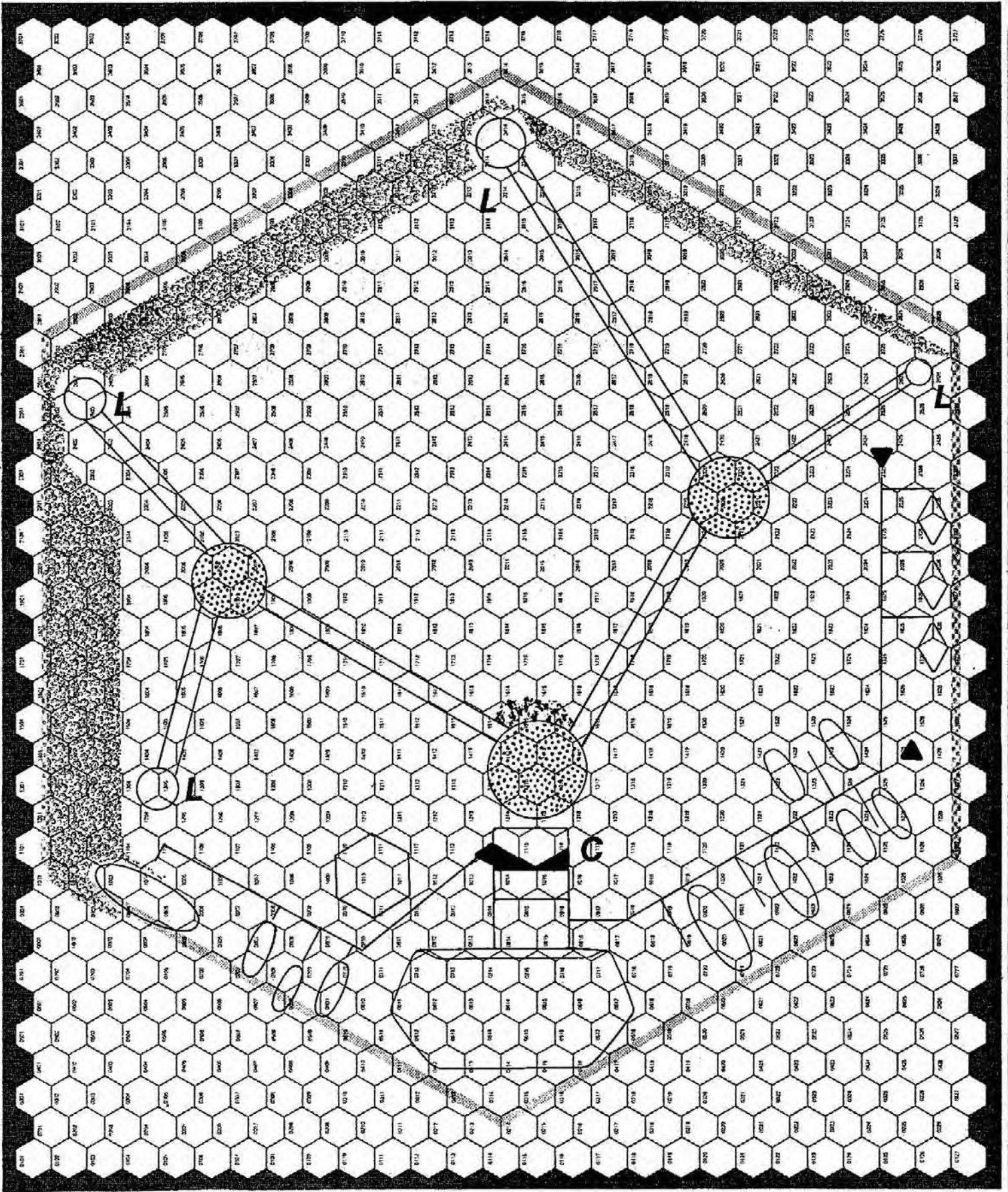
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- ⋄ BARBED WIRE
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- ~ BROWN
- ~ PURPLE











# Judges Guild Map Key

STARBASE \_\_\_\_\_ SYSTEM \_\_\_\_\_  
LOCATION \_\_\_\_\_ TECH \_\_\_\_\_ LAW \_\_\_\_\_

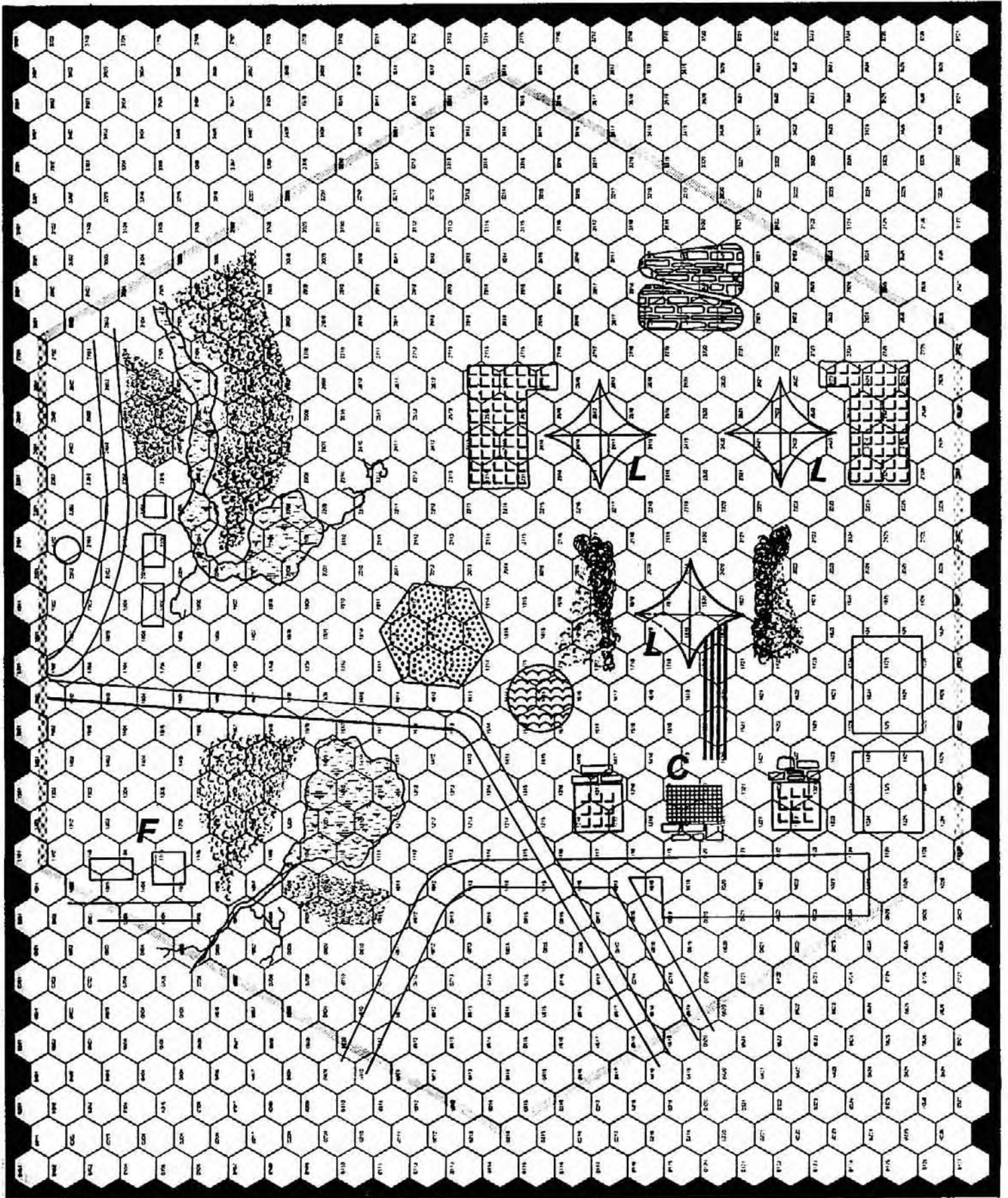
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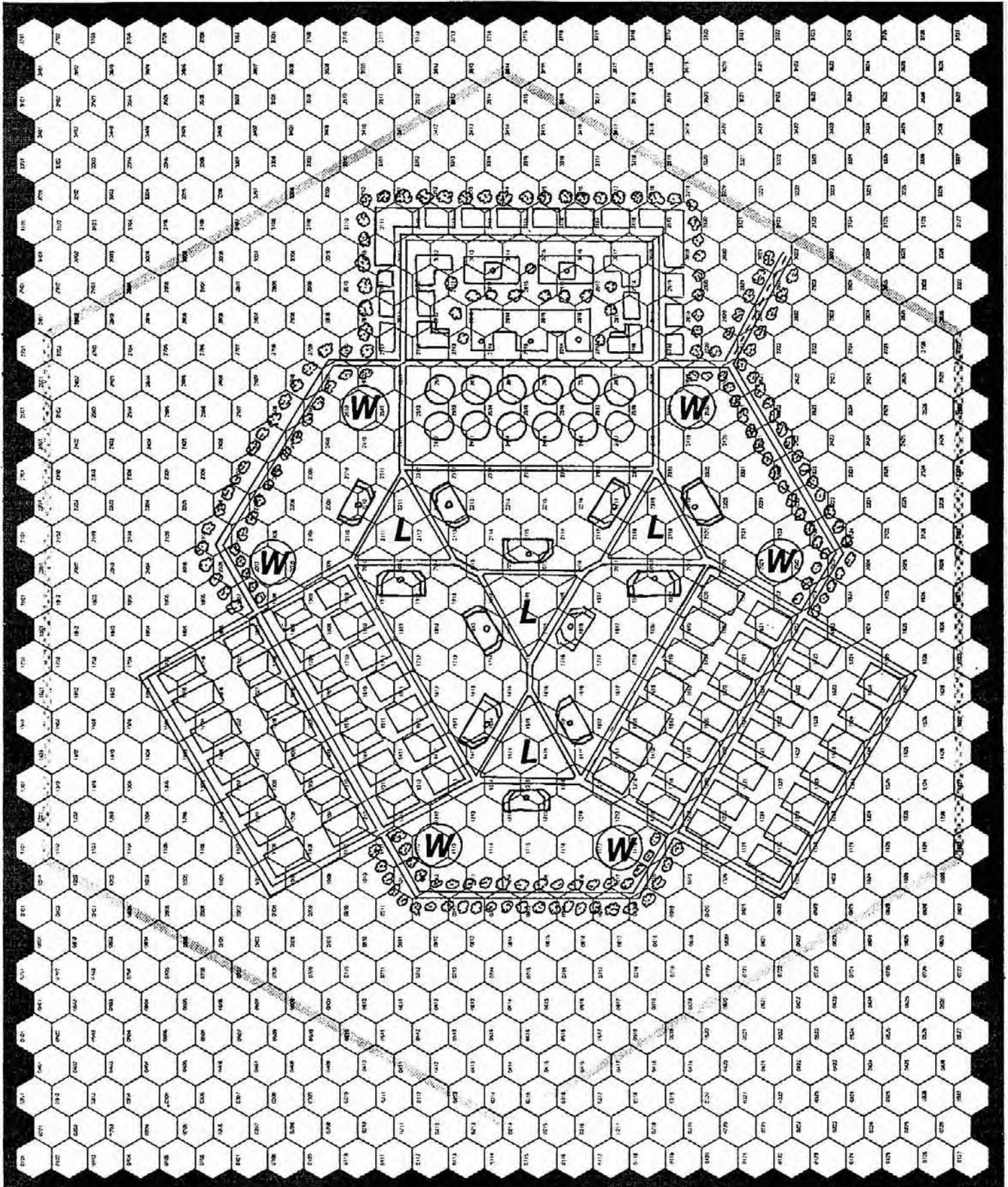
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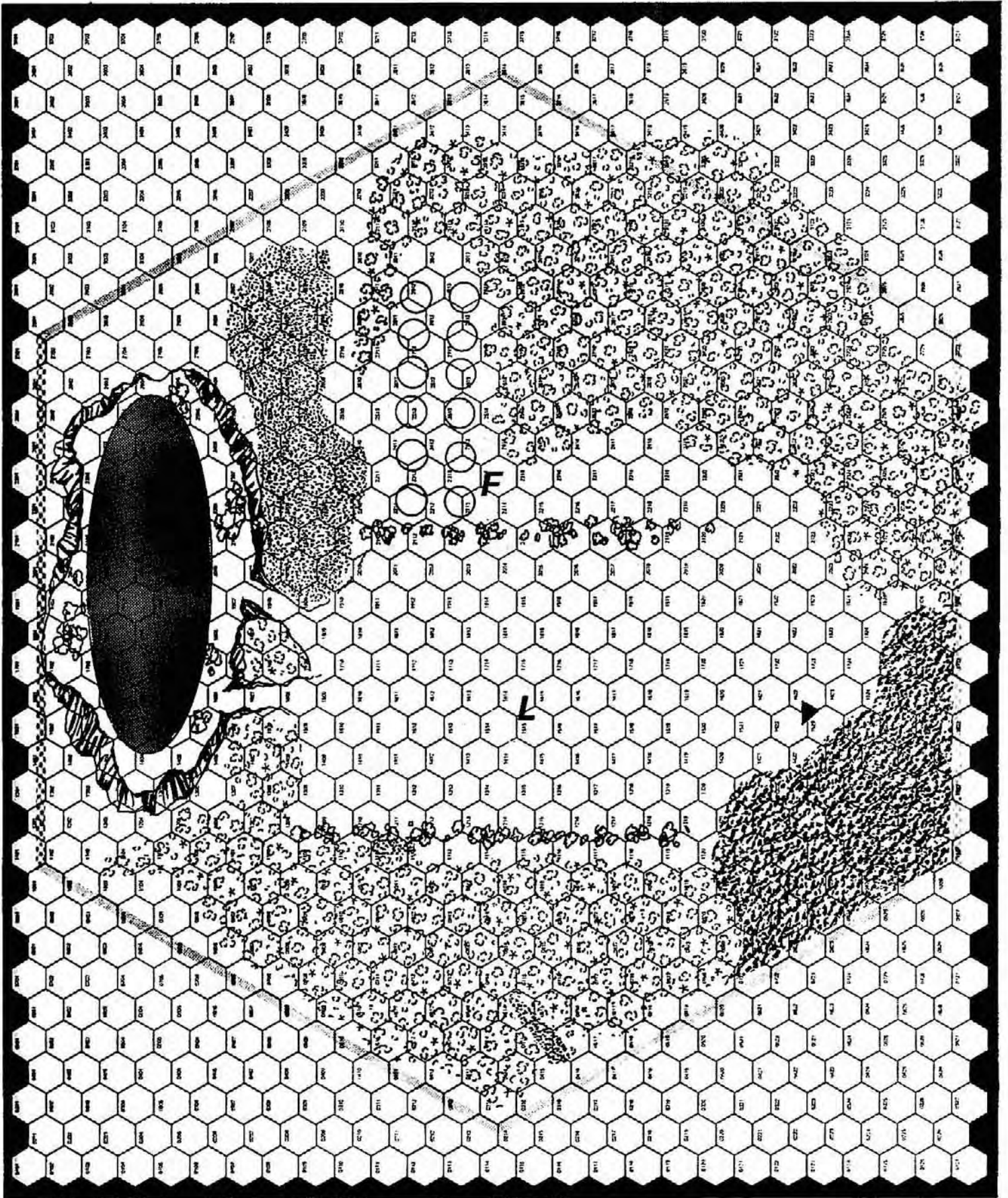
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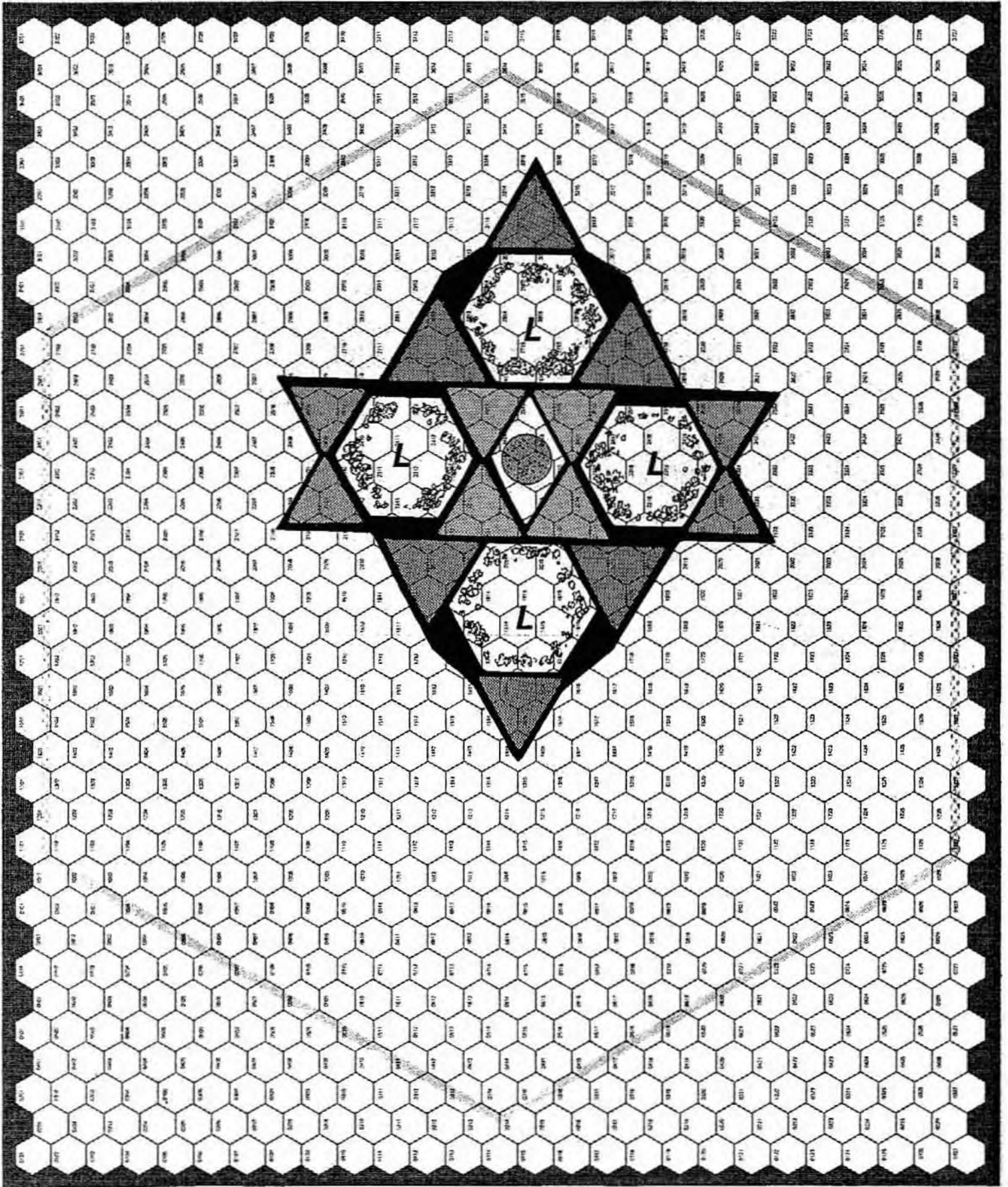






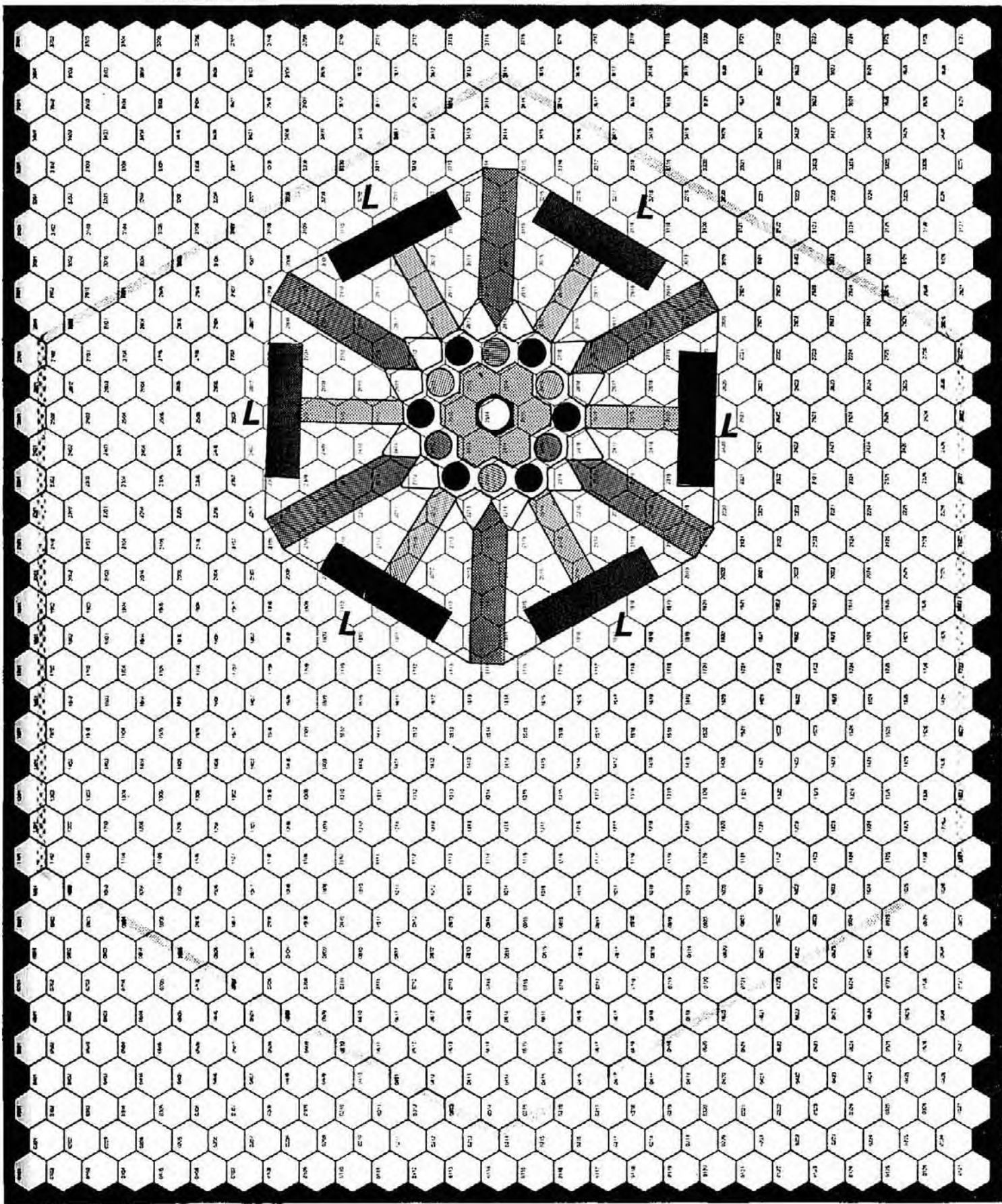


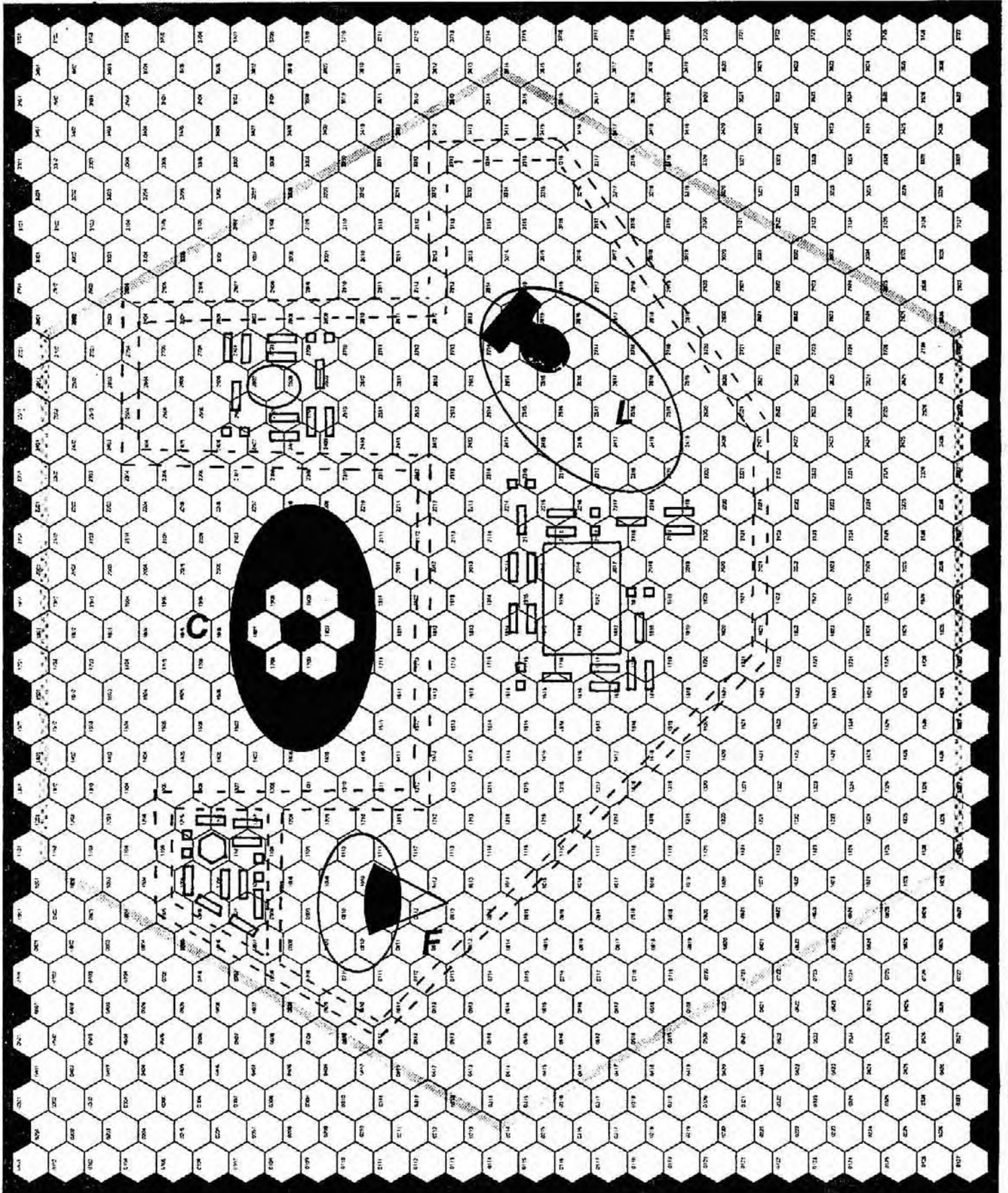


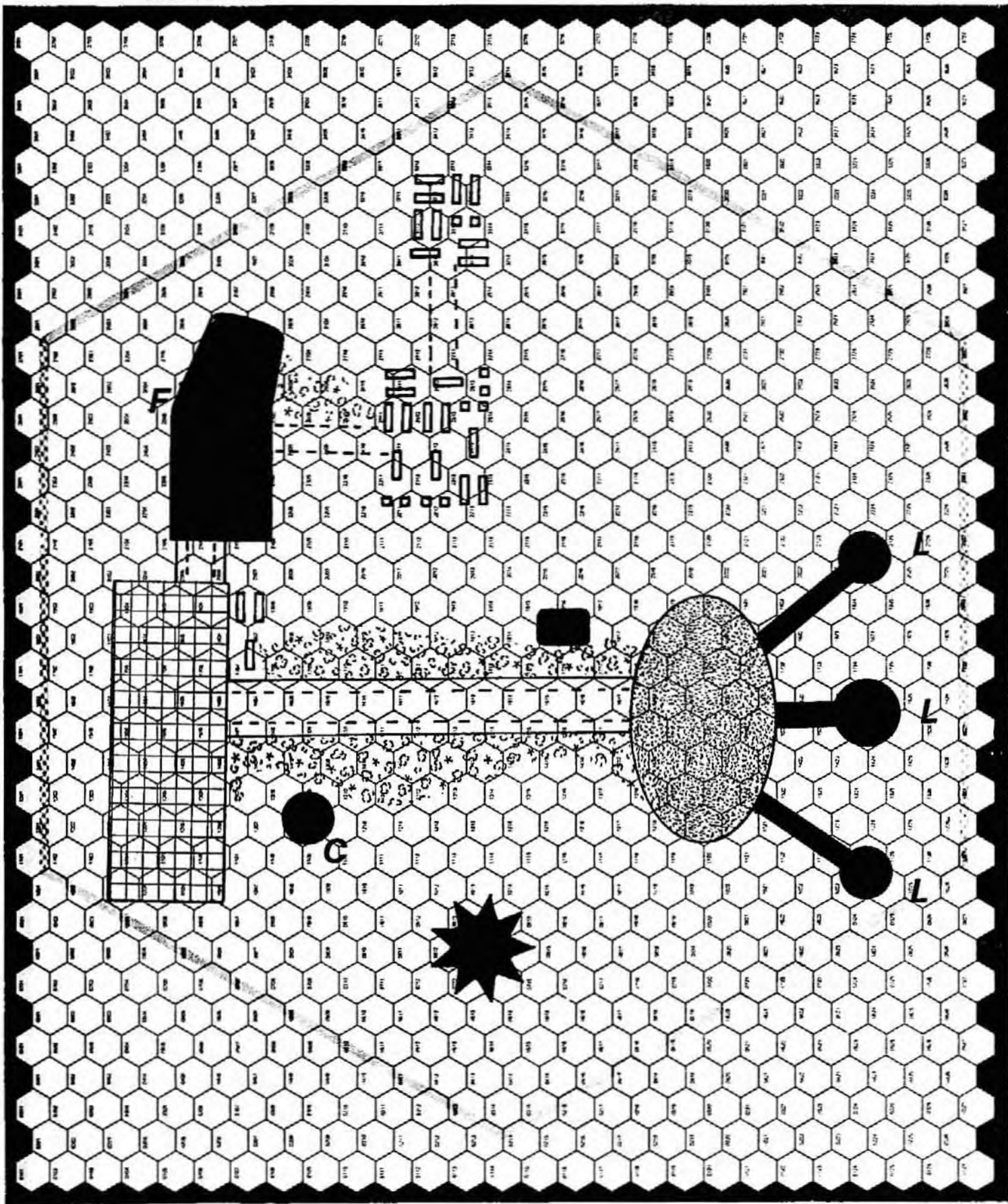


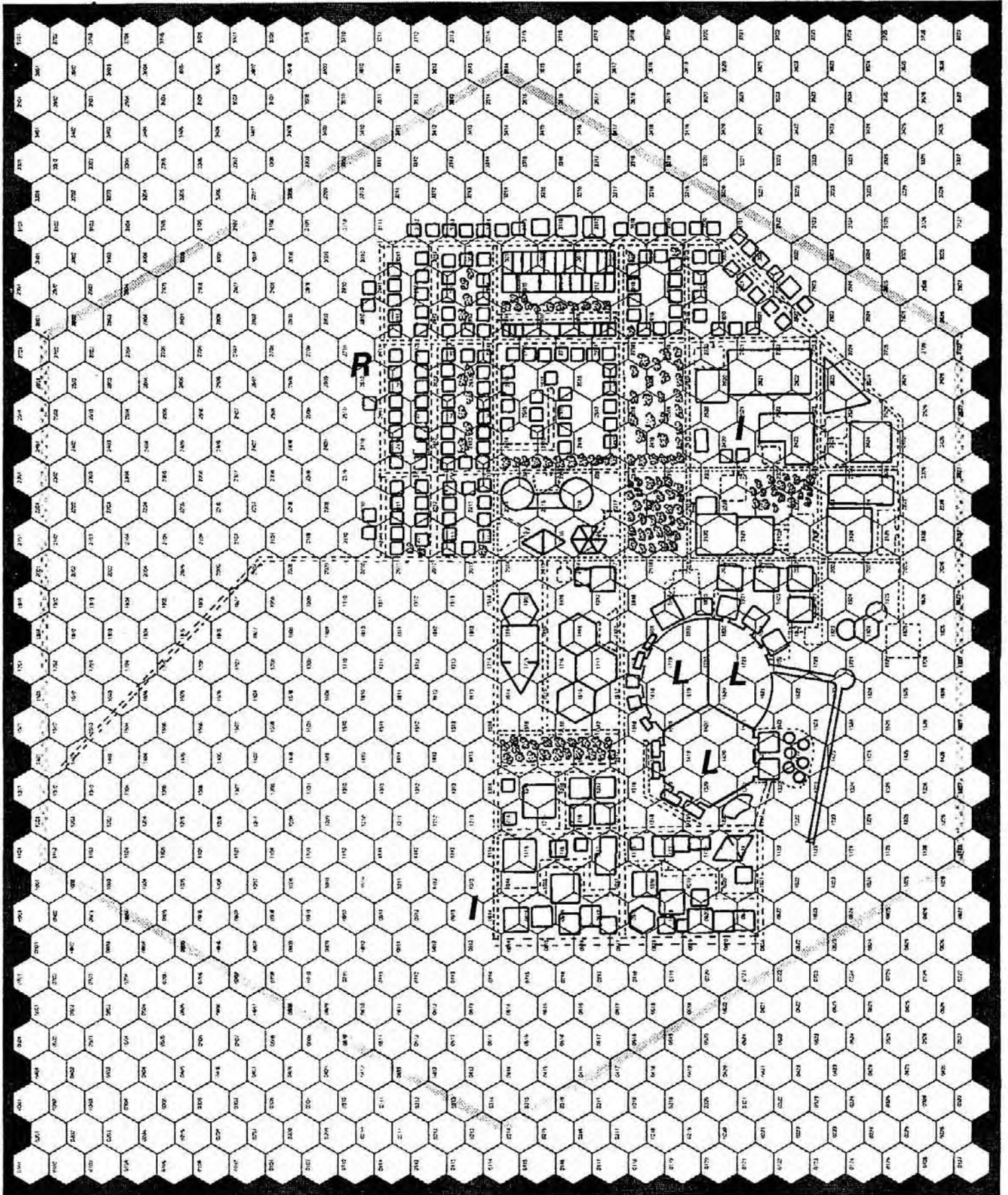








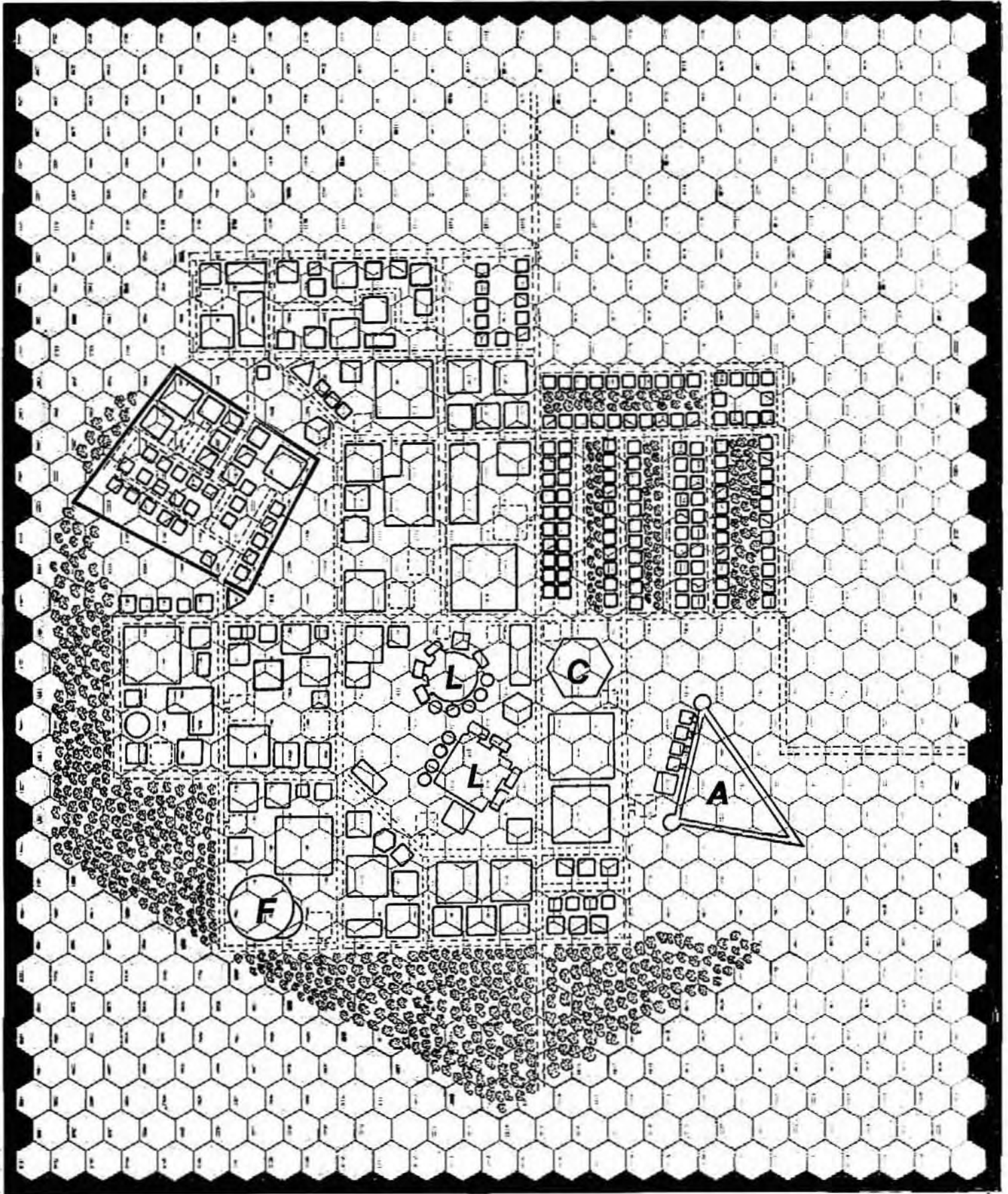


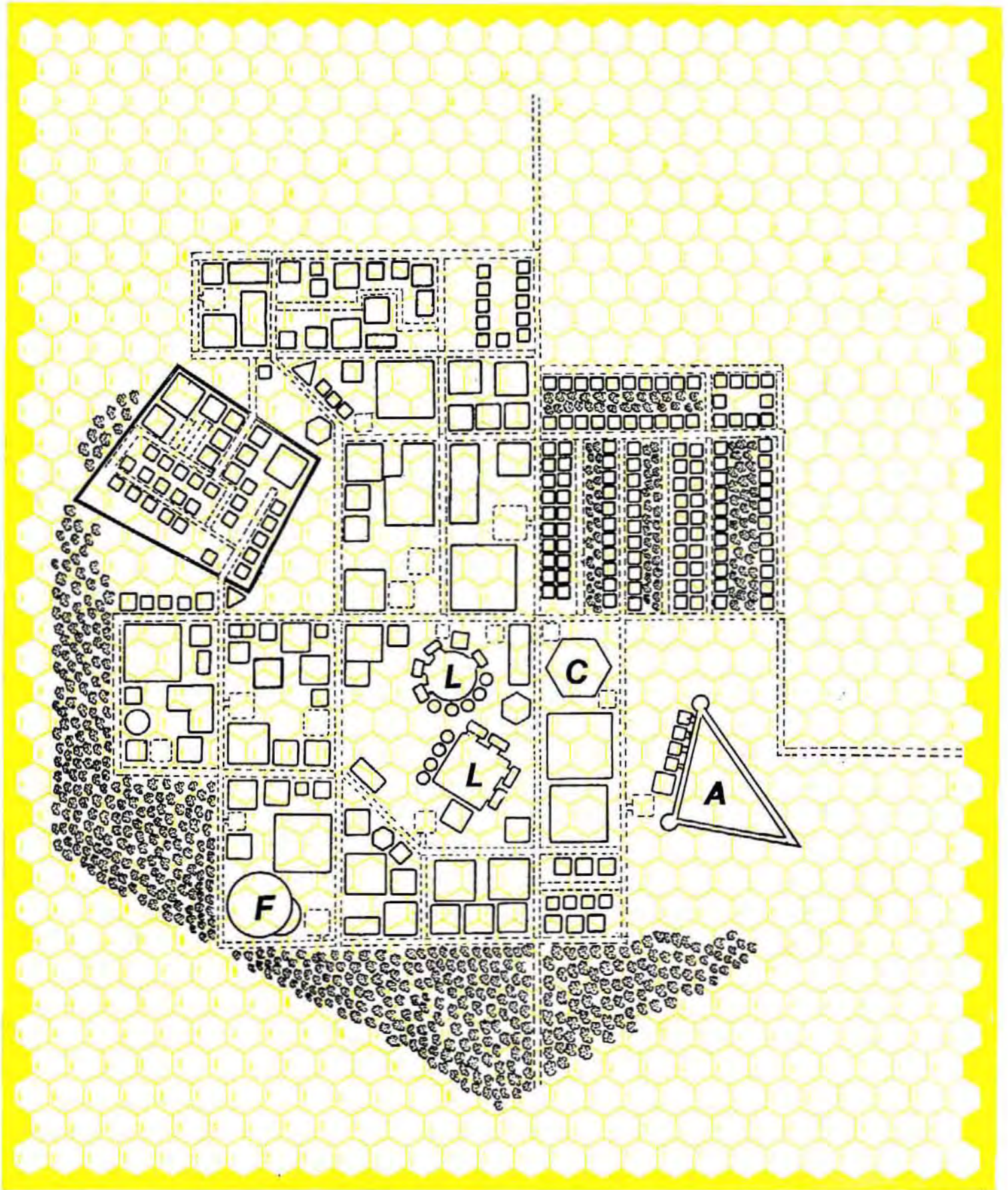


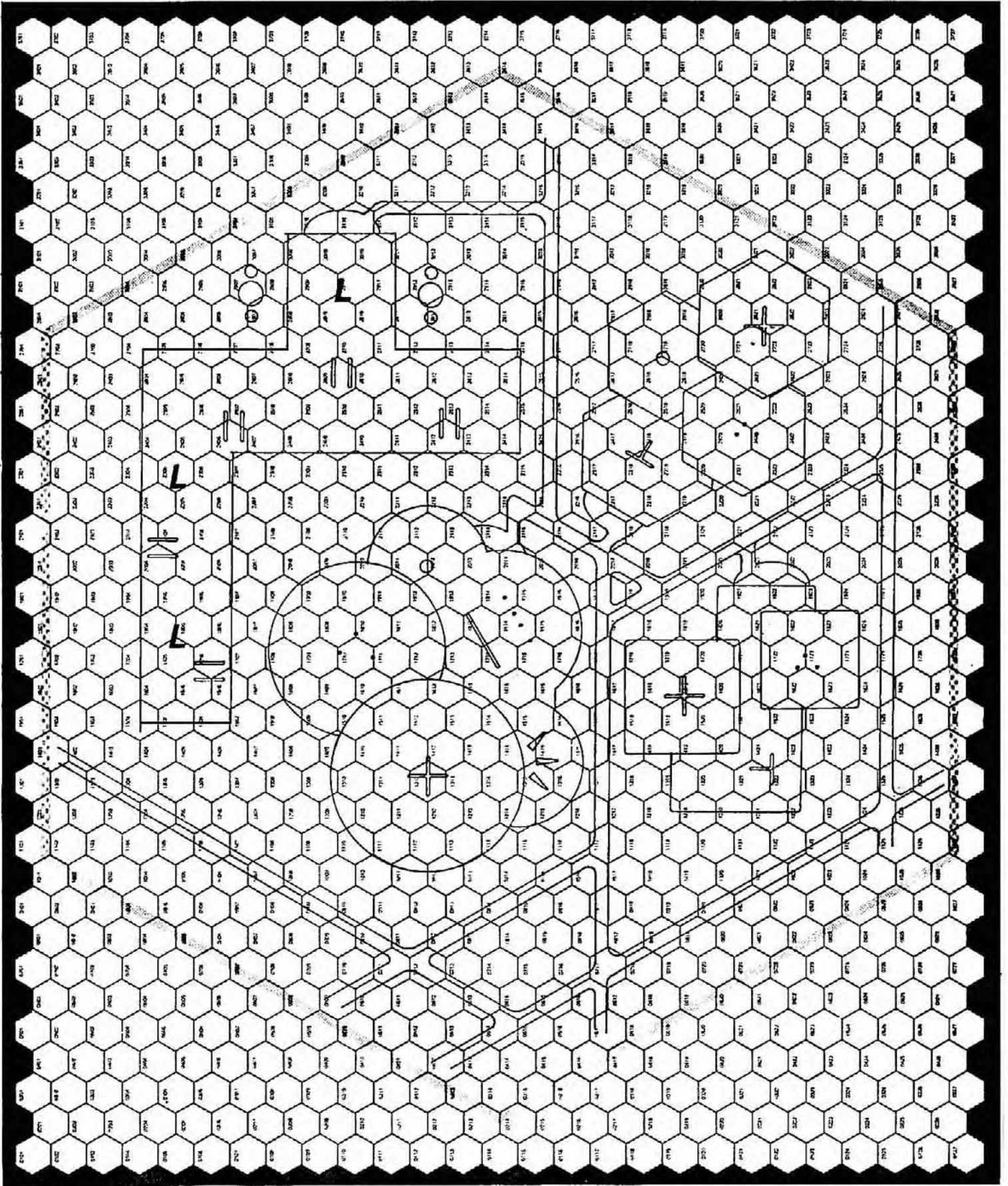


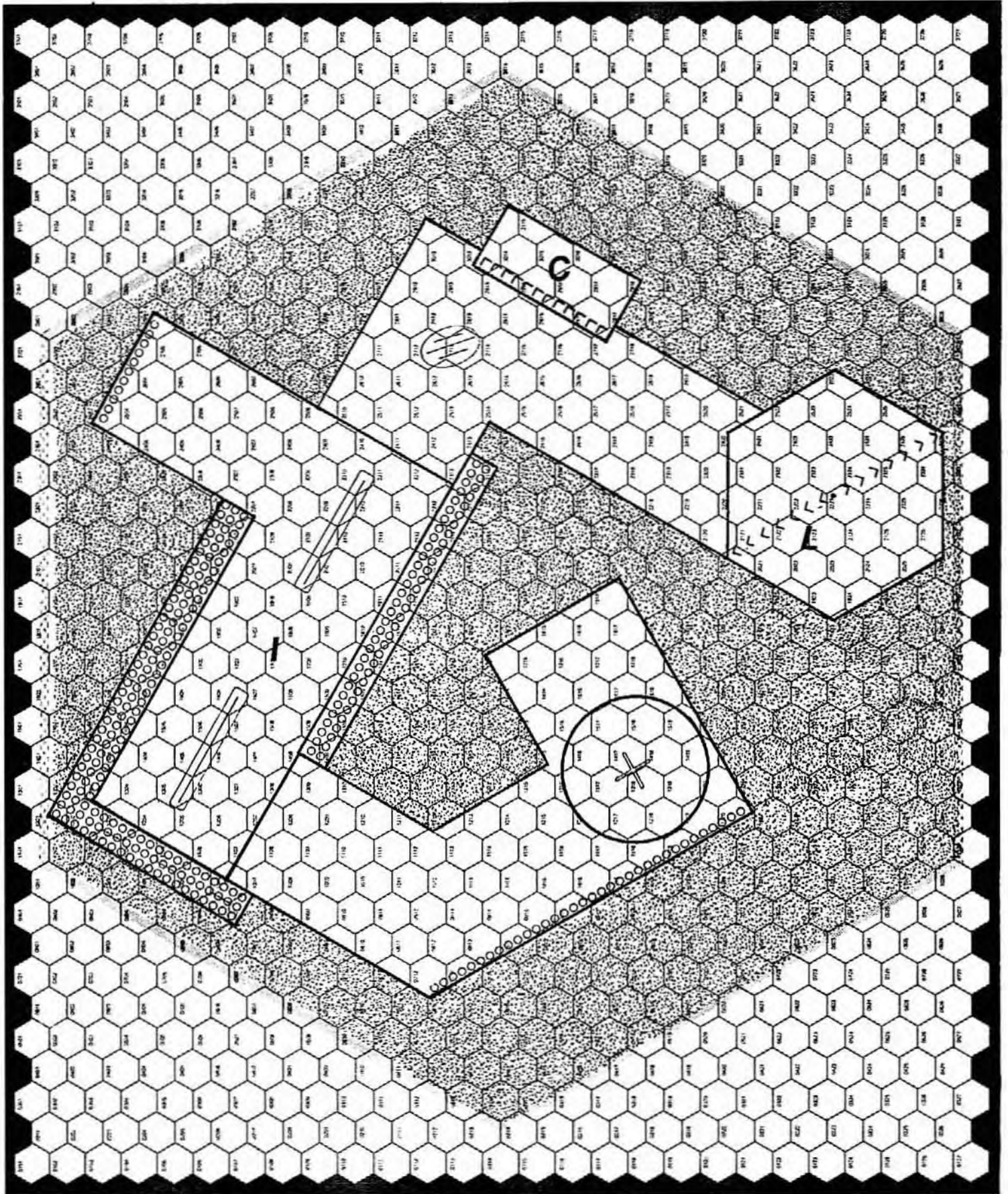


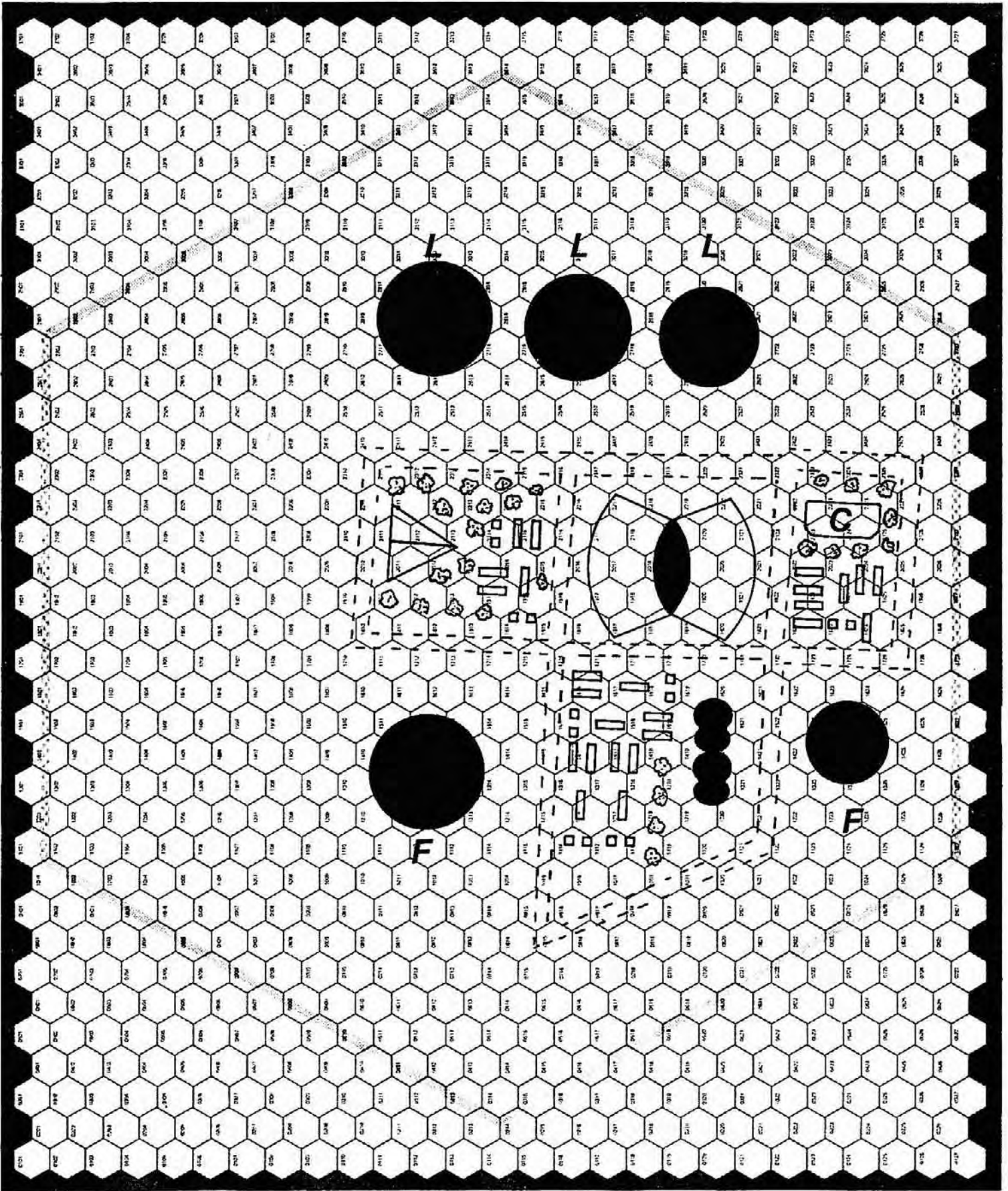












# Judges Guild Map Key

STARBASE \_\_\_\_\_ SYSTEM \_\_\_\_\_  
 LOCATION \_\_\_\_\_ TECH \_\_\_\_\_ LAW \_\_\_\_\_

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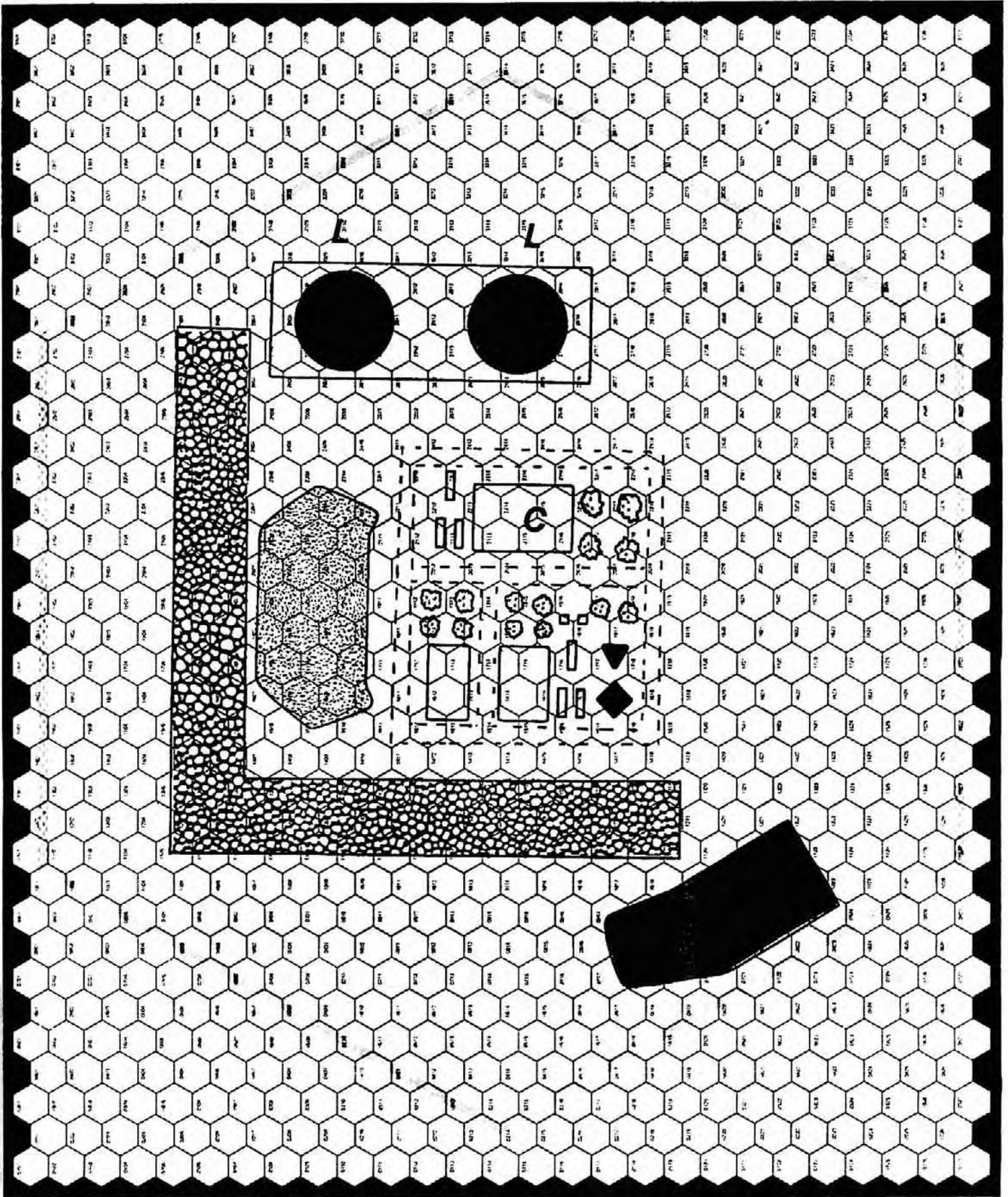
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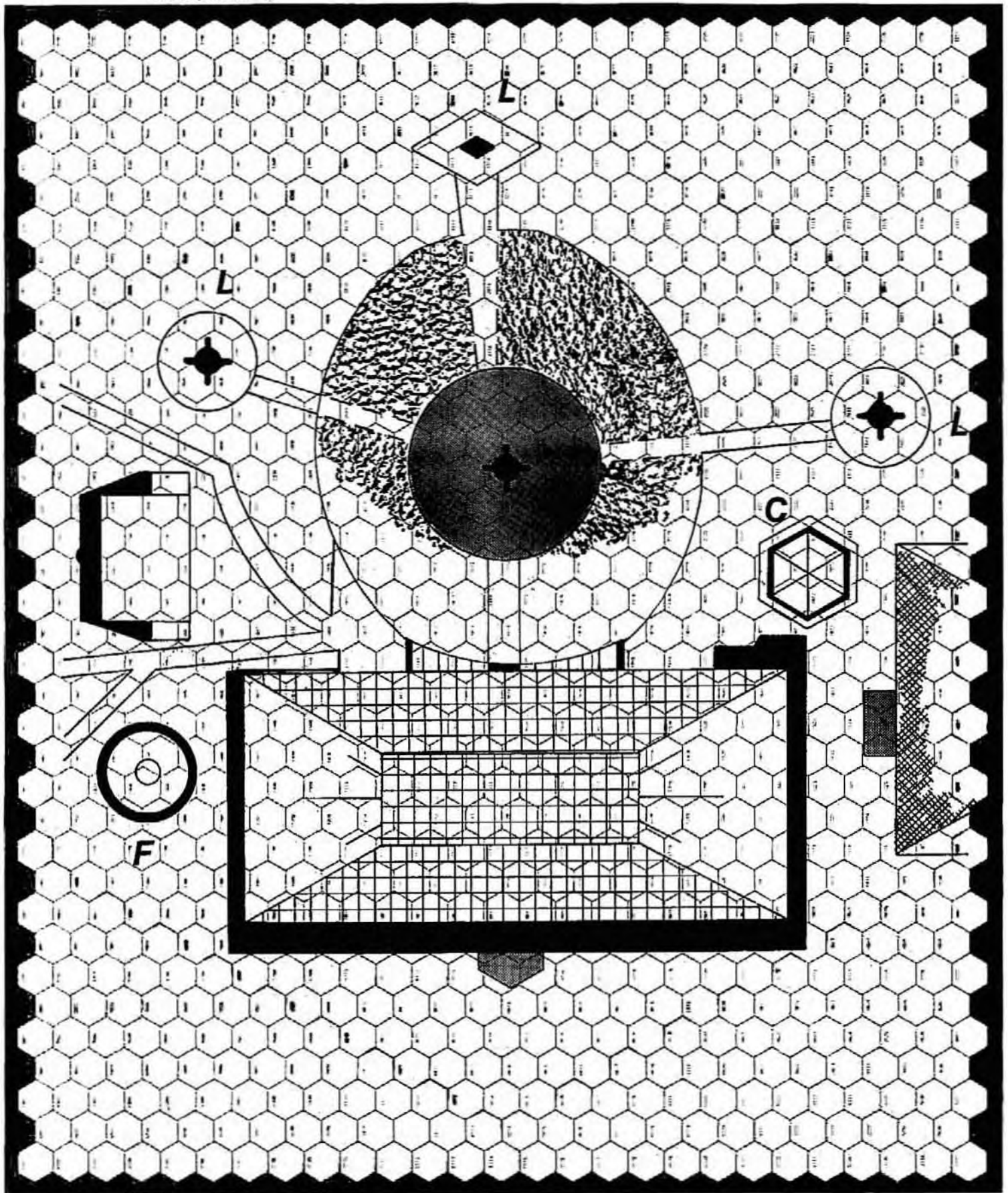
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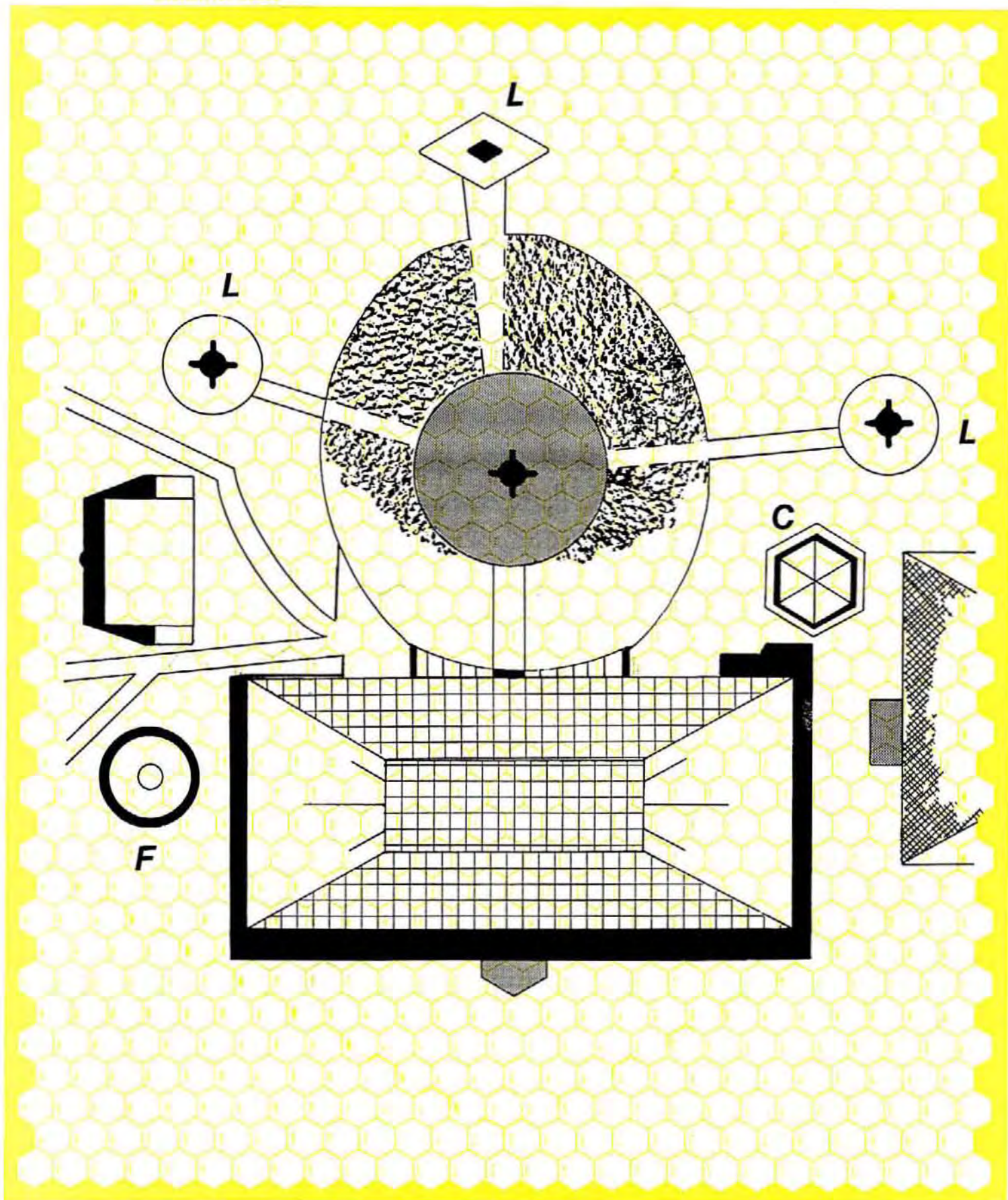
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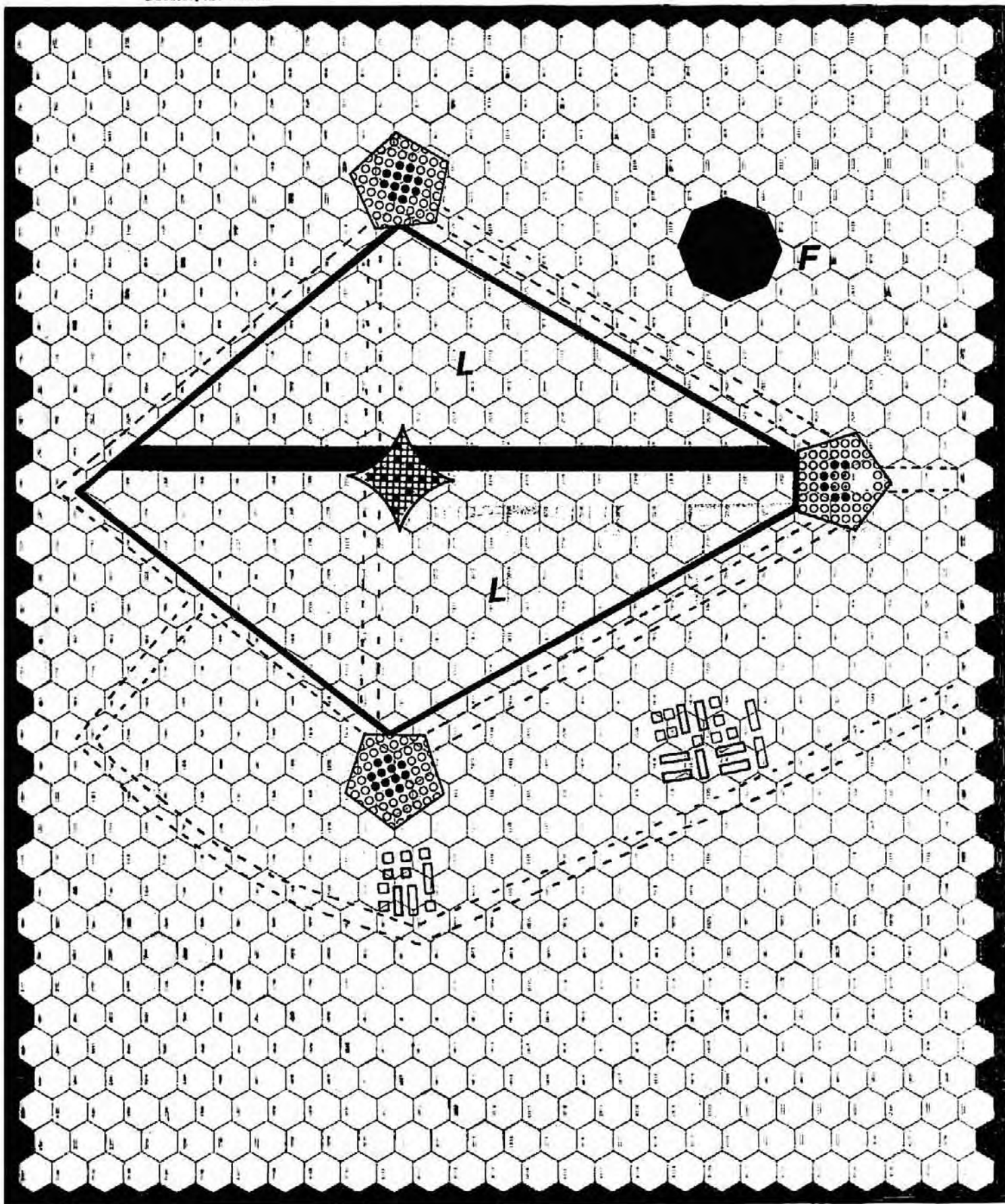


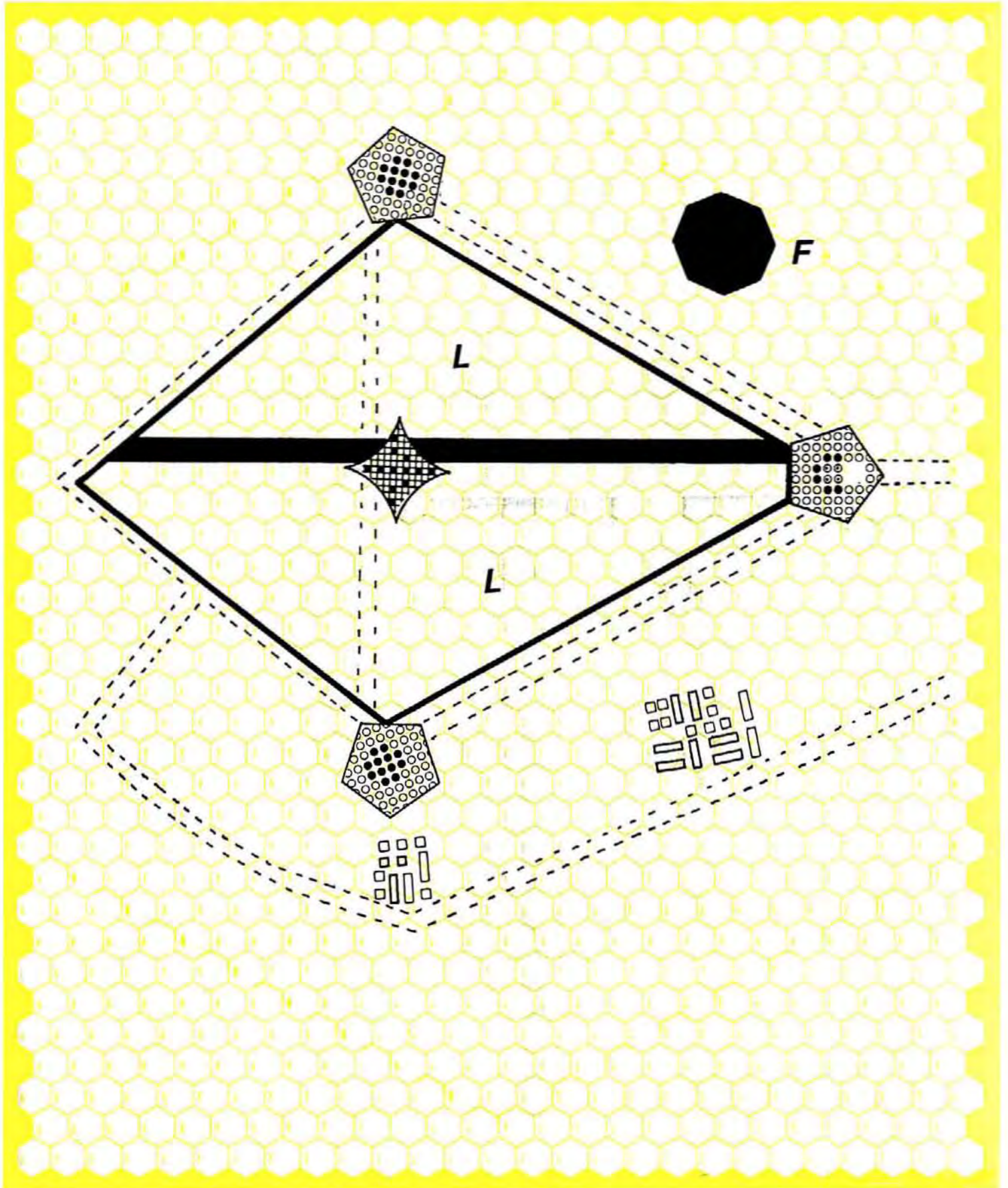


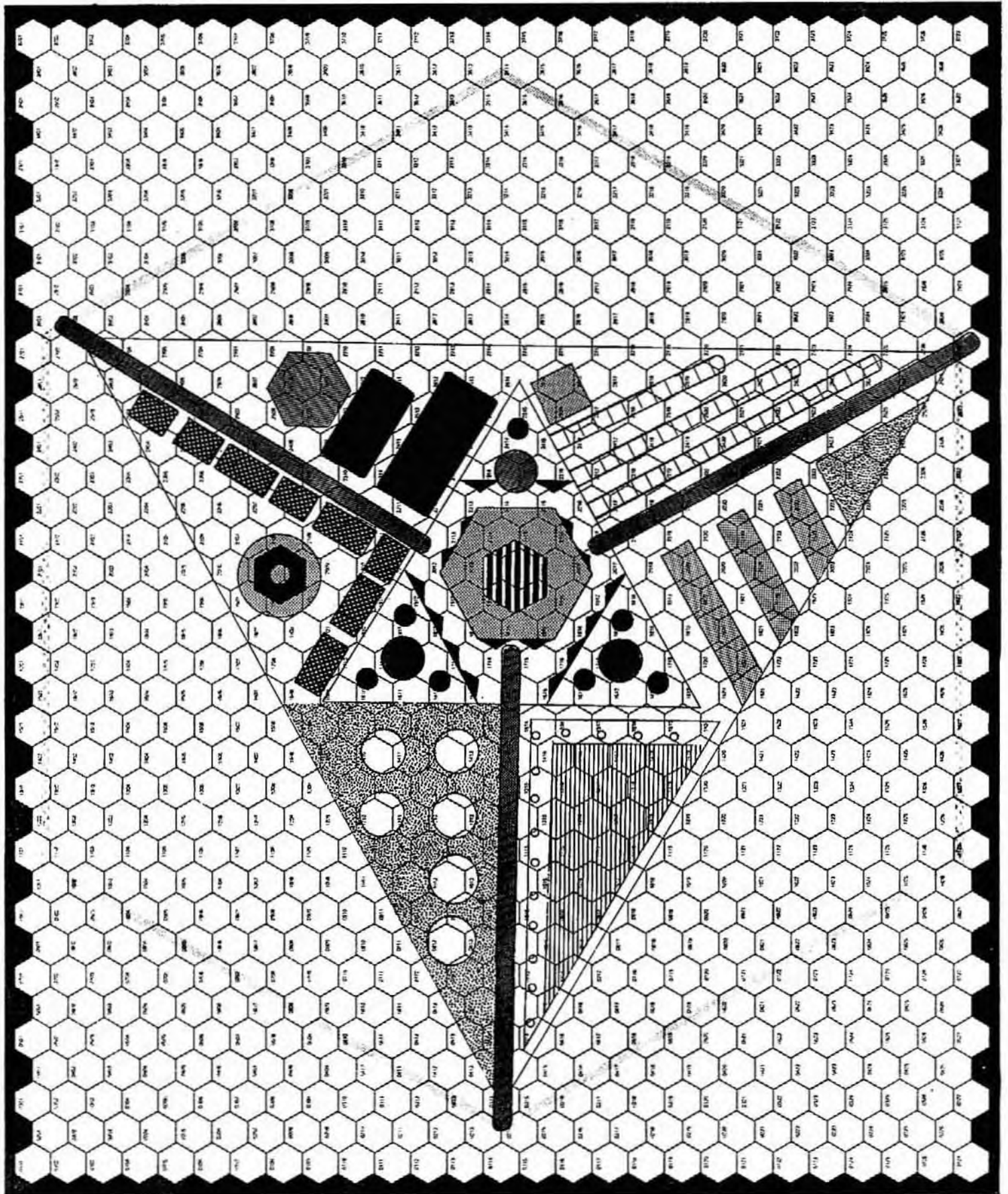










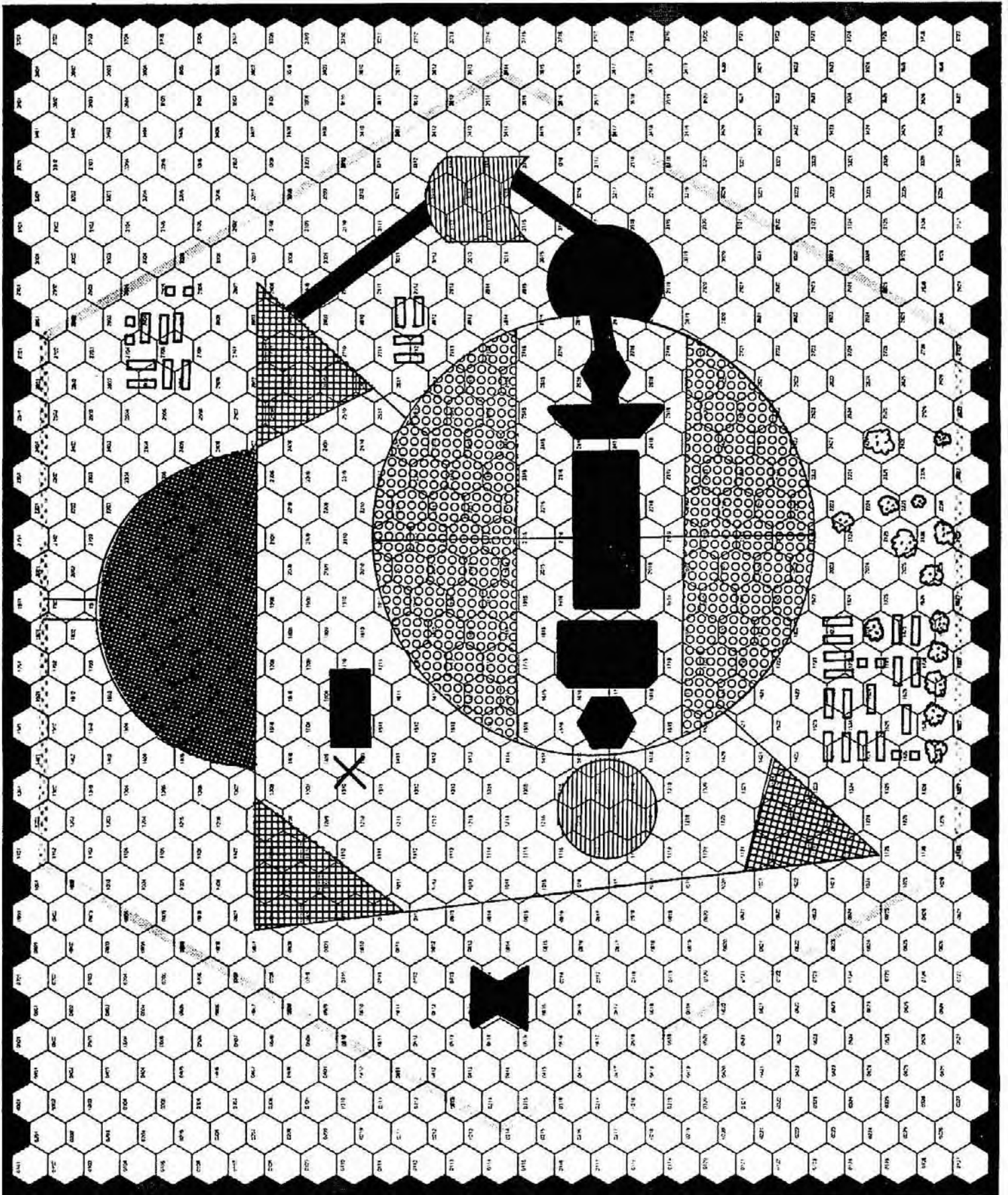












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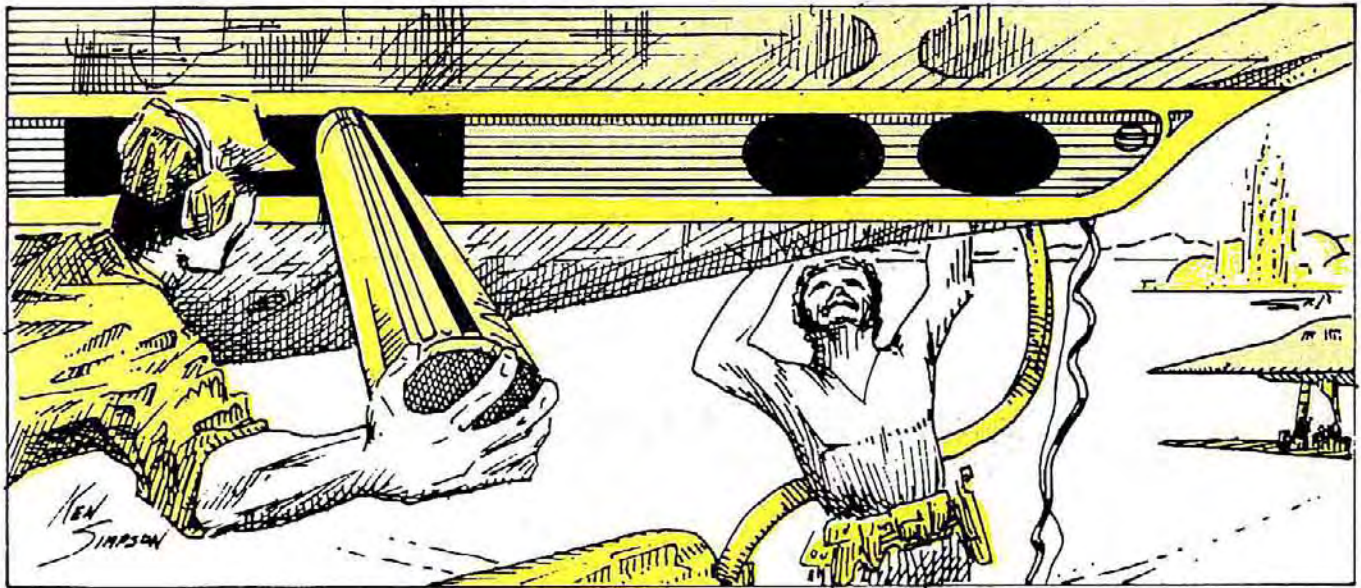
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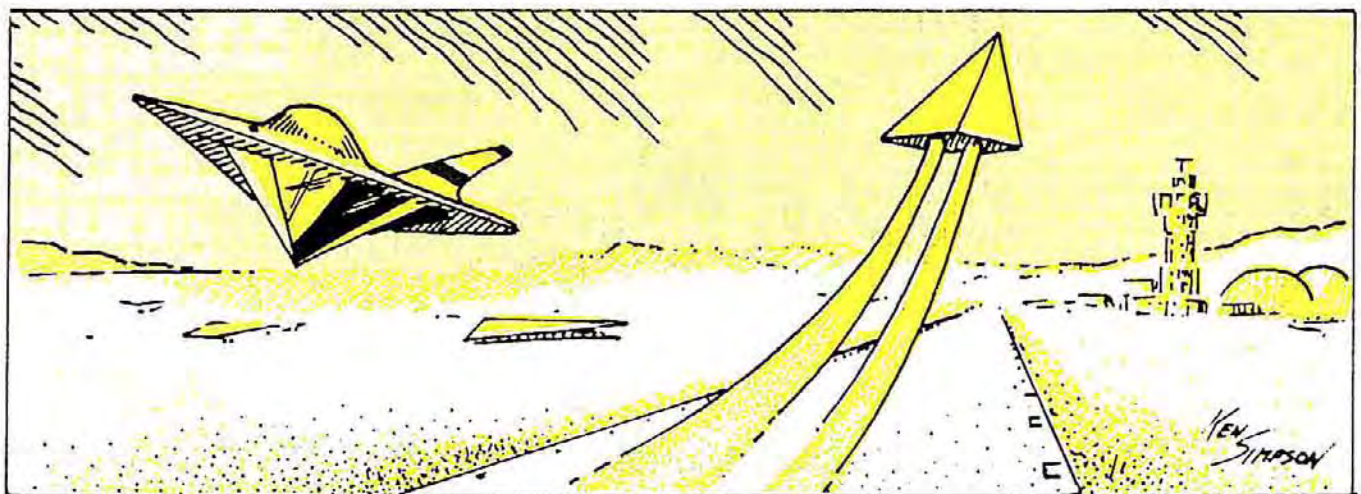
Welcome to the

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Playing Aids



# THE TRAVELLER™ LOGBOOK

Judges Guild



APPROVED FOR **TRAVELLER**  
SCIENCE FICTION ROLE PLAYING SYSTEM



by Dave Sering  
Concepts by Steve Smith and Dave Sering  
Art by Paul Jaquays  
Editing and Typesetting by Penny Gooding

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## Introduction

This book is a playing aid for use with Game Designer's Workshop science fiction role-playing game system. Traveller. It is designed to assist Referees and Players in the generation of characters and the design of spaceships. Forms are provided to ease record keeping chores. Judges Guild has also included additional tables which may be used to provide backgrounds and personal characteristics for player and non-player characters. Tables are also provided to assist in the financial operation of starships.

## Character Generation for Traveller

Roll two six-sided dice to establish the values of each characteristic:

<b>Strength</b>	<b>Dexterity</b>	<b>Endurance</b>	<b>Intelligence</b>	<b>Education</b>	<b>Social Standing</b>
-----------------	------------------	------------------	---------------------	------------------	------------------------

Values for the characteristics initially vary from 2 to 12, but may in the course of the game be modified to range from 1 to 15. These characteristics listed in order form the Universal Personality Profile (UPP) and are expressed in hexadecimal (base 16) notation.

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

These characteristics are for individuals from a "normal" terran planet. Strength and Endurance are modified according to Table 5 if the gravity value is lesser or greater. Technological Level may modify the Education and may add survival skills according to Table 6. To round out the basic character, the Judges Guild Tables on pages 8 through 10 may be used.

Psionic potential is determined by rolling two dice. For each four years above the age of 18, apply a modifier of -1 to the roll. With training the potential becomes the Psionic Strength Rating, indicating the maximum level of activity which may be performed and the number of strength points at the character's disposal. Upon undergoing training, a character will then roll two dice to determine the precise talent from Table 9.

As just generated, Characters will probably not survive an adventure. Several means of acquiring skills, experience, and equipment are available. A character may attempt to enlist in one of the six services (Navy, Marines, Army, Scouts, Merchants, or Other-Table 1). Die roll modifications may apply if certain characteristics are above a stated level, these modifications being cumulative. One enlistment attempt is permitted per character. If the character is unsuccessful in enlisting, he may submit to the Draft. One die is rolled and the character enters the service with that number. Draftees are not eligible for commissions during their first term of service; they do become eligible during the second and subsequent terms of service if they re-enlist.

The history of each individual may be generated in detail by means of the following sets of tables. All six services may be rolled on the first set of Tables (1-9). The player has the option; however, of utilizing the second set of Tables (10-16) to derive Army or Marine Careers in depth. The tables themselves are an abstract system of adventuring and there is a chance the character may not live through his service career. Failure to achieve the survival throw means that character has died in the line of duty. Start a new character. Each term of service completed adds 4 years to the character's age.

A character may attempt to obtain commission in each service, throwing the stated number with applicable die roll modifiers. If successful the character acquires level 1 rank in his service and may attempt to gain further promotion once each term of service. Commissions and promotions are not available in the Scout and the Other Services. In each term of service a character has the opportunity to acquire personal skills and expertise based upon service, commission, promotion, and duty. One die is rolled on the chosen section of the Acquired Skills Table (2) for each skill allowed. Some skills are gained automatically by virtue of rank or service.

The reenlistment die roll indicates whether or not a character may serve another term, must serve another term, or can not serve another term. A character may serve up to 7 terms voluntarily, and retire any time after the end of the 5th term. Retirement grants a character an annual retirement pay based upon length of service. Though service beyond the seventh term is normally impossible, characters who throw 12 exactly on the final reenlistment must serve an additional term of service. Mustering out benefits come to a character whenever they leave the service and for whatever reason. One roll is made for each term of service completed, with additional rolls accruing from advancement in rank (rank 1 or 2 receiving one extra roll, rank 3 or 4 receiving two extra rolls, rank 5 or 6 receiving two extra rolls and a bonus of plus 1 to the die roll when consulting Table 3A) Any level of gambling skill may add 1 to the die roll when consulting Table 3B. The choice of which table to roll on is up to the player but no more than three rolls may be made on Table 3B. On Table 3A the Scoutship benefit may be received only once, other such results are lost. The Free Trader benefit is taken once to provide the ship, each subsequent result meaning another ten years of payments completed.

Over the terms of service a considerable amount of time can elapse with possible detrimental effects on the character's physical constitution and intelligence. In the Traveller game system, these aging effects first come at 34, rolls on Table 8 at this time and at subsequent 4 year intervals indicate the potential reduction and the saving throw required to avoid the reduction. Use of drugs in some situations may alter the strict game calendar age.

## SERVICE/ENLISTMENT TABLE (1)

	Navy	Marines	Army	Scouts	Merchant	Other
Enlistment	8+	9+	5+	7+	7+	3+
DM of +1 if	Intel 8+	Intel 8+	Dext 6+	Intel 6+	Stren 7+	
DM of +2 if	Educ 9+	Stren 8+	Educ 5+	Stren 8+	Intel 6+	
Draft	1	2	3	4	5	6
Survival	5+	6+	5+	7+	5+	5+
DM of +2 if	Intel 7+	Educ 8+	Educ 6+	Educ 9+	Intel 7+	Intel 9+
Commission	10+	9+	5+	-	4+	-
DM of +1 if	Social 9+	Educ 7+	Educ 7+	Intel 6+	Intel 6+	
Promotion	8+	9+	6+	-	10+	-
DM of +1 if	Educ 8+	Social 8+	Educ 7+	Intel 9+	Intel 9+	
Reenlist	6+	6+	7+	3+	4+	5+

Characters cycle through this table during each term of service. Note that the reenlistment die throw is required even if the character does not intend to reenlist. DMs are cumulative (in the case of Enlistment) if characters have the necessary prerequisites. All rolls except draft are two-die throws.

The table of ranks below indicate the initial commissioned rank, if a commission is received, and indicates the ranks to which characters are promoted. Ranks, commissions and promotions are non-existent in the scout and other services.

4

## Planetary Gravity Table (5)

G Value	Planet Size	Modifier	These Modifiers apply to:
.2	5	-3	Strength
.3 -4	6	-2	Endurance
.5 -7	1	-1	(Height)
.8- 1.2	8	0	(Weight)
1.3- 1.6	9	+1	
1.7-1.9	-	+2	
2.0	10	+3	

Die roll modifiers are applied based upon the gravity of the homeworld.

## Tech Level Table (6)

Tech Level	Modifier
1	-3 Education, Automatic Survival 3
2	-2 Education, Automatic Survival 2
3	-1 Education, Automatic Survival 1
10	+1 Education
11	+2 Education
12+	+3 Education

Planet Tech Level influences education and survival skills.

## ACQUIRED SKILLS TABLE (2)

Personal Development Table						
	Navy	Marines	Army	Scouts	Merchant	Other
1	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
2	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext
3	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur
4	+1 Social	Gambling	Gambling	Gun Cbt	+1 Stren	Blade Cbt
5	+1 Intel	Brawling	Brawling	+1 Intel	Blade Cbt	Brawling
6	+1 Educ	Blade Cbt	+1 Educ	+1 Educ	Bribery	•1 Social
Service Skills Table						
	Navy	Marines	Army	Scouts	Merchant	Other
1	Ship's Boat	ATV	ATV	Air/Raft	Steward	Forgery
2	Vacc Suit	Vacc Suit	Air/Raft	Vacc Suit	Vacc Suit	Gambling
3	Fwd Obsv	Blade Cbt	Fwd Obsv	Navigation	+1 Stren	Brawling
4	Blade Cbt	Blade Cbt	Blade Cbt	Mechanical	Gun Cbt	Blade Cbt
5	Gun Cbt	Gun Cbt	Gun Cbt	Electronic	Electronic	Gun Cbt
6	Gunbery	Gun Cbt	Gun Cbt	Jack-o-T	Jack-o-T	Bribery
Advanced Education Table						
	Navy	Marines	Army	Scouts	Merchant	Other
1	Vacc Suit	ATV	ATV	Air/Raft	Streetwise	Streetwise
2	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical
3	Electronic	Electronic	Electronic	Electronic	Electronic	Electronic
4	Engngm	Tactics	Tactics	Jack-o-T	Navigation	Gambling
5	Gunbery	Blade Cbt	Blade Cbt	Gunbery	Gunbery	Brawling
6	Jack-o-T	Gun Cbt	Gun Cbt	Medical	Medical	Forgery
Advanced Education Table (allowed only if character has education of 8+)						
	Navy	Marines	Army	Scouts	Merchant	Other
1	Medical	Medical	Medical	Medical	Medical	Medical
2	Navigation	Tactics	Tactics	Navigation	Navigation	Forgery
3	Engngm	Tactics	Tactics	Engngm	Engngm	Electronic
4	Computer	Computer	Computer	Computer	Computer	Computer
5	Pilot	Leader	Leader	Pilot	Pilot	Streetwise
6	Admin	Admin	Admin	Jack-o-T	Admin	Jack-o-T

Characters consult this set of tables during each term of service, and acquire skills based on skill eligibility. Characters may distribute their rolls over the three tables (the four tables if the character is of education 8 or greater), but must specify the table being consulted prior to the die throw. Only skills in the column corresponding to the correct service are available to a character.

When blade combat or gun combat is acquired, the specific weapon in which expertise is achieved must be specified immediately.



(TABLE 7)

RANK AND SERVICE SKILLS		PSIONICS TABLE (9)	
Navy Captain	+1 Social	Telepathy	5+
Navy Admiral	+1 Social	Clairvoyance	6+
Marine	Cutlass-1	Telekinesis	6+
Marine Lieutenant	Revolver-1	Awareness	7+
Army	Rifle-1	Teleportation	9+
Army Lieutenant	SMG-1	Special	9+
Merchant 1st Officer	Pilot-1		
Scout	Pilot-1		

BENEFITS TABLE (3)

Table A Material Benefits		Merchant		Other	
Navy	Marrines	Army	Scout	Low Psg	High Psg
1 Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2 +1 Intel	+1 Intel	+1 Intel	+2 Intel	+1 Intel	+1 Intel
3 +2 Educ	+1 Educ	+2 Educ	+2 Educ	+1 Educ	+1 Educ
4 Blade	Blade	Gun	Blade	Gun	Gun
5 Travellers'	Travellers'	High Psg	Gun	Blade	High Psg
6 High Psg	High Psg	Mid Psg	Scout	Low Psg	-
7 +2 Social	+2 Social	+1 Social	-	Merchant	-

Weapon benefits must be declared as to type immediately; additional benefits of that type may be declared as skill. Characters with rank 5 or 6 may add +1 to their rolls on this table.

Table B Cash Allowances

Navy	Marrines	Army	Scouts	Merchant	Other
1 1000	2000	2000	20000	1000	1000
2 5000	5000	5000	20000	5000	5000
3 5000	5000	10000	30000	10000	10000
4 10000	10000	10000	30000	20000	10000
5 20000	20000	10000	50000	20000	10000
6 50000	30000	20000	50000	40000	50000
7 50000	40000	30000	50000	40000	100000

A maximum of three rolls on table 2 are allowed per character; all remaining rolls must be on table 1. Individuals with gambling expertise are allowed a DM of +1 on table 2.

Characters are allowed one roll per term of service; rank 1 or 2 is allowed one extra roll, rank 3 or higher is allowed two extra rolls.

ANNUAL RETIREMENT PAY (TABLE 4)

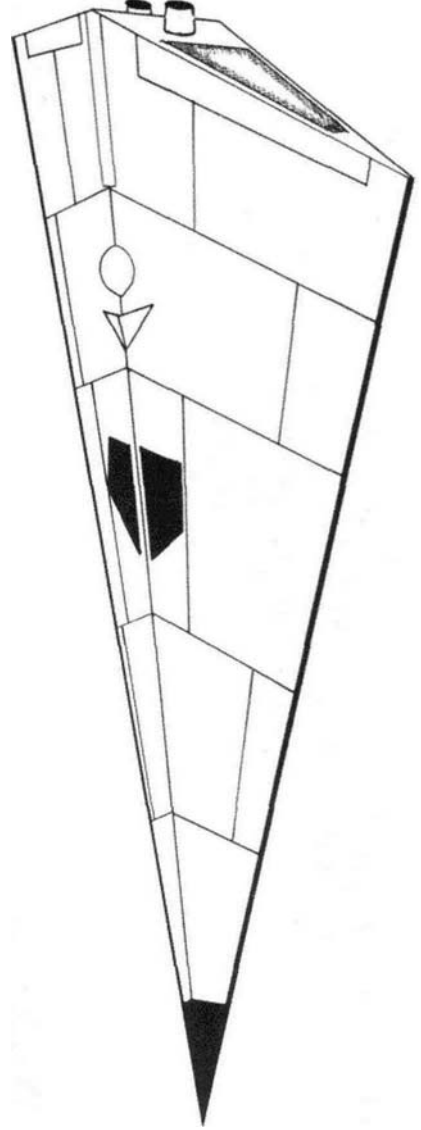
5 terms	CR 4000
6 terms	CR 6000
7 terms	CR 8000
8 terms	CR 10000

AGING TABLE (8)

Term of Service	4	5	6	7	8	9	10	11	12	13	14+
Age	34	38	42	46	50	54	58	62	66	70	74+
Strength	...	-1 (8+)	...	...	...	-1 (9+)	...	...	...	-2 (9+)	...
Dexterity	...	-1 (7+)	...	...	...	-1 (8+)	...	...	...	-2 (9+)	...
Endurance	...	-1 (8+)	...	...	...	-1 (9+)	...	...	...	-2 (9+)	...
Intelligence	...	no effect before age 66	...	...	...	...	...	...	...	-1 (9+)	...
Education	...	unaffected by aging	...	...	...	...	...	...	...	-1 (9+)	...
Social Standing	...	unaffected by aging	...	...	...	...	...	...	...	...	...

Term of service refers to the end of that numbered term. Age refers to the first day of the personal (physiological, not chronological) year.

The negative number shown is the potential reduction in characteristic if the saving throw (in parentheses) is not made. Saving throws use two dice.



## Army and Marine Careers

When utilizing the alternate made of generating skills and experiences (tables from Book 4: Mercenary), each character chooses to serve in a specific arm of the Army (Infantry, Cavalry, Artillery, Support) or Marines (Infantry, Support). Characters may later choose to transfer to the Commando arm. The character then receives a Basic Training of a level Gun Combat skill. Each character then receives Advanced Training, making one roll on the Military Occupational Specialty (MOS) Table (10) corresponding to his chosen arm of service. The character receives order to his first assignment by rolling on the General Assignment Table (11) and Unit Assignment Table (12). Special Assignments are rolled on a special table (13). Each assignment will have four results rolled: Survival, Decoration, Promotion, Skills on the Assignment Resolution Table (14). Completion of three assignments ends the first term of service, thereafter each term of service is comprised of four assignments. Reenlistment is conducted as in the first set of tables, as is mustering out and aging.

### Military Occupational Specialty (MOS) Table (10)

Die	Artillery	Cavalry	Infantry	Marine	Support	Commando
1	FA Gunner Vehicle	Gun Cmbt Vehicle	Gun Cmbt Vehicle	Gun Cmbt Vehicle	Vehicle	Gun Cmbt
2	FA Gunner Vehicle	Gun Cmbt Vehicle	Gun Cmbt Vehicle	Gun Cmbt Vehicle	Cmbt Eng	Gun Cmbt
3	Vehicle	Vehicle	Hvy Wpns	Zero-G	Vehicle	Hvy Wpns
4	Mechanical	Hvy Wpns	Hvy Wpns	Zero-G	Mechanical	Demolition
5	Fwd Obs	Hvy Wpns	Vehicle	Hvy Wpns	Electronic	Survival
6	Computer	Mechanical	Recon	Fwd Obs	Medic	Recon
7	Electronics	Computer	Vacc Suit	Battle dress	Computer	Battle dress

DM +1 if tech level of world is 12+.

### General Assignment (11)

Die	Artillery	Cavalry	Infantry	Marine	Support	Commando
0	Command	Command	Command	Command	Command	Command
1	Command	Command	Command	Command	Command	Command
2	Command	Command	Command	Command	Staff	Command
3	Staff	Command	Command	Command	Staff	Command
4	Staff	Staff	Staff	Staff	Staff	Command
5	Staff	Staff	Staff	Staff	Staff	Staff
6	Special	Special	Special	Special	Special	Special
7	Special	Special	Special	Special	Special	Special

Note: All except officers treat staff and command results as unit assignment.

DM's: If Education 8+, DM+1 allowed. Officer may elect DM -1 (bucking for command)

### Unit Assignment (12)

Die	Artillery	Cavalry	Infantry	Marine	Support	Commando
2	Raid	Raid	Raid	Raid	Raid	Raid
3	Trng	Trng	Raid	Raid	Int' Sec	Raid
4	Ctr Ins	Ctr Ins	Ctr Ins	Ctr Ins	Ctr Ins	Ctr Ins
5	Pol Act	Pol Act	Pol Act	Int' Sec	Garr	Pol Act
6	Garr	Garr	Garr	Shp Trp	Garr	Int' Sec
7	Garr	Garr	Garr	Garr	Garr	Garr
8	Garr	Garr	Garr	Shp Trp	Garr	Trng
9	Trng	Trng	Trng	Trng	Trng	Trng
10	Pol Act	Pol Act	Pol Act	Pol Act	Pol Act	Pol Act
11	Ctr Ins	Int' Sec	Int' Sec	Pol Act	Int' Sec	Raid
12	Trng	Pol Act	Int' Sec	Pol Act	Pol Act	Raid

**Abbreviations:** FA Gunner = Field Artillery Gunner. Fwd Obs = Forward Observer. Hvy Wpns = Heavy Weapons. Gun Cmbt = Gun Combat. Recon = Reconnaissance. Vacc Suit = Vacuum Suit. Zero-G = Zero-G combat. Cmbt Eng = Combat engineering. Trng = Training. Ctr Ins = Counter insurgency. Pol Act = Police action. Garr = Garrison. Int' Sec = Internal security. Shp trp = Ship's troops OCS = Officer's Candidate School.

### SKILL TABLES (15)

Die	Army Life	Marine Life	NCO Skills	Cmnd Skills	Staff Skills	Shipboard
1	Brawling	Brawling	Hvy Wpns	+1 Endur	Mechanic	Fwd Obs
2	+1 Str	Gambling	Mechanic	Gun Cmbt	Fwd Obs	Ship's Boat
3	Gambling	+1 Str	Tactics	Vehicle	Computer	Gunnery
4	+1 Dex	+1 Dex	Hvy Wpns	Hvy Wpns	Electronics	Vacc Suit
5	+1 Endur	+1 Endur	Mechanical	Leader	Medical	Gunnery
6	+1 Endur	+1 Blade	Tactics	Tactics	Instruction	Vacc Suit
7	+1 Pistol	+1 Educ	Leader	Tactics	Admin	Admin
8	+1 Soc	+1 Soc	Leader	Leader	Admin	Admin
9	+1 Soc	+1 Soc	Admin	Admin	Admin	Admin
10			Instruction			
11			Admin			

DM's:

*Army Life, Marine Life:* +1 if junior commissioned officer; +2 if field grade officer; +3 if general officer.

*NCO Skills:* +1 if sergeant. +2 if gunnery sergeant; +3 if leading sergeant. +4 if first sergeant; +5 if sergeant major.

*Command Skills, Staff Skills:* +1 if field grade officer; +2 if general officer  
Shipboard: No DMs.

## TABLE OF RANKS (16)

Enlisted Ranks		Special Assignments (13)	
Die Roll:	Enlisted And NCO's	Officers	
E1: Private	Cross Trng	Intelligence School	
E2: Lance Corporal	SpecialistSchool*	Command College	
E3: Non Commissioned Officers (NCO)	Commando School	Staff College	
E4: Corporal	Protected forces	Commando School	
E5: Lance Sergeant	Recruiting	Recruiting	
E6: Sergeant	OCS	Military Attache/Aide	
E7: Gunnery Sergeant	OCS		
E8: Leading Sergeant			
E9: First Sergeant			
E9: Sergeant Major			

DM's: Marine enlisted and NCO's may add one if Educ 7+. Army enlisted men and NCO's may add one if endur 7+.

**Assignment Resolution (14)**

**Marine:**

Survival	Training	Int'l Soc	Pol Act	Ctr Ins	Raid	Ships Trips
4+	auto	4+	5+	5+	6+	4+
12+	none	12+	8+	9+	5+	12+
(6+)	none	(6+)	8+	9+	6+	(6+)
7+	none	7+	7+	8+	5+	6+

-DMs: For survival, DM +1 allowed if any MOS skill level is 2 or greater. For promotion, DM +1 allowed if education 7+.

-Marines in garrison use the infantry garrison column.

**Infantry, Cavalry, Artillery:**

Survival	Training	Int'l Sec	Pol Act	Ctr Ins	Raid	Garrison
4+	auto	4+	5+	5+	6+	auto
12+	none	12+	9+	10+	6+	none
(6+)	none	(6+)	8+	9+	6+	(7+)
7+	none	7+	7+	8+	5+	none

-DMs: For survival, DM +1 allowed if any MOS skill level is 2 or greater. For promotion, DM +1 if education 7+.

**Support:**

Survival	Training	Int'l Sec	Pol Act	Ctr Ins	Raid	Garrison
4+	auto	4+	4+	5+	6+	auto
12+	none	12+	10+	11+	7+	none
(6+)	none	(6+)	9+	10+	7+	(7+)
7+	8+	7+	7+	7+	6+	none

-DMs: For promotion, DM +1 if intelligence 8+.

**Commando:**

Survival	Training	Int'l Sec	Pol Act	Ctr Ins	Raid	Garrison
3+	3+	4+	4+	5+	6*	auto
12+	none	12+	9+	8+	5+	none
(7+)	8+	(7+)	8+	7+	6+	(9+)
6+	6+	6+	7+	6+	5+	none

-DMs: For survival, DM +1 allowed for any MOS skill level 2 or greater. For promotion, DM +1 if endurance 8+.

## EQUIVALENT RANKS

	Navy	Marines	Army	Scouts	Merchant	Other
Rank 1	Ensign	Lieutenant	Lieutenant	-	4th Officer	-
Rank 2	Lieutenant	Captain	Captain	-	3rd Officer	-
Rank 3	Lt Cmdr	Force Cmdr	Major	-	2nd Officer	-
Rank 4	Commander	Lt Colonel	Lt Colonel	-	1st Officer	-
Rank 5	Captain	Colonel	Colonel	-	Captain	-
Rank 6	Admiral	Brigadier	General	-	-	-

**\*Specialist School**

1	Admin
2	Medical
3	Commo
4	Computer
5	Mechanical
6	Electronics

## Personal and Family Background

The character as generated above is just the basic physical body, no personality. Use of the following supplementary tables will give a background and personality to your characters. These tables may be used with player characters, non-player characters, and GDW's **Supplement I: 1001 Characters**. Several of the tables may have an effect upon the Basic Characteristics of the individual. The Gravity Value of the homeworld of the character may effect the Strength and Endurance of the individual. The Tech Level of the homeworld may raise the Education in the Tech Level if 10 or more. At the lower end of the Tech Level scale, 3 and below, automatic survival skills are awarded. A specific homeworld may be chosen for a character or a planet may be rolled at random. See **Traveller Book 3**, pages 2 through 12 for the complete tables of world generation. As for characters, the Planetary Characteristics Profile may be expressed in hexadecimal notation in order: Starport Type, Planetary Size, Planetary Atmosphere, Hydrographics, Population, Government, Low Level, and Technological Index.

The physical appearance of the character may be determined from Table 17, the Height determined directly, and Weight determined by multiplying the Height by the weight value (given in kilograms per meter) to give the total body Weight in kilograms. Additional Personal Characteristics may be determined on Table 18. Roll a single die, odds meaning consult the table once, and evens twice. If two opposing characteristics result, they cancel out and the character is average. In a similar fashion Personal Habits may be derived from Table 19, rolling a single die; 1, 2, or 3 meaning consult the table once, 4 or 5 consult twice, and a 6 meaning consult the table three times. Opposing Habits cancel out..

Among the myriad cultures of the inhabited planets family form and structure varies wildly. To generate a family background roll one die and consult Table 20. A group family lasts only one generation, but a Line family has new younger members continually marrying in thus making it potentially immortal. The number of Parents - Major Adult Members is given in the table. The number of Siblings - Children can be determined by rolling one die for each Major Adult Member. Sibling Rank or Status may be assigned or determined at random by rolling one die; result of 1 indicates Primary Sibling (First Born), result of 2, 3, 4, 5, or 6 indicating Secondary Sibling. Occupation of a particular Parent may be determined on Table 21. The Social Status of the Family may be rolled exactly as for a character, but only in exceptional circumstances will it be below the level of the character as initially generated.

**Personal Appearance Table (17)**

	Height (2D)		Weight (2D)	
	Meters	Inches	Kilograms/Meter	Pounds/Inch
-1	2.15	85	17	1.2
0	2.10	83	18	1.3
1	2.05	81	19	1.4
2	2.00	79	20	1.5
3	1.95	77	22	1.6
4	1.90	75	24	1.7
5	1.85	73	26	1.8
6	1.80	71	28	1.9
7	1.75	69	30	2.0
8	1.70	67	33	2.2
9	1.65	65	35	2.4
10	1.60	63	38	2.6
11	1.55	61	40	2.8
12	1.50	59	45	3.0
13	1.45	57	50	3.4
14	1.40	55	55	3.8
15	1.35	53	60	4.0

Die roll modifiers are applied based upon the gravity of the homeworld.

G Value	Planet Size	Modifier	These Modifiers apply to:
9	5	-3	Height
.3 -.4	6	-2	Weight
.5 -.7	7	-1	(Strength)
.8- 1.2	8	0	(Weight)
1.3- 1.6	9	+1	
1.7- 1.9	-	+2	
2.0	10	+3	

Other sections of Table 21 give additional information on the background of the character. Personal Environmental Table gives the economic background of the family. The Cultural Background Table gives an indication of the type of power succession in the family unit. Societal Background gives the relationship between the family and the next larger unit of social organization.

Table 22, Reason for Adventuring, can be used to give an idea of the motivation of a character. For a player character this may be the reason he or she left their home planet, but the current motivations and attitudes of that character are entirely up to the person playing him or her.



(Table 18)  
**Personal Characteristics (2D)**

- 2 Tone Deaf
- 3 Poor Eyesight
- 4 Poor Smell
- 5 Perfect Pitch
- 6 Excellent Hearing
- 7 Excellent Eyesight
- 8 Excellent Smell
- 9 Photographic Memory
- 10 Poor Memory
- 11 Poor Hearing
- 12 Color Blind

(Table 19)  
**Personal Habits (D+D)**

- |                 |                  |
|-----------------|------------------|
| 11 Slovenly     | 41 Boozer        |
| 12 Unkempt      | 42 Abstainer     |
| 13 Shabby       | 43 Humble        |
| 14 Neat         | 44 Conceited     |
| 15 Spruce       | 45 Gregarious    |
| 16 Tidy         | 46 Solitary      |
| 21 Outgoing     | 51 Lazy          |
| 22 Reserved     | 52 Energetic     |
| 23 Taciturn     | 53 Sadistic      |
| 24 Loquacious   | 54 Compassionate |
| 25 Sincere      | 55 Altruistic    |
| 26 Mendacious   | 56 Miserly       |
| 31 Honest       | 61 Pious         |
| 32 Perfidious   | 62 Sacreligious  |
| 33 Reliable     | 63 Genial        |
| 34 Undependable | 64 Gloomy        |
| 35 Gambler      | 65 Vindictive    |
| 36 Staid        | 66 Forgiving     |

**Family Structure (1D) Table 20**

- 1 Single Parent
- 2 Two Parents
- 3 Group (Single generation, Number of Parents 2D + 1)
- 4 Line (Multi-generation, Number of Parents 2D + 1)
- 5 Other (Number of Major Members D + 2)
- 6 None

Determine number of siblings by rolling one die for each major adult member. Sibling Rank or Status may be set at random by rolling one die.

- 1 Primary Sibling
- 2-6 Secondary Sibling

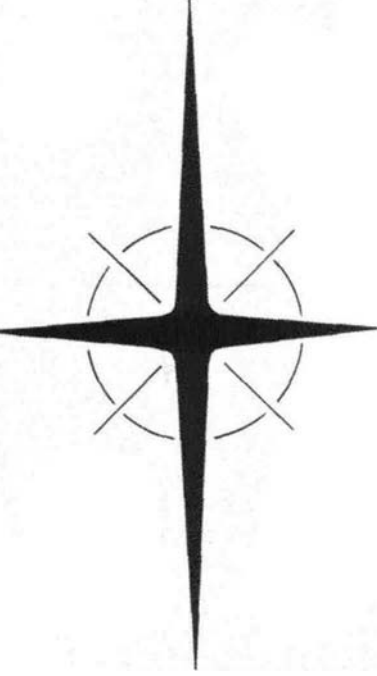
The power structure and line of power succession are dependent upon the type of culture.

### Personal Environmental Background

- 2 Slave or Serf - No Possessions - Owe Fealty
- 3 Destitute or Peasant - Owe Lifetime Income
- 4 Impoverished or Indentured and Heavily Indebted
- 5 Mediocre - Few Possessions and Debts
- 6 Average or Proletariat and Few Debts
- 7 High Average or Bourgeois and Some Debts
- 8 Nouveau Rich and No Debts
- 9 Wealthy and Heavily Indebted
- 10 Old Rich and No Debts
- 11 Distain Wealth and Possessions
- 12 Charity or Welfare Provided

### Cultural Background

- 2 Patriarchal Emphasis
- 3 Matriarchal Emphasis
- 4 No Formal Lineage
- 5 Logic Emphasis
- 6 Ordered Emphasis
- 7 Religious Emphasis
- 8 Achievement Emphasis
- 9 Locale Emphasis
- 10 Subculture \*
- 11 Other Relative Emphasis \*\*
- 12 Congruent with Societal



\* Dice again - if 9 rolled second time then anti-establishment or revolutionary.

\*\* 1 Uncle, 2 Aunt, 3 Cousin, 4 Grandfather, 5 Grandmother, 6 Other.

### Societal Background

- 2 Rigid Caste
- 3 Clans
- 4 Class System
- 5 Familial Emphasis
- 6 Race Emphasis
- 7 Sex Emphasis
- 8 Territorial Aggressive
- 9 Tribal Emphasis
- 10 Independant Self-Reliant
- 11 Passive Communal
- 12 Species Emphasis \*

\* More than one dominant species.

### Parent Occupation Table 21

Tech Level	10	+1
Tech Level	11	+2
Tech Level	12	+3
Tech Level	13	+4
Tech Level	14	+5
Tech Level	15 or more	+6

Establish general category of Parent's Occupation by rolling two dice. A DM of +1 applies if the Tech Level of the world is 7 or greater. Then consult the Individual Category tables, rolling two dice. DMs are applied from the above chart as appropriate.

- 2 Financial
- 3 Transportation
- 4 Merchantile
- 5 Political
- 6 Social
- 7 Raw Material
- 8 Manufacturing
- 9 Services
- 10 Criminal
- 11 Entertainment
- 12 Technical
- 13 Financial

Those jobs marked with \* are further broken down into subdivisions which may be consulted for a specific job.

Financial	Transportation	Merchantile	Political	Social	Raw Materials
2 Changer	Porter	Vendor	2 Administrator*	Religious*	Gatherer
3 Minter	Wagoner	Shop Keeper	3 State Religion	Hosteler	Hunter
4 Holding Agent	Caravaneer	Weapons	4 Government Agent	Student*	Forester*
5 Tax Agent	Administrator	Adornment	5 Tax Collector	Union*	Farmer
6 Loan Agent	Warehouseman	Housing	6 Beauocrat	Medical*	Crystals
7 Banker	Ships*	Food	7 Military*	Educator*	Metals*
8 Broker	Railroad	Clothing	8 Lobbyist	Utility	Minerals*
9 Insurance	Trucker	Raw Material	9 Party Leader	Welfare	Gasses*
10 Teller	Conveyor Belt	Travel	10 Area Leader	Emergency	Petrochemicals
11 Accountant	Dirigeable	Transportation	11 State Leader	Police*	Ice
12 Bill Collector	Prop Aircraft	Entertainment	12 Country Leader	Administrator*	Microorganisms
13 Bondsman	Helicopter	Hardware	13 National Leader	Ecologist	Hydroponics
14 Auditor	Hovercraft	Electronics	14 Revolutionary	Robot Controller	Ocean Mining
15 Speculator	Supersonic	Communications	15 Terrorist	Race Control	Solar
16 Economist	Starship	Software	16 World Leader	Population Controller	Astroid Mining
17 Forecaster	Teleporter	Information	17 Quadrant Leader	Genetics	Converter
18 Analyst	Matter Transporter	Energy	18 Empire Leader	Clone Manager	Element Synthesis

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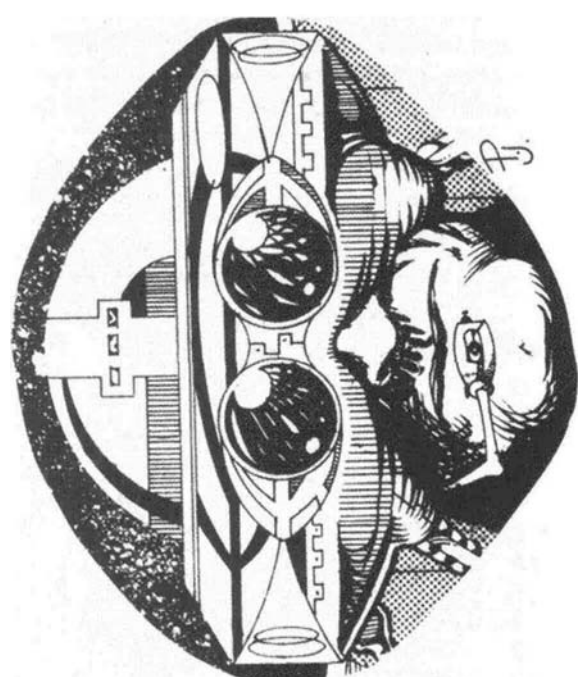
Manufacturing	Services	Criminal	Entertainment	Technical
2 Hand Weapons	Slave	Assasin	2 Storyteller	Nutritionist
3 Games & Toys	Cosmetics*	Extortionist	3 Juggler	Mechanical
4 Fabrication	Sex	Poacher	4 Dancer	Hydraulic
5 Construction	Servant*	Forger	5 Singer	Statistician
6 Chemical	Guide	Robber	6 Magician	Manufacturing
7 Tools	Mechanical*	Thief*	7 Athlete	Designer
8 Fabrics	Sanitary	Smuggler*	8 Acrobat	Raw Materials
9 Furnishings	Tailor	Kidnapper	9 Poet	Optical
10 Land Vehicles	Driver/Pilot	Pirate*	10 Musician	Electronic
11 Water Vehicles	Legal Agent	Shoplifter	11 Sculptor	Services
12 Plastics	Security Guard	Pickpocket	12 Illusionist	Transportation
13 Aircraft	Masseus	Arsonist	13 Author	Financial
14 Electronics	Contractor*	Hijacker	14 Radio	Researcher
15 Robotics	Communications	Pornographer	15 Television	Scientist*
16 Biological Systems	Companion	Computer	16 Cinema	Social
17 Space Vehicles	Console/Mourner	Drugrunner	17 Dreamsmith	Political
18 Energy Weapons	Scapgoat	Organlegger	18 Holograph	Teraforming

<b>Transportation</b>	<b>Political</b>	<b>Social</b>	<b>Social</b>	<b>Social</b>	<b>Social</b>
<b>Ships</b>	<b>Administrator</b>	<b>Military</b>	<b>Religious</b>	<b>Student</b>	<b>Student</b>
1 Muscle Powered	1 Ward	1 Army	1 Priest	1 Military	1 Military
2 Coastal Sailing	2 City	2 Navy	2 Warrior	2 Financial	2 Financial
3 Ocean Sailing	3 Region	3 Air Force	3 Administrator	3 Liberal Art	3 Liberal Art
4 Mechanical Powered	4 National	4 Marines	4 Scribe/Recorder	4 Science	4 Science
5 Submarine	5 Imperial	5 Mercenary	5 Ceremonialist	5 Social	5 Social
6 Nuclear Powered	6 Diplomat	6 Police	6 Teacher	6 Religion	6 Religion
<b>Social</b>	<b>Social</b>	<b>Social</b>	<b>Social</b>	<b>Social</b>	<b>Social</b>
<b>Union</b>	<b>Medical</b>	<b>Educator</b>	<b>Police</b>	<b>Administrator</b>	<b>Administrator</b>
1 Organizer	1 General Doctor	1 History	1 Patrolman	1 Family	1 Family
2 Business Agent	2 Dentist	2 Language	2 Undercover	2 Clan	2 Clan
3 Negotiator	3 Optician	3 Math	3 Chief	3 Tribe	3 Tribe
4 Precient Boss	4 Paramedic	4 Science	4 Special Forces	4 Society	4 Society
5 Regional Boss	5 Surgeon	5 Physical	5 Secret	5 Movement	5 Movement
6 National Boss	6 Specialist	6 Art	6 Investigator	6 Subculture	6 Subculture
<b>Materials</b>	<b>Materials</b>	<b>Materials</b>	<b>Materials</b>	<b>Services</b>	<b>Services</b>
<b>Forester</b>	<b>Metals</b>	<b>Minerals</b>	<b>Gasses</b>	<b>Mechanical</b>	<b>Mechanical</b>
1 Ranger	1 Iron	1 Nitrates	1 Hydrogen	1 Carpenter	1 Carpenter
2 Logger	2 Copper	2 Sulphates	2 Methane	2 Metal Smith	2 Metal Smith
3 Fiber Extractor	3 Aluminum	3 Phosphates	3 Chlorine	3 Machinist	3 Machinist
4 Chemical Extractor	4 Silver	4 Chlorates	4 Nitrogen	4 Repairman	4 Repairman
5 Food Extractor	5 Gold	5 Carbonates	5 Inert	5 Engineer	5 Engineer
6 Defoliator	6 Other	6 Other	6 Other	6 Draftsman	6 Draftsman
<b>Criminal</b>	<b>Criminal</b>	<b>Criminal</b>	<b>Services</b>	<b>Cosmetics</b>	<b>Cosmetics</b>
<b>Thief</b>	<b>Smuggler</b>	<b>Pirate</b>	<b>Contractor</b>	<b>Cosmetics</b>	<b>Cosmetics</b>
1 Raw Materials	1 Drugs	1 River	1 Masonry	1 Barber	1 Barber
2 Jewel	2 People	2 Ocean	2 Piping	2 Tattooist	2 Tattooist
3 Bank	3 Information	3 Submarine	3 General	3 Beautician	3 Beautician
4 Documents	4 Machinery	4 Air	4 Electrical	4 Dermatologist	4 Dermatologist
5 Information	5 Weapons	5 Planetary	5 Sheet Metal	5 Body Painter	5 Body Painter
6 Energy	6 Energy	6 Sector	6 Structural	6 Physical Trainer	6 Physical Trainer
			7 Landscaping	7 Therapist	7 Therapist
			8 Decorator	8 Plastic Surgeon	8 Plastic Surgeon
				9 Biological Augmentator	9 Biological Augmentator
				10 Genetic Manipulator	10 Genetic Manipulator



**Reason for Adventuring (D+D) Table 22**

Services Servant	Technical Scientist	Reason for Adventuring
1 Butler/Maid	1 -2	11 Religious persecution at home.
2 Chauffeur	1 Biologist	12 Economic persecution at home.
3 Footman	2 Physicist	13 Political persecution at home.
4 Porter	3 Mathemetician	14 Home planet suffered political disruption.
5 Librarian	4 Chemist	15 Home planet suffered climatic disruption.
6 Gardner	5 Anthropologist	16 Home planet suffered economic disruption.
3-4	6 Astronomer	21 Family tradition of Service Terms/Adventuring.
1 Groom	3-4	22 Primary Sibling - must prove fitness to head of family.
2 Cook	1 Nuclear	23 Secondary Sibling - no area for advancement in family.
3 Spy	2 Ecological	24 Seeking personal economic betterment.
4 Bodyguard	3 Psionics	25 Seeking personal social betterment.
5 Tutor	4 Psychologist	26 Seeking personal educational betterment.
6 Programmer	5 Medical	31 Hate home planet, fleeing from it.
5-6	6 Oceanographer	32 Fleeing from love affair.
1 Receptionist	5-6	33 Rejected by family.
2 Secretary	1 Geologist	34 Love home planet, recruiting for it.
3 Waiter	2 Cartographer	35 Must prove self a warrior before full social acceptance.
4 Apprentice	3 Linguist	36 Family destroyed.
5 Arms Bearer	4 Cybernetic	41 Wrongly accused of crime.
6 Concubine	5 Extraterrestrial	42 Correctly accused of crime.
	6 Alien	43 Religious Missionary.
		44 Political Missionary.
		45 Religious Pilgrimage.
		46 Political Pilgrimage.
		51 Pursuing personal enemy.
		52 Pursuing family enemy.
		53 Pursuing political enemy.
		54 Searching for personal friend.
		55 Searching for family friend.
		56 Searching for political friend.
		61 Personal curiosity and wanderlust.
		62 Cannot remain on home planet for medical reasons.
		63 Paid to leave planet.
		64 Seeking training/experience for political purposes.
		65
		66



## Starship Operation

### Operating Expenses:

- 1) Starship fuel is assumed to be light elements, principally Hydrogen, in a highly compressed, almost liquified form. Unrefined fuel costs CR 100 per ton and is available at A, B, C, or D class starports. Refined fuel costs CR 500 per ton and is available at A and B class starports. Super refined fuel costs CR 1000 per ton and is only available to military vessels at certain Imperial installations. Super refined fuel is doped with Cesium and other trace elements to make it fuse better, giving it half the fuel consumption rate of normal fuel. However, owing to a more rigid requirement for precise tuning, vessels using Super refined fuel must under go an annual maintainance period every four months. Super refined fuel cannot be used in ship's auxiliary vessels.
- 2) Life Support costs CR 2000 per stateroom per trip, a low passage berth costs CR 100 per trip. These costs are the same whether the staterooms are occupied or not.
- 3) Routine Maintenance is carried out annually at a cost of .1% of the cash price of the ship and takes two weeks at a A or B class starport.
- 4) Crew Salaries are paid monthly, the standard scale being: Pilot - CR 6000, Navigator-CR 5000, Engineer - CR 4000, Steward - CR 3000, Medic - CR 2000, Gunner - CR 1000. These are based levels for expertise level - 1, supplements of 10% are added for each level of expertise above this.
- 5) Berthing Costs are usually CR 100 to land and remain up to six days. Thereafter the fee is CR 100 to stay each succeeding day.
- 6) Ammunition types of Missiles and Sand Canisters must be replaced when expended, homing missiles cost CR 5000 each and Sand Canisters cost CR 400 each.
- 7) Repair Parts cost from zero to 120% of the original module. The price is determined by rolling two dice and multiplying the result by 10 to get percentage, with a die modifier of -2 if the parts are installed by the ship's crew.

### Revenue

Cargo is normally shipped at a rate of CR 1000 per ton. The referee determines the number of shipments awaiting transportation to a specific destination by rolling a number of dice equal to the population number of the destination planet. Each die represents one shipment with the numbers of pips indicating the size of the shipment in multiples of 5 tons (For example: one pip is a 5 ton shipment, three pips are a 15 ton shipment). Shipments may not be broken down into smaller lots.

Passengers will present themselves for transport to the announced destination, the number being determined by rolling on the Passenger Table below. Passengers pay the standard fare of CR 10,000 for Middle Passage, and CR 1,000 for Low Passage.

**PASSENGER TABLE**

Population	Originating World			Destination		Low
	High	Middle	Low	High	Middle	
0	—	—	—	—	—	—
1	—	—	—	—	—	—
2	D-D	D-D	3D-D	-1	-2	-4
3	3D-2D	2D-2D	3D-D	-1	-1	-3
4	3D-3D	3D-3D	4D-D	-1	-1	-2
5	3D-2D	3D-2D	4D-D	0	-1	-1
6	3D-2D	3D-2D	3D	0	0	-1
7	3D-2D	3D-2D	3D	0	0	0
8	2D-D	3D-2D	4D	+1	0	0
9	2D-D	2D-D	4D	+1	+1	0
10	2D-D	2D-D	4D	+1	+1	+2
11	2D	2D-D	5D	0	+1	+4
12	2D	2D	6D	0	0	0

Mail contracts may be given to subsidize merchants, requiring that 5 tons of cargo space must be committed to postal duty, the ship is armed and a gunner be a part of the crew. The ship is paid CR 25,000 for each trip made on its regularly scheduled run whether the full tons is utilized or not. Private messages may be delivered for a fee of from CR 20 to CR 120, roll two dice and multiply by ten.

Cost to Shuttle a ton of cargo to or from orbit is CR 10. Generally cargo taken on in orbit is discharged in orbit and cargo taken on on the planetary surface is discharged on the surface.

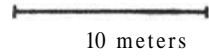
TRADE AND SPECULATION TABLE

Die (D+D)	Trade Goods	Base Price		Purchase Modifiers			Resale Modifiers			P	Quantity Tons/Number				
		CR	A	NA	I	NI	R	P	A			NA	I	NI	R
11	Textiles	3,000	-7	-5	0	-3	0	0	-6	+1	0	0	+3	0	3Dx 5
12	Polymers	7,000	0	0	-2	0	-3	+2	0	0	-2	0	+3	0	4Dx 5
13	Liquor	10,000	-4	0	0	0	0	0	-3	0	+1	0	+2	0	1Dx 5
14	Wood	1,000	-6	0	0	0	0	0	-6	0	+1	0	+2	0	2Dx 10
15	Crystals	20,000	0	-3	+4	0	0	0	0	-3	+3	0	+3	0	ID
16	Radioactives	1,000,000	0	0	+7	-3	+5	0	0	0	+6	-3	-4	0	ID
21	Steel	500	0	0	-2	0	-1	+1	0	0	-2	0	-1	+3	4Dx 10
22	Copper	2,000	0	0	-3	0	-2	+1	0	0	-3	0	-1	0	2Dx 10
23	Aluminum	1,000	0	0	-3	0	-2	+1	0	0	-3	+4	-1	0	5Dx 10
24	Tin	9,000	0	0	-3	0	-2	+1	0	0	-3	0	-1	0	3Dx 10
25	Silver	70,000	0	0	+5	0	-1	+2	0	0	+5	0	-1	0	1Dx 5
26	Special Alloys	200,000	0	0	-3	+5	-2	0	0	0	-3	+4	-1	0	ID
31	Petrochemicals	10,000	0	-4	+1	-5	0	0	0	-4	+3	-5	0	0	6Dx 5
32	Grain	300	-2	+1	+2	0	0	0	-2	0	0	0	0	0	8Dx 5
33	Meat	1,500	-2	+2	+3	0	0	0	-2	0	+2	0	+1	0	4Dx 5
34	Spices	6,000	-2	+3	+2	0	0	0	-2	0	0	0	+2	+3	1Dx 5
35	Fruit	1,000	-3	+1	+2	0	0	0	-2	0	+3	0	0	+2	2Dx 5
36	Pharmaceutical	100,000	0	-3	+4	0	0	+3	0	-3	+5	0	+4	0	ID
41	Gems	1,000,000	0	0	+4	-8	0	-3	0	0	+4	-2	+8	0	ID
42	Firearms	30,000	0	0	-3	0	-2	+3	0	0	-2	0	-1	+3	2D
43	Ammunition	30,000	0	0	-3	0	-2	+3	0	0	-2	0	-1	+3	2D
44	Blades	10,000	0	0	-3	0	-2	+3	0	0	-2	0	-1	+3	2D
45	Tools	10,000	0	0	-3	0	-2	+3	0	0	-2	0	-1	+3	2D
46	Body Armor	50,000	0	0	-1	0	-3	+3	0	0	-2	0	+1	+4	2D
51	Aircraft	100,000	0	0	-4	0	-3	0	0	0	0	+2	0	+1	ID
52	Air/Raft	600,000	0	0	-3	0	-2	0	0	0	0	+2	0	+1	ID
53	Computers	1,000,000	0	0	-2	0	-2	0	-3	0	0	+2	0	+1	ID
54	ATV	300,000	0	0	-2	0	-2	0	+1	0	0	+2	0	+1	ID
55	AFV	700,000	0	0	-5	0	-2	+4	+2	0	0	-2	+1	0	ID
56	Farm Machinery	150,000	0	0	-5	0	-2	0	+5	-8	0	0	0	+1	ID
61	Electronics Parts	1,000,000	0	0	-4	0	-2	0	0	0	0	+2	0	+1	1Dx 5
62	Mechanical Parts	750,000	0	0	-5	0	-3	0	+2	0	0	+3	0	0	1Dx 5
63	Cybernetic Parts	250,000	0	0	-4	0	-1	0	+1	+2	0	+4	0	0	1Dx 5
64	Computer Parts	150,000	0	0	-5	0	-3	0	+1	+2	0	+3	0	0	1Dx 5
65	Machine Tools	750,000	0	0	-5	0	-4	0	+1	+2	0	+3	0	0	1Dx 5
66	Vacc Suits	400,000	0	-5	-3	0	-1	0	0	-1	0	+2	0	+1	1Dx 5

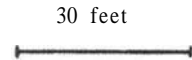
Standard Ship Types



Type S Scout/Courier



10 meters



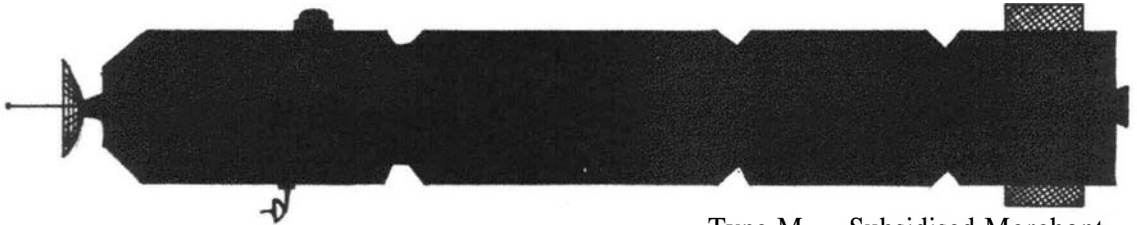
30 feet



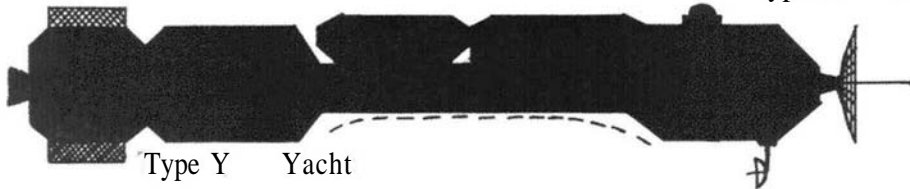
Type A Free Trader



Type R Subsidised Merchant

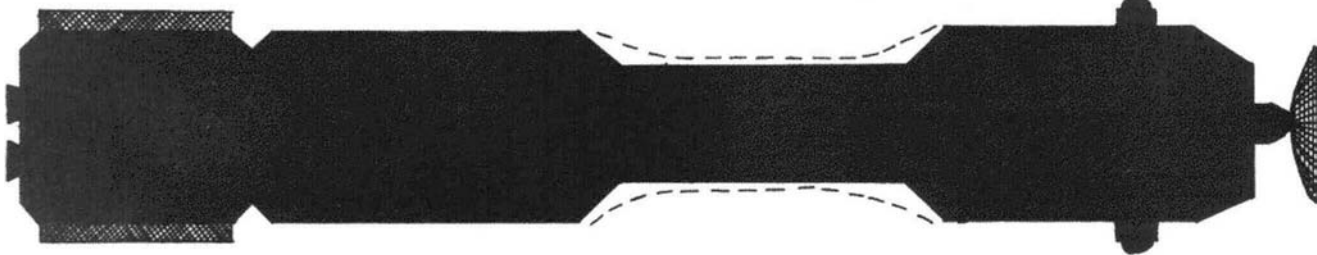


Type M Subsidised Merchant

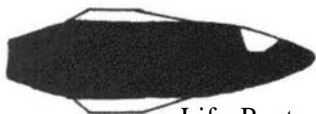


Type Y Yacht

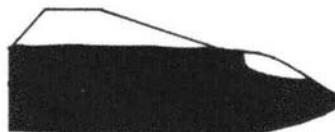
Type C Cruiser



Ships Auxiliaries



Life Boat



Ship's Boat



Pinnace

Shuttle



Cutter



**Area Impact Table**

Random Location Table		Activities Table	
Crewman	Passenger	Crewman	Passenger
2	Cargo Hold	Eating	Reading
3	Engineering	Eating	Eating
4	Engineering	On Watch	Eating
5	Common Room	On Watch	Gaming
6	Control Room	On Watch	Gaming
7	Stateroom	Hobby	Reading
8	Stateroom	Sleeping	Sleeping
9	Control Room	Sleeping	Sleeping
10	Weapon Turret	Sleeping	Sleeping
11	Common Room	Studying	Sleeping
12	Ships Auxiliary	Engineering	Exercising

S	A	R	M	Y	C
2	PS	CS	FT	PS	PS
3	CS	CS	FT	PS	PS
4	PS	PS	PS	PS	PS
5	PS	FT	FT	PS	CS
6	PS	PS	PS	CS	CS
7	FT	CS	CS	CS	CS
8	FT	CS	PS	FT	FT
9	FT	ES	ES	CS	FT
10	ES	CS	FT	CS	ES
11	ES	CS	FT	ES	FT
12	ES	CS	FT	ES	ES

PS - Personal Section  
 CS - Cargo Section  
 FT - Fuel Tanks  
 ES - Engineering Section

**Personel Section**

S	A	R	M	Y	C
2	Computer	Computer	Computer	Computer	Computer
3	Fire Control	Fire Control	Fire Control	Fire Control	Stateroom
4	Stateroom	Low Passage	Basic Controls	Stateroom	Basic Controls
5	Stateroom	Low Passage	Low Passage	Stateroom	Fire Control
6	Stateroom	Basic Controls	Low Passage	Basic Controls	Low Passage
7	Basic Controls	Stateroom	Stateroom	Stateroom	Stateroom
8	Stateroom	Stateroom	Stateroom	Stateroom	Stateroom
9	Basic Controls	Stateroom	Stateroom	Stateroom	Stateroom
10	Basic Controls	Stateroom	Stateroom	Stateroom	Hardpoint
11	Airlock	Airlock	Hardpoint	Airlock	Stateroom
12	Hardpoint	HardPoint	Airlock	Hardpoint	Airlock

Fuel Tankage Section - Each Hit releases 20 tons of fuel.

## Engineering Section

<b>S</b>		<b>A</b>	<b>R</b>	<b>M</b>	<b>Y</b>	<b>C</b>
2	Maneuver	Maneuver	Jump	Power	Power	Maneuver
3	Jump	Jump	Maneuver	Maneuver	Maneuver	Maneuver
4	Jump	Power	Jump	Power	Power	Jump
5	Jump	Jump	Power	Power	Jump	Jump
6	Jump	Power	Power	Jump	Power	Jump
7	Jump	Jump	Jump	Jump	Jump	Jump
8	Power	Jump	Jump	Jump	Jump	Jump
9	Ram	Jump	Jump	Jump	Jump	Power
10	Power	Ram	Jump	Jump	Jump	Power
11	Jump	Jump	Ram	Jump	Jump	Power
12	Jump	Jump	Jump	Jump	Jump	Power

## Cargo Section

<b>S</b>		<b>A</b>	<b>R</b>	<b>M</b>	<b>Y</b>	<b>C</b>
2	Air Raft	Cargo	Cargo	Cargo	Air Raft	Air Raft
3	Air Raft	Cargo	Cargo	Cargo	Cargo	ATV
4	Air Raft	Cargo	Life Boat	Cargo	ATV	Pinnacle
5	Air Raft	Cargo	Life Boat	Cargo	Ship's Boat	Pinnacle
6	Air Raft	Cargo	Life Boat	Cargo	Ship's Boat	Pinnacle
7	Cargo	Cargo	Cargo	Cargo	Ship's Boat	Pinnacle
8	Cargo	Cargo	Cargo	Cargo	Ship's Boat	Pinnacle
9	Cargo	Cargo	Cargo	Cargo	Ship's Boat	Pinnacle
10	Cargo	Cargo	Cargo	Cargo	Ship's Boat	Cargo
11	Air Raft	Cargo	Cargo	Cargo	Ship's Boat	Cargo
12	Air Raft	Cargo	Cargo	Cargo	Ship's Boat	Cargo

If Auxiliary Vehicles are hit, move to Table below for specific damage.

<b>Life Boat</b>		<b>Ship's Boat</b>	<b>Cutter</b>	<b>Air Raft</b>	<b>Shuttle</b>
2	Pilot	Pilot	Pilot	Grav Module	Pilot
3	Survival Equipment	Controls	Controls	Grav Module	Cargo
4	Controls	Fuel	Cargo	Pilot	Fuel
5	Structure	Structure	Passenger	Grav Module	Cargo
6	Passenger	Cargo	Cargo	Structure	Passenger
7	Low Berth	Fuel	Passenger	Cargo/Passengers	Cargo
8	Fuel	Cargo	Fuel	Cargo/Passengers	Passengers
9	Fuel	Passenger	Fuel	Cargo/Passengers	Cargo
10	Low Berth	Fuel	Structure	Grav Module	Structure
11	Engine	Passenger	Weapon	Grav Module	Engines
12	Life Support	Engine	Engine	Grav Module	Controls

Name \_\_\_\_\_

Age \_\_\_\_\_

Strength

Dexterity

Endurance

Intelligence

Education

Social Standing

Service \_\_\_\_\_

Rank \_\_\_\_\_

Terms \_\_\_\_\_

Psionic Potential \_\_\_\_\_

Psionic Strength \_\_\_\_\_

Psionic Talents \_\_\_\_\_

Personal History \_\_\_\_\_

\_\_\_\_\_

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**TRAINING**

Pilot \_\_\_\_\_  
 Navigation \_\_\_\_\_  
 Computer \_\_\_\_\_  
 Engineer \_\_\_\_\_  
 Gunnery \_\_\_\_\_  
 Medical \_\_\_\_\_  
 Survival \_\_\_\_\_  
 Forward Observer \_\_\_\_\_  
 Heavy Weps \_\_\_\_\_  
 Artillery \_\_\_\_\_

**EXPERIENCE**

Gambling \_\_\_\_\_  
 Brawling \_\_\_\_\_  
 Bribery \_\_\_\_\_  
 Forgery \_\_\_\_\_  
 Streetwise \_\_\_\_\_  
 Leader \_\_\_\_\_  
 Instruction \_\_\_\_\_  
 Recruiting \_\_\_\_\_  
 Interrogation \_\_\_\_\_  
 Administration \_\_\_\_\_  
 Steward \_\_\_\_\_  
 Jack of Trades \_\_\_\_\_  
 Mechanical \_\_\_\_\_  
 Electronic \_\_\_\_\_  
 Tactics \_\_\_\_\_  
 Combat Engineering \_\_\_\_\_

**SKILL**

Blade Combat \_\_\_\_\_  
 Hand \_\_\_\_\_  
 Sword \_\_\_\_\_  
 Polearm \_\_\_\_\_  
 Gun Combat \_\_\_\_\_  
 Pistol \_\_\_\_\_  
 SMG \_\_\_\_\_  
 Rifle \_\_\_\_\_  
 Laser \_\_\_\_\_  
 Zero G \_\_\_\_\_  
 High Energy \_\_\_\_\_  
 Auto \_\_\_\_\_  
 Battle Dress \_\_\_\_\_  
 Vacc Suit \_\_\_\_\_  
 Ship's Boat \_\_\_\_\_  
 Vehicle \_\_\_\_\_  
 Wheeled \_\_\_\_\_  
 Tracked \_\_\_\_\_  
 Grav \_\_\_\_\_  
 Recon \_\_\_\_\_  
 Demolitions \_\_\_\_\_  
 Zero G. Combat \_\_\_\_\_

Funds

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Personal Equipment \_\_\_\_\_

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**Service Jacket**

Name \_\_\_\_\_ UPP \_\_\_\_\_ Rank \_\_\_\_\_

Service Branch \_\_\_\_\_ Terms Served \_\_\_\_\_ Age \_\_\_\_\_

Term 1 Arm \_\_\_\_\_

Basic & Advanced Training

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Combat Assignments \_\_\_\_\_

Combat Commands \_\_\_\_\_

Awards

MCUF \_\_\_\_\_

MCG \_\_\_\_\_

SEH \_\_\_\_\_

PH \_\_\_\_\_

Term 2 Arm \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Equipment Qualified On \_\_\_\_\_

Term 3 Arm \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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Term 4 Arm \_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

Term 5 Arm \_\_\_\_\_

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Term 6 Arm \_\_\_\_\_

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\_\_\_\_\_

Term 7 Arm \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



## Ship's Summary

Ship Name _____	Hull Type _____						
Owner _____	M Drive _____ G's Accel _____						
Bridged Pilot _____ Navigate _____ )	J Drive _____ Jump _____						
Crew Staterooms _____	Power Plant _____						
Passenger Staterooms _____	Fuel _____ Tons						
Low Passage Berths _____	Hold _____ Tons						
Auxiliaries _____							
Computer Model _____	Hard Points: _____						
Storage _____ CPU _____	Turret Gunner Beam Pulse Missile Sand						
Routine Program      Space	No.    Exp.    Laser    Laser    Launcher    Caster						
Maneuver	1	_____	1.	_____	_____	_____	_____
Jump 1	1	_____	2.	_____	_____	_____	_____
Jump 2	2	_____	3.	_____	_____	_____	_____
Jump 3	2	_____	4.	_____	_____	_____	_____
Jump 4	2	_____	5.	_____	_____	_____	_____
Jump 5	2	_____	6.	_____	_____	_____	_____
Jump 6	2	_____	7.	_____	_____	_____	_____
Library	1	_____	8.	_____	_____	_____	_____
Navigation	1	_____	9.	_____	_____	_____	_____
Generate	2	_____	10.	_____	_____	_____	_____
Anti-Hijack	1	_____	11.	_____	_____	_____	_____
			12.	_____	_____	_____	_____
Defensive Program			13.	_____	_____	_____	_____
Maneuver/Evade 1	1	_____	14.	_____	_____	_____	_____
Maneuver/Evade 2	2	_____	15.	_____	_____	_____	_____
Maneuver/Evade 3	3	_____	16.	_____	_____	_____	_____
Maneuver/Evade 4	4	_____	17.	_____	_____	_____	_____
Maneuver/Evade 5	2	_____	18.	_____	_____	_____	_____
Maneuver/Evade 6	3	_____	19.	_____	_____	_____	_____
Auto/Evade	1	_____	20.	_____	_____	_____	_____
Return Fire	1	_____	21.	_____	_____	_____	_____
Anti-Missile	2	_____	22.	_____	_____	_____	_____
ECM	3	_____	23.	_____	_____	_____	_____
			24.	_____	_____	_____	_____
Offensive Programs			25.	_____	_____	_____	_____
Predict 1	1	_____	26.	_____	_____	_____	_____
Predict 2	2	_____	27.	_____	_____	_____	_____
Predict 3	1	_____	28.	_____	_____	_____	_____
Predict 4	3	_____	29.	_____	_____	_____	_____
Predict 5	2	_____	30.	_____	_____	_____	_____
Gunner Interact	1	_____	31.	_____	_____	_____	_____
Target	1	_____	32.	_____	_____	_____	_____
Selective 1	1	_____	33.	_____	_____	_____	_____
Selective 2	2	_____	34.	_____	_____	_____	_____
Selective 3	1	_____	35.	_____	_____	_____	_____
Multi-Target 2	1	_____	36.	_____	_____	_____	_____
Multi-Target 3	2	_____	37.	_____	_____	_____	_____
Multi-Target 4	4	_____	38.	_____	_____	_____	_____
Launch	1	_____	39.	_____	_____	_____	_____
Double Fire	4	_____	40.	_____	_____	_____	_____

### Crew Roster

Name	Position (Exp.)	UPP	Salary
1.			
2.			
3.			
4.			
5.			
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**SHIP'S TITLE PAPERS**

Name of ship: \_\_\_\_\_

Class: \_\_\_\_\_ Hull: \_\_\_\_\_ Type: \_\_\_\_\_ Cost: CR \_\_\_\_\_

Naval Architect: \_\_\_\_\_

Builder: \_\_\_\_\_ Shipyard: \_\_\_\_\_

Construction started: \_\_\_\_/\_\_\_\_/\_\_\_\_ Construction completed: \_\_\_\_/\_\_\_\_/\_\_\_\_

**OWNER**

Name: \_\_\_\_\_ UPP: \_\_\_\_\_ Homeworld: \_\_\_\_\_

**LIEN**

NO LIEN: \_\_\_\_\_ LIEN: \_\_\_\_\_ HIJACKED: \_\_\_\_\_

/. \_\_\_\_\_ of \_\_\_\_\_, will pay  
\_\_\_\_\_ of \_\_\_\_\_ the amount of  
CR \_\_\_\_\_ for \_\_\_\_\_ months. Payment is due on the first day of each month and is to be  
presented at \_\_\_\_\_ .

**PRINCIPAL: CR \_\_\_\_\_ APR \_\_\_\_\_**

- A) Interest will only be collected on the principal for the length of time the principal is actually borrowed.
- B) Late payments carry an additional 1% charge of the normal monthly payment for every four (4) week period, or fraction thereof, until paid up-to-date.
- C) Non-payment for three (3) consecutive months shall be considered a hijacking of the Ship by the Borrower. Action may be waived by the Lien Holder if the Borrower contacts the Lien Holder and demonstrates temporary financial difficulties. This act of good faith on the part of the Borrower requires that the Lien Holder consult with the Borrower as to arrangements for the payments and all applicable late charges to be paid to the Lien Holder as quickly as possible. Seizure of the Ship shall be considered a last resort.
- D) The Borrower agrees not to sell the Ship without written permission of the Lien Holder. The Borrower also agrees that all tax forms and logs which the Borrower fill out, keeps, and/or gives any information concerning the Ship and/or the Borrower's finances shall be open to inspection to the Lien Holder at any time.

Borrower: \_\_\_\_\_ Lien Holder: \_\_\_\_\_

Date: \_\_\_\_/\_\_\_\_/\_\_\_\_ Date: \_\_\_\_/\_\_\_\_/\_\_\_\_



### Ship Design Specifications

Name: \_\_\_\_\_

Owner: \_\_\_\_\_

Equipment	Type/Number	Tonnage	Cost CR.
Hull	_____	_____	_____
Jump Drive	_____	_____	_____
Maneuver Drive	_____	_____	_____
Power Plant	_____	_____	_____
Fuel Tankage	- - - - -	_____	_____
Basic Controls	- - - - -	20	_____
Computer	_____	_____	_____
Programs	- - - - -	---	_____
Fire Control Equipment	_____	_____	_____
Staterooms	_____	_____	_____
Low Passage Berths	_____	_____	_____
Hardpoints	_____	---	_____
Single Turret	_____	---	_____
Double Turret	_____	---	_____
Triple Turret	_____	---	_____
Pulse Laser	_____	---	_____
Beam Laser	_____	---	_____
Missile Rack	_____	---	_____
Missiles	_____	_____	_____
Sandcaster	_____	---	_____
Sand Canister	_____	_____	_____
Ship's Boat	_____	_____	_____
Pinnace	_____	_____	_____
Cutter	_____	_____	_____
Life Boat	_____	_____	_____
Air/Raft	_____	_____	_____
All Terrain Vehicle	_____	_____	_____
Streamlining	- - - - -	---	_____
Cargo Capacity	- - - - -	_____	- - - - -
Custom Design	- - - - -	---	_____
Naval Architect	- - - - -	---	_____

Total Tonnage \_\_\_\_\_

Total Cost \_\_\_\_\_

Construction Time \_\_\_\_\_

# Index

## Characters

	Name	UPP	
Page 19	_____	_____	_____
Page 21	_____	_____	_____
Page 23	_____	_____	_____
Page 25	_____	_____	_____
Page 27	_____	_____	_____
Page 29	_____	_____	_____
Page 31	_____	_____	_____
Page 33	_____	_____	_____
Page 35	_____	_____	_____
Page 37	_____	_____	_____



## Ships

	Name	Type	Registration/Owner
Page 39	_____	_____	_____
Page 43	_____	_____	_____
Page 47	_____	_____	_____
Page 51	_____	_____	_____
Page 55	_____	_____	_____
Page 59	_____	_____	_____

# STARSHIPS

# And SPACECRAFT

Judges Guild



A Playing Aid Approved For Use With **TRAVELLER**<sup>™</sup>  
Science Fiction Role Playing System



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Three 22 x 34 inch Sheets, 25 mm Scale Three Color Deck Plans of all Standard Traveller Starships and Auxiliaries, Complete Technical Data, Ship's Papers and Layout Grid for Your own Starship Design.

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Welcome Aboard!

As in the ancient days of ocean voyage on Terra, comfortable journeys between the islands of planets in the seas of space are now commonplace. This information has been provided to assist your rapid adjustment to ship board conditions. Starship accommodations have a degree of luxury undreamed of in even the most opulent of the old passenger steamships. The environment of your stateroom may be altered to your specifications. It is common practice to set the internal environment of your stateroom to duplicate the environment of the planet you embarked at. At your request the Ship's Steward will program the environment to gradually change over the course of the voyage until it matches the environment of your destination. The common rooms are normally kept at one standard gravity ( $G_s = 10.0 \text{ m/sec/sec}$ ), with G2 illumination and Tn atmosphere. Conditions in the common rooms may be adjusted by concurrence of the passengers, though variance of more than 20% from standard may require the entertainment/exercise schedule to be modified.

Your stateroom has many built-in services and equipment. Some of the services include a large audio-video display connection with the Ship's Computer which may be utilized to give data displays of Ship's Status, communicate with the Ship's Crew, access the Ship's Library, and personal bio-physical monitoring. Accessory interface connections are provided so that private equipment may be utilized. Interior furnishings are modular and the passengers are encouraged to rearrange the furnishings to suit themselves. Color schemes and decoration may be altered to individual taste. Personal grooming equipment is built into the stateroom. Sanitary facilities are located in the nearby Fresher Cubicle. The sleeping platform, traditionally called a berth, is adjustable to individual comfort. It also has an important piece of emergency equipment built in, the emergency "Life Bubble". This is an inflatable plastic bag attached to an emergency life support module. It can support up to three people for as long as 10 hours. The "Life Bubble" is released automatically in emergencies or may be released manually. The Ship's Steward is legally required to ensure that each passenger is familiar with the "Life Bubble" and knows how to enter, seal, and operate it. Drills will be held in the tradition of the ancient seaborne "Lifeboat Drill". The location and operation of other Ship's Emergency Equipment will be demonstrated by the Ship's Steward.

Shipboard cuisine is of a uniformly high standard. The Ship's Steward is an accomplished Chef and supervises the preparation of all meals. Traditionally passengers take turns assisting in the preparation and serving of meals. Stewards also traditionally are willing to teach some of their secret culinary arts to appreciative passengers. Passengers are encouraged to demonstrate their own culinary skills. Passengers with special medical or religious dietary restrictions will consult with the Steward to ensure their requirements are known.

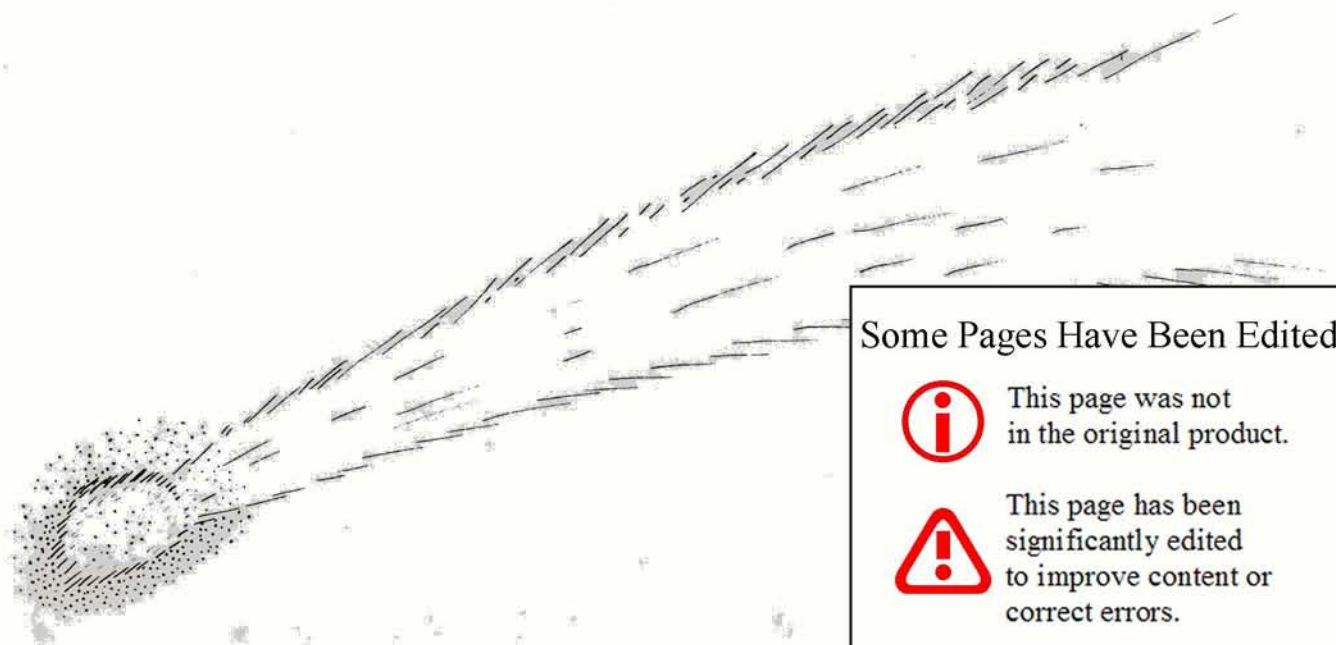
Tours of the Ship are another tradition and will be arranged by the Steward. Normally passengers remain in the passenger section. Operational and Security requirements limit passenger access to the Control Room and Engineering Sections. On those Vessels equipped with a Lifeboat, drills will be conducted on entering and launching.

Each Stateroom has a complete Ship's Manual clipped to the inside of the door. Please consult this manual to obtain operating instructions for all Ship's Equipment.

Thank you

Have a pleasant Voyage!

(The above information reprinted with permission of The Tri-Star Line, Homeport Gamma Cetus.)



### Some Pages Have Been Edited



This page was not in the original product.



This page has been significantly edited to improve content or correct errors.

**SHIP'S TITLE PAPERS**

Name of ship: \_\_\_\_\_

Class: \_\_\_\_\_ Hull: \_\_\_\_\_ Type: \_\_\_\_\_ Cost: CR \_\_\_\_\_

Naval Architect: \_\_\_\_\_

Builder: \_\_\_\_\_ Shipyard: \_\_\_\_\_

Construction started: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ Construction completed: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

**OWNER**

Name: \_\_\_\_\_ UPP: \_\_\_\_\_ Homeworld: \_\_\_\_\_

**LIEN**

NO LIEN: \_\_\_\_\_ LIEN: \_\_\_\_\_ HIJACKED: \_\_\_\_\_

I, \_\_\_\_\_ of \_\_\_\_\_, will pay  
\_\_\_\_\_ of \_\_\_\_\_ the amount of  
CR \_\_\_\_\_ for \_\_\_\_\_ months. Payment is due on the first day of each month and is to be  
presented at \_\_\_\_\_.

PRINCIPAL: CR \_\_\_\_\_ APR \_\_\_\_\_

- A) Interest will only be collected on the principal for the length of time the principal is actually borrowed.
- B) Late payments carry an additional 1% charge of the normal monthly payment for every four (4) week period, or fraction thereof, until paid up-to-date.
- C) Non-payment for three (3) consecutive months shall be considered a hijacking of the Ship by the Borrower. Action may be waived by the Lien Holder if the Borrower contacts the Lien Holder and demonstrates temporary financial difficulties. This act of good faith on the part of the Borrower requires that the Lien Holder consult with the Borrower as to arrangements for the payments and all applicable late charges to be paid to the Lien Holder as quickly as possible. Seizure of the Ship shall be considered a last resort.
- D) The Borrower agrees not to sell the Ship without written permission of the Lien Holder. The Borrower also agrees that all tax forms and logs which the Borrower fill out, keeps, and/or gives any information concerning the Ship and/or the Borrower's finances shall be open to inspection to the Lien Holder at any time.

Borrower: \_\_\_\_\_ Lien Holder: \_\_\_\_\_

Date: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ Date: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_





## Ship Design Specifications

Name: \_\_\_\_\_

Owner: \_\_\_\_\_

Equipment	Type/Number	Tonnage	Cost CR.
Hull	_____	_____	_____
Jump Drive	_____	_____	_____
Maneuver Drive	_____	_____	_____
Power Plant	_____	_____	_____
Fuel Tankage	-----	_____	_____
Basic Controls	-----	20	_____
Computer Programs	-----	---	_____
Fire Control Equipment	_____	_____	_____
Staterooms	_____	_____	_____
Low Passage Berths	_____	_____	_____
Hardpoints	_____	---	_____
Single Turret	_____	---	_____
Double Turret	_____	---	_____
Triple Turret	_____	---	_____
Pulse Laser	_____	---	_____
Beam Laser	_____	---	_____
Missile Rack	_____	---	_____
Missiles	_____	_____	_____
Sandcaster	_____	---	_____
Sand Canister	_____	_____	_____
Ship's Boat	_____	_____	_____
Pinnace	_____	_____	_____
Cutter	_____	_____	_____
Life Boat	_____	_____	_____
Air/Raft	_____	_____	_____
All Terrain Vehicle	_____	_____	_____
Streamlining	-----	---	_____
Cargo Capacity	-----	_____	-----
Custom Design	-----	---	_____
Naval Architect	-----	---	_____

Total Tonnage \_\_\_\_\_

Total Cost \_\_\_\_\_

Construction Time \_\_\_\_\_

### Ship's Summary

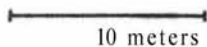
Ship Name \_\_\_\_\_ Hull Type \_\_\_\_\_  
 Owner \_\_\_\_\_ M Drive \_\_\_\_\_ G's Accel \_\_\_\_\_  
 Bridge-(Pilot \_\_\_\_\_ Navigate \_\_\_\_\_ ) J Drive \_\_\_\_\_ Jump \_\_\_\_\_  
 Crew Staterooms \_\_\_\_\_ Power Plant \_\_\_\_\_  
 Passenger Staterooms \_\_\_\_\_ Fuel \_\_\_\_\_ Tons  
 Low Passage Berths \_\_\_\_\_ Hold \_\_\_\_\_ Tons  
 Auxillaries \_\_\_\_\_

Computer Model _____		Hard Points: _____					
Storage _____	CPU _____	Turret No.	Gunner Exp.	Beam Laser	Pulse Laser	Missile Launcher	Sand Caster
Routine Program	Space						
Maneuver	1	1.					
Jump 1	1	2.					
Jump 2	2	3.					
Jump 3	2	4.					
Jump 4	2	5.					
Jump 5	2	6.					
Jump 6	2	7.					
Library	1	8.					
Navigation	1	9.					
Generate	2	10.					
Anti-Hijack	1	11.					
		12.					
Defensive Program		13.					
Maneuver/Evade 1	1	14.					
Maneuver/Evade 2	2	15.					
Maneuver/Evade 3	3	16.					
Maneuver/Evade 4	4	17.					
Maneuver/Evade 5	2	18.					
Maneuver/Evade 6	3	19.					
Auto/Evade	1	20.					
Return Fire	1	21.					
Anti-Missile	2	22.					
ECM	3	23.					
		24.					
Offensive Programs		25.					
Predict 1	1	26.					
Predict 2	2	27.					
Predict 3	1	28.					
Predict 4	3	29.					
Predict 5	2	30.					
Gunner Interact	1	31.					
Target	1	32.					
Selective 1	1	33.					
Selective 2	2	34.					
Selective 3	1	35.					
Multi-Target 2	1	36.					
Multi-Target 3	2	37.					
Multi-Target 4	4	38.					
Launch	1	39.					
Double Fire	4	40.					

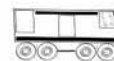
# Standard Ship Types



Type S Scout/Courier



10 meters



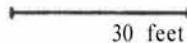
ATV



Air/Raft



Type A Free Trader



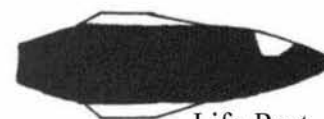
30 feet



Ship's Boat



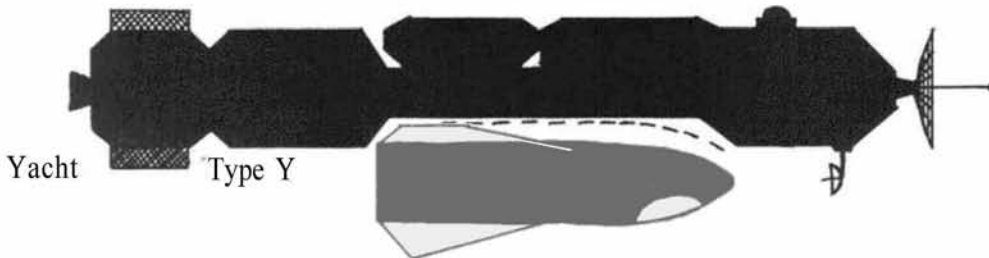
Type R Subsidised Merchant



Life Boat

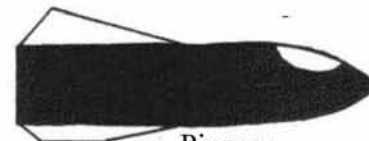


Type M Subsidised Merchant

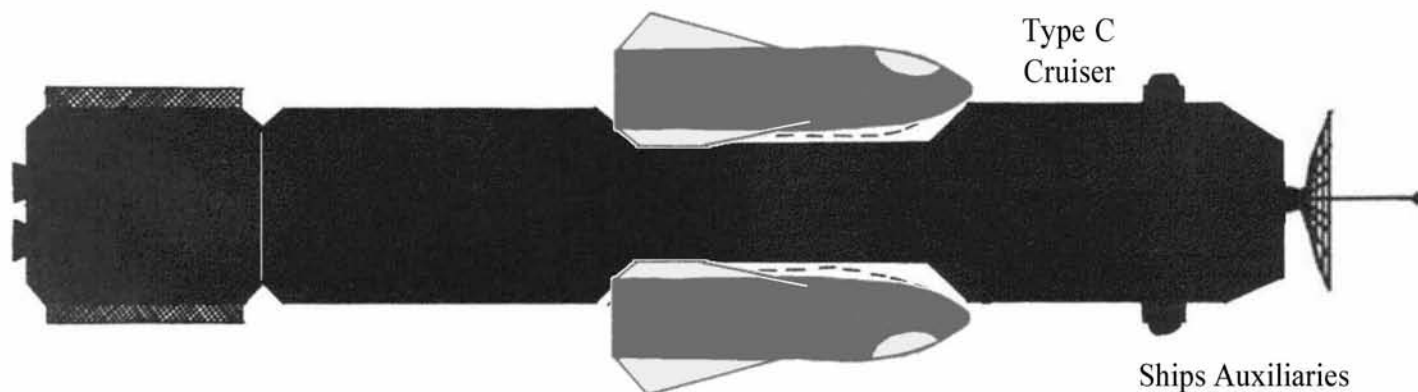


Yacht

Type Y



Pinnacle



Type C  
Cruiser

Ships Auxiliaries

Shuttle



Cutter



### Crew Roster

Name	Position (Exp.)	UPP	Salary
1.			
2.			
3.			
4.			
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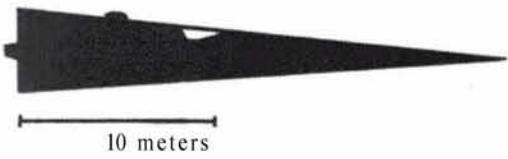
## Ship's Summary

Ship Name _____	Hull Type <u>(100)</u> Scout/Courier	
Owner _____	M Drive <u>A</u>	G's Accel <u>2</u>
Bridge-(Pilot _____ Navigate _____ )	J Drive <u>A</u>	Jump <u>2</u>
Crew Staterooms <u>4</u>	Power Plant <u>A</u>	Streamlined
Passenger Staterooms <u>None</u>	Fuel <u>40</u> Tons	
Low Passage Berths <u>None</u>	Hold <u>3</u> Tons	
Auxillaries <u>Air Raft</u>		

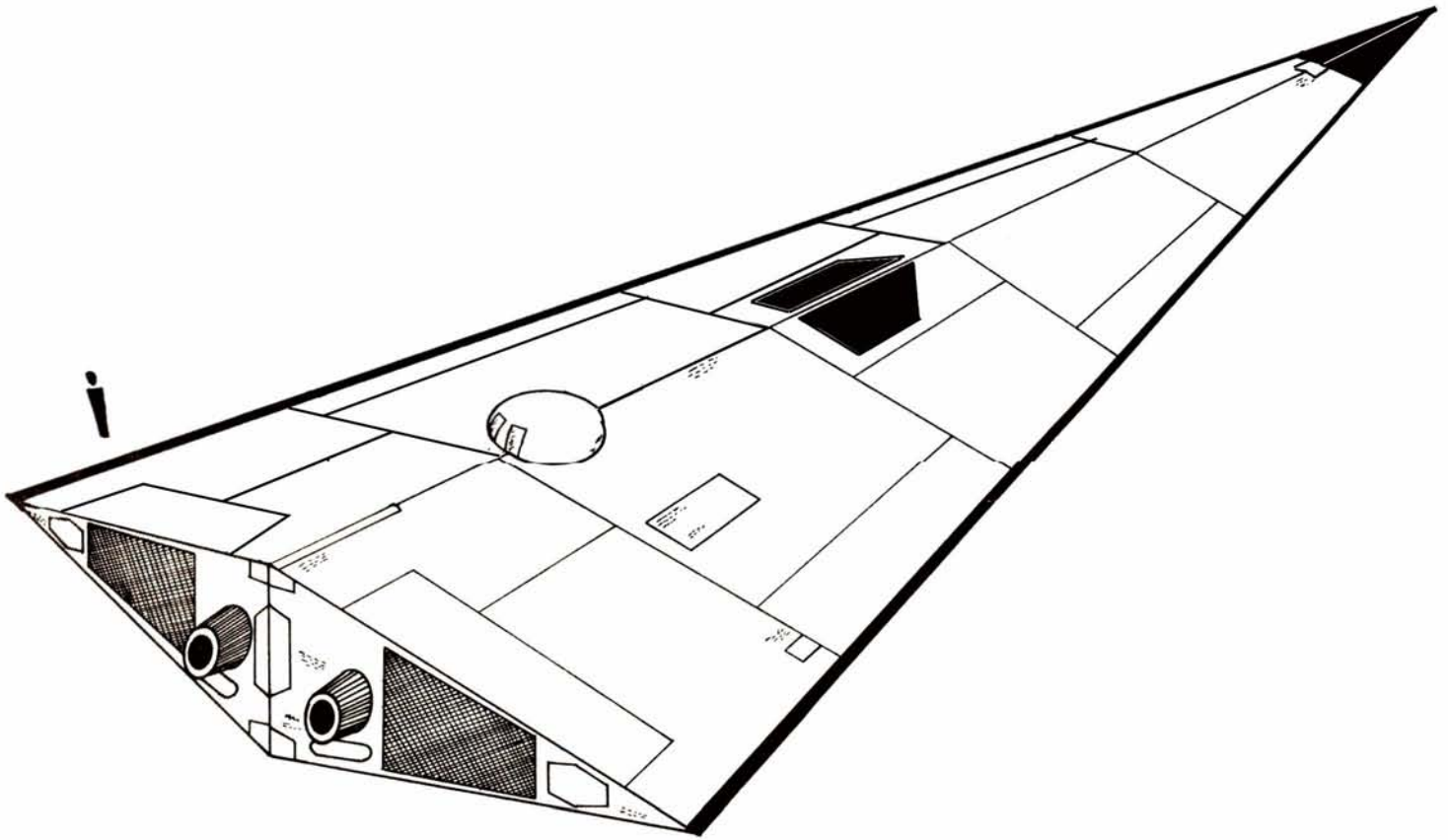
Computer Model One  
 Storage 4 CPU 2

Routine Program	Space	
Maneuver	1	_____
Jump 1	1	_____
Jump 2	2	_____
Jump 3	2	_____
Jump 4	2	_____
Jump 5	2	_____
Jump 6	2	_____
Library	1	_____
Navigation	1	_____
Generate	2	_____
Anti-Hijack	1	_____
Defensive Program		
Maneuver/Evade 1	1	_____
Maneuver/Evade 2	2	_____
Maneuver/Evade 3	3	_____
Maneuver/Evade 4	4	_____
Maneuver/Evade 5	2	_____
Maneuver/Evade 6	3	_____
Auto/Evade	1	_____
Return Fire	1	_____
Anti-Missile	2	_____
ECM	3	_____
Offensive Programs		
Predict 1	1	_____
Predict 2	2	_____
Predict 3	1	_____
Predict 4	3	_____
Predict 5	2	_____
Gunner Interact	1	_____
Target	1	_____
Selective 1	1	_____
Selective 2	2	_____
Selective 3	1	_____
Multi-Target 2	1	_____
Multi-Target 3	2	_____
Multi-Target 4	4	_____
Launch	1	_____
Double Fire	4	_____

Hard Points: <u>One</u>					
Turret No.	Gunner Exp.	Beam Laser	Pulse Laser	Missile Launcher	Sand Caster
1. *	_____	_____	_____	_____	_____
2.	_____	_____	_____	_____	_____
3.	_____	_____	_____	_____	_____
4.	_____	_____	_____	_____	_____
5.	_____	_____	_____	_____	_____
6.	_____	_____	_____	_____	_____
7.	_____	_____	_____	_____	_____
8.	_____	_____	_____	_____	_____
9.	_____	_____	_____	_____	_____
10.	_____	_____	_____	_____	_____
11.	_____	_____	_____	_____	_____
12.	_____	_____	_____	_____	_____
13.	_____	_____	_____	_____	_____
14.	_____	_____	_____	_____	_____
15.	_____	_____	_____	_____	_____
16.	_____	_____	_____	_____	_____
17.	_____	_____	_____	_____	_____
18.	_____	_____	_____	_____	_____
19.	_____	_____	_____	_____	_____
20.	_____	_____	_____	_____	_____
21.	_____	_____	_____	_____	_____
22.	_____	_____	_____	_____	_____
23.	_____	_____	_____	_____	_____
24.	_____	_____	_____	_____	_____
25.	_____	_____	_____	_____	_____
26.	_____	_____	_____	_____	_____
27.	_____	_____	_____	_____	_____
28.	_____	_____	_____	_____	_____
29.	_____	_____	_____	_____	_____
30.	_____	_____	_____	_____	_____
31.	_____	_____	_____	_____	_____
32.	_____	_____	_____	_____	_____
33.	_____	_____	_____	_____	_____
34.	_____	_____	_____	_____	_____
35.	_____	_____	_____	_____	_____
36.	_____	_____	_____	_____	_____
37.	_____	_____	_____	_____	_____
38.	_____	_____	_____	_____	_____
39.	_____	_____	_____	_____	_____
40.	_____	_____	_____	_____	_____



# Scout/Courier Type S



## Scout/Courier Type S

Using the type 100 hull, the scout/courier is equipped with 4 staterooms (which may accommodate double occupancy in non-passenger service), suitable for the crew of one (pilot) and additional crew members or passengers as the situation dictates. No low berths are installed. The ship has a jump drive-A, maneuver drive-A, and power plant-A, giving it a capability of 2 G acceleration and the ability to make jump-2. The hold contains an air/raft in a specially fitted compartment, and three tons of cargo hold space. One double turret is installed at the vessel's single hardpoint, but no weaponry is included. Computer Model/1, with basic software package is installed. The hull is streamlined for atmospheric landings. Fuel tankage for 40 tons is included, Base price is set at CR 32,490,000.

Length: 26 meters (85 feet)

Span: 18 meters (59 feet)

Height: 4.5 meters (15 feet)

The Type S as built by M, C & S Engineering has the external hull form of a planar lifting body, optimized for hypersonic re-entry. Dual sets of landing jacks permit landing in either the vertical or horizontal mode. The Airlock and Engineering Section Access Door are arranged for entry in either mode. The Air Raft, carried as an auxiliary vehicle, can be launched and recovered in flight, even when loaded with cargo. Retractable scoops on the ventral surface may be deployed and used in either skim refueling or ramjet propulsion mode. The optional weapons hardpoint is located on the dorsal surface and is protected during re-entry by a retractable heat shield. The plans show this turret and its associated Fire Control equipment fitted.

## Ship's Summary

Ship Name _____	Hull Type <u>(200)</u>	Free Trader
Owner _____	M Drive <u>A</u>	G's Accel <u>1</u>
Bridge-(Pilot _____ Navigate _____ )	J Drive <u>A</u>	Jump <u>1</u>
Crew Staterooms <u>4</u>	Power Plant <u>A</u>	Streamlined
Passenger Staterooms <u>6</u>	Fuel <u>30</u> Tons	
Low Passage Berths <u>20</u>	Hold <u>82</u> Tons	
Auxillaries <u>None</u>		

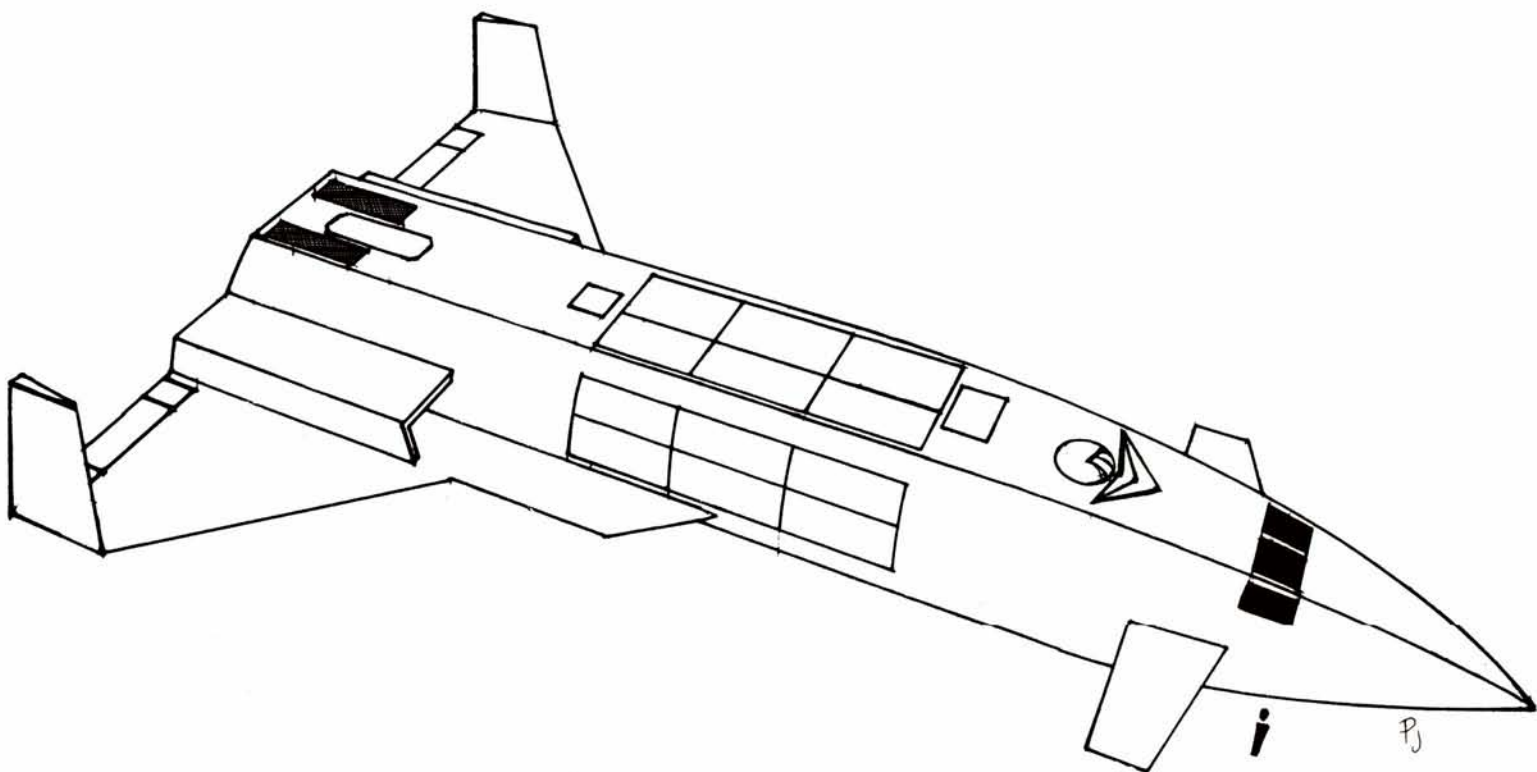
Computer Model <u>One</u>	Hard Points: <u>Two</u>					
Storage <u>4</u> CPU <u>2</u>						
Routine Program      Space	Turret   Gunner   Beam   Pulse   Missile   Sand No.      Exp.    Laser   Laser   Launcher   Caster					
Maneuver	1	1. *				
Jump 1	1	2. *				
Jump 2	2	3.				
Jump 3	2	4.				
Jump 4	2	5.				
Jump 5	2	6.				
Jump 6	2	7.				
Library	1	8.				
Navigation	1	9.				
Generate	2	10.				
Anti-Hijack	1	11.				
		12.				
Defensive Program		13.				
Maneuver/Evade 1	1	14.				
Maneuver/Evade 2	2	15.				
Maneuver/Evade 3	3	16.				
Maneuver/Evade 4	4	17.				
Maneuver/Evade 5	2	18.				
Maneuver/Evade 6	3	19.				
Auto/Evade	1	20.				
Return Fire	1	21.				
Anti-Missile	2	22.				
ECM	3	23.				
		24.				
Offensive Programs		25.				
Predict 1	1	26.				
Predict 2	2	27.				
Predict 3	1	28.				
Predict 4	3	29.				
Predict 5	2	30.				
Gunner Interact	1	31.				
Target	1	32.				
Selective 1	1	33.				
Selective 2	2	34.				
Selective 3	1	35.				
Multi-Target 2	1	36.				
Multi-Target 3	2	37.				
Multi-Target 4	4	38.				
Launch	1	39.				
Double Fire	4	40.				



Type A    Free Trader

10 meters

# Free Trader Type A



## Free Trader Type A

Using the type 200 hull, the free trader is equipped with ten staterooms (four for the crew: pilot, engineer, medic, and steward; six for high and middle passengers) and twenty low passage berths. Jump drive-A, maneuver drive-A, and power plant-A are all installed in the engineering section, giving the starship capability for acceleration of 1 G and jump-1. Fuel tankage for 30 tons and cargo hold for 82 tons is provided in the hull. Two hardpoints are specified in the hull, but do not have turrets or weaponry attached. Two tons of potential fire control space is held in reserve for later armament installation. Computer Model/1 with basic software package is installed. The hull is streamlined for atmospheric landings. Base price for the free trader is CR 37,080,000.

Length: 34 meters (112 feet)

Span: 24 meters (79 feet)

Height: 5.5 meters (18 feet)

The Type A from M, C & S Engineering has a streamlined semi-tubular body with canard control surfaces forward and the main lifting surfaces aft with vertical stabilizers mounted on the wing tips. Landing mode is horizontal only, appropriate landing jacks being provided on the ventral surface. A mounting point is provided for the collapsible cargo crane stowed attached to the inside of the upper cargo hatch. The ramjets at the base of each wing may also be used for skim refueling. Optional weapons hardpoints are located on the dorsal and ventral surfaces 14 meters (46 feet) from the bow and are protected during re-entry by retractable heat shields.

The Second Deck is the lower deck and is devoted to passengers accommodation. Avionics occupy the extreme bow area. Low Passage Berths are located next, with access through a detachable panel in Stateroom Five. Six staterooms for the passengers line the sides of this deck's central access corridor. The Fresher Cubicle is located at the forward or bow end of the corridor, with the Access Ladder to the deck above located at the rear or stern end. A computer-monitored hatch controls access to the upper deck. The Airlock is located on this deck opening to the left or part side of the ship.

The first Deck or upperdeck is the crew accommodation and the Control Room location. Avionics and Ship's Computer occupy the extreme bow. Next comes the Control Room. Aft of the Control Room is the access corridor between the staterooms of the Pilot and Engineer. The Common Room is next, containing a Fresher Cubicle and food preparation facilities. Further aft comes the pair of cabins for the Medic and Steward. At the end of the corridor are two hatches, one in the deck down to the passenger deck; and one in the aft bulkhead, giving access to the Cargo Hold and thence to the Engineering Section.



### Ship's Summary

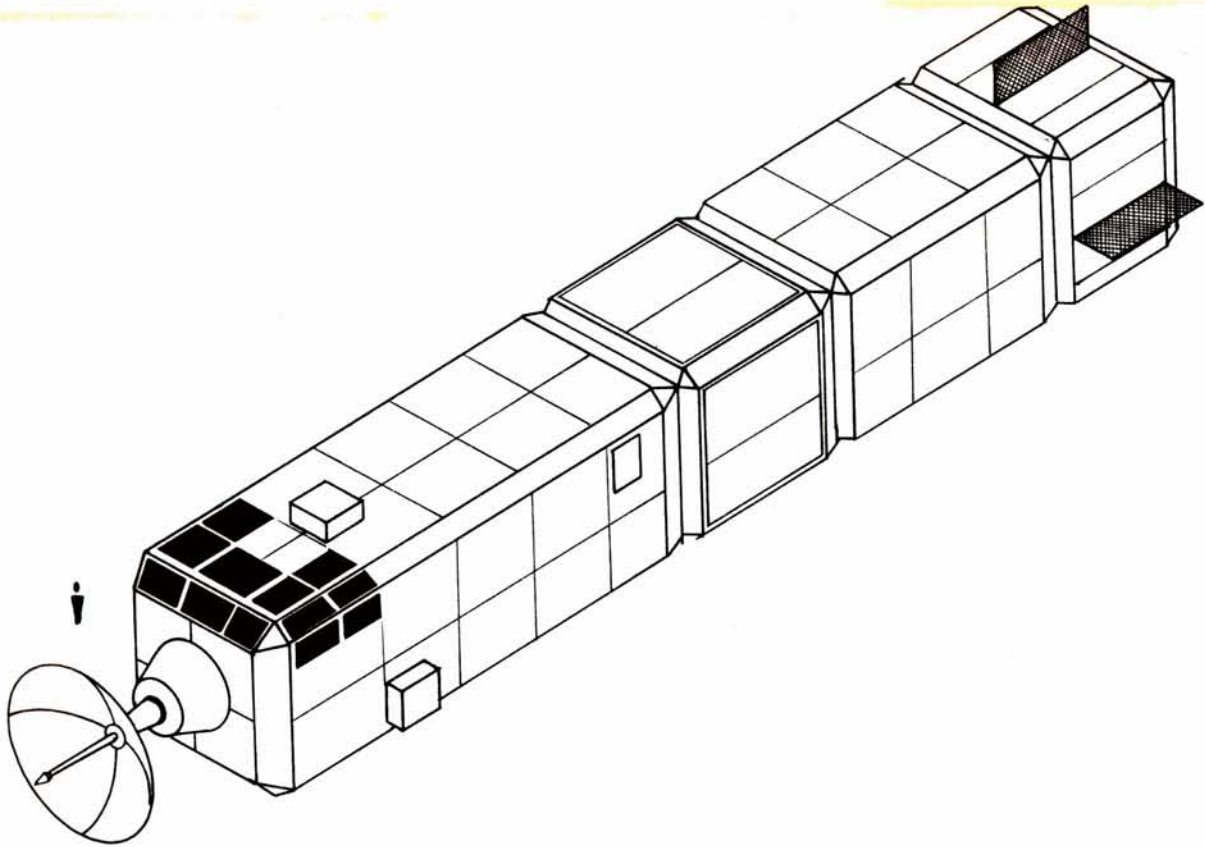
Ship Name _____	Hull Type <u>(600)</u>	Subsidized Merchant _____
Owner _____	M Drive <u>D</u>	G's Accel <u>1</u>
Bridge-(Pilot _____ Navigate _____ )	J Drive <u>J</u>	Jump <u>3</u>
Crew Staterooms <u>9</u>	Power Plant <u>D</u>	
Passenger Staterooms <u>21</u>	Fuel <u>190</u> Tons	
Low Passage Berths <u>80</u>	Hold <u>124</u> Tons	
Auxillaries <u>None</u>		

Computer Model <u>Three</u>		Hard Points: <u>Three</u>
Storage <u>9</u> CPU <u>5</u>		
Routine Program	Space	
Maneuver	1	1. * _____
Jump 1	1	2. * _____
Jump 2	2	3. * _____
Jump 3	2	4. _____
Jump 4	2	5. _____
Jump 5	2	6. _____
Jump 6	2	7. _____
Library	1	8. _____
Navigation	1	9. _____
Generate	2	10. _____
Anti-Hijack	1	11. _____
		12. _____
Defensive Program		13. _____
Maneuver/Evade 1	1	14. _____
Maneuver/Evade 2	2	15. _____
Maneuver/Evade 3	3	16. _____
Maneuver/Evade 4	4	17. _____
Maneuver/Evade 5	2	18. _____
Maneuver/Evade 6	3	19. _____
Auto/Evade	1	20. _____
Return Fire	1	21. _____
Anti-Missile	2	22. _____
ECM	3	23. _____
		24. _____
Offensive Programs		25. _____
Predict 1	1	26. _____
Predict 2	2	27. _____
Predict 3	1	28. _____
Predict 4	3	29. _____
Predict 5	2	30. _____
Gunner Interact	1	31. _____
Target	1	32. _____
Selective 1	1	33. _____
Selective 2	2	34. _____
Selective 3	1	35. _____
Multi-Target 2	1	36. _____
Multi-Target 3	2	37. _____
Multi-Target 4	4	38. _____
Launch	1	39. _____
Double Fire	4	40. _____



10 meters

## Subsidised Merchant Type M



## Subsidised Merchant Type M

Using the type 600 hull, the type M subsidized merchant has 30 staterooms (nine for the crew: pilot, navigator, medic, three engineers and three stewards; 21 for the high and middle class passengers) and eighty low passage berths. The ship has jump drive-J, maneuver drive-D, and power plant-D, making it capable of jump-3, and 1 G acceleration. Computer Model/3 is installed adjacent to the bridge. Cargo capacity is set at 124 tons, and fuel tankage will contain 190 tons. Three hardpoints are specified for the hull, and three tons are reserved for fire control purposes. The hull is not streamlined for atmospheric landings base price for the type M is CR 219,870,000.

Length: 57 meters (187 feet)

Span: 8 meters (26.2 feet)

Height: 8 meters (26.2 feet)

The Type M as constructed by M, C & S Engineering is an efficient rectangular hull form. Lack of atmospheric streamlining permits the ship to be optimized for ease of maintainance, low construction cost, and increased internal capacity. This type has proved very popular on regular runs between established planets.

The lowest or Third Deck has 13 staterooms arranged on either side of a central corridor. The forward end of the corridor has the Access Ladder up to the Second Deck. The aft end opens into a small Common Room with two Fresher Cubicles. The middle or Second Deck also is devoted to passenger staterooms, 12 staterooms being arranged on either side of the central corridor. The forward end of the corridor has the ladder down to the lower deck. The aft end of the corridor opens into a large lounge. Two Fresher Cubicles are located here. Also the Access Ladder and hatch to the Crew Deck is located at the aft end of the corridor.

The upper or First Deck is devoted to crew and command functions. The Control Room is located at the very bow of the ship. The Computer and Avionics are located at the aft end of the Control Room. An axial corridor leads back from the Control Room with the staterooms for the Pilot and Navigator immediately to either side. Next comes the Crew's Lounge, including food preparation facilities. The corridor continues aft between the three staterooms for the Engineers, the Fresher Cubicle, and the Airlock. Immediately opposite the Airlock hatch is the Access Ladder and the computer monitored deck hatch to the lower decks. The central coridor continues on aft between the Low Passage Berths to the hatch in the rear bulkhead. This hatch leads into the access tunnel through the Cargo Hold and Fuel Tanks to the Engineering Section.

## Ship's Summary

Ship Name _____	Hull Type <u>(400)</u>	Subsidized Merchant
Owner _____	M Drive <u>C</u>	G's Accel <u>1</u>
Bridge-(Pilot _____ Navigate _____ )	J Drive <u>C</u>	Jump <u>1</u>
Crew Staterooms <u>5</u>	Power Plant <u>C</u>	Streamlined
Passenger Staterooms <u>8</u>	Fuel <u>50</u> Tons	
Low Passage Berths <u>9</u>	Hold <u>200</u> Tons	
Auxillaries <u>Life Boat</u>		

Computer Model One  
 Storage 4 CPU 2

Routine Program	Space	
Maneuver	1	_____
Jump 1	1	_____
Jump 2	2	_____
Jump 3	2	_____
Jump 4	2	_____
Jump 5	2	_____
Jump 6	2	_____
Library	1	_____
Navigation	1	_____
Generate	2	_____
Anti-Hijack	1	_____

Defensive Program

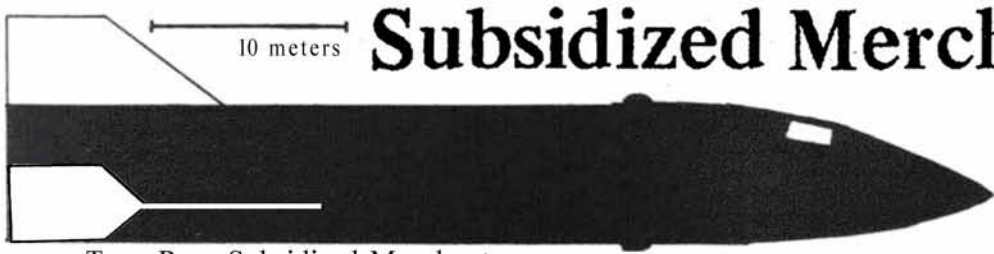
Maneuver/Evade 1	1	_____
Maneuver/Evade 2	2	_____
Maneuver/Evade 3	3	_____
Maneuver/Evade 4	4	_____
Maneuver/Evade 5	2	_____
Maneuver/Evade 6	3	_____
Auto/Evade	1	_____
Return Fire	1	_____
Anti-Missile	2	_____
ECM	3	_____

Offensive Programs

Predict 1	1	_____
Predict 2	2	_____
Predict 3	1	_____
Predict 4	3	_____
Predict 5	2	_____
Gunner Interact	1	_____
Target	1	_____
Selective 1	1	_____
Selective 2	2	_____
Selective 3	1	_____
Multi-Target 2	1	_____
Multi-Target 3	2	_____
Multi-Target 4	4	_____
Launch	1	_____
Double Fire	4	_____

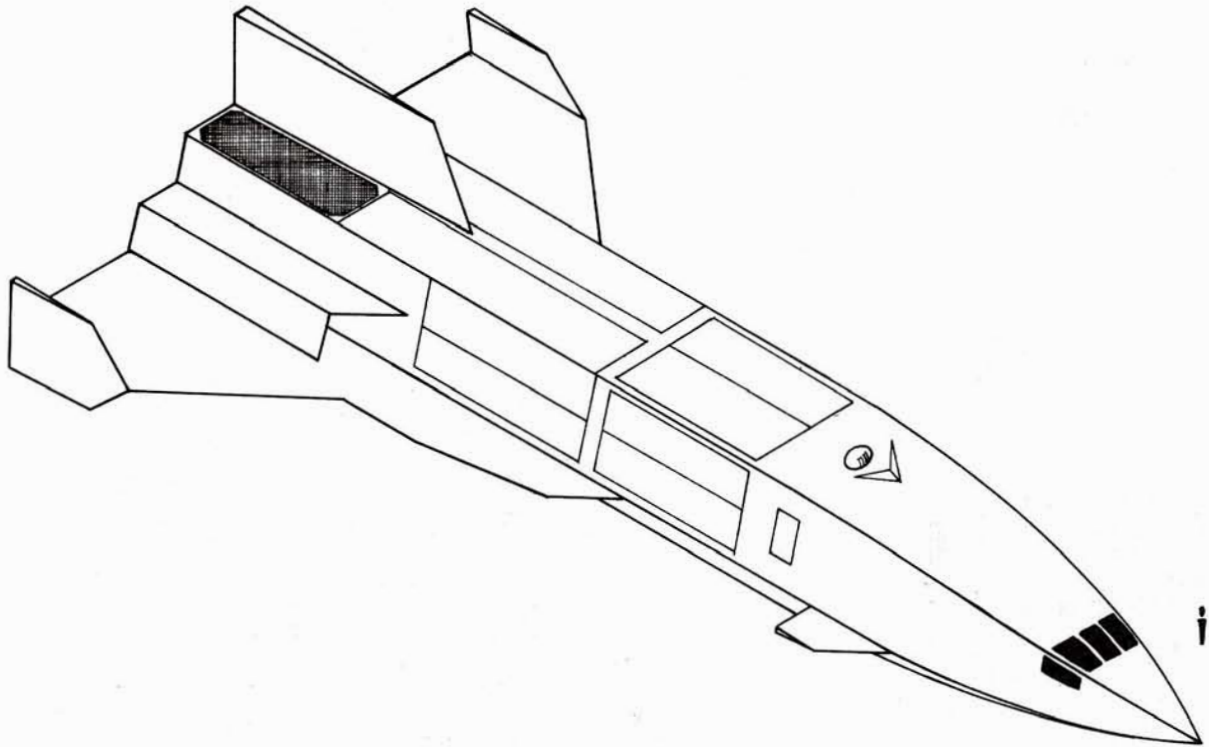
Hard Points: Two

Turret No.	Gunner Exp.	Beam Laser	Pulse Laser	Missile Launcher	Sand Caster
1. *	_____	_____	_____	_____	_____
2. *	_____	_____	_____	_____	_____
3.	_____	_____	_____	_____	_____
4.	_____	_____	_____	_____	_____
5.	_____	_____	_____	_____	_____
6.	_____	_____	_____	_____	_____
7.	_____	_____	_____	_____	_____
8.	_____	_____	_____	_____	_____
9.	_____	_____	_____	_____	_____
10.	_____	_____	_____	_____	_____
11.	_____	_____	_____	_____	_____
12.	_____	_____	_____	_____	_____
13.	_____	_____	_____	_____	_____
14.	_____	_____	_____	_____	_____
15.	_____	_____	_____	_____	_____
16.	_____	_____	_____	_____	_____
17.	_____	_____	_____	_____	_____
18.	_____	_____	_____	_____	_____
19.	_____	_____	_____	_____	_____
20.	_____	_____	_____	_____	_____
21.	_____	_____	_____	_____	_____
22.	_____	_____	_____	_____	_____
23.	_____	_____	_____	_____	_____
24.	_____	_____	_____	_____	_____
25.	_____	_____	_____	_____	_____
26.	_____	_____	_____	_____	_____
27.	_____	_____	_____	_____	_____
28.	_____	_____	_____	_____	_____
29.	_____	_____	_____	_____	_____
30.	_____	_____	_____	_____	_____
31.	_____	_____	_____	_____	_____
32.	_____	_____	_____	_____	_____
33.	_____	_____	_____	_____	_____
34.	_____	_____	_____	_____	_____
35.	_____	_____	_____	_____	_____
36.	_____	_____	_____	_____	_____
37.	_____	_____	_____	_____	_____
38.	_____	_____	_____	_____	_____
39.	_____	_____	_____	_____	_____
40.	_____	_____	_____	_____	_____



# Subsidized Merchant Type R

Type R Subsidised Merchant



## Subsidized Merchant Type R

Using the type 400 hull, the type R subsidized merchant is equipped with 13 staterooms (five for the crew: pilot, navigator, medic, steward and engineer; eight for the high and middle passengers) and nine low passage berths. The ship is equipped with jump drive-C, maneuver drive-C, and power plant-C, allowing 1 G acceleration and jump-1 interstellar flight. Cargo capacity is set at 200 tons, while fuel tankage will contain 50 tons. The hull is produced with two hardpoints, and is stream-lined. A life boat is included as a ship's vehicle. Computer Model/1 is installed adjacent to the bridge. Base price for the type R is CR 100,035,000.

Length: 53 meters (174 feet)

Span: 24 meters (79 feet)

Height: 10 meters (33 feet)

The Type R from M, C & S Engineering has a semi-tubular body with canard control surfaces forward and main lifting surfaces aft with wing tip stabilizer plates. A large vertical stabilizer and rudder are mounted aft. Landing mode is horizontal only, appropriate landing jacks with built-in shock absorbers being provided on the ventral surface and wing tips. Mounting points are built in forward and aft of the dorsal cargo hatch for handling cranes. Scramjets, faired into the base of each wing, are convertible into skim refueling scoops. Hard points are built into the dorsal and ventral surfaces of the hull 18 meters (59 feet) back from the bow, provision for retractable re-entry heat shields being made at these points.

The accommodations section of the main hull occupies the forward third of the Fuselage. Passenger quarters occupy the lower of Second Deck. Avionics equipment fills the extreme nose of this level. Immediately aft of this is located the Low Passage Berths, with access to them via a removable panel in the forward wall of Stateroom Seven. The rest of the lower deck is occupied by the eight passenger Staterooms, lining the hull on either side of a central axial corridor. In the center of the corridor is a collapsible ladder leading to a hatch in the upper deck. At the extreme aft end of the corridor is located a Fresher Cubicle.

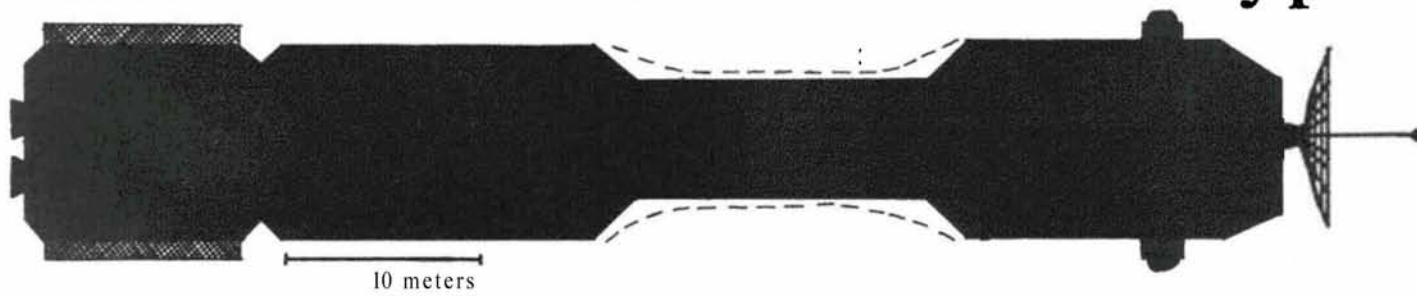
The upper level or First Deck contains the crew accommodations and the Control Room. The extreme bow contains Avionics and the Ship's Computer. Next aft comes the Control Room with a Fresher Cubicle at the rear. A central corridor leads aft between the five Crew Staterooms and Airlock. A hatch in the deck leads down to the lower level. Another hatch in the rear bulkhead leads into the forward section of the Cargo Hold. This forward section contains both cargo space and the Life Boat Bay. Further aft through the Cargo Hold lies access to the Engineering Section.

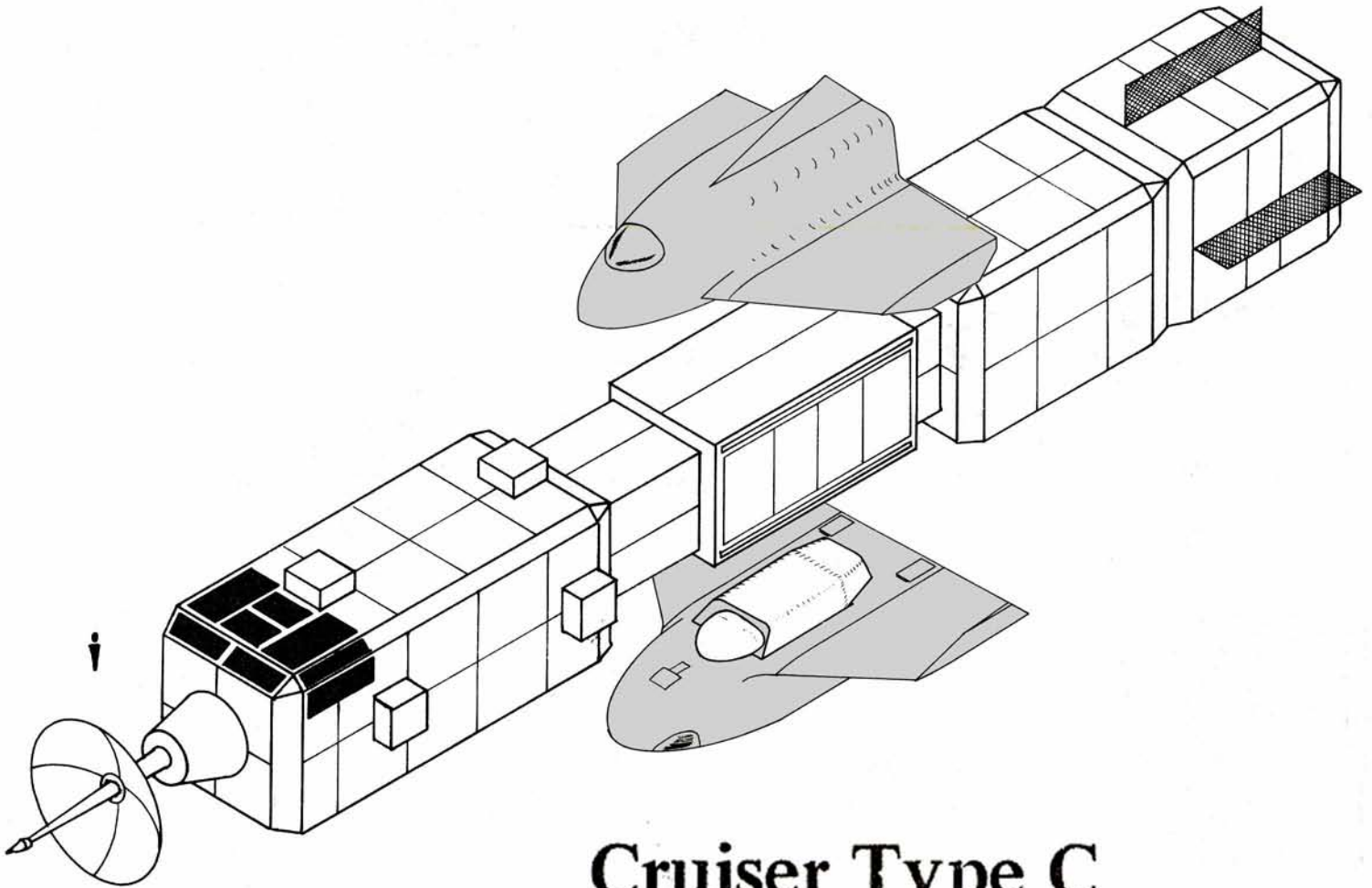
### Ship's Summary

Ship Name _____	Hull Type <u>(800) Cruiser</u>
Owner _____	M Drive <u>M</u> G's Accel <u>3</u>
Bridge-(Pilot _____ Navigate _____ )	J Drive <u>M</u> Jump <u>3</u>
Crew Staterooms <u>25</u>	Power Plant <u>M</u>
Passenger Staterooms <u>None</u>	Fuel <u>288</u> Tons
Low Passage Berths <u>None</u>	Hold <u>80</u> Tons
Auxillaries <u>Pinnacle, Pinnacle, Air Raft, All Terrain Vehicles, All Terrain Vehicle</u>	

Computer Model <u>Five</u>	Hard Points: <u>Eight</u>	
Storage <u>25</u> CPU <u>12</u>	Turret No.	Gunner Exp.
Routine Program      Space	Laser	Pulse Laser
Missile Launcher	Sand Caster	
Maneuver	1. *	_____
Jump 1	2. *	_____
Jump 2	3. *	_____
Jump 3	4. *	_____
Jump 4	5. *	_____
Jump 5	6. *	_____
Jump 6	7. *	_____
Library	8. *	_____
Navigation	9.	_____
Generate	10.	_____
Anti-Hijack	11.	_____
	12.	_____
Defensive Program	13.	_____
Maneuver/Evade 1	14.	_____
Maneuver/Evade 2	15.	_____
Maneuver/Evade 3	16.	_____
Maneuver/Evade 4	17.	_____
Maneuver/Evade 5	18.	_____
Maneuver/Evade 6	19.	_____
Auto/Evade	20.	_____
Return Fire	21.	_____
Anti-Missile	22.	_____
ECM	23.	_____
	24.	_____
Offensive Programs	25.	_____
Predict 1	26.	_____
Predict 2	27.	_____
Predict 3	28.	_____
Predict 4	29.	_____
Predict 5	30.	_____
Gunner Interact	31.	_____
Target	32.	_____
Selective 1	33.	_____
Selective 2	34.	_____
Selective 3	35.	_____
Multi-Target 2	36.	_____
Multi-Target 3	37.	_____
Multi-Target 4		_____
Launch		_____
Double Fire		_____

## Cruiser Type C





## Cruiser Type C

Based on the type 800 hull, the type C cruiser is a quasi-military vessel designed for private or semi-military operations. It is equipped with 25 staterooms (five for the senior crew: commanding officer, pilot, navigator, medic, and chief engineer; double occupancy for the remaining 40 crew members: 8 gunners, 4 engineers, 3 galley cooks, 2 pinnace pilots, 2 pinnace gunners, 1 admin clerk, 2 medic/orderlies, 1 forward observer, plus 17 spaces for research personnel, technicians, or troops). No low berths are installed. The ship has jump drive-M, maneuver drive-M, and power plant-M, making it with capable of jump-3 and 3 G acceleration. Eighty tons of cargo space are allocated. Computer Model/5 is installed adjacent to the bridge, and 8 tons are allocated to fire control equipment. The cruiser has 8 hardpoints, each equipped with a triple turret, but weaponry is not initially installed. The hull is not streamlined. Fuel tankage amounts to 288 tons, including 48 tons available for refuelling the pinnaces. Hull compartmentalization contains two pinnaces, two ATVs and one Air/Raft. Base price for the type C cruiser is CR 419,670,000.

Length: 66 meters (216.5 feet)

Span: 8.2 meters (27 feet)

Height: 8.5 meters (28 feet)

The Type C constructed by M, C & S Engineering is especially rugged and has trippily redundant systems. All systems are modular-interlocking to facilitate damage control.

The lower or Third Deck has Ten Staterooms (Double Occupancy) arranged on either side of a central access corridor. A Common Room occupies the aftermost portion of the deck, having on Access Ladder to the deck above built into the wall on one side with two Fresher Cubicles built into the other. The middle or Second Deck has the ame arrangement as the lower deck with the exception of a hatch in the rear bulkhead which opens into the Central Structural Member.

The upper or First Deck has the Control Room located at the extreme bow. Ship's Computer and Avionics are built into the rear of the Control Room with a central corridor leading between the five Staterooms of the Command Crew on aft past the Airlock to a small Common Room. Here are located the Access Ladder to the lower decks and a Fresher Cubicle.

The Central Structural Member is a hollow box-girder construction joining the Engineering Section to the Personnel Section. The Cargo Holds are attached to it and it supports the Landing Pad for the Ship's Auxillary Vehicles.

## Ship's Summary

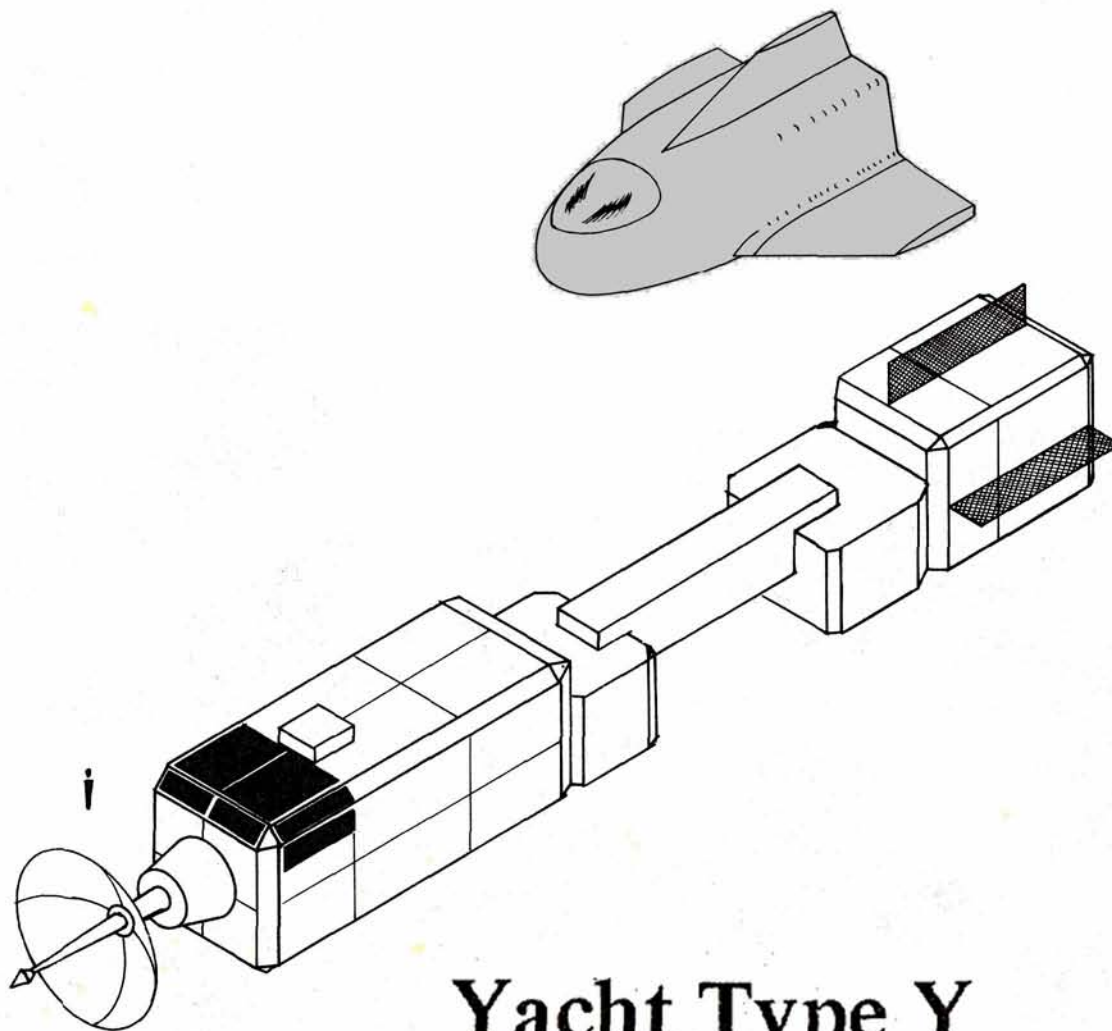
Ship Name _____	Hull Type <u>(200) Yacht</u>
Owner _____	M Drive <u>A</u> G's Accel <u>1</u>
Bridge-(Pilot _____ Navigate _____ )	J Drive <u>A</u> Jump <u>1</u>
Crew Staterooms <u>4</u>	Power Plant <u>A</u>
Passenger Staterooms <u>11 (Double - Owner)</u>	Fuel <u>39</u> Tons
Low Passage Berths <u>None</u>	Hold <u>13</u> Tons
Auxillaries <u>Ship's Boat, Air Raft, All Terrain Vehicle</u>	

Computer Model <u>One</u>	Hard Points: <u>One</u>
Storage <u>4</u> CPU <u>2</u>	Turret    Gunner    Beam    Pulse    Missile    Sand
Routine Program      Space	No.      Exp.      Laser      Laser      Launcher      Caster
Maneuver	1. * _____
Jump 1	2. _____
Jump 2	3. _____
Jump 3	4. _____
Jump 4	5. _____
Jump 5	6. _____
Jump 6	7. _____
Library	8. _____
Navigation	9. _____
Generate	10. _____
Anti-Hijack	11. _____
	12. _____
Defensive Program	13. _____
Maneuver/Evade 1	14. _____
Maneuver/Evade 2	15. _____
Maneuver/Evade 3	16. _____
Maneuver/Evade 4	17. _____
Maneuver/Evade 5	18. _____
Maneuver/Evade 6	19. _____
Auto/Evade	20. _____
Return Fire	21. _____
Anti-Missile	22. _____
ECM	23. _____
	24. _____
Offensive Programs	25. _____
Predict 1	26. _____
Predict 2	27. _____
Predict 3	28. _____
Predict 4	29. _____
Predict 5	30. _____
Gunner Interact	31. _____
Target	32. _____
Selective 1	33. _____
Selective 2	34. _____
Selective 3	35. _____
Multi-Target 2	36. _____
Multi-Target 3	37. _____
Multi-Target 4	38. _____
Launch	39. _____
Double Fire	40. _____



10 meters

# Yacht Type Y



## Yacht Type Y

Based on the type 200 hull, the yacht is equipped with 16 staterooms (four for the crew: pilot, engineer, medic, and steward; eleven for the passengers). Note that two staterooms have been joined to make a suite for the owner-aboard. No low berths are installed. The yacht has jump drive-A, maneuver drive-A and power plant-A, allowing it 1 G of acceleration and jump-1. Computer Model/1 is installed adjacent to the bridge, and four tons of displacement are held in reserve for later use as the owner sees fit. Cargo capacity is 13 tons; fuel tankage is 39 tons, which includes one full refuelling load for the ship's boat. The hull is compartmented for the ship's boat, air/raft, and ATV which form the complement of ship's vehicles. The hull is not streamlined, and has one hardpoint, but no turret or weaponry is installed. Base price for the yacht is CR 59,490,000.

Length: 48 meters (157.5 feet)

Span: 7.2 meters (23.5 feet)

Height: 7 meters (23 feet)

The Type Y built by M, C & S Engineering emphasizes compact luxury in a safe space-travelling craft. All systems are multiply redundant to ensure against failure. All fittings are of the highest quality. The full complement of ship's auxillary vehicles is provided so that the owner has personal transportation under all circumstances.

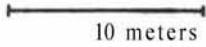
The lower or Second Deck is for passengers accommodations, ten luxury staterooms line the sides of the central axial corridor. A Fresher Cubicle is located at the extreme forward end of the corridor with the Airlock and a second Fresher Cubicle located at the aft end of the corridor. A collapsible Access Ladder on the side of the corridor leads up to the First Deck. The hatch in the after bulkhead leads into the Central Axial Structural Member, incorporating the Landing Pad for the Ship's Boat, Cargo Storage Modules, and storage for the other Ship's Auxillary Vehicles. The after end of this member gives access to the Engineering Section.

The upper or First Deck has the Control Room located at the extreme forward end. The Ship's Computer and Avionics are located against the rear of the Control Room. An access corridor leads back between the four Crew Staterooms to the Common Room. Two Fresher Cubicles are located on the port side of the Common Room and off-set to starboard in the rear wall is the door to the Owner's Stateroom. The double size Owner's Stateroom occupies the rest of the rear section of the First Deck.

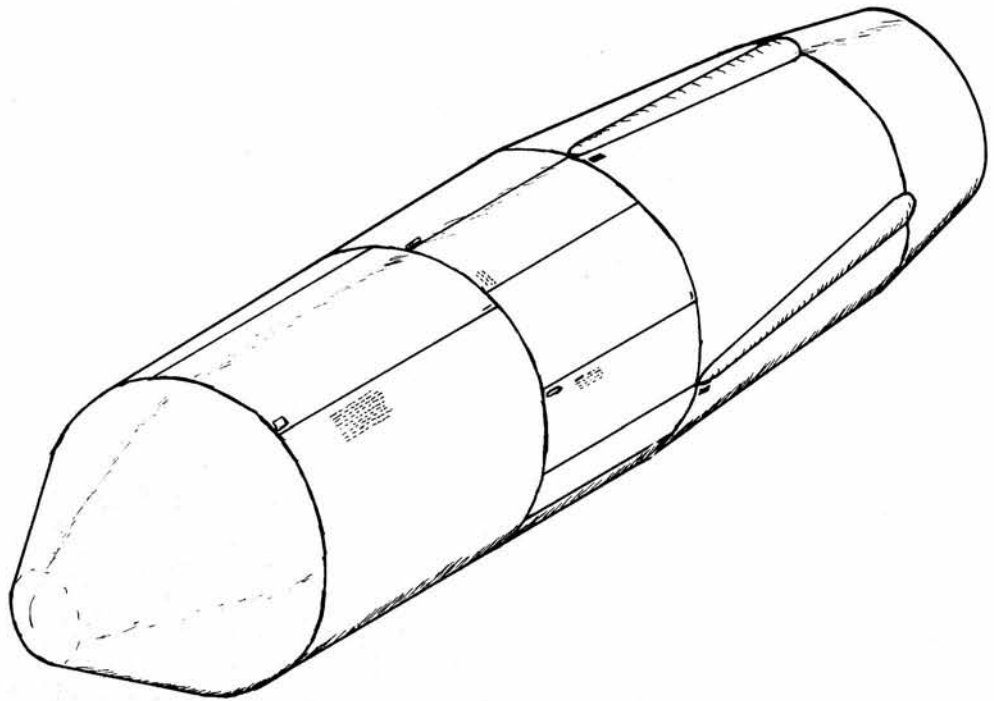




Life Boat



10 meters



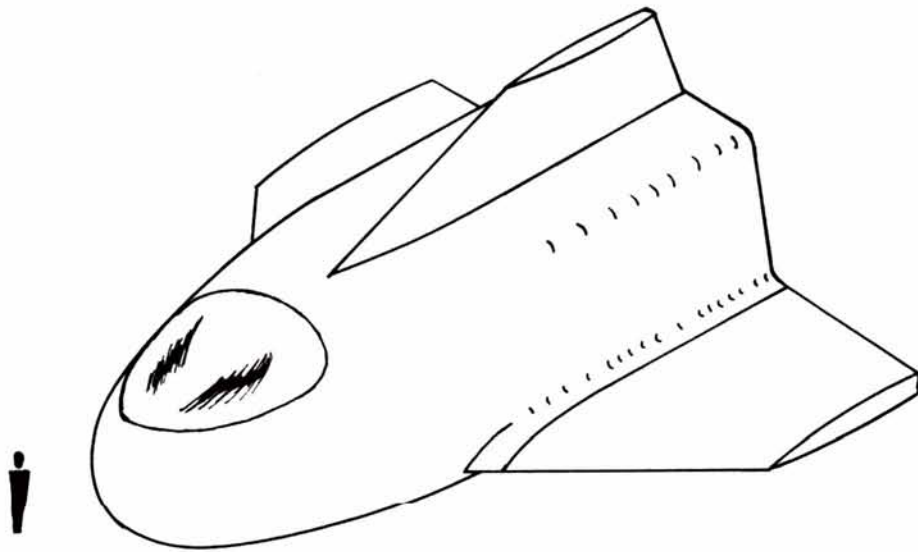
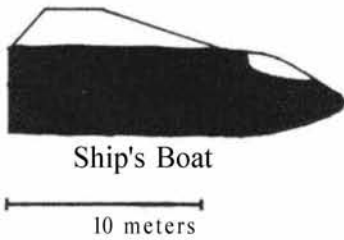
## Life Boat

The life boat is an emergency device used to allow escape from danger, disaster, or calamity in space-going situations. Displacing 20 tons, it is capable of 1 G acceleration and can carry up to three conscious passengers. In addition, it contains five emergency low berths, each capable of holding four persons in cold sleep (all occupants of the same berth share the same survival throw upon revival: throw 6+ to survive with normal DMs as applicable). Thus a life boat can carry a total of 23 persons. Fuel tankage is 5 tons. Life boats are unarmed, and have a base price of CR 14,000,000.

Length: 10.5 meters (34.5 feet)

Diameter: 3.6 meters (12 feet)

Built to exceed all Interstellar Safety Regulations, the M, C & S Engineering Life Boat is capable of a safe re-entry to any habitable planet. Deployable stabilizers control descent to a safe landing. The built-in Distress Beacon has twice the regulation power. Also included is 600 kilograms (1,600 pounds) of survival gear, including a complete Universal Survival Manual.



## Ship's Boat

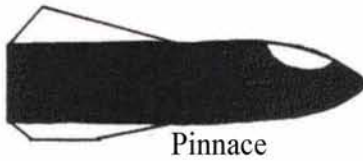
Designed to carry up to 5 passengers, the ship's boat displaces 30 tons, and is capable of accelerations of up to 6 Gs. It has a cargo capacity of 12 tons and fuel tankage of 9 tons. Ship's boats are usually unarmed, but have provision for the attachment of one beam or pulse laser; no turret is used, but the installation consumes 2 tons of cargo capacity. The base price for the ship's boat is CR 16,000,000.

Length: 14.25 meters (47 feet)

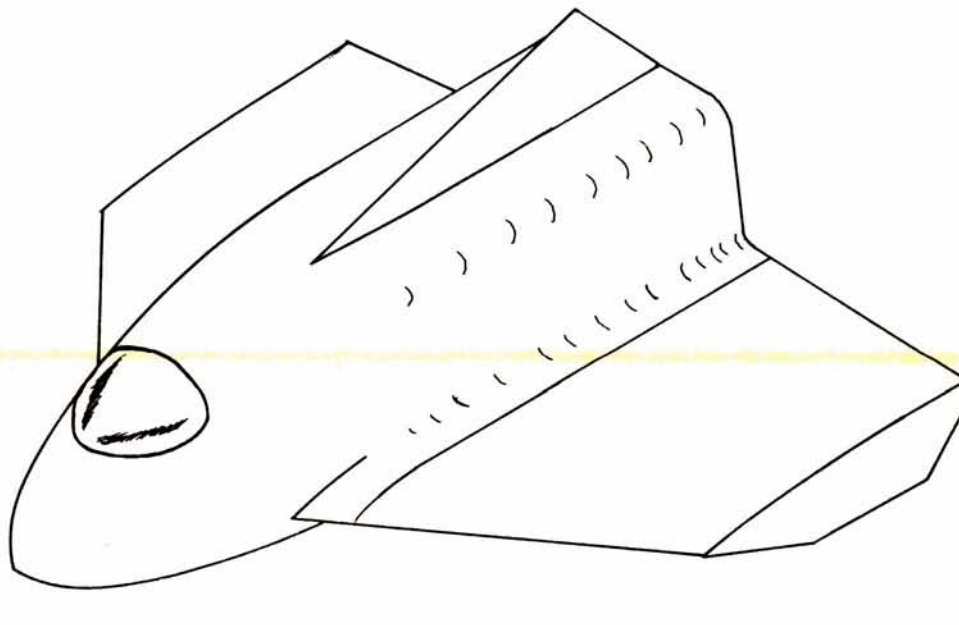
Span: 13 meters (43 feet)

Height: 6 meters (20 feet)

This vehicle is designed for reliable operation under rugged conditions. The hull form is optimised for maneuverability in atmosphere while carrying a heavy cargo load. While capable of repeated atmospheric re-entry, this craft normally travels at subsonic speeds in atmosphere. The wings and vertical stabilizer are foldable, reducing the Span to 6 meters (20 feet) and the Height to 5 meters (16.5 feet). The cargo hatch is located in the belly of the craft. This hatch may be removed and a special refueling package fitted in the opening. This package consists of a special streamlined airscoop, compressors and pumps, and a fuel storage tank capable of holding 10 tons.



10 meters



## Pinnacle

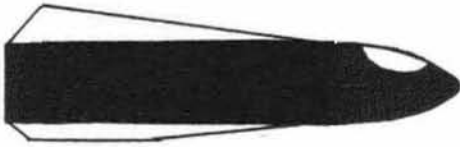
The pinnacle is a larger version of the ship's boat, capable of 5 Gs acceleration, carrying up to 8 passengers and displacing 40 tons. It has a fuel tank capacity of 12 tons and an equal cargo capacity. Pinnaces are usually armed with one beam or pulse laser in a non-turret mount. In some cases (about 15%), a missile launch rack is installed instead. Base price is CR 20,000,000.

Length: 17 meters (56 feet)

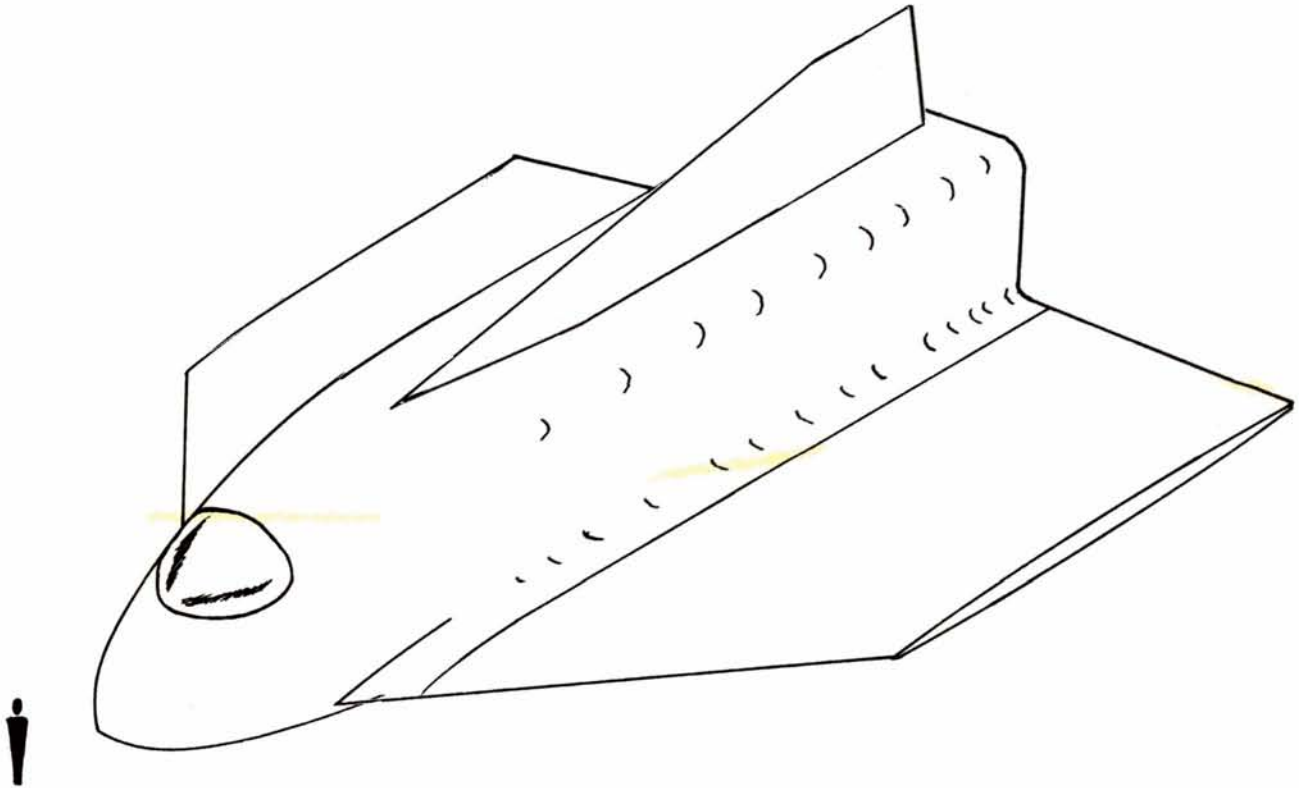
Span: 16 meters (52.5 feet)

Height: 7 meters (23 feet)

With a greater wing span and fuel capacity, this vessel has a greater maneuverability in atmosphere and a longer range. The wings fold to reduce the span to 8 meters (26 feet). The belly cargo hatch may be replaced with a refueling package with a 10 ton tank capacity. The vehicle shown in the plans has the port side position fitted with a special avionics package of planetary sensors. This position may have a weapon installed here as an option.



10 meters  
Pinnace



## Pinnace

The pinnace is a larger version of the ship's boat, capable of 5 Gs acceleration, carrying up to 8 passengers and displacing 40 tons. It has a fuel tank capacity of 12 tons and an equal cargo capacity. Pinnaces are usually armed with one beam or pulse laser in a non-turret mount. In some cases (about 15%), a missile launch rack is installed instead. Base price is CR 20,000,000.

Length: 23 meters ( 76 feet)

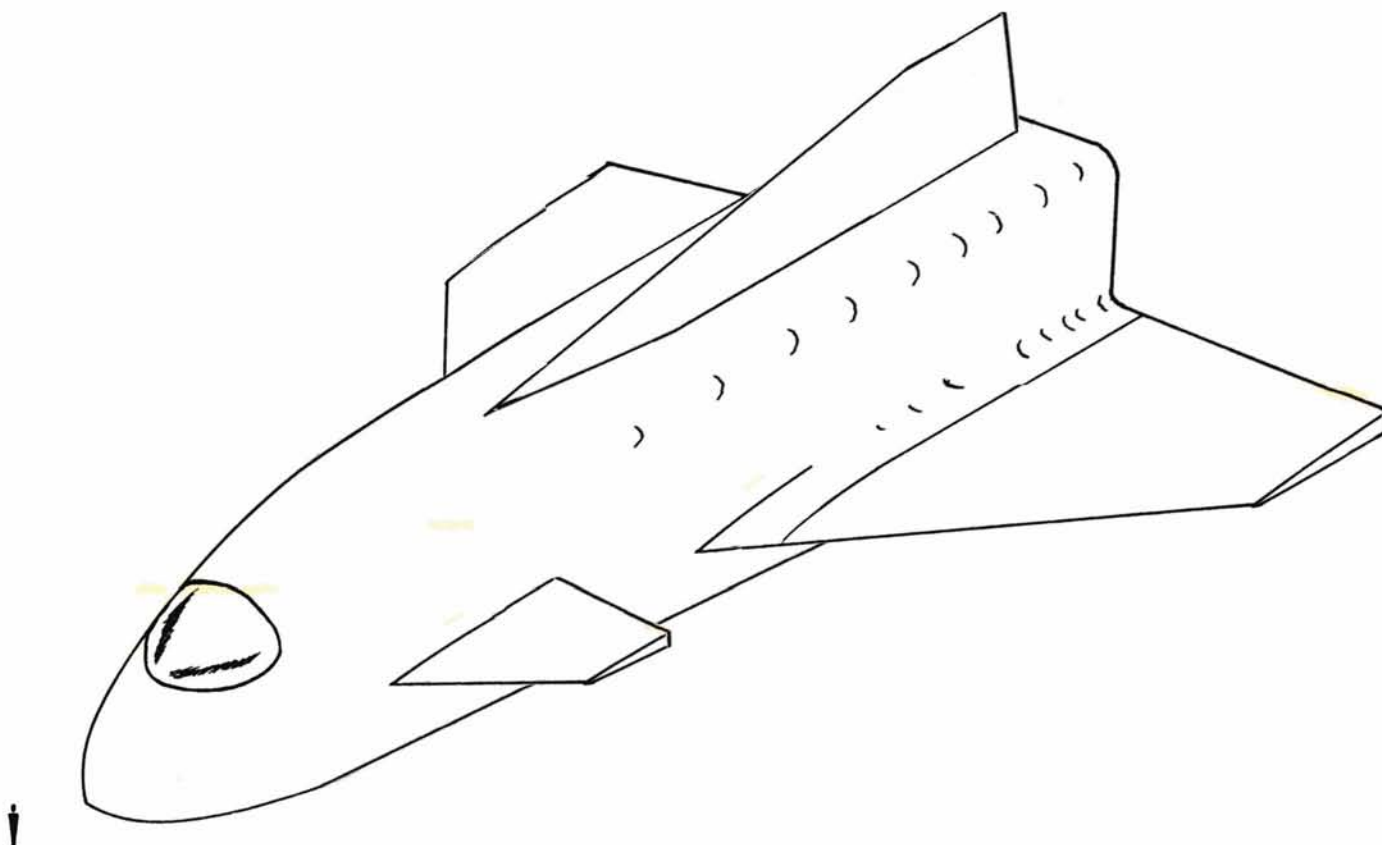
Span: 16 meters (52.5 feet)

Height: 8 meters (26 feet)

With a greater wing span and fuel capacity, this vessel has a greater maneuverability in atmosphere and a longer range. The wings fold to reduce the span to 8 meters (26 feet). The belly cargo hatch may be replaced with a refueling package with a 10 ton tank capacity. The vehicle shown in the plans has the port side position fitted with a special avionics package of planetary sensors. This position may have a weapon installed here as an option.



10 meters  
Pinnacle



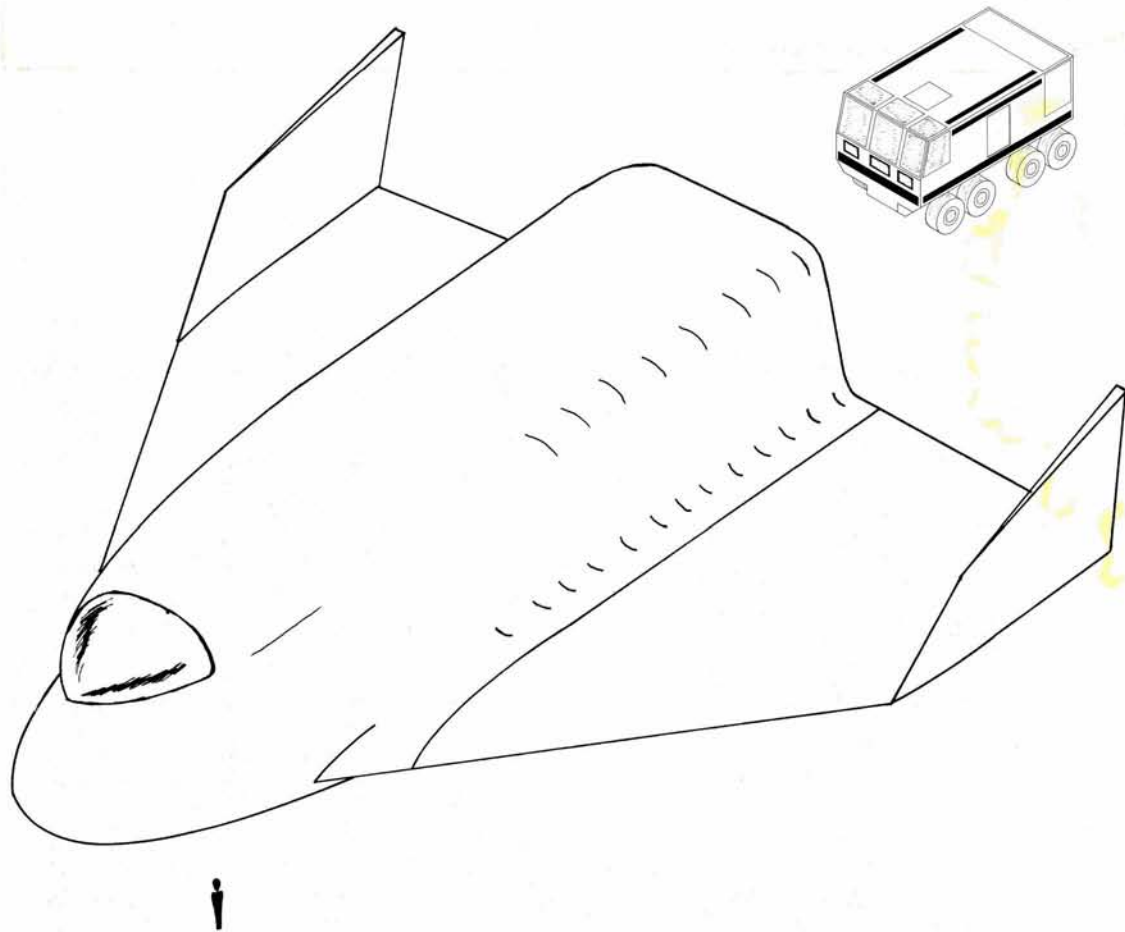
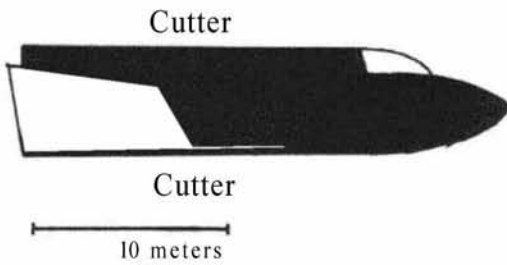
## Assault Shuttle

The assault shuttle is a larger version of the ship's boat, capable of 5 Gs acceleration, carrying a crew of 2 and up to 30 combat troops. It displaces 40 tons. It has a fuel tank capacity of 3.8 tons. It can carry 20 tons of cargo in lieu of personnel. The assault shuttle is armed with a single pulse laser in a fixed mount. Base price is Cr43,700,000.

Length: 23 meters (78 feet)

Span: 16 meters (52.5 feet)

Height: 8 meters (26 feet)



## Cutter

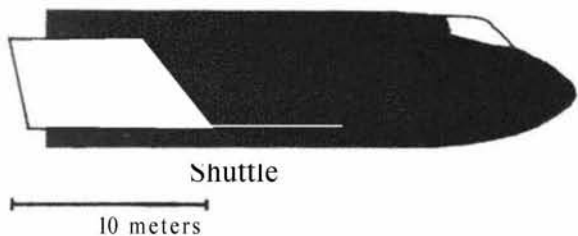
The cutter displaces 50 tons, carries up to 12 passengers, and is capable of accelerations of up to 4 Gs. Cargo hold capacity and fuel tankage each equal 15 tons. Standard armament is one beam laser. The base price for a standard cutter is set at CR 28,000,000.

Length: 26 meters (85 feet)

Span: 23 meters (75.5 feet)

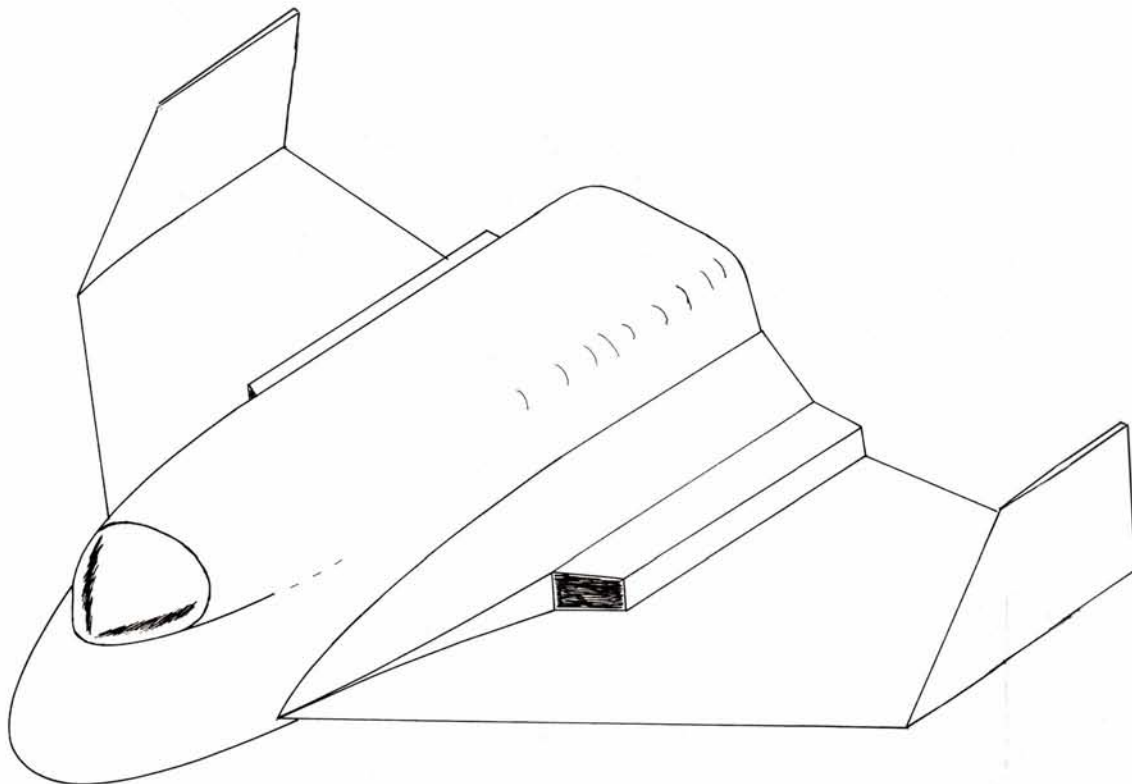
Height 5 meters (16.5 feet)

The cutter built by M, C & S Engineering emphasizes controlled flight with heavy cargo load. A special refueling package can be fitted, including fuel tankage of 12 tons. The wings can be folded to reduce the Span to 11 meters (36 feet).



Shuttle

10 meters



## Shuttle

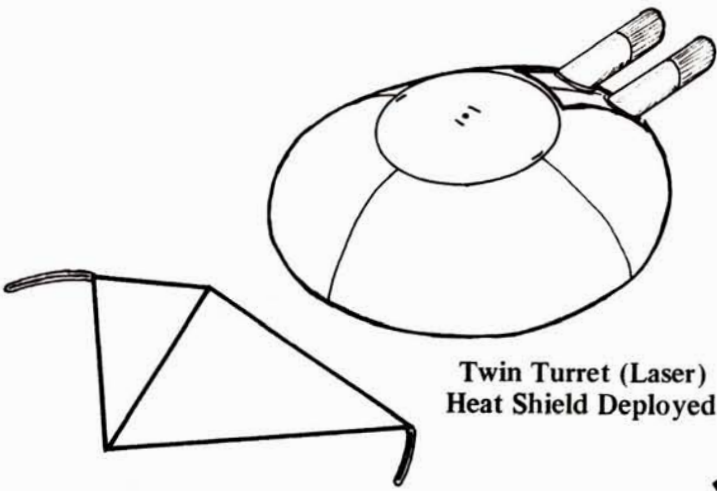
Access to planetary surfaces by ships incapable of landing themselves is made using shuttles which are present at a starport, or which are carried by the starship itself. Shuttles have a mass displacement of 95 tons, are capable of 3 Gs of acceleration, and can carry up to 30 passengers. They have a cargo hold capacity of 80 tons and fuel capacity of 9 tons. Shuttles are unarmed, and are capable of cargo transfer in vacuum. Base price for a shuttle is CR 33,000,000.

Length: 28 meters (92 feet)

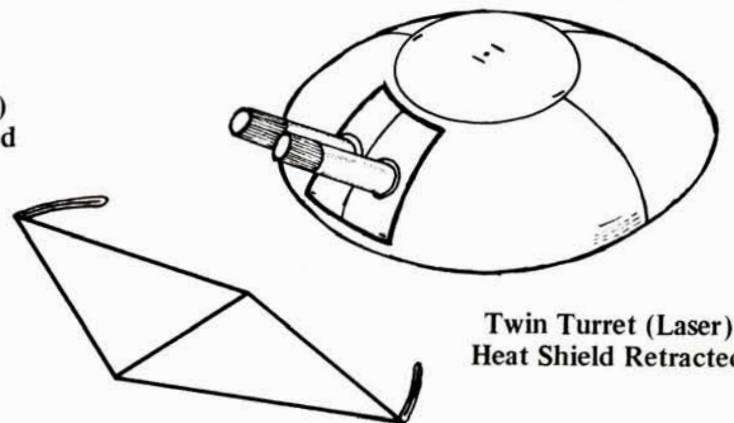
Span: 33 meters (108 feet)

Height: 7 meters (23 feet)

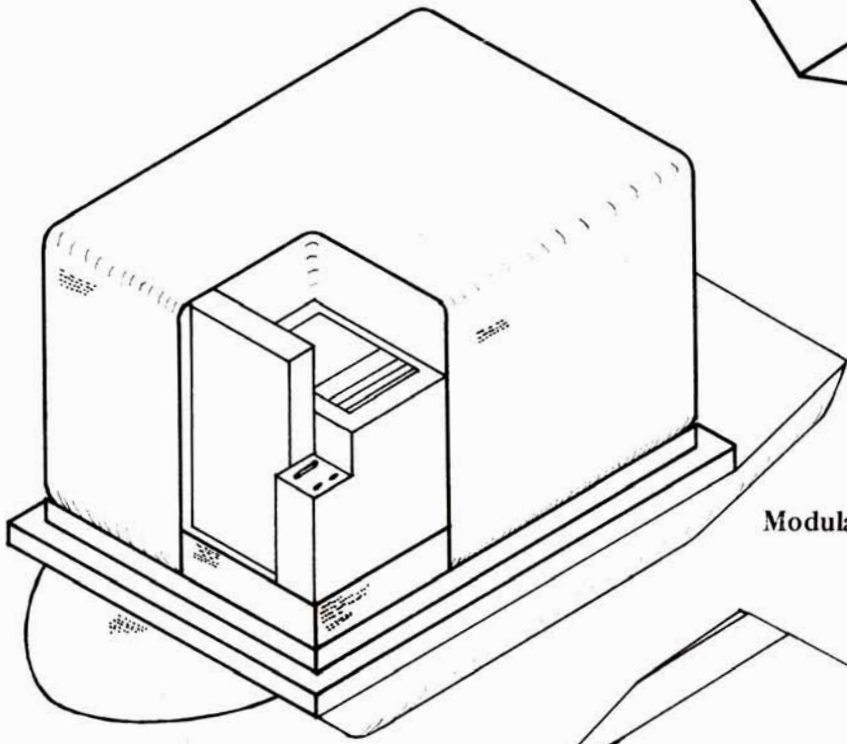
The Shuttle from M, C & S Engineering is a heavy load workhorse. The integral scramjets permit fuel economy during atmospheric flight but are not convertible to skim refueling. A special refueling scoop assembly is fitted to the dorsal surface, the internal tank capable of holding 60 tons. The rear wings may be folded to reduce the Span to 15 meters (49 feet).



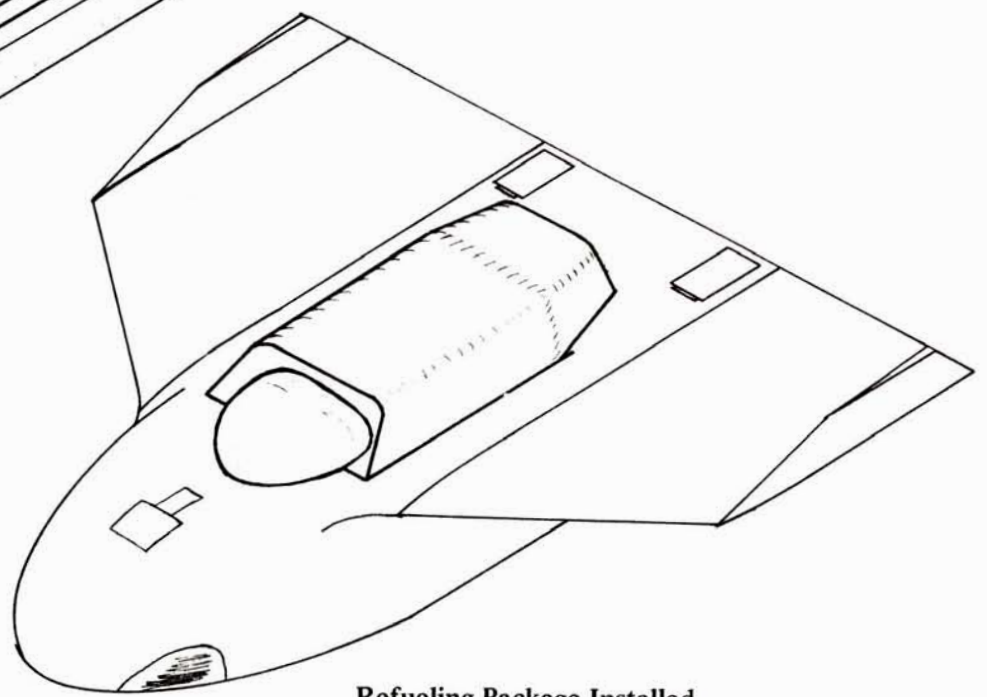
**Twin Turret (Laser)  
Heat Shield Deployed**



**Twin Turret (Laser)  
Heat Shield Retracted**



**Modular Refueling Package**



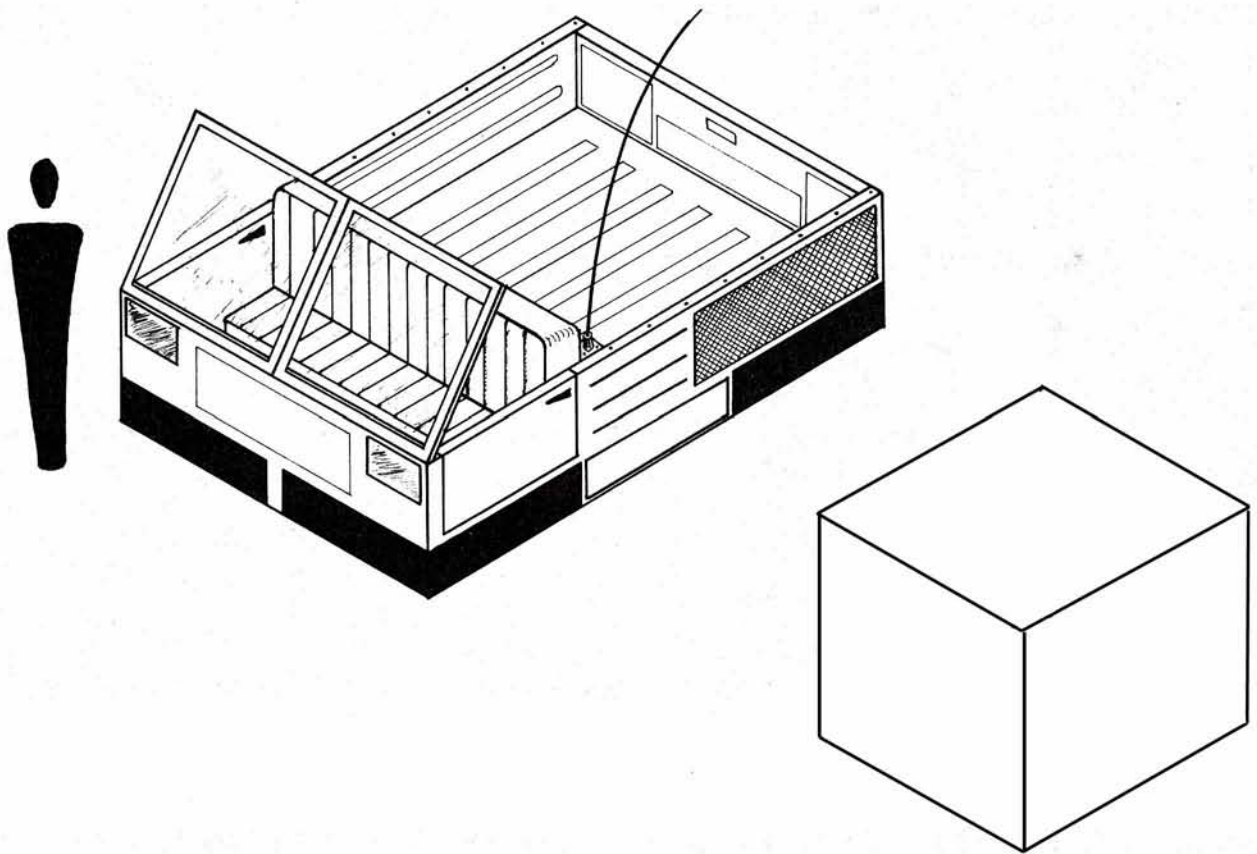
**Refueling Package Installed  
on Pinnacle**







10 meters



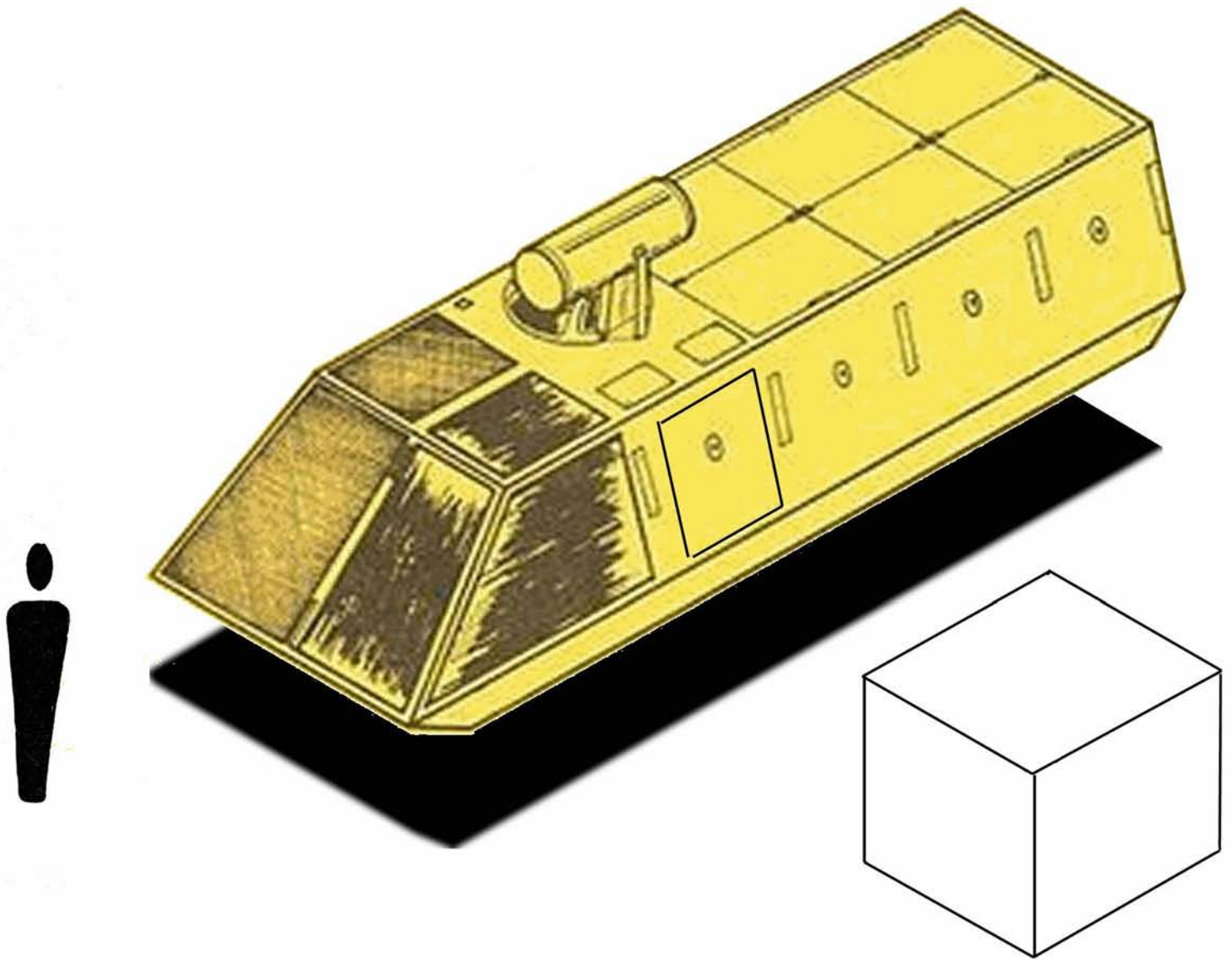
## Air Raft

Also known as a flier, the air/raft relies on solid state null gravity modules for lift and propulsion. Four independent, individually replaceable modules (CR 100,000 each) insure a maximum of safety. Loss of one module reduces lift by one-quarter. The standard air/raft weighs 4 tons and can carry a payload of up to 4 tons including pilot and passengers. Cruise speed is 100 km per hour with unlimited range and endurance. Normally air/rafts are open topped; options such as pressurized cabins, gun mounts, searchlights, crash cushions or larger capacities are available at higher than the standard price of CR 600,000.

Length: 3 meters (10 feet)

Width: 2 meters (6.5 feet)

Height: 2 meters (6.5 feet)



# GCarrier

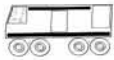
The GCarrier is an enclosed military or quasi-military grav vehicle: armored and originally intended for duty as a troop carrier. Performance is similar to that of the air/raft, but the vehicle typically has a gun mount and an armored rear hatch door. It requires a crew of one (plus a gunner). It can carry 12 additional passengers (troops); alternatively, it can carry 0.5 tons of cargo.

Length: 6 meters (20 feet)

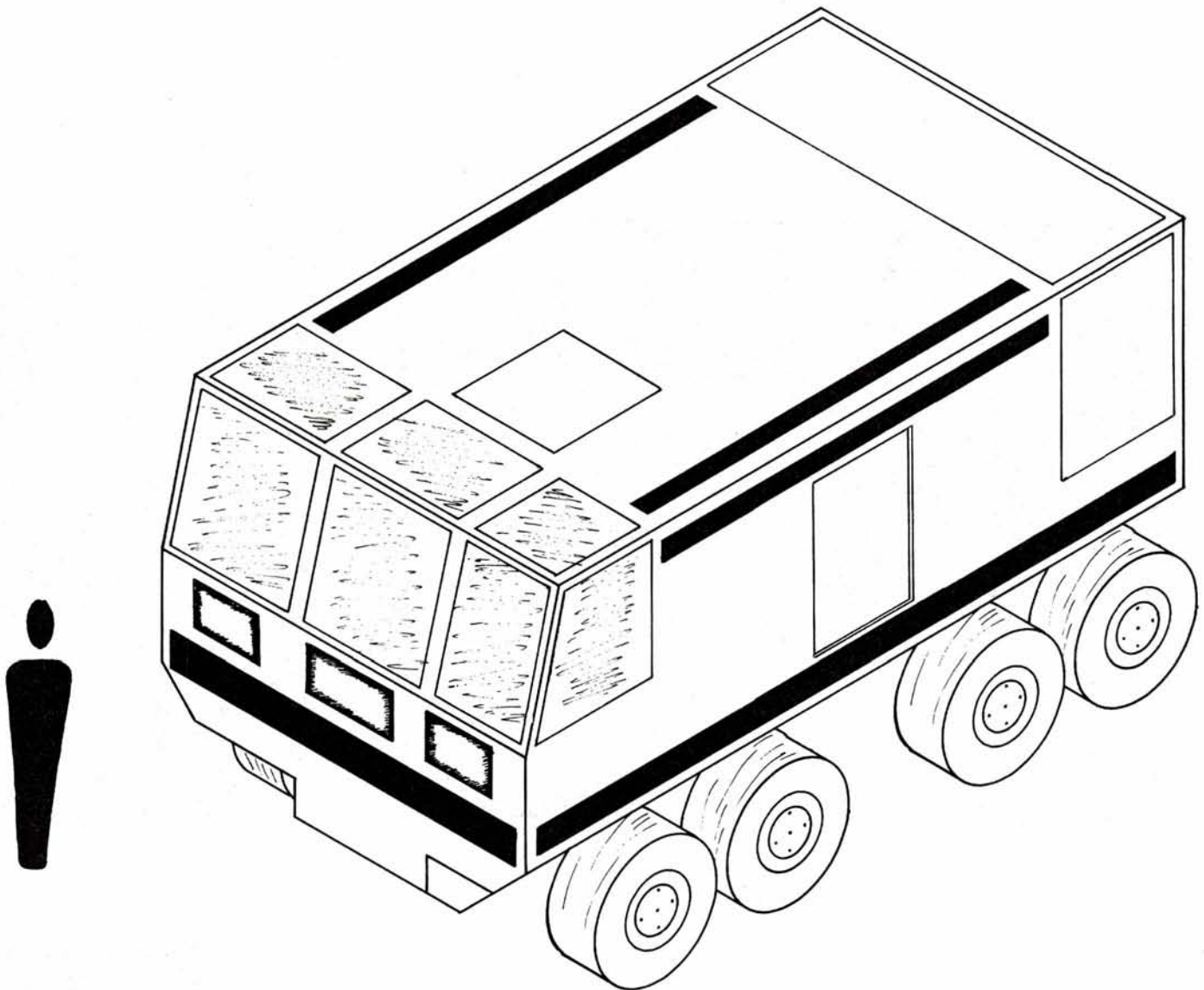
Width: 3 meters (10 feet)

Height: 2 meters (6 feet)

The craft is fully pressurized and can carry facilities for eating and sleeping. The GCarrier is an 8 ton vehicle and costs Cr1,000,000. The vehicle is often available as military surplus for less than a tenth of that amount.



10 meters



## All Terrain Vehicle

Considerably more expensive than the ground car, the All Terrain Vehicle (abbreviated ATV) is designed to serve admirably on many different worlds under widely varying conditions, including vacuum and insidious atmospheres, and high or low gravity. With a range between refuellings of 5000 km (refuelling is performed from a ship's power plant), ATVs are capable of speeds up to 100 km per hour on roads, and about half that cross-country. The vehicle is fully pressurized and contains complete (though cramped) eating, sleeping, and travel facilities for eight persons. The ATV weighs 10 tons and costs CR 300,000.

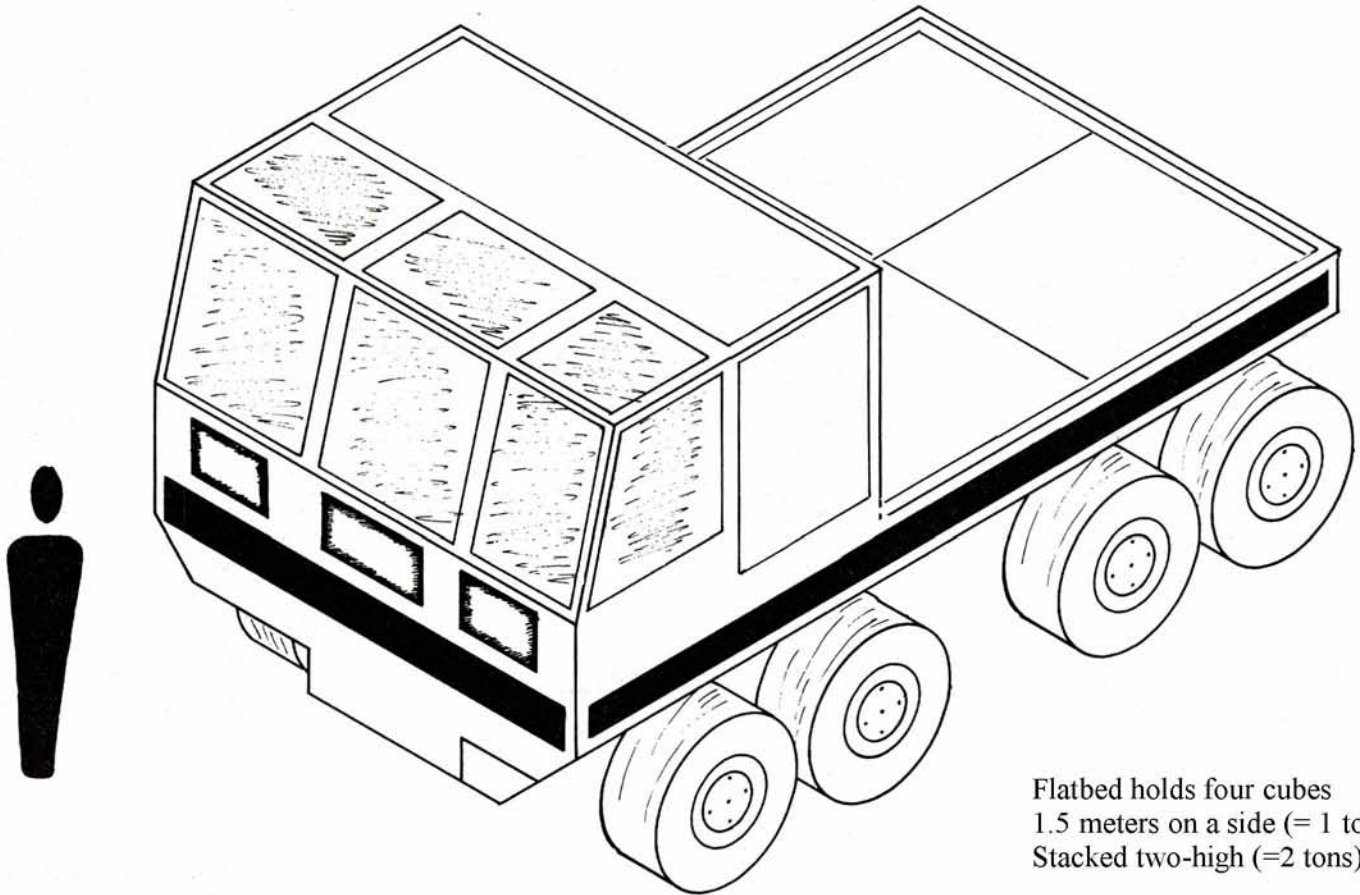
Length: 5 meters (16.5 feet)

Width: 3 meters (10 feet)

Height: 3 meters (10 feet)



10 meters



Flatbed holds four cubes  
1.5 meters on a side (= 1 ton).  
Stacked two-high (=2 tons).

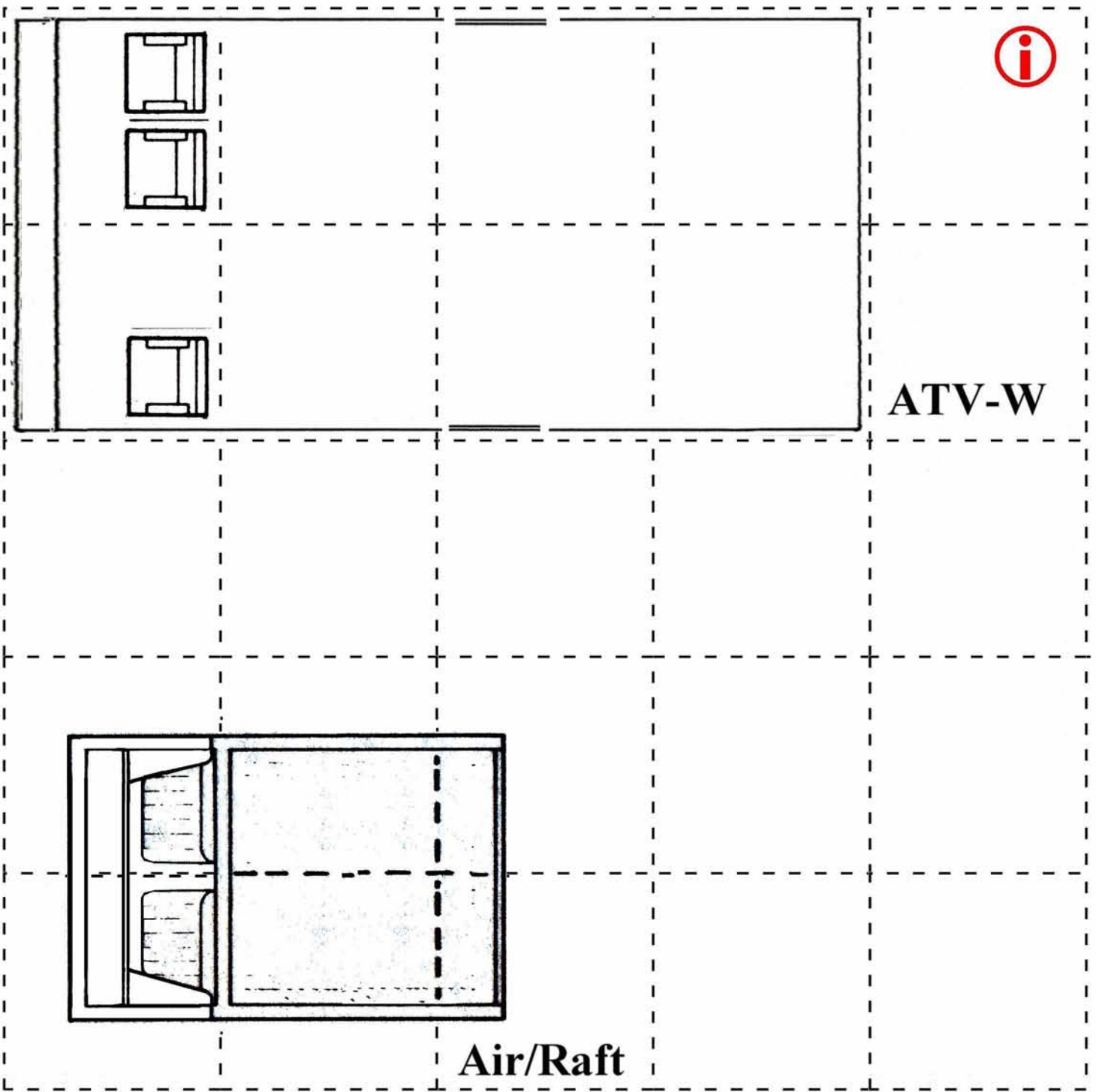
## Flatbed All Terrain Vehicle

Considerably more expensive than the ground car, the All Terrain Vehicle (abbreviated ATV) is designed to serve admirably on many different worlds under widely varying conditions, including vacuum and insidious atmospheres, and high or low gravity. With a range between refuellings of 5000 km (refuelling is performed from a ship's power plant), ATVs are capable of speeds up to 100 km per hour on roads, and about half that cross-country. The vehicle is fully pressurized and contains complete (though cramped) eating, sleeping, and travel facilities for four persons. The ATV weighs 10 tons and costs CR 300,000.

Length: 5 meters (16.5 feet)

Width: 3 meters (10 feet)

Height: 3 meters (10 feet)



**ATV-W**

**Air/Raft**

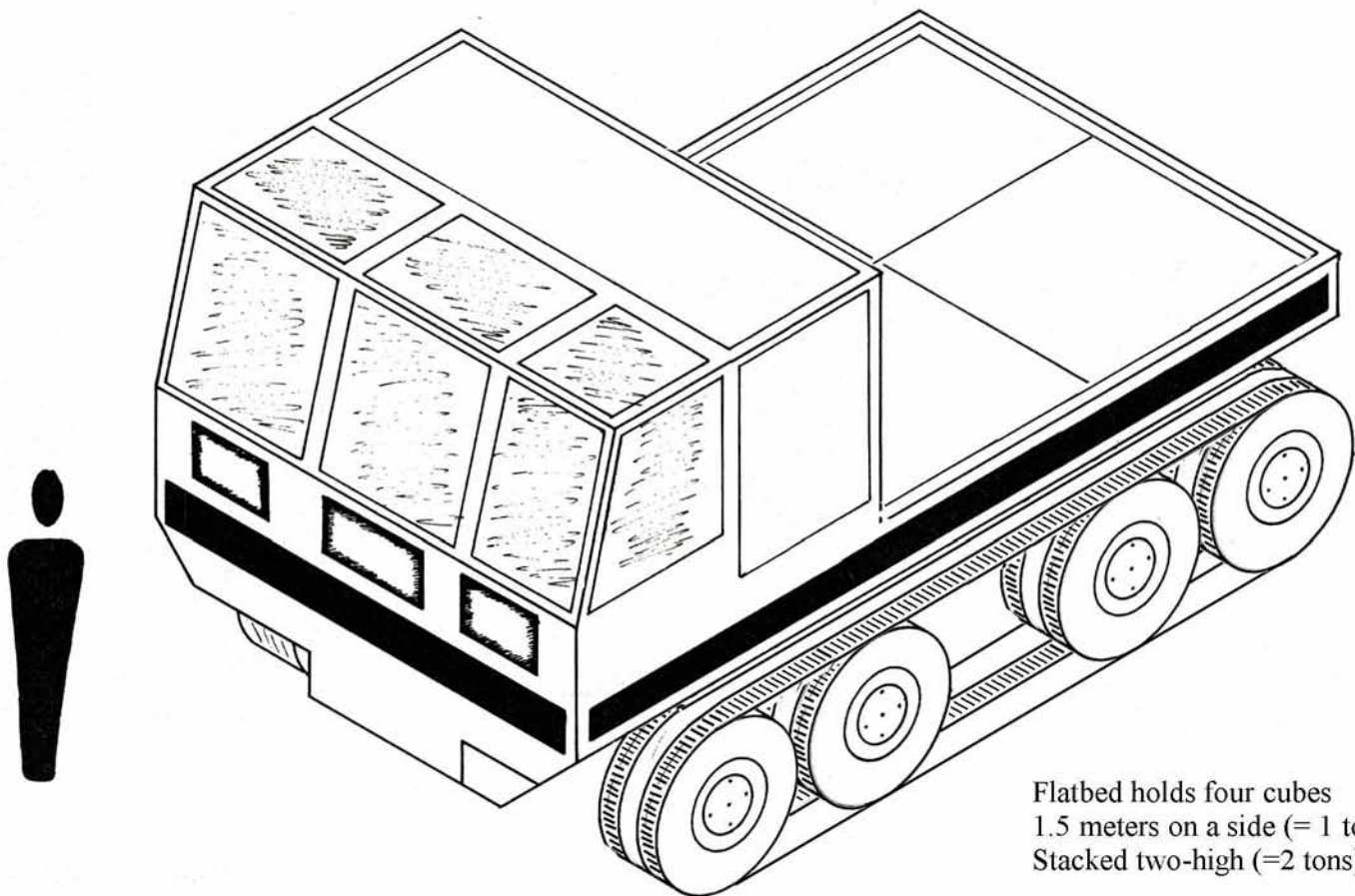
1.5 meter squares

# Air Raft All Terrain Vehicle

Comparative deck plan views of ATV and Air/Raft.



10 meters



Flatbed holds four cubes  
1.5 meters on a side (= 1 ton).  
Stacked two-high (=2 tons).

# Flatbed All Terrain Vehicle Tracked

Considerably more expensive than the ground car, the All Terrain Vehicle (abbreviated ATV) is designed to serve admirably on many different worlds under widely varying conditions, including vacuum and insidious atmospheres, and high or low gravity. With a range between refuellings of 5000 km (refuelling is performed from a ship's power plant), ATVs are capable of speeds up to 50 km per hour on roads, and about half that cross-country. The vehicle is fully pressurized and contains complete (though cramped) eating, sleeping, and travel facilities for four persons. The ATV weighs 10 tons and costs CR 300,000.

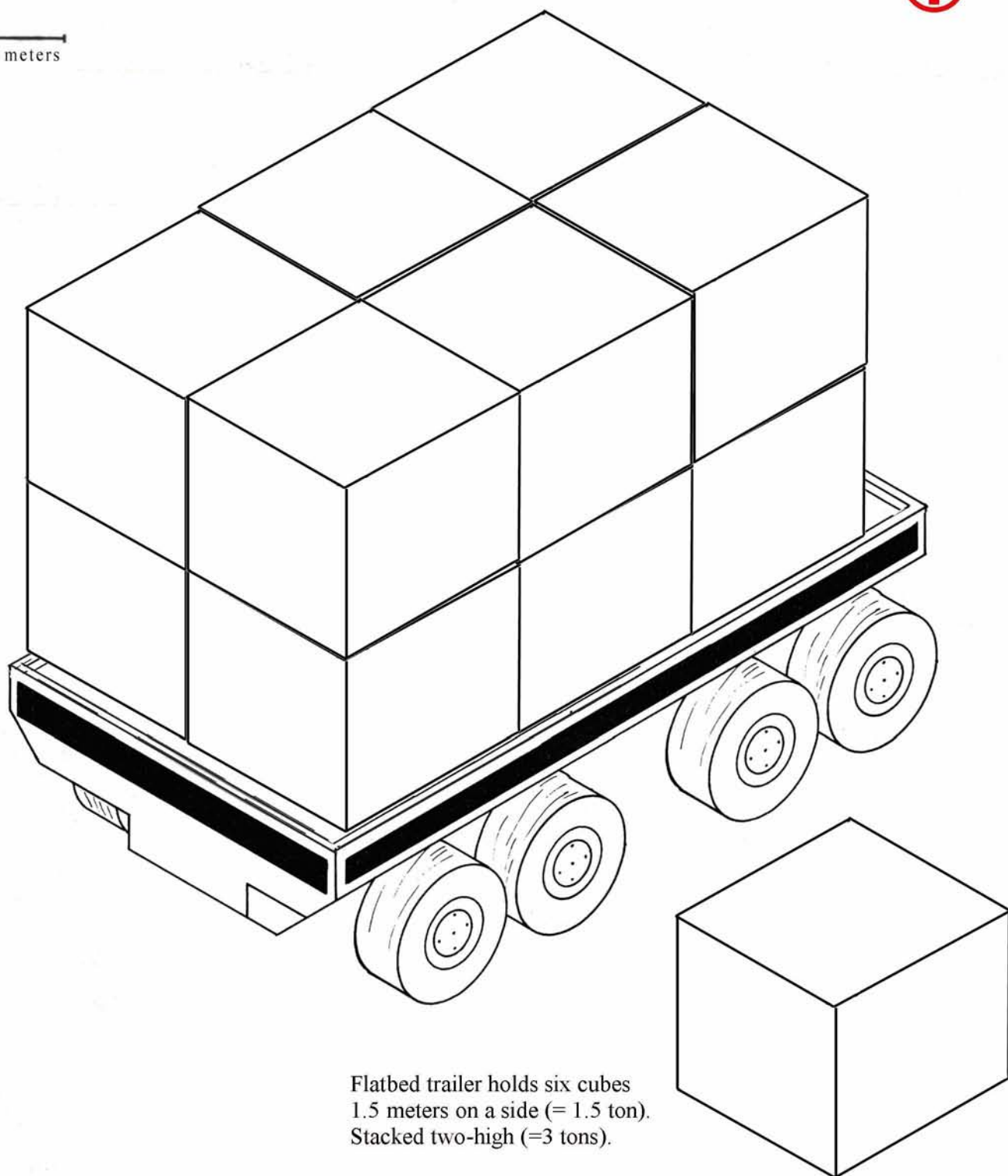
Length: 5 meters (16.5 feet)

Width: 3 meters (10 feet)

Height: 3 meters (10 feet)



10 meters



Flatbed trailer holds six cubes  
1.5 meters on a side (= 1.5 ton).  
Stacked two-high (=3 tons).

## Flatbed ATV Trailer

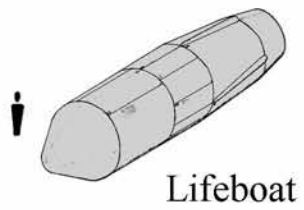
The unpowered flatbed trailer can be coupled to an ATV to carry additional cargo, or a modular shelter.

The powered flatbed trailer can be programmed to follow an ATV at a predetermined distance (from 1 to 100 meters). The ATV Trailer weighs 5 tons and costs Cr150,000.

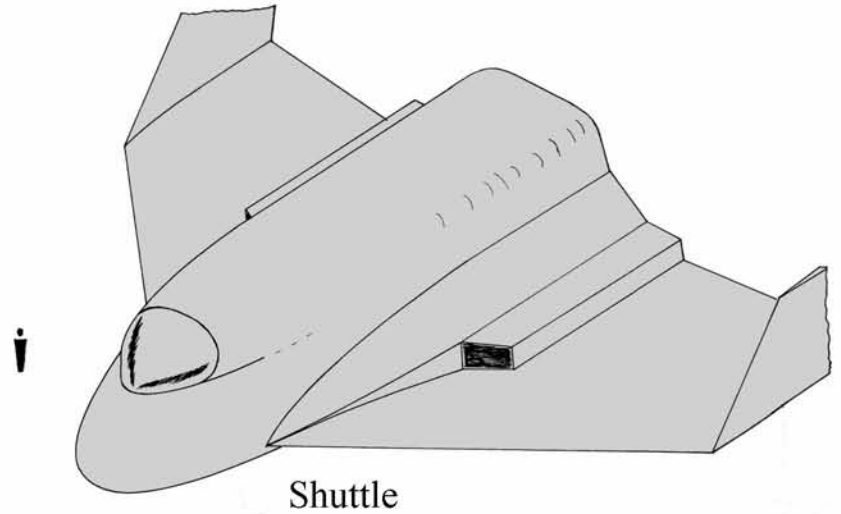
Length: 5 meters (16.5 feet)

Width: 3 meters (10 feet)

Height: 1 meter ( 3 feet)



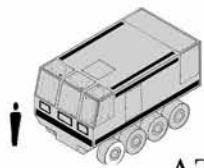
Lifeboat



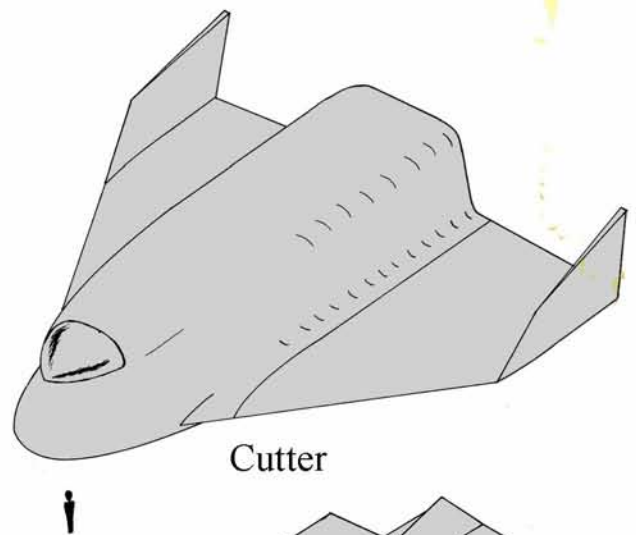
Shuttle



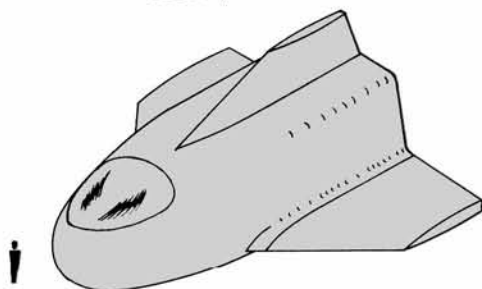
Air/Raft



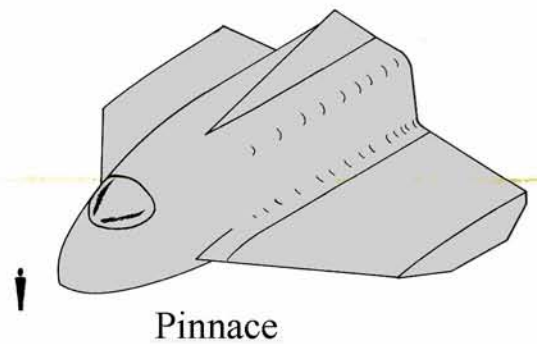
ATV



Cutter



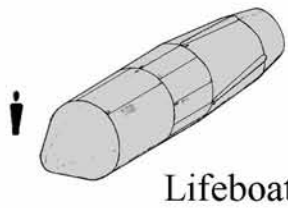
Ship's Boat



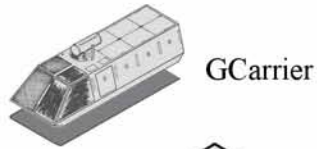
Pinnace

## Small Craft and Vehicles to scale





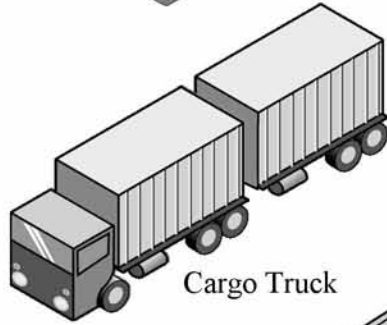
Lifeboat



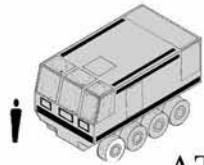
GCarrier



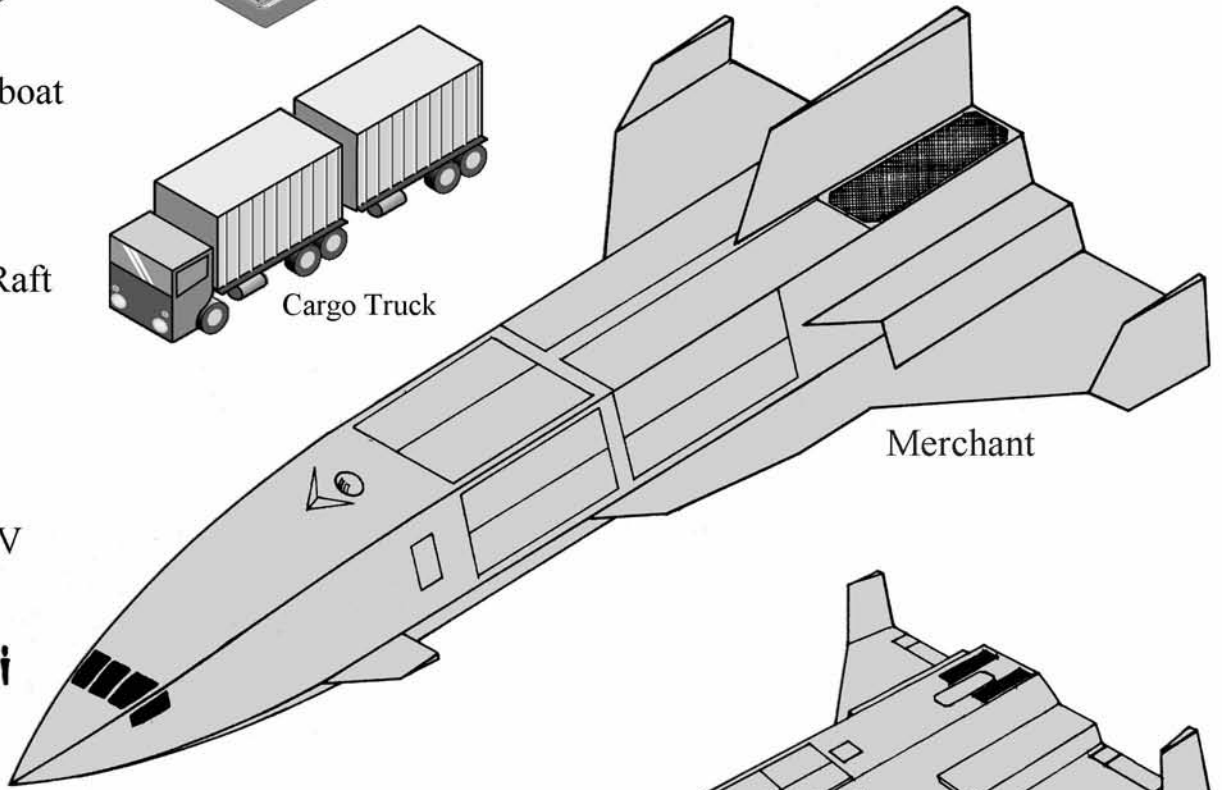
Air/Raft



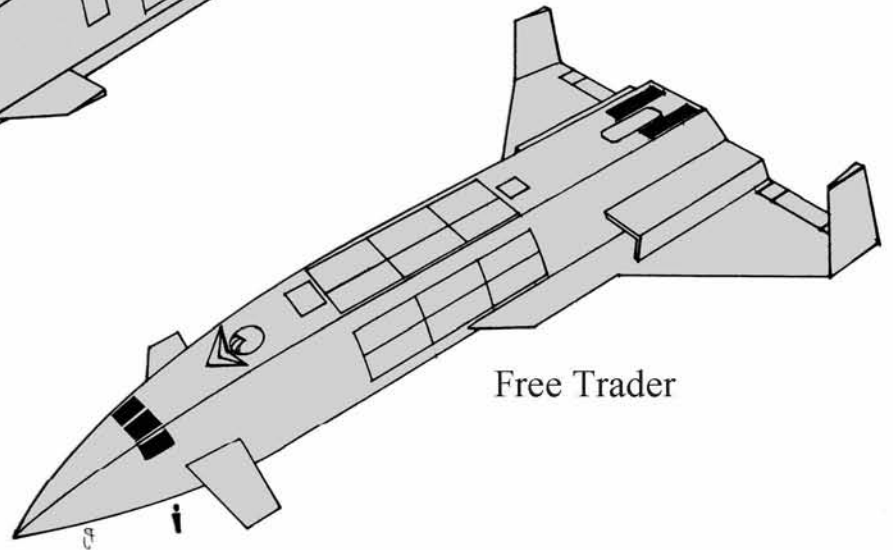
Cargo Truck



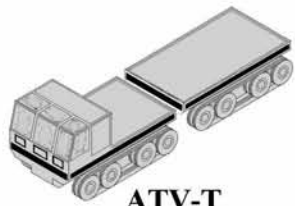
ATV



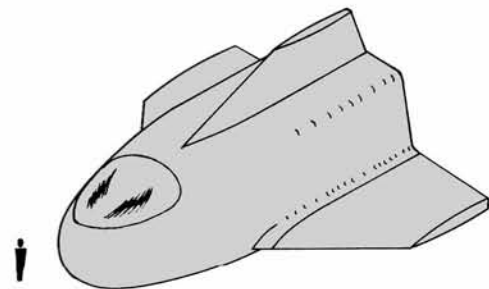
Merchant



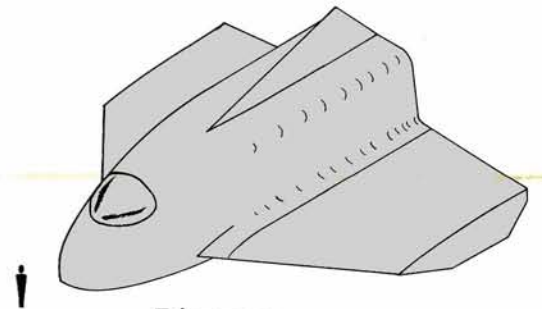
Free Trader



ATV-T

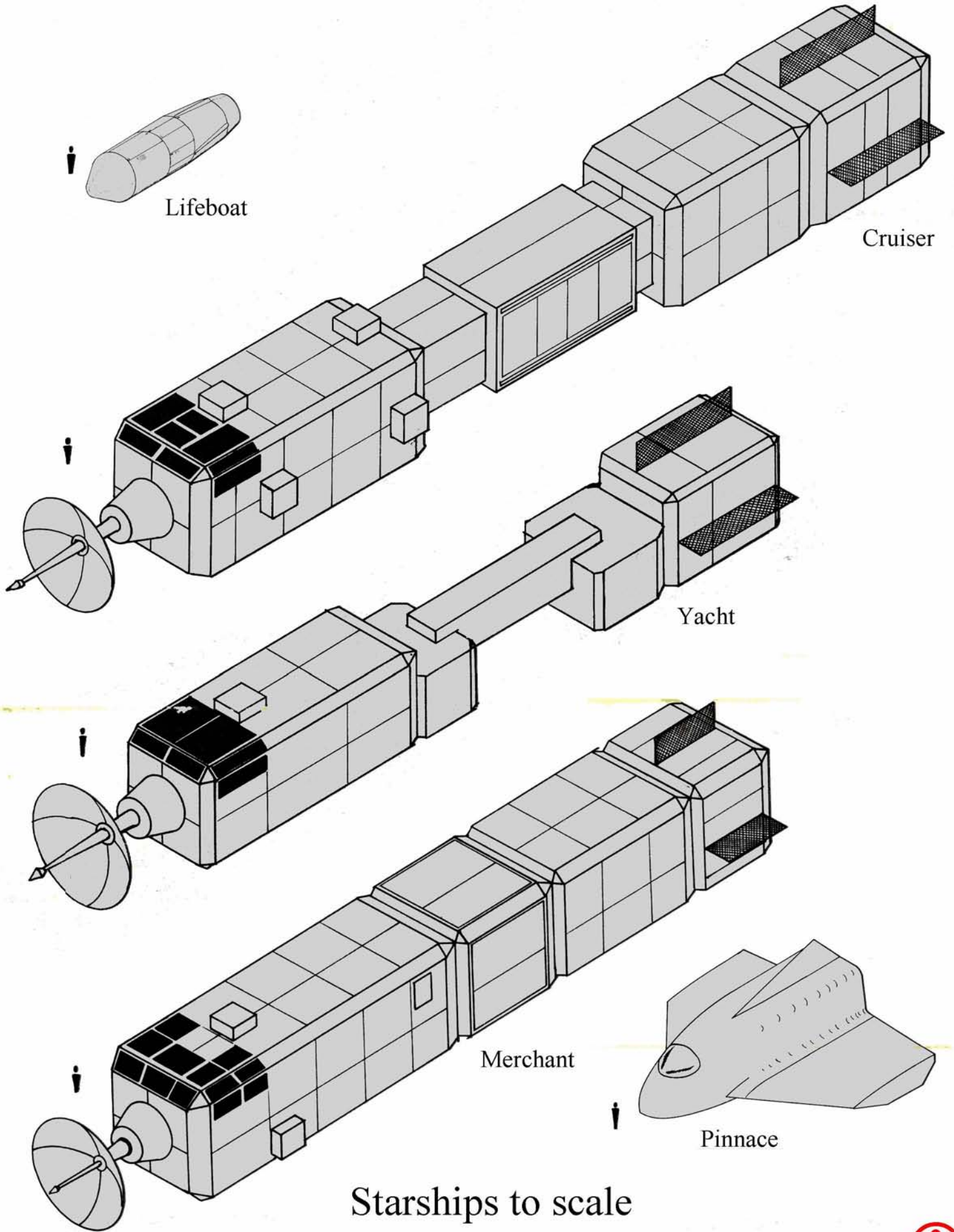


Ship's Boat



Pinnacle

## Starships to scale



Lifeboat

Cruiser

Yacht

Merchant

Pinnacle

Starships to scale



# M, C & S Engineering

Sternplatz, Gruenewaldt, Epsilon Cetus,  
327-4688-9056

## STANDARD & CUSTOM SHIP CONSTRUCTION

Naval  
Architect  
Services

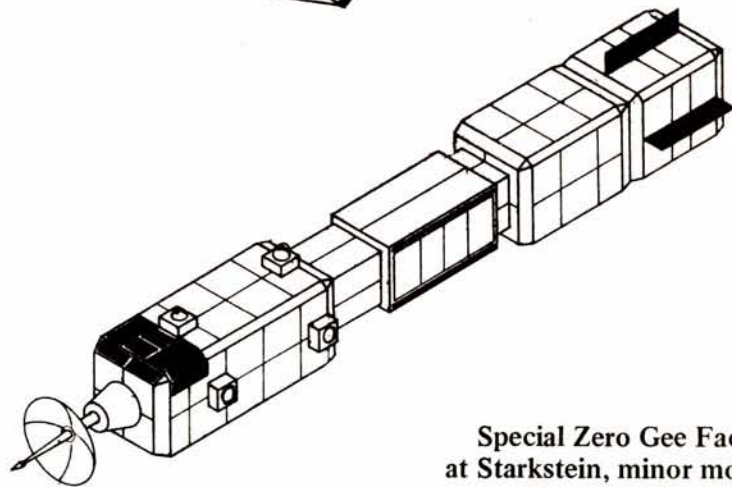
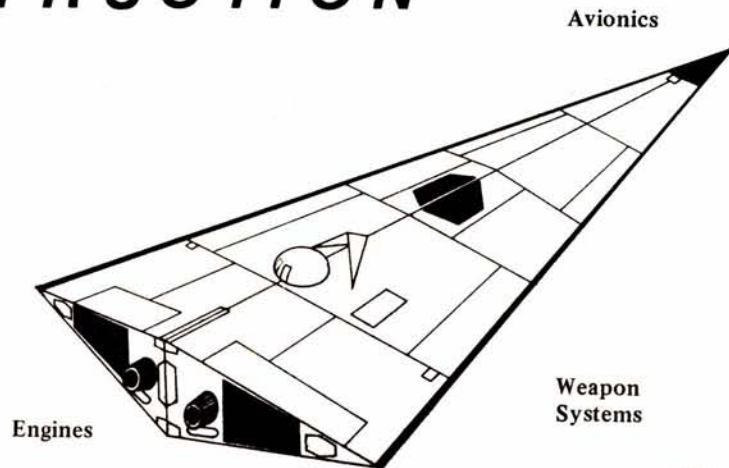
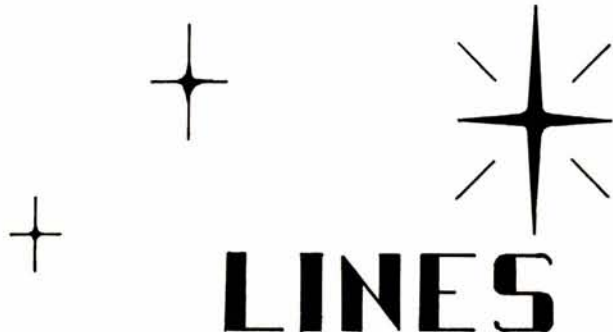
Annual Maintenance  
& Refit Services

Ship's Auxiliaries

Military, Civilian & Industrial  
Special Equipment

Constructors of  
Vessels for

# TRI STAR

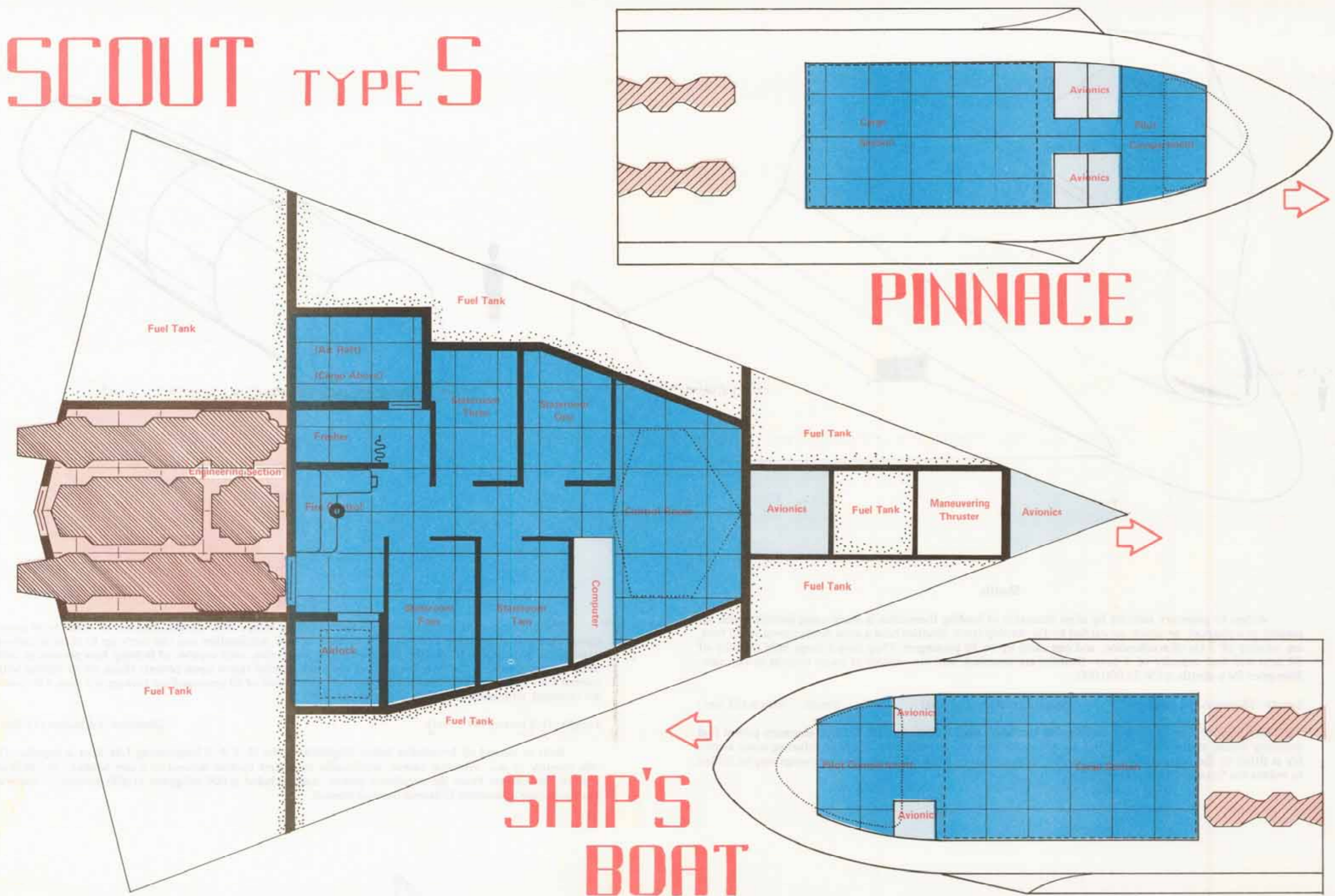


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work on Non-atmospheric  
vessels up to 5,000 tons

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327 - 3217 - 7143

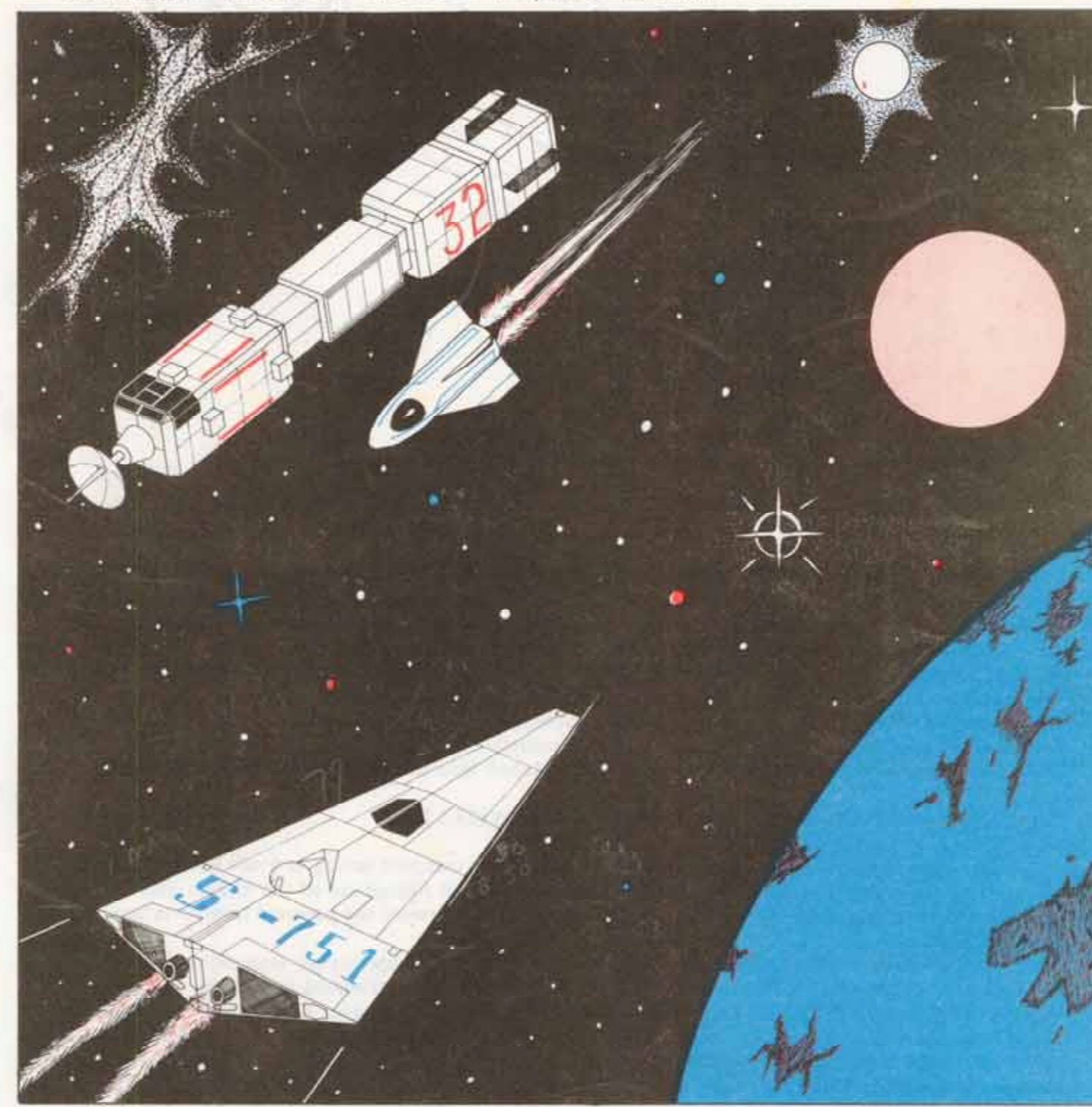
# SCOUT TYPE S



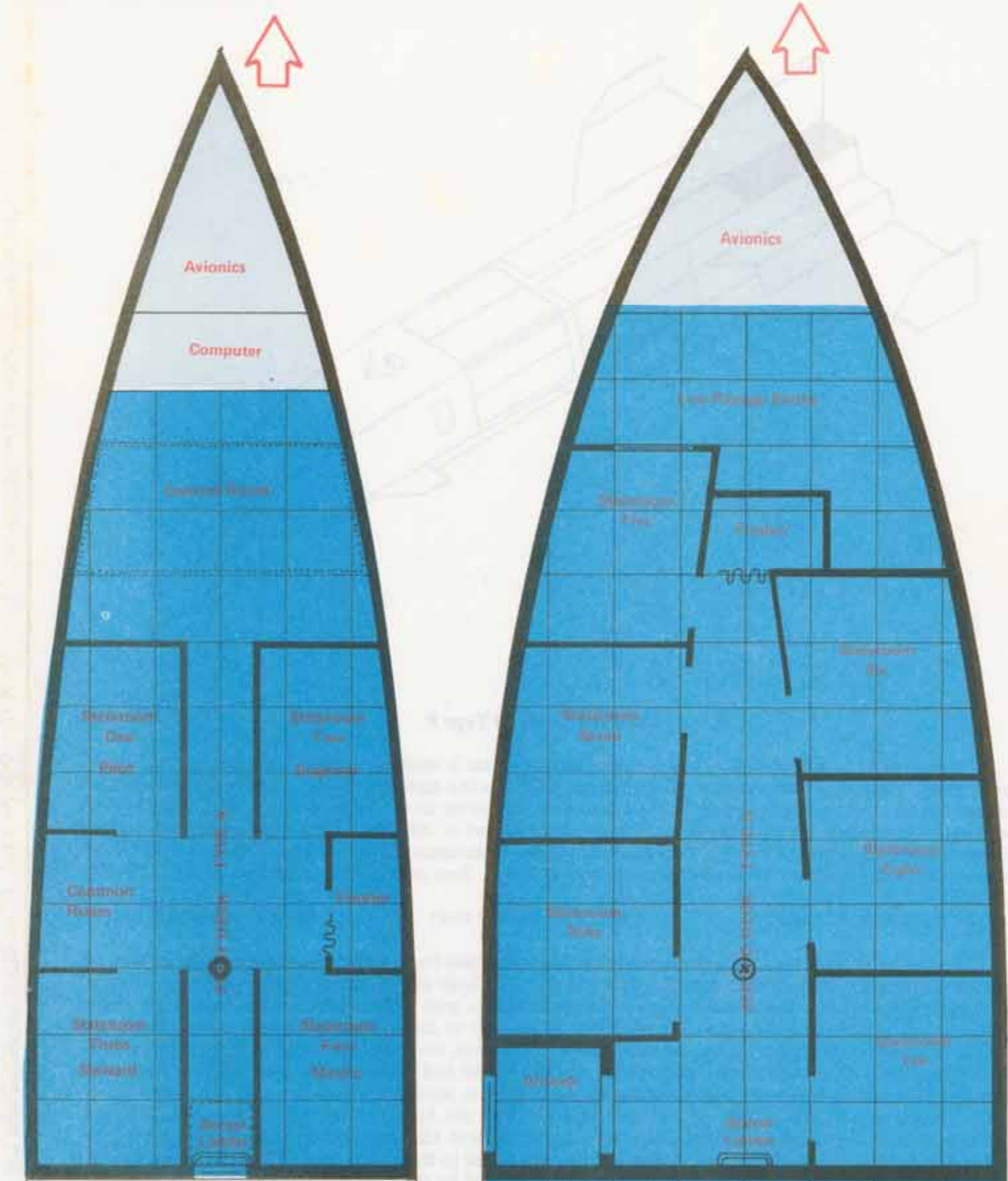
# STARSHIPS And SPACECRAFT

Judges Guild

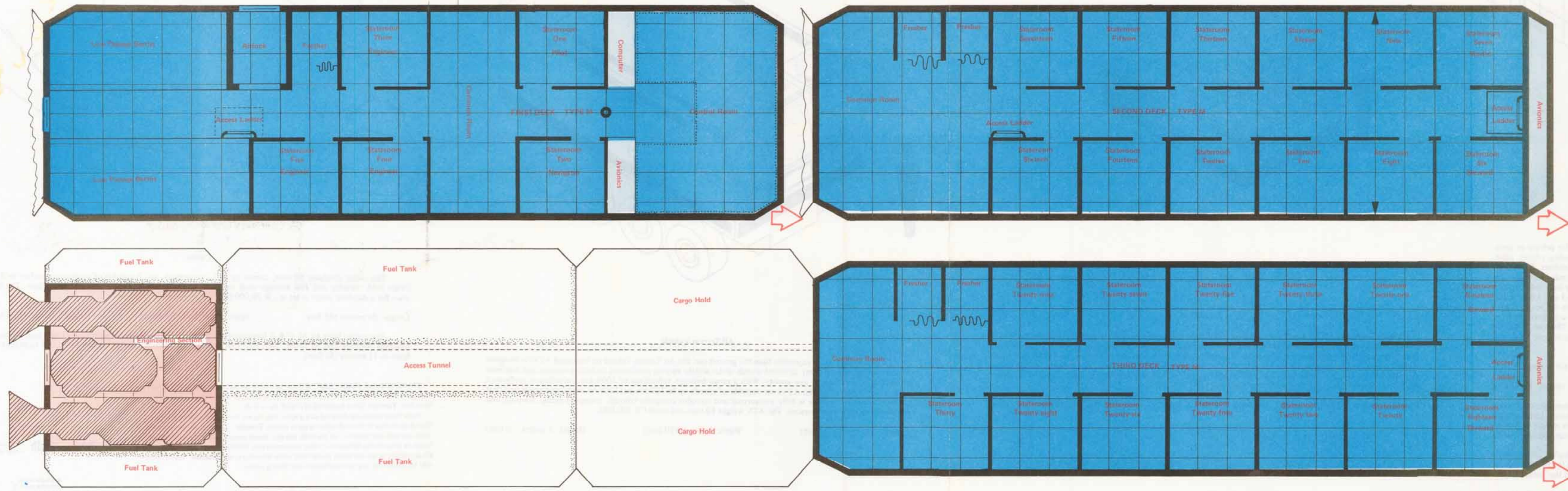
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# SUBSIDISED MERCHANT TYPE M

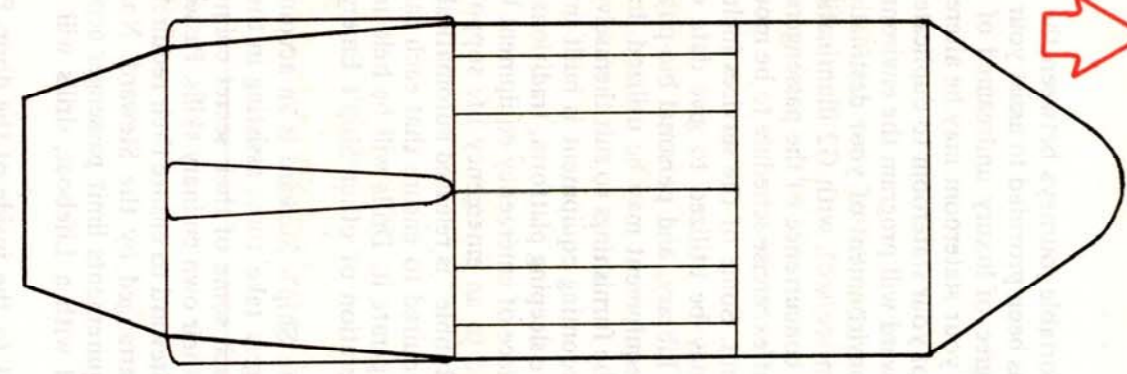


**Key to Drawings**

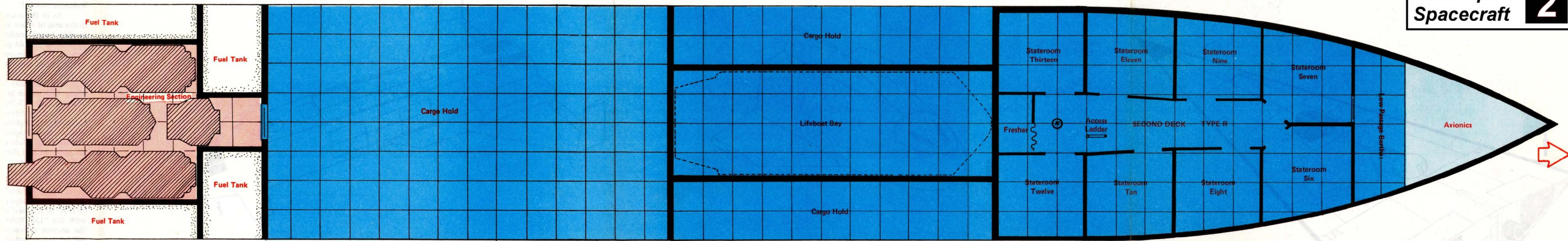
- Engineering Section: Power Plant, Jump Drive, Maneuver Drive
- Main Hull Section: Pressurized Areas Accessible to Crew
- Electronics Equipment: Computer, Avionics, Basic Ship Controls
- Forward Direction
- Transparent Canopy
- Hardpoint Access: Left, Up, Right, Down
- Bulkhead Opening or Hatch: Normally Closed, Normally Open
- Deck Opening or Hatch: Normally Closed, Normally Open

# FREE TRADER

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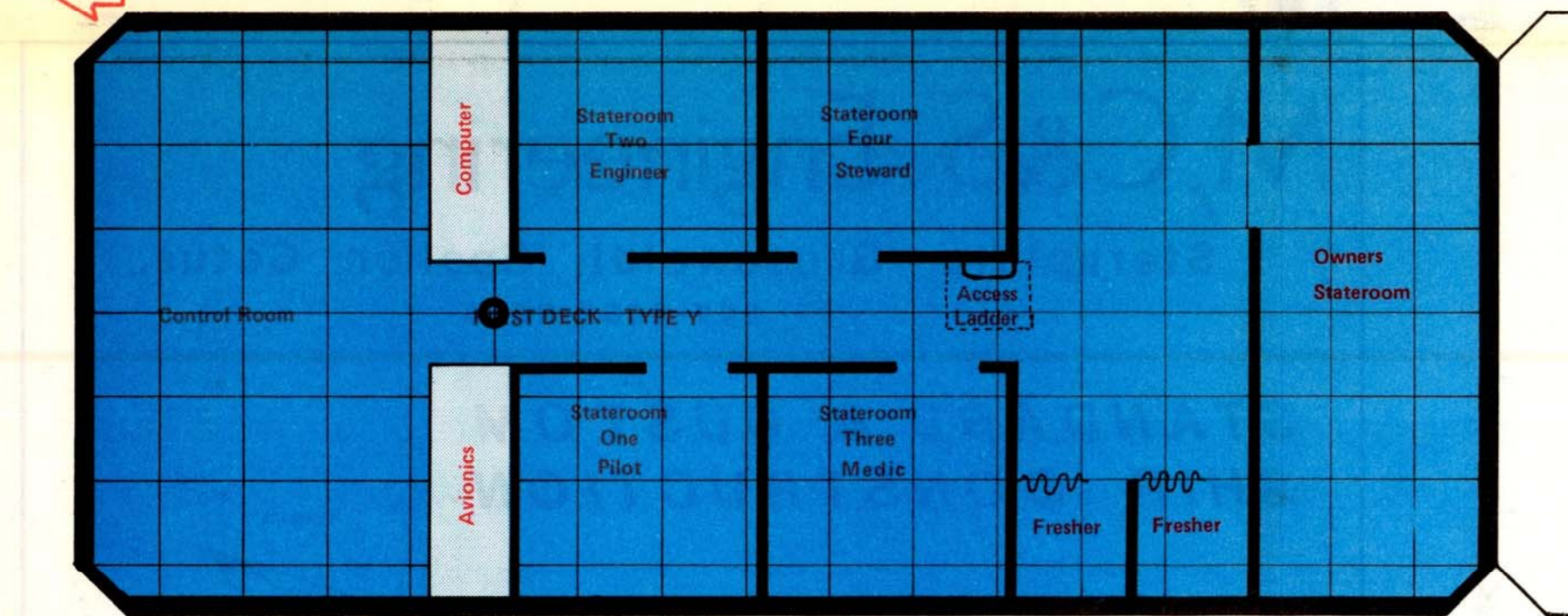
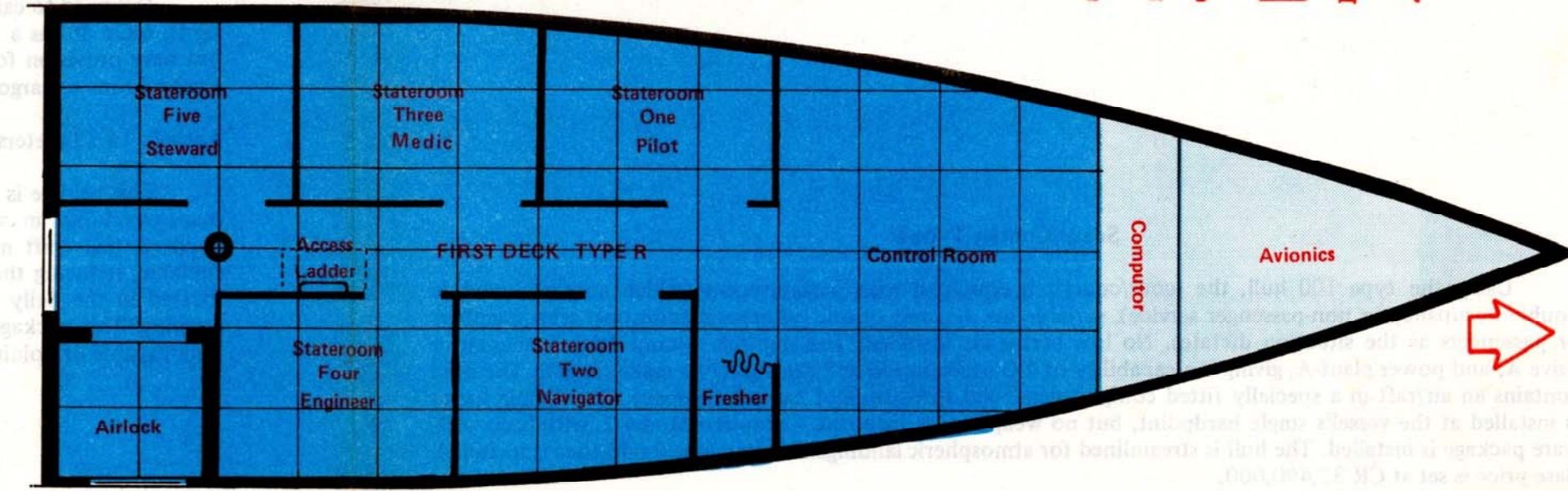
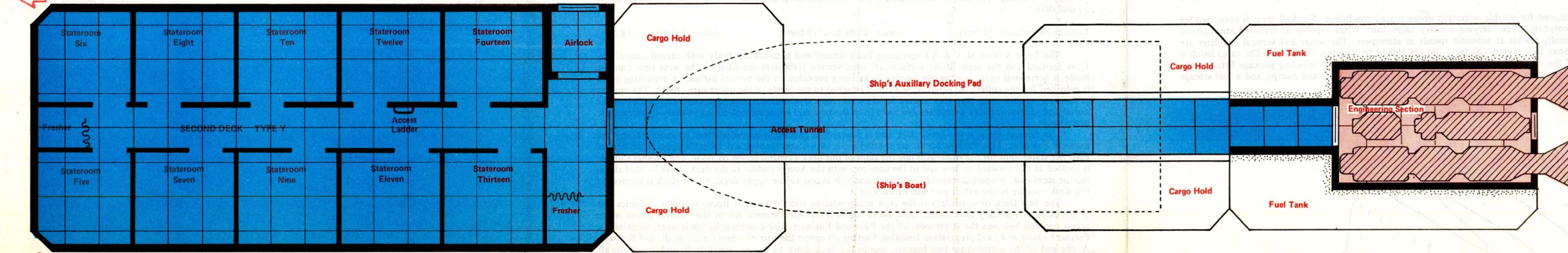


LIFEBOAT

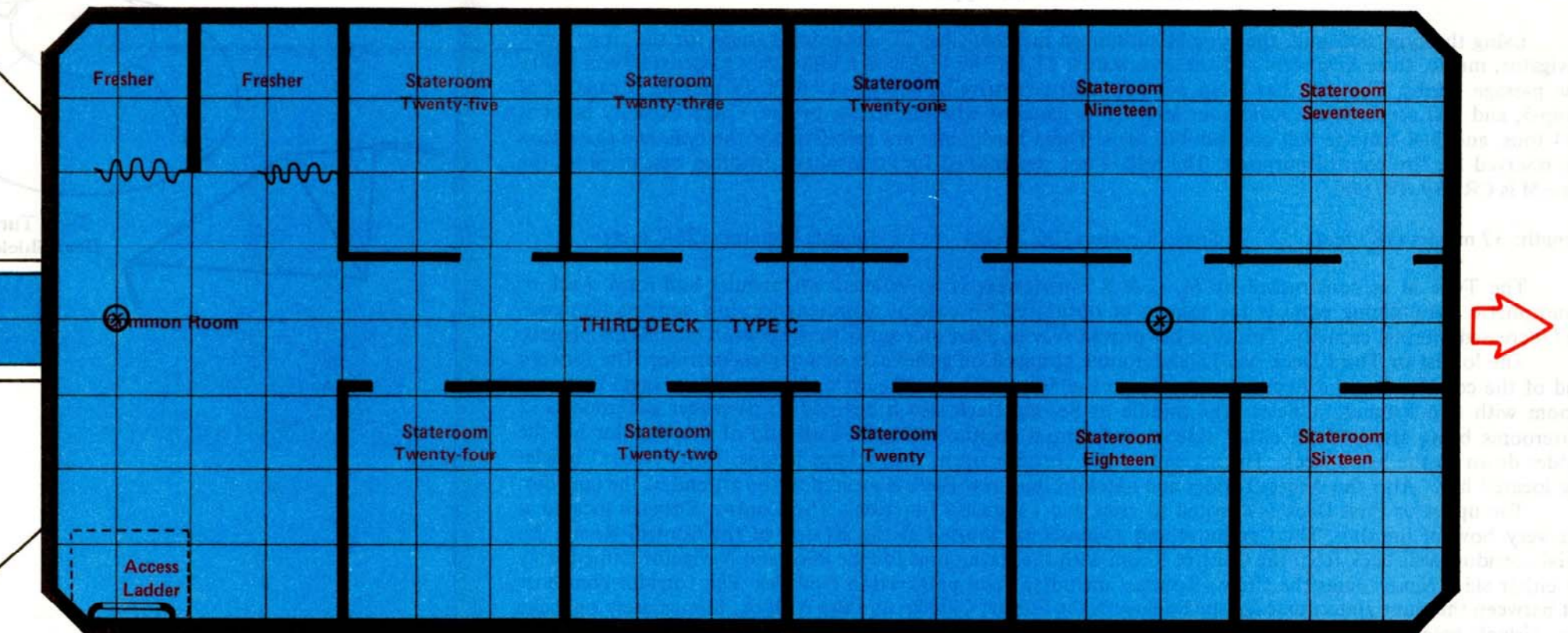
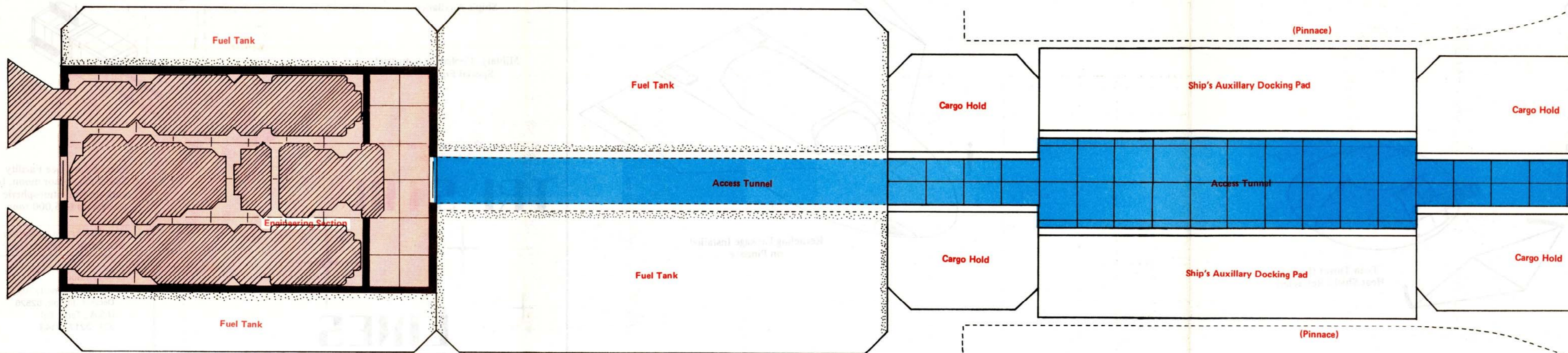
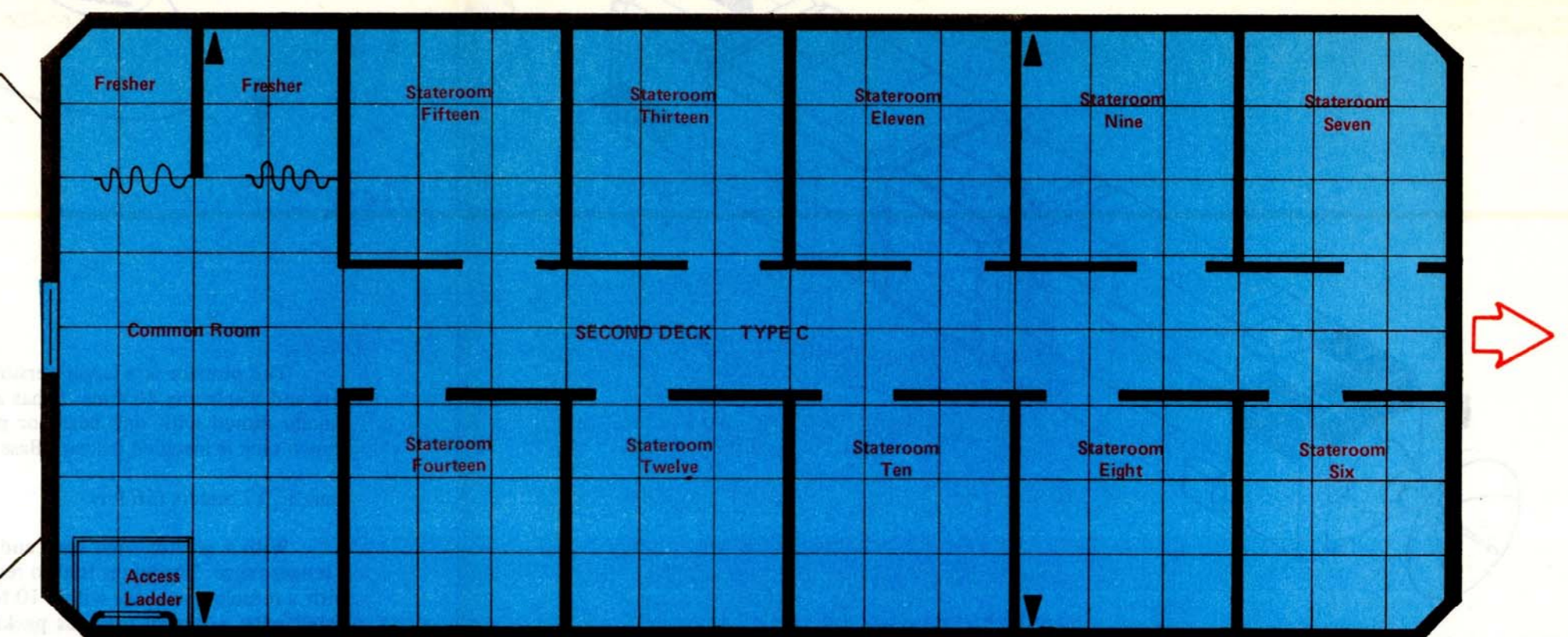
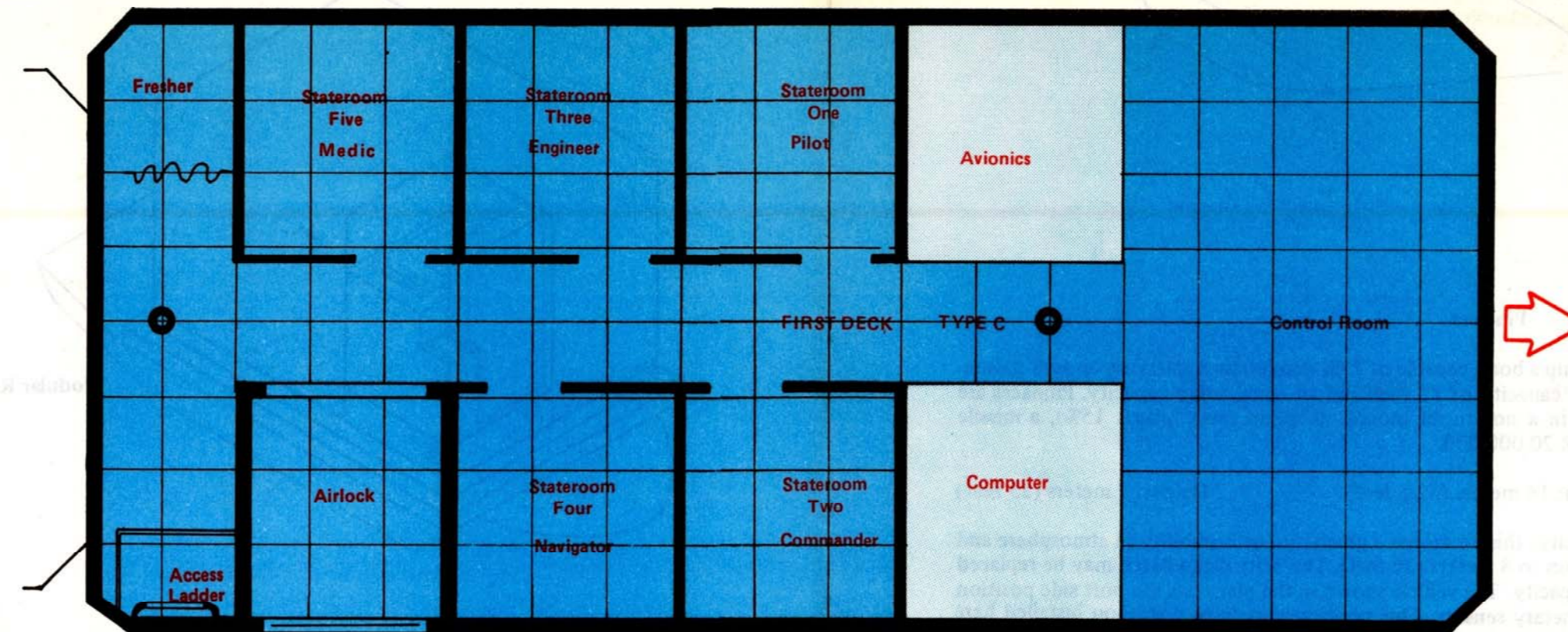


SUBSIDISED MERCHANT YACHT TYPE R

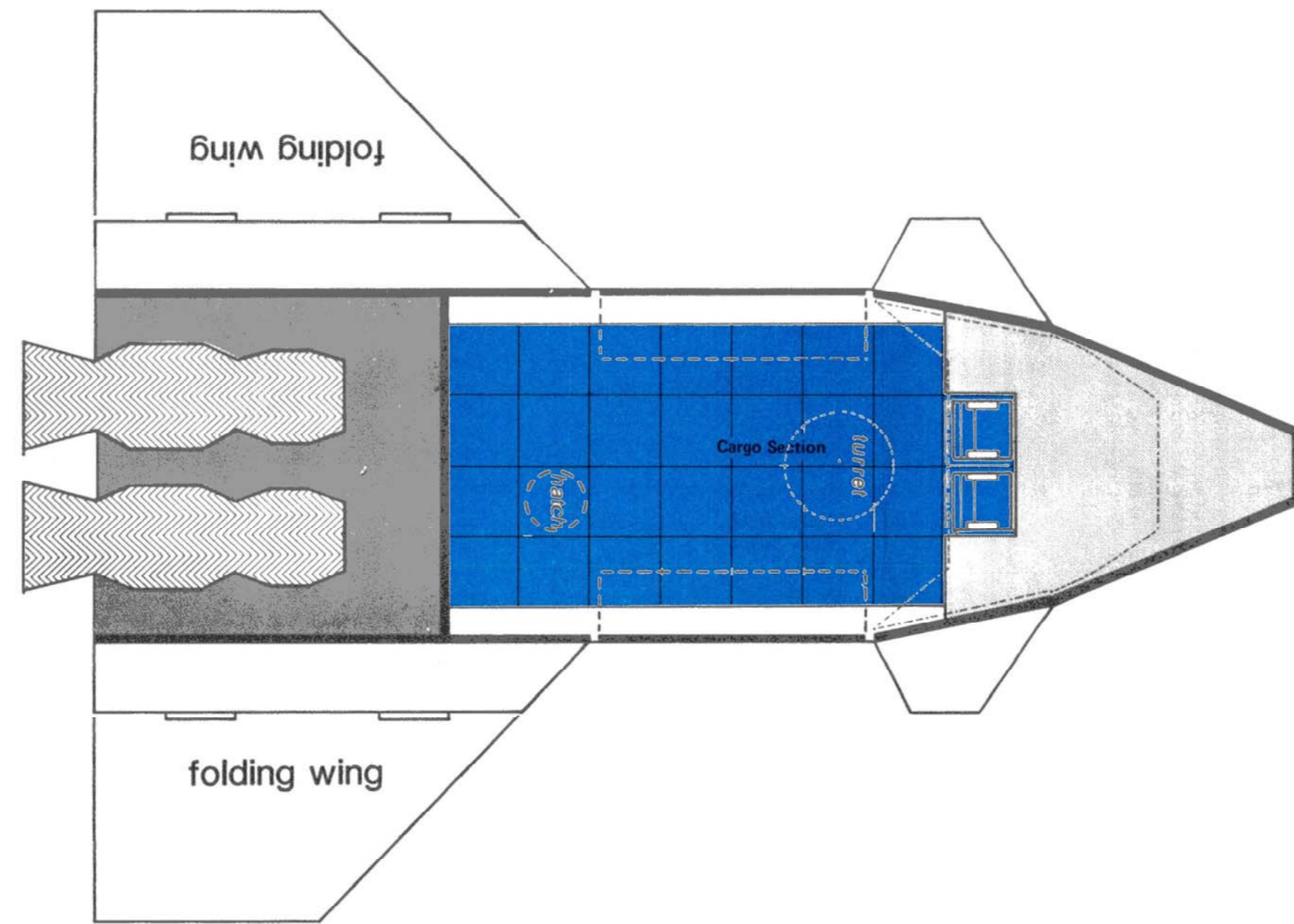
YACHT TYPE Y



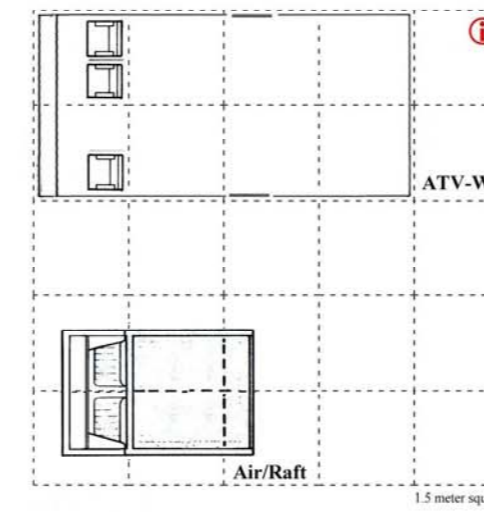
CRUISER TYPE C



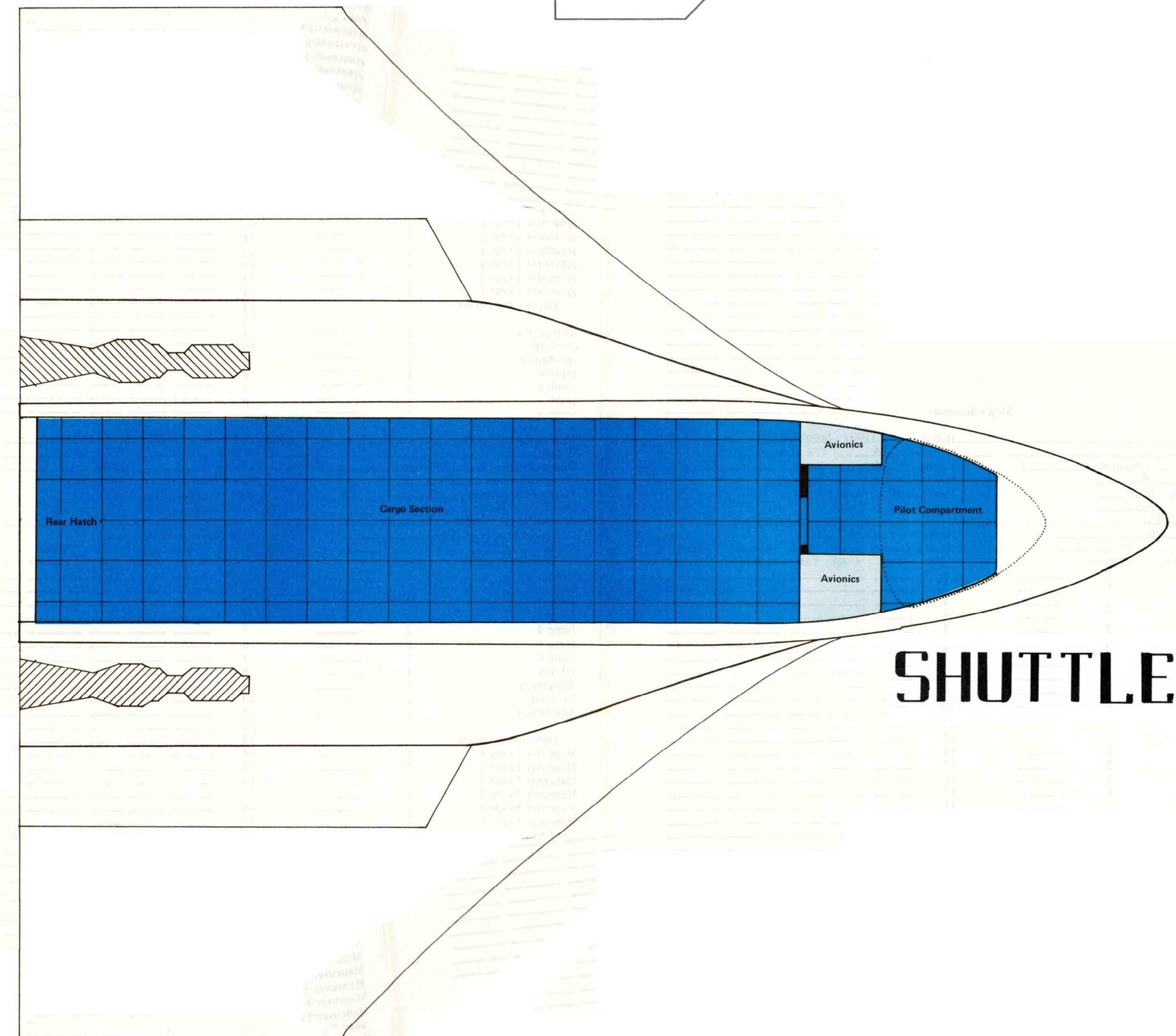
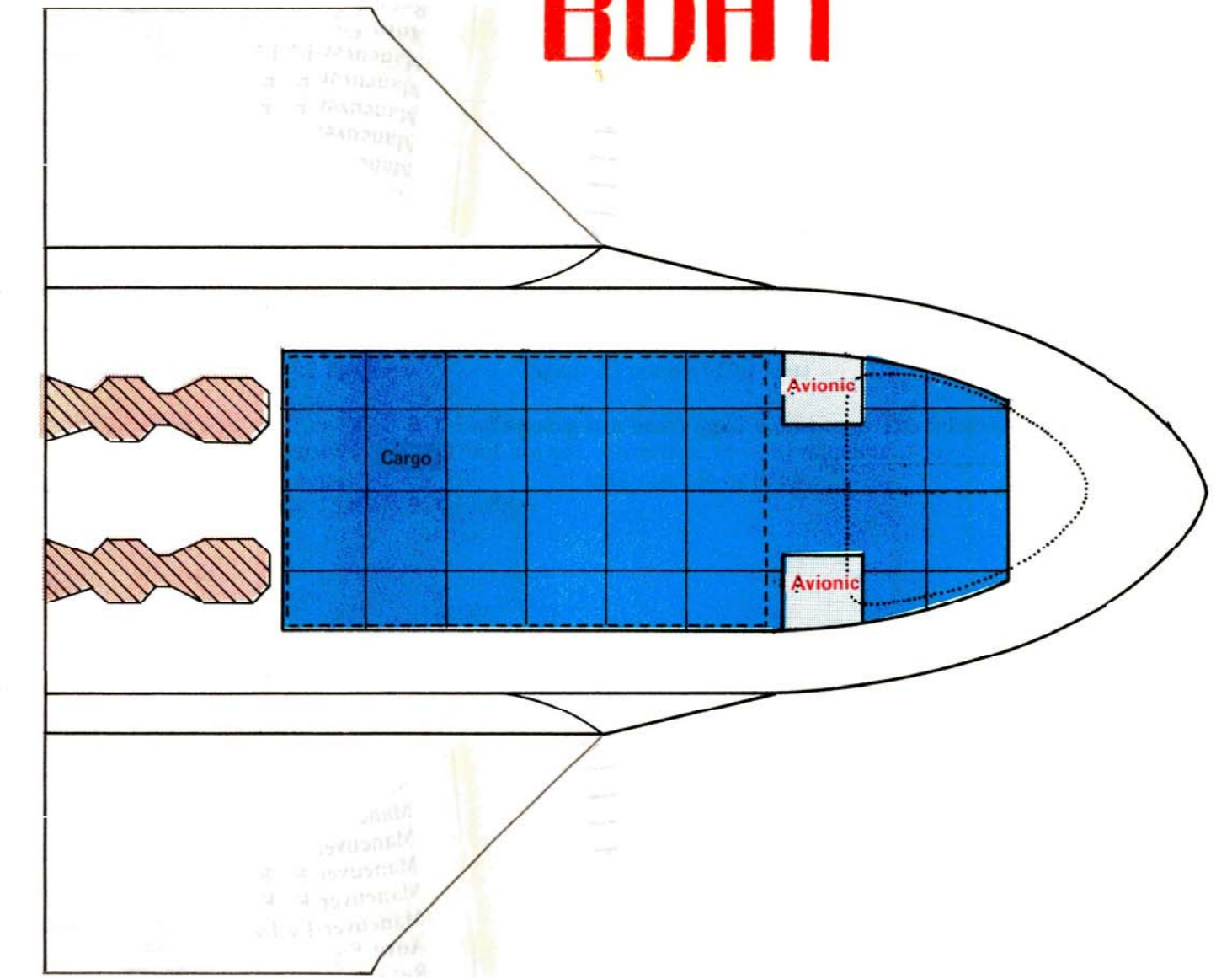
# ASSAULT SHUTTLE



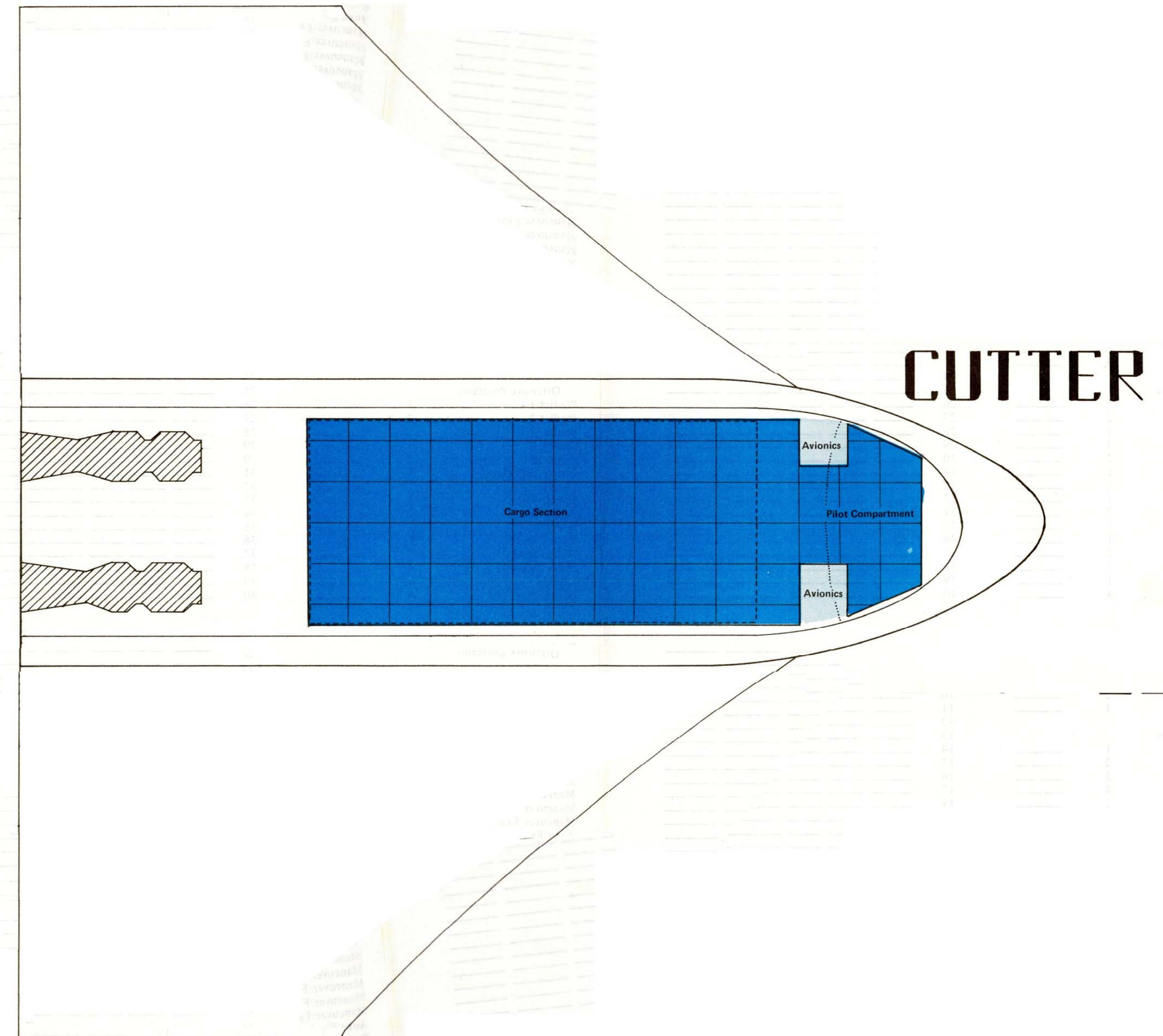
# ATV



# SHIP'S BOAT



# SHUTTLE



# CUTTER

# NAVIGATOR'S STARCHARTS

Judges Guild



SECTOR MAPPING SYSTEM



Approved For Use With

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**TRAVELLER™**

520  
\$4.98

Sector	.....	3
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.....	.....	110



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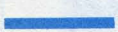
SECTOR \_\_\_\_\_

DATE \_\_\_\_\_

A large table with a hexagonal grid pattern. The grid is composed of small hexagons. The table is divided into four columns and four rows by thicker blue lines. The entire grid is enclosed within a thick blue border that has a serrated edge on the right side. The grid is currently empty.

# NOTES

## MAP KEY

-  Amber Zone
-  Red Zone
-  X-Boat Route
-  Regular Route




Asteroids




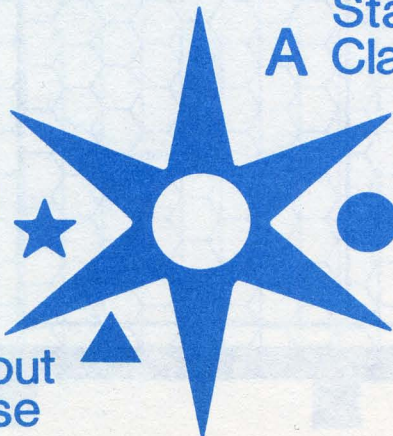
Water Present




No Water Present

Naval Base 

Scout Base 

**A** Starport Class 

Gas Giant Present 





SECTOR \_\_\_\_\_


DATE \_\_\_\_\_

A large grid of hexagonal cells, typical of a honeycomb or geodesic dome structure. The grid is composed of 10 columns and 10 rows of hexagons. The grid is enclosed within a blue border that has a decorative, notched appearance on the right side. The grid is used for recording data, likely related to the sector and date mentioned in the header.


# NOTES


## MAP KEY


-  Amber Zone
-  Red Zone
-  X-Boat Route
-  Regular Route



Starport Class

Naval Base 

Scout Base 

Gas Giant Present 



Asteroids



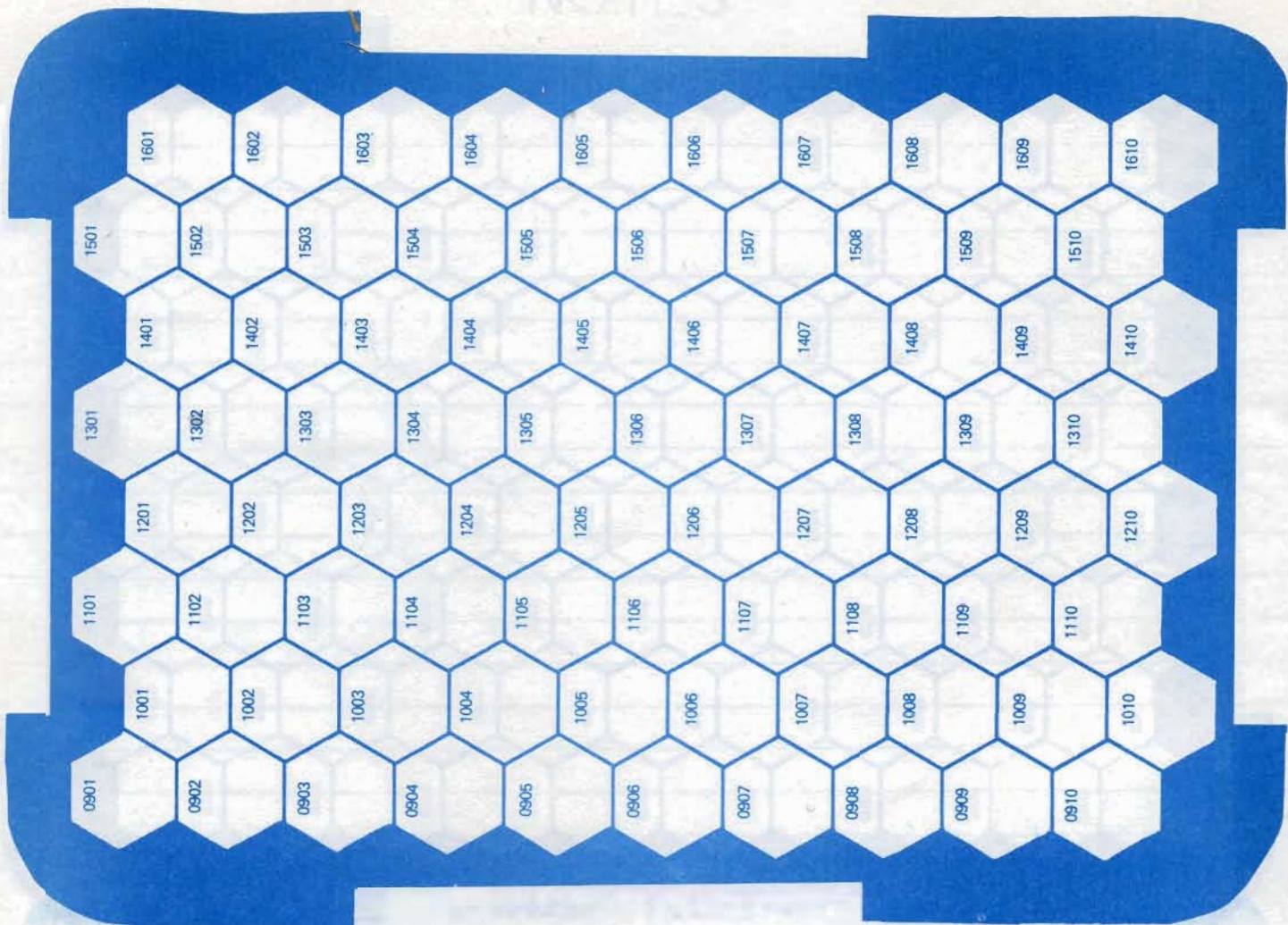
Water Present



No Water Present



Subsector	Sector	Date	Authority	Location	Statistics	Remarks



Subsector \_\_\_\_\_ Sector \_\_\_\_\_

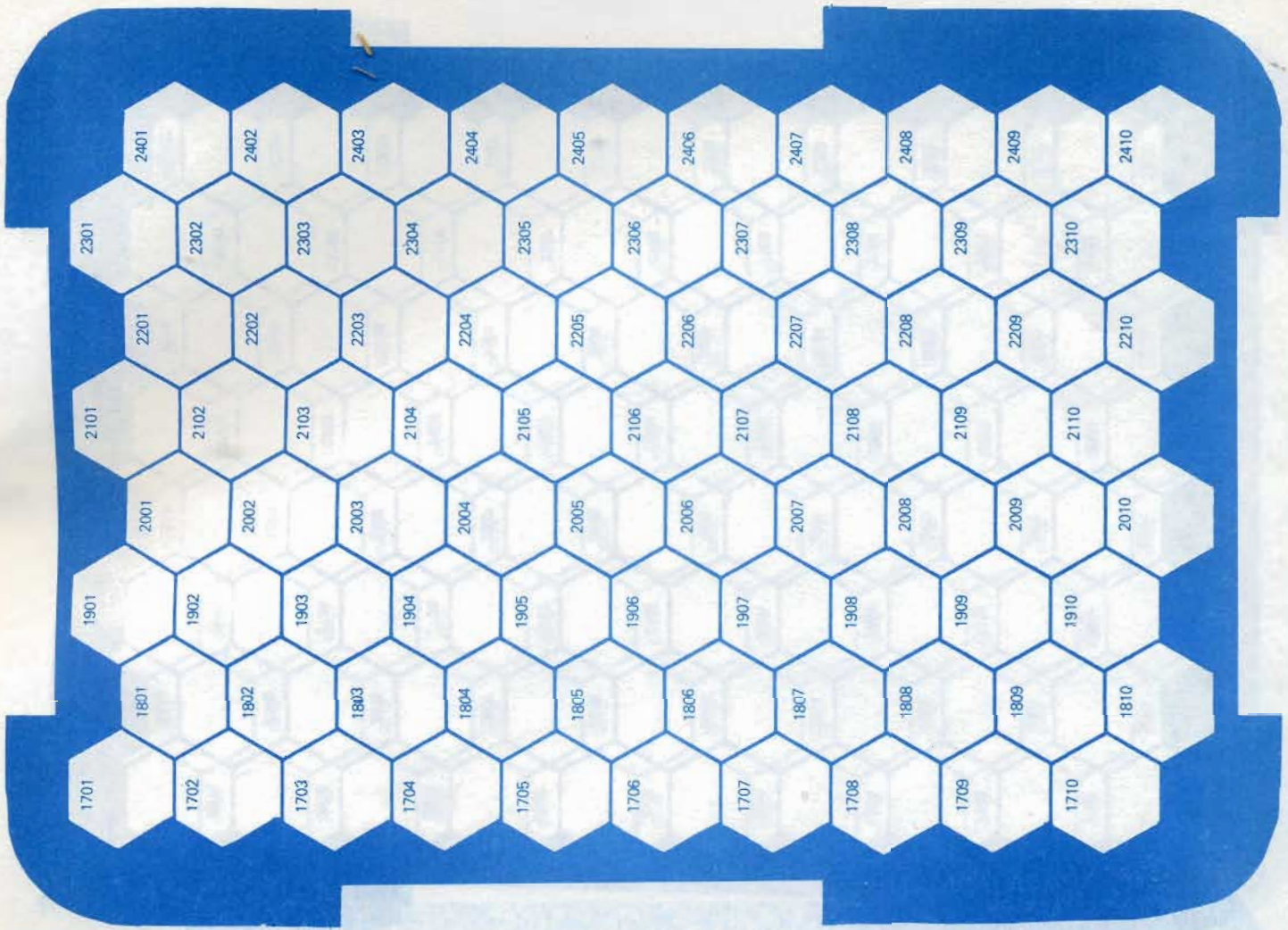
Date \_\_\_\_\_ Authority \_\_\_\_\_

Name \_\_\_\_\_

Location \_\_\_\_\_

Statistics \_\_\_\_\_

Remarks \_\_\_\_\_



1701 1702 1703 1704 1705 1706 1707 1708 1709 1710

1801 1802 1803 1804 1805 1806 1807 1808 1809 1810

1901 1902 1903 1904 1905 1906 1907 1908 1909 1910

2001 2002 2003 2004 2005 2006 2007 2008 2009 2010

2101 2102 2103 2104 2105 2106 2107 2108 2109 2110

2201 2202 2203 2204 2205 2206 2207 2208 2209 2210

2301 2302 2303 2304 2305 2306 2307 2308 2309 2310

2401 2402 2403 2404 2405 2406 2407 2408 2409 2410



































SECTOR \_\_\_\_\_


DATE \_\_\_\_\_

A large grid of hexagonal cells, resembling a honeycomb pattern, covering most of the page. The grid is composed of blue lines on a white background. The grid is divided into four vertical columns and four horizontal rows by thicker blue lines. The entire grid is enclosed within a thick blue border that has a decorative, slightly irregular edge.


# NOTES


## MAP KEY


-  Amber Zone
-  Red Zone
-  X-Boat Route
-  Regular Route



Starport Class

Naval Base 

Scout Base 

Gas Giant Present 



Asteroids



Water Present



No Water Present

















Subsector \_\_\_\_\_

Sector \_\_\_\_\_

Date \_\_\_\_\_

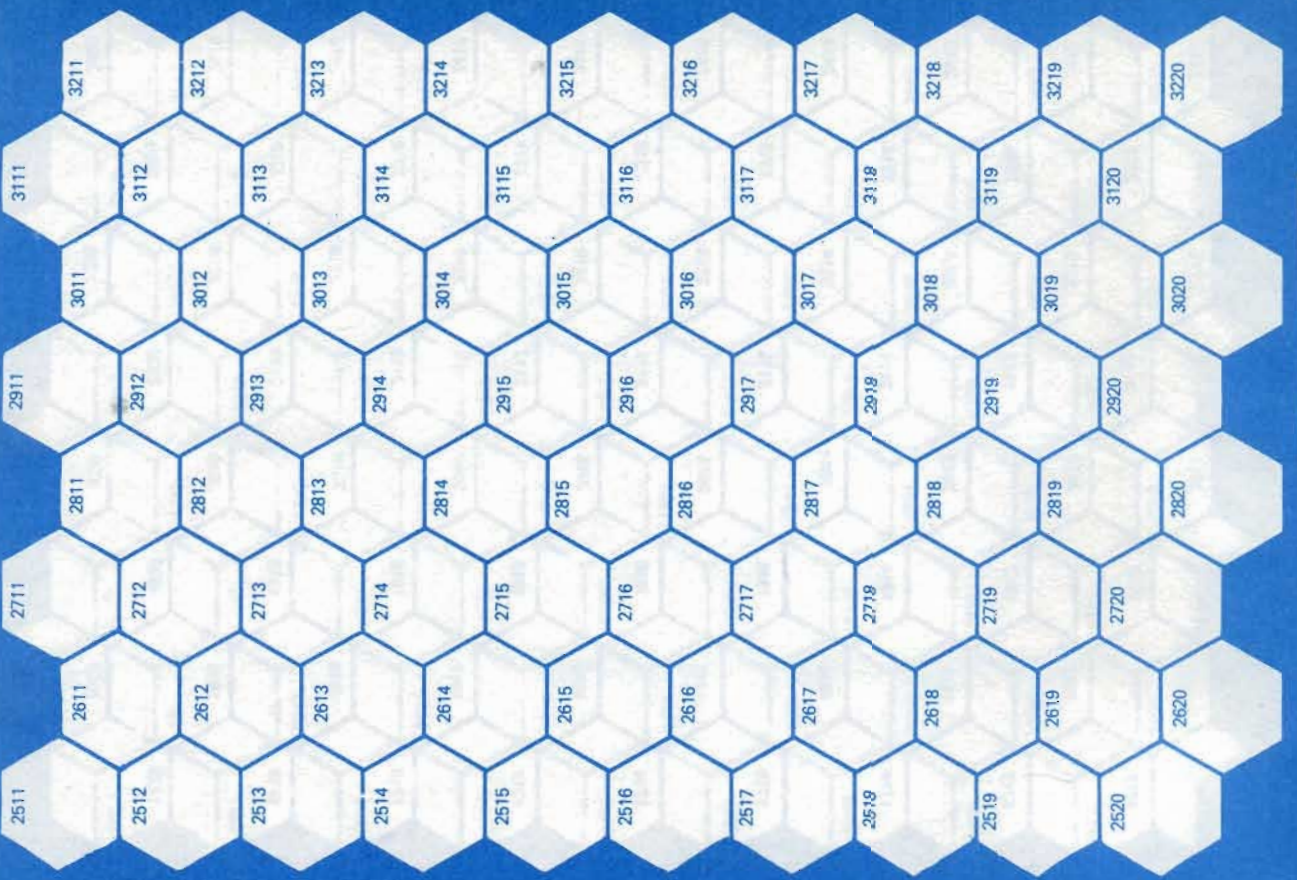
Authority \_\_\_\_\_

Name \_\_\_\_\_

Location \_\_\_\_\_

Statistics \_\_\_\_\_

Remarks \_\_\_\_\_

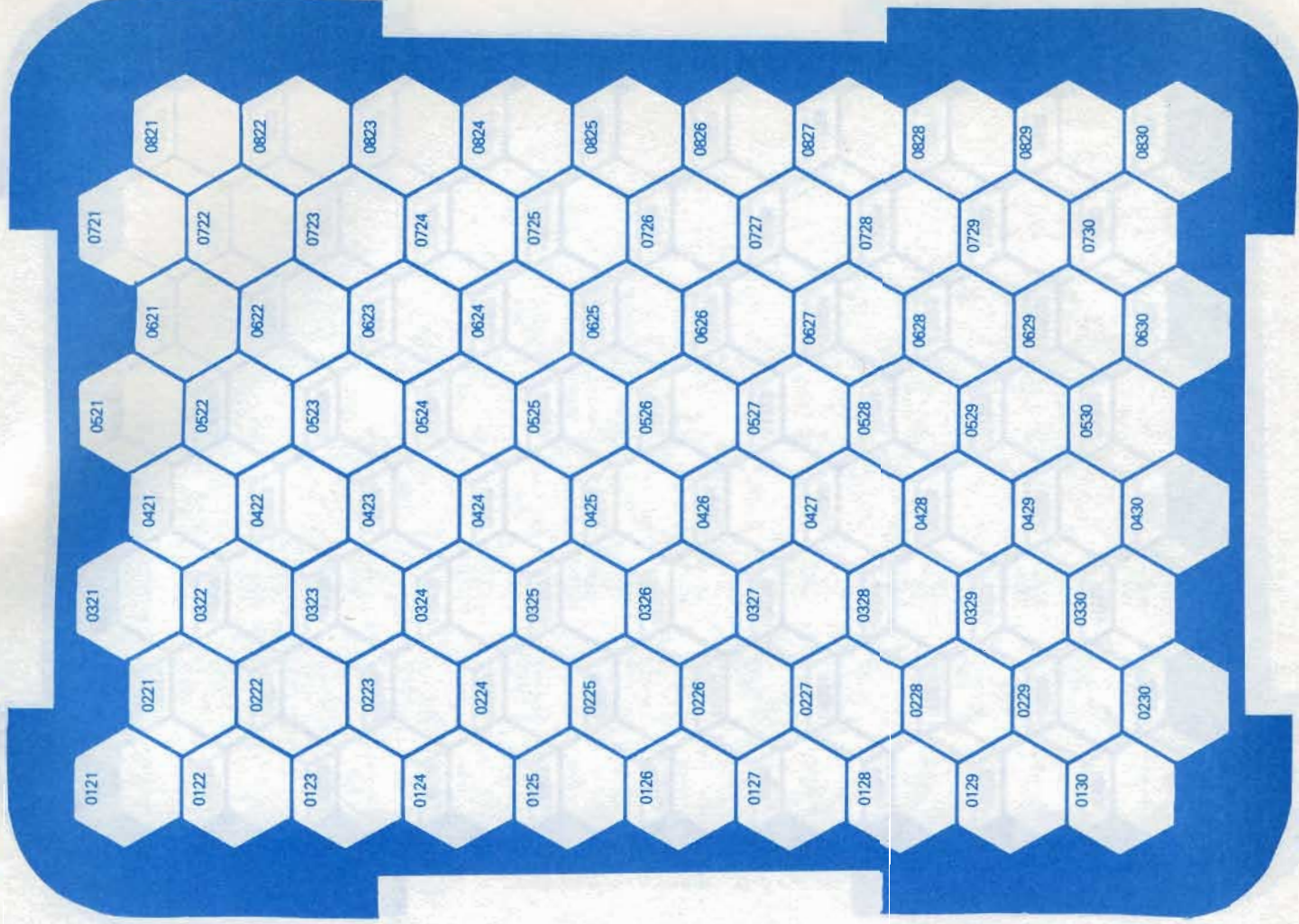


Subsector \_\_\_\_\_ Sector \_\_\_\_\_

Date \_\_\_\_\_ Authority \_\_\_\_\_

Name \_\_\_\_\_ Location \_\_\_\_\_ Statistics \_\_\_\_\_ Remarks \_\_\_\_\_

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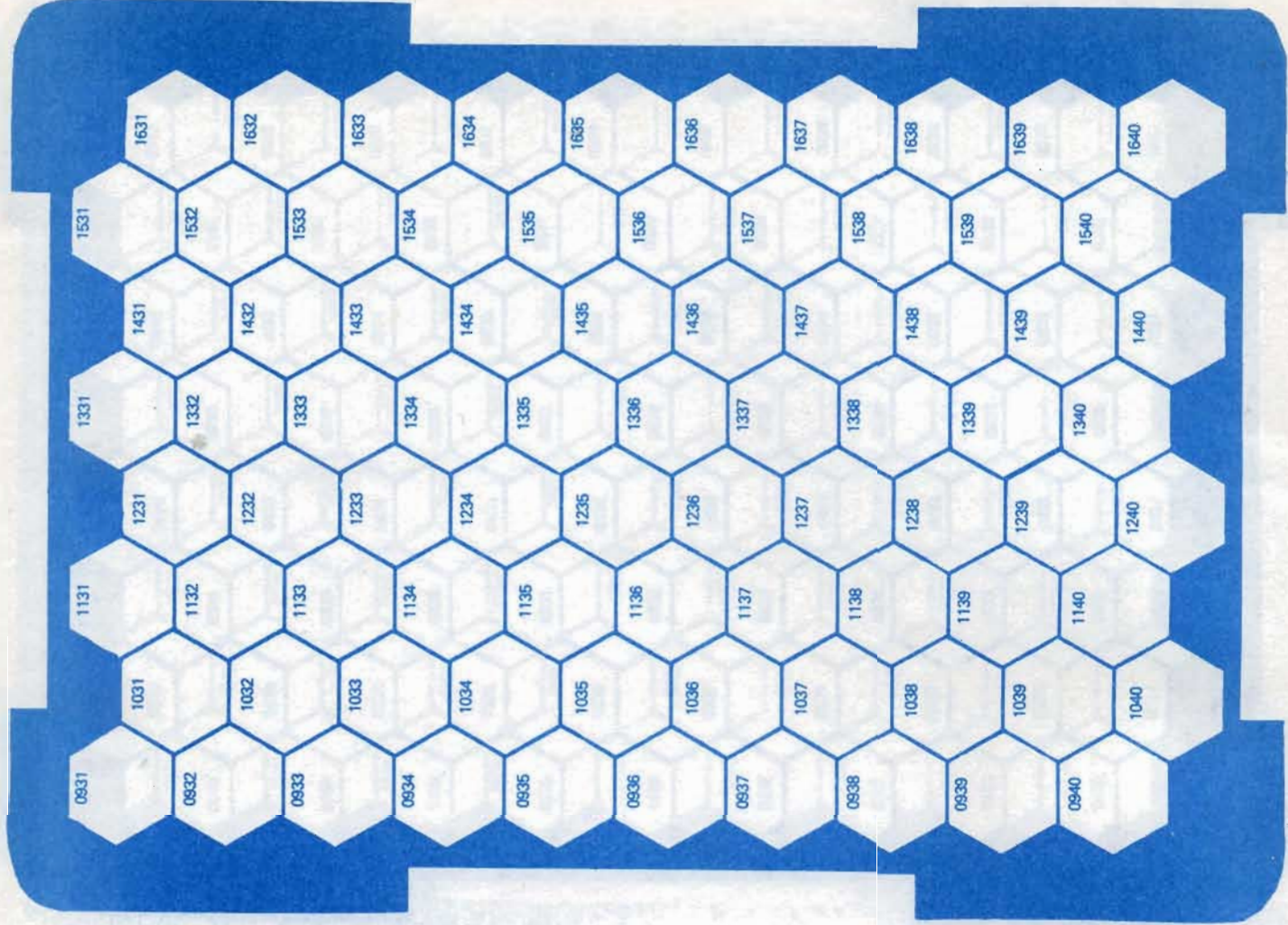


Subsector \_\_\_\_\_ Sector \_\_\_\_\_

Date \_\_\_\_\_ Authority \_\_\_\_\_

Name \_\_\_\_\_ Location \_\_\_\_\_ Statistics \_\_\_\_\_ Remarks \_\_\_\_\_

Name	Location	Statistics	Remarks
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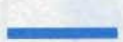
SECTOR \_\_\_\_\_

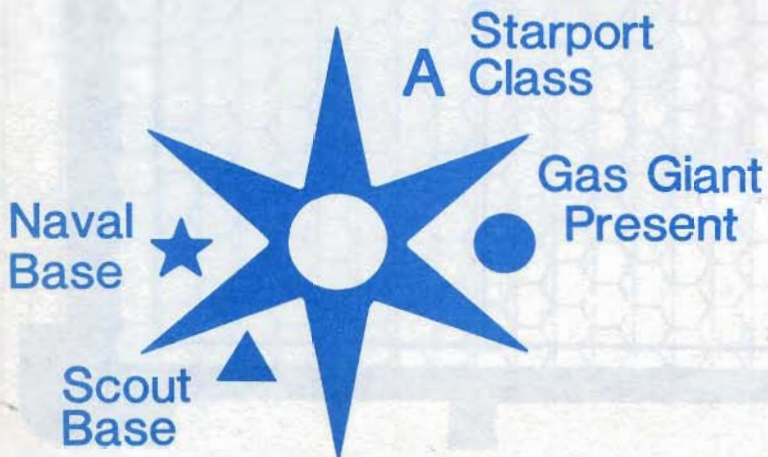
DATE \_\_\_\_\_

A large grid of hexagonal cells, resembling a honeycomb pattern, covering most of the page. The grid is composed of 10 columns and 10 rows of hexagons. The grid is enclosed within a blue border that has a decorative, notched appearance on the left and right sides. The grid is divided into four quadrants by a vertical line between the 5th and 6th columns and a horizontal line between the 5th and 6th rows.

# NOTES

## MAP KEY

-  Amber Zone
-  Red Zone
-  X-Boat Route
-  Regular Route



Asteroids



Water Present



No Water Present

















Subsector \_\_\_\_\_ Sector \_\_\_\_\_

Date \_\_\_\_\_ Authority \_\_\_\_\_

Name \_\_\_\_\_

Location \_\_\_\_\_

Statistics \_\_\_\_\_

Remarks \_\_\_\_\_

A large blue-bordered grid consisting of 8 rows and 30 columns of hexagonal cells. Each cell contains a number. The numbers start at 2511 in the top-left corner and increase sequentially by 1 for each cell to the right, then wrap to the start of the next row. The grid ends with 3220 in the bottom-right corner. The grid is mounted on a white background with a blue border.

2511	2512	2513	2514	2515	2516	2517	2518	2519	2520	2521	2522	2523	2524	2525	2526	2527	2528	2529	2530	2531	2532	2533	2534	2535	2536	2537	2538	2539	2540
2611	2612	2613	2614	2615	2616	2617	2618	2619	2620	2621	2622	2623	2624	2625	2626	2627	2628	2629	2630	2631	2632	2633	2634	2635	2636	2637	2638	2639	2640
2711	2712	2713	2714	2715	2716	2717	2718	2719	2720	2721	2722	2723	2724	2725	2726	2727	2728	2729	2730	2731	2732	2733	2734	2735	2736	2737	2738	2739	2740
2811	2812	2813	2814	2815	2816	2817	2818	2819	2820	2821	2822	2823	2824	2825	2826	2827	2828	2829	2830	2831	2832	2833	2834	2835	2836	2837	2838	2839	2840
2911	2912	2913	2914	2915	2916	2917	2918	2919	2920	2921	2922	2923	2924	2925	2926	2927	2928	2929	2930	2931	2932	2933	2934	2935	2936	2937	2938	2939	2940
3011	3012	3013	3014	3015	3016	3017	3018	3019	3020	3021	3022	3023	3024	3025	3026	3027	3028	3029	3030	3031	3032	3033	3034	3035	3036	3037	3038	3039	3040
3111	3112	3113	3114	3115	3116	3117	3118	3119	3120	3121	3122	3123	3124	3125	3126	3127	3128	3129	3130	3131	3132	3133	3134	3135	3136	3137	3138	3139	3140
3211	3212	3213	3214	3215	3216	3217	3218	3219	3220	3221	3222	3223	3224	3225	3226	3227	3228	3229	3230	3231	3232	3233	3234	3235	3236	3237	3238	3239	3240
























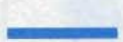
SECTOR \_\_\_\_\_


DATE \_\_\_\_\_

A large grid of hexagonal cells, resembling a honeycomb pattern, covering most of the page. The grid is composed of blue lines on a white background. The grid is divided into four vertical columns and four horizontal rows by thicker blue lines. The entire grid is enclosed within a thick blue border that has a decorative, slightly irregular edge on the left and right sides.


# NOTES


## MAP KEY


-  Amber Zone
-  Red Zone
-  X-Boat Route
-  Regular Route



Starport Class

Naval Base 

Scout Base 

Gas Giant Present 



Asteroids



Water Present



No Water Present



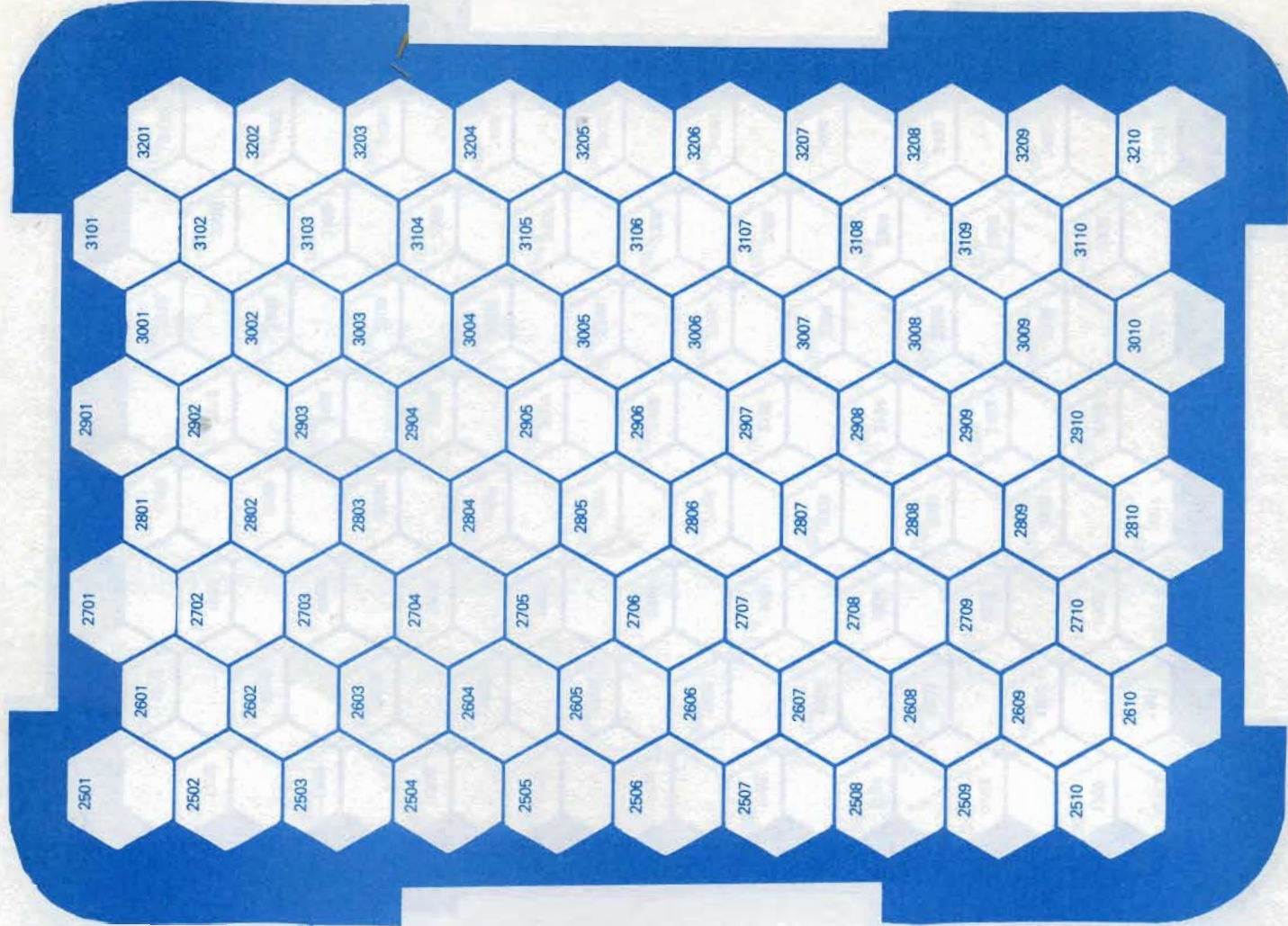




Subsector \_\_\_\_\_ Sector \_\_\_\_\_

Date \_\_\_\_\_ Authority \_\_\_\_\_

Name \_\_\_\_\_ Location \_\_\_\_\_ Statistics \_\_\_\_\_ Remarks \_\_\_\_\_











Subsector \_\_\_\_\_

Sector \_\_\_\_\_

Date \_\_\_\_\_

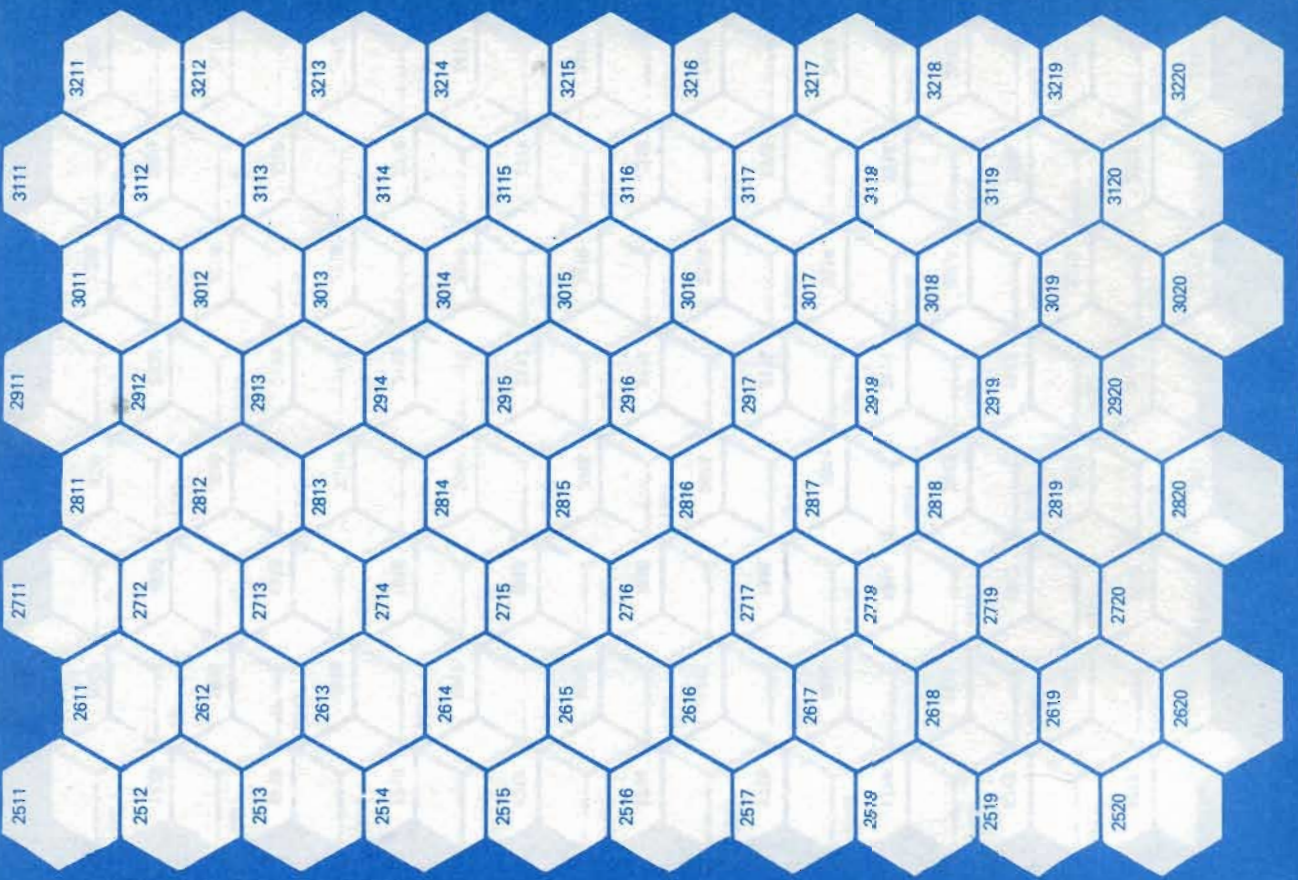
Authority \_\_\_\_\_

Name \_\_\_\_\_

Location \_\_\_\_\_

Statistics \_\_\_\_\_

Remarks \_\_\_\_\_



Subsector \_\_\_\_\_ Sector \_\_\_\_\_

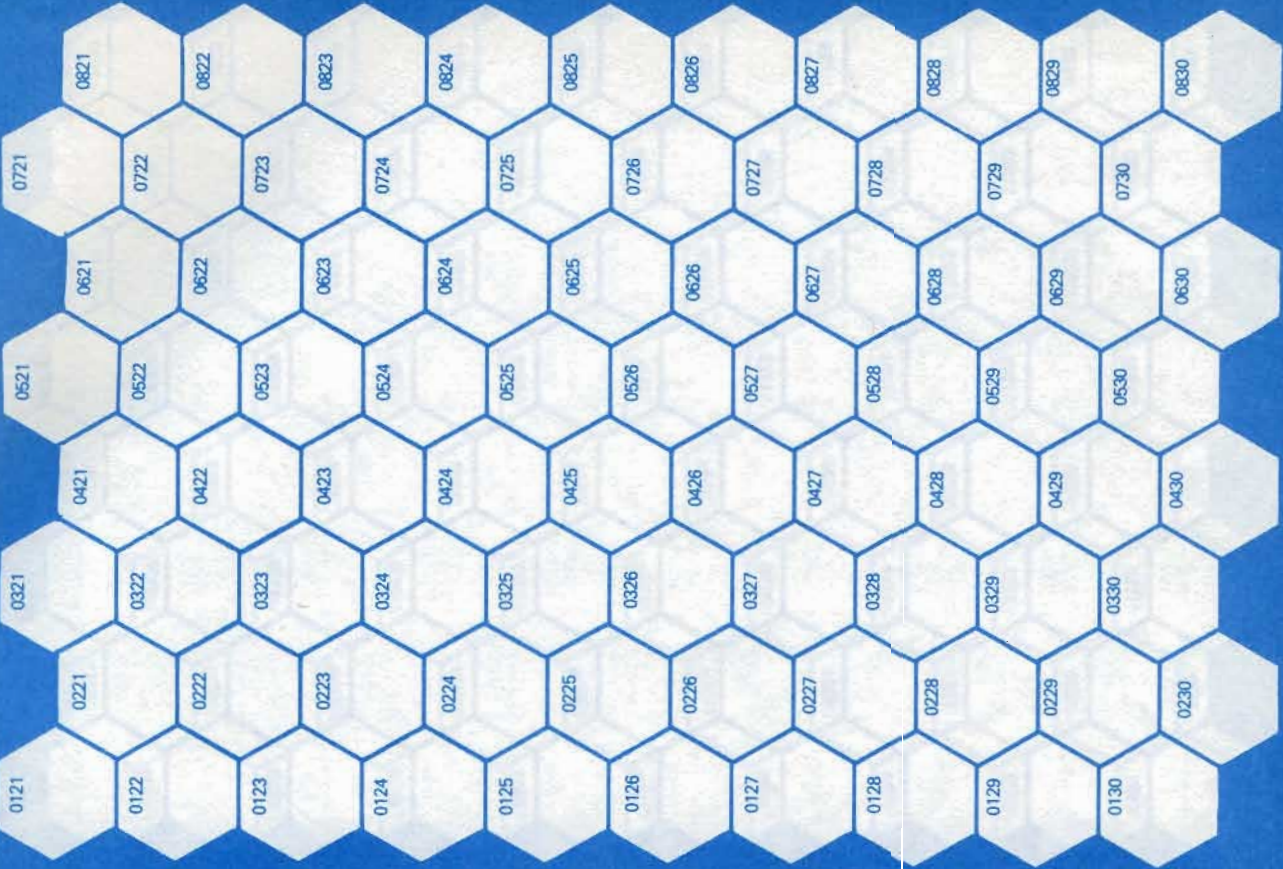
Date \_\_\_\_\_ Authority \_\_\_\_\_

Name

Location

Statistics

Remarks























SECTOR \_\_\_\_\_


DATE \_\_\_\_\_

A large grid of hexagonal cells, typical of graph paper, covering most of the page. The grid is composed of blue lines forming a repeating pattern of hexagons. The grid is bounded by a thick blue border that has a decorative, slightly irregular edge. The grid is divided into four vertical columns and four horizontal rows by thicker blue lines.


# NOTES


## MAP KEY


-  Amber Zone
-  Red Zone
-  X-Boat Route
-  Regular Route



Starport Class

Naval Base 

Scout Base 

Gas Giant Present 



Asteroids



Water Present



No Water Present



















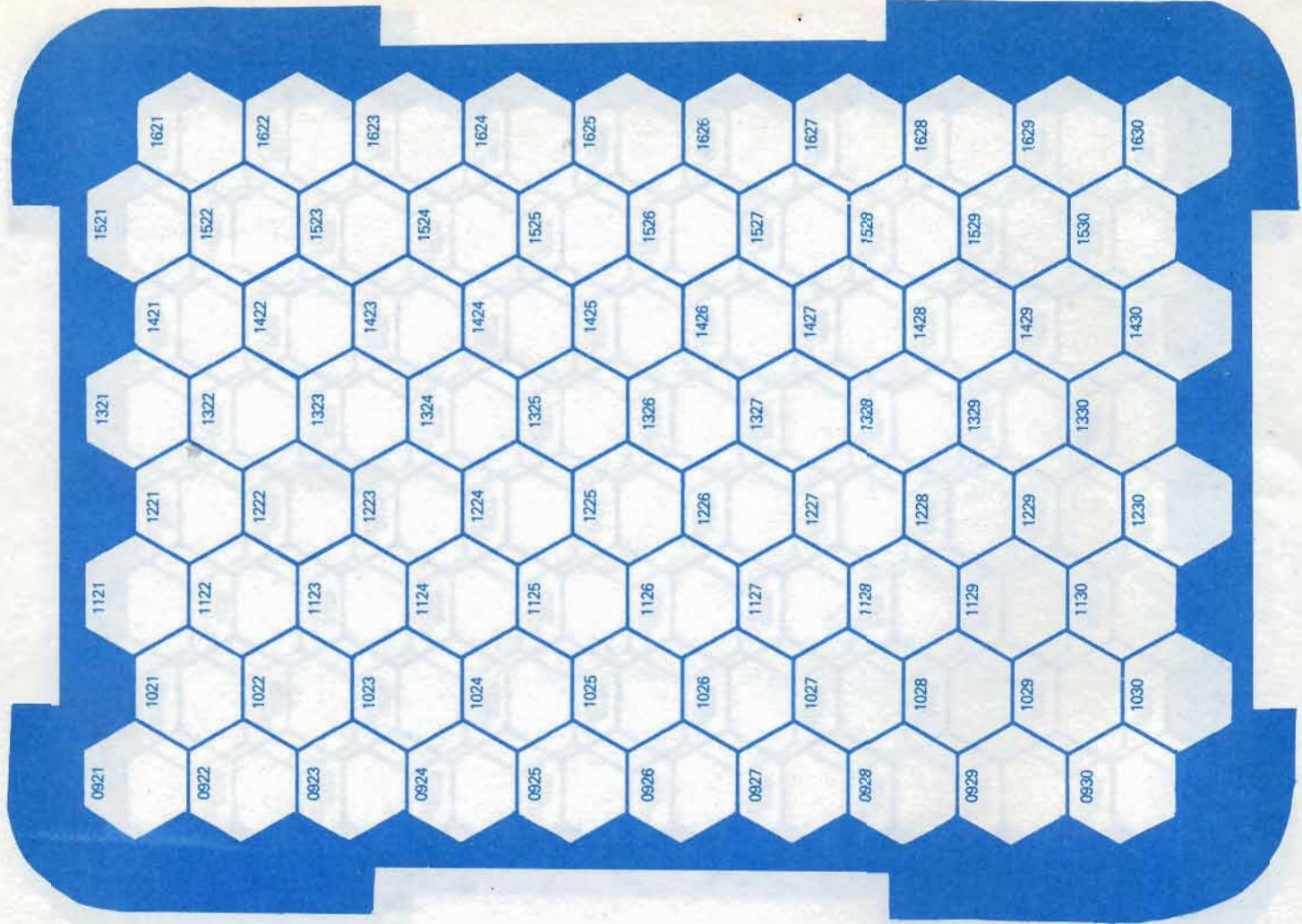


Subsector \_\_\_\_\_ Sector \_\_\_\_\_

Date \_\_\_\_\_ Authority \_\_\_\_\_

Name \_\_\_\_\_ Location \_\_\_\_\_ Statistics \_\_\_\_\_ Remarks \_\_\_\_\_

0921	1021	1121	1221	1321	1421	1521	1621
0922	1022	1122	1222	1322	1422	1522	1622
0923	1023	1123	1223	1323	1423	1523	1623
0924	1024	1124	1224	1324	1424	1524	1624
0925	1025	1125	1225	1325	1425	1525	1625
0926	1026	1126	1226	1326	1426	1526	1626
0927	1027	1127	1227	1327	1427	1527	1627
0928	1028	1128	1228	1328	1428	1528	1628
0929	1029	1129	1229	1329	1429	1529	1629
0930	1030	1130	1230	1330	1430	1530	1630









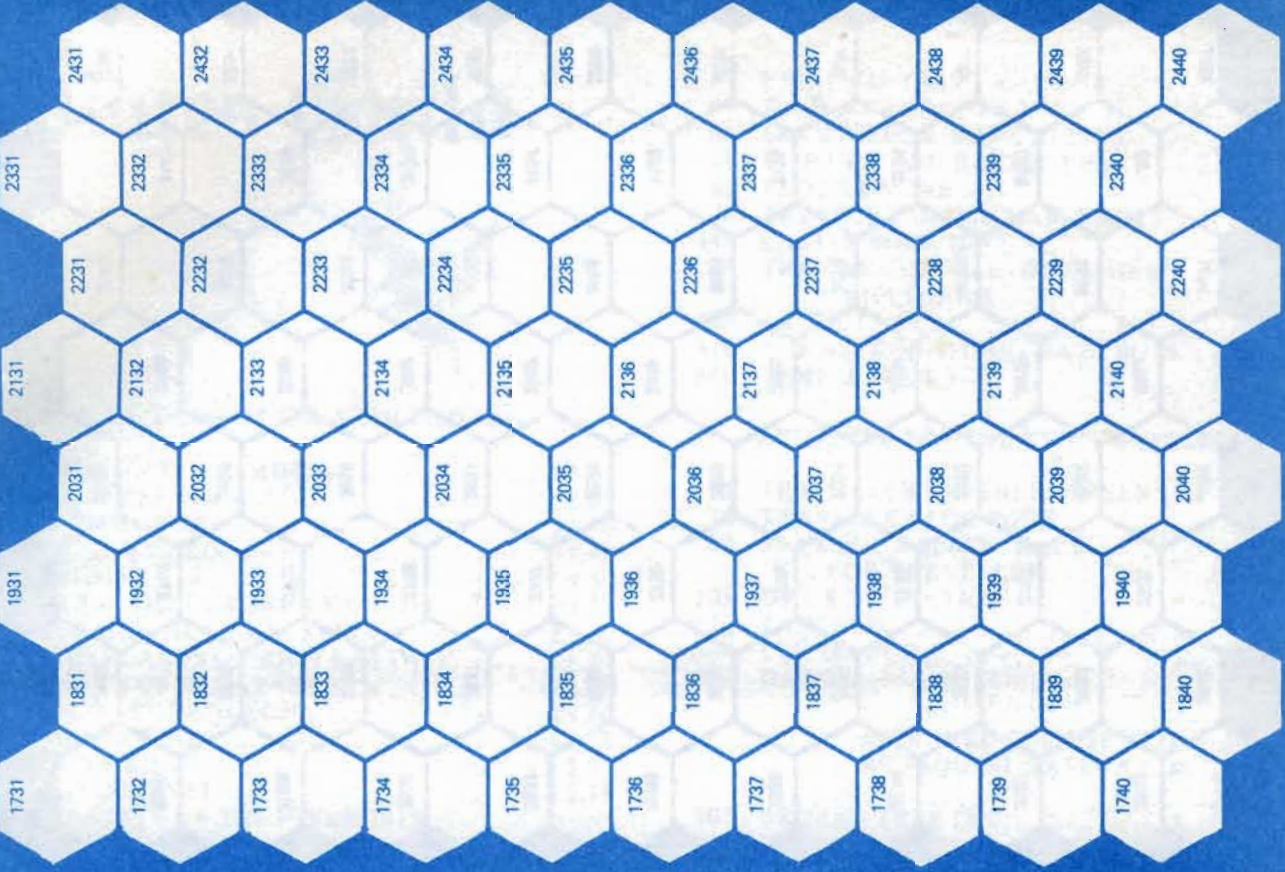




Subsector \_\_\_\_\_ Sector \_\_\_\_\_

Date \_\_\_\_\_ Authority \_\_\_\_\_

Name \_\_\_\_\_ Location \_\_\_\_\_ Statistics \_\_\_\_\_ Remarks \_\_\_\_\_









SECTOR \_\_\_\_\_


DATE \_\_\_\_\_

A large grid of hexagonal cells, resembling a honeycomb pattern, covering most of the page. The grid is defined by blue lines. The grid is divided into four columns and four rows by thicker blue lines. The outer border of the grid has a decorative, scalloped edge.


# NOTES


## MAP KEY


-  Amber Zone
-  Red Zone
-  X-Boat Route
-  Regular Route



Starport Class

Naval Base 

Scout Base 

Gas Giant Present 



Asteroids



Water Present



No Water Present









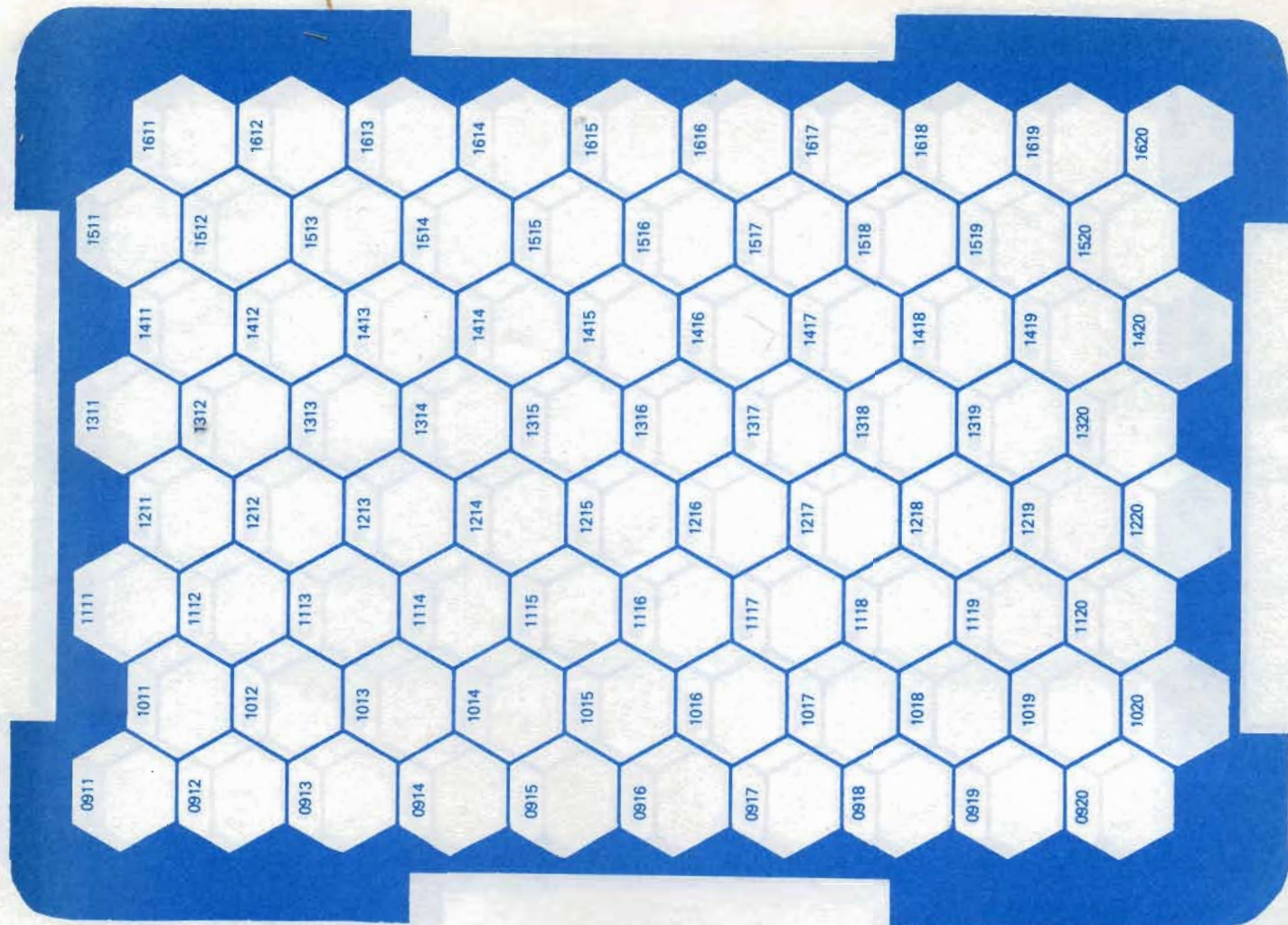




Subsector \_\_\_\_\_ Sector \_\_\_\_\_

Date \_\_\_\_\_ Authority \_\_\_\_\_

Name \_\_\_\_\_ Location \_\_\_\_\_ Statistics \_\_\_\_\_ Remarks \_\_\_\_\_









Subsector \_\_\_\_\_ Sector \_\_\_\_\_

Date \_\_\_\_\_ Authority \_\_\_\_\_

Name \_\_\_\_\_ Location \_\_\_\_\_ Statistics \_\_\_\_\_ Remarks \_\_\_\_\_

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1423

1523

1623

0924

1024

1124

1224

1324

1424

1524

1624

0925

1025

1125

1225

1325

1425

1525

1625

0926

1026

1126

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0927

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1127

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Subsector \_\_\_\_\_ Sector \_\_\_\_\_

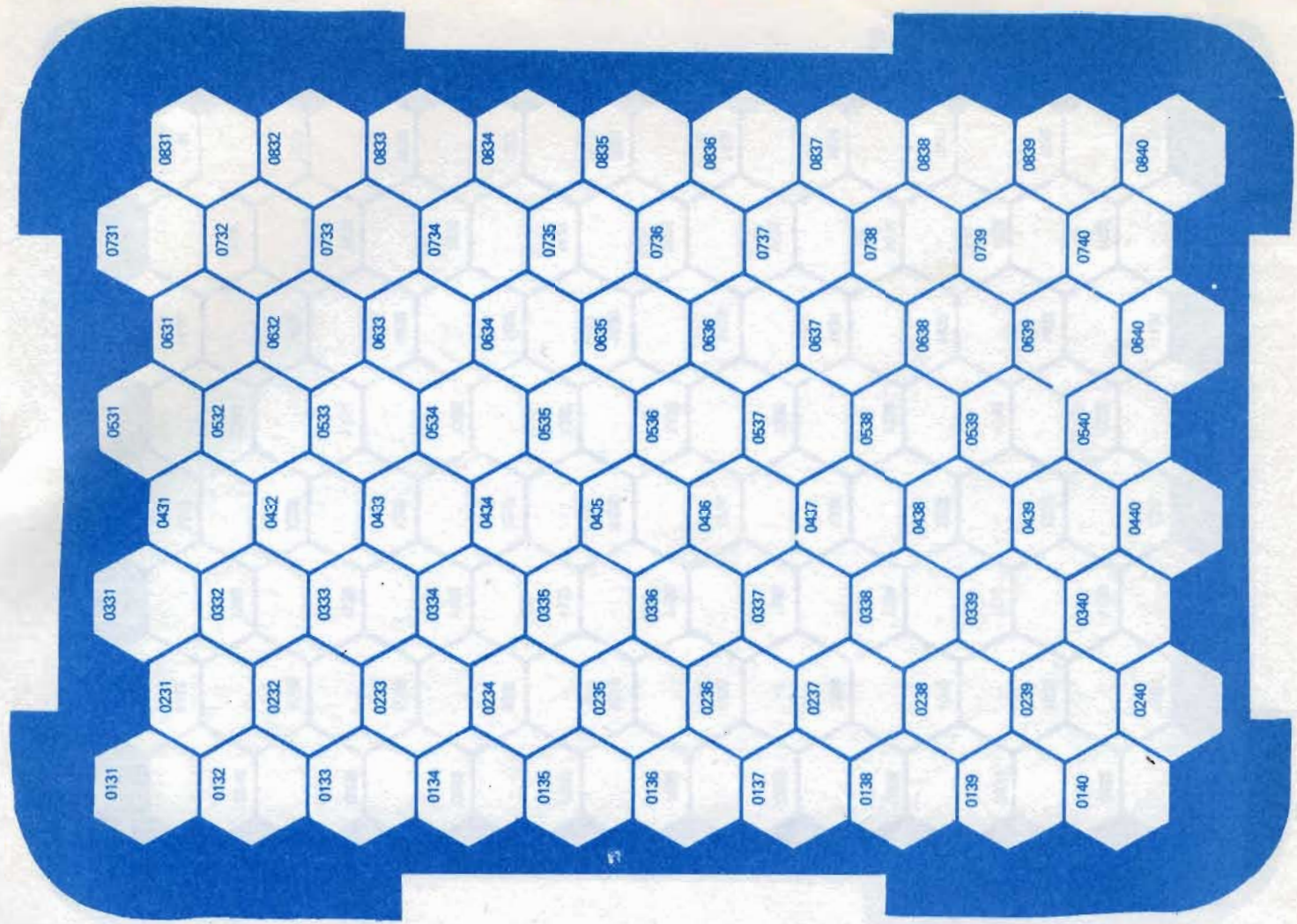
Date \_\_\_\_\_ Authority \_\_\_\_\_

Name \_\_\_\_\_

Location \_\_\_\_\_

Statistics \_\_\_\_\_

Remarks \_\_\_\_\_

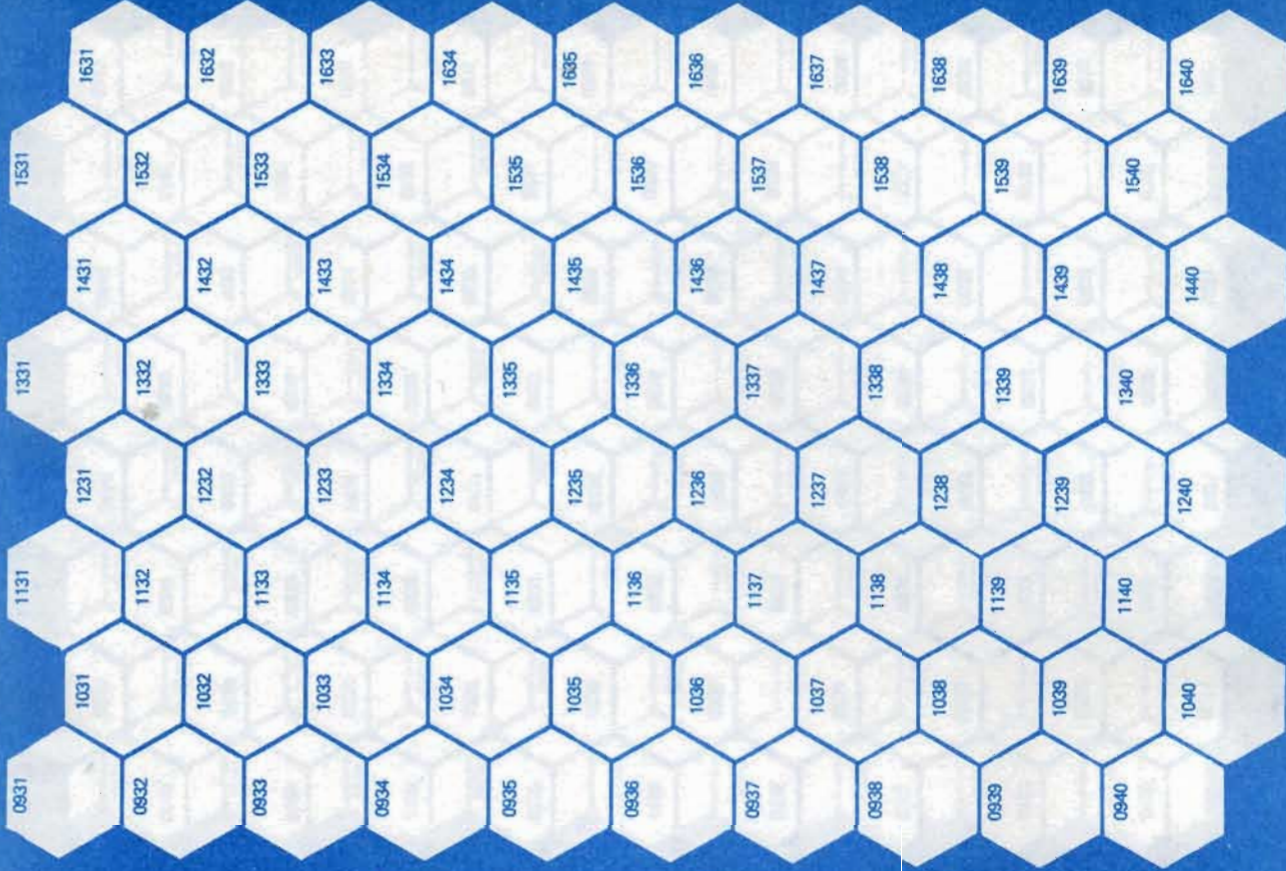


0131	0231	0331	0431	0531	0631	0731	0831
0132	0232	0332	0432	0532	0632	0732	0832
0133	0233	0333	0433	0533	0633	0733	0833
0134	0234	0334	0434	0534	0634	0734	0834
0135	0235	0335	0435	0535	0635	0735	0835
0136	0236	0336	0436	0536	0636	0736	0836
0137	0237	0337	0437	0537	0637	0737	0837
0138	0238	0338	0438	0538	0638	0738	0838
0139	0239	0339	0439	0539	0639	0739	0839
0140	0240	0340	0440	0540	0640	0740	0840

Subsector \_\_\_\_\_ Sector \_\_\_\_\_

Date \_\_\_\_\_ Authority \_\_\_\_\_

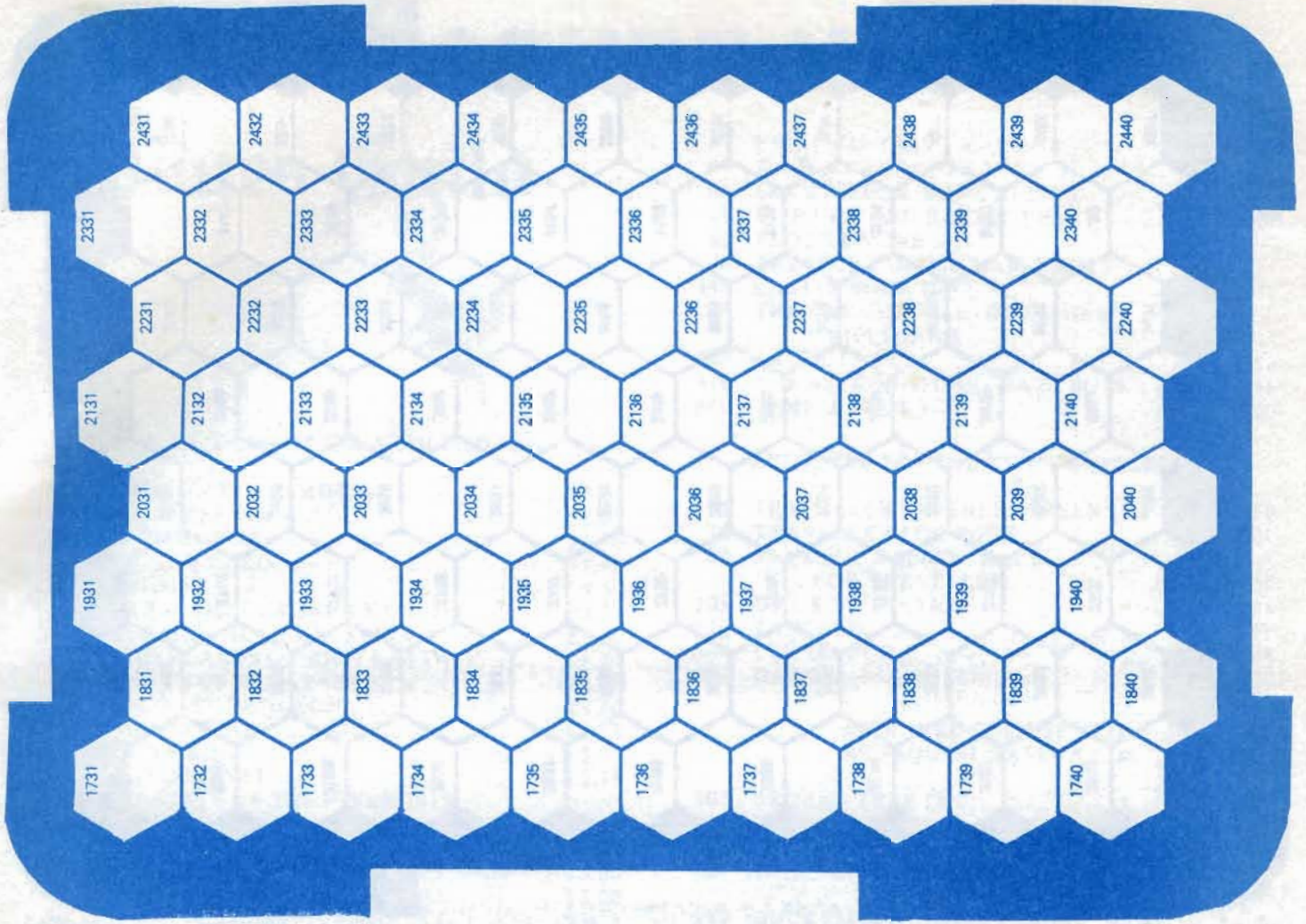
Name \_\_\_\_\_ Location \_\_\_\_\_ Statistics \_\_\_\_\_ Remarks \_\_\_\_\_



Subsector \_\_\_\_\_ Sector \_\_\_\_\_

Date \_\_\_\_\_ Authority \_\_\_\_\_

Name \_\_\_\_\_ Location \_\_\_\_\_ Statistics \_\_\_\_\_ Remarks \_\_\_\_\_





# TREASURE VAULT

## Judges Guild



### APPROVED FOR USE WITH D&D tm

2	DUNGEON TAC CARDS	.....\$3.95
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52	THIEVES OF BADABASKOR	.....\$3.00
55	GENCON IX DUNGEON	.....\$3.50
59	VILLAGE BOOK I	.....\$2.75
60	CASTLE BOOK I	.....\$2.75
61	ISLAND BOOK I	.....\$2.75
62	CITY STATE OF THE INVINCIBLE OVERLORD	.....\$8.00
63	CITADEL OF FIRE	.....\$3.00
67	FANTASTIC WILDERLANDS BEYONDE	.....\$8.00
71	FRONTIER FORTS OF KELNORE	.....\$3.00
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80	OF SKULLS AND SCRAPFAGGOT GREEN	.....\$4.50
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