

THE
ROLE-PLAYING
SPACE COMBAT
SYSTEM
V 0.90

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Table of Contents

INTRODUCTION.....	1
USING THE RPSC SYSTEM.....	1
TABLES USED WITH THE RPSC SYSTEM.....	1
STEP 1: SET UP.....	4
STEP 2: INITIATIVE.....	4
STEP 3: DECLARE SENSOR STATUS.....	4
STEP 4: DETECTION.....	5
STEP 5: READY DEFENSES.....	5
Defensive Lasers	5
Sandcasters	6
Meson Screens	6
Nuclear Dampers.....	6
Black Globe.....	6
STEP 6: TASK FORCE ONE'S PHASE.....	6
Movement.....	6
Velocity.....	7
Facing.....	7
Evasive Maneuvers.....	8
Combat.....	8
Firing Arcs	8
Damage Location.....	9
Assigning Gunners to Attack.....	9
Attempting Weapons Lock.....	9
Firing Weapons	10
Direct Fire Weapons.....	10
Remote Fire Weapons	10
Defensive Response.....	11
Laser Defenses	11
Missile Defenses	11
Particle Accelerator Defenses	11
Meson Gun Defenses	11
Black Globe.....	11
Damage Resolution.....	12
Laser Batteries	12
Missiles	12
Particle Accelerators.....	12
Meson Guns.....	12
Damage Effects Descriptions.....	13
Critical Hit Effect Descriptions.....	16
Player-character Survival.....	19
Damage Control.....	19
Repairs	19
Return Laser Fire.....	20
Launching and Recovering Auxiliary Craft.....	20
Boarding Action.....	20
Fleeing the Battle.....	21
STEP 7: TASK FORCE TWO'S PHASE.....	21
STEP 8: REPEAT.....	21

INTRODUCTION

For those who live and work in space (commonly called Travellers), space travel is boring. A week in jump space can be exceedingly monotonous. Travel in normal space is usually agonizingly routine. However, every once in a while, the routine is broken by heart-pounding, terrifying action: ship-to-ship combat. Given the choice, most Travellers prefer boredom.

Nearly all space combat games are founded on the wargame archetype. While such games can be exciting in their own right, they rarely leave room for role-playing. Since Traveller is a role-playing game, it stands to reason that there should be a space combat system that is firmly rooted in role-playing. This system is our response to that need.

The Role-Playing Space Combat System (the RPSC system) is meant to be a fun and relatively simple method of determining the outcome of space combat. To this end, the system introduces as few new methodologies as possible. Most actions can be resolved by using the standard Traveller task system. Where this meant making a decision between realism and playability, we decided to go with what was playable.

Participants are encouraged to role-play as many aspects as possible. Rather than making it into a boring series of die rolls, breathe life into the game by role-playing the characters as they go about their ship-board duties.

In short, play the role and enjoy!

USING THE RPSC SYSTEM

When using the RPSC system, several factors should be considered. Each is briefly covered in the following paragraphs.

One effect of the RPSC system's emphasis on role-playing is that it is useful only for small battles with no more than two sides consisting of few ships. If there are more than two sides, or the sides have more than about half a dozen ships each, it would be best to use one of the ship combat systems that emphasize wargaming rather than role-playing.

Numerous opportunities for the use of Traveller's "Multiple Actions" rule (Traveller rule book, p 58) are provided. For instance, the Sensors technician may choose to scan several ships at once, the Gunner may

choose to fire more than one weapon, and so forth. Similarly, a character may attempt multiple, different actions (such as piloting the ship while running the sensors and firing the weapons), if the ship layout makes this feasible. We believe this provides numerous opportunities for exciting roleplaying.

The RPSC system assumes the use of a hex map. A sheet of hex graph paper may be used, or one of the vinyl or cloth mats produced by various companies may be used. In addition, pieces of paper, counters, or miniatures may be used to designate ship locations. The hex values in the Range Description and Scale Table vary slightly from those used in most of the other starship battle games, but we feel the changes enhance play by yielding additional ranges, and by making it possible to resolve a battle in a more enjoyable way on a 26-hex by 26-hex vinyl mat (which is the most easily usable form of hex mat for many gaming groups).

Although the RPSC system uses hexes as its unit of distance, it is worth noting that each hex represents approximately one-tenth of a light-second, or 30,000 kilometers. Because of this, multiple ships may occupy the same space (whether passing through or in a boarding attempt). It is also worth noting that each game turn represents approximately 30 minutes.

The RPSC system, like all rules associated with the Traveller game, is meant as a set of guidelines. As such, "house rules" are encouraged. If you don't like some aspect of this system, feel free to change it. In fact, if you come up with something that works really well for your group, please share it! There will undoubtedly be others that will benefit from your ideas.

TABLES USED WITH THE RPSC SYSTEM

Rather than scattering the tables throughout the rules, they have been grouped together in this section. The following paragraphs explain the usage of each table.

The Range Description and Scale Table gives the name, distance (in hexes and kilometers), and effective weapons for each range. While no weapons are usable at Very Long range, sensors and some communicators will still be effective. To determine the range at which the action is taking place, count the number of hexes between the ships involved. Start with the first hex in front of one ship, and end with the hex occupied by the other ship. Then, find that value in the Distance in Hexes column of the Range Description and Scale Table. The row in which the value is found will show the effective weapons, distance in kilometers,

and name for the range between the two ships.

The Range-Based Task Difficulty table is used to determine the difficulty rating of many tasks called for by this system. Unless directed otherwise, look up the range at which the action is taking place by using the Range Description and Scale Table, then find that range in the first column of the Range-Based Task Difficulty Table. Read across to determine the task difficulty and number of dice to roll. For further discussion of the task system, refer to your Traveller rule book, pages 49-50.

The Difficulty Modifiers Table gives the appropriate DMs for tasks used in this system. The skill to be used with the task is listed in parentheses. Each task will be discussed in the relevant section of the rules. In cases where the rules system calls for a task throw that is not listed on this table, no DMs are necessary. However,

the referee is always free to specify DMs in addition to, or instead of, those given in the table.

The Missile Damage Table provides the damage capability, in hit points, of each type of missile. This information will be referenced in the Damage Resolution section.

The Damage Effects Tables are used to determine the specific effects resulting from attacks. When consulting the Bow, Forward Side, After Side, or Stern Damage Effect Tables, simply roll 1d6 if the attack was to the ship's armor. If the attack was to the ship's structure, add a DM of +3 to this roll. When consulting the Critical Hit Effect Table, simply roll 2d6.

Sequence of Play	
1.	Set Up
2.	Initiative
3.	Declare Sensor Status
4.	Detection
5.	Ready Defenses
6.	Task Force One's Phase
7.	Task Force Two's Phase
8.	Go to Step 2

Range Description and Scale Table			
Range Name	Effective Weapons	Distance in Hexes	Distance in Kilometers
Boarding	All	0	0 - 29,999
Very Short	All	1 - 5	30,000 - 179,999
Short	Band 2 Weapons	6 - 10	180,000 - 329,999
Medium	Band 3 Weapons	11 - 20	330,000 - 629,999
Long	Band 4 Weapons	21 - 40	630,000 - 1,299,999
Very Long	None	41 - 80	1,300,000 - 2,429,999
No Contact	None	80 +	2,430,000 +

Range-Based Task Difficulty Table		
Range	Task	Dice
Boarding	Easy	Auto
Very Short	Average	2d6
Short	Difficult	2.5d6
Medium	Formidable	3d6
Long	Staggering	3.5d6
Very Long	Impossible	4d6
No Contact	N/A	-----

Missile Damage Table		
Warhead	Number of Hits	Damag
Conventional	1	1
Nuclear	1	2
X-Ray Laser	1d6	2

Difficulty Modifiers Table	
Active Sensors Task (Sensors):	
+ ASHIP's Active Sensors Rating	
- DSHIP's Jamming Rating (If DSHIP is Jamming)	
- 3 for EMM Masking (If DSHIP is so equipped)	
Passive Sensors Task (Sensors):	
+ ASHIP's Passive Sensors Rating	
+ DSHIP's Jamming Rating (If DSHIP is Jamming)	
- 3 for EMM Masking (If DSHIP is so equipped)	
Hex Facing Change Task (Pilot):	
- 1 for a Change by One Hex	
- 2 for a Change by Two Hexes	
Weapons Firing Task (Gunnery):	
+ ASHIP's Predict Program DM	
+ ASHIP's Fire Control Rating	
- DSHIP's Evade Program-Based Pilot Skill	
- DSHIP's MP Spent on Evasive Maneuvers	
Meson Screen Deployment Task (Gunnery):	
+ DSHIP's Meson Screen Rating	
- ASHIP's Meson Gun Rating	

Damage Effects Tables						
1d6 Roll	Bow Damage Effect	Forward Side Damage Effect	After Side Damage Effect	Stern Damage Effect	2d6	Critical Hit Effect
1	No Effect	No Effect	No Effect	No Effect	2	Ship Vaporized
2	Sensor Array	Sensor Array	Sensor Array	Sensor Array	3	Power Plant Overload
3	Fuel Tanks	Fuel Tanks	Fuel Tanks	Fuel Tanks	4	Power Plant Disabled
4	Weapon Mount	Weapon Mount	Weapon Mount	Weapon Mount	5	Jump Drive Disabled
5	Launch Facility	Weapon Mount	Weapon Mount	Maneuver Drive	6	Internal Spaces
6	Exterior System	Exterior System	Exterior System	Exterior System	7	Cargo
7	Sensor Processor	Weapon Battery	Cargo	Jump Drive	8	Quarters
8	Control Spaces	Quarters	Maneuver Thruster	Power plant	9	Fuel Tanks Shattered
9	Critical Hit	Critical Hit	Critical Hit	Critical Hit	10	Ship's Back Broken
If rolling for an interior explosion, add DM +3 to the Damage Effect roll.					11	Chain-Reaction Explosions
					12	Ship Explodes

STEP 1: SET UP

A lone Far Trader is plying the space lanes, barely earning enough to keep the payments up. As the ship begins its journey to the 100-diameter limit in preparation for the next jump, unknown vessels approach. Is it the pirate group that has been rumored to operate in this region? Or is it something less sinister? Before it is too late, the ship must prepare for the worst.

The first step in the process of playing the game is, as with most games, assembling the pieces. Place the hex map on the playing surface, and gather a sufficient supply of miniatures, counters, or other markers to indicate the various objects involved in the battle.

Based on the situation leading up to the combat, the referee will determine the initial range of the encounter, the position of the ships, their initial velocity and facing, and the presence of other objects (if any). The miniatures, counters, or other markers may then be placed on the map correspondingly. The referee may choose to use unmarked counters at first in order to keep the nature of the forces secret (see Step 4: Detection).

In addition, it is a good idea to prepare a sheet showing the USP of each ship. However, because this system uses a different approach to ship combat, one change in the USP is necessary. Rather than using a single value for the Armor Rating, four are used. There is a value for each side of the ship: bow, forward side, after side, and stern. The Armor Rating for each is simply the USP Armor Rating divided by 2. Thus, a ship with a USP Armor Rating of 20 would have Armor Ratings of: Bow, 10; Forward Side, 10; After Side, 10; and Stern, 10. Determine the four Armor Ratings for each ship, and write them on the sheet. These values will be further explained in the Combat section.

STEP 2: INITIATIVE

A favorite pastime of raw recruits is to complain about all the seeming make-work involved in ship-board life. Not only are there required watches, time is taken up by ship maintenance: changing air filters, polishing the bulkheads, and so on. Drills are also perceived as

vast wastes of time. Recruits are often doubtful all that sleep-depriving work is truly necessary. After all, isn't sack time more important to a spaceman's performance?

Seasoned veterans know better. Often, battles are won by the side which is better prepared. If a ship is well run and everyone is on the bounce, the battle may be over before the other side has a chance to react (although that is rare). Acting first is good; doing the right thing first is better.

Initiative is a contest of leadership skills. The task force with the best leader will generally be better prepared, and will therefore respond first. In game terms, the winner of the initiative contest becomes Task Force One and will attack during Step 6, while the loser will become Task Force Two and attack during Step 7.

For each Task Force, roll one die and add the leadership skill of the person in charge. (Optionally, the referee may designate another skill or a characteristic as the basis of this roll.) The side with the highest total (die roll plus skill level) wins. In the case of a tie, the referee may either declare a winner or require a re-roll.

STEP 3: DECLARE SENSOR STATUS

There is a lot of debate over when to use Active sensors and when to use Passive. If a ship goes Active, it will be easier to spot other ships. However, Active sensors light up the ship like a light-bulb, making it automatically detected by every other ship within sensor range. The alternative is to use Passive sensors. They aren't as reliable, but at least they allow a chance of staying undetected. In addition, if the Active sensors aren't used for detection, they can be set to Jamming, foiling the attempts of others who choose Active sensors. But, Jamming makes a ship more visible to Passive sensors. Every Tech has his own opinion, and that's the way it's likely to stay until they invent the perfect sensor array.

Each turn, it is the Sensor Tech's job to decide which sensors are appropriate to the situation. Active or Passive sensors may be used. In addition, each ship using Passive sensors may choose to use Jamming sensors. The choices made will be used for the entire

turn, and will affect the battle in many ways: detection of ships, sensor enhancement, and weapons fire.

Task Force Two declares its sensor status first, giving the advantage to Task Force One, which won the initiative step.

STEP 4: DETECTION

When a battle begins, all the ships that have chosen to go Active will light up right away. These may be the best-defended ships, as the Captain may have no fear of announcing the ship's presence to everyone in the area. Or, they may be the smallest ships, hardly worth the price of the single missile it would take to destroy them. Ruthless battle groups have been known to use their small ships as missile fodder this way, for the obvious advantage that doing so allows. Experienced Travellers never jump to conclusions based on the sensor status of a ship.

Having decided which sensors to use, the Sensor Technician now attempts to detect the enemy craft. The ability of the Pilot to plot a suitable course, and of the Gunners to protect the ship, depend on her ability to give them information on the enemy. Undetected ships have an advantage: they may attack, but they may not be attacked.

It is usually unnecessary for every ship in each Task Force to detect every ship in the other Task Force. It is assumed that allies keep in communication. All allies in communication with a ship that successfully performs the detection task will have access to the information gained thereby. However, if a ship is unable to communicate, it will have to detect each enemy ship on its own.

Those who use Active sensors are immediately detected by all other ships. Reveal all such ships before any detection attempts are made. Ships using Passive sensors will only be detected if another ship successfully completes the appropriate Sensors Task. Detection attempts are performed first by Task Force One, followed by Task Force Two.

Sensors Task: Using the Range-Based Task Difficulty Table, make a sensors task roll with the DM's given in the Difficulty Modifier Table for the type of sensors being used.

If attempting to detect more than one ship at a time, use the Multiple Actions rule.

If a ship has been detected, it remains detected for the entire turn. However, it may attempt to go back to undetected status on any subsequent turn by using Passive sensors and turning on its Jamming sensors. This will force another task roll by any ships which wish to attempt detection. If the sensing roll is unsuccessful (or if no ships attempt detection), then the ship returns to undetected status.

Miniatures/Counters Note: It is a good idea to use some sort of unmarked counter to denote the location of ships which are undetected without revealing the nature of the ship. This counter can then be moved around the playing surface as necessary (undetected ships can move, but they cannot be attacked). Once the ship is detected, replace the unmarked counter with the miniature or counter that represents the specific type of ship being used. If the ship goes back to undetected status through a successful Jamming attempt, replace the unmarked counter.

STEP 5: READY DEFENSES

After receiving the detection report from the Sensors Tech, the Chief Gunner gets on the intercom and begins commanding his crew. He must match each Gunner with the best weapon or active defense for the coming battle. Experienced Chief Gunners will have several pre-designed duty rosters, each for a different set of circumstances.

During this step, each ship can ready whatever defenses it has available. These may include defensive lasers, sandcasters, meson screens, nuclear dampers, and black globe. Essentially, the Chief Gunner is deploying his gunnery team in the manner he believes to be best suited to the current situation. Perhaps he assigns two individuals to operate the sandcasters, while telling three others to use their lasers as defensive weapons.

The Chief Gunner should note which Gunners are operating each defense he chooses to have ready. Any defense without a dedicated operator (aside from black globe) may not be used.

Defensive Lasers

Laser batteries may be dedicated to defensive usage. Such dedicated batteries may only be used to attempt the destruction of incoming missiles and to affect Return Fire (if the ship has that computer program running). Care must be taken in the selection of defensive laser batteries.

Sandcasters

Ships equipped with sandcasters may anticipate their use by designating the Gunners which will operate them this turn. Since sandcasters are useful against laser attacks (including attacks made by x-ray laser missiles), it is generally a good idea to keep them manned. In addition, the sandcasters may be reloaded at this time if necessary (assuming there are extra canisters on hand, of course).

Meson Screens

Meson screens are useful only against incoming meson gun fire. However, they do require an operator. When incoming meson gun attacks are believed to be imminent, it is a good idea to designate a crew member to operate these screens.

Nuclear Dampers

Nuclear dampers, like sandcasters and defensive lasers, require one Gunner per turret or barbette. Since they are only useful against incoming nuclear missiles, they need only be staffed when anticipating such attacks.

Black Globe

Black Globe does not require a skilled crew member's full time. It is only necessary that it be designated as on (at any one of six levels) or off.

Black globe may be set to any level of flicker, from 1 to 6. If it is set to level 6, it is always on. The effectiveness of this defense is increased by using a higher flicker rate, but the more energy it absorbs (through defeating attacks), the more danger the ship is in from capacitor overload. In addition, if the globe is

set to level 6, the ship cannot communicate, scan, launch attacks or defenses, or do anything else which requires sending matter or energy outside of the hull. Consequently, a ship with a black globe generator may not use other screens while it is operating.

STEP 6: TASK FORCE ONE'S PHASE

During this phase, each ship in Task Force One may perform any combination of movement, sensor locks, weapons fire, auxiliary craft launch/recovery, and boarding actions that the situation, equipment, and characters involved allow. Task Force Two will be confined to defensive actions such as the deployment of active defenses, making return fire, and performing evasive maneuvers.

The rules for these actions are detailed below. The terms ASHIP and DSHIP refer to the Attacking Ship and Defending Ship, respectively.

Movement

Once the Pilot has received the Sensor Tech's report on what they are up against, he begins to consider course changes. Which course will give the Gunners their best opportunity? Where will the enemy craft move? Plotting a course during battle is a lot like playing chess: you always have to think ahead. Unfortunately, there is rarely enough time to do so.

While the capabilities of the ship are important when considering the course of movement, the Pilot's skill will come into play as well. Pilots with greater skill can often find more economical paths, allowing for tricky maneuvers which can turn the tide of battle. Poor Pilots may not have enough time during the heat of battle to plot a course, and are therefore forced to use the easiest and least economical course available: one of those provided as part of the standard starship computer package.

The Pilot begins by determining the number of maneuver points he will have available. The number of maneuver points available each turn is equal to the G Rating of the ship (which is given in the USP). These Maneuver Points(MP) may be spent to alter velocity, change facing, and evade attacks. The MP required for each of these actions represents the energy which the maneuver drive must expend to accomplish these goals. MP which are unspent at the end of the turn are

wasted.

As the Pilot moves the ship marker around the board, he may spend maneuver points in any hex. For instance, the Pilot may move one hex forward, spend some maneuver points to change facing, move forward another two hexes, then spend some maneuver points to increase speed, resulting in moving a number of additional hexes forward.

VELOCITY

Velocity is expressed in hexes per turn. Changes in velocity require one maneuver point per unit of change.

Thus, if a ship enters a hex moving at a rate of 5 hexes per turn, the Pilot may spend 2 MP to change the rate of movement to 3 hexes per turn. Similarly, an expenditure of 1 MP would be necessary to increase velocity to 6 hexes per turn.

If the Pilot changes the current velocity to a rate lower than the number of hexes already traveled in a given turn, the ship's movement stops at that point. If, on the other hand, the Pilot changes the current velocity to a rate higher than the number of hexes already traveled in a given turn, the ship must travel those additional hexes in the same turn (given that the Pilot makes no further adjustments to velocity).

Velocity stays constant between turns. That is, if a ship ends one turn with a velocity of 3 hexes per turn, it will begin the following turn with the same velocity.

Velocity Change Examples:

The fast destroyer Arleigh Burke has 6G drives and is moving at a velocity of 2. The Pilot moves one hex forward, and decides speed is called for. She spends 6 MP to increase velocity to 8. The Pilot moves the ship 7 additional hexes forward (for a total of 8). The ship's velocity is 8 at the end of movement, so the ship will begin the following turn with a velocity of 8.

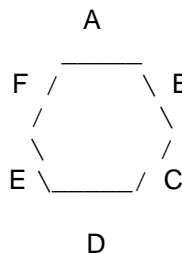
The pirate ship Vixen is moving at velocity 6, and has 4 MP. The Pilot moves 6 hexes straight ahead, and decides to spend all 4 MP to reduce velocity to 2. Movement ends at this point. The Vixen has moved 6 hexes, and has a velocity of 2 at the end of movement.

FACING

Facing is the term used to describe the direction of

travel. Facing changes are expressed in terms of the number of hex-sides the change involves. For instance, a ship with a facing of A (see Figure 1) may decide to change to facing B. This is a change of one hex-side. Similarly, a change from B to F is a two hex-side facing change.

Figure 1



Performing a simple change in facing is no more complex than changing velocity. Any Pilot can follow a standard movement plan and execute a facing change of one or two hex-sides in any hex. This requires no task roll, but does require an expenditure of MP. To determine the number of MP required, multiply the number of hex-sides involved by the current velocity of the ship. For example, a ship with a velocity of 2 which changes from facing B to facing F (a two hex-side facing change) must spend 4 MP ($2 \times 2 = 4$).

Alternatively, a Pilot may wish to attempt to come up with a more efficient course than the standard one provided by the piloting computer. This requires an Average Pilot task roll, with a DM of -1 per hex facing change. Success allows the Pilot to accomplish the hex facing change with the expenditure of half the MP indicated in the previous paragraph (round fractional results up). Failure requires the expenditure of the full number of MP.

A motionless ship (velocity of 0 hexes per turn) may change facing by spending 1 MP, which will allow a change to any hex facing desired.

A ship may spend Maneuver Points from future game turns to pay for a change in facing. However, until the MP cost of the turn is satisfied, all the MP the ship generates go toward paying off the change in facing. The ship may not change facing or velocity until the current facing change is paid for.

Facing Change Example:

The free trader Marva Chang is travelling at velocity 3, and has a 1G drive. The Pilot wishes to change facing

by two hex-sides, so she turns the ship marker and makes her skill roll. The roll succeeds, so that the facing change will cost 3 MP. The Pilot has only 1 MP, so the next two MP (that is, the next two game turns) will be spent paying for the turn - during which time the ship *must* move straight ahead at the current velocity of 3. On the third game turn, the ship is free to maneuver normally.

EVASIVE MANEUVERS

A Pilot may choose to spend some of his MP on evasive maneuvers. As indicated in the Difficulty Modifiers Table, a defending ship may apply unused MP as a negative DM by declaring the expenditure prior to the attack.

This expenditure of MP need not take place during the ship's Movement Phase. Task Force Two may spend MP on evasive maneuvers during Task Force One's Phase, and Task Force One may do the same during Task Force Two's Phase.

The only restrictions are that MP spent on evasive maneuvers must not have already been spent in this turn, and that the evasive maneuvers are declared prior to an attack. Maneuver Points may be spent up to and including the point at which a sensor lock is attempted. Once the Weapon Attack Task roll is made, it is too late.

Combat

Many scholarly works on historical battles make ship-to-ship combat sound straightforward and logical. Do this, then this, and that happens. Unfortunately, the reality of the situation does not reflect this scholarly view. Battles are messy. You're lucky if your allies don't blast you with "friendly fire." And as for following procedures, that's fine for scholars and the people who write military field manuals, but when you're in the thick of it, you do what works.

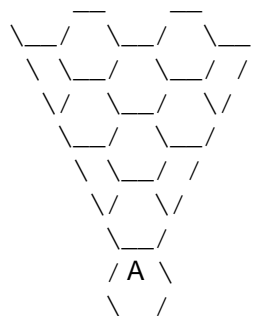
Ship's weapons may be fired at any point during movement. The Pilot should pause briefly after each move (hex or facing change) to give Gunners a chance to call out their fire, after which the Sensor Tech will attempt to achieve one or more sensor locks. Next, the

Gunners will fire their weapons, the defenders will use their active defenses to defeat the incoming attacks, and the damage will be assessed. Finally, the defending ship may return fire.

Each of the combat steps mentioned above is treated individually in the subsequent sections. However, before progressing to those sections, some preliminary concepts must be introduced. These concepts will be used throughout the combat section, and are covered below.

Firing Arcs

Each weapons mount has a different firing arc. While firing arcs are not a consideration for remote fire weapons such as missiles, direct fire weapons (laser batteries, particle accelerators, and meson guns) and some defenses (defensive lasers, sandcasters, and nuclear dampers) may only target ships which are within the weapon's firing arc. Firing arcs are described in terms of degrees. In game terms, each hex facing is 60 degrees. A firing arc of 60 degrees (one hex facing) to the fore of the ship (indicated by the letter 'A') looks like this:



The firing arc for each weapon mount is given below:

Turret Mounts: Turret weapons have a 360 degree firing arc. They may fire at any target which is within range.

Bay Mounts: Bay weapons can be mounted fore, aft, or to the sides. Fore- and aft-mounted bays have a 180-degree firing arc, and may fire at anything in front of (or behind, as appropriate) the ship's center line.

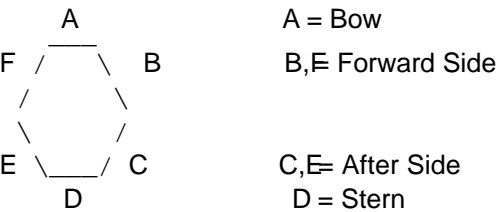
Side-mounted bay weapons may fire at all targets *except* those that are in the front or rear 60-degree arcs. It is assumed that the ship rolls so weapons on both sides can fire.

Spinal Mounts: Spinal weapons (and other fixed weapons, such as fixed laser weapons on fighter craft) can be installed to fire directly fore or directly aft. They are aimed by maneuvering the entire ship. Fixed weapons can be aimed at a target in the hex row that the ship is facing (just one row of hexes, straight forward or straight back) automatically. A good Pilot can maneuver the ship to hit targets at an angle, however. If the Pilot succeeds at a Difficult Pilot Task, spinal weapons may be targeted against any ship in the facing (a 60-degree arc).

Damage Location

When an attack succeeds, the location of the damage is determined by simply checking the facing of the DSHIP and the location of the ASHIP (or, in the case of missiles, the direction from which the missile entered the hex). For example, if the DSHIP has a facing of A, and the ASHIP is a number of hexes away in the direction of facing C, damage will occur to the DSHIP's After Side (see figure 2, below). Similarly, if the attack comes from the D direction, damage will be to the DSHIP's stern. In the Damage Resolution section, this information will be used so that damage is subtracted from the proper Armor value (determined in the Set Up step). It will also be used to determine the damage effects of internal and external explosions caused by the attack.

Figure 2:



ASSIGNING GUNNERS TO ATTACK

After receiving a report on the course plotted by the Pilot, the Chief Gunner will typically assign Gunners to

specific weapons for purposes of attack (remembering that lasers which were previously designated as defensive weapons will be unavailable for attack). It may come to pass that Gunners will be assigned to more than one weapon each (including cases where a Gunner will be operating one weapon in a defensive role and another in an attack role). In such cases, use of the Multiple Actions rule will be required.

Each weapon may attempt only one hit per turn. However, each weapon can be targeted to a different ship, so long as the ship has been previously detected. The outcome of the Sensor Enhancement task will, however, influence the difficulty of hitting each designated target. While it will make the Sensor Technician's task easier if all guns are targeted at one ship, it is sometimes necessary to target more than one enemy craft.

After designating the weapons fire planned for the present hex, the Chief Gunner will send a report to the Sensor Technician, indicating the planned target(s).

ATTEMPTING WEAPONS LOCK

When the Sensor Technician receives the first gunnery report of the turn, she will decide on which ship to achieve a sensor lock. This may be the ship that is targeted by the most Gunners, the ship she perceives to be the most important target, or any other ship which has been detected. While the Chief Gunner's report may indicate which ship he feels is the best target, the Sensor Technician is the one who makes the final decision.

If the Chief Gunner has designated more than one target, it is the Sensor Technician's decision whether to attempt more than one lock. If she decides to do so, use the Multiple Actions rule.

Active or Passive sensors may be used for this task. The type of sensors used will depend upon which sensor usage was declared during the Sensor Status step, above.

In order to gain a sensor lock, use the appropriate Sensor task DMs from the Difficulty Modifiers Table. A successful task results in the achievement of a sensor lock on the ship or ships so targeted. This sensor lock lasts for the remainder of the turn. The Sensor Tech

cannot attempt additional sensor locks until the following turn.

A sensor lock allows attacks to be made at the difficulty indicated by the Range-Based Task Difficulty Table. If no sensor lock is achieved, the Weapons Firing Task becomes one level more difficult. A spectacular success causes the difficulty to become one level easier. A spectacular failure causes the Weapons Firing Task to become two levels more difficult (if this increases the difficulty beyond the Impossible range, then weapons fire is not possible).

FIRING WEAPONS

Once the Sensor Tech has used the targeting data to achieve a sensor lock, it is time for the Gunners to do what they do best: blow enemy craft into tiny pieces.

The information necessary to the operation of each weapon is provided below. Consult these rules to determine the outcome of each attack.

Direct Fire Weapons

Laser batteries, particle accelerators, and meson guns are direct fire weapons, meaning that their effects always occur during the same turn in which they are fired. As noted under Combat, direct fire weapons have specific firing arcs which must be taken into account when determining whether a hit is possible.

Firing each of these weapons requires a Weapons Firing Task. The difficulty of the task is determined by the Range-Based Task Difficulty Table (with possible modifications based on whether there is a sensor lock on the DSHIP). The target number is modified by the DMs listed on the Difficulty Modifiers Table.

Spectacular success results in double damage. Spectacular failure is treated the same as simple failure.

Remote Fire Weapons

Missiles are remote fire weapons, which means their effects are not always achieved during the same turn in which they are launched. It may take one or more turns for a given missile to either find its target or

exhaust its fuel supply.

Missiles are fired in salvos. A salvo is defined as one or more missiles fired at one time from one ship toward a target ship. A salvo may range in size from one missile to the number of missiles the ship's launchers have ready (indicated in the USP by the first number following the Missile Battery in question, for example "Barbette 5"). However, the maximum number of missiles that a ship can have in flight at one time is equal to the MFD rating of the ship.

Missiles have two numbers which specify their movement. They are written as yGx in the missile descriptions. "y" is the number of Movement Points, while "x" is the total fuel carried. Thus a 6G12 missile has 6MP, and can use a total of 12MP before its fuel is all gone.

A missile's range is defined by its movement points. A missile with 6MP has a range of 6 hexes. During its movement, the missile may move to any hex within its range. If there is a target in that hex, the missile attacks. Each turn of movement is assumed to use maximum thrust, and therefore the maximum amount of fuel; missiles remain in play as long as they have fuel (in the example above, the missile would move for two turns, even if the Gunner chose to move the missile only one hex each turn). Facing of the missile is irrelevant. Missiles which exhaust their fuel supply self-destruct, and are removed from the board.

Missiles move during the launching ship's Weapons Fire step. Make the first move when the missiles are launched, then make any subsequent moves during the Weapons Fire steps of following turns.

Controlled missiles are treated exactly like lasers. When the missile salvo reaches its target, a Gunnery Task roll is made, using the same modifiers as for lasers. The task difficulty is determined by the distance between the DSHIP and ASHIP when the missiles reach their target. Unless otherwise-specified, Traveller missiles are the Controlled type.

Miniatures/Counters Note: A missile salvo, no matter how many missiles it contains, should be represented by one counter or figure. The Gunner who fired the salvo should move the figure, and keep note of the number and type of missiles that comprise it.

DEFENSIVE RESPONSE

The Gunners assigned to attack weapons often believe they have the most stressful jobs on the ship. Gunners operating defensive weapons know better. When the ship is seconds away from being fired upon, it is their job to deploy the defenses necessary to protect the ship. There's nothing quite like knowing that if a split-second decision is made incorrectly, lives will be lost - perhaps even the Defensive Gunner's own life.

Defensive Response takes into account the effect of sandcasters, defensive laser fire, nuclear dampers, meson screens and black globes. Each weapon is listed, and the active defenses which affect that attack are noted. At the end of this section, the all-encompassing defense known as black globe is taken into account. Armor will be considered in the Damage Resolution section.

The Defensive Response rules are to be followed immediately after the ASHIP has finished performing its Weapons Firing Tasks. The results achieved during the Defensive Response stage will be used in the Damage Resolution section.

Active defenses which have been mounted in bays have specific firing arcs, as noted under Combat. These include defensive lasers, sandcasters, and nuclear dampers. When such defenses are used, take this factor into account.

Laser Defenses

Sandcasters are the only active defense usable against lasers. Launching a sand canister effectively targeted to the area where it will affect incoming laser fire is a Difficult Gunnery task. Each sandcaster may fire once per turn, and each canister that is successfully deployed will reduce an incoming laser attack by one damage point.

Please remember to keep track of the number of canisters launched. Each ship has the number of sandcasters indicated by its USP rating, and the number of canisters indicated in parenthesis following the USP rating. Once all canisters have been deployed, it will no longer be possible to fire the

sandcasters until additional canisters are acquired. This can lead to some interesting strategies.

Missile Defenses

The target of a missile attack may use defensive laser batteries (declared during the Ready Defenses step) in an attempt to destroy incoming missiles. This is always considered a Difficult Gunnery task due to the size of the missiles. Each successful strike destroys one missile. If the DSHIP has nuclear dampers, they may be fired at incoming missiles in the same manner as lasers are used on missiles, above. A number of such tasks may be performed equal to or less than the USP rating of the dampers (which indicates the number of dampers installed). For each successful Difficult Gunnery task, the number of nuclear missiles in the salvo is reduced by one.

By using sandcasters in the same manner as in defense against laser attacks, above, it is possible to reduce the damage done by x-ray laser missiles. For each successful Difficult Gunnery task roll, the damage is reduced by one point.

Particle Accelerator Defenses

None of the standard active defenses have an effect on particle accelerator attacks. However, see Black Globe, below.

Meson Gun Defenses

If the ship has meson screens, they may be deployed in defense against meson gun attacks. Deployment of a meson screen is accomplished by attempting a Meson Screen Deployment Task, using the DMs listed in the Difficulty Modifiers Table. If the task is successful, the incoming attack has been nullified. Otherwise, the screens were not deployed successfully and the attack reaches the ship with full force. Meson guns ignore all other defenses except black globes.

Black Globe

Black globe is a technology that is poorly understood, since it is based on artifacts discovered at Ancient sites.

All attacks travelling through the black globe field (in either direction) will be shunted to capacitors. If the capacitors absorb more damage points than they can store (as indicated in the black globe's USP rating), they will discharge violently, possibly destroying the ship on which they are located. All points stored are applied to the ship's armor and structure. Divide the number of damage points by 10 (drop all fractions) to determine the number of internal explosions that occur.

Such disastrous consequences can be avoided by discharging the capacitors in a controlled manner before they overload. Capacitors are discharged whenever the black globe generator is off. Each turn the generator is off, it discharges an amount equal to six times the black globe rating of the generator. If the black globe is set to a flicker rate, it discharges at 6 minus the flicker rate, multiplied by the black globe rating of the generator (i.e., if the black globe is set to a flicker rate of 2, it would discharge at $(6-2) \times$ the USP rating of the black globe generator).

To determine whether an attack was affected by a black globe field, roll one die and compare it to the flicker rate the generator was set at during the Ready Defenses step. If the roll is less than or equal to the flicker rate, the attack is nullified, and all damage is shunted to the capacitors. Otherwise, the attack arrived when the field was down, and is therefore effective.

DAMAGE RESOLUTION

After all of the active defenses have been taken into account, it is time to assess the damage inflicted on the ship. Listed below are the various types of attacks, and their effects on armor and structure.

Laser Batteries

Consult the weapon's USP rating to determine the number of hit points inflicted (based on the range at which the attack occurred), subtracting the appropriate amount based on the outcome of the Defensive Response Step. Then, apply the hit to the location's Armor Rating (if any) first, then to Structure (if no armor). For each hit (*not* each hit point) consult the appropriate Damage Effect Table and apply the result as indicated. If the hit was to Armor, roll 1d6. If the hit

was to Structure, roll 1d6 with a DM of +3. If a hit ablates all Armor and still has points left over, apply them to the Structure and make one roll of each type. Once all structure points are gone, the ship is destroyed (see Ship Explodes under Critical Hit Effects).

Example: During Step 5, the Jolly Roger had readied two sandcasters. The attacking ship, the Crusader, fires one laser battery and scores a hit on the Jolly Roger's after side. The laser battery used has a damage rating of 4 at the range from which it was fired. The Jolly Roger successfully deploys two canisters, absorbing two points of damage. The remaining two points are applied to the Jolly Roger's Armor Rating of 10, reducing it to 8. A roll of 4 on the After Side Damage Effect Table results in "weapon mount," and the attacker chooses to have the shot destroy one of the Jolly Roger's sandcasters.

Missiles

Each missile that reaches its target will inflict the damage listed in the Missile Damage Table. In the case of x-ray laser missiles, take into account the effects any successfully deployed canisters. Missile damage is applied in the same manner as given in the Laser Batteries section. Each missile counts as a separate hit, and therefore receives a roll on the appropriate Damage Effects Table.

Example: The Jolly Roger is attacked by a salvo containing 3 x-ray laser missiles. The Jolly Roger fires one of its laser batteries, and destroys one of the incoming missiles. When the remaining missiles fire their x-ray lasers, the ASHIP's Gunnery player will roll 2d6 for the number of hits. Each hit will do 2 points of damage, and will be resolved individually with regard to any sand that has been cast, as well as any additional effects caused.

Particle Accelerators

Particle accelerator attacks reduce armor on a 2:1 basis. That is, for each two points of damage, the attack decreases the ship's armor level by one. However, each hit results in *two* rolls on the appropriate Damage Effects Table. If the hit is to structure (i.e., all armor has been destroyed), then

subtract one point of structure for each point of damage, and roll twice on the Damage Effects Table.

Meson Guns

Meson gun attacks do damage directly to the ship's structure, bypassing armor. Therefore, apply all damage points from a meson gun attack (as indicated in the USP rating of the meson gun) directly to the structure of the ship. Roll twice on the appropriate Damage Effects Table

(adding a DM of +3 since it is an internal explosion) for each hit.

DAMAGE EFFECTS DESCRIPTIONS

The following paragraphs describe the results associated with each entry in the Damage Effects Tables. Critical Hit descriptions are detailed in the section following this one.

Cargo Hit

Description: A shot pierces the ship's armor and wrecks a cargo hold, depressurizing it (if it was pressurized) and damaging or breaking open a great many of the cargo containers. Damaged and broken goods are scattered all over the hold, making movement difficult.

Effects: 10% (but at least 25 displacement tons) of the ship's cargo capacity is wrecked, and the hold is depressurized if it was pressurized. Delicate and sensitive cargos in the hold are damaged or destroyed; other containers will survive on a roll of 1-2 on 1d6. After 100% of the cargo has been hit, further cargo hits have no noticeable effect on the ship.

PC Crew: Crew members in the affected hold may be hit by shrapnel on a roll of 1-5 on 1d6. Damage is as if by a firearm with a damage of 3. Additionally, crew members may be blown overboard by the sudden decompression on a separate roll of 6 on 1d6 if the area was pressurized.

Damage Control: Mechanical skill will allow damage control parties to apply patches to the holed hull and restore pressure to a damaged hold. There's probably not a lot that can be done for damaged goods (the referee should rule on special cases), but about 25% of the scattered durable or bulk goods can be gathered up and re-packed.

Repairs: Any class D or better starport can repair the damaged hold, at a cost of 1 day and Cr 2000 per 100 tons of hold.

Control Spaces Hit

Description: A blinding flash of light and a thunderous explosion announces a hit on one of the ship's control rooms. The resulting damage renders the control room incapable of performing its mission.

Effects: Determine which space (Bridge, Combat Information Center, Fire Control, or Flight Operations), out of those that the ship carries, randomly. The effect depends on which center was hit. If a ship does not have a given center, then the Bridge also performs those functions, and a Bridge hit will have effects listed in both descriptions.

- Bridge: The ship's command, astrogation, and maneuvering crew are injured or killed. The ship may not maneuver (expend MP) or jump.

- Combat Information Center: Many of the ship's sensor operators and command personnel are injured or killed, and the sensor processors are wrecked. No sensors or jammers may be operated, and the ship loses all of its current sensor tracks.

- Fire Control: The ship's master fire directors are knocked offline, and many of the gunners are injured or killed. No weapons may fire under central control, and no screens may be operated. In-flight missiles controlled by these MFDs "go stupid" and miss.

- Flight Operations: The ship's flight operations room has been hit, many of the fighter directors are injured or killed, and the communications equipment has been damaged. The ship may not launch or recover carried craft, and it loses communications with any in-flight craft.

PC Crew: Crew members in the space will be hit as if by a plasma weapon of damage determined by the roll of 1d6 (roll separately for each crew member).

Damage Control: If auxiliary or emergency centers exist (for example, an Auxiliary Bridge or Emergency Fire Control Center), the functions may be transferred there at the beginning of the next turn with successful application of Electronics, or Computer skill. Otherwise, damage control is not possible.

Repairs: Any class A or B shipyard of the ship's TL or higher can repair the damage in 2d6 weeks. The cost is equal to the cost of the workstations installed in the space, plus:

- Bridge: half the cost of the avionics installed on the ship.

- Combat Information Center: half the cost of the

sensors installed.

- Fire Control: half the cost of the MFDs installed on the ship.
- Flight Operations: half the cost of the communicators installed.

Critical Hit

Description: The ship shudders as the weapon strike finds a vital spot deep inside. A tearing sound accompanies the rush of air as the affected area explodes, sending shrapnel throughout the compartment.

Effects: Roll again on the Critical Hit Table.

Exterior System Hit

Description: A concussion is heard and felt through the hull as the enemy's shot damages equipment mounted on the outside of the ship.

Effects: The attacker may choose one system that is installed on the target ship from the following list (or any other externally installed equipment that is not otherwise covered in these rules):

- Jump Grid: A damaged jump grid may not allow the jump field to fully close around the ship. This can cause a misjump; apply a DM of +1 per hit to the chance of misjump.
- Fuel Scoops: The ship may not scoop for fuel.
- Communicator Antennas: Apply a -1 DM per hit to all communications tasks, until the damaged antenna is bypassed or rerouted.
- Hatches and Cargo Handling: One airlock, hatch, or cargo-handling device is damaged and inoperative (damaged hatches and airlocks are blocked and unusable).
- Streamlining: If the hull is streamlined, the weapons hit damages the aerodynamic surfaces of Streamlined or Airframe hulls. For each hit, ships must make piloting rolls at -1DM when operating in an atmosphere.

PC Crew: No effect.

Damage Control: Except for communicator antennas, damage control is not possible in combat (the ship must not maneuver or otherwise expend MP while repairs are in progress). Communicator antennas may be bypassed or rerouted with Communications or Electronic skills. All other temporary repairs require a repair team with Mechanical skills and tools to go outside and repair the damage. Repairs take 2 people and 1d6 hours to complete, per hit.

Repairs: Except for damaged Jump Grids, any class D or better starport can repair the damage. The starport will require 2 hours and payment of Cr 2000 per hit.

Damaged Jump Grids must be repaired at a class A or B starport, at a cost of 1 hour and Cr 10,000 per hit.

Fuel Tanks Hit

Description: Fuel tanks are frequently placed near the skin of the ship, to absorb weapon damage before more critical parts of the ship are hit. The ship's fuel management system indicates that a weapons hit has penetrated the armor of the ship, and caused a small fuel leak.

Effects: 5% (but at least 5 displacement tons) of the ship's fuel is lost to space, and the ship's maximum fuel capacity is reduced by 5% (or at least 5 displacement tons) until the damage is repaired.

PC Crew: No effect.

Damage Control: Not possible in combat (ship must not maneuver or otherwise spend MP while repairs are in progress). Temporary repair requires a repair team with Mechanical skills and tools to go outside and seal the breached tank. Repairs take 1 person and 1d6 hours to complete.

Repairs: Any class C or better starport can repair the damage in 1 hour, at a cost of Cr 250.

Jump Drive Hit

Description: A lucky shot penetrates the ship's armor near the jump drive's power conduits, and damages it.

Effects: The jump drive goes offline; the ship cannot jump until damage control brings the drive back online.

Due to the damage the drive has sustained, the ship's jump range is reduced 1 parsec per hit with +1 DM for misjump per hit until the drive is repaired.

PC Crew: Crew members serving in engineering will be hit by shrapnel and splinters on a roll of 1-2 on 1d6.

Damage is as if by a firearm of damage 3.

Damage Control: Engineering skill may be used by a damage control party to bring the drive back online.

Repairs: Any class A shipyard can repair the damage in 1d6 weeks. The cost is 20% of that for a new jump drive, per hit sustained.

Launch Facility Hit

Description: A shot from the opposing ship strikes one of the ship's launch facilities, damaging the launch port and blocking it with wreckage.

Effects: One of the ship's systems for launching auxiliary craft (such as launch bays, docking rings, grapples, or launch tubes) chosen by the attacker is unusable. Craft may not be launched or recovered.

PC Crew: Crewmen in the hangar area will be hit by shrapnel or splinters on a 1d6 roll of 1. Damage is as if

by a firearm with a damage of 3.

Damage Control: Not possible in combat (ship must not maneuver or otherwise expend MP while repairs are in progress). Temporary repair requires a repair team with Mechanical skill and tools (including a heavy cutting torch) to go outside and clear the obstructions. Repairs take 1d6 people and 3d6 hours to complete.

Repairs: Any class D or better starport can repair the damage in 1 day, at a cost of half the equivalent new system.

Maneuver Drive Disabled

Description: The familiar whump and shudder of a weapon strike is followed by a larger wrenching, and the ship's maneuver drive falls silent, disabled by the enemy's shot.

Effects: The maneuver drive is inoperative; the ship may not maneuver or otherwise expend MP until it is repaired.

PC Effects: Crew serving in engineering will be hit by shrapnel and splinters on 1-4 on 1d6. Damage is as if by a plasma weapon of damage 3.

Damage Control: A damage control party with Engineering skill may attempt to repair the drive. If successful, the ship limps along with a fraction of a gravity of thrust (1 MP every other turn).

Repairs: Any class A or B shipyard can repair the damage in 2d6 weeks. The cost is half that for a new maneuver drive.

Maneuver Thruster Hit

Description: Fire from the enemy ship strikes one of the ship's maneuver drive thrusters (nozzle, exhaust port, thrust plate), damaging it. The ship swings wildly for a split second, until the drive shuts down and the pilot gets the ship back under control.

Effects: The ship's maneuver drive is temporarily inoperable (the unbalanced thrust will send the ship out of control). Until damage control is complete, the ship may not maneuver or otherwise expend MP. After successful damage control, the ship performs at -1G acceleration.

PC Crew: Crew serving in the engineering spaces may be hit by shrapnel or collateral damage in the interior on a 1d6 roll of 1. Damage is as if by firearm with a damage of 2.

Damage Control: Engineering skill may be used by damage control teams to return the drive to operation, with thrust reduced by 1G.

Repairs: Any class A or B shipyard can replace the damaged thruster, at a cost of 10% of the maneuver

drive's original price, and 1 week's work per hit.

No Effect

Description: A shot strikes the hull armor, cratering it deeply and discoloring the ship's paint in a long jagged scar. The shot doesn't penetrate the armor, and manages to miss all of the important surface fixtures on the hull.

Effects: None.

PC Crew: No effect.

Damage Control: Not possible.

Repairs: Any class D or better starport can install hull patches to restore lost armor points. They will require 1 hour and Cr 250 per hit repaired.

Power Plant Hit

Description: The opponent's weapon penetrates the ship's armor in the engineering section, and damages the power plant.

Effects: The ship's power plant goes offline; the ship may not maneuver or otherwise expend MP until damage control brings the drive back online. Emergency power is available, so the ship may fire missiles and sandcasters, and operate Passive sensors at a -1 DM. Other weapons and sensors may not be used until full power is restored.

PC Crew: Crew members serving in engineering will be hit by shrapnel and splinters on 1-2 on 1d6. Damage is as if by a firearm of damage 3.

Damage Control: Engineering skill may be used by a damage control party to bring the drive back online. Each hit causes a -1 DM to the damage control attempt.

Repairs: Any class A or B shipyard can repair the damage in 2d6 weeks. The cost is 10% of that for a new power plant, per hit sustained.

Quarters Hit

Description: A shot pierces the ship's armor and wrecks a section of crew or passenger quarters, depressurizing it (if it was pressurized). Damaged and broken furniture, partitions and luggage are scattered all over the area, making movement difficult.

Effects: 10% by volume (or at least 25 displacement tons) of the ship's crew and passenger quarters are wrecked, and the area is depressurized if it was pressurized. After 100% of the quarters have been hit, further damage has no noticeable effect.

PC Crew: Crew members or passengers in the affected area may be hit by shrapnel on a roll of 1-5 on 1d6. Damage is as if by a firearm with a damage of 3.

Additionally, personnel may be blown overboard by the sudden decompression on separate a roll of 6 on 1d6 if the area was pressurized.

Damage Control: Mechanical skill will allow damage control parties to apply patches to the holed hull and restore pressure to damaged quarters.

Repairs: Any class D or better starport can repair the damaged accommodations. The cost is the same as the new cost of the unit, and requires 1 week per hit to install.

Sensor Array Hit

Description: Fire from the enemy ship strikes the ship's hull, sending tremors through the deck. The hull armor isn't penetrated, but the ship's sensor arrays, which are located on the hull surface, are damaged.

Effects: Sensor tasks on one system the ship possesses (Active or Passive sensors, or Jammers) of the attacker's choice are at -1 DM until damage control has bypassed the damaged section.

PC Crew: No effect.

Damage Control: A successful Electronics or Sensors skill roll will bypass or repair the damaged section of the array, restoring the sensors to full effectiveness.

Repairs: Replacement modules cost Cr 1000 per hit, and may be installed by the crew without any special facilities.

Sensor Processor Hit

Description: A shot from the attacker penetrates the ship's armor, and causes an explosion in the sensor electronics bay. Sensor screens flicker and die in the combat information center as one of the ship's sensors ceases to function.

Effects: One of the ship's sensor systems (Active or Passive sensors, or Jammers) of the attacker's choice ceases to function. The ship may not use the affected sensor.

PC Crew: Crew manning the sensors may be hit by splinters on a roll of 1 on 1d6. Damage is as if by a firearm with a damage of 3.

Damage Control: Electronics or Sensors skill will allow a damage control party to return the sensor to limited operation. If returned to operation, the sensor's power (range) will be limited to 1.

Repairs: Any class A or B starport can repair the damage in 2d6 days. The cost is one quarter of the cost of the ship's sensor suite.

Weapon Battery Disabled

Description: A shot from the opponent penetrates the

ship's armor and destroys a weapon battery's central direction and power-handling equipment.

Effects: One battery of the attacker's choice is disabled.

This hit may include screens and other defensive weaponry. The spinal mount may not be selected unless it is the last remaining battery.

PC Crew: Crew members manning the weapon may be hit on a roll of 1-2 on 1d6. Damage is as if by a plasma weapon with a damage of 3.

Damage Control: Not possible.

Repairs: The damaged equipment may be replaced at any class C or better shipyard in 1d6 weeks. The cost is equal to half the cost of the disabled battery.

Weapon Mount Hit

Description: A flash of light and a shudder through the hull indicate an enemy hit. One of the ship's weapon mounts or firing ports has been hit, and the weapon is inoperative.

Effects: One weapon battery of the attacker's choice which bears on the ship that caused the damage is rendered inoperative. The spinal mount may not be chosen unless it is the only (or only remaining) weapon that bears on the attacker. If no weapons can bear on the attacking ship, treat this hit as "No Effect."

PC Crew: Crew members manning the mount that was hit (if there is more than one mount in the battery, determine this randomly) will be hit on a roll of 1-5 on 1d6. Damage is as if by a plasma weapon with a damage of 4. Note that multiple-weapon batteries are *not* normally manned, but run from the central fire direction facility.

Damage Control: If the weapon battery has more than one mount, a successful Electronics or Gunnery skill roll by the damage control party will restore it to operation with a reduced number of mounts. Use the characteristics of the weapon battery with the next smaller number of mounts. If a battery has only one mount, it may not be restored via damage control.

Repairs: Any class C or better starport can replace the damaged weapon mount. The time required is 1 day for turrets, and 2 days for barbettes, a week for bays, and 2d6 weeks for screens and spinal weapons. To find the repair cost, divide the cost of the weapon system by the number of mounts in the battery (bays, screens, and spinal weapons have only one mount per battery), and halve the result. This is the cost, per hit, to repair the damage.

CRITICAL HIT EFFECT DESCRIPTIONS

Cargo Hit

Description: A shot pierces the ship's armor and wrecks a cargo hold, depressurizing it (if it was pressurized) and damaging or breaking open a great many of the cargo containers. Damaged and broken goods are scattered all over the hold, making movement difficult.

Effects: 10% (but at least 25 displacement tons) of the ship's cargo capacity is wrecked, and the hold is depressurized if it was pressurized. Delicate and sensitive cargos in the hold are damaged or destroyed; other containers will survive on a roll of 1-2 on 1d6. After 100% of the cargo has been hit, further cargo hits simply damage more of the cargo, and have no other effect on the ship.

PC Crew: Crew members in the affected hold may be hit by shrapnel on a roll of 1-5 on 1d6. Damage is as if by a firearm with a damage of 3. Additionally, crew members may be blown overboard by the sudden decompression on separate a roll of 6 on 1d6 if the area was pressurized.

Damage Control: Mechanical skill will allow damage control parties to apply patches to the holed hull and restore pressure to a damaged hold. There's probably not a lot that can be done for damaged goods (the referee should rule on special cases), but about 25% of the scattered durable or bulk goods can be gathered up and re-packed.

Repairs: Any class D or better starport can repair the damaged hold, at a cost of 1 day and Cr 2000 per 100 tons of hold.

Chain-Reaction Explosions

Description: The enemy's shot has breached critical components of the ship's systems, and the ship is wracked by internal explosions: power conduits vaporize, energy storage units discharge explosively, leaking fuel and environmental gasses combust violently.

Effects: Roll 2d6 times on the Critical Hit table. Treat any consequent "Chain Reaction Explosions" result as "Ship Vaporized".

Fuel Tanks Shattered

Description: A violent explosion destroys the integrity of the ship's fuel tanks.

Effects: The ship loses its entire fuel load. The ship may not jump, and (if it has a fuel-using maneuver

drive) may not maneuver. Fuel-using power plants (except fusion and fission) suffer the effects of the All Power Lost critical hit. Fusion plants run on internal fuel for an additional 2d6 days; fission plants carry their entire fuel load internally. Roll an additional Critical hit to determine the other effects of the explosion.

PC Crew: No Effect.

Damage Control: Not possible.

Repairs: Repairing the hull will require 2d6+4 weeks in a class A or B shipyard, and cost half the total cost of the hull.

Internal Spaces Hit

Description: An explosion is felt through the ship's bulkheads as the enemy's shot penetrates the armor and damages important internal systems.

Effects: An internal system is damaged, and no longer functions. The attacker should pick one of the following systems that the target ship possesses (or any other internally-mounted system that is not otherwise covered in these rules:

- **Artificial Gravity:** The ship's artificial gravity system is inoperative. There is no gravity or inertial compensation within the ship. Without inertial compensation, every MP expended will cause a -1 DM for all tasks by everyone aboard the ship; evasion may injure crew members on a roll of 1-3 on 1d6, damage is as if by a blunt object of damage 3; and no damage control may be attempted on any turn where MP are expended.

- **Hangars:** One internal hangar bay or docking ring, and the craft carried in it (if it is occupied) is damaged. Determine damage to the craft as if it were hit directly; until the bay is repaired, craft may not be launched from or recovered to the damaged bay.

- **Contra-Gravity Lifters:** The ship's contra-gravity lifters are inoperable. Landing, takeoff and all other maneuvers in a planetary gravity field become one level of difficulty harder, unless the ship has an airframe hull. Airframe hulls operating in an atmosphere receive only a-1 DM.

- **Life Support:** The ship will become uninhabitable, except to personnel wearing vacc suits, in 2d6 hours.

- **Fuel Purifier:** The fuel purifier is inoperative. The ship may not refine fuel.

- **Labs:** The lab or sickbay is severely damaged, and its benefits are lost until it is repaired.

- **Shops:** The shop is severely damaged, and its benefits are lost until it is repaired.

PC Crew: Crew serving in the location hit may be

injured in a roll of 1-4 on 1d6. Damage is as if by a plasma weapon of damage 3.

Damage Control: Not possible, except for life support and artificial gravity. These two systems are provided with multiple redundant backups. Engineering skill may be used to bypass the damaged sections and engage the backups. Backup life support will maintain uncomfortable, but habitable conditions for approximately a week.

Repairs: The damaged system can be repaired at any class C or better shipyard. The time required is 2d6 weeks, and the cost is equal to half the cost of the system when new.

Jump Drive Disabled

Description: An explosion rips through the engineering spaces, wrenching the jump drive off of its mounts and damaging it severely.

Effects: The jump drive is inoperative; the ship may not jump until it is repaired.

PC Effects: Crew serving in engineering will be hit by shrapnel and splinters on 1-4 on 1d6. Damage is as if by a firearm of damage 2.

Damage Control: A damage control party with Engineering skill may attempt to restore the jump drive to operability. Due to the damage the drive has sustained, all jumps will incur a +4 DM for misjump until the drive is repaired.

Repairs: Any class A shipyard can repair the damage in 2d6 weeks. The cost is half that for a new jump drive.

Power Plant Overload

Description: A shot from the enemy ship strikes the power plant, damaging its control systems and shielding. The plant races out of control briefly, before fail-safe systems engage and shut it down.

Effects: The ship's power plant is disabled; the ship may not maneuver or otherwise expend MP. The ship may not operate weapons, sensors, or other energy-consuming equipment. Emergency power is not available. If emergency power is not restored in 2d6 hours, the ship will be uninhabitable, except by personnel in vacc suits.

PC Crew: All crew members in the engineering spaces receive a fatal dose of radiation. Immediate TL-12+ medical treatment may allow survival (characters survive if they succeed an Impossible check against Endurance). Non-engineering crew members will receive fatal exposure on a 2d6 roll equal to or less than the ship's original power plant number. Low

berths or emergency low berths may be used to preserve casualties until medical treatment can be arranged. If the ship is powered by a non-nuclear or non-fusion power plant, the engineering crew is instantly immolated by a fuel and oxidizer fire; non-engineering crew are subjected to the effects of an additional internal explosion.

Damage Control: If a damage control team forsakes any possibility of a survival saving throw, they may attempt to restore emergency power using Engineering skill. Only one attempt to restore power is allowed before the team is debilitated. If emergency power is restored, the ship may fire missiles and sandcasters, and operate Passive sensors at a-1 DM.

Repairs: The engineering spaces must be decontaminated, and the power plant entirely replaced.

A TL-12+ class A or B shipyard can perform this work; it will cost twice the price of a new power plant. and require 2d6+4 weeks of work.

Power Plant Disabled

Description: The opponent's weapon penetrates the ship's armor in the engineering section and strikes the power plant, disabling it and damaging the ship's power-distribution grid.

Effects: The ship's power plant is disabled; the ship may not maneuver or otherwise expend MP. The ship may not operate weapons, sensors, or other energy-consuming equipment until emergency power is restored by damage control. Once emergency power is available, the ship may fire missiles and sandcasters, and operate Passive sensors at a -1 DM. If emergency power is not restored in 2d6 hours, the ship will be uninhabitable except by personnel in vacc suits.

PC Crew: Crew serving in engineering will be hit by shrapnel and splinters on 1-2 on 1d6. Damage is as if by a firearm of damage 3.

Damage Control: Engineering skill may be used by a damage control party to restore emergency power.

Repairs: Any class A or B shipyard can repair the damage in 2d6 weeks. The cost is half that for a new power plant, per hit sustained.

Quarters Hit

Description: A shot pierces the ship's armor and wrecks a section of crew or passenger quarters, depressurizing it (if it was pressurized). Damaged and broken furniture, partitions and luggage are scattered all over the area, making movement difficult.

Effects: 10% by volume (or at least 25 displacement tons) of the ship's crew and passenger quarters are wrecked, and the area is depressurized if it was pressurized. After 100% of the quarters have been hit, further damage has no noticeable effect.

PC Crew: Crew or passengers in the affected area may be hit by shrapnel on a roll of 1-5 on 1d6. Damage is as if by a firearm with a damage of 3. Additionally, personnel may be blown overboard by the sudden decompression on separate a roll of 6 on 1d6 if the area was pressurized.

Damage Control: Mechanical skill will allow damage control parties to apply patches to the holed hull and restore pressure to damaged quarters.

Repairs: Any class D or better starport can repair the damaged accommodations. The cost is the same as the new cost of the unit, and requires 1 week per hit to install.

Ship's Back Broken

Description: A violent weapons strike shakes the entire ship, and it begins to break up with loud groaning and grinding of structural members as they fail.

Effects: The ship may not maneuver or otherwise expend MPs, and it may not fire its spinal weapon. Other weapons and sensors still function on a 1d6 roll of 1-2. They may continue operating until the ship breaks up, in 2d6 game turns. After the ship breaks up, it will consist of several inoperative pieces slowly drifting apart, which can perform no action. Remove the ship's counter from the board.

PC Crew: Crewmen will be hit by shrapnel or splinters on a 1d6 roll of 1. Damage is as if by a firearm with a damage of 3. Crew are advised to abandon ship by any practical means. Emergency low berths may still be used, as they have internal power supplies.

Damage Control: Not possible.

Repairs: Not possible. The pieces of the ship may be salvageable for scrap, and are worth (in total) approximately 5% of the price of the ship.

Ship Explodes

Description: The ship explodes violently, blasting it to pieces.

Effects: The ship explodes spectacularly.

PC Crew: You die, the girl dies, everybody dies. The referee may allow a handful of miraculous survivors (roll 11+ on 2d6 to survive the explosion).

Damage Control: Not possible.

Repairs: Not possible.

Ship Vaporized

Description: The ship explodes violently, leaving

nothing but vapor.

Effects: The ship is vaporized by an immense explosion.

PC Crew: All crew aboard the ship are vaporized as well. The referee may allow a handful of miraculous survivors (roll 12 on 2d6 to survive the explosion).

Damage Control: Not possible.

Repairs: Not possible.

PLAYER-CHARACTER SURVIVAL

The "PC Crew" section of the damage explanation details what may happen to characters in the sections of the ship that are damaged. It is assumed that fighting ships depressurize as much of the interior as is practical when combat is entered, and that all crew members are in vacc suits.

Some areas (cargo holds containing sensitive cargo, and passenger quarters) may not be depressurized. Crew in a pressurized area which is damaged by weapons fire may be blown overboard by the sudden de-pressurization on a roll of 6 on 1d6. Passengers or crew that are not in vacc suits will also suffer decompression effects until they can don a vacc suit; characters who can't suit up quickly will die.

DAMAGE CONTROL

Damage control parties are assumed to move around the ship; the number of parties is limited by the number of skilled crew members available to lead them. Each party is composed of a leader with one or more relevant skills (Engineering, Electronics, Mechanical, Gunnery, Sensors, Communications, and Computer) and several helpers. Each helper with the same skill, or two unskilled helpers, adds a +1 DM to damage control skill rolls, up to a maximum DM equal to the leader's skill level.

The task difficulty required to perform damage control varies with the severity of the damage. Damage resulting from Surface Explosions requires Average tasks to repair; Damage resulting from Internal Explosions requires Difficult tasks to repair, and damage resulting from Critical hits requires Challenging tasks to repair.

The damage control officer (or chief engineer, if there is no damage control officer) may assist damage

control parties. Assisting a damage control party is an Average task against Engineering and if successful grants an additional +1 DM to the damage control attempt. The number of damage control parties the damage control officer may assist is limited only by the multiple actions rule.

Engineering skill is useful to *all* damage control attempts, and should be allowed by the referee as a helpful skill for any damage control task. Treat characters with Engineering skill as skill level 0 (allowing unskilled attempts to be made) for any damage control tasks that they otherwise lack the relevant skill.

Each damage control attempt takes one turn, and applies to the damage from one enemy hit. Multiple damage control parties may not work on the same damage at the same time (they should be combined into one large party, instead).

REPAIRS

Damage control and temporary repairs are field expedients, intended to get damaged equipment functioning so that the ship can complete its mission. These are not permanent repairs, and are prone to malfunction. Each week that the damaged equipment is used, the referee should roll 2d6. On a roll of 7-, the damaged equipment breaks down.

The repair notes for each type of damage indicate what type of starport or shipyard is required to repair the damage. These notes assume that parts and equipment of the proper TL are available. If correct-TL materials are not available, repair times may be considerably longer (corresponding to a wait for the proper parts to be shipped), cost may be higher, or the damage may not be able to be repaired at all (a damaged TL-12 fire control computer just can't be fixed with TL-7 electronic components).

The notes also indicate whether a "shipyard" or "starport" is required. A shipyard indicates that extensive construction or heavy equipment is required to fix the problem; the ship will require space in a construction or repair shipyard for the repair time indicated. Lighter repairs can be handled in any starport docking bay with the equipment that's normally on hand at any such facility.

RETURN LASER FIRE

The ability to affect return laser fire should never be under-estimated. Even a ship with only a few weapons would do well to have the Return Fire program running during battle. It is almost always wise to designate at least one laser battery for defensive use against incoming missiles. Since doing so makes that battery unavailable for planned attacks anyway, it may as well be used for return fire when there are no missiles to destroy.

Ships using the Return Fire program may now fire laser batteries which have been designated as defensive weapons at any ships which attacked them with direct fire weapons in the previous step. Simply follow the procedures outlined under "Weapons Fire," "Defensive Response," and "Damage Resolution" for any defensive laser batteries which have not been used to destroy incoming missiles. No Sensor Task is necessary, as the incoming weapons fire has provided the Return Fire program with the data needed to achieve a lock.

Launching and Recovering Auxiliary Craft

One of the principal tactical advantages the Imperial Navy has over its lower-tech enemies is the ability to deploy small craft. At best, a swarm of highly maneuverable heavy fighters will overwhelm and destroy the larger and less-maneuverable enemy ships. At worst, it will keep the enemy busy long enough for the destroyers to get in a few well-placed shots.

At any time during the turn, auxiliary craft may be launched and/or recovered. A single launch facility may launch or recover one vessel per turn. Each launch tube may launch or recover up to forty vessels in a turn. A ship with a dispersed structure configuration may launch and recover as many vessels as it will hold in one turn. Within those parameters, it is entirely up to the individual crew to decide at what point (or points) craft will be launched or recovered.

Each craft so launched is treated just as any other ship when it comes to movement, firing, and the other steps

involved in this space combat system. In effect, it becomes an additional member of the launching Task Force.

Boarding Action

Navy personnel are very good at what they do, but they rarely make good boarding party members. That's where the Marines come in. When it comes to the sort of bloody, pitched battles that boarding actions often become, there's no one better to have at your command. And there's no one worse to meet when you open the air lock to board what you thought was a simple trading vessel.

A ship may be boarded when its maneuver drive, jump drive, and weapons have been rendered useless. The attacker must close to Boarding range and match velocity with the ship to be boarded. From there, use the Ground Combat rules from the main Traveller rule book to resolve the ensuing battle.

Alternatively, the referee may allow the players to role-play the boarding attempt under any circumstances deemed appropriate. Either way, boarding action shouldn't be ignored, as it provides great opportunities for exciting roleplay.

Fleeing the Battle

When the battle is going poorly, it's time to flee. Sticking around too long in such situations generally leads to learning first-hand just how long a vacc suit holds out when there's no ship left to return to.

A ship may flee the battle in one of two ways: by use of maneuver drive, or by jumping out.

If a ship flees the battle using maneuver drives, and is not pursued (or if the pursuers clearly have no chance of catching the ship), it is considered to have fled successfully. This is generally resolved by using the standard movement rules of this system.

Alternatively, a ship may attempt to flee by using its jump drive. Each turn, the Astrogator attempts a

Difficult Astrogation task. If successful, the ship may jump out the following turn (assuming its jump drive remains operational). If unsuccessful, a new attempt may be made on each subsequent turn

STEP 7: TASK FORCE TWO'S PHASE

During this phase, each ship in Task Force Two may perform any combination of movement, sensor locks, weapons fire, auxiliary craft launch/recovery, and boarding actions that the situation, equipment, and characters involved allow. Task Force One will be confined to defensive actions such as the deployment of active defenses, making return fire, and performing evasive maneuvers.

Task Force Two uses the same rules as outlined under Step 6, above. Please remember that the sensor statuses declared during Step 3 remain in effect for Step 7. Sensor status is declared only once per turn.

STEP 8: REPEAT

If combatants still remain in range (i.e., unless all ships on one Task Force or the other have either fled or been destroyed), go back to Step 2 and repeat.