

FIFTY STARBASES

*Essential Mapping Systems
For Planetary Landings*

Judges Guild



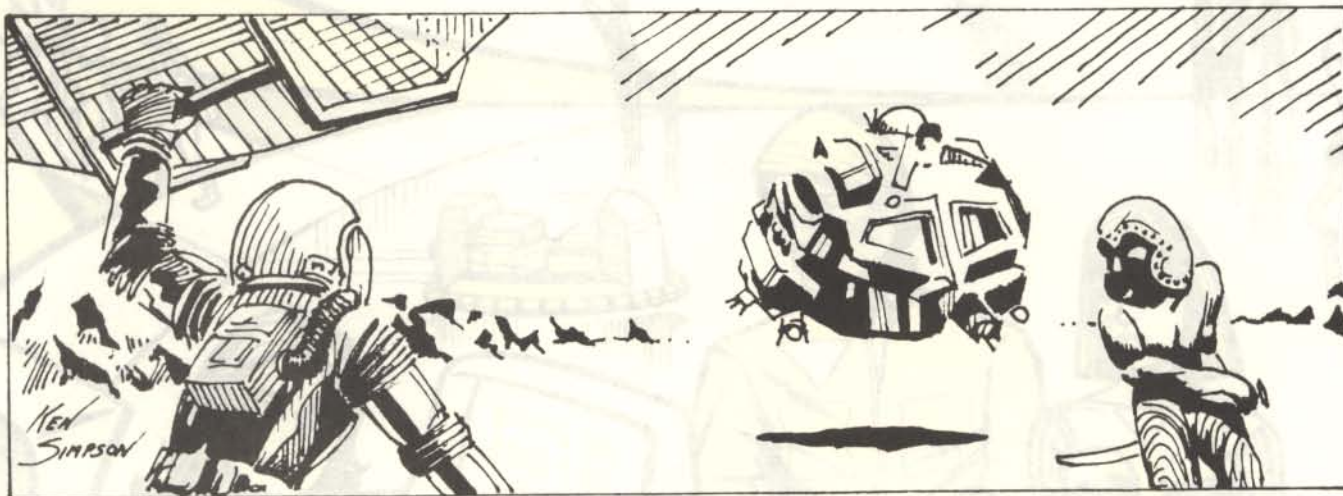
Playing Aid Approved For

TRAVELLER™

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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.

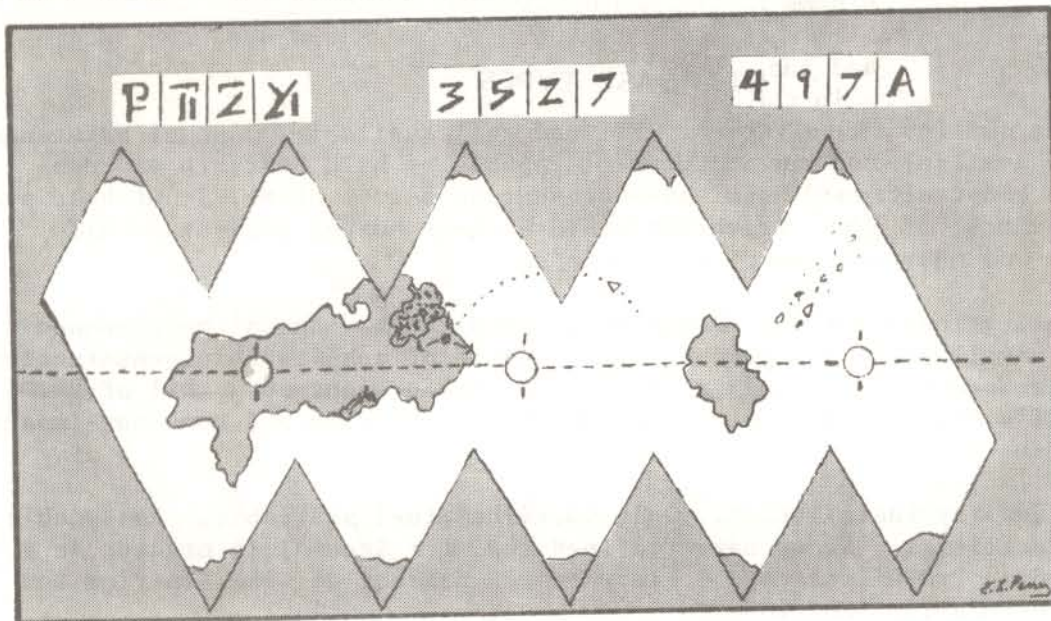
- X) No Starport. No provision is made for any Starship landings. Survey beacon satellites may be present.

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.

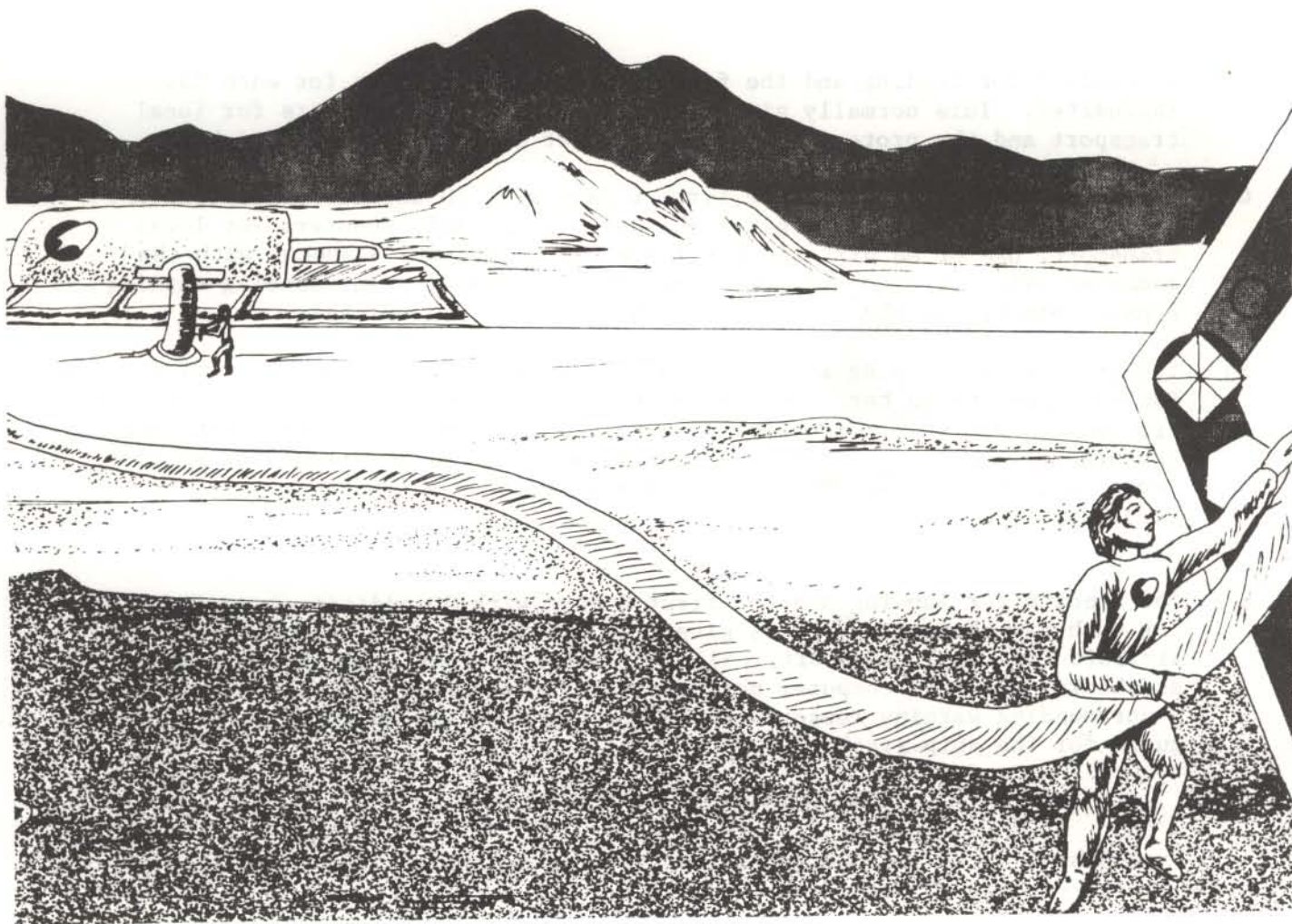
Type A have water and basic nutrient rations available. Luxuries from adjacent sectors are available as well as all locally grown food types.

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

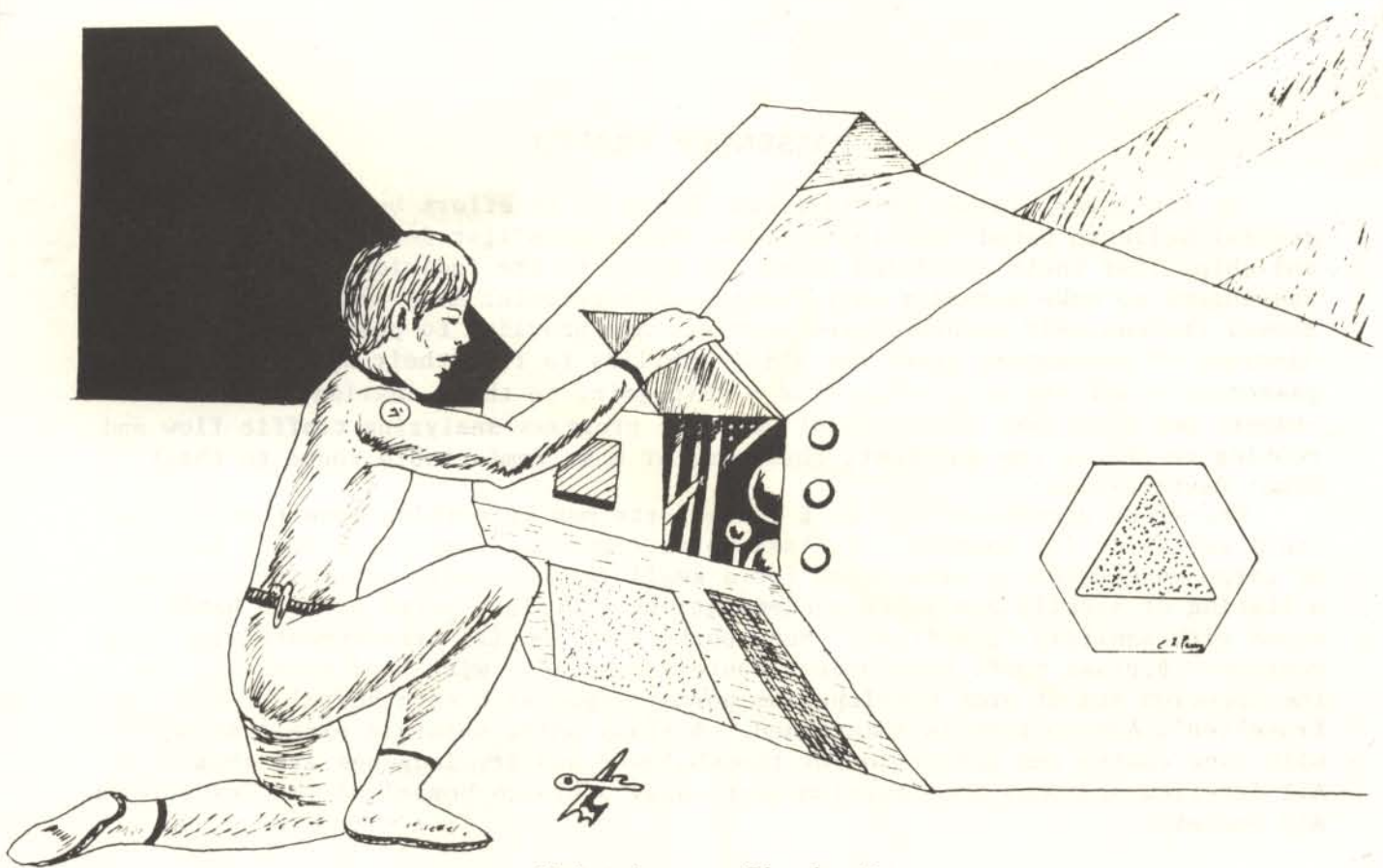
Armaments expended can be replaced at A, B, and C class Starports. The standard types of missiles and replacement parts for lasers and other weapons are available at C class Starports. Missiles cost CR 5000 each and Sand Canisters cost CR 400 each. Special types of armaments are available at A and B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

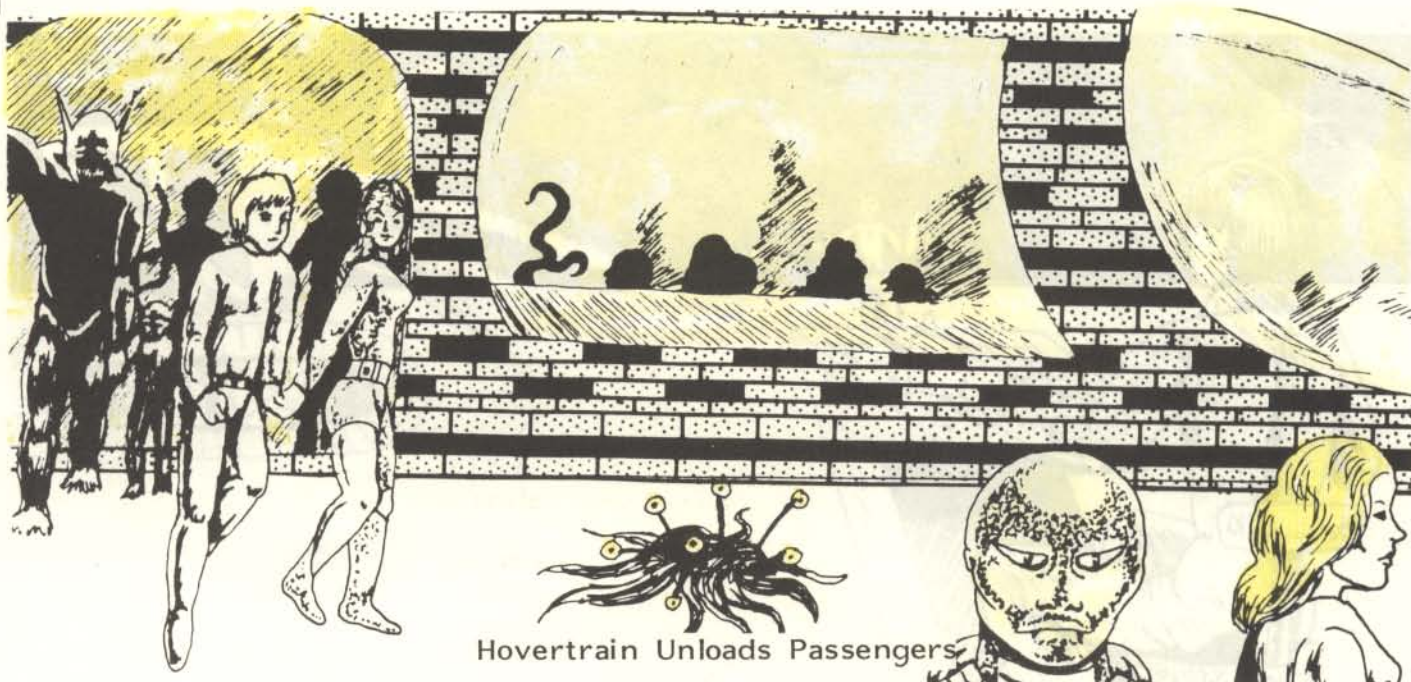
Transient accommodations at E class ports may be nothing more than an open field set aside for camping. D class ports might make available empty hangars or cargo warehouses to passengers for a small fee but would otherwise have only a listing of locally available accommodations. C class ports provide 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.

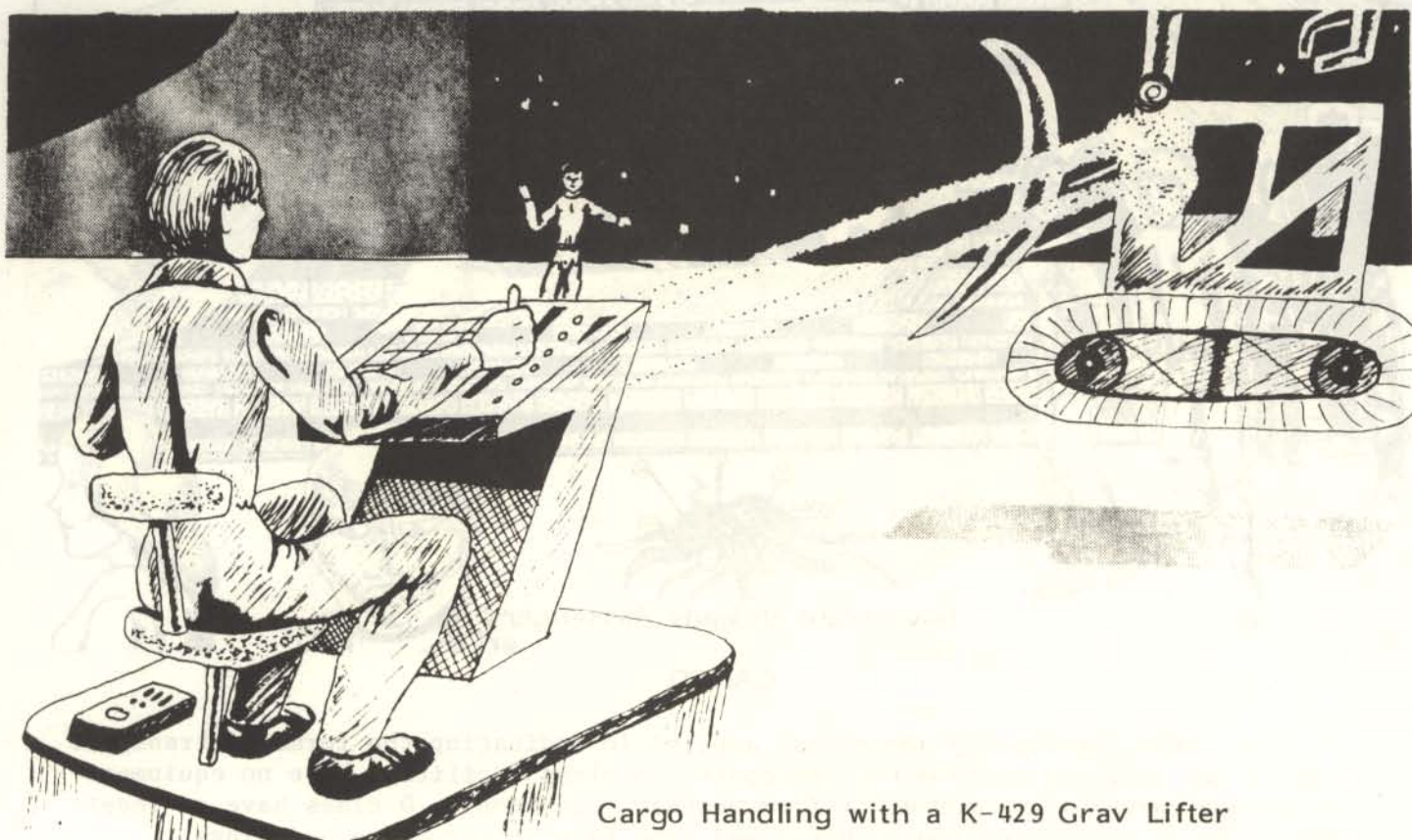
Roll (2D)	Planetary Port	Orbital Port	Orbital Station	Orbital Dock
A		9+	Present	
B		10+	Present	
C		11+	8+	Present
D		12+	10+	Present
E		13+	12+	11+

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.

2 - 7 Basic	Roll (2D)	12+ Extensive
	8 - 11 Standard	
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 & Unility 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

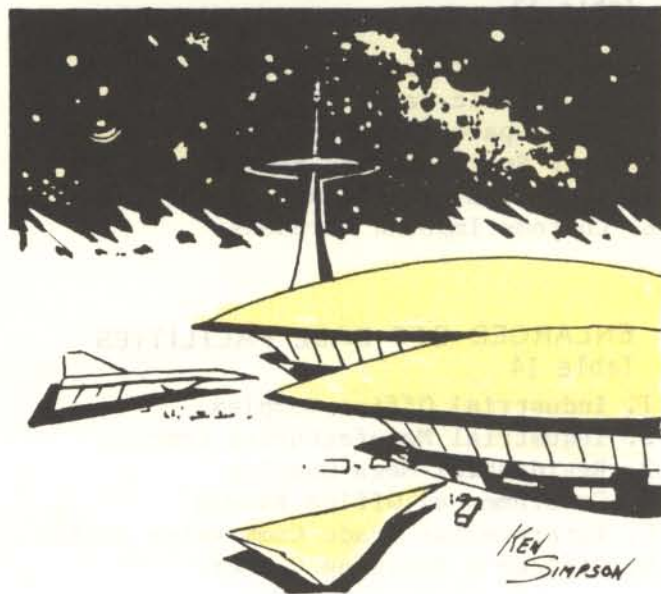
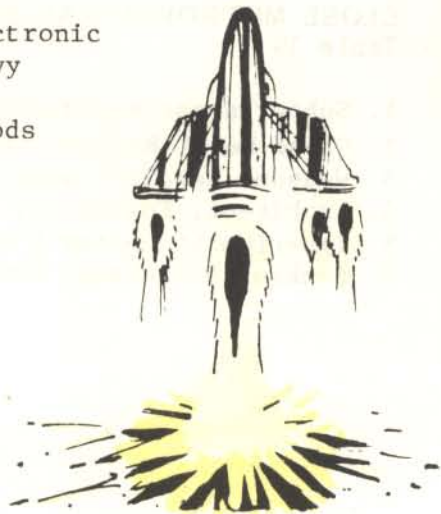
1. Stressed Titanium
2. Acid
3. Fuel Additive
4. Gas-Methane or Other
5. Mail Parcels
6. Aliens
7. Equipment-Electronic
8. Equipment-Heavy
9. Raw Materials
10. Mercantile Goods

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

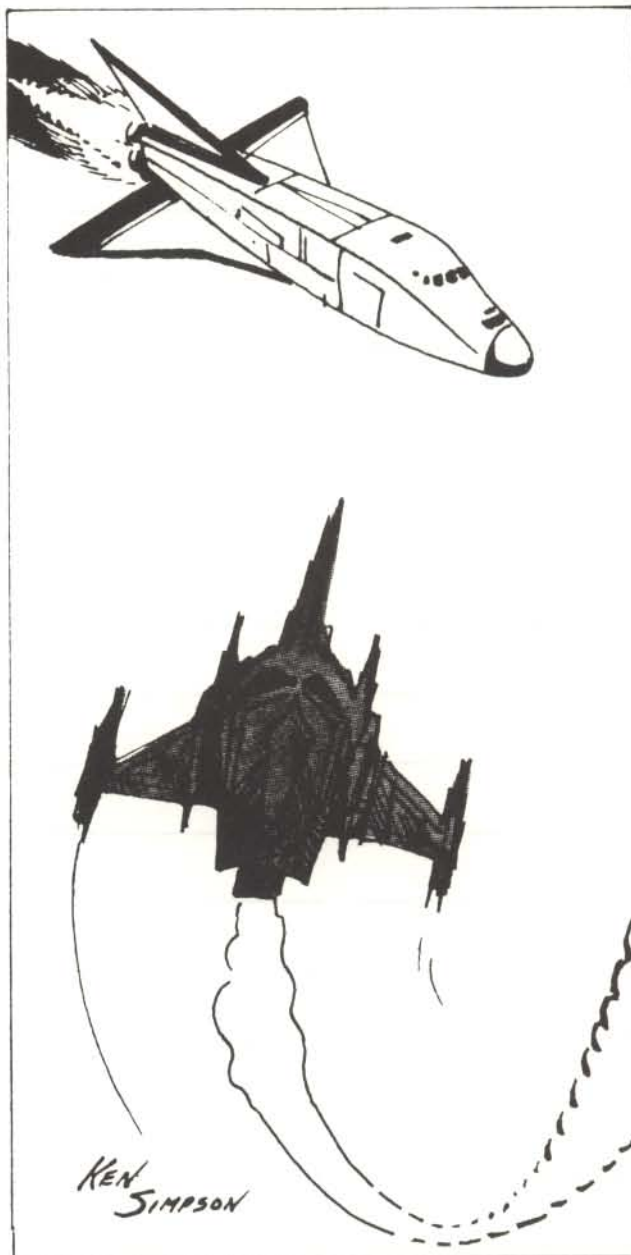
1. Hyper-Drive Technology
2. Aerospace Nuclear/Hydrogen Drives
3. Launch & Mining Platforms
4. Computer Defense Programs & Computers
5. Interplanetary Propulsion Systems
6. Particle Accelerators
7. Low-Orbit Base Mechanics
8. Deep Space Base Mechanics
9. Robotic Mechanics
10. Laser Technologies & Applications

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

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Class

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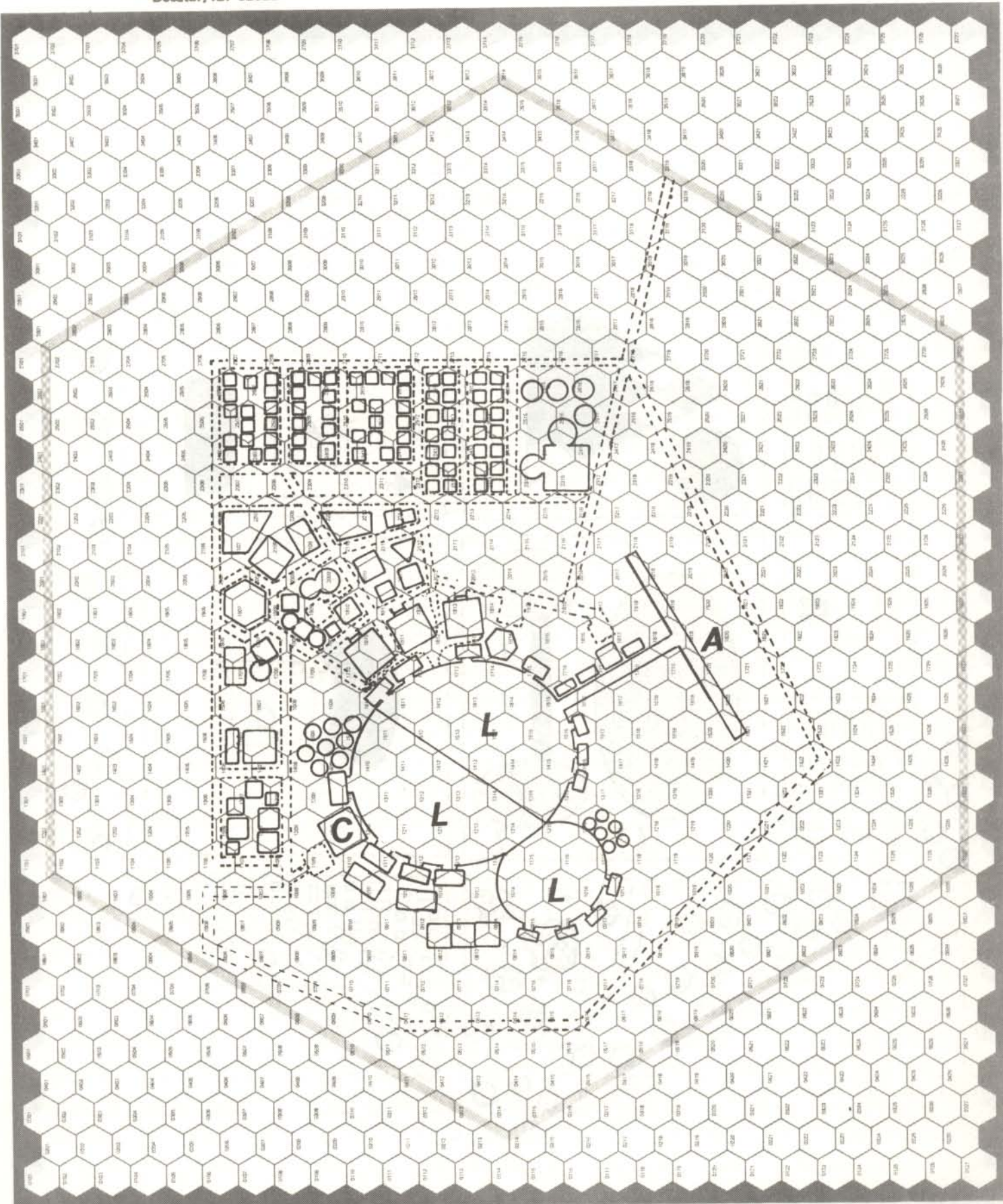
Judges Guild Map Key

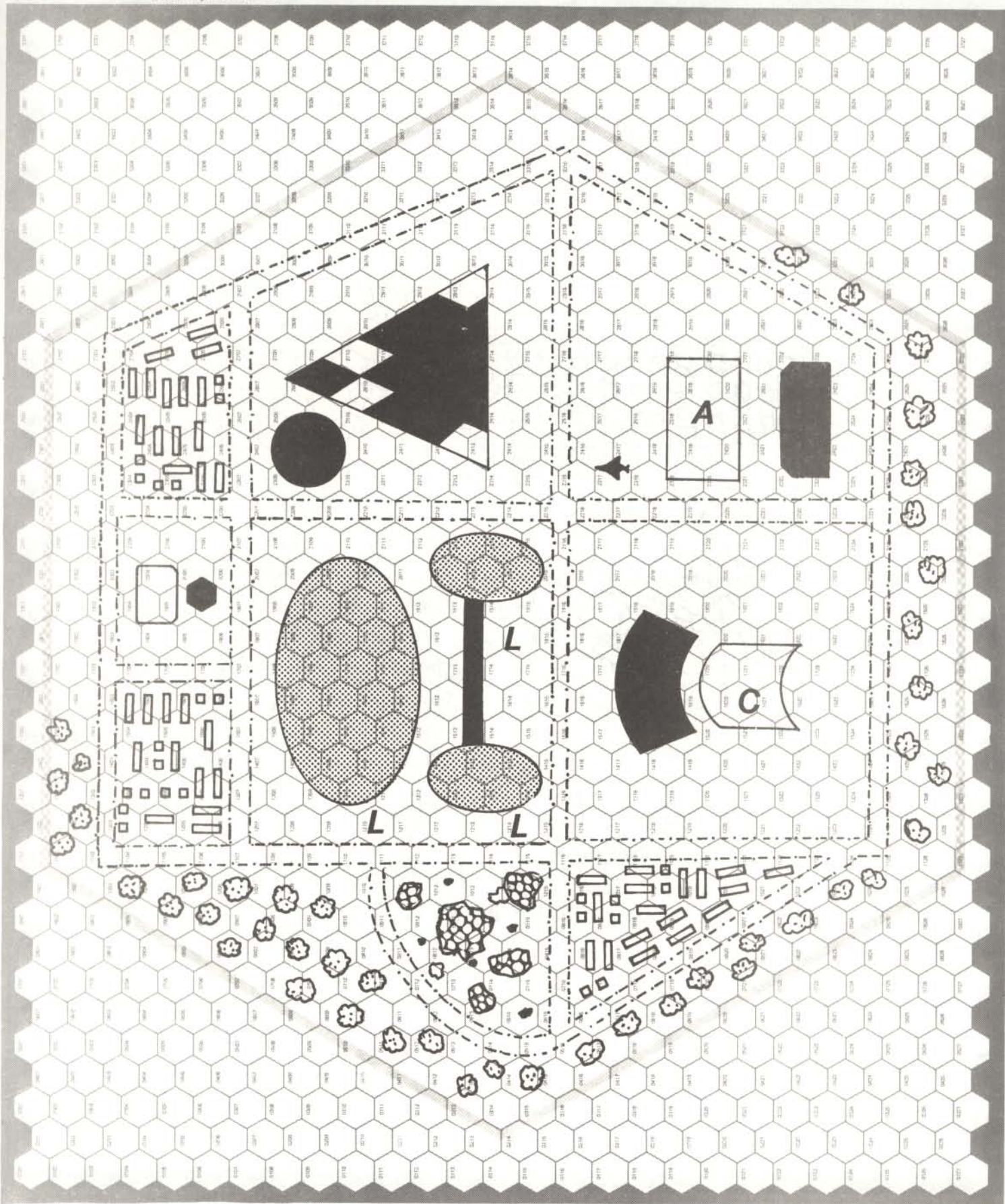
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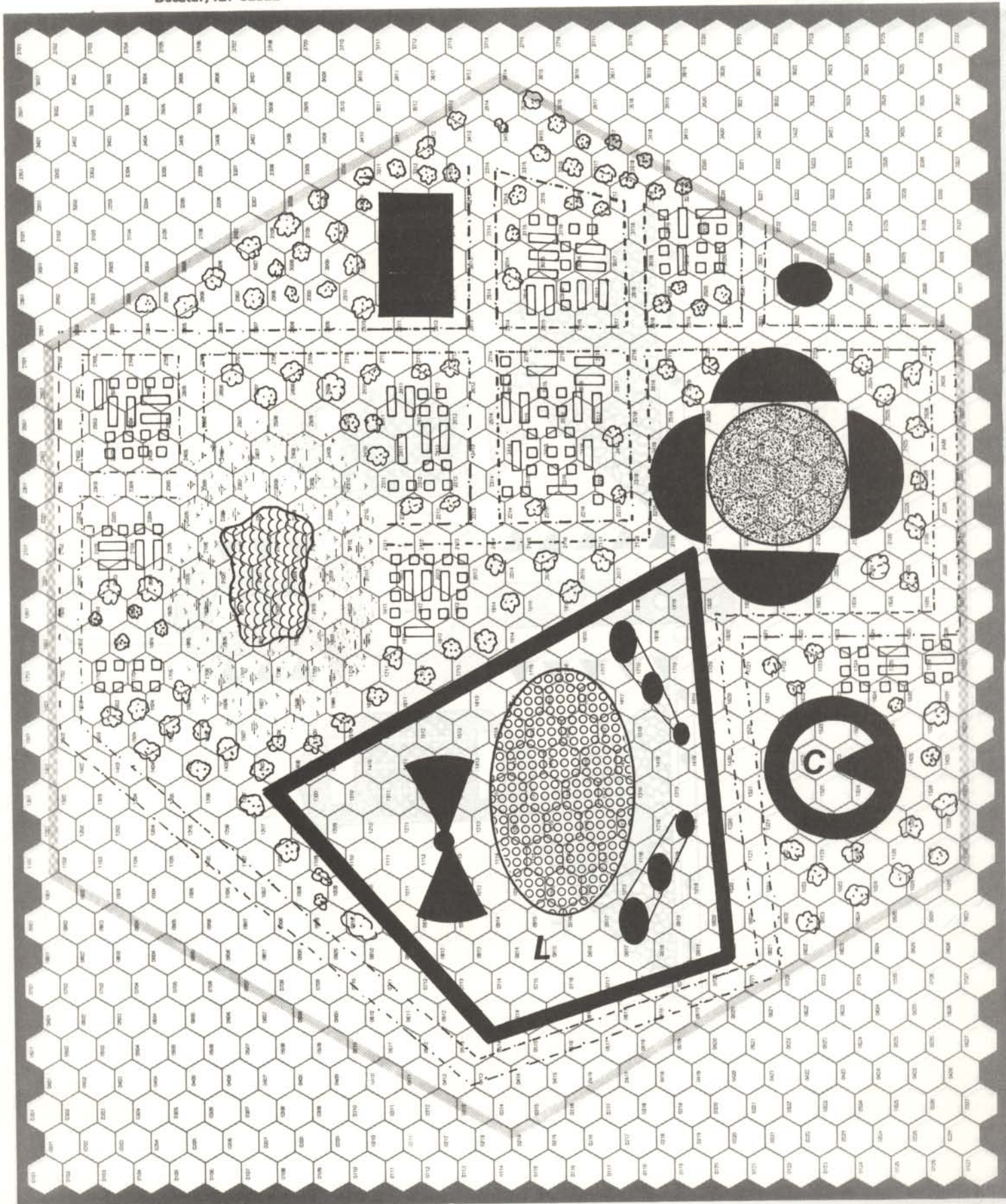
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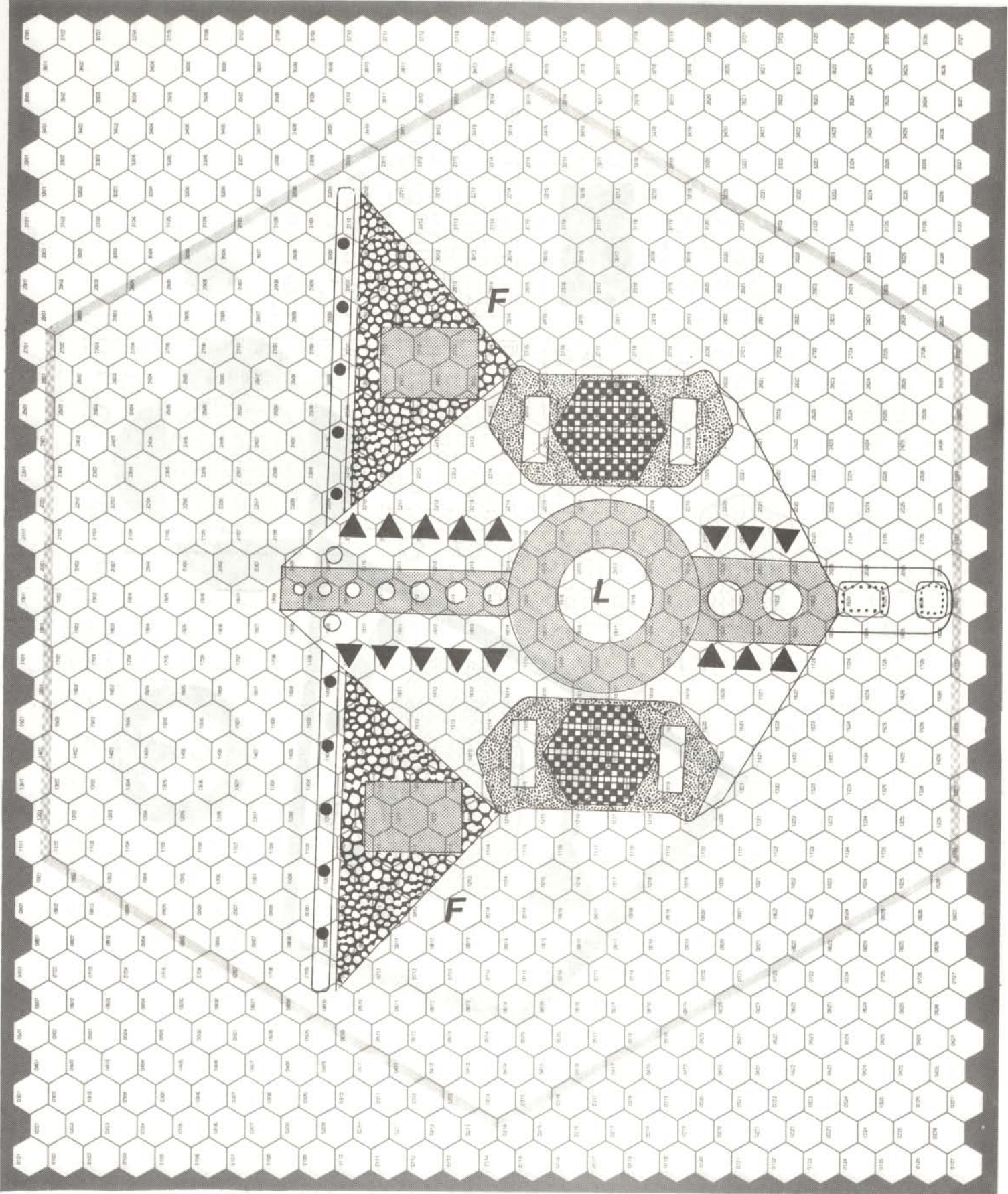
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Judges Guild Map Key

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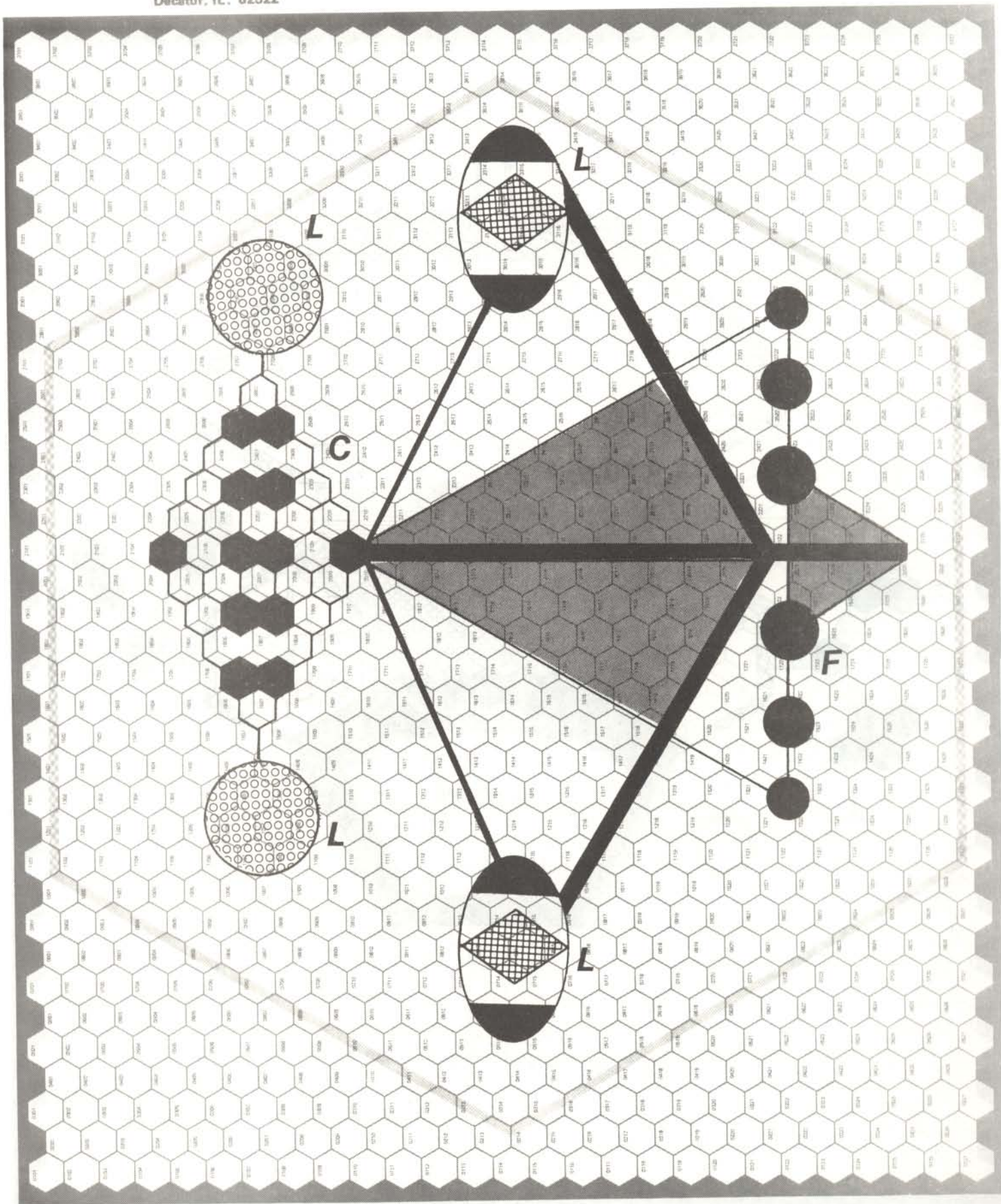
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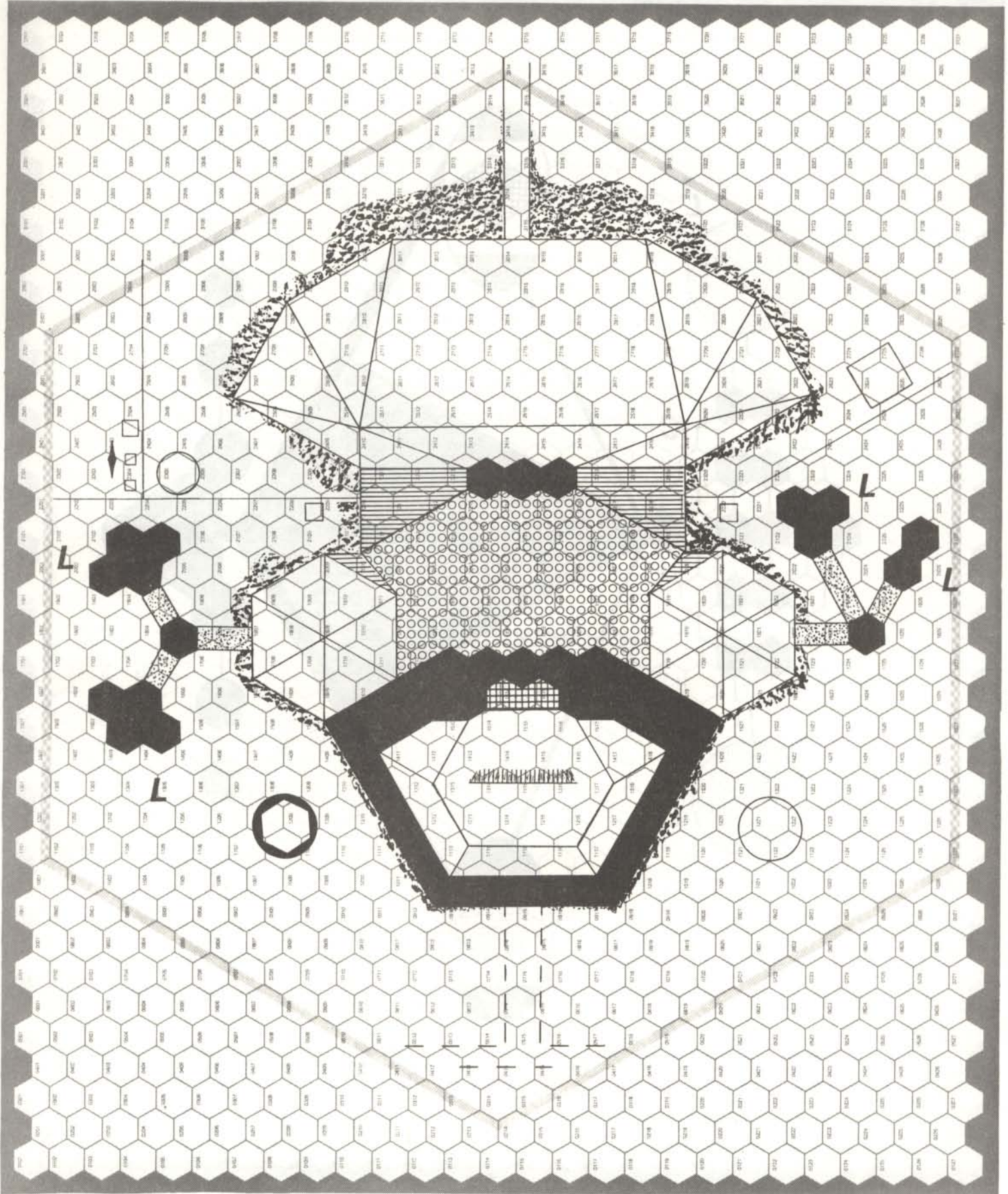
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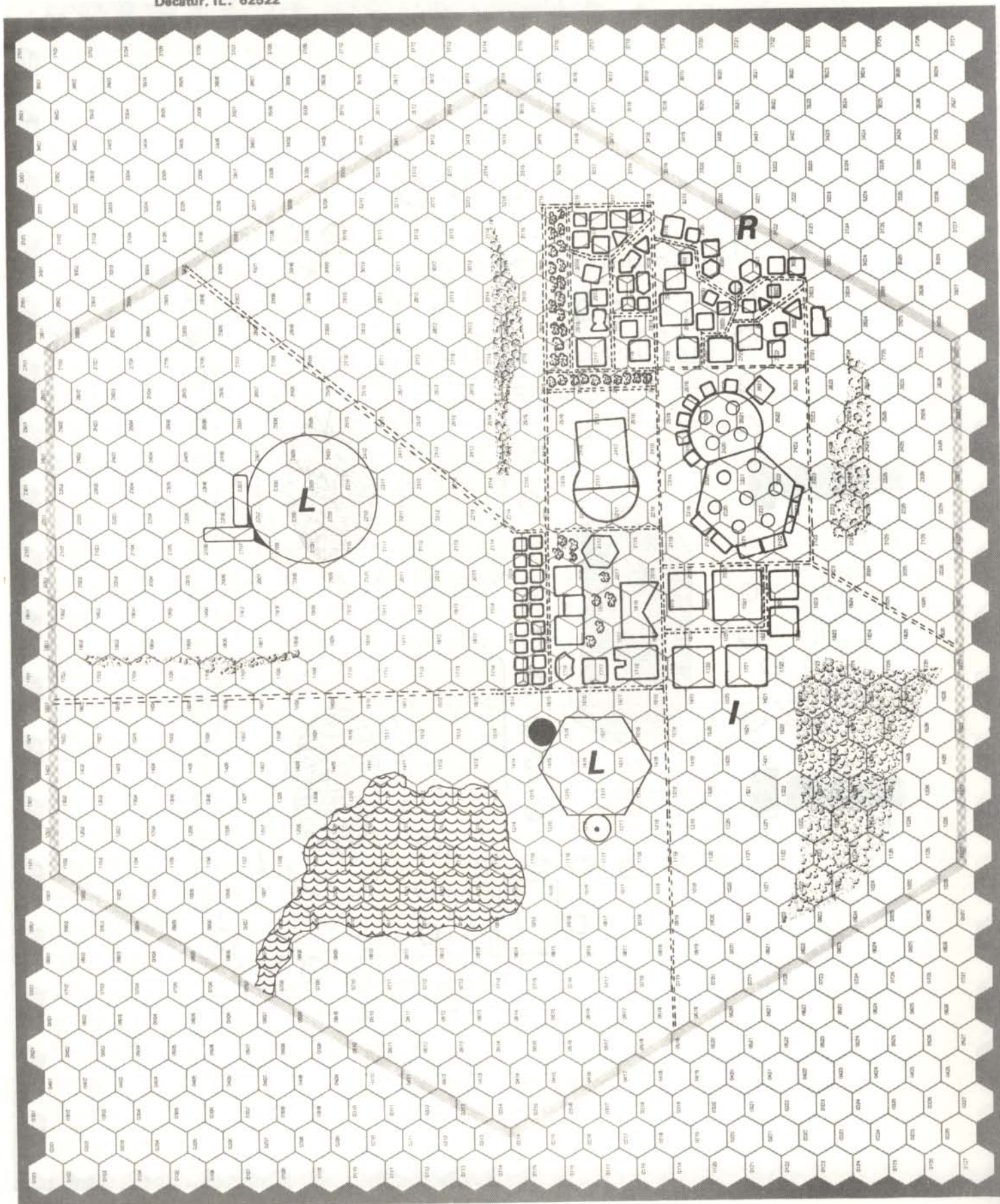
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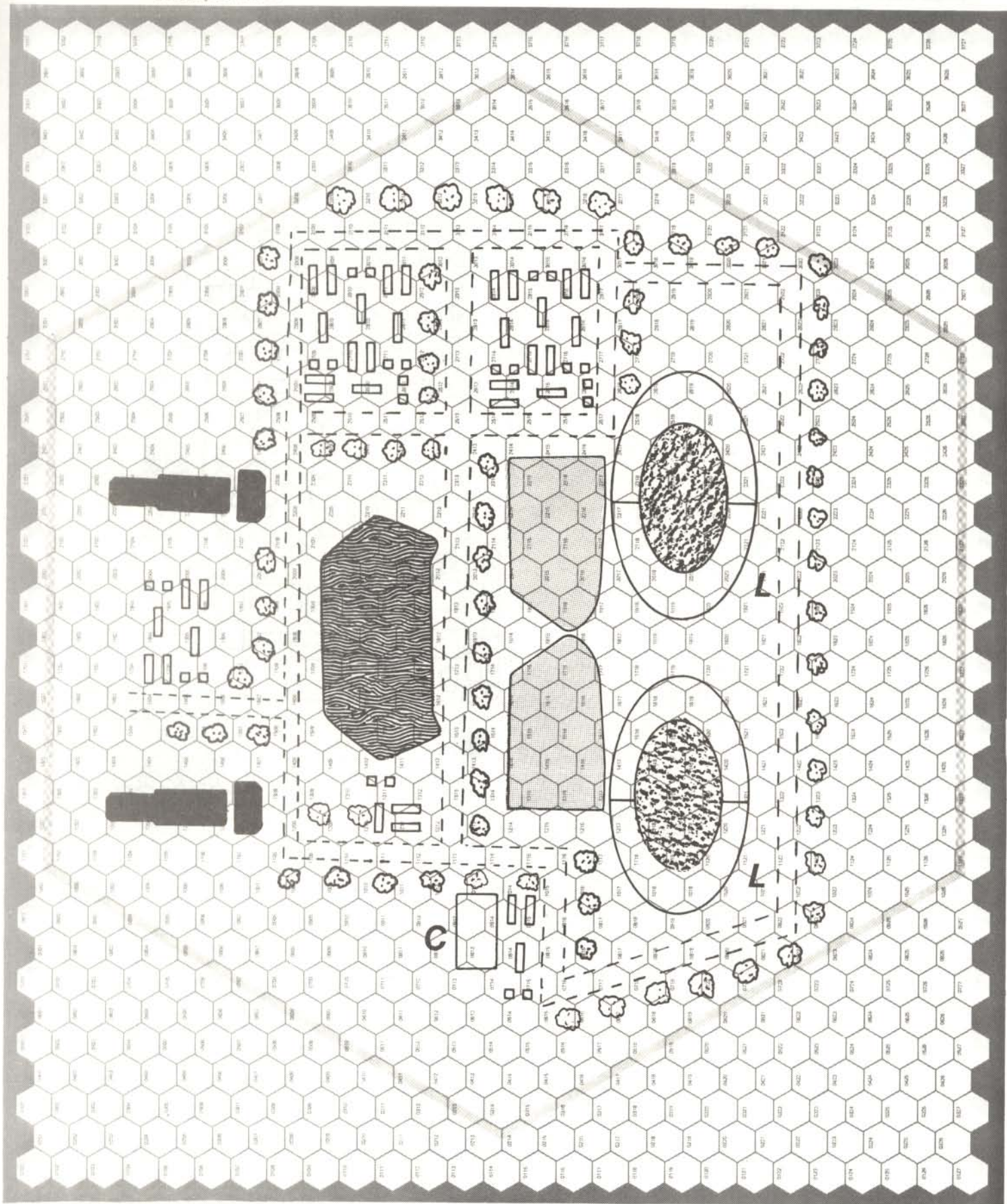
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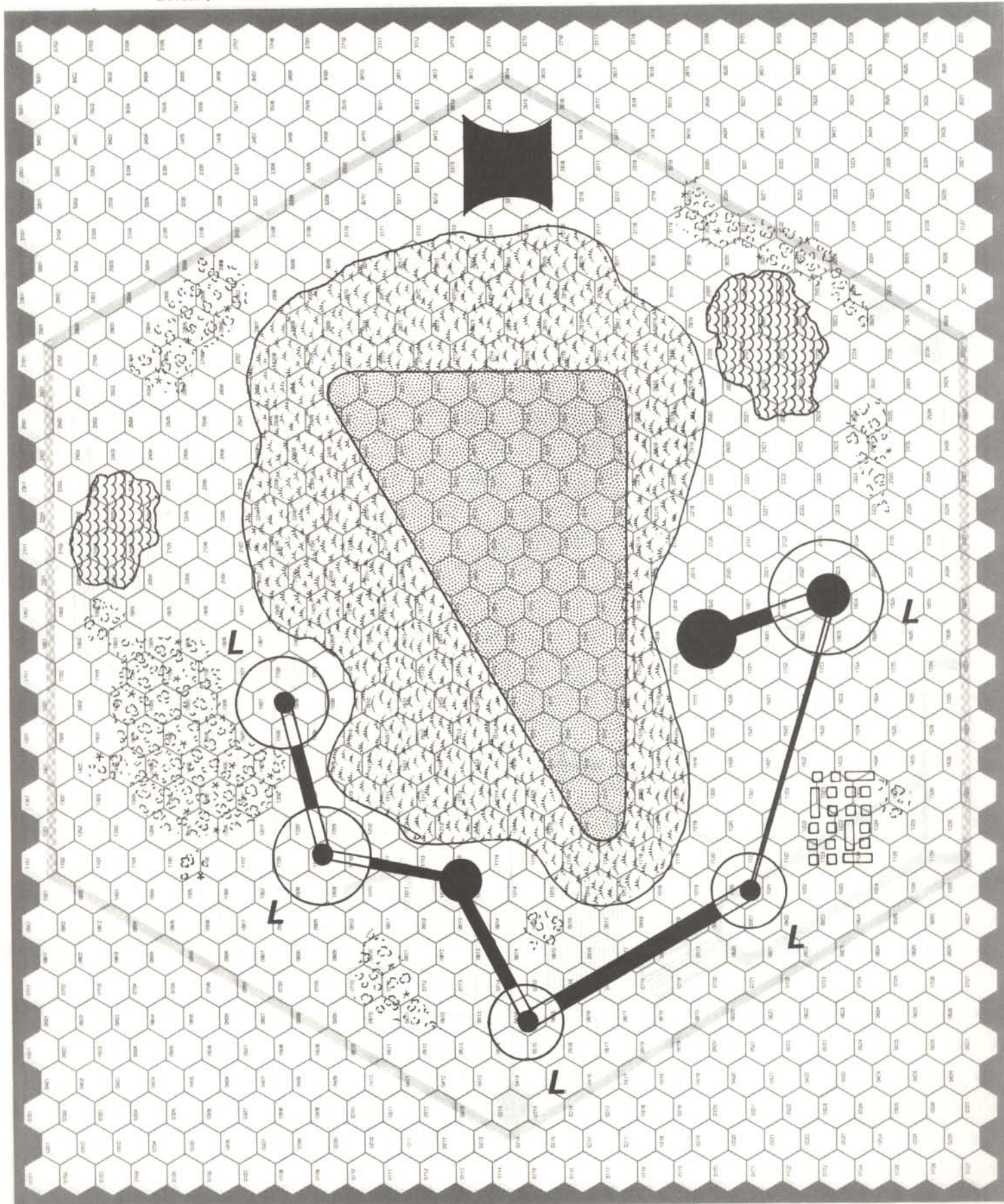
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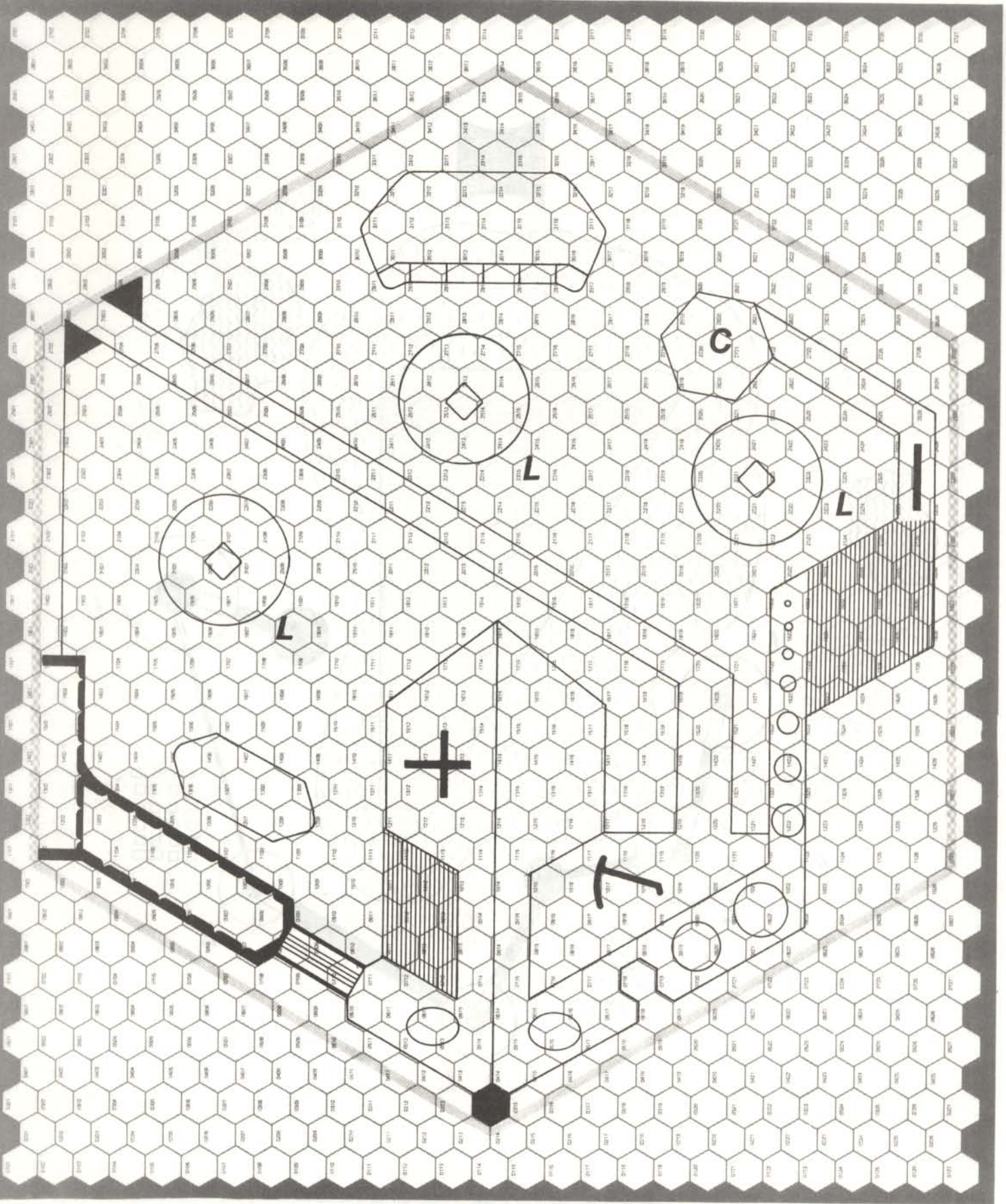
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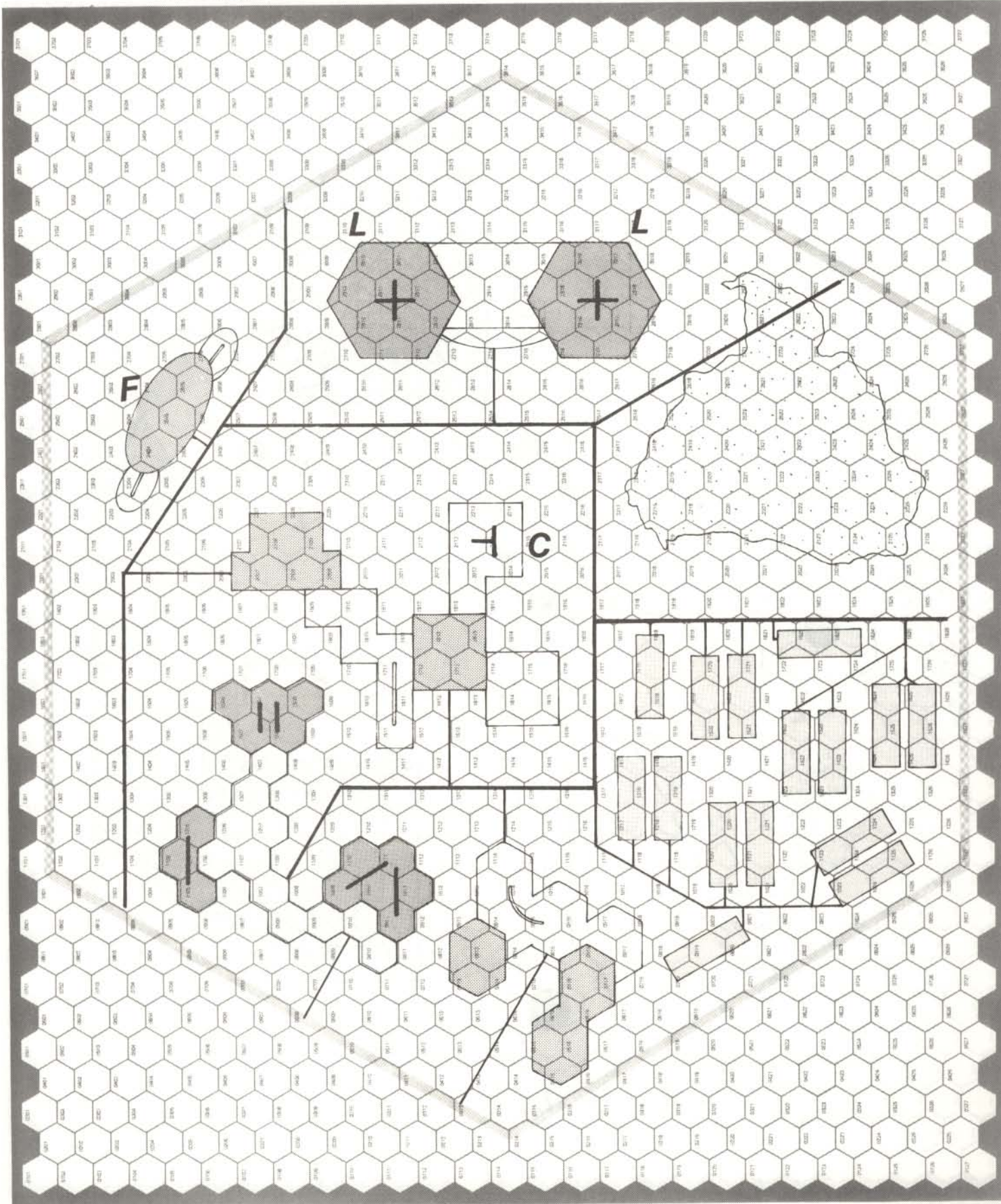
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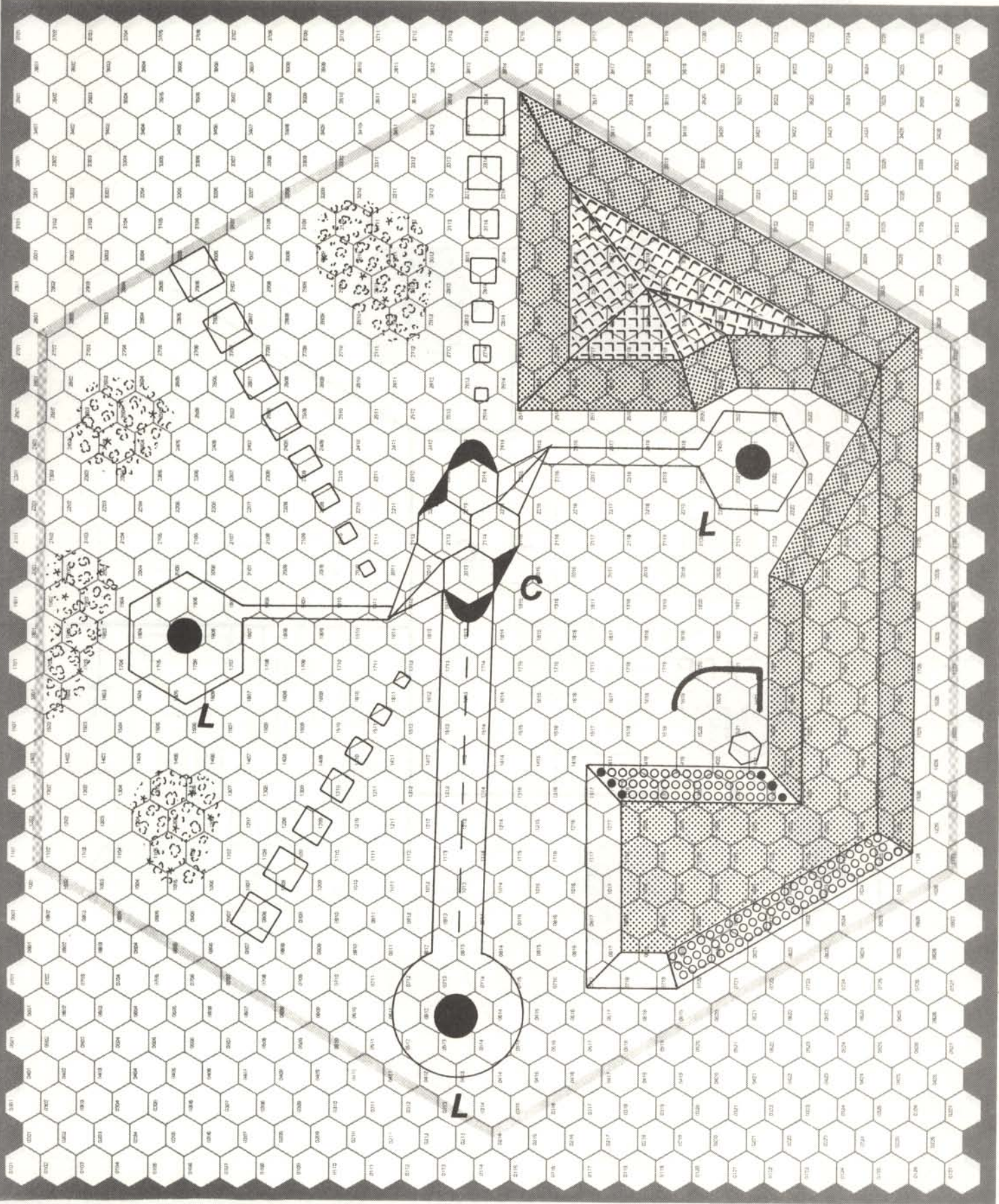
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Judges Guild Map Key

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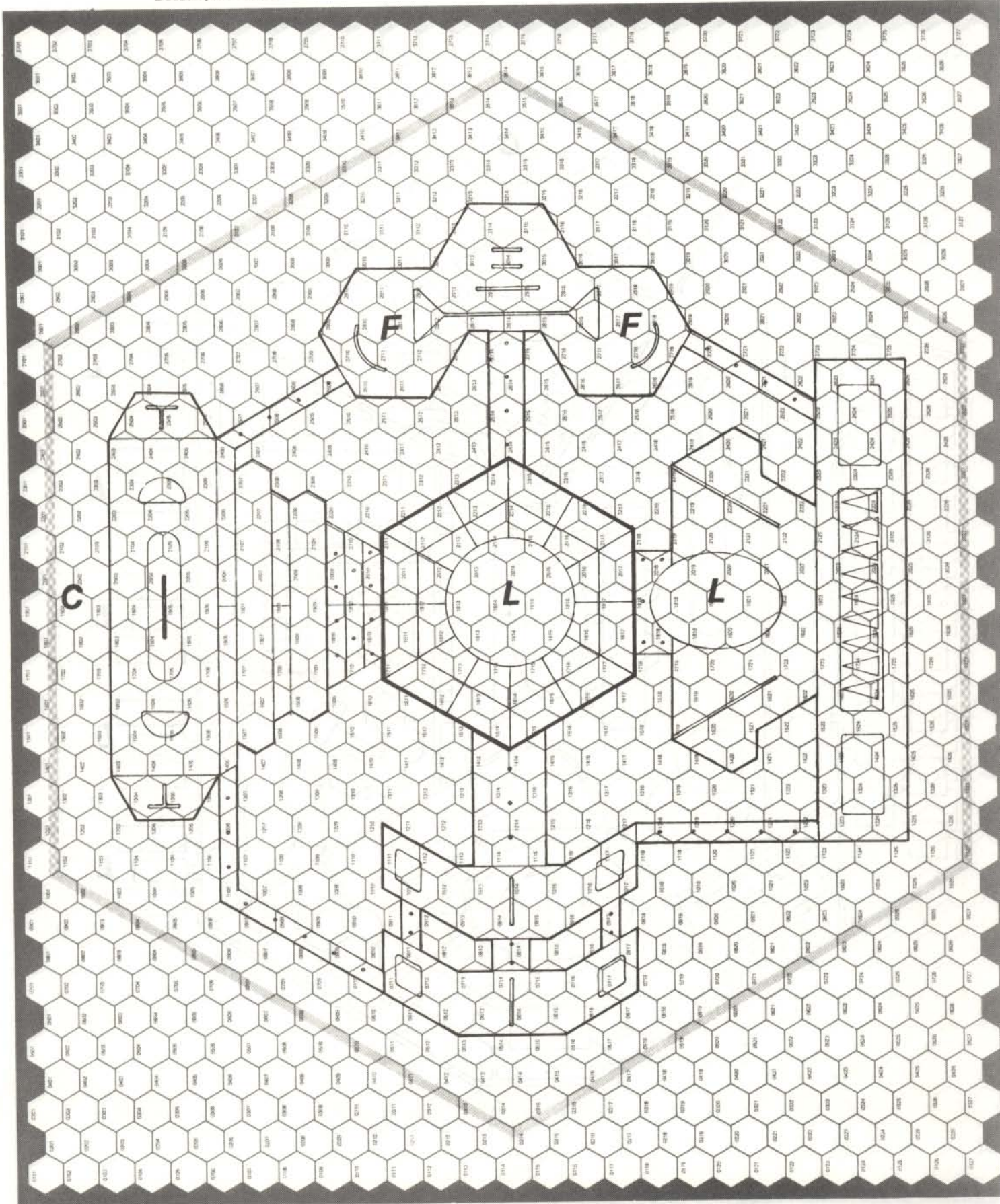
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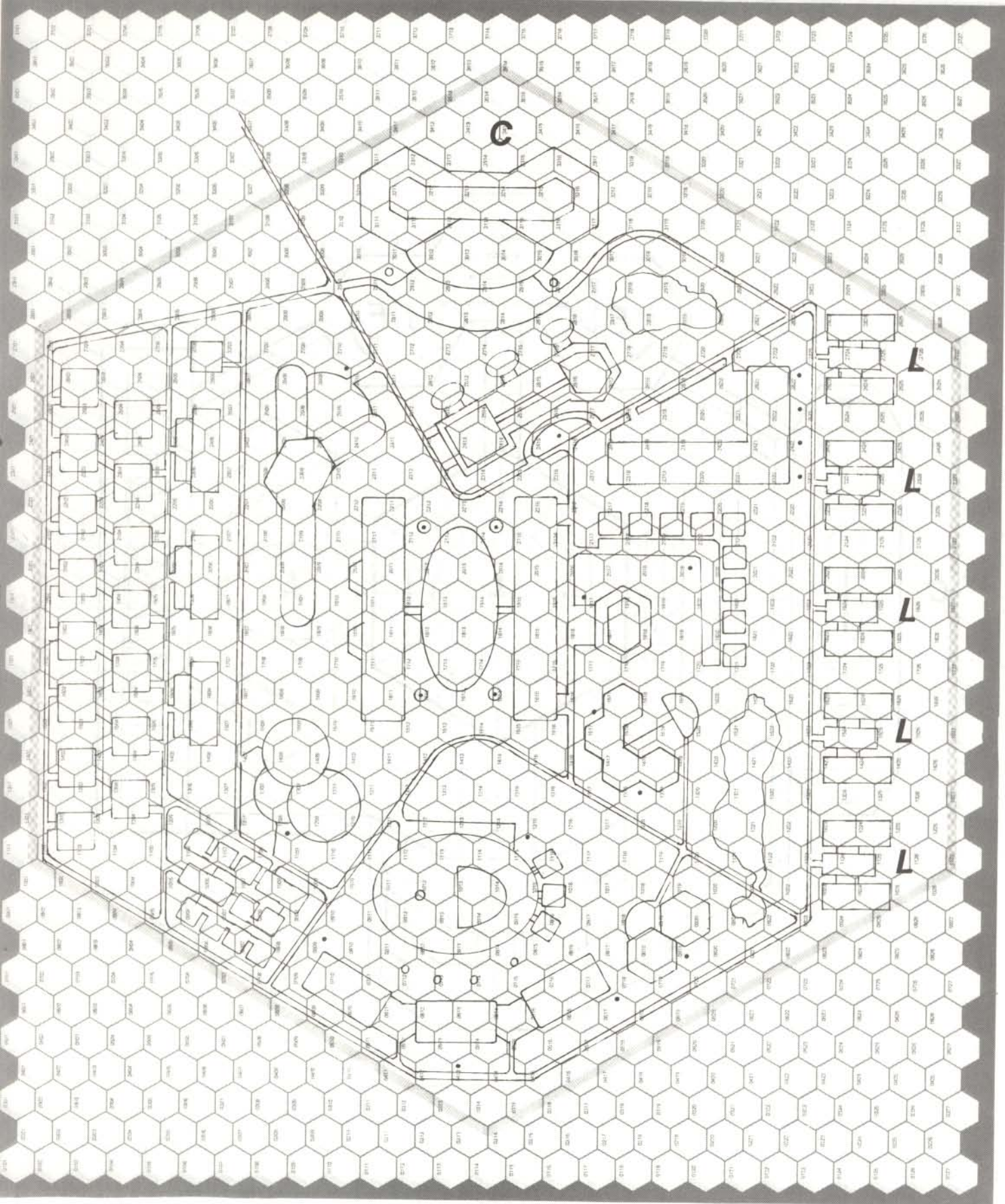
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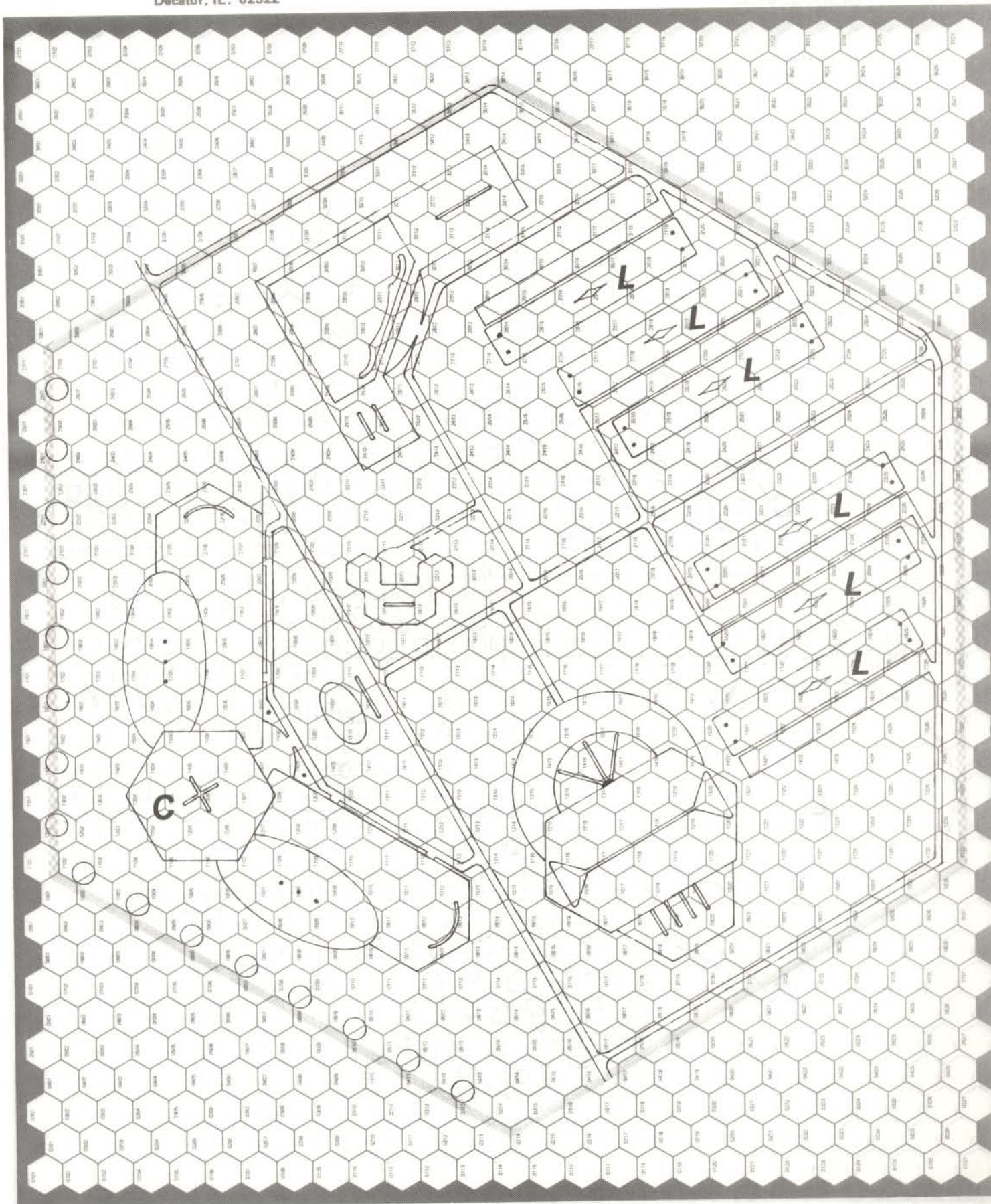
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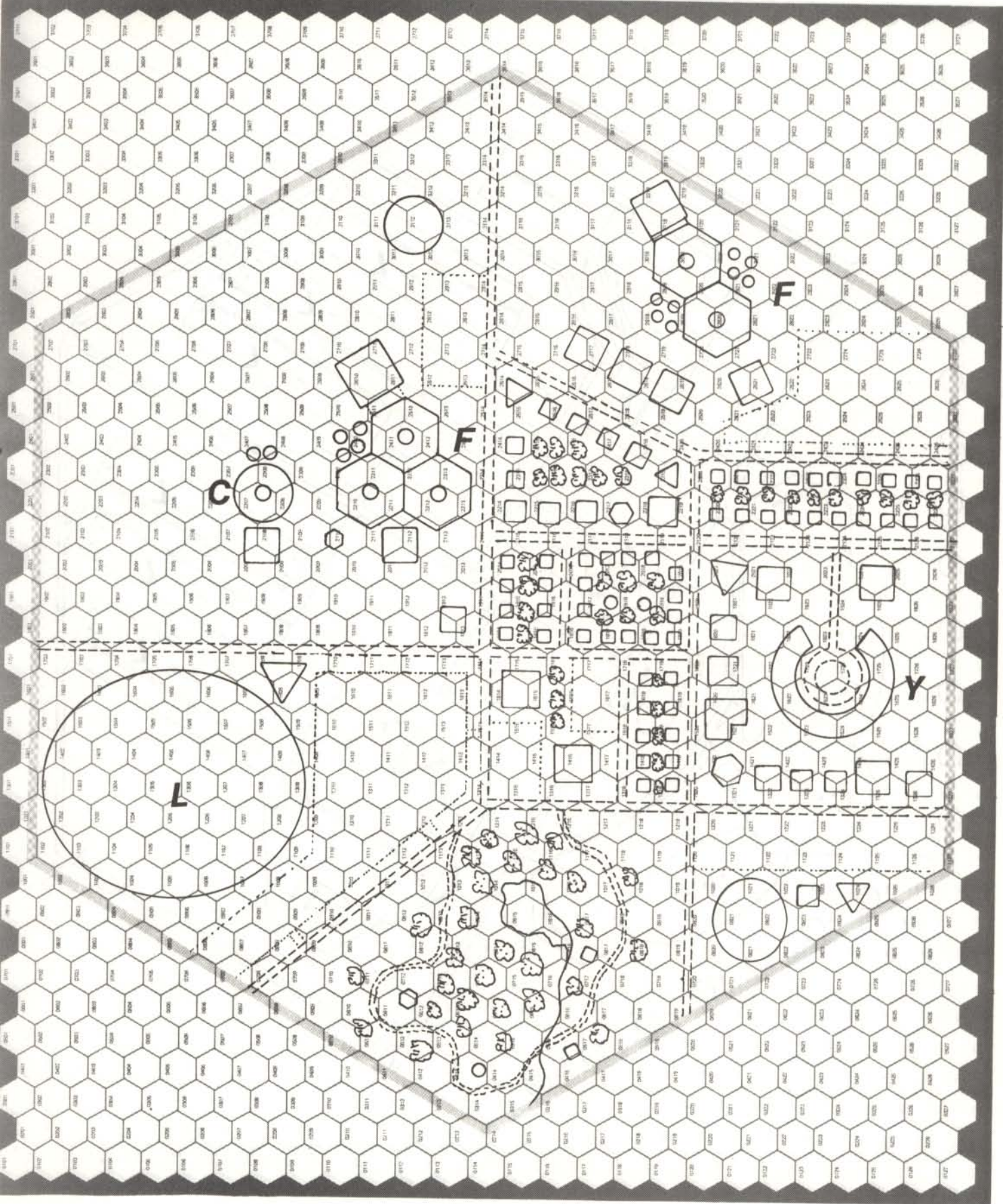
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Judges Guild Map Key

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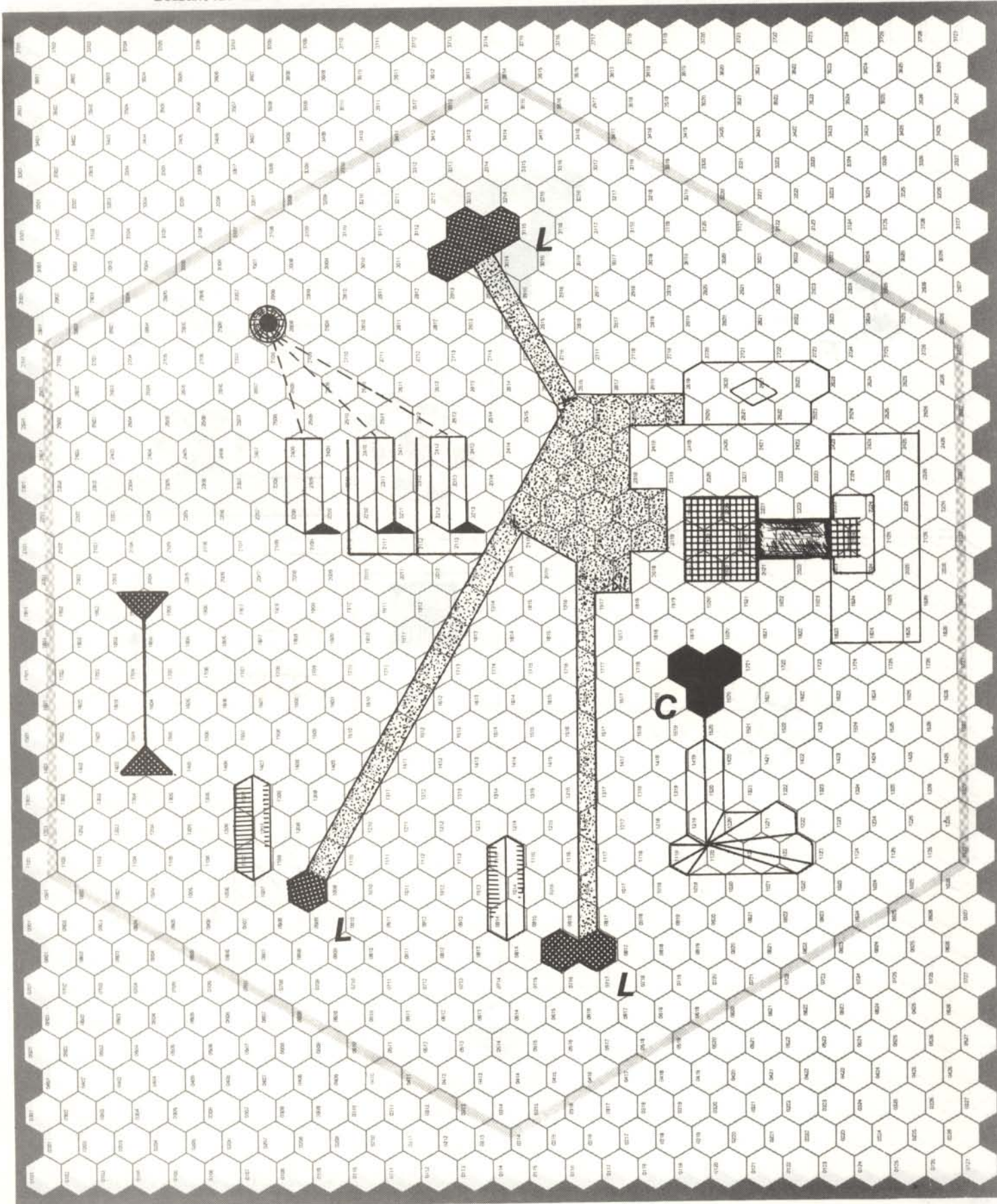
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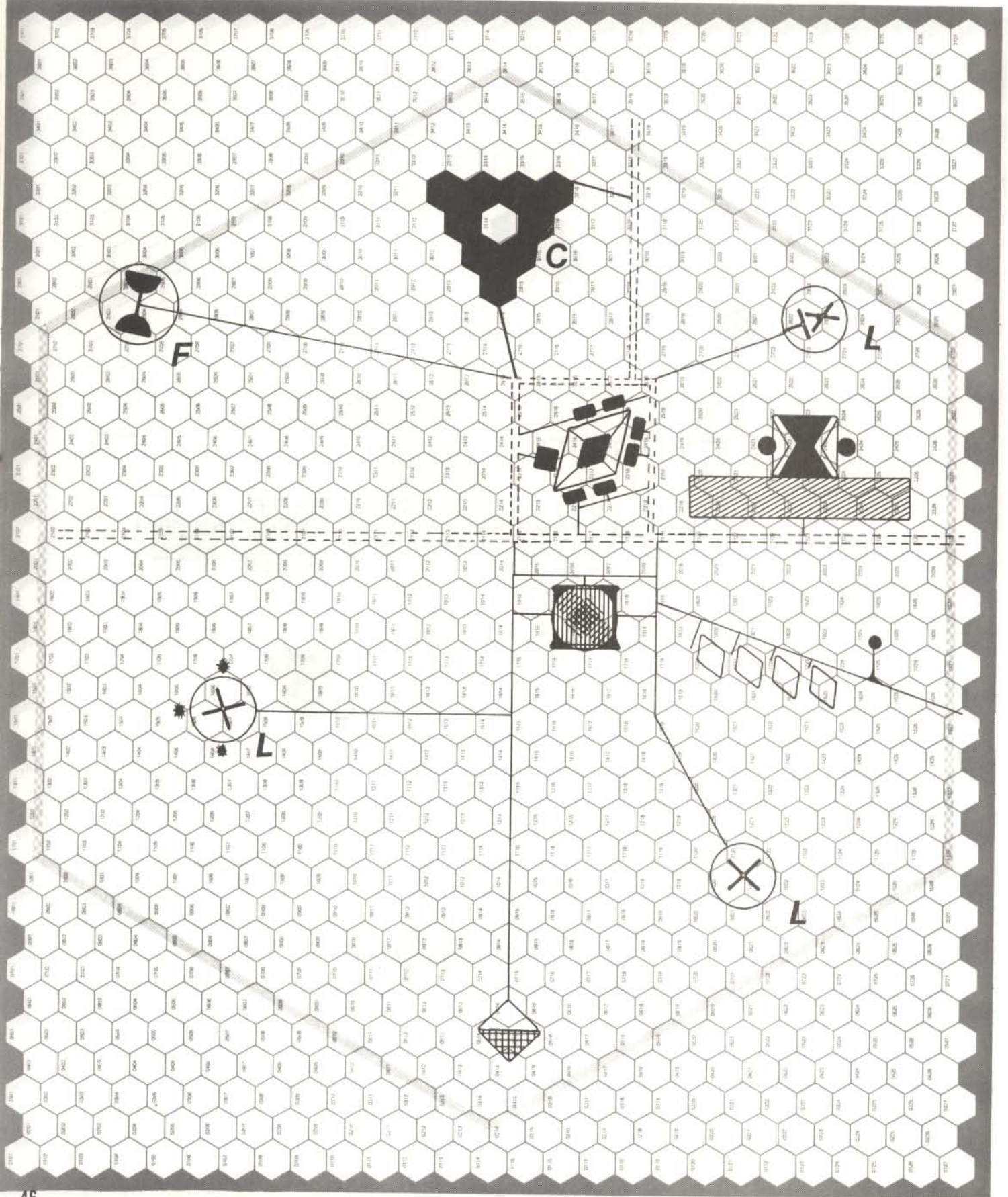
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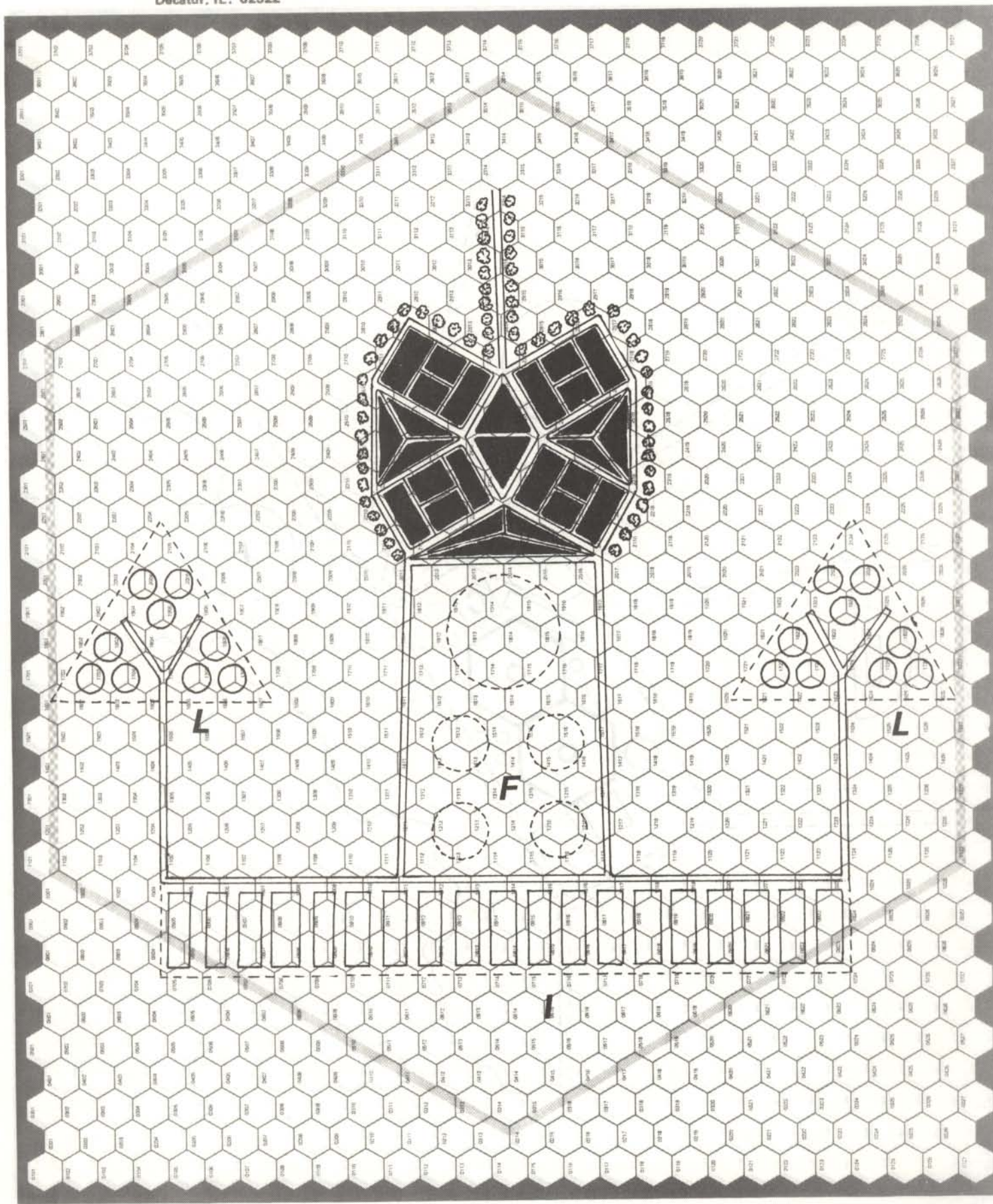
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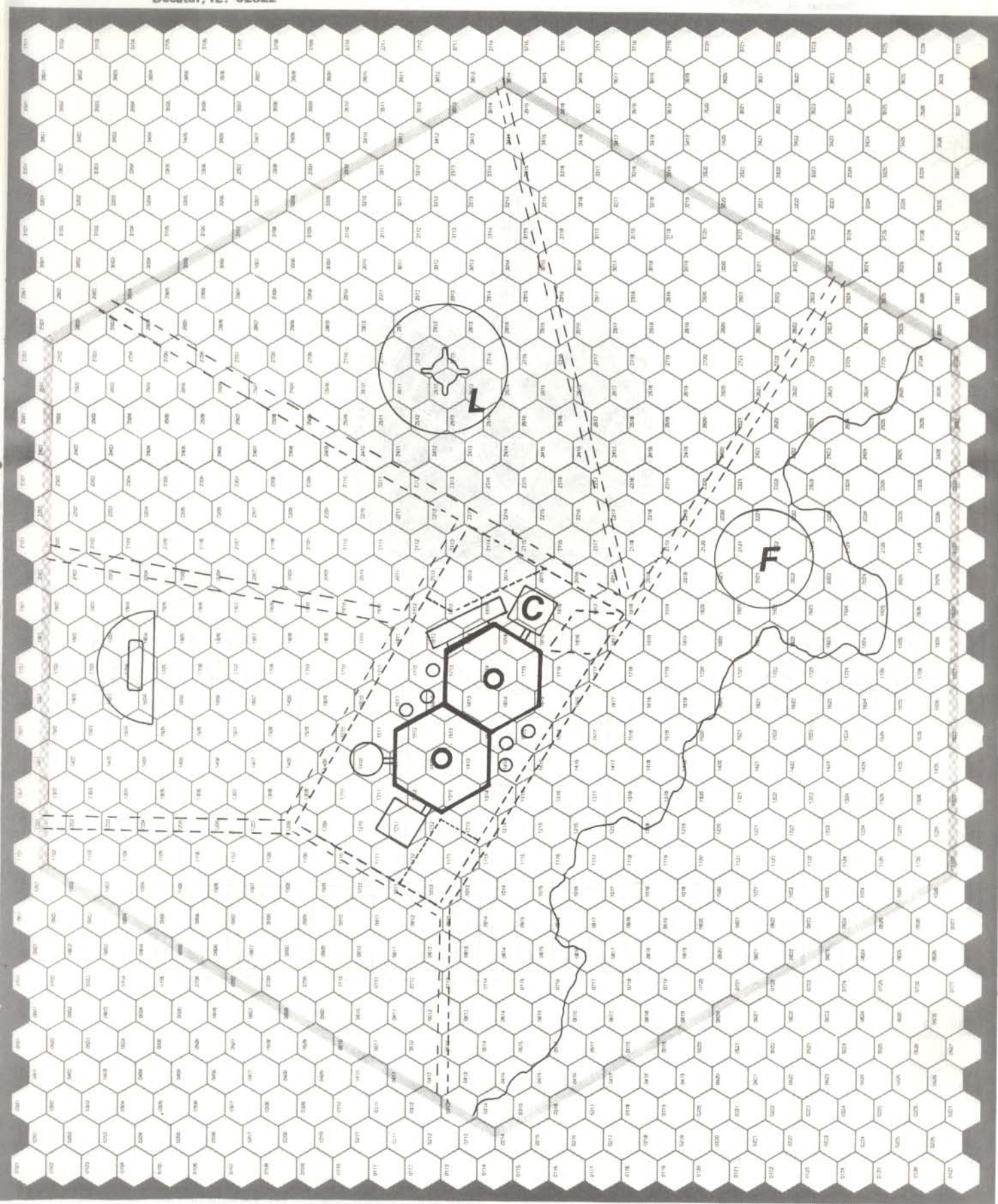
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□ BLOCKHOUSE
○ ARTILLERY
● MISSILE HARDPOINT
⊙ ANTI-AIRCRAFT
⊕ HYDROPONICS
- WALL
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■-■ Q VEHICLE GATE
--> ELECTRIC FENCE
~ BARBED WIRE
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Judges Guild 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
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K MART OR MALL
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N NAVAL
O OTHERS
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S SCOUTS
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+ SQUAD
++ COMPANY

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♦ HEADQUARTERS
+ ONE WAY
++ VEHICLES ONLY
° SEWER ENTRANCE
\$ ALIEN CENTER
£ CUSTOMS
□ GUARD POST
▪ AFV
• APC

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+ SEARCHLIGHT
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MESH FENCE
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* COMPUTER CENTER
‡ CARGO

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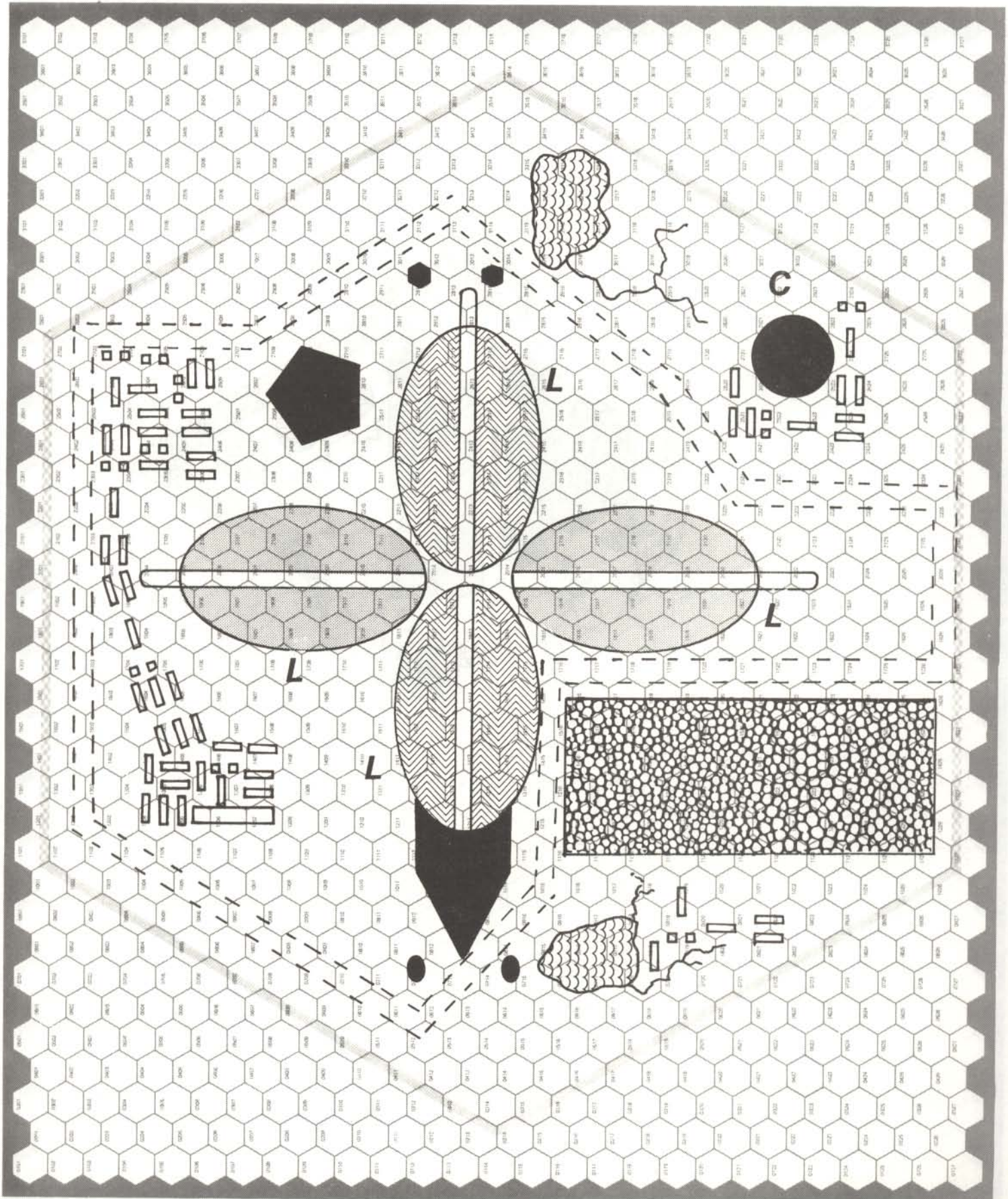
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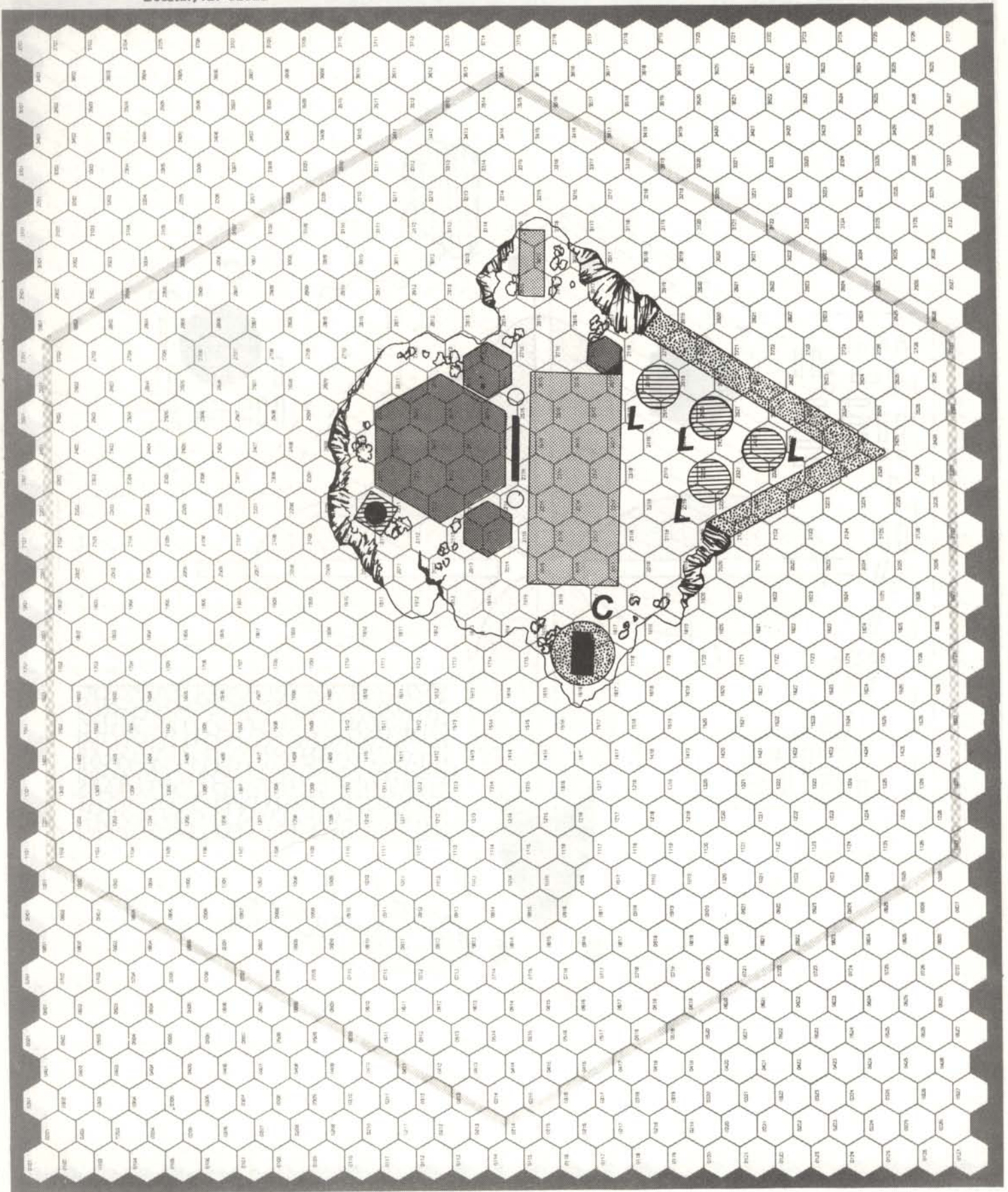
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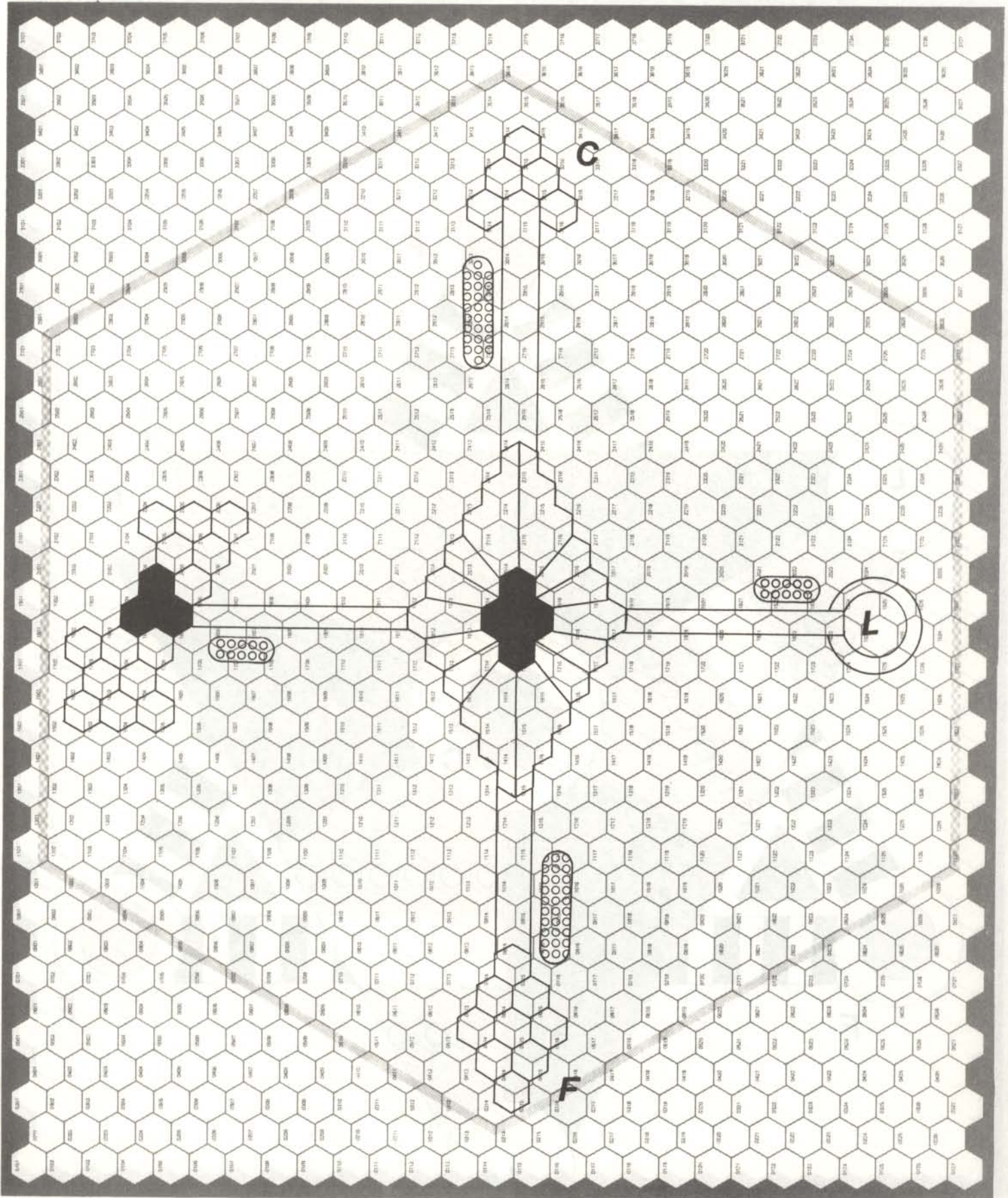
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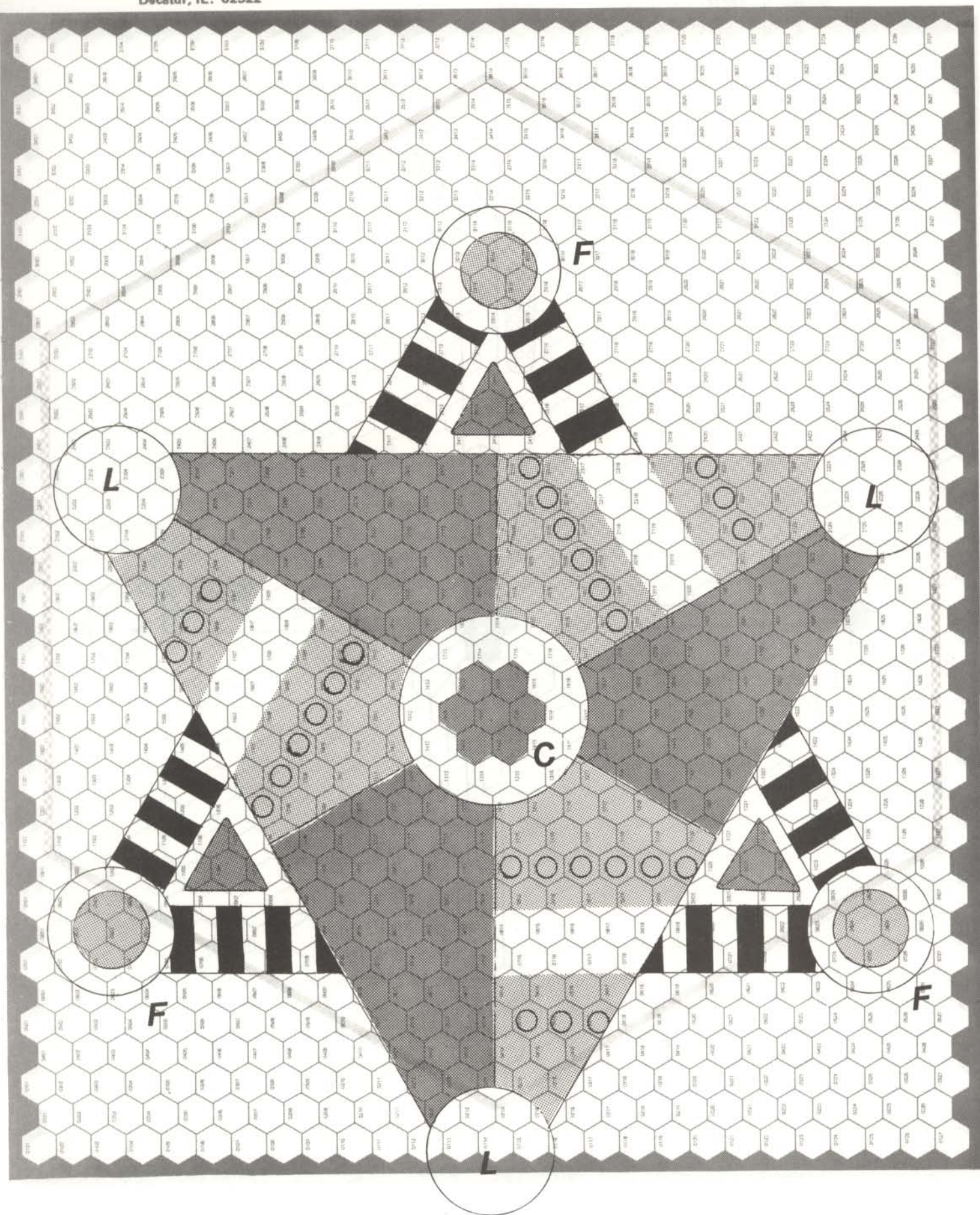
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Judges Build Map Key

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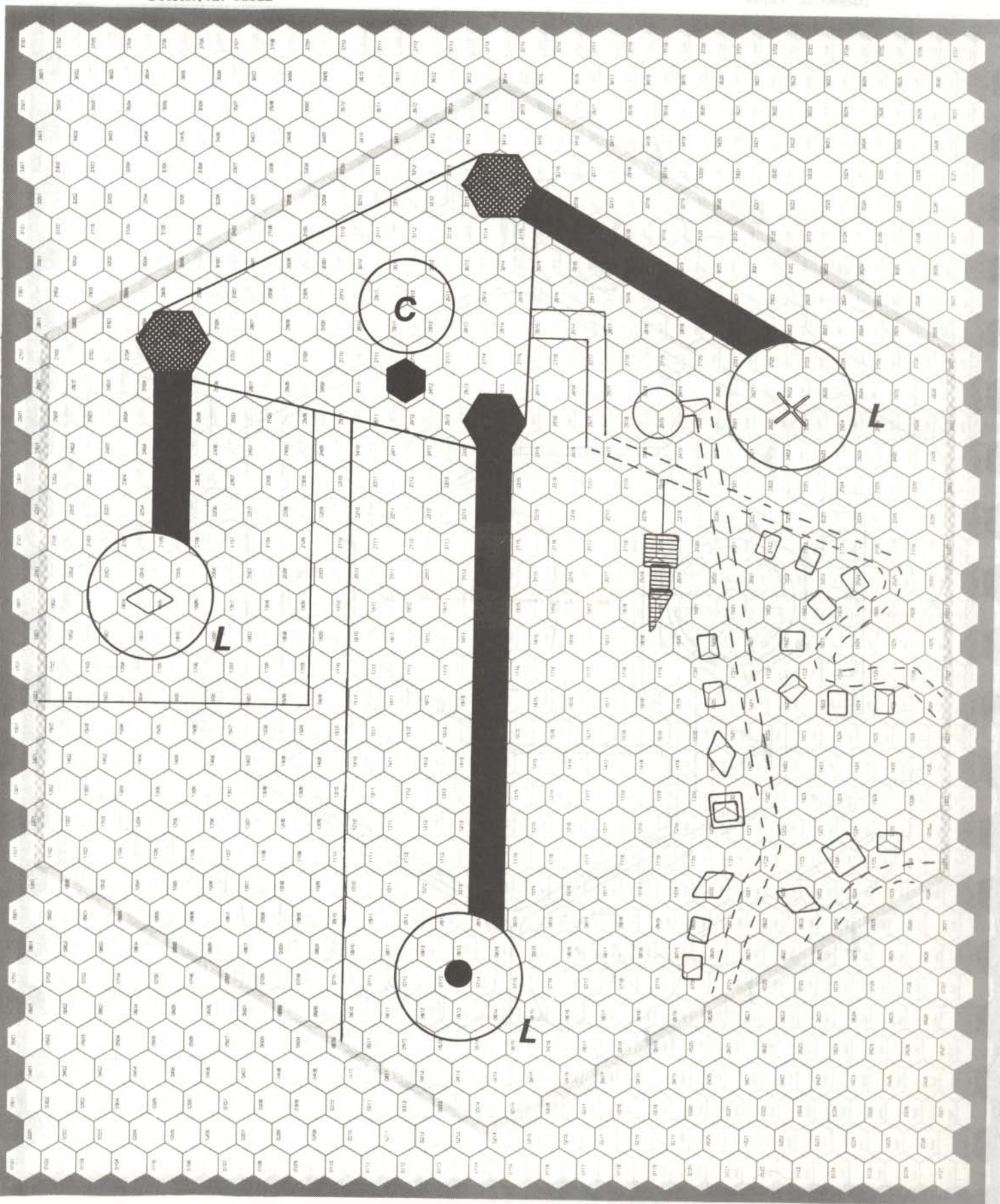
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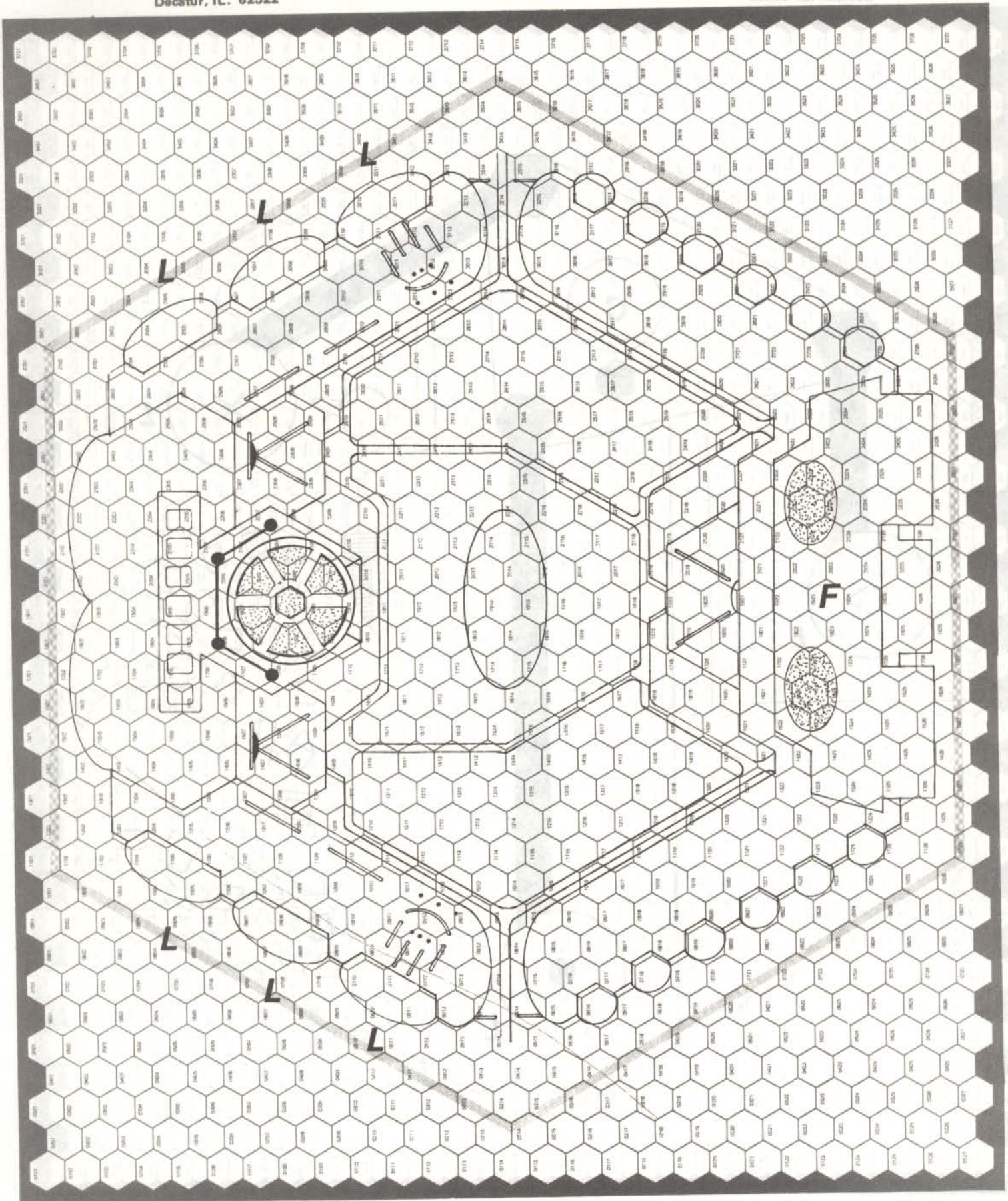
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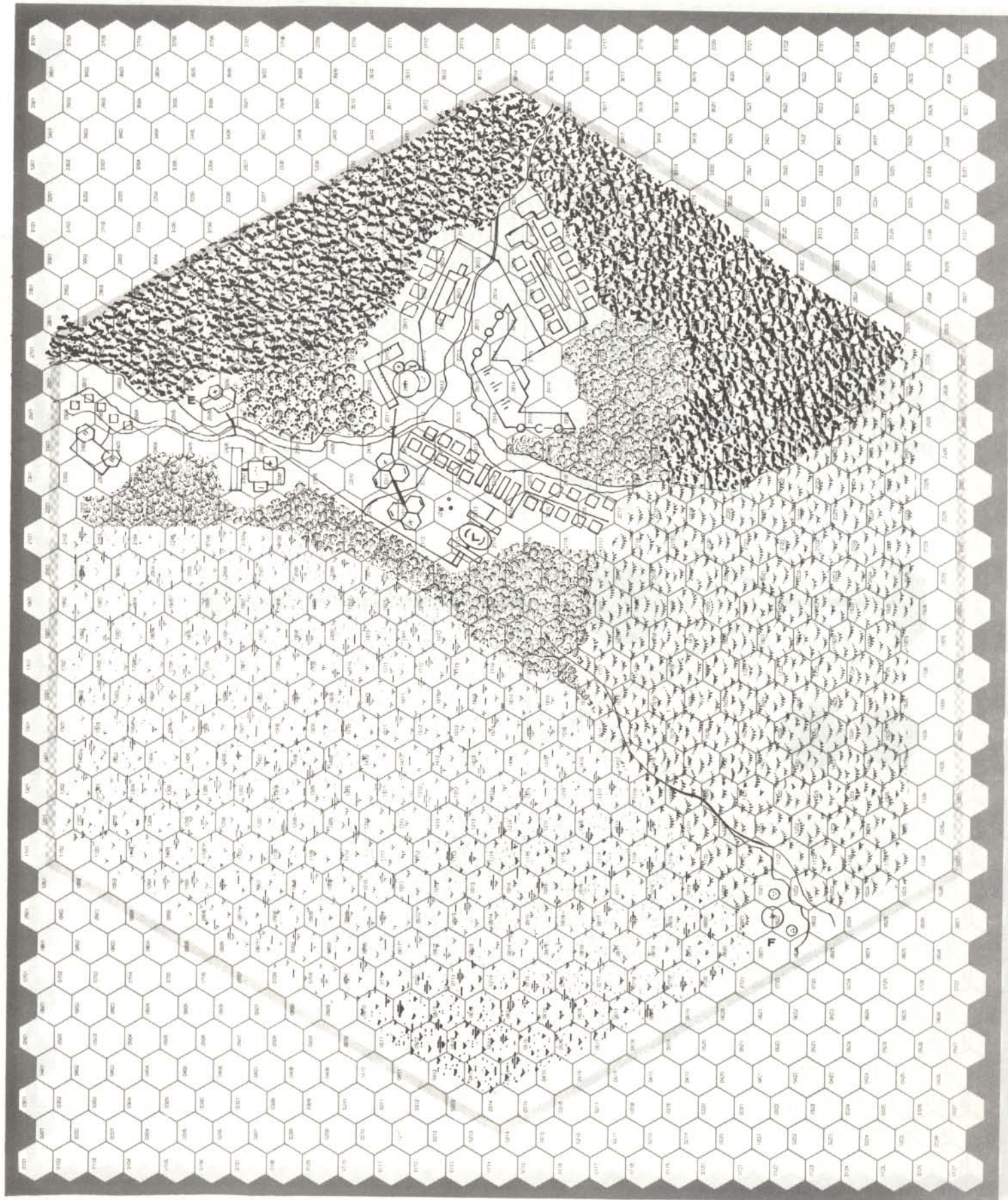
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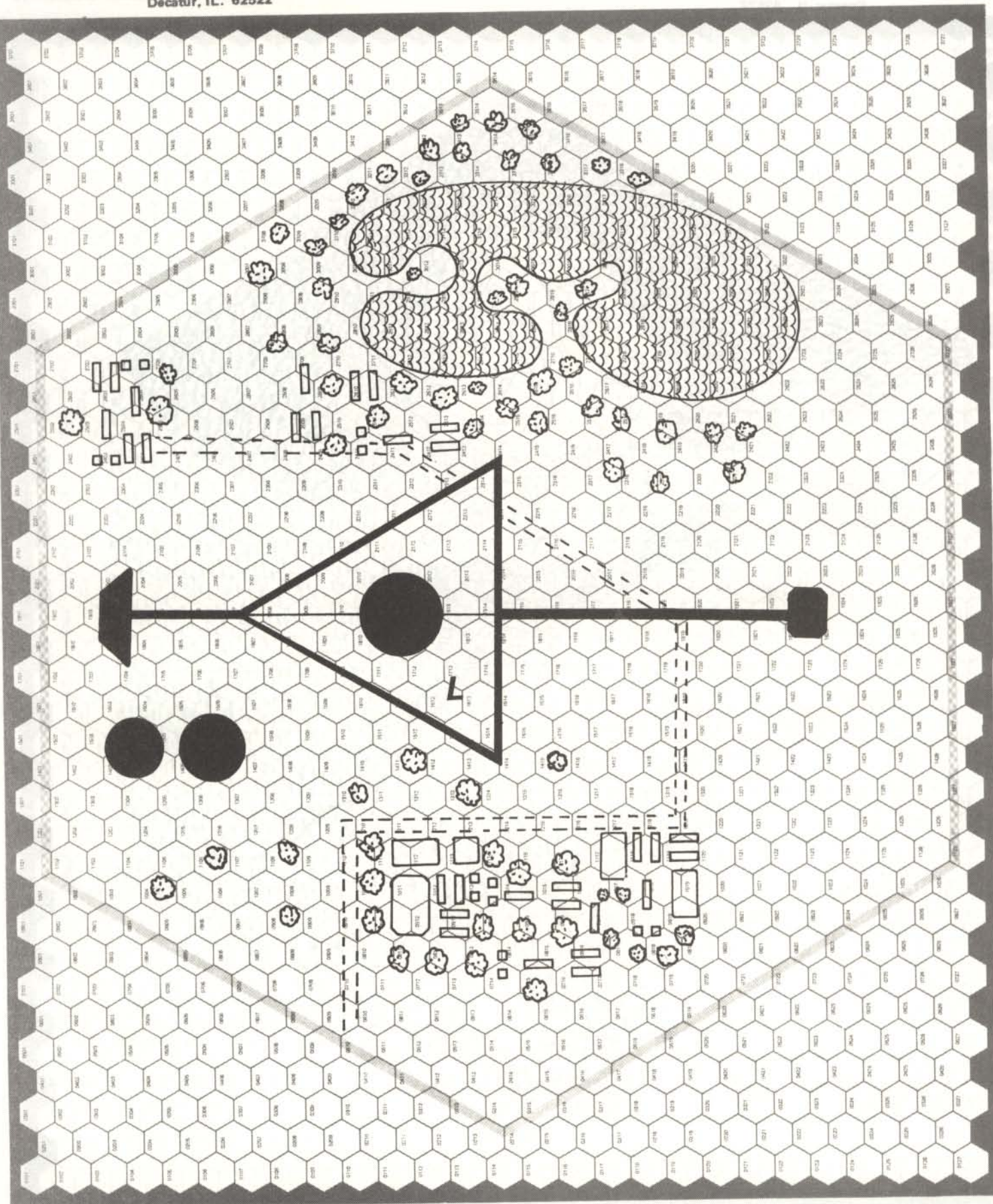
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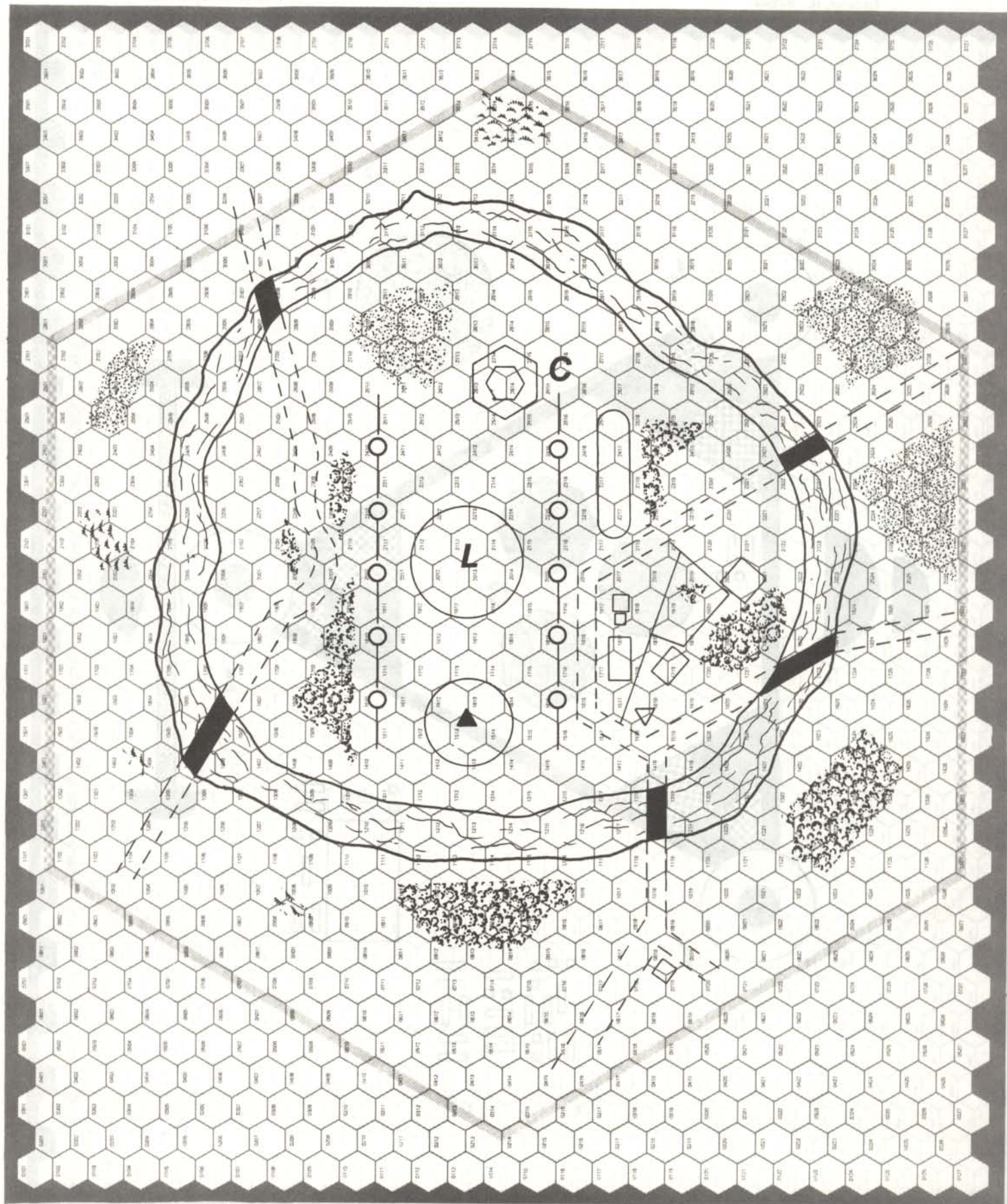
Judges Guild Map Key

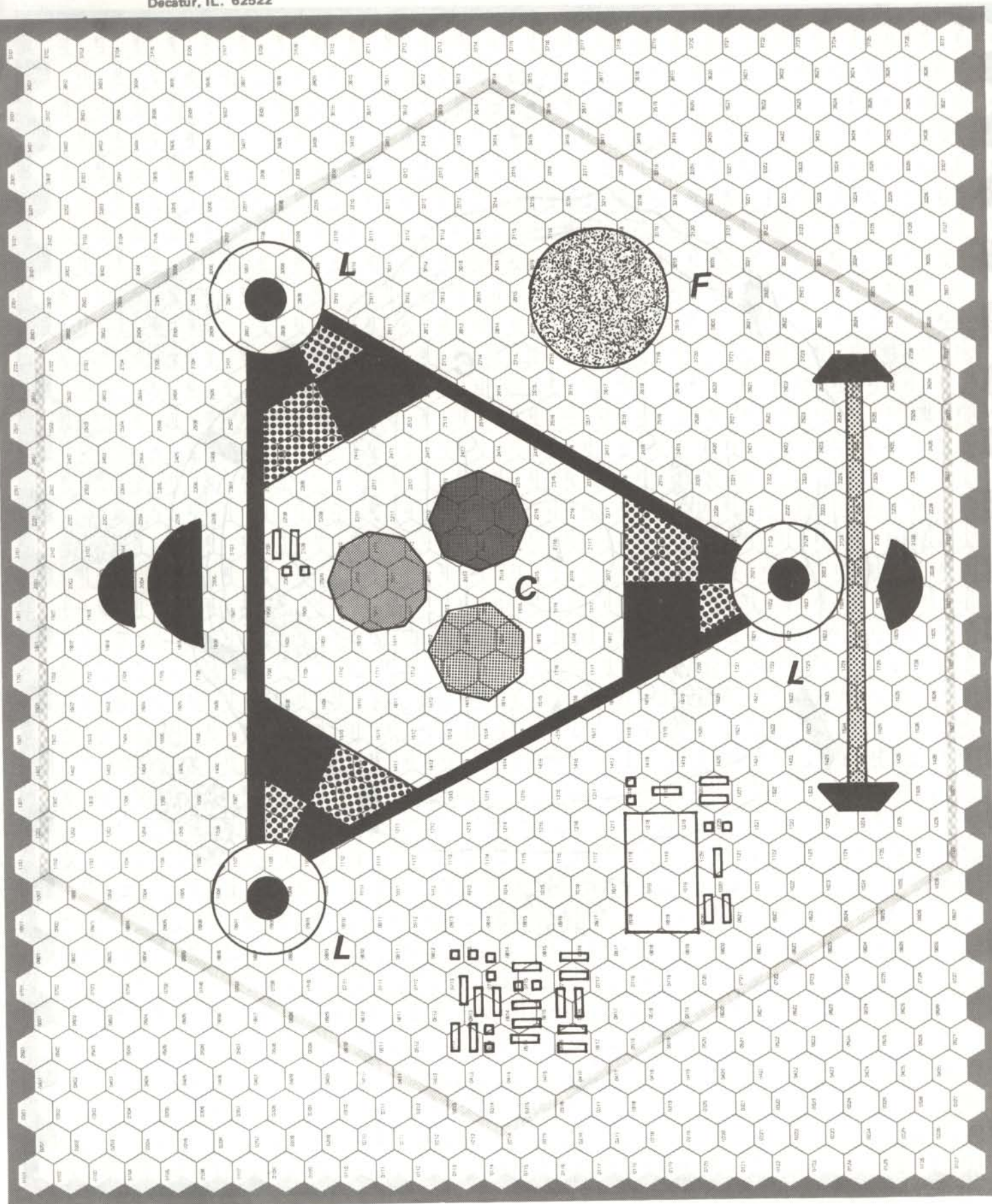
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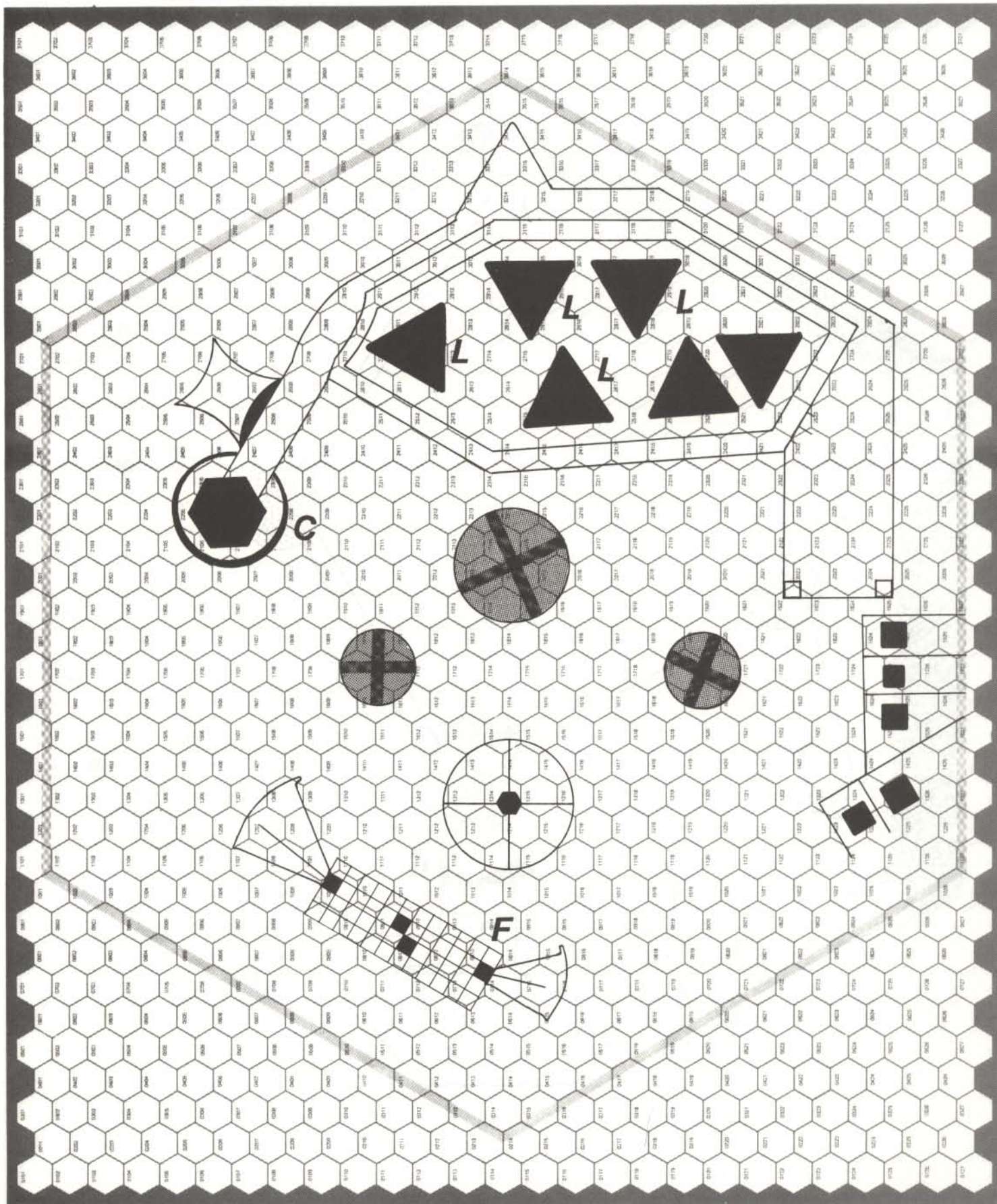
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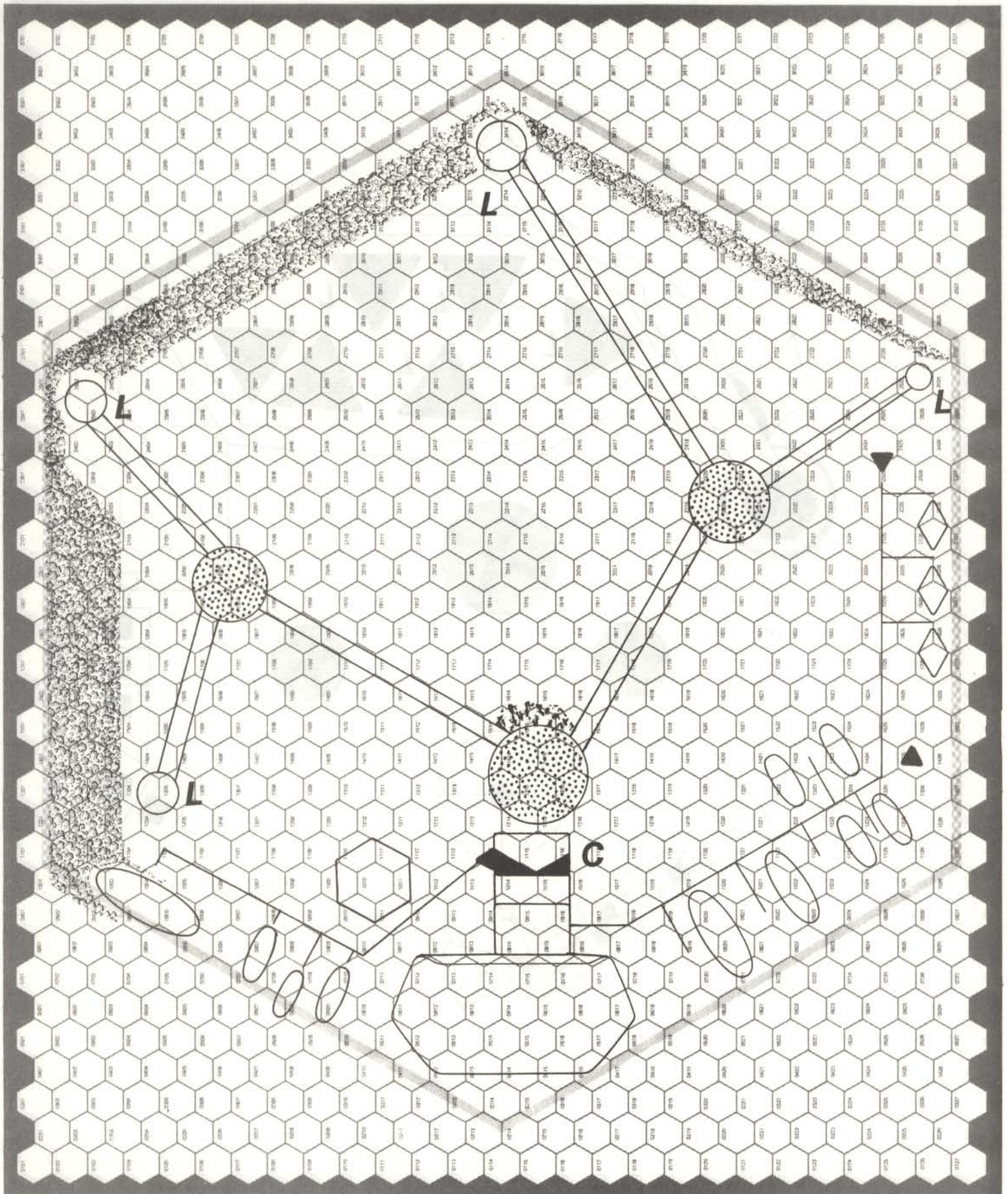
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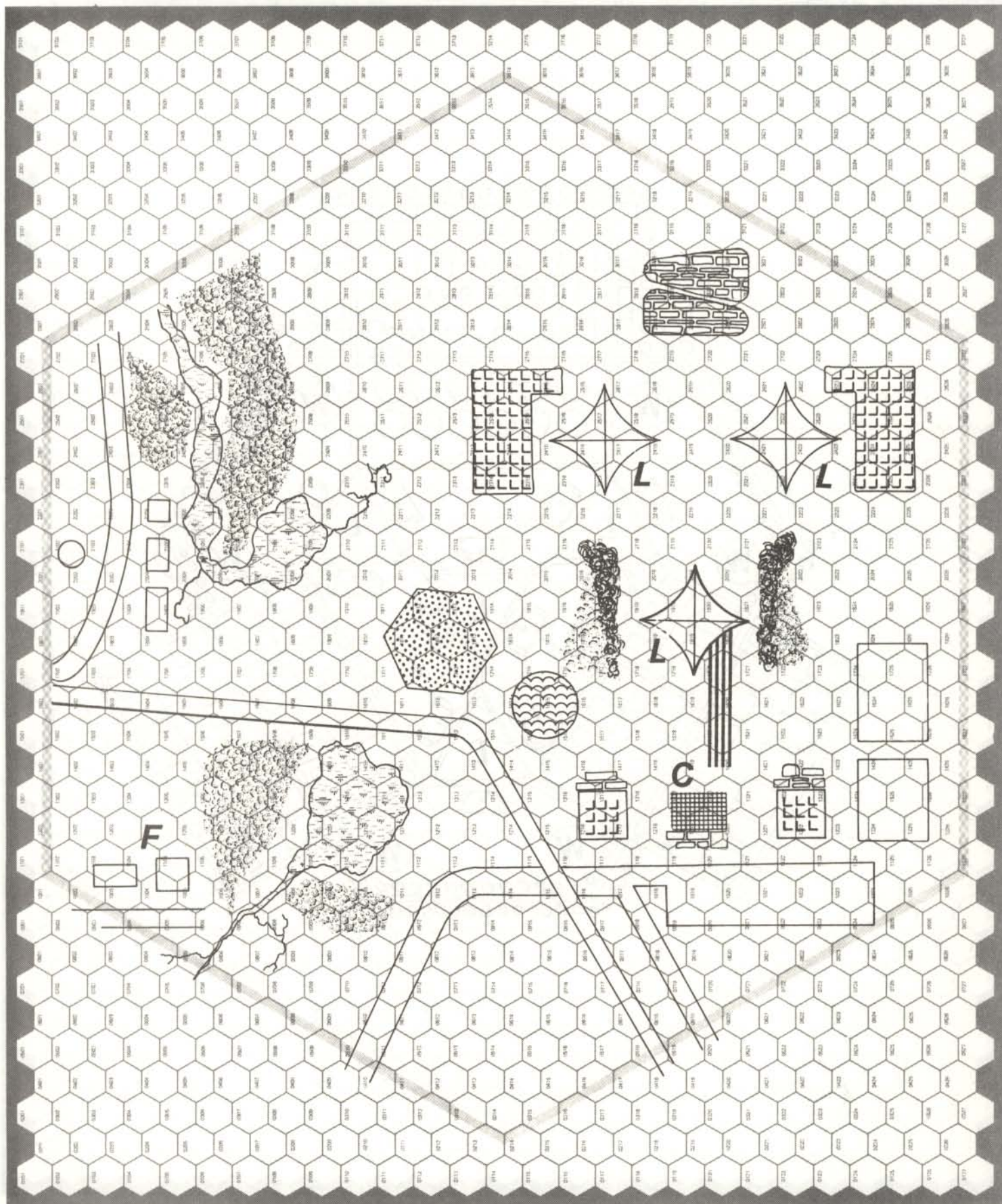
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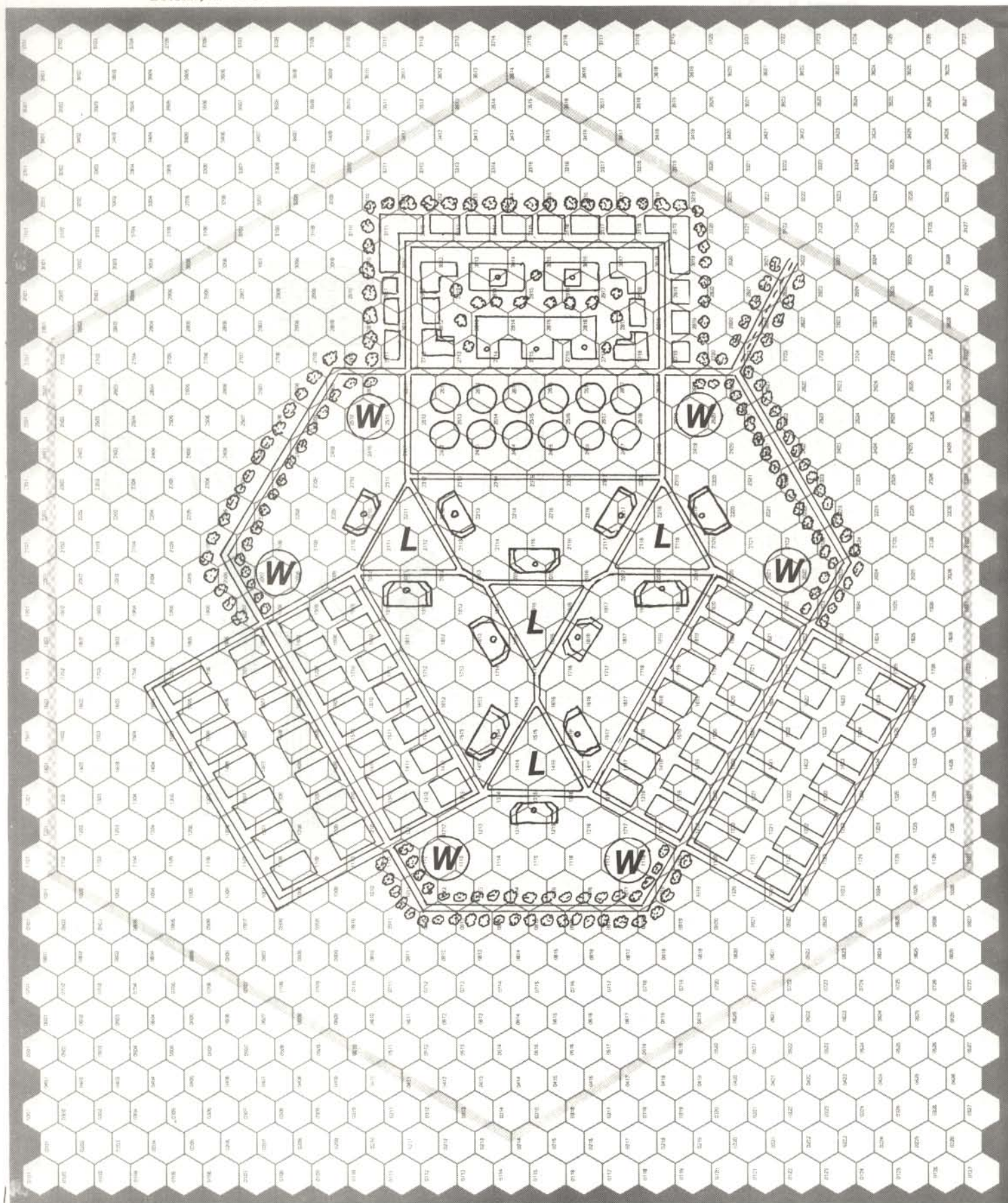
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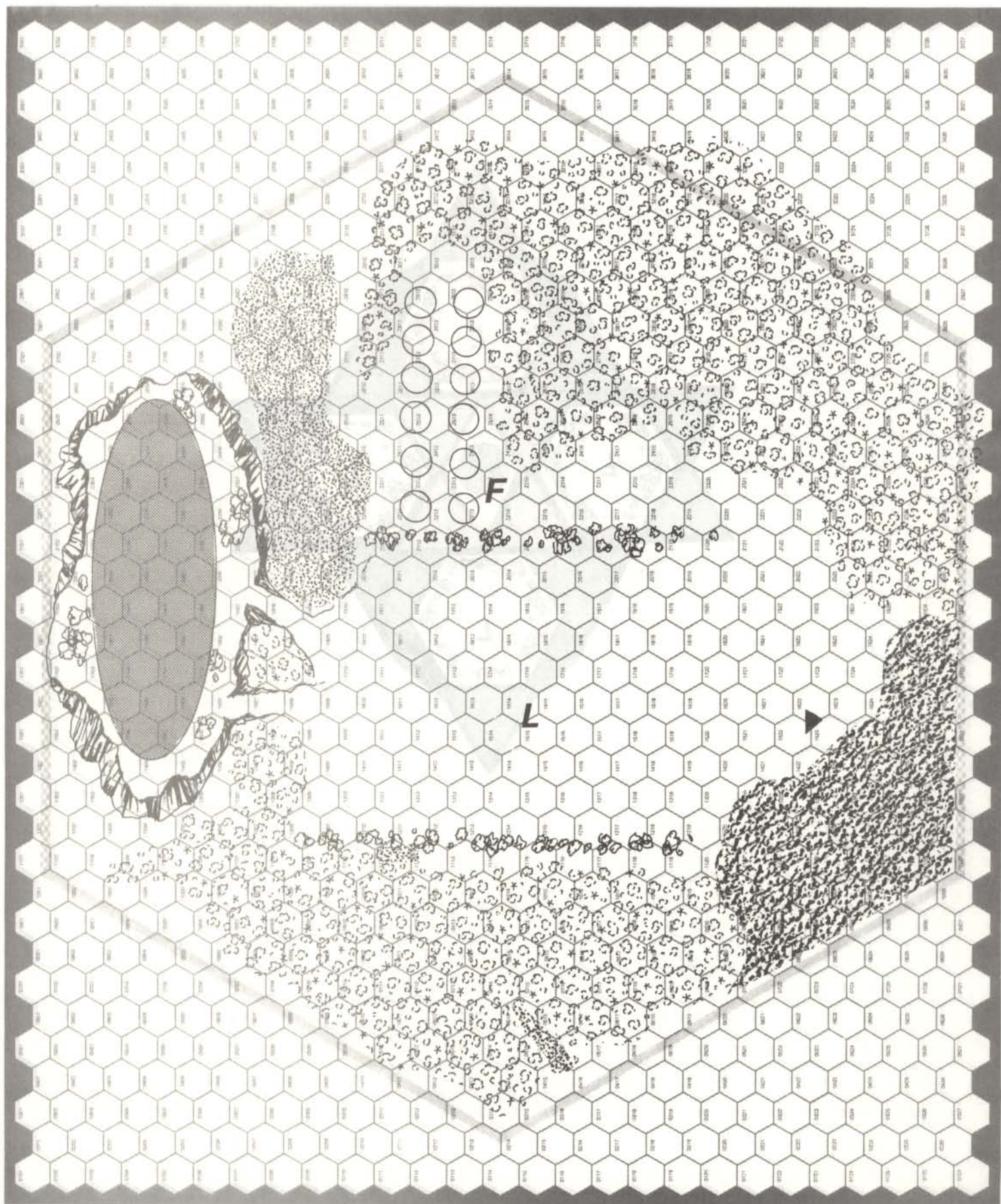
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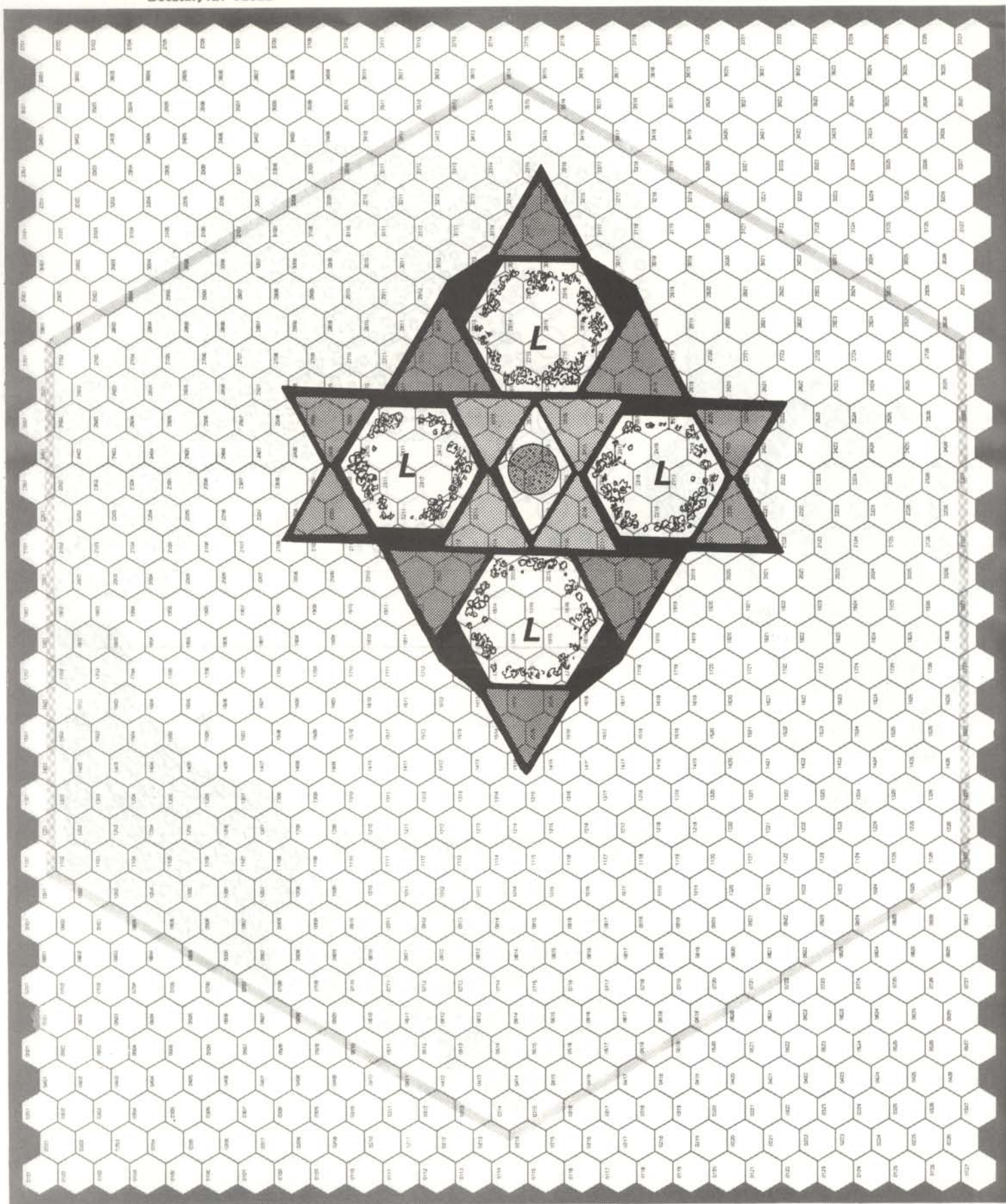
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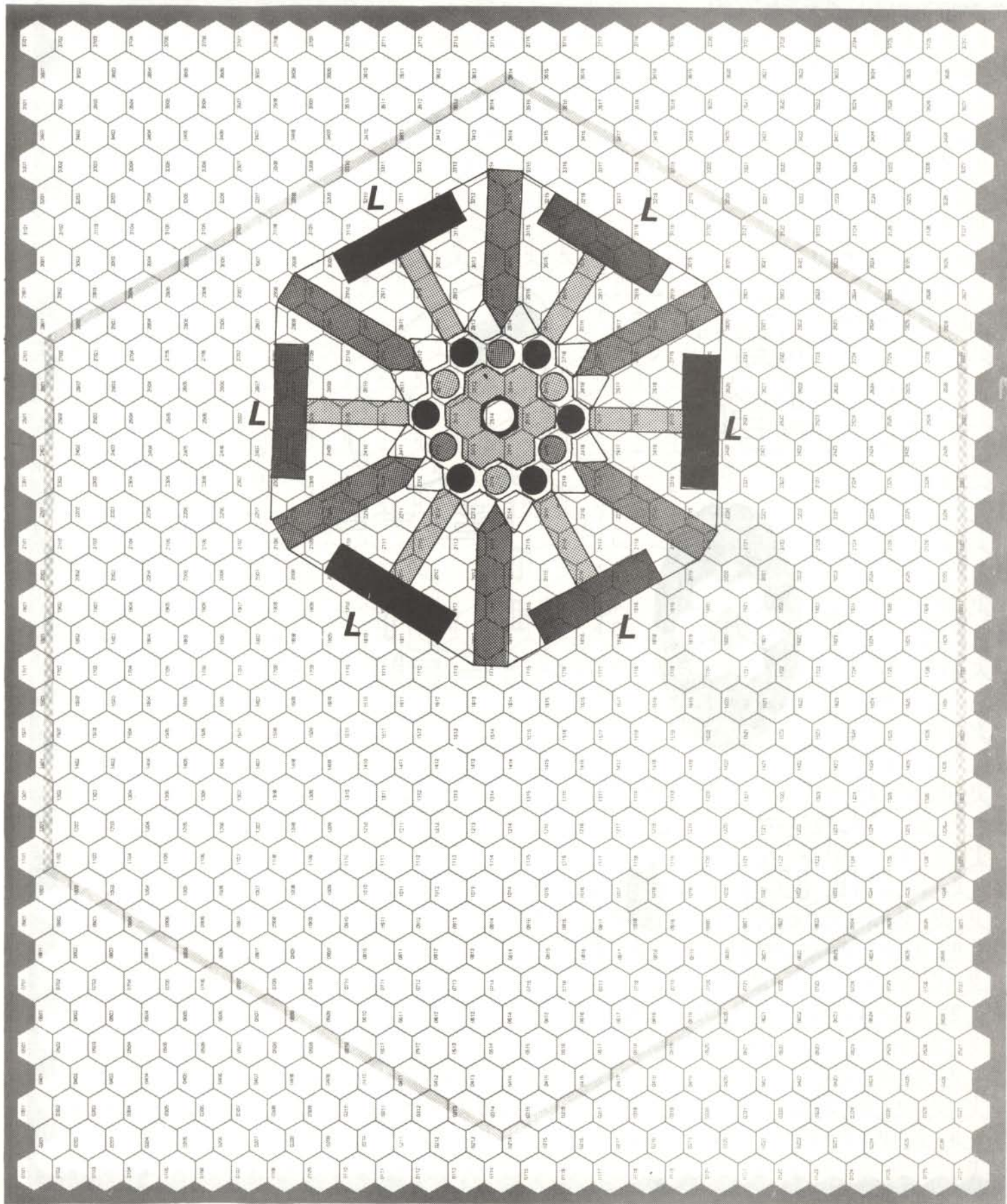
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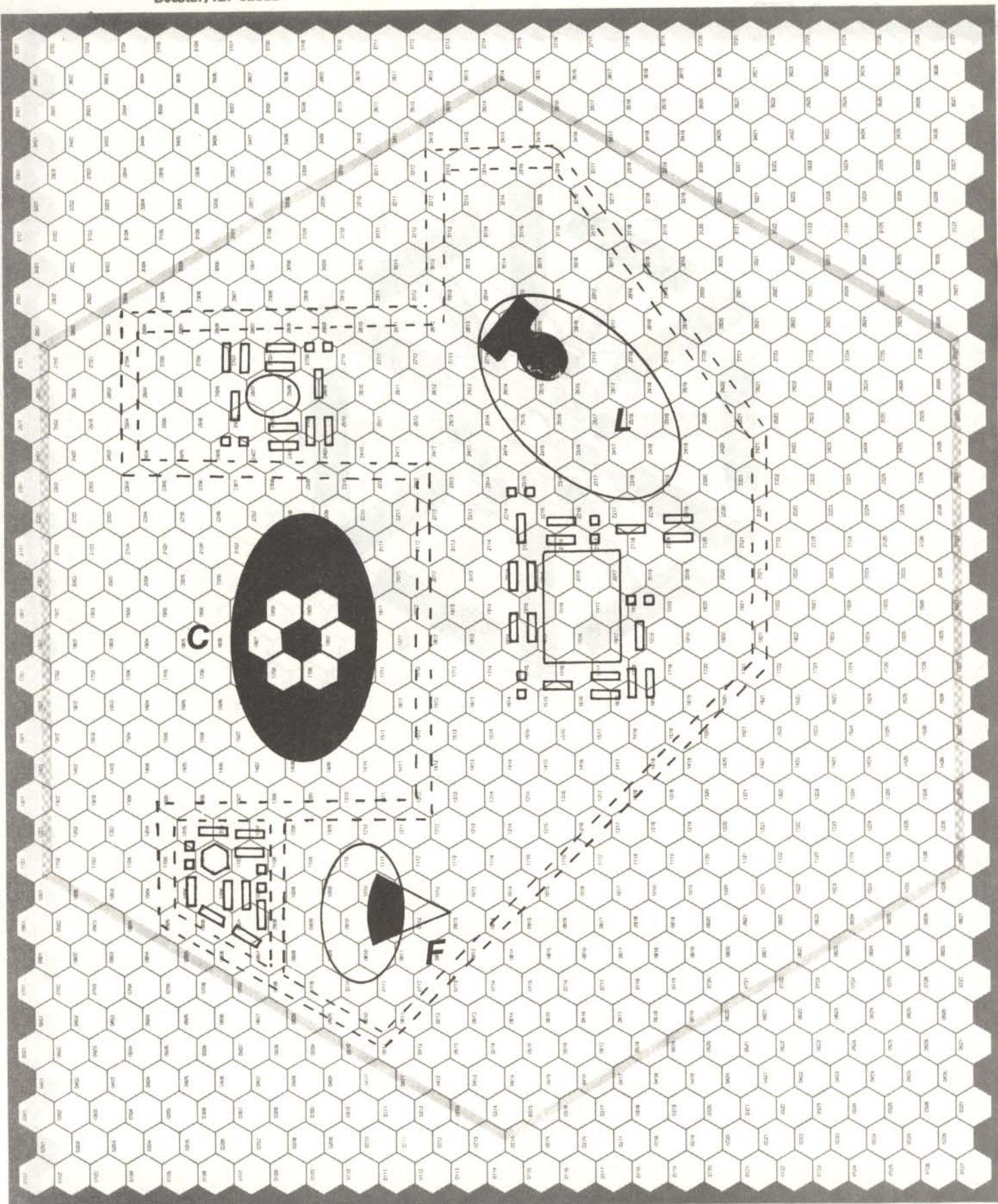
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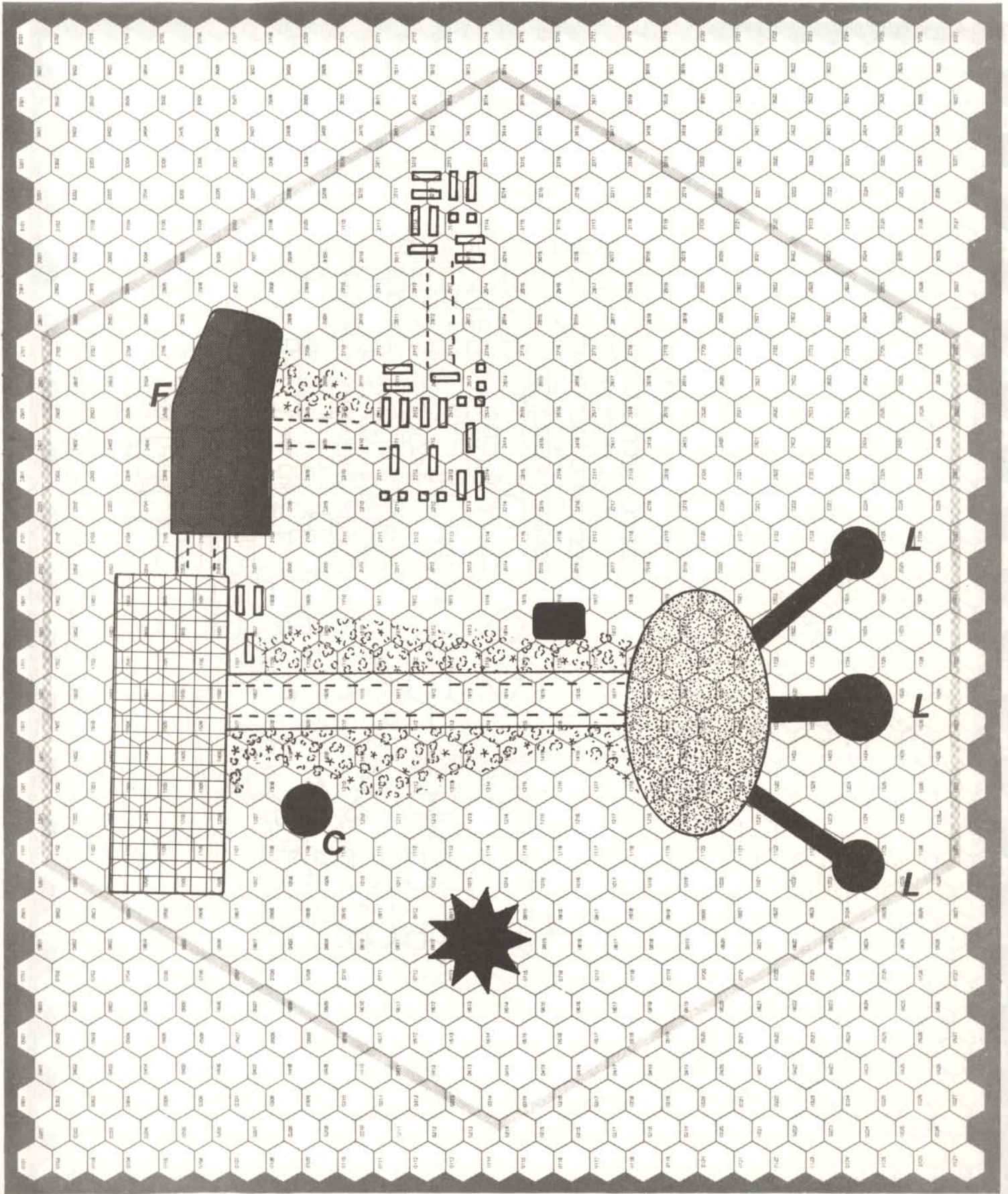
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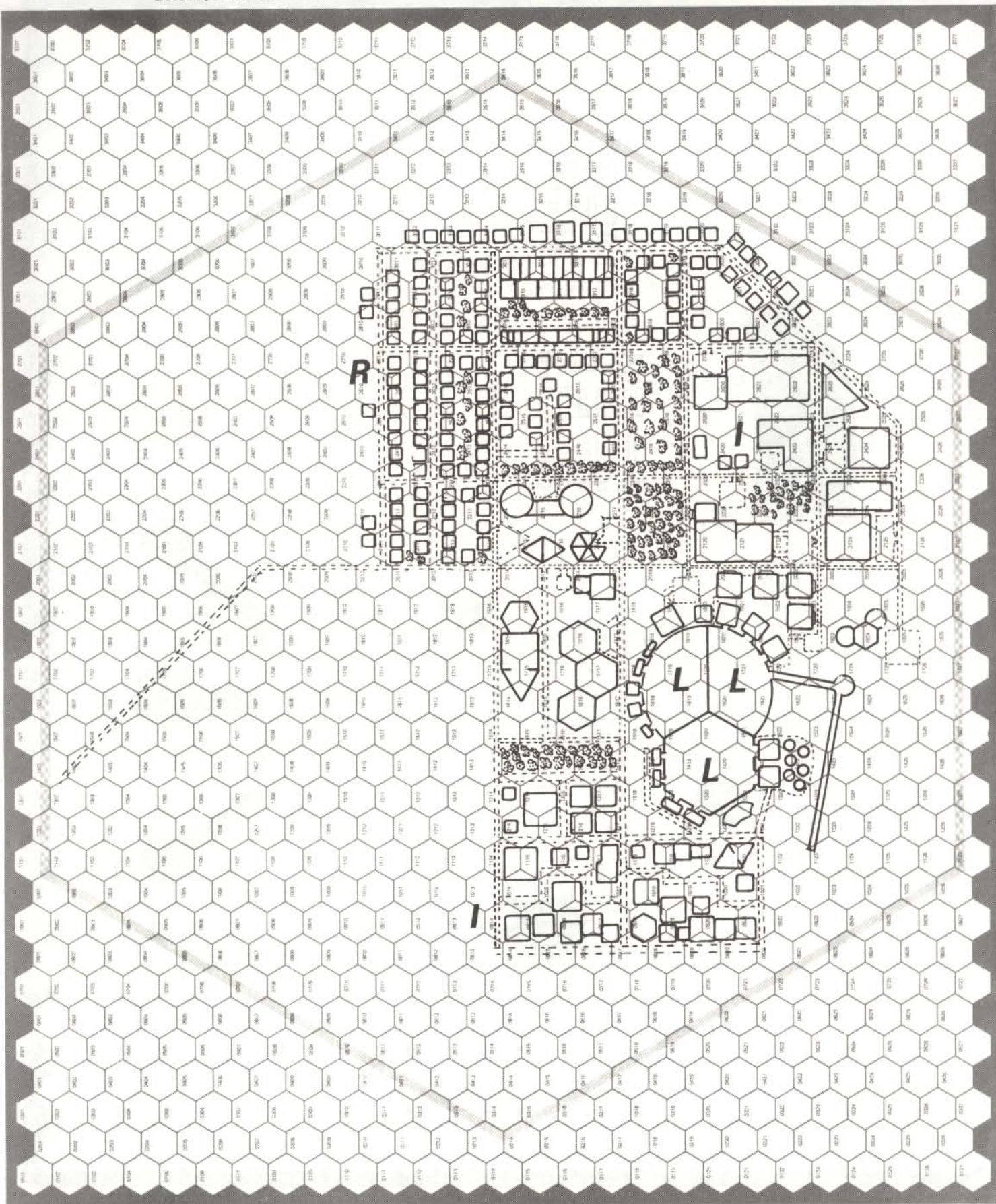
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‡‡ WAREHOUSE
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II POWER STATION
□ BLOCKHOUSE

○ ARTILLERY
● MISSILE HARDPOINT
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Judges Guild Map Key

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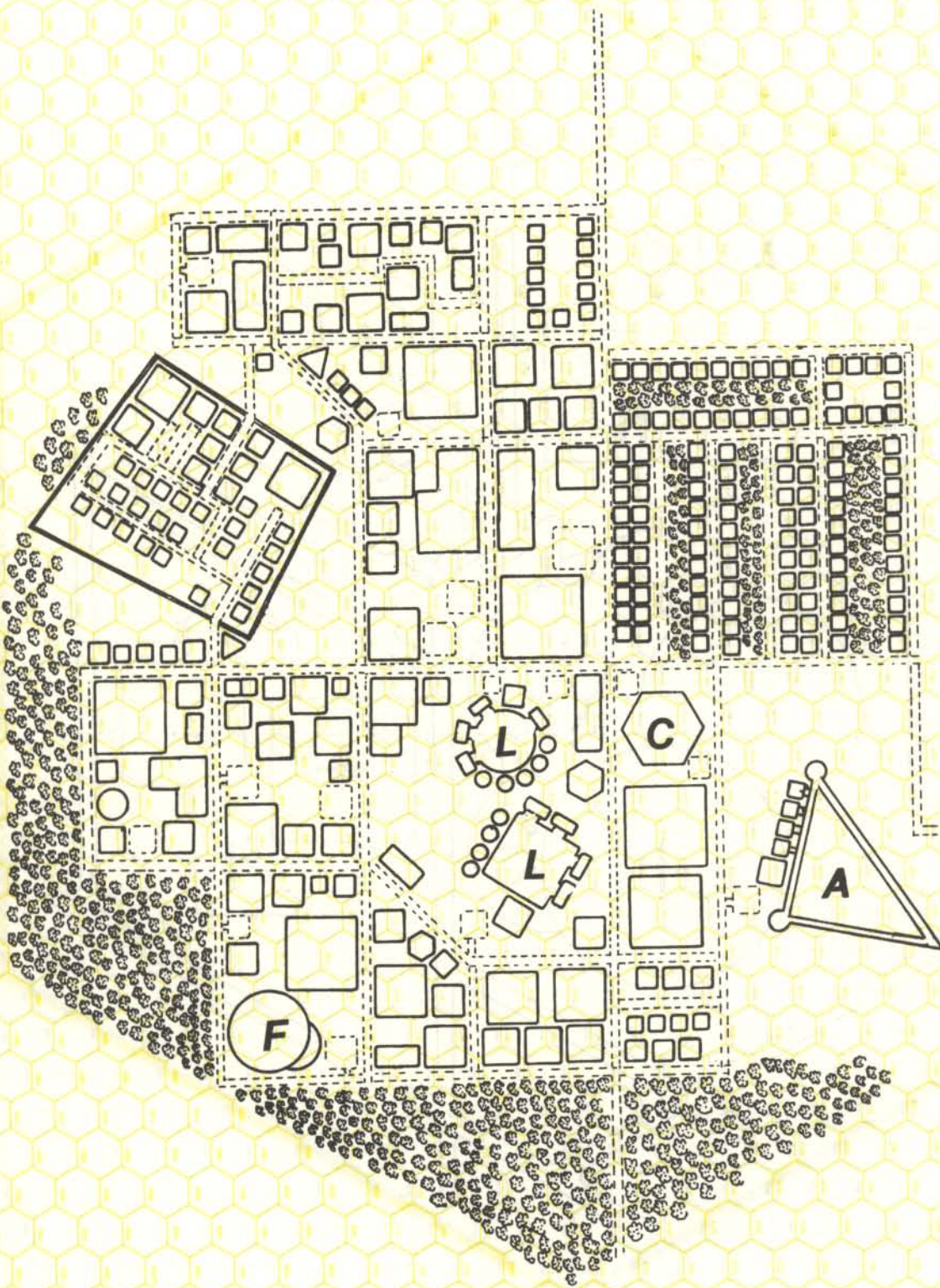
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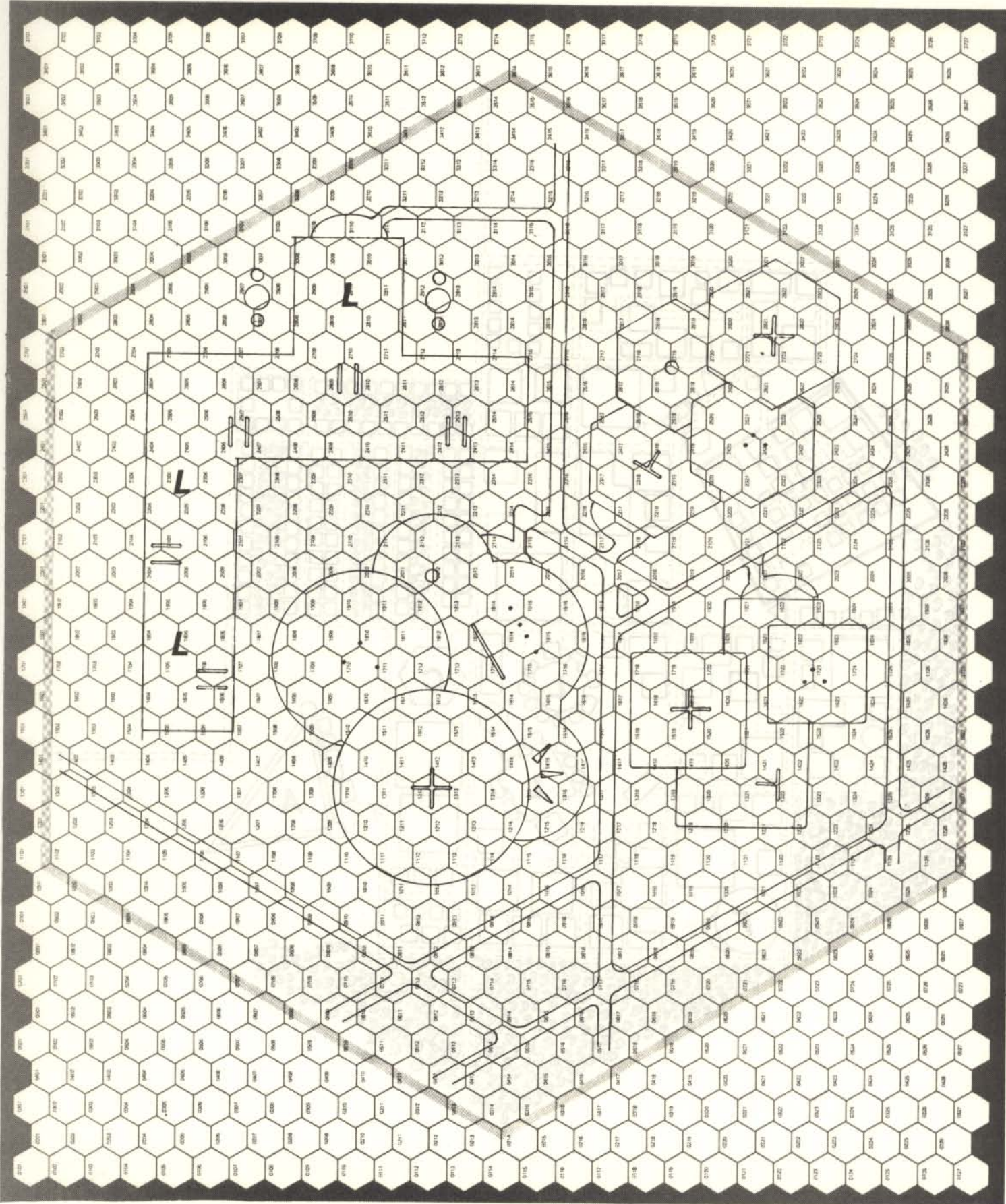
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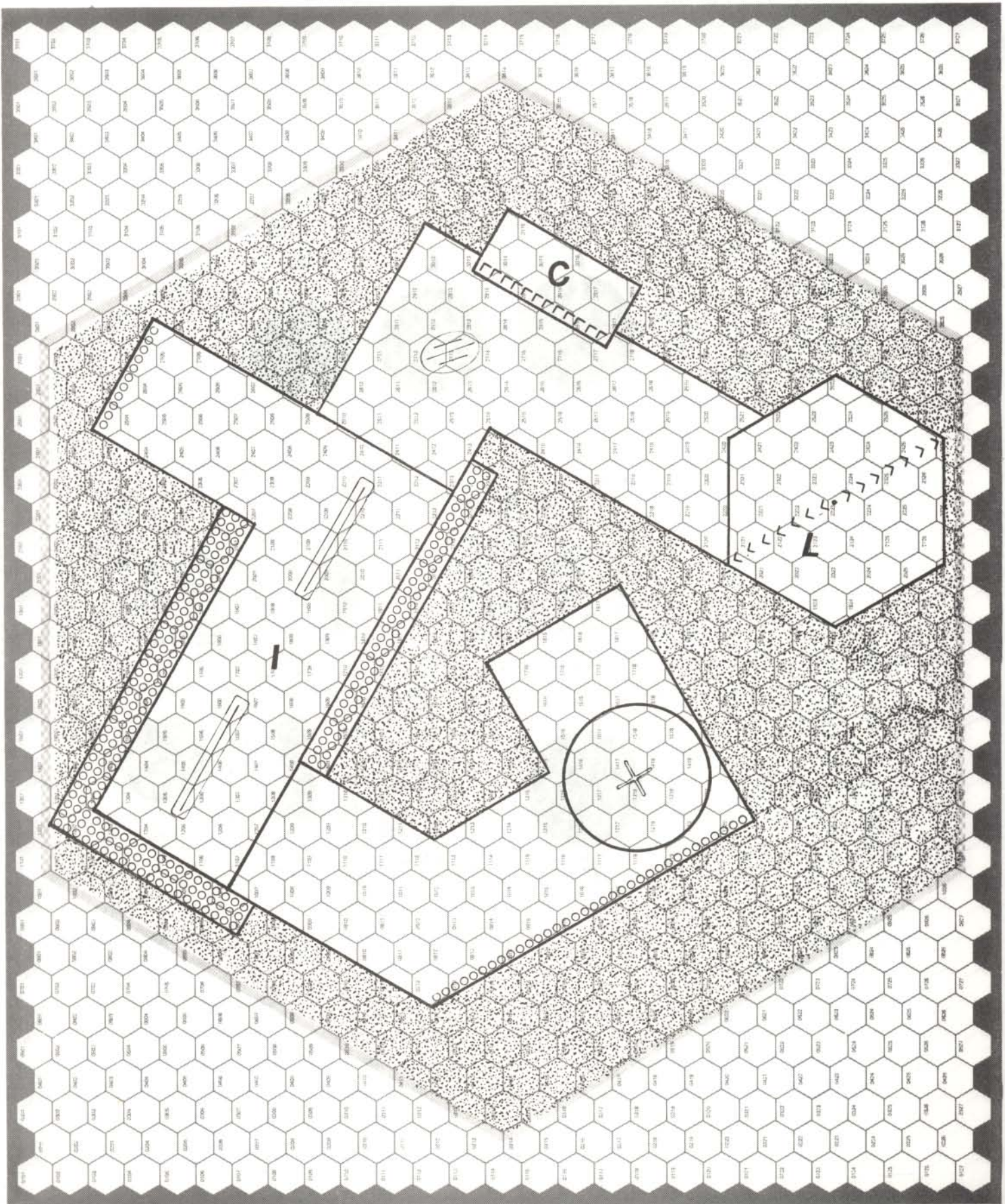
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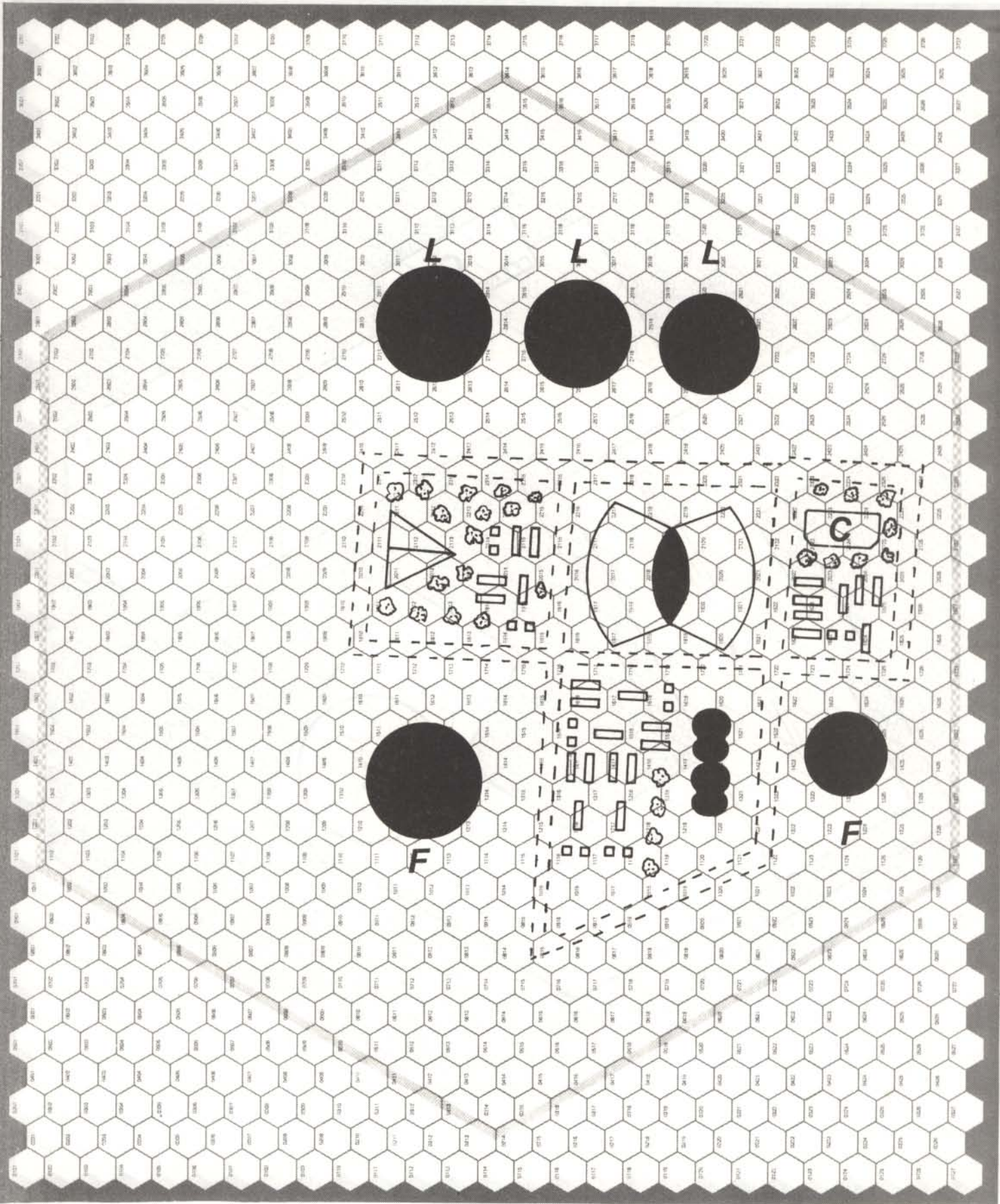
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Judges Guild Map Key

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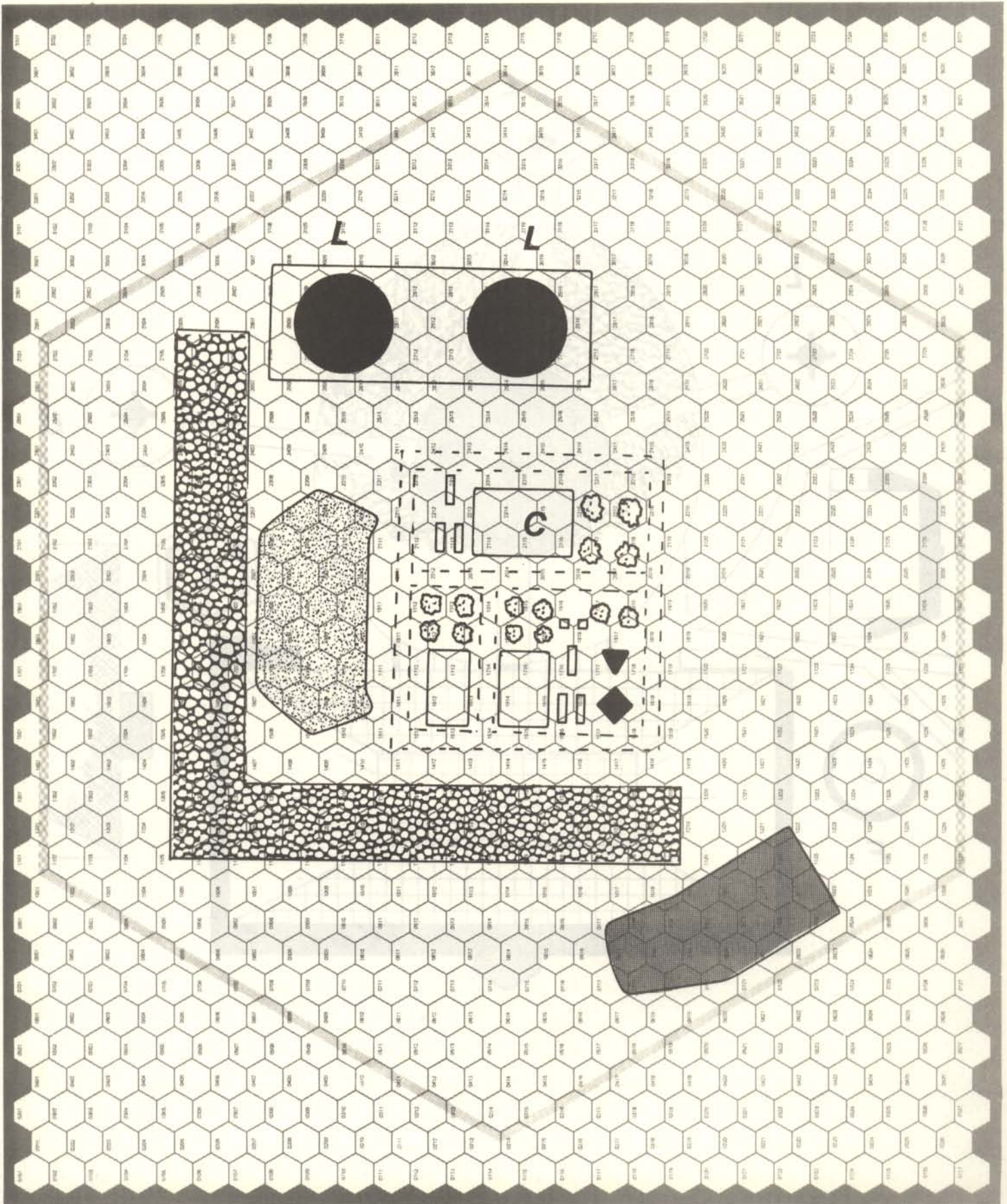
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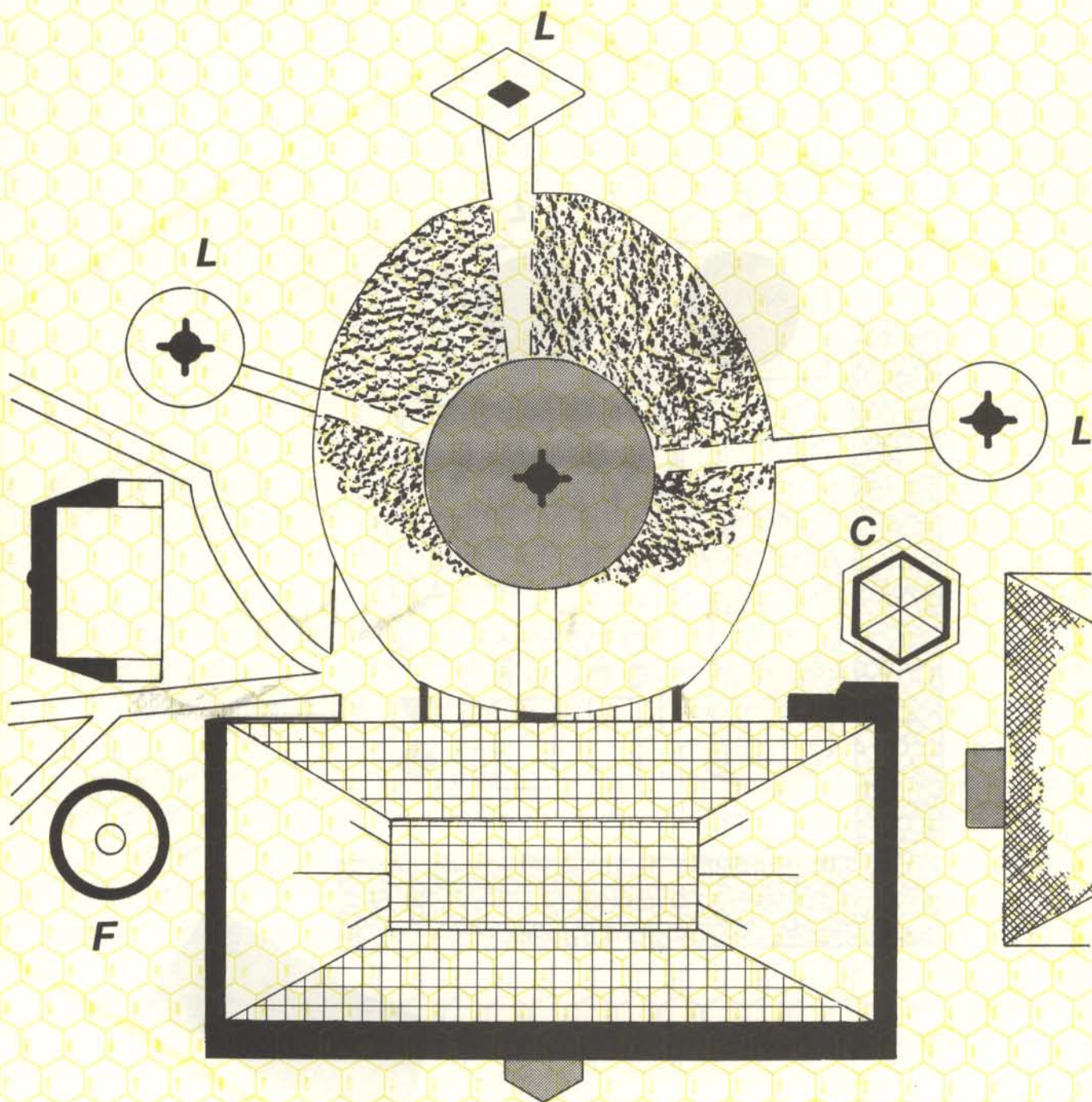
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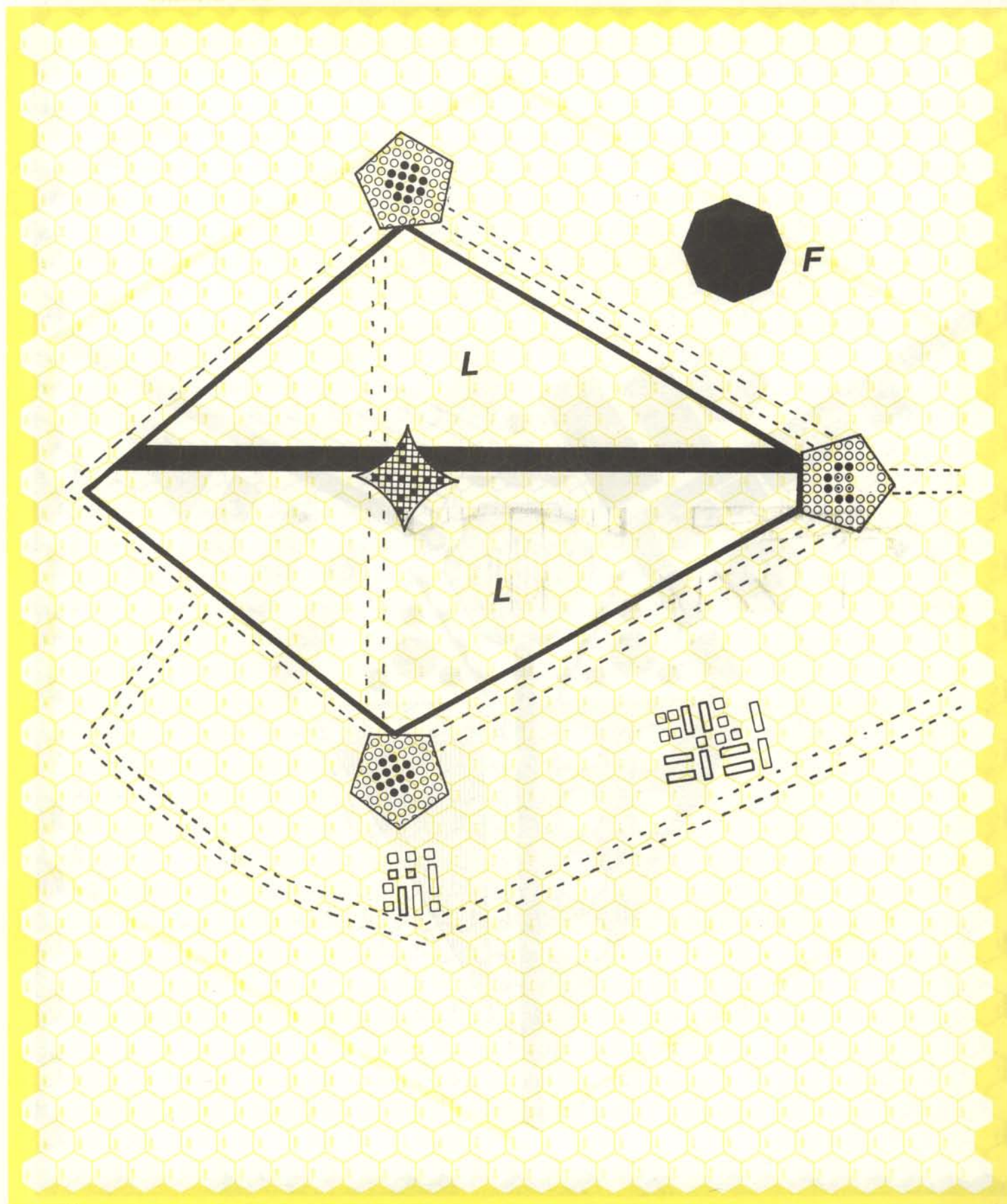
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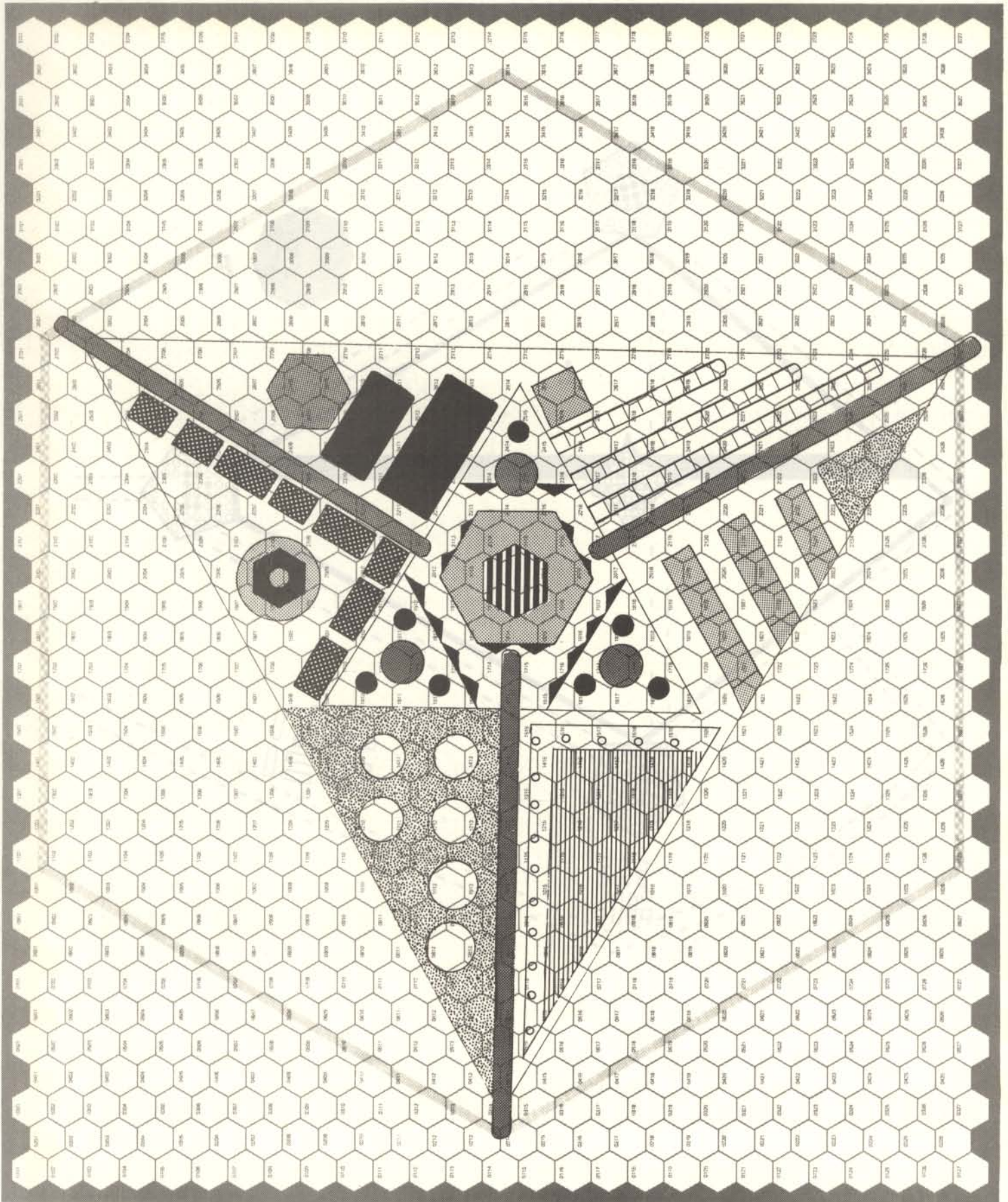
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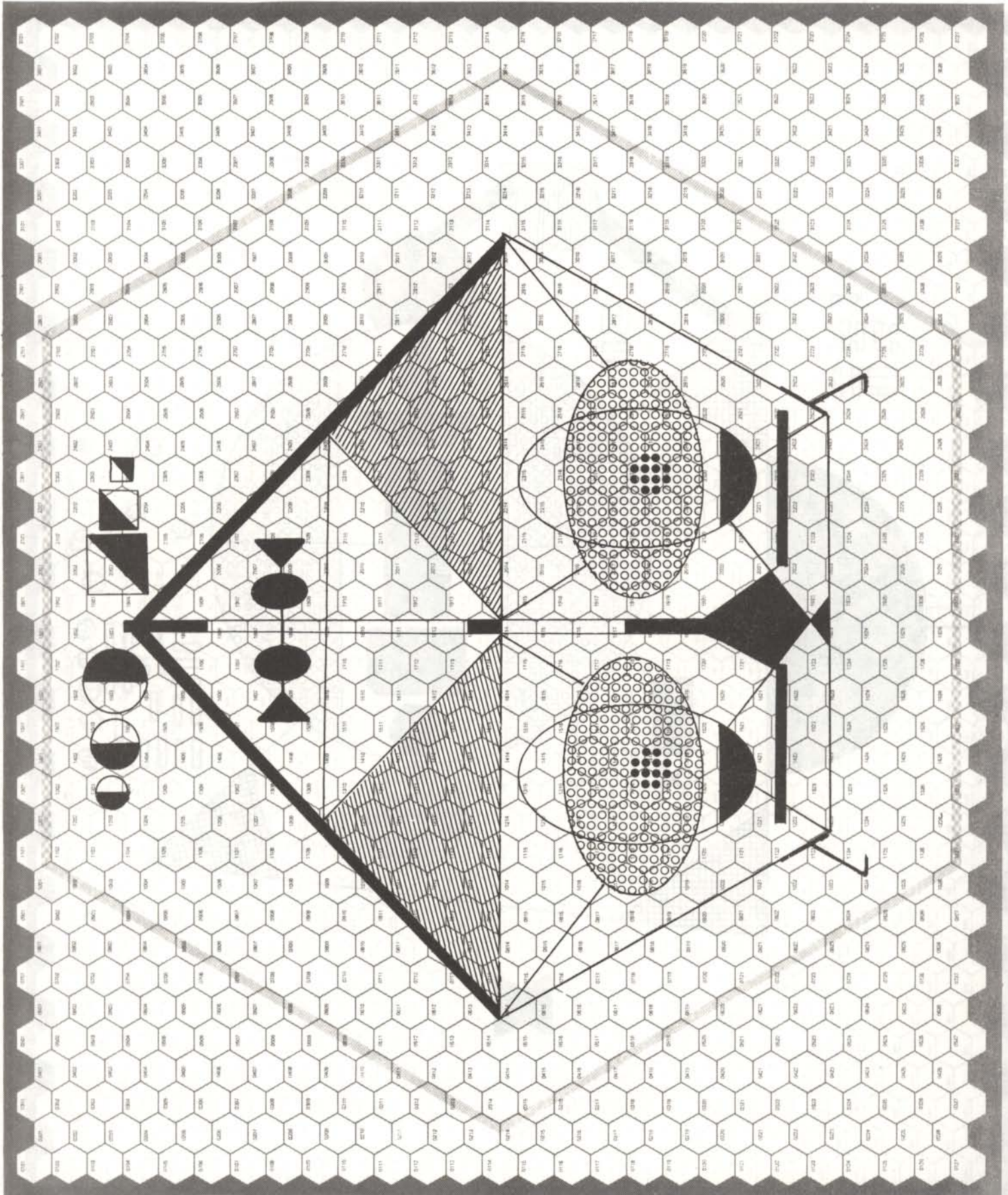
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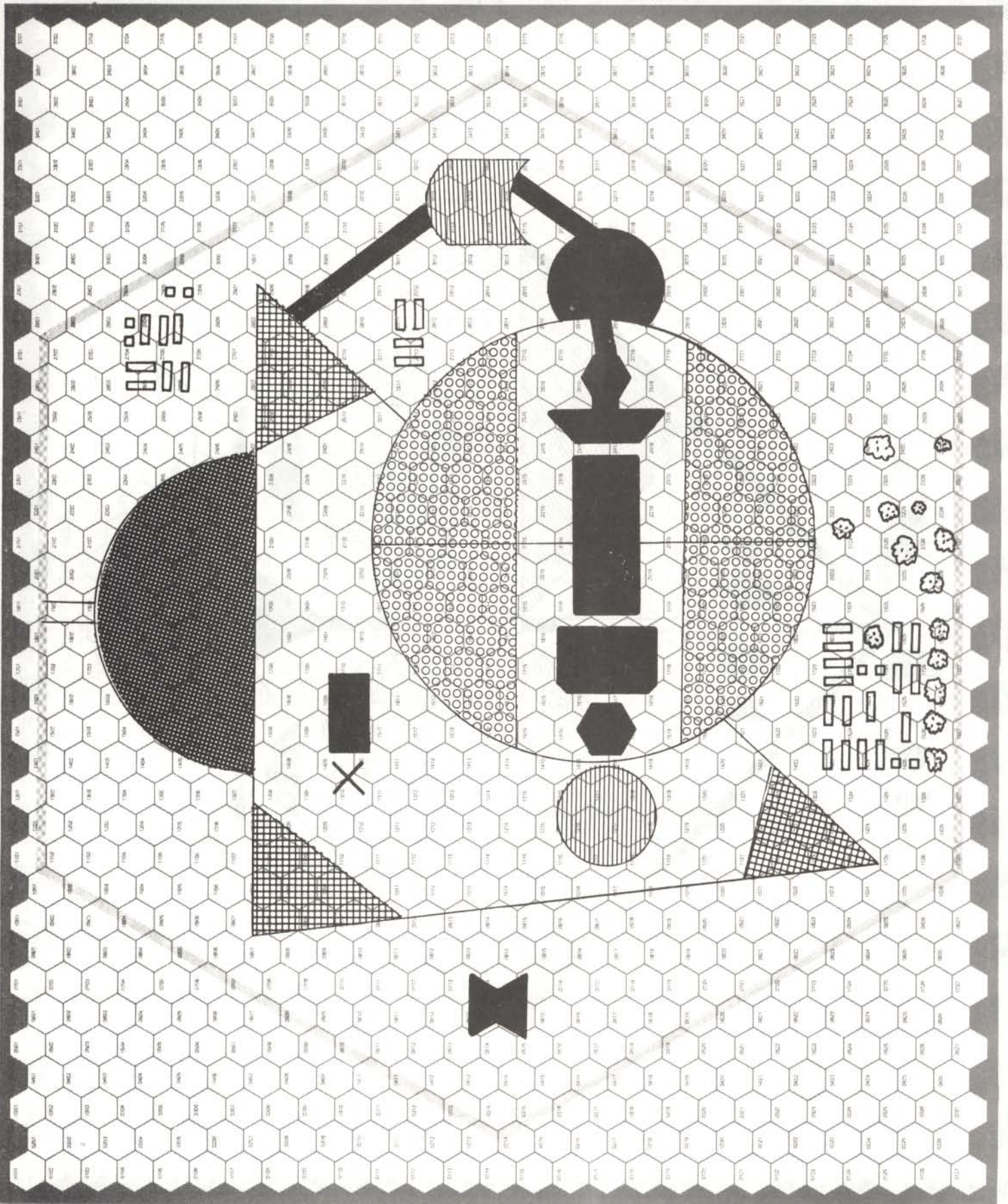
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# VAULT



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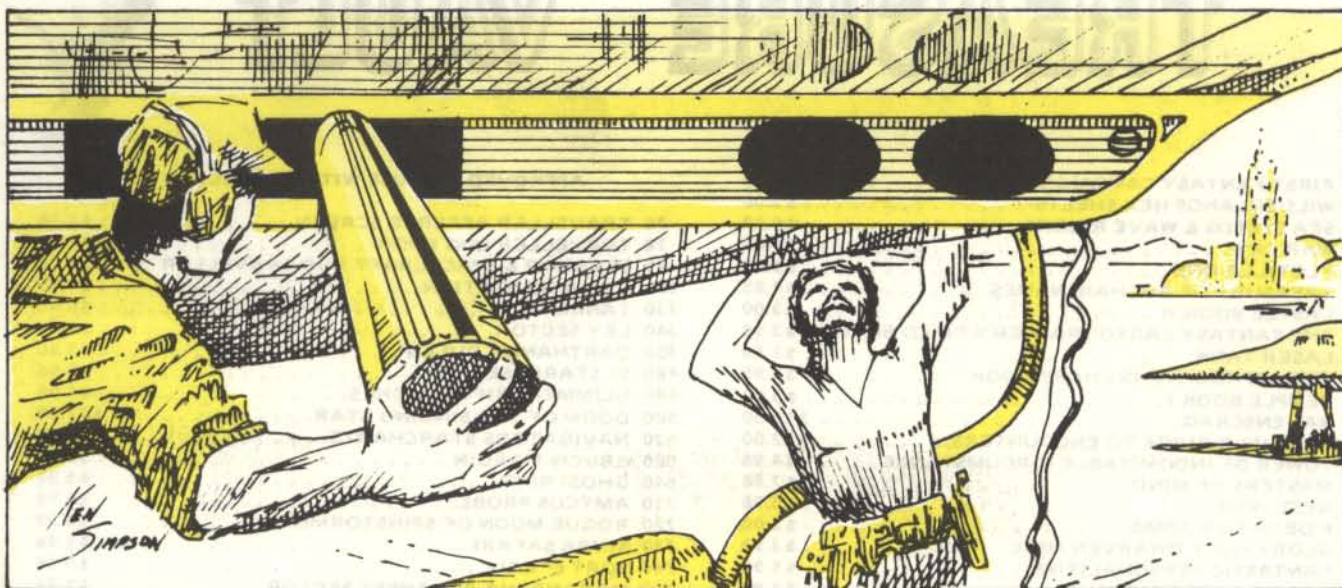
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