

STARPORT PLANETFALL

by J. Andrew Keith



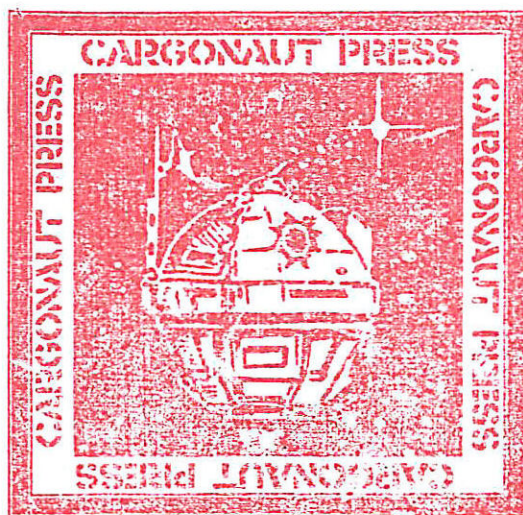
CARGONAUT PRESS

STARPORT PLANETFALL

An Encounters Booklet for *Traveller*

by

J. Andrew Keith



CARGONAUT PRESS

Credits

Design and Development J. Andrew Keith
Cover Art and Interior Illustrations William H. Keith Jr.
Editing and Layout Paul Sanders

Note: Some material in this supplement is based on a copyrighted article by John M. Ford entitled "Skyport Authority," which appeared in the *Journal of the Travellers' Aid Society* #19; this material is used with permission.

Note: J. Andrew Keith originally wrote this supplement in June of 1984. Some books and material referenced in this supplement were either never published, or were in fact published by company's other than those listed.

Starport Planetfall is Copyright © 1998 by Paul Sanders

All Rights Reserved

Printed in the United States of America

No part of this book may be reproduced (except for private personal use) in any form, or by any means, without permission in writing from the publisher.

Traveller is **Far Future Enterprises** registered trademark for its role-playing game of science-fiction adventure set in the far future. The **Traveller** trademark and selected material contained in this supplement are used with permission.

Published by:

CARGONAUT PRESS
1316 West 2nd Avenue
Apache Junction, AZ
85220 USA

CARGONAUT PRESS

Table of Contents

SECTION I: ENCOUNTERS

Introduction	06
Required Materials	
Using this Supplement	
Creating Encounters	
Encounter Descriptions and Listings	
The Starport	09
Starport Classes	
Port Facilities	
Spaceports	
Planetfall	11
Landing Procedure	
Lift-Off Procedure	
Encounter Descriptions	
Referee's Notes	
Starport Encounters	15
Starport Encounter Descriptions	
Port Business	25
Initial Port Inspection	
Subsequent Encounters	
Desired Encounters	
Officials and Starports	
Official Encounter Descriptions	

SECTION II: CHARACTER CREATION

The Starport Authority	36
Initial Character Generation	
Acquiring Skills and Expertise	
Skills	
Benefits	
Character Generation Tables	
Referee's Notes	42

SECTION III: APPENDIX

A: Charts and Tables	44
----------------------------	----

This page was intentionally left blank.

SECTION I: ENCOUNTERS

Introduction

Traveller adventures and campaigns make repeated use of random encounters as a means to implement adventure situations or move the action along during slow spells. This booklet, *Starport Planetfall*, is designed to provide a number of encounter tables and situations specifically geared towards major starports. When random encounters are to be generated in a starport setting, the tables in this booklet can be used instead of the standard *Traveller* encounter process, thus providing added color, flavor, and detail to the actual encounter situations which result.

The use of this booklet can help the *Traveller* referee in a number of different ways. First, it adds variety to the list of possible encounters. This alone is a valuable thing; in long campaigns, especially, the comparatively limited list of encounter types in basic *Traveller* can prove limiting and overly repetitive.

More importantly, the encounters presented in this supplement are fairly detailed. As a result, the referee can implement them without breaking stride to work out the nature of a given random encounter or to develop the situation. Several alternative directions that the encounter can take are already worked out in advance; some could require further development, but such development generally occurs after the initial encounter itself is resolved.

One especially useful corollary to this crucial detail is the fact that the encounters in this booklet enable the referee to use them as a sort of camouflage, disguising the importance of events crucial to the adventure or campaign in progress. Under normal circumstances, a group of players can sense when an encounter is important by the amount of detail the referee gives them as it unfolds. A very glib referee can throw them off the scent, as can a referee with a large stock of pre-prepared situations. This booklet provides such a stock of detailed encounter possibilities. When it is used, the players will have more trouble telling when a specific encounter is important to the task at hand or not. As a result, they pay more attention to

every encounter, and may not realize that a referee-prepared encounter, when it occurs, is of particular importance.

Finally, this booklet has a potential for generating new adventures. Many of the encounters presented here make good lead-ins to full-fledged adventure or campaign scenarios, which can be expanded upon as the referee (and the players) desire.

REQUIRED MATERIALS

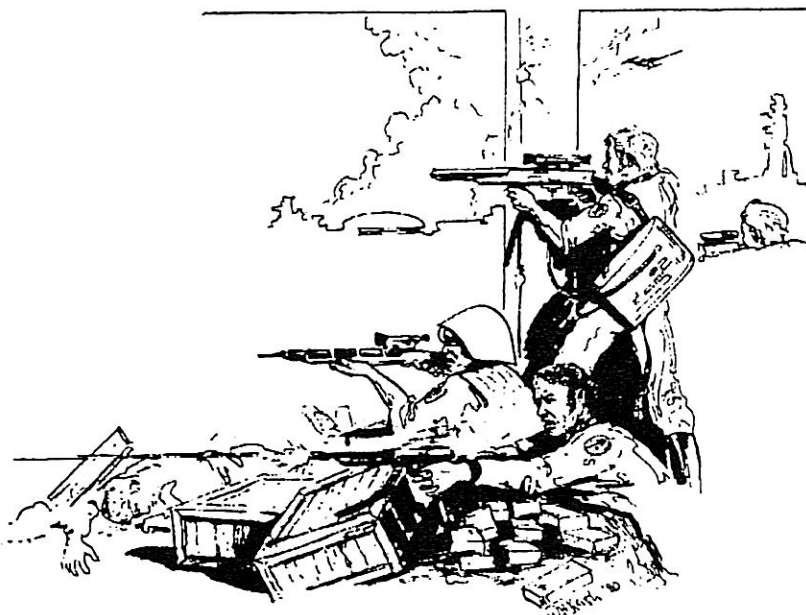
Aside from some version of the basic *Traveller* rules (*Basic Traveller*, *Deluxe Traveller*, *The Traveller Book*, or *Starter Traveller*) - which is assumed to be available and familiar to the referee - this supplement requires little in the way

of additional material. The usual assortment of pencils, paper, square-grid graph sheets, six-sided dice, and other items essential to effective refereeing are, of course, necessary, or at least very useful in utilizing this supplement, but no other books, supplements, adventures, or other published material, whether by GDW or by any licensee, are required in order to use *Starport Planetfall*.

Many such items may, however, be useful. This supplement is specifically intended for use with adventures or campaigns, either published or referee-created. Some published adventures where *Starport Planetfall* may be particularly useful include the products listed below:

From Game Designers' Workshop:

- Adventure 2, *Research Station Gama*
- Adventure 3, *Twilight's Peak*
- Adventure 4, *Leviathan*
- Adventure 6, *Expedition to Zhodane*
- Adventure 13, *Signal GK*
- *The Traveller Adventure*
- *Tarsus*
- *Beltstrike*



From Gamelords Ltd:

- *A Pilot's Guide to the Drexilthar Subsector*
- *A Pilot's Guide to the Caledon Subsector*
- *Letter of Marque*

A variety of other supplements and booklets may also have useful applications when taken in conjunction with this supplement. These include:

From Game Designers' Workshop:

- Supplement 1, *1001 Characters* (Character descriptions)
- Supplement 3, *The Spinward Marches* (Star Maps)
- Supplement 4, *Citizens of the Imperium* (Character descriptions)
- Supplement 6, *76 Patrons* (Patron adventures)
- Supplement 10, *The Solmani Rim* (Star Maps)
- Supplement 13, *Veterans* (Character descriptions)

From Gamelords Ltd:

- *Lee's Guide, Volume 1* (Planet descriptions)
- *Wanted Adventurers* (Patron adventures)
- *Wanted: Adventurers #2* (Patron adventures)
- *Grand Survey* (Rules for planetary mapping)
- *Startown Liberty* (Encounters in "Startown")

Finally, several back issues of the *Journal of the Travellers' Aid Society*, published by GDW, may be particularly useful in conjunction with this volume. These include the following specific issues:

- Issue #4 "Trade and Commerce"
- Issue #5 "Speculation Without a Starship"
- Issue #7 "Champa Interstellar Starport"
- Issue #12 "Merchant prince" (Special Supplement 1)
- Issue #19 "Skyport Authority"

Any of the products or articles listed above may be of interest to referees or players involved in starport-related activities or adventures. Other *Traveller* products may also contain a few items of use, though not so specifically applicable as those discussed here.

New Skills: From time to time, this supplement may allude to new skills or concepts introduced in *Traveller* material other than the basic rules. Where possible and necessary, sources will be cited for purposes of reference. It is generally possible, however, to ignore any specific reference of this type, substituting a familiar skill or concept instead.

USING THIS SUPPLEMENT

Starport Planetfall is subdivided into five major sections. The first part deals with classes and types of starport facilities, and provides information on developing specific port contents. The second section details encounters occurring during landing and take-off. The third section presents

encounter descriptions, keyed to tables based on starport classes, while the fourth section presents encounters which are specifically connected to the problems of encounters with the official elements of port administration, and the final part provides a system for generating characters in starport-related job positions. Charts and tables are provided in the appendix.

Encounter descriptions are the heart of the booklet, containing basic information on conditions and circumstances surrounding specific encounter table entries which are rolled at random (or, if the referee prefers, selected deliberately). Each description includes a short explanation of the situation, and the possible complications and ramifications of specific courses of action which may take place. In most cases, an additional die roll is made to select a specific situation that pertains to the encounter. Thus, an encounter with a broker could result in any of several specific situations, ranging from a simple opportunity to buy or sell cargo at exceptional prices up to an offer of a long-term charter contract for cargo service (or even smuggling) to a nearby world.

Campaign/Adventure Use: When using this booklet in conjunction with a specific adventure or campaign situation, random encounters should be rolled for every so often in accordance with the basic *Traveller* rules. These encounters may be implemented as described here.



Periodically, however, as the needs of the adventure dictate, the referee should insert events and encounters of importance to the flow of the adventure in place of these random encounter rolls. It is also possible to adapt a random encounter from this booklet so that it has a direct bearing on the adventure in progress. Whether the encounter is a random or a specific adventure incident, presentation should always be the same. No special emphasis should be placed on either sort of encounter; they should be indistinguishable from one another to disguise the nature of the encounter and its overall importance to the adventure or campaign.

Where no specific adventure is in progress, but characters are engaged in an ongoing campaign, encounters may be sprung as random problems to plague or distract a group temporarily, or they may become the springboards to new adventures. To return to the broker example used previously, a broker encounter has the chance of involving the group on the edges of a price war between rival brokerage houses, or of setting the group up into a sort of subsidized cargo route on the broker's behalf, or even of getting the adventurers entangled in a potentially hazardous smuggling situation. Each of these outcomes can be the beginning of an adventure or even a whole campaign that can keep the group

busy. This sort of spontaneous adventure could even interrupt a planned one already in progress, temporarily diverting the characters from their true goal.

CREATING ENCOUNTERS

The encounter descriptions provided here need not be taken as the only possible situations that might be implemented. Referees are actively encouraged to develop new possibilities, whether this involves additional options for given encounters, the creation of new situations to substitute for table entries, or even the substitution of whole new *tables*. To create new encounters, use the ones provided here as models for the information that must be given.

Encounters from other booklets in this Gamelords series, such as *Startown Liberty*, may also be substituted as desired, provided such substitutions can be justified. Thus, those sections of *Startown Liberty* dealing with encounters in the course of an evening's entertainment would be as applicable to a *starport* hotel/bar/casino complex as to startown establishments (which is why they are not discussed in this booklet at all).

ENCOUNTER DESCRIPTIONS AND LISTINGS

Each encounter presented in this booklet follows the same basic format. The listing on the table describes the general nature of the encounter, the number of people involved, the average Reaction Level of the people involved, and whether or not the encounter is one that the player-characters will be immediately aware of.

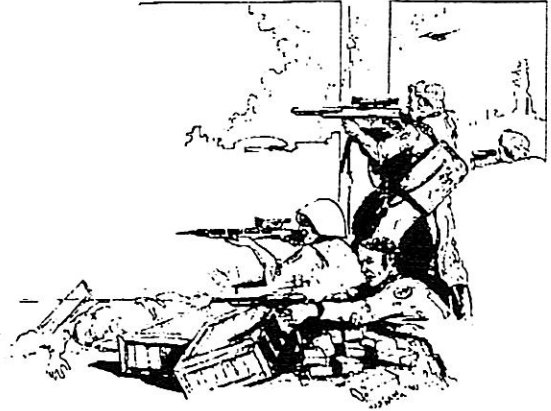
The descriptions go into more detail. The listing is repeated, followed first by a general encounter description, then by player's information (what they know as the encounter unfolds), and finally, by referee's information. The latter information usually includes a die roll, which selects one of several different options to describe the actual nature of the situation and course of events to be followed. The results of each option are also presented.

A few options may involve a cross-reference to another, different table entry.

The Reaction Level: Individuals who are encountered are given a basic reaction level, representing their general disposition, attitude towards the adventurers, and willingness (or lack thereof) to cooperate with the group. To successfully deal with an individual in the course of an encounter, the given Reaction Level or less must be rolled on 2d. Success permits the player-characters to question, reason with, convince, or otherwise interact with the individual(s) in question. Failure of the roll means that the NPC will continue pursuing his or her own goals, as given in the encounter description, possibly placing the individual in conflict with the adventurers.

Each time the player-characters are perceived as interfering with those goals, and the interaction throw is not

achieved, the reaction level should drop by one. Specific implementation of this is a referee judgement call. The reaction level is also considered to carry the same meanings as the reaction table results in the basic *Traveller* rules; thus, a level of 2 indicates an immediate attack, while certain other levels may require checks by die roll to determine if some hostile activity takes place.



One attempt at interaction, and one roll to determine the chance of an attack-taking place, should be made each combat round. Once an attack is made, the resulting fight will continue until one side or the other is out of action, or until successful interaction persuades the character to stop the fight. A roll of 2 causes this to happen immediately, while any other result less than or equal to the current reaction level causes the fight to end if a *second* interaction roll, made immediately, is also successful. The referee may also wish to interject other criteria for such interaction.

Character Awareness: Encounters sometimes start imperceptibly, with the characters involved becoming aware of what's going on only gradually, or as the result of luck or special insight. For instance, characters might not realize that a technician working on their ship was actually engaged in sabotage.

Each encounter listing contains information on how a character or group of characters may first become aware of the encounter. For instance, the phrase "roll Intelligence" might be listed; this indicates that a 2d throw of intelligence or less will allow the referee to reveal the Player's Information for the encounter. The referee may determine how many chances the player(s) may have to make this throw before the encounter becomes impossible (because conditions making it possible no longer obtain), or is forced by circumstances (in which case, the characters are *surprised* by the event).

These rules are intended to supplement (and, in some measure, to replace) the standard *Traveller* procedures for determining Reactions, Surprise, and the like.

The Starport

Planetary starport facilities link worlds with the interstellar community beyond, serving as terminals for passenger and cargo transport, ship construction, base facilities, and a center for extra-planetary presence on each individual planet. There may be several starports on a single planet (particularly populous ones), or there may be only a single port, but most share certain common features.

STARPORT CLASSES

The basic *Traveller* rules categorize starport facilities by six classes, labeled A-E, and X. Class X ports are interdicted and not open to offworld traffic, and hence not discussed here. The other starport classes are all covered in this booklet. The size and capabilities of a particular port type are covered in the basic rules, which may be consulted, for descriptions as needed. Some further information is provided in this chapter.

PORT FACILITIES

Specific features of various ports are discussed below, and summarized in the Starport Contents Chart at the end of the section.

Orbital Ports: Many starports maintain two elements, a ground installation and an orbital facility. The orbital facility is generally in geosynchronous orbit over the site of the ground element. Orbital ports service vessels which cannot land on planetary surfaces, or whose crews prefer not to. Each orbital port includes warehousing, shuttle service, fuel and maintenance facilities, transient lodging and entertainment, and "dry docks" or construction facilities comparable to those available on the surface.



The chances of a specific type of port having orbital facilities are summarized on the Starport Contents Chart. Roll 2d to determine the presence of such facilities, as given on the chart.

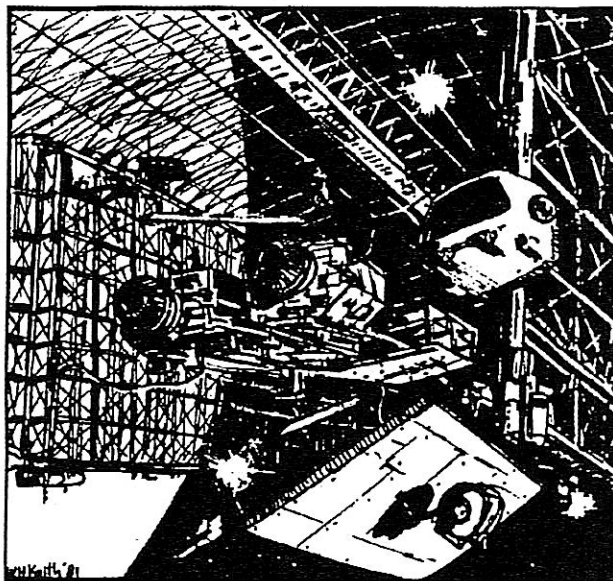
Bases: Naval and Scout base presence at a starport is given according to basic *Traveller*; the chart repeats the probabilities for each port class.

Extrality: In the Imperium and most other interstellar states, starports are granted extraterritoriality (commonly shortened to "extrality"); port grounds are not under the jurisdiction of the local government. Laws, regulations, and government is conducted in accordance with the customs of the interstellar authority. However, this is not always the case, especially with smaller port facilities.

The chart shows the 2d throw required to allow a port extrality status; if not achieved, the port is under local government jurisdiction. Local laws govern police harassment and weapons usage, and the port boundary offers no sanctuary for criminals or political refugees.

If a port does indeed enjoy extrality, the law level is set at 1d-2 (treat 0 as 0) within the port extrality line, regardless of planetary law level. This level governs police harassment, primarily, though open carriage of weapons is also discouraged to the same general extent.

Shipbuilding: Basic *Traveller* gives the overall chances of encountering starship or spaceship construction facilities at a given port. For some variability, the chart gives the chance of a port including construction facilities.



The referee should roll 2d+4 and compare the result to the planetary tech level as modified on the chart. Thus, tech + 4 indicates that a world of tech level 10 would have the appropriate construction facilities if the modified die roll was 14 or less. If the result had been tech -2, the "facilities would only be present on a modified roll of 8 or less.

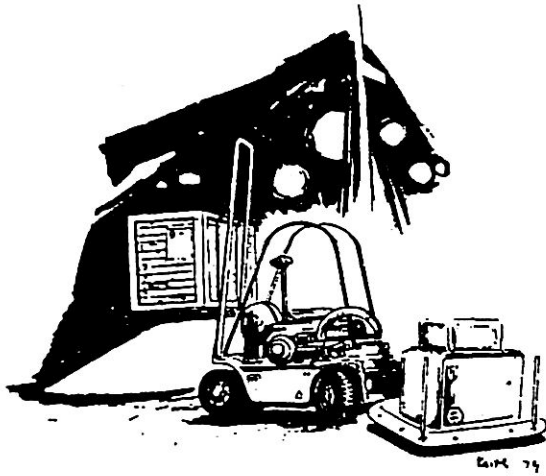
Fuel: Refined fuel is always available at class A and B facilities. Smaller ports have refined fuel if a throw against modified tech level is made, as discussed above.

Unrefined fuel is available on any world that has a hydrosphere of 1 or greater.

Repairs and Maintenance: Incidental repairs can be obtained at a port by throwing 2d for the indicated number of higher. An annual maintenance overhaul is available at any port where shipbuilding is possible, and at other ports according to a throw against technology (as discussed previously) is made.

Lodging and Entertainment: A port will include a hotel complex, restaurants, bars, casinos, and similar facilities if the throws given are made.

Brokerage and Warehousing: Warehousing facilities permit rental of space (at Cr10 per day or Cr100+ per week) to house cargoes while awaiting sale or transfer to an outbound vessel. These are available if the given throw is achieved on 2d.



Brokers, as described in the rules for trade and commerce, are available if the brokerage roll is achieved. Brokers are rated from 0-4; roll 1d-1 for the highest broker rating available at the port; brokers of any level up to the number that are present. (A broker level of 0 has no particular influence on the resale roll, but may throw twice for a sale in a week rather than once, and receive a 5% commission). If the roll was a 6 (modified to 5), roll again; the result is the level of the *only* broker available at the starport.

Travellers' Aid: The chart gives the chances of finding a Travellers' Aid hostelry at a given world, as discussed in the basic rules.

SPACEPORTS

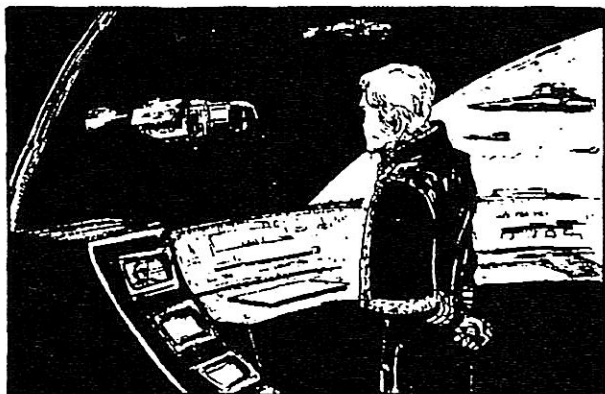
Traveller Book 6, *Scouts*, and the *Gamelords* supplement *Grand Survey* introduce the concept of Spaceports, facilities designed to support interplanetary rather than interstellar travel. If spaceports are in use, then all facilities marked with a (s) on the chart should be checked for that spaceport. Each spaceport is roughly equivalent to a specific class of starport, as noted.

Planetfall

Arrivals and departures at a starport are rife with their own share of danger and potential interest. Each time a ship lands at or departs from a dirtside starport (not an orbital facility), there is some chance of a dangerous situation arising to complicate the operation. The Planetfall Encounter Table regulates these possible situations; roll on this table as directed in the sections below for possible encounters. Descriptions of table results are given later in this chapter.

LANDING PROCEDURE

Standard procedure for a landing approach calls for the ship to be placed in orbit around the world for a period of 1d x 30 minutes. At the end of this time, clearance to begin landing approach from orbit is granted.

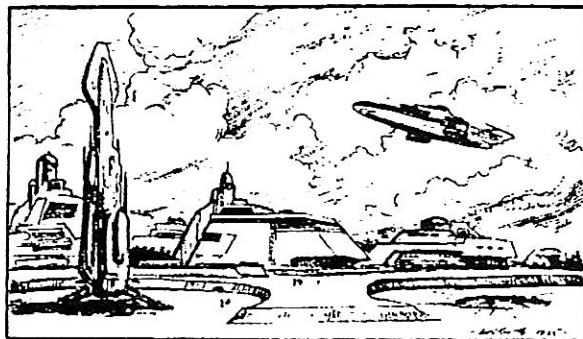


Descent from orbit is resolved in 1000-second turns (the same time periods as are used for resolving ship-to-ship combat). An orbital descent takes a number of these time periods equal to the size digit of the world in question. During each of these 1000-second time periods, roll 2d to determine the probability of an encounter. A basic roll of 7+ causes a planetfall encounter to take place. The pilot skill of the pilot is used as a negative DM, reducing the chance of danger. A roll of 12 *always* results in an encounter situation, regardless of DMs. Landings which involve unusual hazards (in the face of a combat situation, or with malfunctions already occurring on board) may receive a positive DM at the discretion of the referee.

If an encounter occurs, roll once on the Planetfall Encounter Table to determine the nature of the problem should a "No Encounter" result occur, resume the round by round resolution for further encounter situations. Any other encounter will end the process of rolling on the table; see the specific encounter description to determine the nature of the problem and the steps to be taken in resolving it.

LIFT-OFF PROCEDURE

When leaving a port, a ship is given launch clearance, and then may lift from the launch pad. Ascent is also recorded in 1000-second rounds. The ascent, however, may be faster due to higher acceleration. The referee may use a series of "range bands" setting the distance/time to orbit, equal to the size digit of the world. A 1G ship could move through one band on the first round, two the second, three on the third, and so on in a constant progression. A 2G ship could progress at 1, then 3, then 5, etc. All ships move through 1 band on the first round of ascent, regardless of acceleration. Ships can also voluntarily ascend at a rate lower than their basic acceleration rating, but never less than 1G.



Each round, one roll is made for the chance of an encounter; the base throw is 7+, DM - pilot skill, and DM + acceleration being applied. If the throw is made, roll on the Planetfall Encounter Table. If a no encounter result occurs, continue to roll round by round for further encounter possibilities. Other results, when they occur, end rolls for new encounters. The descriptions discuss the resolution of each encounter.

ENCOUNTER DESCRIPTIONS

No Encounter: This result indicates that the potential mishap fails to materialize. There is no effect on the ship or crew, and the referee should resume the round-by-round rolls for further encounter situations.

Ship Malfunction: No further rolls on the planetfall encounter table will be made during this takeoff or landing. Roll 2d on the Ship Malfunction Table, and follow the appropriate result below.

Maneuver Drive Failure: The Maneuver drive cuts out; the ship is now unpowered. Set up a range band display showing the current location of the ship in its landing or take-off. It will now begin to accelerate *towards* the surface of the

world at a rate equal to the gravity of the world (if this is not known take the size digit divided by eight). Follow the progression noted in the section on launch procedures, above.

An unpowered ship will crash unless one of two things happens. Either power must be restored, or the pilot must manage to control the ship as an awkward glider. Each round, the roll to restore power is 12+ on 2d, DM+1 modifiers can be gained if the character attempting the repairs can roll less than intelligence, education, or dexterity (one roll, and one DM, granted for each), new rolls being required each round.

The pilot can gain control of the ship as a glider on a roll of 10+, allowed once each round; DM + 1/2 pilot skill is applied, and DM+1 if strength 10+ is applied. A copilot can attempt to assist, adding the same DMs as the pilot.

Once control is gained, it must be maintained. The referee should roll 2d for a difficulty number, the number or higher which must be rolled each round by the pilot (with the same DMs allowed) to keep the glider under control. If the roll is failed in any round, immediately revert to the roll for gaining control, and repeat the process. Unpowered, controlled flight halves the ship's downward acceleration.

If the engineer makes repairs, the ship may resume powered flight. Roll 2d; on a 7+, the maneuver drive failure is serious enough to warrant a hasty return to port; otherwise it was merely a minor mishap, now (presumably) corrected. No further encounter rolls are made, either way, unless the referee wants to make life rough for the adventurers.

If repairs are not made, the only hope the group has is for an unpowered landing. When the ship reaches ground level (i.e. exits the lowest band on the display), it may land, or it may crash. The referee should determine the nature of the terrain of the target area, and thus the chances of actually touching down with reasonable safety. As the landing approach commences, one last roll to maintain (or gain) control is made; if it fails, the ship, crashes. If it succeeds, the ship can come down under control.



A crash inflicts 1d x 1d damage on each crewman and passenger, and damages the ship beyond repair (outside of a shipyard) on a roll of 5+. A controlled landing uses the table below to regulate results.

CONTROLLED LANDING/CRASH TABLE	
Die	Result
2	<i>Crash.</i> See above
3-5	<i>Crash Landing.</i> Roll against strength for each character to avoid 1d x 1d damage. of 8+. Ship beyond repair on roll
6-8	<i>Rough Landing.</i> Roll against strength to avoid 2d damage. Ship beyond repair on roll of 10+.
9-11	<i>Landing.</i> Roll against strength to avoid 1d damage. Ship beyond repair on roll of 12+.
12	<i>Good Landing.</i> No damage to ship or crew.

DM + pilot skill level. Negative DMs at referee's option to reflect the nature of terrain; the rougher the terrain, the higher the -DM.

Fuel Intake Failure: A fuel intake failure interrupts the flow of fuel to the power plant, and has effects identical to those given for a maneuver drive failure. Fuel intake failures, however, are easier to repair. The roll required each round for a repair is 9+, with a DM+1 per level of mechanical skill, and DMs for saving throws against Strength, Dexterity, and Intelligence.

All other procedures are as discussed for maneuver drive failures.

Communications Failure: Contact is lost with ground control. Communications may clear up spontaneously on a roll of 10+, made once per round. Repairs can be attempted, allowing a second throw of 10+ to clear the problem up, each round. The repair throw has a DM+1 per every 2 levels of electronics skill.

If a communications failure occurs, roll 1d, and use the result noted below.

COMMUNICATIONS FAILURE TABLE	
Die	Result
1-3	<i>No effect.</i> Failure has no consequences.
4-5	Treat as "Traffic Misdirection" (see Port Error results).
6	Treat as <i>Collision Alert</i> encounter situation.

Computer Failure: Readings from instruments disagree with those given by ground control. Players should be given the chance of relying on instruments or ground control. If instruments are used, roll on the Pilot Error table (below), with a DM + Pilot skill and a DM - 1/2 character intelligence (round fractions up). A ship may always ascend to orbit successfully, but may not continue until repairs are accomplished (requires crew to roll 12+, DM + Computer. skill, once every 2d hours until repairs are made, or starport servicing taking 1d hours and costing Cr1000).

If landing is attempted relying on a ground controller, determine the Intelligence of the controller assigned to talk the ship in. Each round, throw against this individual's intelligence. Every successful (Intelligence or less) throw results in DM+1, while every failed throw results in DM-1, applied to a final roll required for a controlled landing. Throw 8+ for a controlled

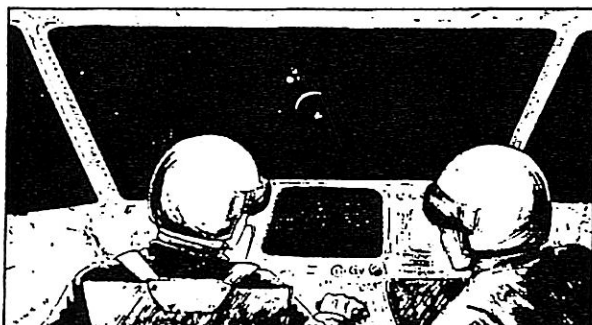
landing to be successful, applying the DMs above and a DM + 1/2 Pilot skill, as well. Failure of the throw results in a "Rough Landing" - each character aboard must roll strength or less to avoid 2d damage, and the ship will require an immediate annual maintenance overhaul on a roll of 10+.

Landing Gear Failure: The ship's landing gear fail to deploy properly. Roll 1d, below, for the nature of the failure.

LANDING GEAR FAILURE TABLE	
Die	Result
1-2	<i>Landing gear not deployed.</i> The failure is immediately noticeable, and can be counteracted by a return to orbit or by a "Rough Landing" (as described previously).
3-4	<i>Landing gear improperly deployed.</i> The landing gear seems properly deployed. The failure is detectable on a roll of pilot intelligence or less (no DMs) once each round. If not detected prior to landing, ship topples on landing (see below). If detected, use effects noted for gear not being deployed.
5-6	<i>Landing gear weakened.</i> Within 1d hours after landing, the ship topples due to failure of the gear. This has the effects of a "Rough Landing" (as described previously).

If gear is repaired by the ship's crew, one attempt is allowed every 2d hours; throw 10+ for repair, DM + mechanical skill. Starport repair takes 1d hours and costs Cr 500. This event has no effect on ascents to orbit.

Pilot Error: The pilot misapplies a course correction or other control function. Each round thereafter, roll pilot intelligence or less (DM - pilot skill) to detect the problem. Each round that it goes undetected causes a DM+1 on the table below. Roll 2d. (No effect on ascents to orbit.)



PILOT ERROR TABLE	
Die	Result
2-5	<i>No effect (minor deviation).</i>
6-8	<i>Significant deviation.</i> Roll 6+ (no DM) to avoid a "Rough Landing."
9-11	<i>Collision Alert.</i> See the Pilot Error result of the Collision Alert encounter situation.
12	<i>Crash Landing.</i> See result under Maneuver Drive Failure, above.

Weather: No further rolls on the Planetfall Encounter Table are made during this take-off or landing. Roll 1d on the Weather Table to determine the specific nature of the problem.

Poor Visibility: No effect on orbital ascents. On landing attempts, roll 9+ to avoid a "rough landing" when the ship sets down; DM+1 per level of pilot skill.

High Wind: No effect on orbital ascents. On landing attempts, roll 1d for the results listed below.

HIGH WIND TABLE	
Die	Result
1-5	Roll on the Pilot Error Table, above, DM - Pilot Skill.
6	<i>Ship topples on landing.</i> This is the equivalent of a "Rough Landing."

Electrical Storm: Each round, a roll of 11+ indicates that the ship has been hit by an electrical discharge. If this happens, roll 1d.

ELECTRICAL STORM TABLE	
Die	Result
1-2	<i>Ship malfunction.</i>
3-4	<i>Fuel leak.</i> Ship loses (2d-2) x 10% of available fuel over the next 2d hours.
5-6	<i>No significant effect on ship.</i>

Port Error: No further rolls on the Planetfall Encounter table are made during this landing or ascent. Roll 1d on the Port Error Table, and apply the results as discussed below.

False Readings: Readings from instruments disagree with those given by ground control. Each round, these readings will be corrected by control if a roll of 9+ is made. Otherwise, they continue to be in conflict.

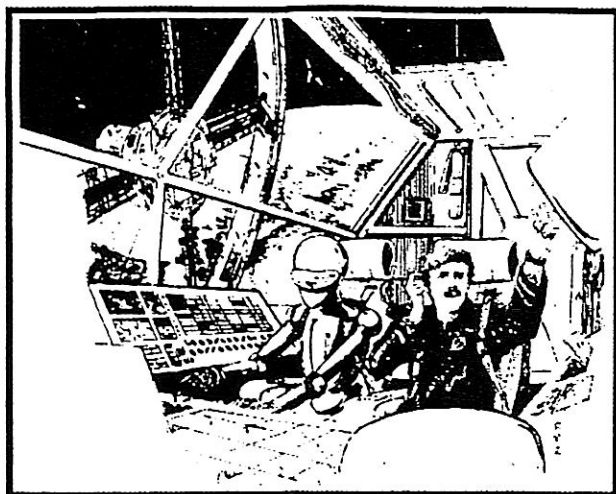
Players should be given the choice of relying on instruments or ground control. If instruments are used, there is no real problem; treat as "Communications Failure" result. If ground control instructions are followed, roll on the Pilot Error table, with a DM - pilot skill.

Traffic Misdirection: See "Traffic Control Error" under the Collision alert encounter situation, below.

Abort: A groundside emergency aborts this landing; the ship must immediately begin an ascent back into orbit, with a new encounter roll. After 1d hours, a new landing attempt may be commenced.

Collision Alert: No further rolls on the Planetfall Encounter Table are made during this landing or ascent.

The referee should roll 1d; in this many rounds, another ship will collide with the adventurers' ship unless successful evasive action is taken. Each round, the group will become aware of the collision that is impending if a roll of 5+ is made. DMs are applied according to the various options on the Collision table (explained later in this section.)



When a collision alert is noticed, roll 2d for each ship. If the two results are different, the collision is avoided. If the results are the same, the collision occurs immediately; in taking evasive action the ships plow into each other instead of dodging one another.

If a collision occurs, roll 2d, with a DM + pilot skill. See the results below.

COLLISION ALERT TABLE	
Die	Result
2	<i>Both ships destroyed.</i>
3-5	<i>Both ships receive substantial damage. Each requires a Major annual overhaul to be spaceworthy. Effects are equivalent to a "Rough Landing."</i>
6-8	<i>The group's ship escapes unscathed. The other ship receives substantial damage, requiring a major annual overhaul.</i>
9-11	<i>The other ship escapes unscathed: The group's ship receives substantial damage, requiring a major annual overhaul.</i>
12+	<i>Both ships escape unscathed. The ship declared to be at fault receives a fine of 1d x Cr500.</i>

A 1d roll on the Collision Alert Table determines the party at fault in the situation, and also influences the chances of discovering a collision alert.

Traffic Control Error: Ground control is at fault for the incident. Apply a DM-2 on all rolls to notice the danger. If a collision occurs, the costs of repairs will be covered by the SPA (but only after an investigation lasting 2d x 2 weeks). If no collision occurs, neither ship is at fault, and there are no fines.

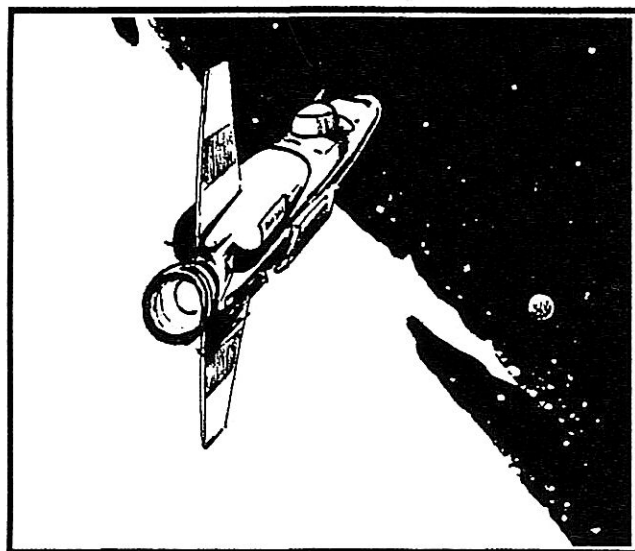
Pilot Error: One of the ships is at fault for the incident. A DM-1 is applied to the chance of noticing the impending collision. If not established through other encounter information, each ship should roll 1d; low die roll is found to be at fault after an investigation lasting 2d x 2 weeks. The vessel at fault is held liable for all repair costs to both ships, and will be fined if no collision occurred.

Deliberate Collision Attempt: The NPC ship was deliberately causing the collision attempt, either out of malice, or due to drunkenness, delusions, or some other lapse in judgement. This may become the grounds for a new adventure situation, or be part of an ongoing campaign or adventure, as the referee desires.

REFeree's NOTES

The procedures noted previously should be instituted on a regular basis for all ports visited. Only by consistent application can the encounter process really be sustained properly.

Small Craft: Characters in small craft should apply the same procedures, but substituting Ship's Boat skill for Pilot skill throughout.



Weather: Weather is treated as "no encounter" on trace or vacuum atmosphere (type 0 or 1) worlds.

Variations: The referee may freely change, add, subtract, or ignore results on the tables if these seem to be the best policy in connection with the adventure or campaign in progress.

Starport Encounters

The encounter tables in this booklet are keyed to specific types of starports. There is a basic opportunity for an encounter to occur once each day while a character or group of characters visits a starport. These starport encounters are assumed to be the sort of encounters that take place around the landing bay where a group's ship is docked.

As a result of this emphasis, two other major areas of most starports are not covered by these tables. Encounters at the starport entertainment complex are basically similar in nature to those presented in *Startown Liberty*, in the chapter on encounters in bars, casinos, and other night spots. Most starport entertainment complexes contain "night clubs" and "bars" - these are the two most sophisticated classes of entertainment establishment, as presented in *Startown Liberty*.

The other area not discussed here is that of random encounters with typical passengers, say in the starport terminal proper. A few passenger encounter opportunities are presented in these tables, but, for a detailed look at passengers who might be encountered on ships or at terminals (or in starport hotels, or almost anywhere else), see the upcoming Gamelords Encounters booklet *Shipboard Acquaintance*, which focuses on characters of this kind.

This section, then, concentrates on encounters connected with a starship crew's concerns while in port - thus, encounters center on port officials and other personnel, brokers, special passengers, and the like. The starport encounters tables, together with other charts and tables of interest are contained in the appendix section of this supplement. The referee can use these tables for convenient reference, at need.

STARPORT ENCOUNTER DESCRIPTIONS

Port Officials * * automatic

Resolution of this encounter is discussed in a separate section of the booklet, which breaks down specific port official encounters in detail, using a separate set of charts.



Scout Bureaucrat

1

7 automatic

General Information: The Imperial Interstellar Scout Service (IISS) is comprised of two overall divisions. The familiar rugged and individualistic scout of popular legend is part of the Field, which undertakes the various exploratory, census, and dispatch duties of the service. But a more formal and rigidly organized division also exists, known as the Bureaucracy; members of this division are responsible for the administrative, technical, and operational duties that require a more formal scout organization.

At Scout bases, members of the bureaucracy staff the base administrative posts; such administrators are equivalent to the officers of more traditional services, though there is still considerably less emphasis on rank and authority than is true of officers in true military services.

Players' Information: The adventurers are approached by a scout administrative officer, who identifies himself (or herself) as part of the base commander's staff. This individual wishes to discuss a proposition the group may find of interest.

Referee's Information: The Scout bureaucrat's "proposition" can be any of a variety of interesting alternatives. roll 1d:

1 The Scout bureaucrat is an old friend of some member of the adventuring group (preferably a Scout veteran, but any character who might plausibly have such a friend may be selected as the referee desires). The "proposition" could be any of the items discussed below, or it could be as simple as an offer to go out drinking in Startown that night; the referee may be the judge. At any rate, the bureaucrat may be considered to be a useful contact within the local Scout hierarchy, to be used as a source of information or rumors as the referee desires, or as the players determine is necessary.

2-3 The bureaucrat is part of the IISS Finance Branch, responsible for fiscal matters at the base. He needs to transfer a large sum of money to a base in a neighboring star system, but, because the money is part of a "shadow fund" for intelligence operations, he prefers not to use official channels. Instead, he wants the group to transport a courier with a letter of credit to the other world, for double the cost of a standard high passage. The world in question should be one the adventurers were not originally planning to travel to. (It is up to the referee to determine if this offer is legitimate, or part of some kind of embezzling scheme.)

Further events are up to the players. If desired, an adventure can follow from this basic situation.

4-5 The Scout is part of the Security Branch, an internal police and paramilitary division with wide powers. This

bureaucrat is in charge of a hunt for a traitor at the base who is suspected of selling IISS secrets to underworld figures. The group is asked to pose as unscrupulous merchants eager to ferret out classified survey reports of the resources on a nearby world, so that the suspect may be trapped in the act of accepting a bribe. The group is offered Cr5000 apiece, plus free docking, fuel, and repairs for the duration of their stay on this world. The referee may expand upon this basic situation if the group decides to accept the job or otherwise get involved in the affair.

6 The bureaucrat is part of the IISS Procurement Branch (which is responsible for purchase of all sorts of equipment). He is also conducting a widespread black market operation, altering manifests and selling equipment and supplies on the side. He has a buyer who was unexpectedly called to a nearby world before delivery could be arranged. The Scout offers to pay Cr 50,000 if they will carry the cargo (20 tons of it). The resulting situation could be quite simple, or could become complex if the referee wished to introduce complications (such as a Security Branch investigation) or the players decided to explore the possibilities of hijacking the cargo, blackmailing the Scout, or turning him in.

Scout 1 7 automatic

General Information: Unlike the previously described encounter, this deals with a scout of the classic type, the field operative with more independence and less respect for authority.



Players' Information: The group is contacted by a scout, a colorful and flamboyant individual.

Referee's Information: Several alternatives are possible for this encounter; roll 1d.

1 The Scout is known to one of the characters as an old enemy from service days (if possible, this should be an ex-scout character), who once vowed to get even after the character helped put him in the brig for breaking up a bar single-handedly. The danger presented by the Scout (a big, tough, mean type nicknamed "Animal") should be played up - but the actual encounter proves innocuous, as "Animal" has decided to forgive and forget, and just wants to bury the hatchet and go out for a night on the town in memory of the old days.

2 As 1, but "Animal" has neither forgiven nor forgotten. He is still downright mean, and will do his best to settle his score by calling out the character and having a good stand-up brawl to wipe past slates clean.

3 The Scout, in the course of some survey work, has stumbled across a valuable ore deposit on another world in this star system. If exploited, the ore deposit could be worth hundreds of millions of credits; the scout has suppressed his discovery in hopes of private enrichment.

He has decided he needs contacts to get things moving on the outside before his enlistment is up next year, and has come to the adventurers with an offer of partnership. He knows the location of the ore, but needs partners to put up the majority of the money and to front for him in registering a claim. If the adventurers are interested they can acquire title (in partnership with the scout) for an investment of Cr 1000. To make the site pay off, they will have to put Cr 25 million into equipment and crews, but after 2d weeks, the mine thus opened will begin returning a profit of Cr 1-6 million every four weeks. If the money cannot be raised, the tract might be sold to a mining firm for Cr 1-6 million, instead. The Scout will insist on keeping 51% of the ownership (and thus the profits), but the payoff could still be large.

4 As above, except that the Scout's activities have become known to the service. His use of his position for personal gain is highly irregular, and the Security Branch will be searching for proof of these activities. The involvement of the adventurers makes them accessories to the crime. If the Security Branch obtains the proof desired, the adventurers risk cancellation of their claim (without compensation for any investments made) and 1-6 years on a prison world. The referee may use the situation as a springboard to several different adventure scenarios.

5 As in #3, but the Scout is not what he seems. He is actually a con man, and the offer is a scam. The "Scout" will insist on control of the money to be used for investments, and will disappear when he has a substantial sum in hand. If the tract is to be sold, he will provide excellent survey reports (forgery level-6); after payment by the mining firm, he will

disappear with all the money, leaving the adventurers to face the wrath of the swindled mining firm.

6 The Scout is an old friend of one of the characters. He has been stationed on this world for several months, and in the course of a few nights out on the town will pass on stories, rumors, and information. Double the chances of the group's hearing rumors for as long as the Scout hangs out with them (referee's choice).

Patron/Rumor	1	7	8+
--------------	---	---	----

General Information: The table entries refer to people/reaction level of a patron; a rumor is merely a story circulating around the port.



Players' Information: If the notice roll is achieved, the referee should determine the nature of the situation (see below). If a patron is encountered, the adventurers notice a nervous-looking individual hanging around the docking bay, seemingly unable to decide whether or not to approach the adventurers. Should the result be a rumor, the adventurers overhear a conversation and pick up the rumor if the notice throw is achieved.

If the notice throw is not achieved, a second roll of 7+ indicates that the patron decides to approach them, or some individual (a technician, port official, etc. of the referee's choice) deliberately passes on the rumor to the group as a matter of some interest.

Referee's Information: Roll 1d to determine the nature of the encounter.

1 The encounter is a Rumor; it concerns itself with an item or thing the characters are specifically interested in. For

example: "There is a Psionic Institute on this planet;" "High-tech weapons are available from a shady dealer in Startown;" "A cargo of radioactives is available at 30% of basic value;" and so forth. Characters may act on this rumor as they see fit.

2 The rumor is news of events which may have a positive or negative effect on the party. Some possibilities include: "All ships at the starport have been grounded indefinitely by order of the Governor," or "Cargoes of liquor to a specific neighboring world are being confiscated as contraband." These rumors may, in fact, be the first inklings of an unforeseen adventure situation, as the referee desires.

3 The rumor is an inconsequential or false story. A rumor of this type is designed to keep the players off balance; for instance, word that a terrorist leader is at large and attempting to flee off-world might cause suspicion to be directed against the nervous passengers they encountered a short time before... but, in fact, the two are unrelated!

4 The encounter is with a patron; this individual does not have a specific job to be undertaken, but rather is a shady operator with many Startown contacts who is hanging around in the hopes of picking up cash by directing adventurers to the contacts. If the adventurers are looking for information, illicit weapons, an illegal gambling den, or similar shady people, places, or things, the patron will direct them to a source for Cr 75 per item.

5-6 The patron has a job for the adventurers. Once contact is made, pick a specific sort of patron adventure (GDW Supplement 6, 76 Patrons, or Wanted: Adventurers from Gamelords are two good sources for adventure situations) and implement it as desired.

Technicians	1d	7	8+
-------------	----	---	----

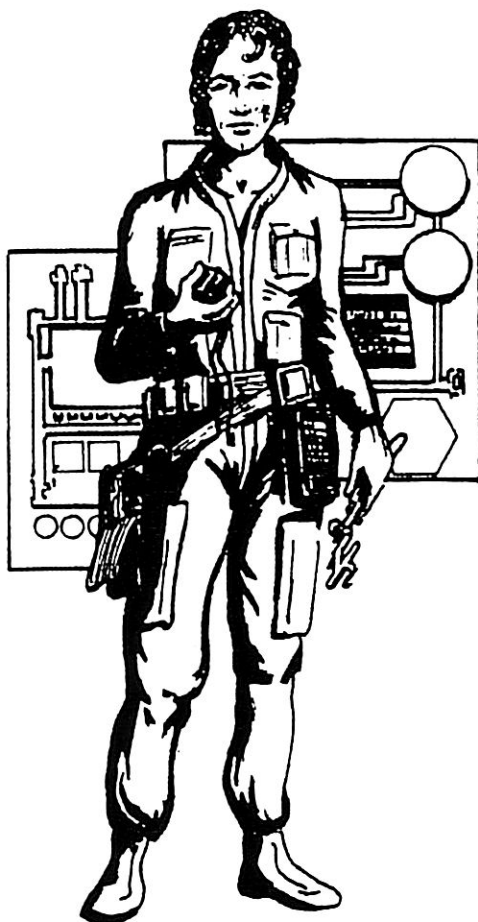
General Information: Technicians and maintenance workers are ubiquitous in starport docking bays, handling everything from minor service checks to full-scale annual overhauls. This encounter assumes that, if the notice throw is achieved, the adventurers for some special reason specifically notice a technician or group of technicians.

Referee's Information: When the notice throw is achieved, throw 1d to determine the specific nature of the encounter.

1-3 The technicians draw attention to themselves by having problems with some minor service they are performing on the ship, and getting into an argument about it. The matter is actually of very little importance, and quickly dies down. However, the referee should roll 2d; on a 9+, a mistake was made (the source of the argument) and not corrected. If the adventurers do not double check the problem themselves (recognizing it on a roll of intelligence or less, DM-some applicable skill - mechanical, electronic, engineering, gravitics,

etc, as the referee chooses), the mistake will cause a malfunction the next time the ship is operated. The referee should determine the nature of the mistake and of the resulting malfunction; some good candidates are the fuel supply (causing a loss of fuel or a power-cutoff), maneuver drive, jump drive (a misjump could result), life support, a turret, etc.

4 One of the technicians approaches the adventurers with an offer to alter the ship's transponder. This would permit them to change the ship's identity, by transmitting false registry information (hence permitting the group to skip out on bank payments, duck law enforcement agencies hunting for the ship for some past crime, and so forth). The cost of this alteration is Cr 2000. It is, of course, highly illegal, and if the group is caught they could be subject to high fines for the act. Once the transponder is changed, the group will need to obtain new registry papers, probably forged; the technician can't do anything about this.



5 One of the adventurers notices a technician working on a system that should not need servicing. If approached, the individual will claim that he or she noticed a problem and is taking care of it. If an adventurer makes a roll of intelligence or less, DM-engineering skill, the technician's work will obviously show up as deliberate sabotage to the jump drive. If it is not noticed, the ship will misjump the next time a jump is undertaken.

The technician has been bribed by some enemy - a current opponent or an old rival - to sabotage the group's vessel. The referee should develop the details to match the group's current or past adventure exploits; further activities and adventures may develop from this initial encounter.

5 A technician or technicians Apply for permission to carry out some checks of bridge and engineering control circuitry, because of some minor flaw discovered while carrying out external repairs. The referee should roll 2d; on a 7+, all is as it should be. Failure to conduct the checks will result in a maneuver drive failure shortly after takeoff, and a probable crash-landing near the starport.

If the 7+ throw is not made, the technicians are actually terrorists (reaction level 4) bent on hijacking the ship for purposes of their own - ranging from a demonstration against the local government by threatening hostages (the adventurers), to an attempt to get off the planet aboard the vessel.

The referee can develop the armament, intentions and dedication of the terrorists, and possible reactions from local or starport anti-terrorist groups. The situation could even be made to blossom into a full-scale adventure, particularly if the terrorists hijack the ship to accomplish some mission.

Deadhead	1	6	8+
----------	---	---	----

General Information: A deadhead is any passenger who cannot or will not pay his or her own way. Several possibilities exist for the nature of this encounter.

Referee's Information: Roll 1d to determine the exact encounter situation.

1 The deadhead is a stowaway. If the notice throw is achieved, he or she is seen sneaking into the cargo bay, and turns out to be desperately in need of transport off world. The players can decide what to do about the stowaway. (The referee may wish to develop the situation further; for example, the stowaway might be a political refugee, an embezzler from a large company, or some other individual who has attracted the attention of powerful enemies. The actions of the players could draw this attention, favorable or otherwise, down on the adventurers as well.

2 The deadhead is a con artist who approaches the adventurers openly (no notice roll required) pleading misfortune which has temporarily deprived him or her of funds. Passage to the next port is requested, with a promise of double payment on arrival. The con artist will slip away at the first opportunity when the next world is reached or, if the adventurers prevent this, turns out to have no funds there, either.

3 As above, except that the offer is legitimate. The distressed traveller is a young noble who was robbed of every cent, even identification. If treated well, the deadhead could

turn out to be a patron or useful contact. If treated with enormous suspicion, spied on and hounded prior to payment, and so forth, the noble will pay the money, but will also be sure to spread his or her opinion of the group after arrival.

4 The deadhead is a con artist posing as an official of the Sector Commerce Association carrying out an inspection of the adventurers' adherence to safety and trade practice standards (such spot checks do take place now and again). If the notice throw is achieved, some slip on the part of the "official" reveals the fact of the deception. The situation can become a whole adventure if the con artist has pursuing enemies or other problems that might involve the adventurers. Otherwise it is a minor problem, more a nuisance than a true adventure scenario. (And, of course, if the notice throw is not achieved, the group may never realize that they've given a free ride to a deadhead.)

5 The adventurers are openly approached by an out-and-out bum, a shabby blind man who makes a pitiful living singing and spinning stories in startown bars. This bum frequently cadges transportation from sympathetic crews, and now asks the adventurers if they'll do him the favor of carrying him to the next world. What the players do about this request is up to them.



If the notice throw is made, one of the group will recognize the man as "Gentleman Jon" Kalagar, a man of considerable fame for his single-handed rescue of a merchant ship in distress. The incident resulted in the loss of his eyesight, and he was forced to retire from his position of shipmaster with a large merchant line (which treated him rather shabbily, denying a pension on legal technicalities). "Gentleman Jon" is a well-known and popular figure in many ports, and has friends everywhere. Failure to help out this old bum could result in trouble - everything from insults and refusal of the blind man's friends to deal with the group up to outright beatings from upset, zealous champions of Kalagar's cause. The notice roll will alert the group to the bum's popularity.

6 The deadhead is an old friend of one of the adventurers, having once saved the character's life. Now the friend is down on his or her luck and in need of transportation. There is no hope of payment; the only reward for charity is repayment of an old debt. As in other situations, this could be developed into a collision with opponents who are after the deadhead, or other adventure scenarios, if the referee wishes to do so.

Charter

1d

8

automatic

General Information: Starships may be chartered for special voyages in 2-week blocks of time. The revenue derived from a charter is based on a charge of Cr 900 per ton of cargo hold, Cr 9,000 per high passage berth, and Cr 900 per low passage berth on board, whether or not the chartering party fills the whole capacity. If there are berths or hold space open, and there is time to fill them, this can be done (thus generating extra revenue).

Players' Information: When the charter encounter occurs, the adventurers are approached by a person or persons who want transportation off-planet urgently; the ship must lift in two days, at most, to make an important deadline. Standard charter terms are offered.

Referee's Information: The circumstances of the charter may vary. Roll 1d.

1-2 The charter is for a party of business executives travelling to a specific world nearby (of the referee's choice - this is a good way to get the group to go to a specific world where an adventure is planned). The charter offers no unusual hazards or problems, and is merely a way to move the adventurers from one place to another for a profit.

3 As above, but the "business executives" are actually members of an interplanetary crime ring. There is an 8+ chance that starport authorities at any particular starport visited will recognize members of the charter party; the adventurers will be held on suspicion of involvement in these activities for 1d x 2 weeks, and a thorough background check will be made at the same time which will uncover any irregularities in their past record. Though they will ultimately be proved to have no involvement with the criminals, the situation is a potential problem due to loss of revenues, in addition to any difficulties arising from the group's past record.

4 The charter is strictly a cargo charter; the adventurers are paid well to deliver a relatively small cargo (1/2 the ship's available hold size) to a particular world prior to a specific date. The referee should set this date to be achievable, but tight; failure to make the delivery date results in loss of the charter payment.

5 As 4, above, except that the cargo contains a concealed cache of contraband drugs which will be discovered by customs agents on a roll of law level or less on 2d at the

destination world. Results of an arrest are as outlined in 3, above.



6 As 5, except the contraband was concealed and customs authorities alerted by an old enemy of the group's, who has so arranged things as to make the adventurers look guilty of the smuggling effort. The adventurers face possible confiscation of their ship, heavy (1d x Cr 5000) fines, or even up to 2d years imprisonment as a result of this setup. Motives and outcomes of the situation should be developed by the referee.

Passenger 1 6 Roll 8+

General Information: For the most part, encounters with passengers are completely routine, and warrant no special attention. Every so often, however, special attention. Every so often, however, special circumstances arise in which a passenger or potential passenger becomes noticeable.

If this encounter result occurs, the referee should refrain from mentioning it in any way unless the Notice roll is made. If the roll is not achieved, the passenger is among those embarked on the voyage (if any passengers are carried); special characteristics (based on the encounter descriptions) come out in the course of the flight.

Players' Information: If the notice throw is achieved, the adventurers may realize that the passenger who has presented himself or herself could be an especially troublesome or interesting individual. Specific descriptions give specific considerations.

Referee's Information: Roll 1d to select the nature of the encounter.

1 The passenger is an incognito noble; the notice throw permits adventurers to recognize the individual from photographs. Extra attention and service will result in large (Cr 500 apiece) gratuities at the end of the flight. If no special service is granted, or if the noble is not recognized, the noble

does not call attention to himself or herself, and there is no further effect.

2 The passenger gives every appearance of being a rich noble, passing out money freely and demanding special service. If the notice throw is made, the character is recognized as a well-known con artist masquerading as a noble. There is a Cr 25,000 reward for this individual on the planet where the person came aboard. The characters make Cr 500 apiece in gratuities in the course of the voyage if the deception is not detected or acted upon.

3 As above, except that the noble really is a noble, the resemblance was accidental, and an attempt to turn in the passenger will backfire into a lawsuit (taking 1d x world law level months to resolve, with the group found guilty on a roll of 6+ and required to pay 1d x Cr 25,000 in damages, plus Cr 250 per month in legal fees), and possibly other harassment, as well.

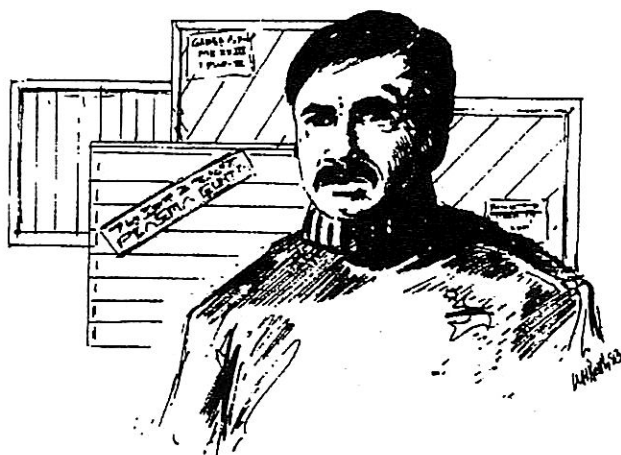
4 The passenger is a born complainer, extremely fussy and demanding (though harmless). If the notice roll was made, the characters recognize that this individual could be especially bothersome. If the passenger is carried, reflect the extra difficulties involved by tripling the ordinary cost of carrying that passenger on this voyage.

5 As above, except the complainer is actually an undercover inspector for the Sector Commerce Association, determining how the group treats passengers. If the notice throw is made, the passenger is recognized as an inspector. If not, in addition to the extra cost of carrying the individual, each adventurer and NPC crewman must throw 2d less than social level to avoid a flare of anger that results in a bad report on the crew's conduct. A bad report gives the adventurers a DM-2 on all rolls for high and middle passengers for 2d months.



6 The passenger is a notorious criminal. If the notice throw is made, the individual is recognized. A reward of Cr 50,000 is offered for this person, who is wanted for hijacking, piracy, and murder in several systems. The individual is armed and very dangerous (reaction level 3). Developments should be based on player reactions and the direction the referee wishes to take the adventure situation.

General Information: Brokers buy and sell random cargoes, and may also make long-term arrangements for particular cargo routes, back speculative ventures, and engage in a variety of other trade business.



Players' Notes: The group is approached by a young, well-dressed, prosperous individual who offers to handle their commercial activity in this port. This broker is of the highest level available in the port.

Referee's Information: Roll 1d.

1-2 The broker, in addition to selling the group's cargo under the usual terms (if desired), has several cargoes available for the group to buy at good rates. Three cargoes per week, rather than the usual one per week, may be rolled up under the trade and commerce rules.

3 The broker is struggling to survive in the face of heavy competition from several Startown brokers of inferior ability but better local connections. Because of this competition, the broker will represent the adventurers in selling their cargoes for half the usual commission fee.

4 The broker is expanding operations to a neighboring world, and is looking for a vessel to serve as a regular link. This amounts to a long-term (2d x 4 weeks) charter contract (see "Charters," above), offered to the adventurers if they will run cargoes to and from the other world at need.

5 As above, but the broker is actually a smuggler who intends to use the adventurers to carry contraband. The referee may determine the difficulties the group encounters as a result of taking the deal (or of refusing; the "broker might decide to apply pressure to get his or her way).

6 The broker is actually a crook who sells the group's cargo and absconds with the money rather than turning it over to them. Further activities are up to the players and to the referee's desire to follow through on their responses.

General Information: A constant feature of most starports are crewmen looking for work, for there are more crewmen than there are berths to hold them almost anywhere. It is not unusual to encounter such individuals, looking for temporary employment or even just working passage from one world to another.

Players' Information: The adventurers are approached by an individual in a faded set of shipboard coveralls, plainly down on his (or her) luck; this person is in search of a crew berth aboard their ship.

Referee's Information: If the group are in need of a particular crew position, a roll of 9+ on 2d indicates that the crewman is qualified to fill that position, whatever it may be. The referee should specify the character's areas of competence (shipboard positions that could be filled) at this time, regardless of the outcome of the roll. The adventurers might hire the individual on the spot, refuse but be forced by later circumstances to seek the crewman later, or refuse the request of a job completely. Roll 1d to determine the situation that follows if the individual is hired.

1-2 The individual is highly skilled in his or her job, and proves to be an asset to the crew.

3-4 The individual hasn't had a job because he or she is virtually unemployable. The reason can vary as the referee desires; some possibilities include a heavy drinking or drug problem, laziness, a bad attitude towards obeying orders, a concealed disease or disability, or an intention to steal from the group. The choice is up to the referee, and might be built into a whole adventure situation; other options may be explored as well. After being hired, subtract 1d-1 from the initial reaction level of 9 to represent the character's true attitude towards the group.

5 The individual is competent, but has concealed the fact that he or she is actually a deserter from the Navy, on the run from the authorities. Any time the group reaches a new starport or meets a navy ship in space, the deserter will be noticed on a roll of 10+ (DM+1 in systems with a naval base); the adventurers may be hauled in for harboring a fugitive as well. If so, they will be held for 1d x 2 weeks before release, in which time a background check may turn up past irregularities in their careers. Of course, if any proof that the group actually has knowingly helped the deserter can be turned up, they will not be released; a sentence of 1-3 years on a prison world is common in such cases.

6 The crewman is a spy sent to infiltrate the group at the behest of an opposing organization. The opposition could be a batch of current enemies (if the adventurers are engaged in an active adventure or campaign that would permit this), or

they could be old enemies or jealous rivals - in which case, the encounter could be the start of a new adventure or campaign.



The actions of the spy could range from simple leakage of information to minor acts of sabotage to an active opposition involving major sabotage or attempted murder, as the referee desires. The actual reaction level of the spy should be set in accordance with the purpose determined, and the referee should be ready to implement events that could allow the group to be jeopardized by the spy, or to discover his or her existence in their midst.

Starport Security

1d 6 automatic

General Information: Most starports support some type of security staff who enforce Imperial law and keep order within starport grounds, back up customs authorities, and otherwise serve as a local police force.

Players' Information: Armed security personnel approach the adventurers. These individuals will be equipped with sidearms (probably automatic pistols), wearing cloth armor, and accompanied by a leader.

Referee's Information: The security personnel may be present on one of several possible errands. Roll 1d.

1-2 The security team is carrying out a routine spot check for potential customs violations. They will ask to be permitted to check the ship's cargo hold and cargo manifest. Note of the contents of each crate of cargo on board will be made and entered into computer records, and warnings issued to the adventurers if any cargo is subject to special restrictions or duties. Should they be engaged in-transport of illicit materials (not mere local contraband, but seriously illegal items, such as nuclear, chemical, or bacteriological weaponry, stolen Imperial

government property, etc.), the group will be arrested and subjected to appropriate (i.e. referee-determined) penalties.

3 The security team is seeking a fugitive, a criminal who has been extradited by the planetary government but who escaped custody and is seeking refuge on a ship. The referee should determine if a previous passenger or other encountered individual is the fugitive being sought, or if the individual has attempted to stow away. The further course of the encounter is up to the referee, and to player responses to the developing situation.

4 The security team is acting on a tip that the adventurers are actually wanted criminals, and have come to arrest and detain the party, pending an investigation. If the adventurers cooperate, they will be detained for 1-6 days, then released with apologies. If guilty consciences cause the group to resist, the detention will be 1d x 2 weeks, with a thorough background check (including other systems) that may turn up any past indiscretions committed by the group.

5 As above, but the tip that sends the security team is part of a plot to incriminate the adventurers; evidence against them has been planted. Minimum detention time is 1d x 2 weeks, after which they will be released only if a throw of planetary law level or higher is achieved. If it fails, the characters are accused of a crime and bound over for trial. The nature of the "crime" and the motivation for the frame-up should be determined by the referee; this could have been inspired by current opponents, old enemies, or even an old friend pulling an elaborate joke with a last-minute bit of evidence proving it was all a mistake. The referee should develop the situation as desired.



6 The security personnel are not what they seem; they are disguised hijackers who use security uniforms to get aboard and round up the adventurers ("for questioning") before seizing the ship. Subsequent events are up to the referee.

General Information: A party of naval personnel may be encountered at a starport for any of a number of reasons.

Such a group, when encountered, will generally include a leader (an officer or petty officer), and will be armed with sidearms of the best possible tech level and wearing cloth or mesh armor.

Players' Information: A party of naval ratings appears in the docking bay.

Referee's Information: Roll 1d to establish the nature of the encounter.

1-2 These naval personnel have been temporarily attached to starport security. See the Starport Security encounter description for details.



3-4 The party is a group of ratings on liberty. They are drunk, and are looking for trouble by picking on merchant crews and the like. They may attempt to get on board the ship, and could even engage in some vandalism before starport security arrives to break them up.

5-6 The party is looking for one of the adventurers; they are a group of ratings on liberty who have discovered that an old friend - one of the player-characters - is in port. A navy, marine or scout veteran is most likely to be the old friend in question. The naval group will invite their friend and his or her companions out for a night in Startown, swapping gossip (roll twice for possible rumors) and having a very good time. If desired, see *Startown Liberty* for details of what happens when the adventurers join these navy crewmen on leave in Startown.

General Information: From time to time, characters at ports near a naval base may encounter senior naval officers who are part of the base staff.

Players' Information: The adventurers are contacted by a naval officer and asked to meet the officer at his or her office on the base a short time later.

Referee's Information: Roll 1d for the exact nature of this patron encounter.

1-2 The officer offers the group a military contract to carry supplies and equipment to a small outpost in a neighboring system. This is a short-term (1d x 2 weeks) charter contract, under standard charter terms, offering no special complications. The referee can use this encounter to steer the group in a particular direction required for the flow of the campaign.



3 The officer is coordinating an anti-piracy campaign in this and several adjacent systems. The adventurers have some familiarity with one of those systems, including knowledge of a planetoid belt, which may hide a pirate nest. The adventurers are requested to serve as specialist warrant officers, at Cr 1000 per person per week, to lead a squadron of ships into an asteroid swarm to investigate reports of the pirate presence. Their rank leaves them outside the chain of command, and responsible directly to the individual ship-captains of the squadron. The outcome of the situation is up to the referee.

4 As above, except that the officer needs a civilian merchant ship to serve as a decoy to draw the pirates out. The group will be given a free maintenance overhaul after the mission, naval fuel and supplies for the duration, and Cr 50,000 for acting as the decoy. The results of the situation are up to the referee.

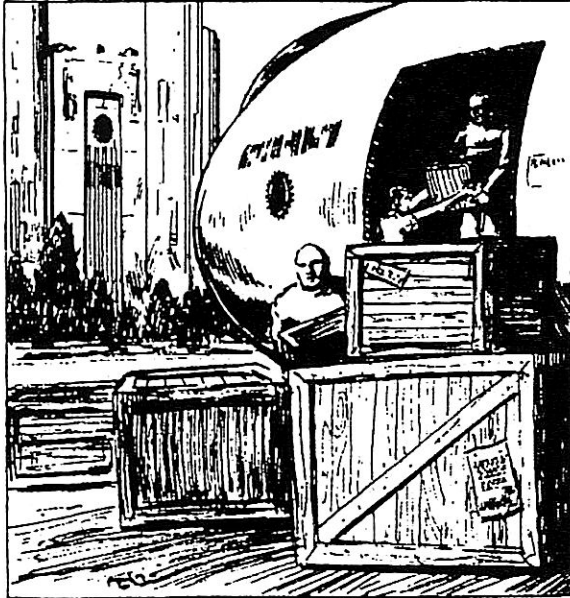
5 The officer is attached to naval intelligence, and offers the adventurers Cr 10,000 per month if they will collect information on the activities of a large megacorporation and file reports on a regular basis. The task is strictly routine; they are not to go out of their way or get into danger in pursuit of this information, but are strictly enjoined to keep their ears open.

6 The officer wishes to entrust a personal message to the group for delivery at their next port of call. This message is confidential and personal, and has absolutely no effect on the adventurers beyond the Cr 50 the group receives for their trouble.

General Information: This is a straightforward encounter, not involving people so much as a prospective cargo.

Players' Information: If the notice roll is achieved, one of the adventurers notices a report of a worthwhile cargo deal of interest.

Referee's Information: Roll 1d to determine the nature of the encounter.



1-2 The cargo is a special consignment; the owners are offering triple standard carriage rates for transport to a neighboring system within a short period of time. (This can be used to move characters in a desired direction).

3-4 The cargo is a load of special alloys available for 30% base value. This exceptionally low price makes the cargo an excellent investment.

5 As 3-4, above, but the alloys are defective. A DM-5, in addition to all other modifiers, is applied to the resale value.

6 As 3-4, above, but the cargo is stolen. It is likely that subsequent inspections of the cargo will reveal this fact, resulting in legal complications for the adventurers (including possible detention, background checks, and fines for dealing in stolen property).

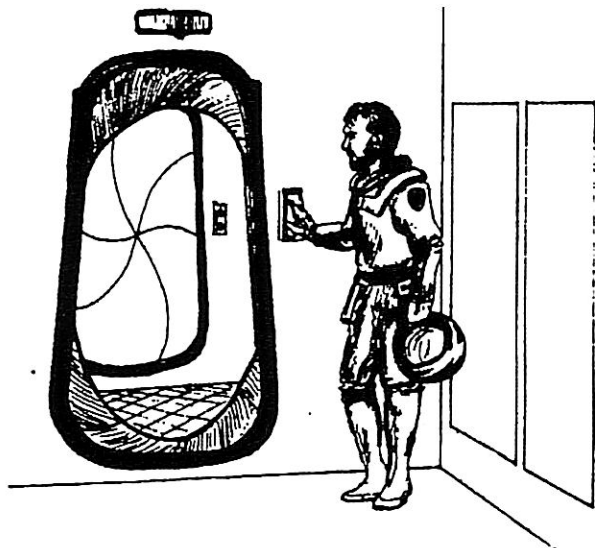
Port Business

The previous encounter descriptions have been concerned, by and large, with random encounters of an essentially unofficial nature. In addition, however, ship owners who berth at a starport must be concerned with their dealings with officialdom, in the form of the Starport Authority or its local equivalent.

This section discusses the resolution of encounters with port officials. Such encounters can occur in three basic ways: as part of an initial port inspection which all ships visiting a new port must submit to, as a result of random encounters, or as a result of deliberate approaches by the adventurers.

INITIAL PORT INSPECTION

When a ship lands at a starport, it must wait for up to 2d hours before it can begin to discharge cargo and passengers. This time is modified as follows: Class A port, DM+1, Class B port, DM+0, Class C port, DM-1, Class D port, DM-2, and Class E port, DM-4. The time, which is rolled up, represents the period that elapses before the port inspection begins.



The port inspection consists of a call by one or more port officials, who go over a mound of paperwork in order to grant the ship Inward Clearance. Among the procedures involved is a customs inspection of cargo destined for the planet, an examination of health records of crew and passengers, a check of passports, visas, and applications for immigration permits, and, in many cases, a safety inspection.

The exact officials who visit a ship during this initial inspection are listed in the chart section, broken down according to varying port types. The encounter descriptions include a discussion of the specific details that each official is responsible for during the inspection.

Inspection Procedure: When the initial inspection takes place, each official deals with his or her special area of expertise in the same basic way. The adventurers must produce specific forms and documents, which are subjected to scrutiny by the officials involved; there may also be physical inspections.

Each individual area of inspection (Health, Customs, Immigration, Technical, and, possibly, Safety) calls for a separate 2d roll of 5+ to have Inward Clearance granted. A DM+1 is granted for every level of Legal Skill (see Special Supplement 1, *Merchant Prince*) held by any one character aboard, or a DM+1 for every 2 levels of Admin skill. If the adventurers are engaged in illegalities, apply a DM-5 to rolls in the area affected (customs for illegal cargo, immigration for an irregularity concerning passengers, etc.).

Failed rolls cause a 1d hour delay in inward clearance (cumulative), and a fine of 1d x Cr 25 each. There are ways to avoid this, involving the exertion of personal influence over the officials. A roll of less than the official's Reaction level can be used as a DM+1 on the original rolls, if made before those rolls are made, or can be a DM-1 on the individual delay/fine rolls. Each roll against the reaction level of a specific official costs the characters Cr 10 (representing the cost of plying the officials concerned with drinks). Bribery can also be attempted, making use of the usual procedures. When fewer officials are involved, bribes and influence will be applied against *officials*, affecting all die rolls associated with that specific official.

SUBSEQUENT ENCOUNTERS

The various Starport Encounter Tables include entries directing an encounter with Port Officials. When such an encounter takes place, roll on the Port Officials Table to determine which official may approach the party.

Generally, a port official may approach the adventurers for one of four reasons. A roll of 1d on the table headed "Encounter Purpose" will establish the specific nature of the encounter. The results are discussed below.

Follow-up: The official is engaged in a re-checking of the material relating to the original port inspection, due to minor irregularities discovered in the first inspection. This involves, basically, a repeat of the original inspection throw. Inward Clearance, of course, has already been granted, but fines are still possible, and, in addition, the ship may be denied permission to depart for 1d-1 days.

New Business: The official is calling on the group because of a new matter falling into his or her area of expertise. The individual official descriptions present guidelines for these matters.

Friendship: The official is coming out of friendship; this generally means a night out at the bars, and the granting of

an immediate roll on the rumor matrix to represent the individual's gossip and shared local knowledge.

If an official expresses friendship in this fashion, raise the individual's reaction level for all future encounters by 1d (this increase can take place as often as the individual rolls up a "Friendship" random encounter).

Patron: The individual becomes, in effect, a patron for the adventurers. The referee should determine a suitable patron adventure, probably (but not necessary).

DESIRED ENCOUNTERS

It is possible that characters may wish to seek out an official for information, assistance, or influence. Such encounters are strictly up to the adventurers to initiate. The reaction level of the officials can be used to regulate the flow of the encounter; this, and the referee's input, determine whether or not the adventurers can achieve their goal when dealing with the official in this manner.

OFFICIALS AND STARPORTS

Not every starport will have the full number of officials that appear on these tables. On the table, parentheses denote the range of ports at which that official may be found. At ports where a specific official is not present, the Port Warden absorbs that individual's duties.

If no parenthetical information appears, the listed encounter can always occur, regardless of the port class.

OFFICIAL ENCOUNTER DESCRIPTIONS

Encounters with officials include two special considerations not necessary to previous encounter entries.

People: The entry recording the number of people encountered records the official plus a random number of aides or assistants (1d - a modifier). When attempting to influence an aide, each of these individuals must be counted when paying the Cr 10 per person figure to obtain the die modifier.

Reaction Levels: Unlike other reaction levels, those for officials are variable, as noted on the table.

Base Officer	1 + (1d-2)	1d+4	auto
---------------------	-------------------	-------------	-------------

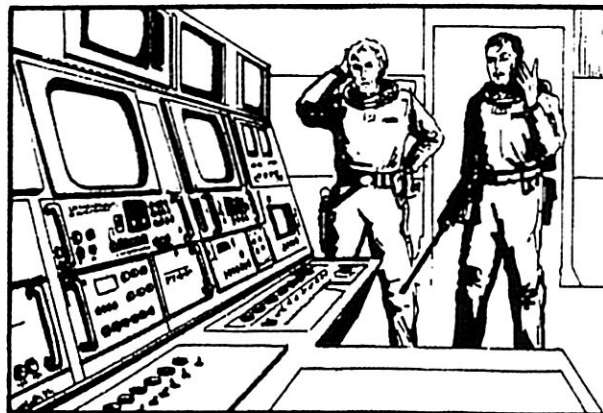
General Information: A base officer is a senior officer attached to an Imperial Navy or Scout base; choose an appropriate service (Navy, Scout, Marine, and perhaps Army are all applicable).

Initial Inspection: Base officers never accompany an initial inspection.

Subsequent Encounters: Add a DM+2 to all Encounter Purpose rolls.

Base officers are generally concerned with their particular services, and will call on business connected with that

service. The precise nature of business or patron encounter situations is left largely to the referee; when in doubt, use the Scout Bureaucrat or Naval Officer encounters from the previous sections.



Desired Encounters: Base officers may be sought out for information or assistance regarding the services in question. Reaction level throws by characters of the same service background should have a DM-1.

SPA Executive	1+(1d-4)	1d+4	auto
----------------------	-----------------	-------------	-------------

General Information: SPA executives are high-ranking officials who operate at a higher level than the individual starport. Executives are concerned with broad managerial and policy decisions, rather than routine operations.

Initial Inspection: SPA executives do not take part in initial port inspections.

Subsequent Encounters: A DM+2 is applied to all Encounter Purpose die rolls.

New business is handled according to a 1d roll, below.

1-3 **Consumer Survey.** The executive is conducting a spot check of the opinions of ship crews on the quality and efficiency of port service. If the adventurers are positive, future encounters with port officials will see an increase of +1 to all reaction levels. A negative response may have several effects: roll 2d: on a 2-4, all port official reaction levels are reduced by 1, 5-9 no effect, 10-11 reaction levels increase by 1, and 12 indicates that port fees will be halved. (This includes a credit for fees already paid) in compensation for whatever ill-usage prompted the response. Should the group be neither particularly positive nor very negative, the encounter has no special effect.

4-5 **Request for Passage.** The SPA executive is temporarily without transportation, and needs passage to a nearby world. In lieu of a high passage ticket, the SPA will pay for ship's fuel for the voyage. Should the offer be declined, there is no special penalty. If accepted, all official reaction levels at the destination starport are increased by one automatically.

6 **Ethics Investigation.** The executive is conducting an investigation into the ethical standards of area Starport Authority personnel. The adventurers are asked to travel to the next world with deliberate violations in paperwork and other routine matters. When caught out, they are to attempt to bribe the inspectors to turn a blind eye to the infractions. The executive will travel with them as a paying passenger, under cover, to be on hand to pass judgement on the port officials' conduct. The adventurers are offered free fuel, life support, and berthing at the destination port, and, of course, the SPA executive will "fix" the violations if they are recorded.

If the group is particularly successful in carrying out this operation, the executive will offer a similar deal for 1d additional voyages to other starports in the area.

Patron Encounters will tend to be personal, rather than job-related, adventure situations, as the above options are the most common job-oriented adventures arising from interaction with an SPA executive.

Desired Encounters: Not every port will have a SPA executive present. If it is not known that such an executive is present, use the following procedure. Treating starport types from A to E as the numbers 1-5 (in that order), roll 1d. If the number is higher than the number associated with the port type, an executive is present.

SPA executives are rarely concerned with ordinary port business, but are a place to take complaints or appeals concerning treatment received at a particular port.

Safety Inspection 1d 1d+3 auto

General Information: Interstellar commerce regulations require frequent spot checks on the safety standards of vessels engaged in commercial operations. Such checks are not only on behalf of passengers, but also for crewmembers, for there are many unions and guilds that require particular working conditions.

Initial Inspection: Large ports routinely subject a ship to safety inspections as part of the initial process of granting inward clearance. Smaller ports (Class C and smaller), hold the safety inspections less frequently.

A safety inspection is handled much like other aspects of the inward clearance inspection procedure. However, in addition to the delay and the fines levied by failure of the inspection, there is an additional handicap. If violations are found, they may be corrected (costing Cr100 x 1d), or ignored. Should violations be left uncorrected, a DM-1 is applied to future safety inspections. The DM is cumulative; each new failed inspection results in more items to be put right, or a greater chance of flunking the next one. When the DM is so large that it is impossible to pass the inspection without bribery (eight violations), the ship will not be granted permission to depart until the ship passes a safety inspection. Safety violations are put right by the annual maintenance process, automatically and without extra expense.



Safety inspections are generally carried out by technicians supervised by the Port Engineer, or, in his or her absence, the Port Warden.

Subsequent Encounters: If a safety inspection occurs as a subsequent encounter, it denotes a recheck. A DM+2 is applied to the success throw if the ship already passed an inspection. If a ship didn't pass, a new inspection will find no new violations, but might pass the ship where it previously failed.

The Encounter Purpose table is not used when the safety inspection occurs as a subsequent encounter.

Desired Encounters: A safety inspection may be deliberately requested, generally because a ship has been grounded due to accumulated violations and must be re-certified as spaceworthy. A new safety inspection will only be granted if the indicated reaction level throw can be achieved.

Port Surveyor (A-B) 1 + (1d-3) 1d + 3 auto

General Information: Most large starports (class A or B) have an official in charge of legal matters. This individual is concerned with ship registries, insurance claims and adjustments, salvage claims, and similar matters. The Port Warden in smaller starports generally absorbs the officer's duties.

Initial Inspection: The port surveyor does not usually form part of the group needed for inward clearance. However, a ship which has been damaged, or which causes damage during landing, may expect the surveyor to accompany the inspection team or to arrive on his or her own shortly thereafter.

Subsequent Encounters: A DM+2 is applied to rolls on the Encounter Purpose table.

New business That might be brought by a port surveyor is determined by a roll of 1d.

1-2 **Transponder Inspection.** Though theoretically tamper-proof, the ID transponders aboard ships are all too frequently altered to produce false registry data (to disguise involvement in piracy, hijackings, skipping, etc). Periodic inspections verify that the transponder, a "little black box" among the avionics instruments, has not been altered. This encounter is a danger only to those players whose ships have an altered transponder or a variable unit that allows the registry to be shifted. On a roll of 5+, such an altered unit will be discovered. This is a crime which carries a fine of 1d x Cr 5000 and 1d years imprisonment for the ship's owner(s).

3 **Ship Damage Claim.** A claim has been filed (rightly or wrongly) by another ship in port, stating that the adventurers' ship was responsible for damage suffered as a result of a collision or near-collision. If there are no grounds to this claim, it may represent an attempt to harass the group by current opponents or old enemies, and may indeed snowball into a whole adventure situation.

A claim takes 1d months to settle in SPA Claims Courts; it costs Cr 500 per month to retain legal representation to fight a claim (if the representative is not retained, and none of the adventurers are available once each month to file an appearance, the claim is automatically awarded). At the end of the period, a roll of 7+ awards the claim to the filing party (DM-3 if there were no grounds to the claim, DM+3 if the claim was legitimate). The damages amount to the cost of an annual maintenance overhaul for the filing ship.

4 **Passenger Damage Claim.** A claim has been filed (rightly or wrongly) by an individual claiming to have been a passenger on the vessel's last voyage. This passenger reports personal injury or damage to personal property caused by members of the ship's crew. It could be harassment by an enemy, particularly if the ship wasn't carrying passengers.



The claim is resolved as noted above, but the reward demanded for a lost claim is Cr 1,000,000.

5 **Cargo Damage Claim.** A claim has been filed by a corporation that shipped cargo aboard the adventurers' ship. The claim maintains that cargo was damaged as a result of negligence. The referee should determine the validity of the claim.

A claim of this type is settled as discussed previously. The referee may determine the nature of the cargo (from the trade and commerce rules), and from this determine the value of the cargo in question. If the claim goes against the group, the value of the cargo (the size of the lot multiplied by the base price) must be paid.

6 **Registry Update.** Documentation on the ship must be updated periodically. A request for updated information will result, on a roll of 8+, in a need to file legal forms and a Cr 50 registry fee.

Patron Encounters with a surveyor may involve any of a number of personal or professional tasks. Job-related situations that may be reasons for a patron encounter can include a desire to hire the adventurers to conduct salvage work, insurance investigations, or legwork for legal research.

Desired Encounters: Adventurers who wish to avail themselves of the services of the office may seek out the port surveyor. There are two primary functions fulfilled by the port surveyor. Insurance evaluation is one of these; ships or cargoes can be surveyed and assigned a value (roll 1d+3 on the Actual Value Table), which the adventurers can then cover with insurance. To insure any item, 2% of the surveyed value is paid as a premium; if the item is lost or damaged during the period of coverage (generally one year), the insurance firm covers the cost of repairs or replacement. The second function of a port surveyor is to act as a broker for starships up for sale. The basic roll for the resale value of a ship is 1d (1=30%); the Broker skill of the Surveyor is added to the roll, and the surveyor collects the usual commission. A surveyor can thus be approached either to sell or to buy a starship.

Port Engineer (A-C) 1 + 1d-4 1d+4 auto

General Information: Class A, B, and C starports have a Port Engineer present to oversee the technical end of starport services. This individual is in charge of the technicians who conduct repairs, overhauls, and routine servicing of all aspects of a ship in port. At smaller ports, the Port Warden is responsible for these administrative duties, with a senior technician assisting as needed.

Initial Inspection: When a port engineer is present, he or she will accompany the initial inspection team. The port engineer is responsible for the technical certification of the ship for safety inspections, and for scheduling routine service and all repair work. Technical certification is issued on the usual die throw, as described previously.

Subsequent Encounters: Roll on the encounter purpose table.

A *follow-up* indicates that some problem was discovered during the technical certification process, and has only now come to light. Roll 1d; add 2 if the ship took and failed a safety inspection; subtract 2 if the ship took and passed a safety inspection.

1-3 **Minor Technical Problem.** Minor repair work amounting to a value of 1d x Cr 100 is required. If not repaired, roll 10+ once per week until repairs are made for the problem to become a Major problem.

4-5 **Major Technical Problem.** A Major flaw in some shipboard system (M-drive, J-drive, Power plant, Life Support, Computer, Weapons, Hull, etc; referee should choose nature of problem as desired) has been discovered. Repairs cost 1d x Cr 1000; if repairs are not made, one roll per week is made, with a 10+ resulting in complete system failure.

6 **Ship Unspaceworthy.** A major system (see above) is so close to failure as to be grounds for refusing the ship Outward Clearance to leave the port until 1d x Cr 1000 in repairs is paid.

New business is also resolved by a roll of 1d, below. No DMs are applied to this roll.

1-2 **Minor Technical Problem.** The technicians servicing the ship have discovered a Minor Technical Problem. See the discussion above.

3-4 **Parts Consignment.** The engineer needs to ship a small (250 kg) consignment of repair parts to another starport, where a ship badly needs them to be made spaceworthy. The other port is not the world the group plans to visit next (if they have made such a decision). The engineer will pay them Cr 500 plus free fuel and berthing at this port. Transport of a parts consignment could (roll 8+) get the group an introduction to a patron at the other port (the owner/captain of the grounded ship). The referee may also use this encounter as a way of encouraging the group to travel to a specific world of the referee's choice.

5 **Personal Message.** The engineer will pay Cr 75 for the group to deliver a personal message at their next planned port of call, to an influential friend. This provides an automatic, additional Patron Encounter at the next port.

6 **Illegal Transponder.** The engineer offers to sell the group a variable transponder unit, which permits the ship to vary the registry data broadcast by its transponder to several different, alterable identifications. On a roll of higher than the engineer's reaction level, this is actually a setup to get the group in trouble with the authorities.

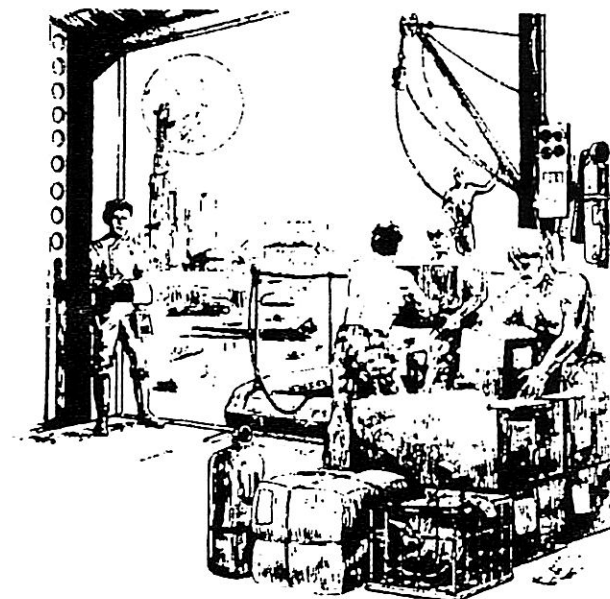
Patron Encounters with a port engineer may involve any of a number of tasks. These will primarily be personal, rather than professional jobs. However, on a professional level, the group might be hired as temporary technicians, or to carry cargoes to a neighboring port, or as test pilots for a recently built or repaired ship, among other things.

Desired Encounters: The port engineer may be approached any time repairs or modifications are desired for a starship or spacecraft. While a port will always provide these services (when large enough to offer them), gaining the port engineer's favor may decrease the waiting time for a specific operation. Minor repairs or modifications will be undertaken in 1d days, major ones in 1d weeks; DM-1 if the engineer, when approached, has a favorable roll against the reaction level, and additional DMs as required by the referee to reflect special circumstances (bribery, availability of parts, etc. etc.).

Customs Official (A-D) 1 + (1d-3) 1d+2 auto

General Information: A customs inspection is required to ensure that all cargo being discharged on a planet complies with both Imperial and local laws regulating import restrictions and duties. Where a customs official is not available, the Port Warden assumes the responsibility for checking cargoes.

Initial Inspection: When a customs official is available, he or she will accompany the initial inspection party, and plays a major part in the granting of an inward clearance to the vessel. The official is responsible for the Customs roll of the inward clearance process. This represents an inspection and approval of the cargo manifest for cargo carried on board; physical inspections come later.



When cargo is shipped on board, but not owned, by the players, duties and restrictions are the responsibility of the recipient. Such cargo will be offloaded and held in local warehousing until any problems of customs regulations are

cleared up. Speculative cargoes, however, may be subject to duties that the adventurers must pay. Roll law level or higher to avoid paying a duty. If the roll is lower than law level, a duty equal to 1% x law level will be imposed on the cargo before it may be sold on this world. If the roll against law level resulted in a "2", exactly, that cargo is prohibited. (The referee may use discretion; some cargoes may not be reasonably prohibited under any conditions). Duties are based on the basic value of the entire cargo.

Duties need only be paid when the cargo is actually unloaded for sale on the world itself. Cargoes can also be sold at the starport itself, but with a -2 modifier to the resale value. The duties and prohibitions are determined, however, during the initial inspection process.

Subsequent Encounters: Roll on the Encounter Purpose table to determine the general nature of each subsequent encounter.

Follow-up results are determined by a roll of 1d, below. If the adventurers are engaged in smuggling, apply a DM+2.

1-3 **Cargo Spot-Check.** Cargo intended for transshipment or loaded on the world for another destination is to be given a spot-check. This is identical to the usual Initial Inspection process, but uses the law level of the destination world as the basis for the proceedings. This can identify potential problems for the next port in advance, so the group can be prepared. On a roll of 10+, contraband items are discovered in cargo being shipped on board (see below).

4-5 **Improper Documentation.** Some of the forms accompanying off-loaded cargo are found to be improperly made out. A fine of 1d x Cr 50 is levied.

6 **Contraband.** Contraband items have been discovered concealed in the off-loaded cargo. The cargo, and the group's ship, are impounded for 1d x 2 weeks, during which time a background check is conducted on the adventurers. If the adventurers are found to be responsible for the contraband, they are subject to confiscation of the cargo and fines of 1d x law level x Cr 250, plus 1-6 years in prison on a roll of law level or less. If they are not responsible, the background check may turn up irregularities in their past, and there will be a delay in their progress, but no other ill effects.

During the investigation, the group is not actually under arrest, but cannot leave the planet.

New business is also resolved by a throw of 1d, below.

1 **Suspicion.** The adventurers or their ship have been identified (falsely) as being engaged in smuggling operations. After a thorough investigation, the group is given a clean bill of health and an apology for the inconvenience . . . unless, of course, they actually are smugglers; the investigation will uncover proof if this is the case.

2 **Suspicion.** As above, except that proof is discovered even if the group is innocent. This is a plant, either by an opponent (who tipped off the customs authorities), or by the customs official himself, who gets a percentage of the value of confiscated goods. Results are as for the discovery of contraband, above, except that guilt or innocence depends on a die roll. Roll 10+ to be found innocent of the charge. Further results of this encounter are up to the referee to develop.

3-4 **Assistance Requested.** The customs official is circulating ship names, registries, and photographs of individuals thought to be engaged in smuggling. On a roll of 10+, one of these is recognized as having been at the last port; at each future port called at for the next 2d x 2 weeks, roll 10+ to recognize a smuggler. When a smuggler is recognized and reported, a reward (Cr 25 x 1d) is given for the group's assistance.

5 **Personal Message.** The customs official will pay Cr 75 for the group to deliver a personal message at their next planned port of call, to an influential friend. This provides an automatic, additional patron encounter at the next port.

6 **Velled Threats.** The customs official implies that contraband items could easily turn up in the cargo offloaded by the adventurers, and hints that he or she could turn a blind eye, under the right circumstances. If the group then attempts a bribe, a roll of 10+ results in the encounter being a setup for a bribery charge, resulting in arrest for 1d weeks and a fine of Cr 500; if no bribe is attempted, roll 10+ to have contraband turn up in the cargo, as with result #2 in this table.

Patron Encounters involving customs officials may involve a broad range of professional and personal tasks, including hunts for known smugglers, a roving assignment to look for and report irregularities, or any other reasonable job.

Desired Encounters: Customs officials may be sought out with the intent to discover import restrictions on any specific world. Each world requested may be discussed for a Cr 50 fee (actually, the price of a computer cassette containing the information). The official may discuss it informally, and for free, if the reaction level roll is achieved; a DM+1 should be applied each time such a request is made after the first.

Immigration Official (A-D) 1 + (1d-3) 1d+3 auto

General Information: Immigration officials, like customs agents, are found at most starports. Their duties extend to all areas of determining the ability of offworlders to leave the starport grounds and move about on the planet. At Class E ports, the Port Warden assumes these duties.

Initial Inspection: The immigration official is part of the port representation involved in inward clearance proceedings; a roll for Immigration represents the official's acceptance that passengers carried on board may debark, and

that the crew may enter the planet as well. Failure of the roll would indicate an improper passport or visa or some other minor problem, corrected by the fine levied for failure of the roll.

Subsequent Encounters: Roll once on the Encounter Purpose table when immigration official is encountered.

A **follow-up** result is handled with an additional 1d roll, below.

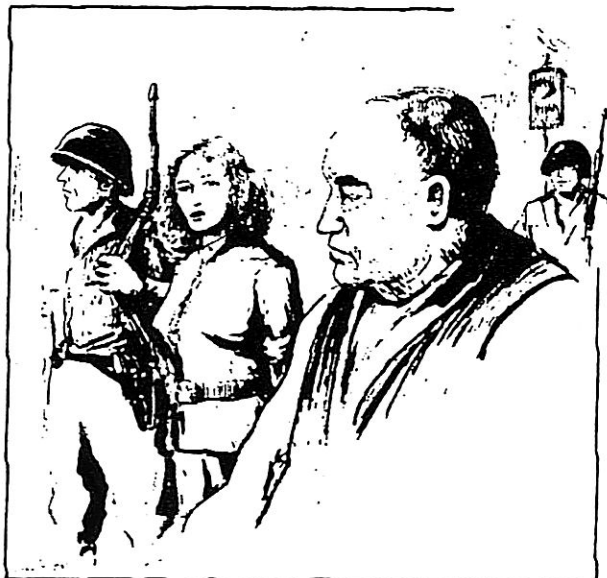
1-3 **Paperwork Update.** The official requires the adventurers to file new visa applications for the world, as theirs are growing old or outdated. Each visa application costs Cr 50, and is granted on a roll of 6+.

4-5 **Paperwork Discrepancies.** Ship's paperwork is determined to have been incomplete. A fine of 1d x Cr 25 is levied for the violation.

6 **Passenger Identification.** A passenger debarked on the world proves to have been travelling under forged papers, and has been identified as a wanted criminal. The ship is denied permission to leave the port for 1dx2 weeks, while a thorough background check is run to determine the group's involvement with this criminal. The party's freedom of movement is restricted only in the matter of leaving the planet. If the criminal is caught (roll 10+ once per week, or the adventurers themselves can find the individual), the adventurers will be cleared 1d days later. This situation could launch an entire adventure, if the referee and players wish to pursue the matter.

New business is also resolved by a roll of 1d, below.

1-2 **Crewman's Visa Revoked.** A member of the crew (chosen at random, or picked because recent acts have justified the action) is barred from further planetside visits, probably due to some crime -- real or suspected -- which makes the individual no longer welcome on the world.



3-4 **Crewman Subject to Extradition.** A member of the crew has been identified as a wanted criminal, and extradition proceedings have been set in motion. The crewman is to be placed under arrest by starport authorities until the extradition goes through, 1d days from now.

5-6 **Passenger Extradition.** A passenger who has requested passage off this world is a wanted criminal, and subject to arrest and extradition. The passenger may, on a roll of 8+, appeal to the adventurers for assistance.

All three "new business" results can be used to trigger adventure situations.

Patron Encounters will generally be personal matters, but an immigration official could hire the group to locate particular passengers who are illegally visiting the world, and so forth.

Desired Encounters: A crewman whose visa has been revoked can appeal to the immigration official for a new one. Roll 10+ for the application to be granted (with a Cr 50 fee); a DM+1 is allowed for successful reaction throws, and further DMs could reflect bribery or other additional persuasion.

Port Health Officer (A-D) 1+ (1d-4) 1d+4 auto

General Information: Most ports have a Health Officer, a doctor charged with ensuring that incoming ships and passengers are free of harmful diseases and other medical problems. Where the officer is not present, the Port Warden assumes the duties of the office.

Initial Inspection: A health throw must be made as part of the inward clearance process; this represents the health officer's passage of the ship's medical records as being accurate and containing no immediate health threats. Failure of the throw would represent an absence of certain required vaccinations for some crew or passenger members, corrected during the delay period caused by the failure of the roll.

Subsequent Encounters: When subsequent encounters occur, roll 1d on the encounter purpose table. Follow-ups are covered by a further 1d roll.

1-2 **Paperwork Update.** Medical records for each crewman are found to be lacking. Each crewmember must take a routine physical at the port medical office, costing 1d hours and Cr 50.

3-4 **Paperwork Discrepancies.** Medical records for a selected crewman (choose randomly) are found to contain contradictions. That individual must take a thorough physical costing Cr 100.

5 **Crew Health Problem.** One of the crew members is discovered to have a potentially hazardous health condition. That individual is ordered into isolation for 2d days, with symptoms (of the referee's choice) appearing on a roll, made once per day of isolation, of 11+.



6 **Passenger Health Problem.** A passenger carried aboard the ship has died of a virulent disease. All those who have been contact with that passenger are being isolated for 2d days, including the whole crew. Symptoms appear in any given individual on a roll of 9+, made once per day of isolation.

New business is also established by a roll of 1d, below.

1-3 **Outward Clearance.** The health officer conducts spot medical examinations of oncoming passengers for the ship's next voyage. If this result occurs, a DM+1 is applied to the health element of the inward clearance process at the next world. No matter how many times such a result occurs, only one DM+1 can be gained.

4-5 **Medical Supply Run.** A cargo of medical supplies (2d tons) is badly needed at a nearby world. The adventurers are asked to deliver it, receiving charter rates for their trip. The group also receives an automatic, extra patron encounter opportunity at the next world.

6 **Quarantine.** A major outbreak of disease on the planet has caused all contact between the port and the planet to be cut off. For 1d weeks, permission to cross the extrality line is denied; any characters who have been across within the last 1d days are put into isolation for 2d days, with a chance of showing symptoms of 9+ per day. Adventurers who manage to evade the quarantine restrictions will come down with symptoms on a throw of 8+, made once per day for the next 2d days. - If one comes down with symptoms, the same chance then applies to everyone that individual comes in contact with, and so forth, in a constantly expanding pattern. The nature of the disease should be determined, but it is probably a highly dangerous one.

Patron Encounters with the health officer are most commonly personal, rather than professional in nature. However, characters might be hired to track down an individual thought to be a carrier, or other similar job-related missions.

Desired Encounters: The port health officer can be approached to grant outgoing medical examinations (see "outward clearance," above). Examinations of this nature cost a flat Cr 1000 for the whole complement of passengers and crew. The reaction level can be used to influence the length of time prior to the examination (1d days, DM-1 if reaction throw is successful). A clean bill of health is granted on a throw of 6+, DM+1 if another reaction throw is made. Bribery or other forms of persuasion may also be applied to increase the chances of success. If the throw is failed, the DM at the next port will not be granted.

Public Relations Officer (A-B) 1 + (1d-3) 1d+5 auto

General Information: Large ports have an official assigned to deal with all facets of relations between the starport (and visitors there) and the planetary government and population. Ports that do not have such an official thrust the duties on the Port Warden.

Initial Inspection: Public Relations Officers never form part of an initial inspection group.

Subsequent Encounters: A DM+2 is applied to all rolls on the Encounter Purpose table.

New business for a public relations officer generally concerns itself with dealing with complaints received by the public relations office. If the adventurers have been behaving in an improper or illegal fashion, a new business encounter result indicates that complaints have been filed about this behavior, and the official is checking up on the story.



The official's reaction level is used (together with modifiers reflecting the nature of the group's offenses, at the referee's discretion) to regulate the individual's response to explanations offered by the group. A favorable response will indicate a willingness to cooperate in explaining away the problem, while an unfavorable response could result in cancellation of visas for the group, or even arrest and initiation of extradition proceedings (as discussed for immigration officials previously).

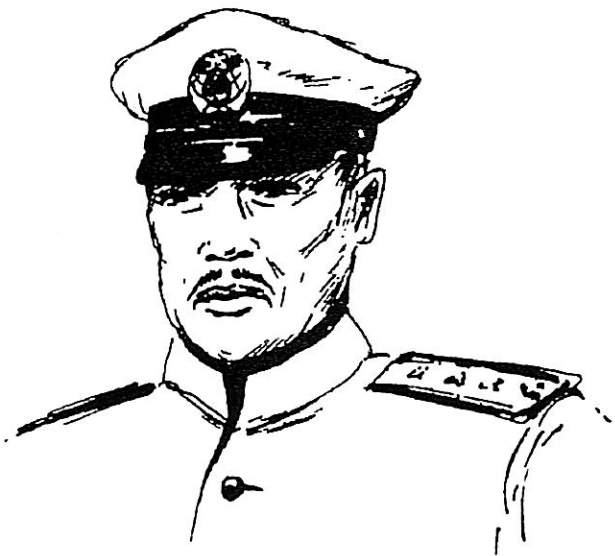
Should the adventurers be innocent of any irregular activity, this result would indicate groundless complaints. The same procedures are followed, but enemies of the group, to harass or delay them set up the whole situation; the referee should work out specific circumstances to back up the situation. Such actions might be tied to an adventure or campaign in progress, or they could reflect the beginning of a new adventure, as the referee desires.

Patron Encounters can range from missions of a personal nature to simple professional matters (such as seeking the group's cooperation in a survey of ship crews or a media campaign to promote favorable opinions about the starport - simple tasks with small benefits in the 1d x Cr 25 range) up to real missions of a job-related nature, such as investigation of allegations against port officials or other starship personnel.

Desired Encounters: Public relations officers generally have good connections with both government officials and media groups on the planet. They can be approached to seek introductions to their connections, or for information. In the former case, a favorable reaction level throw would indicate that the group receives a DM+2 on patron encounter throws for the next week. When sought out for information, a favorable reaction grants an immediate, extra Rumor throw.

Port Warden (A-E) 1+1d 1d+4 auto

General Information: The Port Warden is a key figure at all starports, responsible for all manner of routine administration. Duties include the overseeing of all other departments in the starport, the assumption of duties of officials not a part of the port establishment, and the issuance of Certificates of Competency permitting crewmembers to hold shipboard jobs.



Initial Inspection: The Port Warden is always a part of the initial inspection process (in some cases, he or she is the initial inspection team, at small ports). When not filling other official roles, the Port Warden makes no throws for any specific

area, but the good opinion (based on reactions) of the port warden grants a DM+1 to all rolls for the inward clearance procedure.

Subsequent Encounters: A DM+2 is applied to all rolls on the Encounter Purpose table; except when filling in for another official, the Port Warden has no need to engage in follow-up work.

The *new business* generally left in the hands of a port warden involves reviews of the Certificates of Competency issued to individual ship crewmembers filling particular posts.

The following individuals require Certificates of Competency in order to be permitted to fill required ship positions: Pilot, Navigator, Medic, Engineer. If a ship is required to carry these crew positions, each individual must hold an appropriate certificate. Reviews are periodically held to ensure that the individual is capable of continuing to fulfill the requirements for certification.

When a certification review occurs, rolls 1d, below, to determine which certificates are being checked.

CERTIFICATE REVIEW TABLE	
Die	Result
1-2	Pilot
3	Navigator
4	Engineer
5	Medic
6	All

Each affected individual must roll 8+ (DM + requisite skill) to retain certification. If the roll is failed, the certificate is revoked, and that individual cannot fill that crew position until a new certificate is issued. If the throw was achieved, the certificate remains valid.

Patron Encounters with a port warden may have a variety of results. Almost any adventure situation connected to port operations may be made the subject of a port warden patron encounter, as well as a broad range of personal problems to be solved or assisted with by a party of adventurers.

Desired Encounters: Port Wardens administer certification tests to issue certificates of competency, and can be approached for such tests.

Characters leaving the merchant service will have a valid certificate for any one position, generally that for which they have the highest skill level. No other character begins with a certificate; these must be obtained from a port warden at a starport.

Testing for a certificate of competency in a particular area requires that the character hold the minimum necessary skill for that position (as given in the basic rules). A test is then administered; roll the character's Education or less, with a DM-skill level, to pass this test. When the test is passed, the certificate is issued.

Certificate tests (whether passed or failed) cost Cr 25 to take.

If a certificate was revoked on this world, and a test is being taken to replace it, apply an extra DM+3 to the roll. Should the reaction level of the port warden be successfully used to gain the individual's favor, apply an extra DM-1.

A character can hold certificates of competency in any area in which suitable skills are held, and for which a certification test has been passed.

Planetary Official **1+(1d-2)** **1d+4** **auto**

General Information: Planetary officials will be found at starports only when the world directly owns the port; in such cases, the port does not enjoy extraterritoriality, and the port area is subject to the same laws and regulations as are found on the world itself. Other officials at the starport will be employees of the planetary government, rather than of the SPA (although the character generation system provided in this booklet can be used for either).



The duties of planetary officials vary widely. Roll 1d to determine the nature of the official's job.

OFFICIAL DUTIES TABLE	
Die	Result
1	Military Officer (planetary Army, Navy, etc.)
2	Administrator/Bureaucrat
3	Law Enforcement Officer
4	Diplomat
5	Governor
6	Noble

Initial Inspection: Planetary officials never accompany the initial inspection team, and have nothing to do with the inward clearance process.

Subsequent Encounters: No roll is made on the Encounter Purpose table. All Planetary Official encounters should automatically be considered to be patron encounters.

The referee should create a suitable adventure situation arising from the encounter.

If GDW Supplement 6, *76 Patrons*, is in use, the following patron encounters will be specifically applicable to Planetary Official encounters.

- **Military:** #26, #38, #33, #37
- **Administrator:** #16, #23, #27, #44
- **Law Enforcement:** #4, #27, #47, #53 Diplomat: #3, #12
- **Governor:** #4
- **Noble:** #1, #6, V, #34, #46, #50, #57

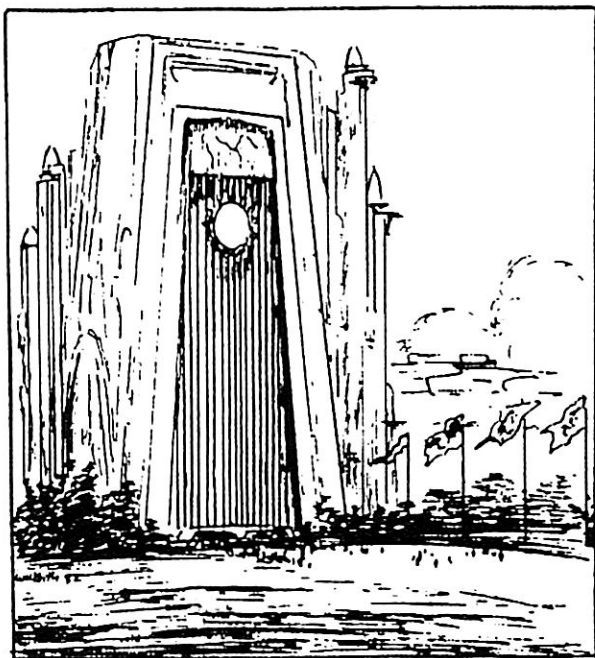
If Supplement 6 is not in use, or if the referee prefers other situations, new adventures can be created that are in keeping with the official's position and responsibilities.

Desired Encounters: Planetary officials may not be deliberately sought out; encounters are strictly a result of the random and patron encounter processes.

SECTION II: CHARACTER CREATION

The Starport Authority

The Starport Authority (SPA) is an Imperium-wide organization responsible for the maintenance and operation of starport facilities; the organization has analogs outside the Imperium as well. Port officials and workers encountered in this booklet will be drawn from the SPA or similar groups; it is also possible to introduce this career as an additional option for player-character backgrounds. This chapter outlines the procedure for character generation using the basic rules version of character creation; for an advanced system compatible with *Mercenary* and other advanced rule books, see "Skyport Authority," copyright 1984 by John M. Ford, an article in issue #19 of the *Journal of the Travellers' Aid Society*.



INITIAL CHARACTER GENERATION

The initial character generation procedure follows that of the basic *Traveller* rules. Indeed, most of the character generation process follows basic *Traveller*, except as noted below.

ACQUIRING SKILLS AND EXPERTISE

The various steps involved in the acquisition of skills and expertise follow standard *Traveller* procedures.

Enlistment: Four specific subdivisions of the SPA are provided. *Port Administration* deals with general administrative operations; *Port Services* includes such areas as freight

handling, passenger services, health, shuttle operations, and so forth; *Ship Services* takes care of the technical end, being concerned with the repair, maintenance, and routine servicing of ships in port. The final area, *Customs/Security*, deals with the administration of local customs regulations, port security, and so forth.

The character may enlist in any of the four service divisions, using the customary enlistment throw and modifications based on characteristics. Failure of an enlistment throw, however, blocks all further entry into the SPA; once one division has rejected the character, no other division will accept that individual either.

Terms of Service: Each term of service is for a standard four-year term, as in basic *Traveller*.

Survival: Survival throws are handled as per the basic rules.

Commissions and Promotions: For the most part, these are handled as in basic *Traveller*. However, characters in three of the divisions (all except Port Administration) may not be promoted beyond rank 4 within those divisions. A promotion beyond rank 4 in one of those divisions is instead treated as a transfer to the Port Administration division, with the rank 4 retained. Subsequent promotions may then be received in the new division. A transfer counts as a promotion for purposes of skill eligibility.

Skills and Training: These procedures are as given in the basic rules.

Re-enlistment: Reenlistment is as given in basic *Traveller*.

Retirement: The character's retirement pay is handled according to the standard rules and procedures.

Mustering Out: The process of mustering out follows standard procedures. New benefits are presented in a later section.

SKILLS

Most skills in the generation process are drawn from the basic rules, and are unchanged. Several new skills, however, are provided for as well. All have been introduced in other *Traveller* booklets, but the skill descriptions are repeated here for the convenience of the referee and players (who may not own the appropriate products).

Broker: The individual is skilled in areas relating to the purchase and resale of products and goods.

Broker skill permits a character to act as a broker, as described in the *Traveller* trade and commerce rules. A character with this skill may apply it as a DM on the actual value table.

Communications: The individual is trained in the use, repair, and maintenance of communications devices.

While nearly everyone can press the button and make a communicator function, this skill is necessary to understand why the device does not work correctly, or to be aware of the details of limitations on its use.

When an individual is using a communicator for contact with someone having similar skill, the chance that such communication will be detected by a third party is reduced by the average of the two skill levels (round fractions up). Communications skill also enhances the ability to jam transmissions, or to break through jamming. Communications skill allows DMs for the repair of malfunctioning communicators.

Gravitics: The individual has skill in the use, operation, and repair of gravitic devices.

Gravitic items are those devices which utilize the principles of anti-gravity, including air/raft lift modules, grav belts, grav sleds, and grav tanks. This skill is a DM required understanding, repairing, assembling, or operating. Complex devices will also require a certain level of education or intelligence.

Referee: Specific throws for specific situations must be generated. Obviously, some throws will be harder than others, and many may be impossible without an accumulation of DMs based on expertise, education, intelligence, dexterity, and the availability of tools and parts.

Interrogation: The individual is practiced in the psychological arts of interrogation as a tool of intelligence gathering.

The individual will be able to extract more information from a subject than would normally be possible. Generally, this does not involve a direct psychological or physical assault on the individual, but instead results from the ability of the interrogator to derive informational pieces of a puzzle by attitude, word usage, body language, and seemingly meaningless pieces of information. The interrogator has a high ability to detect lying and to piece together hints from a large number of interrogations.

When one subject has a particularly vital piece of information, the interrogator will be better able to tell what approach will yield the best results (up to and including psychological or physical assault), the higher his or her expertise. Unlike most skills, pairs of interrogators may add their skill levels to achieve better results.

Referee: Determine what general level of information an interrogator will derive from a series of interrogations, and present it to him or her as the correct conclusion, since conclusion-drawing on the basis of partial information is integral to the training. Take the above effects of interrogation skill into account. Additionally, generate die rolls for the likelihood of faulty conclusions or inability to detect incorrect information and roll secretly for these events, applying DMs for the interrogator's expertise, the use of drugs, and the use of electronic lie detection equipment.

In the case of individual interrogations, assume a throw of the subject's endurance or intelligence or better (whichever is higher) for the subject to break, allowing a DM of + interrogation skill. The referee may also add a throw for subject unconsciousness, or attempted escape.

Legal: The individual is familiar with general laws and regulations that govern interstellar travel and relations.

Legal skill reflects knowledge of laws and regulations controlling interstellar travel and relations.

Legal skill reflects knowledge of laws and regulations controlling interstellar commerce. The character will not, however, be familiar with the myriad laws of each individual world visited, nor will he or she be able to function as a lawyer.

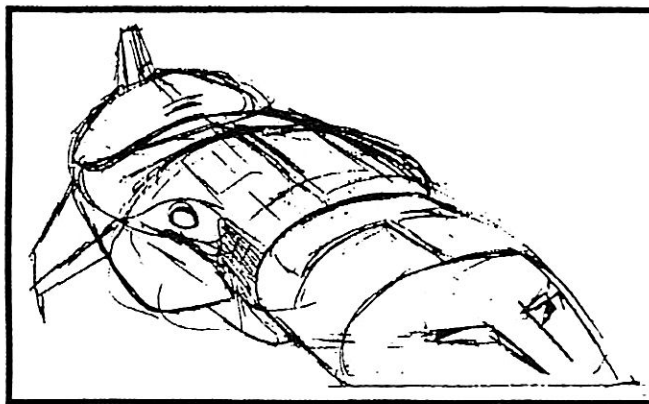
The use of legal skill in dealing with port officials is discussed elsewhere in this volume; it is a positive DM in dealings with port inspections. Legal skill can also be used as admin skill minus one. Other specific throws and DMs may be generated to cover other situations.

Liaison: The individual is trained in the art of dealing with others; this skill is usable in relations with members of military units, citizens in a community, and with alien or foreign cultures.

This individual is trained to subordinate his or her own views and prejudices where they may conflict with those held by the individuals being dealt with. As a result, greater cooperation may be achieved and substantial progress in mutual projects made. Liaison is primarily used as a positive DM on the reaction table when dealing with other individuals.

Referee: Liaison is similar to both streetwise and admin skills. Streetwise tends to deal with unsavory aspects of society, while admin deals with the formal bureaucratic structure. Liaison is a formal training that spans both, but also extends to contact with alien cultures. Liaison may be used as the equivalent of the next lower level of either streetwise or admin where necessary; thus, Liaison-2 is the equivalent of streetwise-1.

Naval Architect: The individual has been trained in the design of starships and small craft. Knowledge of the requirements for accurate, usable ship design plans and of the details of ship design is all part of this skill.



The character is capable of acting as a naval architect, subject to the level of skill obtained. Naval/Architect-1 is sufficient to occasionally design ships, especially for personal or group use, but generally requiring three or four times the time called for by a professional (i.e. about 16 weeks). Naval Architect-2 allows design of a ship in 10-12 weeks. Naval Architect-3 indicates a level of skill approaching professional (6-

8 weeks). Naval Architect 4+ allows the individual to function as a professional naval architect, with designs taking 3-4 weeks.

The skill operates in conjunction with the established starship design and construction rules, and does not allow the invention of new devices or equipment.

Recruiting: The individual is familiar with the most effective means of approaching individuals and presenting proposals for employment, couched in terms most likely to produce acceptance.

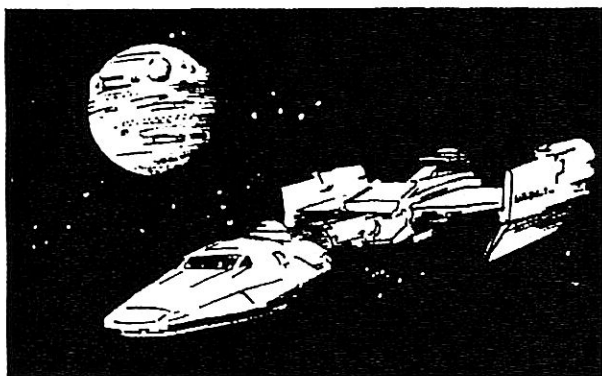
Characters with recruiting skill will affect both the quality and quantity of recruits who will respond to a request for applications.

Characters with recruiting skills will also have a higher chance of obtaining non-player character hirelings for specific tasks, with recruiting-1 having approximately the same effect on hiring as leadership-4 in the basic *Traveller* rules. As a general guideline, leadership-4 will tend to attract indiscriminately all within range of the character's personality; recruiting skill will receive favorable DMs when seeking specific hirelings suited to specific tasks.

BENEFITS

Most mustering-out benefits are as given in the basic *Traveller* rules. Two new benefits are discussed below.

Bar Chit: A card that entitles the bearer (only) to one free drink in any starport (but not startown) establishment. The bearer must still meet the establishment's dress code and other rules (and presumably will buy a couple more drinks). The card is valid for one year from the date of leaving service. Additional rolls of this benefit extend the expiration date by one year per roll.



Yacht: A type Y vessel as described in the basic rules, property of the SPA and provided under the same kind of agreement by which ex-Scouts are loaned ships; it is subject to recall in emergency, and may be commandeered by any active SPA executive on Official business. Provision of crew and consumables are the user's responsibility.

BASIC SKILL ELIGIBILITY	
For initial term of service	2
Per subsequent term of service	1
Upon receiving commission	1
Upon receiving promotion or transfer	1

MUSTER-OUT BENEFITS	
Per term of service	1
If rank 1 or 2	1
If rank 3 or 4	2
If rank 5 or 6	3

ALLOWABLE DMs	
Benefits Table	Cash Table
DM+1 if rank 5 or 6	DM+1 if gambling skill

RANK AND SERVICE SKILLS	
Port Administration	Admin-1
Port Director/General Manager	Legal-1
Port Services	Liaison-1
Port Engineer	Engineering-1
Customs/Security Inspector	Interrogation-1

CHARACTER GENERATION TABLES

PRIOR SERVICE TABLE				
	Port Administration	Port Services	Ship Services	Customs/Security
Enlistment	8+	7+	8+	9+
DM of +1 if	Soc 7+	End 7+	Dex 9+	Dex 8+
DM of +2 if	Edu 8+	Edu 7+	Edu 9+	Int 9+
Survival	4+	5+	5+	6+
DM of +2 if	Int 10+	End 10+	Edu 12+	End 8+
Commission	9+	9+	9+	9+
DM of +1 if	Edu 10+	Int 8+	Int 10+	Edu 10+
Promotion	10+	9+	9+	8+
DM of +1 if	Soc 8+	Soc 8+	Edu 10+	Int 10+
Reenlist	4+	3+	3+	5+
<p>Characters cycle through this table during each term of service. The reenlistment die throw is required even if the character does not intend to reenlist (a roll of 12 exactly calls for mandatory reenlistment).</p> <p>DMs are cumulative (in the case of enlistment) if the characters have the necessary prerequisites. All rolls are two-dice throws.</p>				

TABLE OF RANKS				
	Port Administration	Port Services	Ship Services	Customs/Security
Rank 1	Chief Clerk	Team Leader	Crew Chief	Lieutenant
Rank 2	Assistant Supervisor	Shift Supervisor	Shift Supervisor	Captain
Rank 3	Supervisor	Supervisor	Supervisor	Inspector
Rank 4	Assistant Director Port Warden	Postmaster	Port Engineer	Chief Inspector
Rank 5	Port Director General Manager	(Transfer)	(Transfer)	(Transfer)
Rank 6	SPA Executive Director	*****	*****	*****

MUSTERING OUT TABLES				
Benefits Table				
Die Roll	Port Admin	Port Services	Ship Services	Customs/Security
1	Low Passage	Low Passage	Low Passage	Low Passage
2	+1 Int	+1 Int	+2 Int	+1 Int
3	+2 Edu	+1 Edu	+2 Edu	+1 Edu
4	Bar Chit	Bar Chit	Bar Chit	Bar Chit
5	TAS	Middle Passage	Middle Passage	Blade
6	+1 Soc	+1 End	+1 Dex	Gun
7	Yacht	*****	*****	*****
Characters with rank 5 or 6 may add +1 to rolls on this table. Weapons benefits must be declared by type immediately; duplicate results may be taken as skill.				

MUSTERING OUT TABLES				
Cash Table (in credits)				
Die Roll	Port Admin	Port Services	Ship Services	Customs/Security
1	1,000	1,000	1,000	1,000
2	3,000	1,000	1,000	3,000
3	3,000	3,000	3,000	3,000
4	5,000	3,000	3,000	5,000
5	10,000	5,000	5,000	10,000
6	20,000	10,000	10,000	20,000
7	50,000	20,000	20,000	50,000
Amounts shown are in credits (Cr). No more than three rolls may be made on this table. Individuals with gambling skill receive a DM of +1 on the cash table.				

ACQUIRED SKILLS TABLES				
1. Personal Development Table				
Die Roll	Port Admin	Port Services	Ship Services	Customs/Security
1	+1 End	+1 Str	+1 Str	+1 Str
2	+1 Int	+1 Dex	+1 Dex	+1 Dex
3	+1 Edu	+1 End	+1 Dex	+1 End
4	Gambling	+1 End	+1 End	+1 Int
5	Liaison	Gambling	+1 Int	Brawling
6	+1 Soc	Brawling	Gambling	Gambling
2. Service Skills Table				
Die Roll	Port Admin	Port Services	Ship Services	Customs/Security
1	Liaison	Steward	Mechanical	Blade Combat
2	Computer	Vehicle	Mechanical	Gun Combat
3	Recruiting	Liaison	Electronic	Vehicle
4	Admin	Liaison	Electronic	Liaison
5	Vehicle	J-o-T	Gravitics	Streetwise
6	Streetwise	Streetwise	J-o-T	Gun Combat

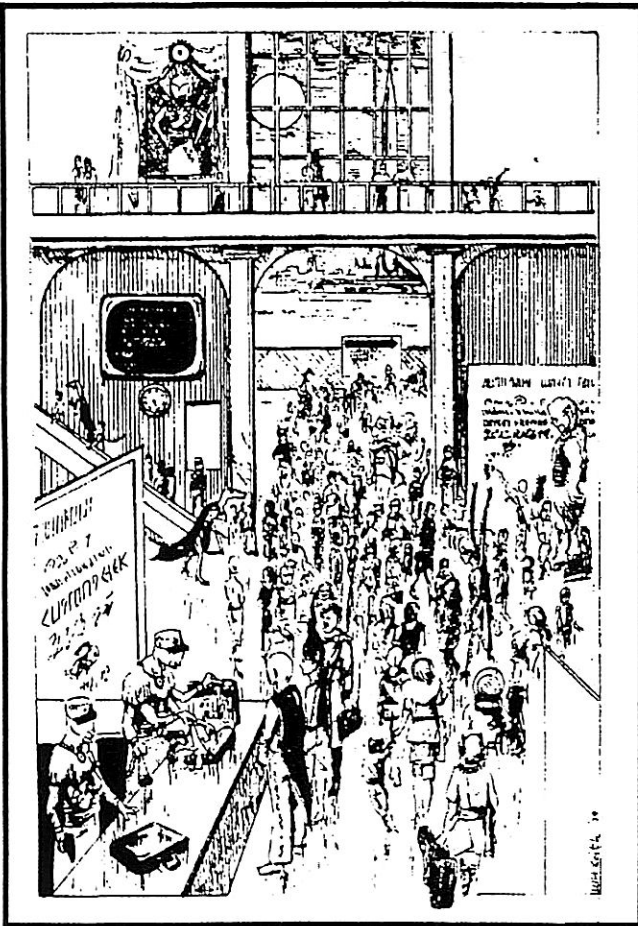
3. Advanced Education Table				
Die Roll	Port Admin	Port Services	Ship Services	Customs/Security
1	Liaison	Vacc Suit	Electronics	Admin
2	Admin	Ship's Boat	Gravitics	Liaison
3	Computer	Admin	Engineering	Interrogation
4	Communications	Interrogation	Vacc Suit	Computer
5	Admin	Gun Combat	Ship's Boat	Vacc Suit
6	Bribery	Bribery	J-o-T	Gun Combat
4. Advanced Education Table (open to characters of education 8+)				
Die Roll	Port Admin	Port Services	Ship Services	Customs/Security
1	Leader	Medical	Engineering	Forgery
2	Legal	Broker	Engineering	Leader
3	Computer	Forgery	Gravitics	Tactics
4	Admin	Leader	Gravitics	Bribery
5	Forgery	Navigation	Computer	J-o-T
6	Naval Architect	Pilot	Naval Architect	Medical



Referee's Notes

This booklet differs somewhat from its predecessor, *Startown Liberty*, in several respects. The nature of encounters in the starport setting makes this supplement more sedate, more concerned with personal interaction, than the previous volume. There is a narrower range of encounter types, but a wider variety of encounter outcomes. These facts should be recognized in order for the referee to make the most effective use of the booklet.

The previous Encounters booklet discussed at length the options the referee had in terms of generating NPCs; to sum up that discussion, referees are urged to avoid, where possible, the need to roll up characters in detail. Where possible, rely on vague descriptions, and develop no more material than is absolutely necessary. This saves time and effort all the way around.



We have, however, included character generation data for Starport Authority characters. When dealing with port officials, stats and skills may become useful. In addition, it is possible that player-characters of SPA backgrounds might be created. Though not as exciting a background as any of the military careers in *Traveller*, the SPA is a good source for

merchant-oriented characters. Do not feel obligated, however, to roll up every port official or technician encountered.

Future volumes of the Encounters series are currently being planned. Booklets under consideration include *Shipboard Acquaintance* (passenger encounters aboard starships, to flesh out the possibilities of meeting specific, interesting passengers while travelling from world to world); *Identification: Friend or Foe* (an expansion of the basic starship encounters process); and *Articles of Agreement* (merchant crewmen for shipboard and dirtside encounters). Other concepts being discussed include encounter booklets dealing with urban, rural, business, and other such encounter types on planet surfaces.

We invite input from the gaming public on these planned encounter booklets. Ideas, suggestions, preferences, and comments may be sent to:

Encounters
c/o Marischal Adventures
P. O. Box 672
Elk Grove Village, Illinois, 60007

We always appreciate the time and effort that goes into the ideas and comments that we frequently receive.

May your planetfalls be safe and successful!

[Note: Gamelords and Marischal Adventures are long since *out-of-business*.]

SECTION III: APPENDIX

Charts and Tables

PLANETFALL ENCOUNTER TABLE (roll 7+ each round)		
Die Roll	Encounter Situations	
	Landing	Ascent
0	Ship Malfunction	Ship Malfunction
1	No Encounter	No Encounter
2	No Encounter	No Encounter
3	No Encounter	No Encounter
4	Weather	Weather
5	Ship Malfunction	Ship Malfunction
6	Port Error	No Encounter
7	No Encounter	No Encounter
8	Port Error	No Encounter
9	No Encounter	No Encounter
10	Weather	Weather
11	Collision Alert	No Encounter
12	Ship Malfunction	Ship Malfunction
13	No Encounter	Collision Alert
14	No Encounter	No Encounter
15	No Encounter	Collision Alert
DM+3 if starport Class A DM+2 if starport Class B DM-2 if starport Class E or Spaceport Class F, G, H Class X starports and Class Y spaceports roll 1d-1		

SHIP MALFUNCTION TABLE	
Die Roll	Malfunction
2	Maneuver Drive Failure
3-5	Fuel Intake Failure
6-8	Communications Failure
9-10	Computer Failure
11	Landing Gear Failure
12	Pilot Error

PORT ERROR TABLE	
Die Roll	Error
1-3	False Readings
4-5	Traffic Misdirection
6	Abort

WEATHER TABLE	
Die Roll	Weather Situation
1-3	Poor Visibility
4-5	High Wind
6	Electrical Storm

COLLISION ALERT TABLE	
Die Roll	Nature of Collision
1-2	Traffic Control Error
4-5	Pilot Error
6	Deliberate Collision Attempt

STARPORT CONTENTS CHART					
Type of Facility	Starport Class				
	Class A	Class B	Class C (F)	Class D (G)	Class F (H)
Orbital Port(s)	4+	6+	10+	12+	NO
Naval Base	8+	8+	NO	NO	NO
Scout Base	10+	9+	8+	7+	NO
Extrality (s)	3+	4+	6+	8+	10+
Starship Construction	Tech + 2	Tech	Tech-2	Tech-4	Tech-8
Spaceship Construction	Tech + 4	Tech+2	Tech	Tech-3	Tech-6
Refined Fuel(s)	YES	YES	YES*	YES*	YES*
Unrefined Fuels(s)	YES	YES	YES*	YES*	YES*
Repair (s)	YES	YES	5+	9+	12+
Overhaul	YES	YES	Tech	Tech-2	Tech-4
Lodging (s)	YES	YES	7+	9+	11+
Entertainment(s)	YES	YES	8+	10+	12+
Brokerage(s)	YES	YES	4+	7+	10+
Warehousing(s)	YES	YES	5+	8+	11+
TAS	YES	YES	10+	NO	NO
(s) Facility may be present at a spaceport.					
* Unrefined fuel available if planet has a hydrosphere of 1+					
Spaceport equivalents given in parentheses following starport types, if applicable.					
Note: Class Y spaceports have no facilities of any kind.					

CLASS A STARPORT ENCOUNTERS				
(7+ once per day)				
Die Roll	Encounter Description	Number of People	Reaction	Notice
1	Scout Bureaucrat	1	7	auto
2	Scout	1	7	auto
3	Starport Security	1d	6	auto
4	Broker	1	8	auto
5	Port Officials	*	*	auto
6	Deadhead	1	6	Roll 8+
7	Charter	1d	8	auto
8	Passenger	1	6	Roll 8+
9	Port Officials	1d	7	auto
10	Technicians	1d	7	Roll 8+
11	Crewman	1	9	auto
12	Naval Personnel	1d	8	auto
13	Naval Officer	1	7	auto
If Scout base, DM-1. If Naval base, DM+1. If both, no DM.				
* See Port Officials tables.				

CLASS B STARPORT ENCOUNTERS (7+ once per day)				
Die Roll	Encounter Description	Number of People	Reaction	Notice
1	Scout Bureaucrat	1	7	auto
2	Scout	1	7	auto
3	Patron/Rumor	1	7	Roll 8+
4	Technicians	1d	7	Roll 8+
5	Deadhead	1	6	Roll 8+
6	Charter	1d	8	auto
7	Port Officials	*	*	auto
8	Passenger	1	6	Roll 8+
9	Broker	1	8	auto
10	Crewman	1	9	auto
11	Starport Security	1d	6	auto
12	Naval Personnel	1d	8	auto
13	Naval Officer	1	7	auto
If Scout base, DM-1. If Naval base, DM+1. If both, no DM. * See Port Officials tables.				

CLASS C STARPORT ENCOUNTERS (8+ once per day)				
Die Roll	Encounter Description	Number of People	Reaction	Notice
1	Scout Bureaucrat	1	7	auto
2	Scout	1	7	auto
3	Patron/Rumor	1	7	Roll 8+
4	Technicians	1d	7	Roll 8+
5	Port Officials	*	*	auto
6	Cargo	---	---	Roll Int
7	Charter	1d	8	auto
8	Passenger	1	6	Roll 8+
9	Crewman	1	9	auto
10	Broker	1	8	auto
11	Deadhead	1	6	Roll 8+
12	Starport Security	1d	6	auto
If Scout base, DM-1 * See Port Officials Table.				

CLASS D STARPORT ENCOUNTERS (9+ once per day)				
Die Roll	Encounter Description	Number of People	Reaction	Notice
1	Scout Bureaucrat	1	7	auto
2	Scout	1	7	auto
3	Port Officials	*	*	auto
4	Charter	1d	8	auto
6	Passenger	1	6	Roll 8+
7	Crewman	1	9	auto
8	Deadhead	1	6	Roll 8+
9	Patron/Rumor	1	7	Roll 8+
10	Broker	1	8	auto
11	Technicians	1d	7	Roll 8+
12	Starport Security	1d	6	auto
If Scout base, DM-1 * See Port Officials tables				

CLASS E STARPORT ENCOUNTERS (10+ once per day)				
Die Roll	Encounter Description	Number of People	Reaction	Notice
2	Port Officials	*	*	auto
3	Patron/Rumor	1	7	Roll 8+
4	Charter	1d	8	auto
5	Cargo	---	---	Roll Int
6	Crewman	1	9	auto
7	Patron/Rumor	1	7	Roll 8+
8	Deadhead	1	6	Roll 8+
9	Passenger	1	6	Roll 8+
10	Broker	1	8	auto
11	Patron/Rumor	1	7	Roll 8+
12	Port Officials	*	*	auto

* See Port Officials table

PORT OFFICIALS TABLE (as directed)				
Die Roll	Encounter Description	Number of People	Reaction	Notice
1	Base Officer	1+(1d-2)	1d+4	auto
2	SPA Executive	1+(1d-4)	1d+4	auto
3	Safety Inspection	1d	1d+3	auto
4	Port Surveyor (A-B)	1+(1d-3)	1d+3	auto
5	Port Engineer (A-C)	1+(1d-4)	1d+4	auto
6	Customs Official (A-D)	1+(1d-3)	1d+2	auto
7	Rumor	---	---	Roll 9+
8	Immigration Official (A-D)	1+(1d-3)	1d+3	auto
9	Port Health Officer	1+(1d-4)	1d+4	auto
10	Public Relations Officer (A-B)	1+(1d-3)	1d+5	auto
11	Port Warden (A-E)	1+1d	1d+4	auto
12	Safety Inspection	1d	1d+3	auto
13	Planetary Official	1+(1d-2)	1d+4	auto

DM-1 if Imperial Base on planet. DM+1 if port is not under extrality.

ENCOUNTER PURPOSE	
Die Roll	Result
1-2	Follow-up
3-4	New business
5	Friendship
6+	Patron

INITIAL PORT INSPECTION		
CLASS A AND CLASS B PORTS	CLASS C AND CLASS D PORTS	CLASS E PORTS
<ul style="list-style-type: none"> Safety Inspection (auto) Port Warden Port Health Officer Customs Official Immigration Official Port Engineer 	<ul style="list-style-type: none"> Safety Inspection (9+) Port Warden Port Health Officer Customs Official 	<ul style="list-style-type: none"> Port Warden

STARPORT PLANETFALL

From routine operations to dealings with officialdom, the starports of worlds in and out of the Imperium are important places of business for starship crews and other travellers. Brokers with cargo, port officers imposing legal requirements, technicians, crewmen, tourists... a whole subculture exists within the bounds of the starport extrality fence. Whether they are seeking business or pleasure, information or goods, rumors or jobs, travellers will find them among the landing pads and control towers of the planetary starports.

STARPORT PLANETFALL is a collection of detailed encounter tables designed to generate random encounter situations for **TRAVELLER**. From the largest planetary starport to the smallest of landing fields, tables and encounter descriptions give depth and detail even to innocent encounters that may have no bearing on the adventure or campaign in progress... but provide flavor, atmosphere, distractions, or even whole new adventures that will serve the **TRAVELLER** referee in good stead..

