TRAVELLER

CORE RULEBOOK

SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

TRAVELLER

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MONGOOSE PUBLISHING

T R A V E L L E R

INTRODUCTION

Traveller is a science fiction roleplaying game of the far future. A multitude of universes await players and you will find *Traveller* is capable of handling almost any kind of science fiction setting, from highly intricate cyberpunk worlds to campaigns spanning entire galaxies where mighty empires clash and suns explode.

If you have a favourite science fiction film or TV show, *Traveller* will be able to replicate it for you, bringing your best-loved futuristic moments to your tabletop.

THE THIRD IMPERIUM

While *Traveller* is intended to be used for any science fiction setting its players devise, the longest running commercially available universe (indeed, one of the oldest roleplaying game settings of all) is the Third Imperium.

Humanity has gone to the stars and found them crowded with other forms of life and other sentient races, and science and technology have advanced vastly over the present day – but the essential nature of humanity is unchanged. Life continues as it does today, only spread out over the sea of stars. A mighty Imperium unites thousands of star systems under a single rule, but it is beset by enemies both internal and external.

The Imperium commands the space between the stars, ensuring that civilisation endures and trade continues. Megacorporations and feudal lords conduct the bulk of this trade, but there will always be a place for the free trader – hardy travellers and adventurers on the fringes of Charted Space, dealing in strange goods and smuggled cargoes, doing whatever they can to make a credit.

While the *Traveller* rules can be used to model almost any science fiction novel, movie or setting, the traditional setting for games is the Third Imperium of Mankind, the third great empire to stretch across the stars. In the Third Imperium setting, the players take on the roles of tramp merchants and mercenaries, wandering the galaxy in search of profit and adventure.

PLAYERS AND TRAVELLERS

Most of the participants in a *Traveller* game will be players. Usually, each player generates a character using the Traveller Creation rules; that character becomes the player's avatar in the game world and is called a Traveller. These Travellers are the central protagonists of the game and scenarios revolve around their adventures and actions.

Throughout this rulebook, the terms player and Traveller are synonymous. The term character is used to describe those in the game controlled by the referee rather than the players – what are often called non-player characters. However, rules that apply to Travellers are usually applicable to characters and vice versa.

THE REFEREE

One of the participants is the referee, who describes the world around the Travellers, presents them with challenges and dangers, and takes on the role of the supporting cast and the antagonists. The referee creates the basic outline of the scenarios that the Travellers encounter and resolves the results of their actions using the rules in this book as a guideline.

SCENARIOS AND CAMPAIGNS

In a scenario, the Travellers embark on a journey or adventure overseen by the referee. The referee determines what dangers the Travellers will face, from

Traveller Rule Zero

Many roleplaying games have a 'rule zero' which marks out a referee's fiat, the notion that the referee is free to ignore or change any rule to fit in with his campaign. This is true of Traveller as well, but it is worth making a special note about this game.

Traveller comprises several 'mini-games' such as world creation, trade, and character creation that allows much of the game to run on 'autopilot'. In many circumstances, the referee is able to make a few rolls on a few tables and generate characters, battles, even a sizeable part of the known universe – this is great news for the busy referee who can then concentrate on the adventure. However, while these tools are in place, the referee should never feel bound by them and has the latitude to ignore any generated results in preference to his own creations.

hostile aliens or criminals to solar flares or automated defence systems, or even political intrigue and deception. The Travellers choose how their characters will react and overcome these obstacles. For example, the Travellers may be hired to bring a cargo from one world to another, but a rival merchant is trying to stop them and has hired a band of mercenaries to attack the Travellers' ship en route. The Travellers have to get the cargo through safely.

A scenario can be a one-off game, using Travellers created by the referee specifically for that game and discarded afterwards, or it can be part of a campaign. A scenario takes one or more game sessions to complete.

A campaign is a series of scenarios, charting the continuing adventures of a group of Travellers, and is the most common form of *Traveller* – mainly because it is the most fun and rewarding! A campaign can be continuous or episodic. In a continuous campaign, each scenario follows on almost immediately from the end of the last one and the fuel, resources and money available to the Travellers is carefully tracked. In an episodic game, there are longer gaps between scenarios, and the game focuses only on the exciting and conflict-filled parts of the Travellers' lives.

CAMPAIGN IDEAS

A few suggestions to get the ball rolling:

The Trader Campaign: The Travellers form the crew of a free trader merchant vessel, taking whatever cargoes they can get to keep their spacecraft aloft and in one piece. Inspiration for games like this could be the TV series Firefly or computer games such as Elite and Privateer.

The Military Campaign: The Travellers are all members of a military unit, usually veterans of similar careers or leaders of a mercenary unit. They participate in campaigns, skirmishes and other military activity. Inspiration could come from the Honor Harrington novels, the film Aliens, or Starship Troopers – the book, animated series or film.

The Explorer Campaign: In a game of this type the Travellers go beyond the borders of Charted Space, looking for objects, planets and civilisations of value or curiosity. The Travellers will have to be highly self-sufficient to survive on their own for long stretches. For inspiration look no further than the original series of Star Trek.

The Traveller Campaign: The traditional *Traveller* campaign features a little of everything. The Travellers will go from exploring abandoned alien ziggurats to rescuing missing pets to taking on the local crime lord in a protracted gang war. Inspiration could come from anywhere.

FURTHER READING

Throughout this book, mention is made of other titles available in the *Traveller* series. Each of these books concentrates on a particular aspect of Traveller, allowing you to expand your game into new realms of play. However, none are vital or necessary to the game and are presented only for your continued enjoyment – you can explore a huge amount of the galaxy with this *Core Rulebook* alone!

The other titles mentioned in this book include:

The Traveller Companion: Space is big, and there was only so much we could squeeze into the pages of the *Traveller Core Rulebook*. Now, for the first time, our writers are truly given free rein to explore all aspects of science fiction through the *Traveller Companion*, a book dedicated to alternative methods of play, differing technologies and the experimentation of expanded genres. From warp drives to alternate career creation, the *Traveller Companion* is a massive toolkit allowing you to tailor your campaign to exactly how you want it.

High Guard: For campaigns that include a great amount of space travel, High Guard is invaluable. Including a complete spacecraft design system, this book allows players and referees to create their own ships from scratch or customise those already designed. As well as featuring a veritable fleet of new ships, High Guard also introduces a brand new scale of combat – Capital scale, where giant dreadnoughts and battleships clash across entire star systems.

Tour of the Imperium: From the heart of Capital to the furthest reaches of the Spinward Marches, Tour of the Imperium is your entry to the Third Imperium universe, one of the oldest and most celebrated settings of any roleplaying game. Follow the journeys of a variety of

ships as you explore the Imperium from the perspective of the greatest nobles to the seediest underside of the criminal underclass.

Central Supply Catalogue: This book contains all manner of unique items that no self-respecting Traveller should be without. Whether you are looking for a more powerful weapon, sophisticated bugging equipment or the finest in evening wear, this book has it all. Neatly divided into easy to find sections, the Central Supply Catalogue greatly expands the range of equipment and tools available to players.

The Vehicle Handbook: This book contains a complete construction system allowing you to build any vehicle from any universe, from a simple bicycle to advanced power armour, from a floating aircraft carrier to a massive piloted robot. Full rules are also given to completely customise your vehicles and a huge number of ready built designs are included to expand your campaigns.

GAME CONVENTIONS

A quick discussion of terminology and conventions is needed before proceeding. Understanding this section will make your comprehension of the rest of the rulebook much quicker.

Traveller uses two six-sided dice to resolve most actions. Some situations involve fewer or more dice.

1D/2D: To avoid writing 'roll two six-sided dice and add them together' over and over again, *Traveller* uses the abbreviation 'roll 2D'. Where you see 'roll 2D' read 'roll two six-sided dice and add them together'. Sometimes you may also see '1D', '3D' or other numbers of 'D'. This simply means roll one six-sided die, three six-sided dice, or however many six-sided dice are indicated, and add them together to gain the final result.

2D+3/3D-2: If an addition or subtraction appears after the normal dice abbreviation, that simply means add or subtract the number shown. So, for example, 2D+3 means 'roll two dice, add them together, and then add three'.

D3: Occasionally, you may see a reference to D3. This means we treat the dice as if they have only three sides each, by dividing the number rolled by two and rounding upwards. So, a roll of 1-2 means one, a roll of 3-4 means two, and a roll of 5-6 means three. If a number appears before the 'D' (such as 2D3, for example), this means roll two dice and divide the results of both by two before adding them together.

D66: This is shorthand for a special way of rolling two six-sided dice. Before rolling nominate one die as the 'tens' die and one as the 'units' die, to give you a two-digit number between 11 and 66. Some numbers cannot be rolled on a d66 (any number with a 7 or higher in it), giving you a total of 36 possible outcomes.

Rolls: To determine if a Traveller succeeds or fails at a particular task, you must make a roll. A roll is always done by rolling 2D and adding any appropriate Dice Modifiers. If the total is equal to or greater than the target number for that roll, he succeeds. The target number for a roll will always be listed in its description. For example, you may be asked to roll for STR 10+. This would mean roll two dice, add your Strength modifier and get 10 or more to succeed.

Checks: A check is exactly the same as a roll but the Dice Modifier will always be a characteristic or skill. Thus, you will be asked for a characteristic check or skill check. For most characteristic or skill checks, you will need to get an 8 or more after all Dice Modifiers have been applied in order to succeed.

Natural 2/Natural 12: Some rolls refer to a 'natural' number – this is the actual number rolled on the dice before any modifiers are applied.

Dice Modifier (DM): A number to be applied to a dice roll before it is used. Dice Modifiers are always followed by a sign, which indicates if the number is to be added to or subtracted from the roll. For example, DM-2 indicates that two is to be subtracted from the roll; DM+4 indicates that four is to be added to the roll.

Rounding: Unless otherwise stated, whenever you are asked to divide in *Traveller*, always round down.

TECHNOLOGY LEVELS

The concept of Technology Levels (Tech Level or TL) runs through *Traveller* in most of its settings. Technology Levels measure the scientific capacity of a world and the complexity and effectiveness of a piece of equipment. The Technology Level scale starts at 0. In the Third Imperium setting, the most advanced scientists are probing the upper boundaries of TL 15, but most core worlds range between 10 and 13. Out on the fringes of the Imperium in sectors like the Spinward Marches or Trojan Reach, Technology Levels vary wildly. Isolated systems visited only once or twice a generation might have slipped back into the darkness, losing technology

to war or disaster. On other worlds, secret research bases, isolationist colonies or Ancient relics hold scientific secrets of vast worth.

Even on a low-technology world, there might be examples of higher technology. A warlord on a primitive planet might enforce his rule with advanced weapons imported from offworld; colony worlds are often dependent on their sponsor civilisation for supplies and support. Some low-technology worlds are aware of the larger universe, and have consciously decided to reject higher technology.

TL 0 (Primitive): No technology. TL 0 species have only discovered the simplest tools and principles, and are on a par with Earth's Stone Age.
TL 1 (Primitive): Roughly on a par with Bronze or Iron age technology. TL 1 science is mostly superstition, but they can manufacture weapons and work metals.
TL 2 (Primitive): Renaissance technology. TL 2 brings with it a greater understanding of chemistry, physics, biology and astronomy as well as the scientific method.
TL 3 (Primitive): The advances of TL 2 are now applied, bringing the germ of industrial revolution and steam power. Primitive firearms now dominate the battlefield. This is roughly comparable to the early 19th century.
TL 4 (Industrial): The transition to industrial revolution is complete, bringing plastics, radio and other such inventions. Roughly comparable to the late 19th/early 20th century.
TL 5 (Industrial): TL 5 brings widespread electrification, tele-communications and internal combustion. At the high end of the TL, atomics and primitive computing appear. Roughly on a par with the mid–20th century.
TL 6 (Industrial): TL 6 brings the development of fission power and more advanced computing. Advances in materials technology and rocketry bring about the dawn of the space age.
TL 7 (Pre-Stellar): A pre-stellar society can reach orbit reliably and has telecommunications satellites. Computers become common. At the time of writing, humanity is currently somewhere between TL 7 and TL 8.
TL 8 (Pre-Stellar): At TL 8, it is possible to reach other worlds in the same system, although terraforming or full colonisation are not within the culture's capacity. Permanent space habitats become possible. Fusion power becomes commercially viable.
TL 9 (Pre-Stellar): The defining element of TL 9 is the development of gravity manipulation, which makes space travel vastly safer and faster. This research leads to development of the jump drive, which occurs near the end of this Tech Level. TL 9 cultures can colonise other worlds, although travelling to a colony is often a one-way trip.

TL 10 (Early Stellar): With the advent of commonly available jump drives, nearby systems are opened up. Orbital habitats and factories become common. Interstellar travel and trade lead to an economic boom. Colonies become much more viable.
TL 11 (Early Stellar): The first true artificial intelligences become possible, as computers are able to model synaptic networks. Grav-supported structures reach to the heavens. Jump 2 travel becomes possible, allowing easier travel beyond the one jump stellar mains.
TL 12 (Average Stellar): Weather control revolutionises terraforming and agriculture. Man-portable plasma weapons and carrier-mounted fusion guns make the battlefield untenable for unarmoured combatants. Jump 3 travel is developed.
TL 13 (Average Stellar): The battle dress appears on the battlefield in response to the new weapons. Cloning of body parts becomes easy. Advances in hull design and thruster plates means that spacecraft can easily go underwater. Jump 4 travel.
TL 14 (Average Stellar): Fusion weapons become man-portable. Flying cities appear. Jump 5 travel.
TL 15 (High Stellar): Black globe generators suggest a new direction for defensive technologies, while the development of synthetic anagathics means that the human lifespan is now vastly increased. Jump 6 travel.

Higher Technology Levels exist (indeed, there is no theoretical upper limit) and may appear in other settings or be discovered by pioneering scientists within the Third Imperium.

C H A P T E R - O N E

TRAVELLER CREATION

Traveller uses a unique method to create characters ready for play. Instead of choosing a class and various skills or abilities, in *Traveller* you start off as a bright-eyed 18 year old with the whole universe at your feet. You will then decide what kind of career you might want to engage in and then watch as your Traveller's life unfolds – very possibly in a completely different direction!

When you have finished this process, you will be ready for play with a Traveller who has history and a full career (successful or otherwise) behind him. They will now be ready for the next phase of their life, one full of excitement and adventure...

It should be noted that there are no 'super' characters in *Traveller*. This game is very much based around the idea of putting ordinary people in extraordinary situations, and of playing with the cards that the universe has dealt to you. Be ready to make the best of what you get – much like real life (though real life tends to lack starships, exploding suns and eight foot tall intelligent lion-like aliens).

So, another player may end up with a battle-hardened marine who can shoot out a fox's eye at a hundred paces with any weapon in Charted Space, but your failed rock star who never managed to get anywhere in his career may well have more to contribute to the group. After all, not every problem can be solved with a gun. In fact, in *Traveller*, a gun may cause more issues than it solves.

CREATION SUMMARY

A Traveller's abilities and skills are determined by their training and past experience. Traveller creation begins with rolling characteristics, six values that describe your initial physical and mental capabilities. After determining characteristics and a few background skills from adolescent life, it is time to embark on a career. Each Traveller goes through one or more four-year career terms, which grant various skills and benefits. There are risks associated with each career – serving a tour of duty in the Imperial Marines may give a Traveller a good grounding in combat and weapons use, but there is always the risk of injury in battle. A term spent in a corporation is unlikely to get the Traveller injured or killed, but will not usually provide skills valuable in combat.

In addition to skills, Travellers pick up benefits such as cash, equipment, or contacts from a career. However, there are limits on how many career terms a Traveller can go through – the risks of aging or injury mount up over time, and some Travellers will move between two or three careers in their lives. At some point, you will decide to leave your career for a new life of adventure before your Traveller gets too old.

While going through a career, you can establish ties between your Traveller and those of the other players, so everyone will be old friends (or rivals!) before play begins. You will also be able to pick a campaign package after everyone has finished creating their Travellers, which will allow you to fill any gaps in the group's skill range.

Basic Traveller generation should be done by all players at the same time as a group activity, going through each term together. For alternate forms of Traveller creation such as point allocation systems, consult the *Traveller Companion*.

Group Creation

It is common in roleplaying games for players to create their characters before play begins, so everyone turns up on the first day of a campaign ready to go. It is rare for us to say this but, in Traveller, this is the Wrong Thing to do. Traveller creation is intended as a group activity, partly because of the Connections Rule but also because it was specifically designed to be done within a group activity, with players able to see how one another's Travellers are progressing and get a deeper understanding of what they were doing before the campaign begins.

So, treat Traveller creation as a kind of 'mini' game that takes place in the first session of every new campaign. Your enjoyment of *Traveller* will increase greatly, we promise you!

CHARACTERISTICS

Every person and creature in *Traveller* has several characteristics that describe their base mental and physical potential. The basic characteristics for humans are shown opposite.

Rolling Characteristics

To determine your Traveller's characteristics, roll 2D one after another, and assign the scores in any order you wish to the six characteristics, starting with Strength. Record them on your character sheet.

For each characteristic, determine its Dice Modifier on the Characteristic Modifier table below.

Characteristic Modifiers

Characteristic Score	Dice Modifier
0	-3
1-2	-2
3-5	-1
6-8	+0
9-11	+1
12-14	+2
15+	+3

Throughout your career, you may find your characteristics change.

The maximum score for a characteristic is 15 for an unaugmented human character. There are exceptions to this, but they will be covered later for specific rules and circumstances.

SKILLS

Skills are the most important aspect of a Traveller, and are discussed in detail on page 56. A Traveller's proficiency in any skill is denoted by their level in that skill.

BACKGROUND SKILLS

Before embarking on your careers, you receive a number of background skills equal to your Education DM +3 (so, 0 to 6, depending on your Education score), chosen from the list below. This represents the knowledge you have picked up during adolescence and will allow you to function at a basic level in a technological society.

Admin 0
Animals 0
Art 0
Athletics 0
Carouse 0
Drive 0
Electronics 0
Flyer 0
Language 0
Mechanic 0
Medic 0
Profession 0
Science 0
Seafarer 0
Streetwise 0
Survival 0
Vacc Suit 0

Physical Characteristics

Strength (STR): A Traveller's physical strength, fitness and forcefulness.
Dexterity (DEX): Physical co-ordination and agility, reflexes.
Endurance (END): A Traveller's stamina, determination and ability to sustain damage.

Mental Characteristics

Intellect (INT): A Traveller's intelligence and quickness of mind.
Education (EDU): A measure of a Traveller's learning and experience.
Social Standing (SOC): A Traveller's place in society.

At this point, you are eighteen years old and ready to take on the universe!

Where do I Come From?

While knowledge of a Traveller's homeworld is not necessary, it is a very nice tool to start shaping the character of one from the outset. Background skills can be picked to help suggest the kind of world the Traveller grew up on. For example, a Traveller coming from a naturalistic, agricultural world may well have Animals, Seafarer and Survival skills, whereas one whose childhood was spent in an asteroid belt would likely have Vacc Suit, Electronics and Flyer, representing a life in space surrounded by high technology.

This is by no means compulsory, but you may find the Traveller you create starts to come alive much faster during creation.

CAREERS

Next, your Traveller engages in one or more career terms, representing their previous experiences and adventures before the start of the campaign. Each career term lasts for four years, even if a Traveller fails a Survival roll or is forced to leave a career.

At many points during a career, a Traveller will have to make a dice roll of some sort. Most of these rolls are based on characteristics – simply roll 2D, add the DM from the listed characteristic, and try to get a total higher than or equal to the listed value.

So, a roll of INT 8+ means 'roll 2D, add your Intellect DM, and you succeed if you roll an 8 or more'.

A few rolls are skill checks, where you add any levels in that skill. For example, a roll of Gunner 8+ would mean 'roll 2D, add your Gunner skill level, and get 8 or more to succeed'.

Note that later in the rules, you are able to add further modifiers to checks like this (for example, when using the Gunner skill to shoot, you can often add your DEX DM). However, these other modifiers are never applied during character creation.

In each career, there are three assignments, representing different aspects of the career. Pick one of these assignments when you enter the career.

Social Standing and Nobility

Travellers with a high Social Standing are the cream of their civilisations and may be very well known on their world and possibly across vast swathes of Charted Space. However, while the Third Imperium maintains a system of nobility that is recognised across most of its worlds, not everyone with a high Social Standing necessarily has a noble title – or is even a noble at all. Nobles of very high rank have many duties and obligations that may preclude them from a life of adventure. After all, a typical duke will reign over many worlds and players will generally want to explore the universe rather than be engaged in constant administration.

Noble Titles

Social Standing	Possible Titles
11	Knight
12	Baron
13	Marquis
14	Count
15	Duke

If the group includes a Traveller with a high Social Standing, we recommend one of the following courses.

- Sons, daughters and more distant relations to a named noble may carry a great deal of social weight without actually having a title themselves (though they may well inherit later, depending on how far down the succession order they are).
- The Traveller may well be a high-ranking noble – but has been deposed or otherwise ousted from their position. Perhaps they will someday regain their seat, or maybe they will spend the rest of their life trying to escape those who removed them.
- Social Standing need not be tied to nobility – celebrities will also command a high score in this characteristic. A Traveller's career might point the way to why a Social Standing is so high, perhaps as a war hero or famous writer. However, it is also possible that the Traveller is simply known for being known, much like some celebrities on this world.

If a title is desired, the following table provides a suitable link between specific noble titles and Social Standing.

CREATING A TRAVELLER

☑ =SUCCEED ☒ =FAIL

CHARACTERISTICS P8
Roll 2D for every characteristic. Calculate dice modifier (DM)

BACKGROUND SKILLS P8
Choose EDU DM+3 background skills

PRE-CAREER EDUCATION? P14
YES → Choose University or Military Academy and roll for entry ☑ ☒
NO

CHOOSE CAREER
Roll for Qualification if this is a new career ☑ ☒ P16

ROLL FOR DRAFT OR CHOOSE THE DRIFTER CAREER P17

If this is first term of Career, go through Basic Training, Otherwise, choose a skill table and roll P16

ROLL FOR SURVIVAL P16 ☑ ☒

DO NOT LEAVE CAREER
Roll for mishap and leave career unless otherwise stated, in which case Start New Term*

LEAVE CAREER

ROLL FOR EVENT P16
Connect to other Traveller?

If commission is possible and you wish to try
YES → Army, Navy, or Marines, for commission is first term or SOC 9+ P16
NO

ROLL FOR ADVANCEMENT P16

Choose whether to continue Traveller creation
YES → Increase age by +4 years. If 34 or older roll for aging P46 → **START NEW TERM***
NO

ROLL FOR BENEFITS / MUSTER OUT P44

GAIN GRADUATION BENEFITS
Gain skills. Roll for Event. roll for graduation. ☑ ☒
☑ → GAIN GRADUATION BENEFITS
☒ → START NEW TERM*

ROLL FOR BENEFITS / MUSTER OUT P44

RESOLVE PENSION AND MEDICAL DEBT P46

CHOOSE SKILL PACKAGE WITH OTHER TRAVELLERS P48

SEEK ADVENTURE AMONG THE STARS!

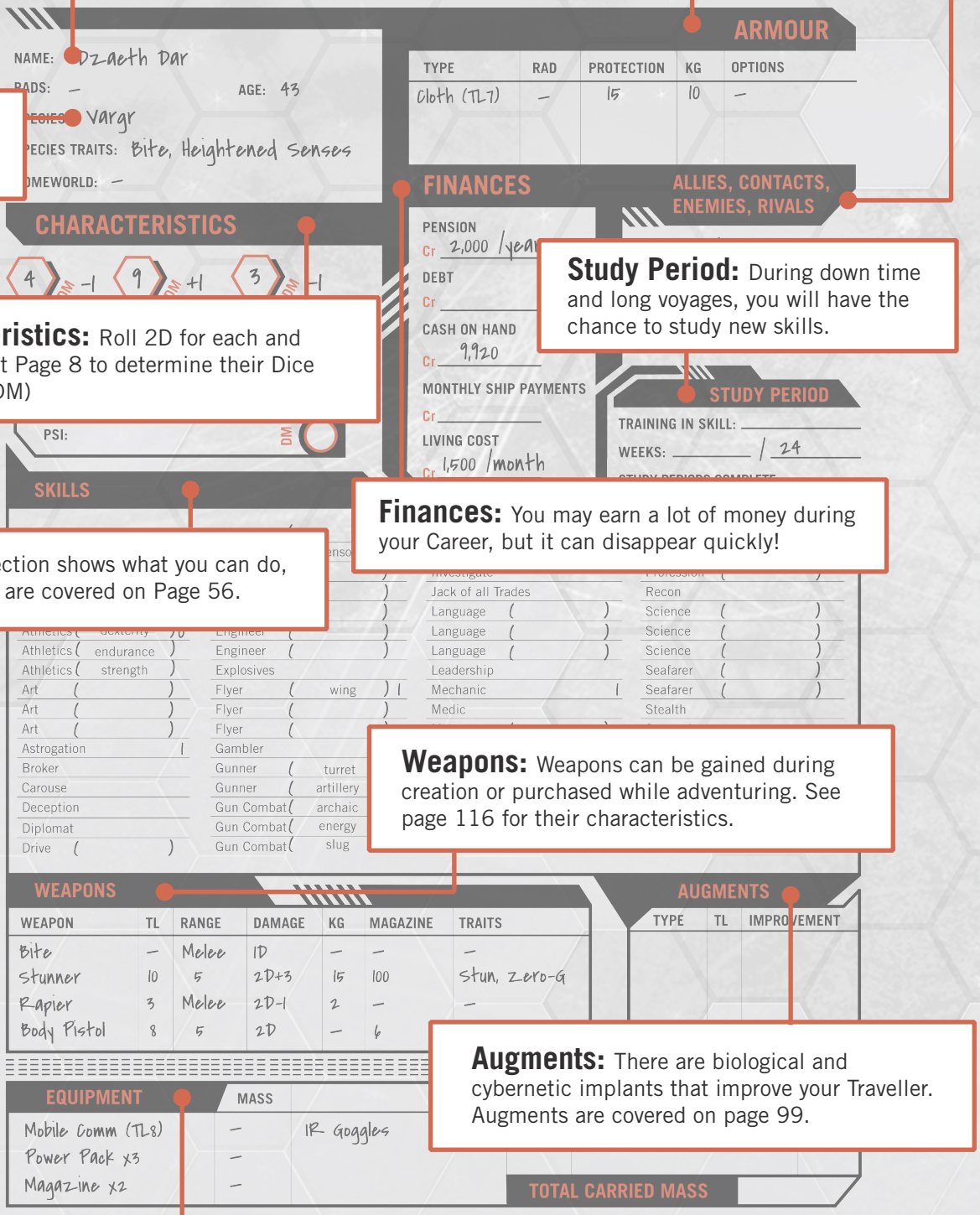
Choose whether to continue Traveller creation.
NO
YES → Choose whether to continue Traveller creation

People you know: During your career, you may meet many Allies, Contacts, Enemies, and Rivals. Remember them, as they may appear in a later adventure.

Name: We recommend naming your Traveller before anything else. Trust us on this!

Armour: This provides protection against attacks and, sometimes, radiation. See page 94 for more details.

Species: Are you an alien? See page 50



Characteristics: Roll 2D for each and then consult Page 8 to determine their Dice Modifiers (DM)

Study Period: During down time and long voyages, you will have the chance to study new skills.

Finances: You may earn a lot of money during your Career, but it can disappear quickly!

Skills: This section shows what you can do, Skills and Tasks are covered on Page 56.

Weapons: Weapons can be gained during creation or purchased while adventuring. See page 116 for their characteristics.

Augments: There are biological and cybernetic implants that improve your Traveller. Augments are covered on page 99.

Equipment: Anything that you carry that is not armour or a weapon is noted here. A full list of equipment can be found on page 91.

NAME: Dzaeth Dar

RADS: – AGE: 43

SPECIES: Vargr

SPECIES TRAITS: Bite, Heightened Senses

HOMEWORLD: –

CHARACTERISTICS

STRENGTH	4	DM	-1
DEXTERITY	9	DM	+1
ENDURANCE	3	DM	-1
INTELLECT	12	DM	+2
EDUCATION	5	DM	-1
SOCIAL	7	DM	+0

PSI: DM

ARMOUR

TYPE	RAD	PROTECTION	KG	OPTIONS
Cloth (TL7)	–	15	10	–

FINANCES

PENSION
Cr 2,000 /year

DEBT
Cr

CASH ON HAND
Cr 9,920

MONTHLY SHIP PAYMENTS
Cr

LIVING COST
Cr 1,500 /month

ALLIES, CONTACTS, ENEMIES, RIVALS

Enemy: John Lee

STUDY PERIOD

TRAINING IN SKILL:

WEEKS: / 24

STUDY PERIODS COMPLETE:

SKILLS

Admin	Drive ( )	Heavy Weapons ( )	Profession ( )
Advocate	Electronics (sensors)	Heavy Weapons ( )	Profession ( )
Animals (handling)	Electronics ( )	Investigate	Profession ( )
Animals (training)	Electronics ( )	Jack of all Trades	Recon
Animals (veterinary)	Engineer ( )	Language ( )	Science ( )
Athletics (dexterity) 0	Engineer ( )	Language ( )	Science ( )
Athletics (endurance)	Engineer ( )	Language ( )	Science ( )
Athletics (strength)	Explosives	Leadership	Seafarer ( )
Art ( )	Flyer (wing) 1	Mechanic 1	Seafarer ( )
Art ( )	Flyer ( )	Medic	Stealth
Art ( )	Flyer ( )	Melee ( ) 0	Steward
Astrogation 1	Gambler	Melee ( )	Streetwise 0
Broker	Gunner (turret)	Navigation	Survival
Carouse	Gunner (artillery) 0	Persuade	Tactics (naval) 1
Deception	Gun Combat (archaic)	Pilot (small craft) 3	Tactics (military)
Diplomat	Gun Combat (energy) 0	Pilot (spacecraft) 1	Vacc Suit 1
Drive ( )	Gun Combat (slug)	Pilot (capital ships)	

WEAPONS

WEAPON	TL	RANGE	DAMAGE	KG	MAGAZINE	TRAITS
Bite	–	Melee	1D	–	–	–
Stunner	10	5	2D+3	15	100	Stun, Zero-G
Rapier	3	Melee	2D-1	2	–	–
Body Pistol	8	5	2D	–	6	–

AUGMENTS

TYPE	TL	IMPROVEMENT

EQUIPMENT

	MASS		MASS		MASS
Mobile Comm (TL8)	–	IR Goggles	–		
Power Pack x3	–				
Magazine x2	–			TOTAL CARRIED MASS	

PRE-CAREER EDUCATION

Before a Traveller embarks on a lifelong career, there are educational options that may be worth considering. These are going to university or attending a military academy.

This usually takes place in a Traveller's first term (in place of a career), though it can be delayed up until the third term if a term or two in a career is desired. From term four and onwards, pre-career education is no longer available.

A Traveller can select university or military academy education, making a roll for successful entry. If this is failed, the Traveller must immediately attempt entry into a career and, failing that, be drafted as normal. Further attempts can be made in terms two and three if desired but only one attempt can be made for entry to one of these pre-career options in any one term.

Once successful entry has been achieved, the Traveller will gain any skills noted and roll on the Events table opposite. Upon successful graduation, one or more benefits will be awarded. Unlike a career, there is no mustering out or gaining of anything else other than the benefits listed. If graduation is not achieved, then no benefits are gained though the Traveller may still have earned some skills during this time.

After successful graduation, a Traveller may attempt to enter a career of their choice as normal, though they may have earned bonuses or automatic entry to certain careers, as listed under graduation benefits.

UNIVERSITY

Most worlds have one or more universities within their major settlements but even citizens of the most remote system can engage in university education through the use of computer networks and interstellar communications. A university education will channel a character's efforts into a narrow range of skills but there are few other ways to become more skilful within them so quickly.

Entry: EDU 7+
DM-1 if in Term Two, DM-2 if in Term Three
DM+1 if SOC 9+

Skills: Choose a level 0 and a level 1 skill from the following list;

Admin, Advocate, Animals (training or veterinary), Art (any), Astrogation, Electronics (any), Engineer (any), Language (any), Medic, Navigation, Profession (any), Science (any).

Increase EDU by +1

Graduation: INT 7+. If 11+ is rolled, graduate with honours.

Graduation Benefits

- Increase the skills chosen above to level 1 and level 2 respectively.
- Increase EDU by an additional +2
- Graduation grants DM+1 (DM+2 if graduation was with honours) to qualify for the following careers; Agent, Army, Citizen (corporate), Entertainer (journalist), Marines, Navy, Scholar, Scouts.
- Graduation allows a Commission roll to be taken before the first term of a military career, so long as it is the first career chosen after university. Success will mean the Traveller enters the career at officer rank (O1). If graduation was with honours, DM+2 is granted on this first Commission roll.

MILITARY ACADEMY

For those who are looking to dedicate their lives to military service, there is no better option than joining an academy to round out an education. This is a popular choice for those coming from 'military' families or those having grown up never considering anything other than a life in uniform. A term within a military academy can set a recruit's career for great things, so competition to gain one of the limited number of open student slots is fierce.

Before joining a military academy, you must decide whether it is an academy of the Army, Marines, or Navy.

Entry: Army END 8+, Marines END 9+, Navy INT 9+ DM-2 if in Term Two, DM-4 if in Term Three

Skills: Gain all Service Skills of the military career the academy is tied to at level 0, as with basic training.

Graduation: INT 8+. DM+1 if END 8+, DM+1 if SOC 8+. If 11+ is rolled, graduate with honours.

Graduation Benefits

- If entering the same military career the academy is tied to, select any three Service Skills and increase them to level 1.
- Increase EDU by an additional +1.
- If the Traveller graduated with honours, increase SOC by +1 as well.
- Graduation allows automatic entry into the military career the academy is tied to, so long as it is the first career attempted by the Traveller after graduation.
- Graduation allows a Commission roll to be taken before the first term of a military career, so long as it is the first career chosen after university, with DM+2. Success will mean the Traveller enters the career at officer rank (O1). If graduation was with honours, the Traveller will automatically pass this roll.

If a Traveller attends a military academy but fails to graduate, they may still automatically enter the military career the academy is tied to, so long as they did not roll 2- on the graduation roll. If they choose to enter this career, they may not make a Commission roll in the first term.

EVENTS DURING PRE-CAREER EDUCATION

For any term a Traveller spends in pre-career education, roll on the following table to generate an event. As with career events, other Travellers may be linked to with the connections rule – perhaps they even spent time in the same university or academy!

If drafted, enter the new career next term, but do not graduate. This (and similar effects) can cause a Traveller to be drafted more than once.

2D	Event
2	You are approached by an underground (and highly illegal) psionic group who sense potential in you. You may test your PSI and attempt to enter the Psion career in any subsequent term.
3	Your time in education is not a happy one and you suffer a deep tragedy; perhaps you become hopelessly addicted to drink or drugs, a failed romance leaves you in tatters, or a fatal accident involving a close friend shakes your confidence. You crash and fail to graduate.
4	A supposedly harmless prank goes wrong and someone gets hurt, physically or emotionally. Roll SOC 8+. If you succeed, gain a Rival. If you fail, gain an Enemy. If you roll 2, you must take the Prisoner career in your next term.
5	Taking advantage of youth, you party as much as you study. Gain Carouse 1.
6	You become involved in a tightly knit clique or group and make a pact to remain friends forever, wherever in the galaxy you may end. Gain D3 Allies.
7	Life Event. Roll on the Life Events table (see page 44).
8	You join a political movement. Roll SOC 8+. If successful, you become a leading figure. Gain one Ally within the movement but gain one Enemy in wider society.
9	You develop a healthy interest in a hobby or other area of study. Gain any skill of your choice, with the exception of Jack-of-all-Trades, at level 0.
10	A newly arrived tutor rubs you up the wrong way and you work hard to overturn their conclusions. Roll 9+ on any skill you have learned during this term. If successful, you provide a truly elegant proof that soon becomes accepted as the standard approach. Gain a level in the skill you rolled on and the tutor as a Rival.
11	War comes and a wide-ranging draft is instigated. You can either flee and join the Drifter career next term or be drafted (roll 1D: 1-3 Army, 4-5 Marine, 6 Navy). Either way, you do not graduate this term. However, if you roll SOC 9+, you can get enough strings pulled to avoid the draft and complete your education – you may attempt graduation normally and are not drafted.
12	You gain wide-ranging recognition of your initiative and innovative approach to study. Increase your SOC by +1.

CAREER DESCRIPTIONS

Each career in this chapter has the following sections.

Qualification

This is what you need to roll to enter that career.

If you fail this check, you cannot enter your chosen career this term. You must either submit to the Draft or take the Drifter career for this term.

You suffer DM-1 to qualification rolls for each previous career you have entered.
If you leave a career, you cannot return to it in the next term.

The Draft and the Drifter career are exceptions to this rule – you can be Drafted into a career you were previously in but got ejected from and the Drifter career is always open. Also see Changing Assignments on page 18 for another exception.

Skills and Training

Each career has four or five types of skill table associated with it – Personal Development, Service Skills, Specialist Skills (divided into three sub-tables corresponding to assignments), Officer Skills and Advanced Education. In each term you spend in a career, pick one of these tables and roll 1D to see which skill you increase.

You may only roll on the Advanced Education or Commissioned tables if you have the listed requirement (usually EDU 8+ or a certain Rank).

Skills can be listed with or without an associated level. If no rank is listed, then you gain that skill at level 1 if you do not have it already, or increases its level by +1 if you are already trained in that field. If a rank is listed, then you gain the skill at that level so long as it is higher than your current level in that skill.

For example, Gambler 0 would mean you receive the Gambler skill at level 0. This is of benefit to you only if you have no Gambler skill.

Vacc Suit would mean you increase your Vacc Suit skill by +1, or gain it at level 1 if you have no Vacc Suit skill to begin with. If you have Vacc Suit 0, it increases to 1, if you have Vacc Suit 2 it rises to 3, and so on.

Streetwise 1 would mean you get the Streetwise skill at level 1. If your Streetwise skill is already 1 or more, then this is of no benefit to you. If you have no Streetwise skill, or it is only at 0, you jump straight to Streetwise 1.

Skill Limits

A skill may never be increased beyond level 4 during Traveller creation. Once a skill has reached level 4, any additional increases are lost. In addition, a Traveller may never have a total number of skill levels higher than three times his combined INT and EDU.

Basic Training

For your first career *only*, you get all the skills listed in the Service Skills table at Level 0 as your basic training. For any subsequent careers, you may pick any *one* skill listed in the Service Skills table at Level 0 as your basic training.

Citizens and Drifters are an exception to this. They both use their appropriate assignment skill table for basic training.

Survival

Each career has a survival roll. If you fail this roll, you must then roll on the Mishap Table. This mishap will force you to leave the career immediately unless otherwise stated. You will also lose the Benefit roll for the current term. A natural 2 on the survival roll is always a failure.

Events

If you are still in your career after resolving the survival roll, roll on the career's Events Table to see what interesting things befall you this term.

Commission

This only applies to the military careers of Army, Navy and Marines. A Traveller who succeeds at a commission roll becomes a Rank 1 officer in that career, and uses the officer Rank Table from then on. A Traveller may attempt a commission roll once per term, and trying for commission is optional.

You may only attempt to gain a commission in your first term unless your SOC is 9 or higher, in which case you may try for a commission in any term. However, there is DM-1 applied to a commission roll for every term after the first.

If you obtain a commission after having already advanced several ranks, you become a Rank 1 officer as normal but you may add your two final ranks together for the purposes of determining Benefits and pensions when you leave the career.

Some events give a bonus DM to advancement rolls (see below), or grant automatic advancement. You can apply these DMs to commission rolls also. If you gain a commission, you may not roll for advancement in the same term.

Travellers can always roll for advancement, whatever the outcome of a commission roll.

Advancement

Each career has an advancement roll. The advancement roll is mandatory.

If you make a successful advancement roll, then you move to the next rank and gain an extra roll on any of the Skills and Training Tables for this career. You also get any bonuses listed for your new rank. You may only attempt to advance once per term.

If your advancement roll is equal to or less than the number of terms you have spent in this career, then you cannot continue in this career after this term. Either your services are no longer required, or events have caused you to leave, or perhaps you are simply bored and want a new challenge.

If you roll a natural 12, then you *must* continue in this career. You are too valuable to lose and will be strong-armed into staying.

Ranks and Bonuses

You begin at Rank 0 in a new career. Each time you succeed with an advancement roll, you move up to the next rank. Ranks are most important for military careers, such as the Army or Navy, but every career has its own internal hierarchies and levels of authority and responsibility. However, not all ranks have a title like the military.

Some ranks have bonuses associated with them, such as extra skills. These are acquired immediately upon attaining the rank.

Benefits

When you leave a career for any reason, you gain material benefits from that career, representing money, equipment and influence acquired during your years of work. There are two tables for this in each career – Cash and Benefits. You may only roll on Cash tables a maximum of three times in your lifetime, regardless of how many careers or Benefit rolls you accumulate.

You receive one Benefit roll per full term served. Leaving due to a mishap means you lose the Benefit roll for that term, but you still gain the benefit rolls for previous terms in that career.

If you reached rank 1 or 2, you get an extra Benefit roll when leaving that career.

If you reached rank 3 or 4, you get two extra Benefit rolls, and if you reached rank 5 or 6, you get three extra Benefit rolls and may also apply DM+1 to all rolls on the Cash and Benefits tables. Benefits are described more fully on page 44.

The Connections Rule

During Traveller creation, the aim is to not only create interesting histories for Travellers through career decisions, events and mishaps, but also to ensure Travellers know one another before the campaign begins. This avoids every campaign starting with the words 'right, you all meet at a starport…' In *Traveller*, you will all know one another to some degree and can get stuck into exploration straight away.

If two players agree, then any event rolled for one Traveller can involve another. Only one Traveller needs to have rolled the specific event, though you will find it more exciting if Travellers can link events together (this is why it is best to create Travellers as a group activity, going through terms one by one together).

If an event can be linked between two Travellers in this way, then you *both* get one extra skill of your choice. You may gain a maximum of two free skills from the connections rule, and each connection must be with a different Traveller. For each connection you make, you may gain any skill, but cannot bring a skill above Level 3 using this rule nor may you take the Jack-of-all-Trades skill.

For example, Erik is serving as an Agent, and he rolls an undercover mission (Event number 8 on the Agent Event Table). Erik's player suggests that Erik could have met Kathya while on this mission, and Kathya's player agrees. They then discuss exactly what happened during the mission and this begins to form previous history for both Travellers. Both Erik and Kathya will then gain an extra skill because of this.

DRIFTERS AND THE DRAFT

You may attempt to enlist in one career each term if you are not continuing with an existing career. If you fail to qualify for a new career, you have two options. You can either apply to the Draft, and be randomly sent to one of the military services, or you may spend that term travelling through Charted Space as a Drifter, without career or purpose. A Traveller may only enter the Draft once in their lifetime.

Draft Table

1D	Career (assignment)
1	Navy (any)
2	Army (any)
3	Marine (any)
4	Merchant (merchant marine)
5	Scout (any)
6	Agent (law enforcement)

CHANGING CAREERS

A Traveller may get forced out of a career due to a mishap or event, or may simply choose to leave voluntarily to pursue a more exciting or more lucrative life elsewhere.

To enter a new career, a Traveller need only make the appropriate qualification roll at the start of a new term. If they fail, they must either submit to the draft (if they have not already done so earlier in life) or become a Drifter.

Changing Assignments

Instead of a whole new career, a Traveller may instead be interested in focussing on another aspect of their existing career by changing their assignment.

For assignments in the Army, Marine, Navy, Nobility, Rogue, Scholar, or Scout career, this simply requires a qualification roll. If this is unsuccessful, the Traveller continues in the career with the same assignment their had before without penalty. If the qualification roll is made, the Traveller now adopts the new assignment and continues in the career, retaining their rank.

New assignments in the Agent, Citizen, Entertainer, and Merchant careers are considered to be new careers. Upon voluntarily leaving the career (a change in assignment cannot be done if you have been ejected from the career – no one will hire you!), Benefit rolls are made as normal and a qualification roll is necessary to enter the assignment. If this is failed, the Traveller must enter the draft or become a Drifter.

If the attempt to change assignment is successful, the career begins afresh with the new assignment, with the Traveller starting at rank 0.

Contacts, Allies, Rivals and Enemies

Over the course of their careers, Travellers will have made friends and foes, and established ties with various non-player characters who may play a part in future adventures. There are four categories of such associates.

CONTACTS

These are individuals the Traveller knows and has had friendly dealings with in the past. They have useful skills or positions, and may be willing to aid the Traveller.

ALLIES

These are like contacts, but are willing to help the Traveller and will actively go out of their way to provide aid.

Both Allies and Contacts can be Patrons.

RIVALS

These are people who hate or oppose the Traveller, and will attempt to interfere or harass them.

ENEMIES

These are even worse than Rivals – a Rival will normally work within the law, but an Enemy wants the Traveller dead, imprisoned or otherwise doomed.

When you gain an associate from a random event, note it on your character sheet. You can give as much detail as you wish, from the sketchy ('Rival in Navy') to the detailed ('Captain Harrick, the Pride of Sylea, is my Rival, because I disobeyed his orders while on a mission. He had me drummed out of the Navy, damn him! I'll yet have my revenge on him!')

Other Travellers can be Contacts, Allies or even Rivals, and doing this qualifies for taking advantage of the Connections rule.

Career Summary Table

Career	Assignment	Qualification	Survival	Advancement	Page
Agent		INT 6+			20
	Law Enforcement		END 6+	INT 6+	
	Intelligence		INT 7+	INT 5+	
	Corporate		INT 5+	INT 7+	
Army		END 5+			22
	Support		END 5+	EDU 7+	
	Infantry		STR 6+	EDU 6+	
	Cavalry		DEX 7+	INT 5+	
Citizen		EDU 5+			24
	Corporate		SOC 6+	INT 6+	
	Worker		END 4+	EDU 8+	
	Colonist		INT 7+	END 5+	
Drifter		AUTOMATIC			26
	Barbarian		END 7+	STR 7+	
	Wanderer		END 7+	INT 7+	
	Scavenger		DEX 7+	END 7+	
Entertainer		DEX or INT 5+			28
	Artist		SOC 6+	INT 6+	
	Journalist		EDU 7+	INT 5+	
	Performer		INT 5+	DEX 7+	
Marine		END 6+			30
	Support		END 5+	EDU 7+	
	Star Marine		END 6+	EDU 6+	
	Ground Assault		END 7+	EDU 5+	
Merchant		INT 4+			32
	Merchant Marine		EDU 5+	INT 7+	
	Free Trader		DEX 6+	INT 6+	
	Broker		EDU 5+	INT 7+	
Navy		INT 6+			34
	Line/Crew		INT 5+	EDU 7+	
	Engineer/Gunner		INT 6+	EDU 6+	
	Flight		DEX 7+	EDU 5+	
Noble		SOC 10+			36
	Administrator		INT 4+	EDU 6+	
	Diplomat		INT 5+	SOC 7+	
	Dilettante		SOC 3+	INT 8+	
Rogue		DEX 6+			38
	Thief		INT 6+	DEX 6+	
	Enforcer		END 6+	STR 6+	
	Pirate		DEX 6+	INT 6+	
Scholar		INT 6+			40
	Field Researcher		END 6+	INT 6+	
	Scientist		EDU 4+	INT 8+	
	Physician		EDU 4+	EDU 8+	
Scout		INT 5+			42
	Courier		END 5+	EDU 9+	
	Surveyor		END 6+	INT 8+	
	Explorer		END 7+	EDU 7+	

1 AGENT

Law enforcement agencies, corporate operatives, spies, and others who work in the shadows.

Qualification: INT 6+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following.

Law Enforcement: You are a police officer or detective.
Intelligence: You work as a spy or saboteur.
Corporate: You work for a corporation, spying on rival organisations.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Law Enforcement	END 6+	INT 6+
Intelligence	INT 7+	INT 5+
Corporate	INT 5+	INT 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Scientific Equipment
2	Cr2000	INT +1
3	Cr5000	Ship Share
4	Cr7500	Weapon
5	Cr10000	Combat Implant
6	Cr25000	SOC +1 or Combat Implant
7	Cr50000	TAS Membership

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	Gun Combat	Streetwise	Advocate
2	DEX +1	Drive	Language
3	END +1	Investigate	Explosives
4	Melee	Flyer	Medic
5	INT +1	Recon	Vacc Suit
6	Athletics	Gun Combat	Electronics
1D	**LAW ENFORCEMENT**	**INTELLIGENCE**	**CORPORATE**
1	Investigate	Investigate	Investigate
2	Recon	Recon	Electronics (computers)
3	Streetwise	Electronics (comms)	Stealth
4	Stealth	Stealth	Carouse
5	Melee	Persuade	Deception
6	Advocate	Deception	Streetwise

RANKS AND BONUSES

RANK	LAW ENFORCEMENT	SKILL OR BONUS
0	Rookie	—
1	Corporal	Streetwise 1
2	Sergeant	—
3	Detective	—
4	Lieutenant	Investigate 1
5	Chief	Admin 1
6	Commissioner	SOC +1

RANKS AND BONUSES CONT...

RANK	INTELLIGENCE/CORPORATE	SKILL OR BONUS
0	—	—
1	Agent	Deception 1
2	Field Agent	Investigate 1
3	—	—
4	Special Agent	Gun Combat 1
5	Assistant Director	—
6	Director	—

MISHAPS TABLE

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	A criminal or other figure under investigation offers you a deal. Accept, and you leave this career without further penalty (although you lose the Benefit roll as normal). Refuse, and you must roll twice on the Injury Table and take the lower result. You gain an Enemy and one level in any skill you choose.
3	An investigation goes critically wrong or leads to the top, ruining your career. Roll Advocate 8+. If you succeed, you may keep the Benefit roll from this term. If you roll 2, you must take the Prisoner career in your next term.
4	You learn something you should not know, and people want to kill you for it. Gain an Enemy and Deception 1.
5	Your work ends up coming home with you, and someone gets hurt. Choose one of your Contacts, Allies or family members, and roll twice on the Injury Table for them, taking the lower result.
6	Injured. Roll on the Injury Table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	An investigation takes on a dangerous turn. Roll Investigate 8+ or Streetwise 8+. If you fail, roll on the Mishap Table. If you succeed, increase one of these skills by one level: Deception, Jack-of-all-Trades, Persuade or Tactics.
4	You complete a mission for your superiors, and are suitably rewarded. Gain DM+1 to any one Benefit roll from this career.
5	You establish a network of contacts. Gain D3 Contacts.
6	You are given advanced training in a specialist field. Roll EDU 8+ to increase any one skill you already have by one level.
7	Life Event. Roll on the Life Events Table.
8	You go undercover to investigate an enemy. Roll Deception 8+. If you succeed, roll immediately on the Rogue or Citizen Events Table and make one roll on any Specialist skill table for that career. If you fail, roll immediately on the Rogue or Citizen Mishap Table.
9	You go above and beyond the call of duty. Gain DM+2 to your next Advancement check.
10	You are given specialist training in vehicles. Gain one of Drive 1, Flyer 1, Pilot 1 or Gunner 1.
11	You are befriended by a senior agent. Either increase Investigate by one level or DM+4 to an Advancement roll thanks to their aid.
12	Your efforts uncover a major conspiracy against your employers. You are automatically promoted.

2 ARMY

Members of the planetary armed fighting forces. Soldiers deal with planetary surface actions, battles and campaigns. Such individuals may also be mercenaries for hire.

Qualification: END 5+
DM-1 for every previous career
DM-2 if you are aged 30 or more

Commission: SOC 8+

ASSIGNMENTS

Choose one of the following.

Support: You are an engineer, cook or in some other role behind the front lines.
Infantry: You are one of the Poor Bloody Infantry on the ground.
Cavalry: You are one of the crew of a gunship or tank.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Support	END 5+	EDU 7+
Infantry	STR 6+	EDU 6+
Cavalry	INT 7+	INT 5+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr2000	Combat Implant
2	Cr5000	INT +1
3	Cr10000	EDU +1
4	Cr10000	Weapon
5	Cr10000	Armour
6	Cr20000	END +1 or Combat Implant
7	Cr30000	SOC +1

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	OFFICER (COMMISSIONED ONLY)
1	STR +1	Drive or Vacc Suit	Tactics (military)	Tactics (military)
2	DEX +1	Athletics	Electronics	Leadership
3	END +1	Gun Combat	Navigation	Advocate
4	Gambler	Recon	Explosives	Diplomat
5	Medic	Melee	Engineer	Electronics
6	Melee	Heavy Weapons	Survival	Admin
1D	**SUPPORT**	**INFANTRY**	**CAVALRY**	
1	Mechanic	Gun Combat	Mechanic	
2	Drive or Flyer	Melee	Drive	
3	Profession	Heavy Weapons	Flyer	
4	Explosives	Stealth	Recon	
5	Electronics (comms)	Athletics	Heavy Weapons (vehicle)	
6	Medic	Recon	Electronics (sensors)	

RANKS AND BONUSES

RANK	ENLISTED	SKILL OR BONUS
0	Private	Gun Combat 1
1	Lance Corporal	Recon 1
2	Corporal	—
3	Lance Sergeant	Leadership 1
4	Sergeant	—
5	Gunnery Sergeant	—
6	Sergeant Major	—

RANKS AND BONUSES CONT...

RANK	OFFICER	SKILL OR BONUS
1	Lieutenant	Leadership 1
2	Captain	—
3	Major	Tactics (military) 1
4	Lieutenant Colonel	—
5	Colonel	—
6	General	SOC 10 or SOC +1, whichever is higher

MISHAPS TABLE

1D	MISHAP
1	Severely injured in action (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	Your unit is slaughtered in a disastrous battle, for which you blame your commander. Gain them as an Enemy as they have you removed from the service.
3	You are sent to a very unpleasant region (jungle, swamp, desert, icecap, urban) to battle against guerrilla fighters and rebels. You are discharged because of stress, injury or because the government wishes to bury the whole incident. Increase Recon or Survival by one level but also gain the rebels as an Enemy.
4	You discover that your commanding officer is engaged in some illegal activity, such as weapon smuggling. You can join their ring and gain them as an Ally before the inevitable investigation gets you discharged, or you can co-operate with the military police – the official whitewash gets you discharged anyway but you may keep your Benefit roll from this term of service.
5	You are tormented by or quarrel with an officer or fellow soldier. Gain that officer as a Rival as they drive you out of the service.
6	Injured. Roll on the Injury Table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	You are assigned to a planet with a hostile or wild environment. Gain one of Vacc Suit 1, Engineer 1, Animals (riding or training) 1 or Recon 1.
4	You are assigned to an urbanised planet torn by war. Gain one of Stealth 1, Streetwise 1, Persuade 1 or Recon 1.
5	You are given a special assignment or duty in your unit. Gain DM+1 to any one Benefit roll.
6	You are thrown into a brutal ground war. Roll EDU 8+ to avoid injury; if you succeed, you gain one level in Gun Combat or Leadership.
7	Life Event. Roll on the Life Events Table.
8	You are given advanced training in a specialist field. Roll EDU 8+ to increase any one skill you already have by one level.
9	Surrounded and outnumbered by the enemy, you hold out until relief arrives. Gain DM+2 to your next Advancement check.
10	You are assigned to a peacekeeping role. Gain one of Admin 1, Investigate 1, Deception 1 or Recon 1.
11	Your commanding officer takes an interest in your career. Either gain Tactics (military) 1 or DM+4 to your next Advancement roll thanks to their aid.
12	You display heroism in battle. You may gain a promotion or a commission automatically.

3 CITIZEN

Individuals serving in a corporation, bureaucracy or industry, or who are making a new life on an untamed planet.

Qualification: EDU 5+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following.

Corporate: You are an executive or manager in a large corporation.
Worker: You are a blue collar worker on an industrial world.
Colonist: You are building a new life on a recently settled world that still needs taming.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Corporate	SOC 6+	INT 6+
Worker	END 4+	EDU 8+
Colonist	INT 7+	END 5+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr2000	Ship Share
2	Cr5000	Ally
3	Cr10000	INT +1
4	Cr10000	Gun
5	Cr10000	EDU +1
6	Cr50000	Two Ship Shares
7	Cr100000	TAS Membership

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 10)
1	EDU +1	Drive	Art
2	INT +1	Flyer	Advocate
3	Carouse	Streetwise	Diplomat
4	Gambler	Melee	Language
5	Drive	Steward	Electronics (computers)
6	Jack-of-all-Trades	Profession	Medic
1D	**CORPORATE**	**WORKER**	**COLONIST**
1	Advocate	Drive	Animals
2	Admin	Mechanic	Athletics
3	Broker	Electronics	Jack-of-all-Trades
4	Electronics (computers)	Engineer	Drive
5	Diplomat	Profession	Survival
6	Leadership	Science	Recon

RANKS AND BONUSES

RANK	CORPORATE	SKILL OR BONUS
0	—	—
1	—	—
2	Manager	Admin 1
3	—	—
4	Senior Manager	Advocate 1
5	—	—
6	Director	SOC +1

RANKS AND BONUSES CONT...

RANK	WORKER	SKILL OR BONUS
0	—	—
1	—	—
2	Technician	Profession 1
3	—	—
4	Craftsman	Mechanic 1
5	—	—
6	Master Technician	Engineer 1

RANK	COLONIST	SKILL OR BONUS
0	—	—
1	—	—
2	Settler	Survival 1
3	—	—
4	Explorer	Navigation 1
5	—	—
6	—	Gun Combat 1

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	You are harassed and your life ruined by a criminal gang. Gain the gang as an Enemy.
3	Hard times caused by a lack of interstellar trade costs you your job. Lose one SOC.
4	Your business is investigated by the planetary authorities (or your colony suffers interference from interests offworld). Co-operate, and the business or colony is shut down, but you gain DM+2 to the Qualification check for your next career as a reward for your aid. Refuse, and gain an Ally.
5	A revolution, attack or other unusual event throws your life into chaos, forcing you to leave the planet. Roll Streetwise 8+. If you succeed, increase any skill you have by one level.
6	Injured. Roll on the Injury Table.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	Political upheaval strikes your homeworld, and you are caught up in the revolution. Gain either Advocate 1, Persuade 1, Explosives 1 or Streetwise 1. Roll whichever skill you chose 8+. If you succeed you come out on the winning side, and gain DM+2 to your next Advancement roll. Fail, and you suffer DM-2 to your next Survival roll.
4	You spend time maintaining and using heavy vehicles, either as part of your job or as a hobby. Increase Mechanic, Drive, Electronics, Flyer or Engineer by one level.
5	Your business expands, your corporation grows, or the colony thrives. Gain DM+1 to any one Benefit roll.
6	You are given advanced training in a specialist field. Roll EDU 10+ to gain any one skill of your choice at level 1.
7	Life Event. Roll on the Life Events Table.
8	You learn something you should not have – a corporate secret, a political scandal – which you can profit from illegally. If you choose to do so, then you gain DM+1 to a Benefit roll from this career and gain Streetwise 1, Deception 1 or a criminal Contact. If you refuse, you gain nothing.
9	You are rewarded for your diligence or cunning. Gain DM+2 to your next Advancement check.
10	You gain experience in a technical field as a computer operator or surveyor. Increase Electronics or Engineer by one level.
11	You befriend a superior in the corporation or the colony. Gain an Ally. Either gain Diplomat 1 or DM+4 to your next Advancement roll thanks to their aid.
12	You rise to a position of power in your colony or corporation. You are automatically promoted.

4 DRIFTER

Wanderers, hitchhikers and travellers, drifters are those who roam the stars without obvious purpose or direction.

Qualification: Automatic

ASSIGNMENTS

Choose one of the following.

Barbarian: You live on a primitive world without the benefits of technology.
Wanderer: You are a space bum, living hand-to-mouth in slums and spaceports across the galaxy.
Scavenger: You work as a belter (asteroid miner) or on a salvage crew.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Barbarian	END 7+	STR 7+
Wanderer	END 7+	INT 7+
Scavenger	DEX 7+	END 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	None	Contact
2	None	Weapon
3	Cr1000	Ally
4	Cr2000	Weapon
5	Cr3000	EDU +1
6	Cr4000	Ship Share
7	Cr8000	Two Ship Shares

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	
1	STR +1	Athletics	
2	END +1	Melee (unarmed)	
3	DEX +1	Recon	
4	Language	Streetwise	
5	Profession	Stealth	
6	Jack-of-all-Trades	Survival	
1D	**BARBARIAN**	**WANDERER**	**SCAVENGER**
1	Animals	Drive	Pilot (small craft)
2	Carouse	Deception	Mechanic
3	Melee (blade)	Recon	Astrogation
4	Stealth	Stealth	Vacc Suit
5	Seafarer (personal or sails)	Streetwise	Profession
6	Survival	Survival	Gun Combat

RANKS AND BONUSES

RANK	BARBARIAN	SKILL OR BONUS
0	—	—
1	—	Survival 1
2	Warrior	Melee (blade) 1
3	—	—
4	Chieftain	Leadership 1
5	—	—
6	Warlord	—

RANKS AND BONUSES CONT...

RANK	WANDERER	SKILL OR BONUS
0	—	—
1	—	Streetwise 1
2	—	—
3	—	Deception 1
4	—	—
5	—	—
6	—	—

RANK	SCAVENGER	SKILL OR BONUS
0	—	—
1	—	Vacc Suit 1
2	—	—
3	—	Profession (belter) 1 or Mechanic 1
4	—	—
5	—	—
6	—	—

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	Injured. Roll on the Injury Table.
3	You run afoul of a criminal gang, corrupt bureaucrat or other foe. Gain an Enemy.
4	You suffer from a life-threatening illness. Reduce your END by 1.
5	Betrayed by a friend. One of your Contacts or Allies betrays you, ending your career. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, then you are betrayed by someone you never saw coming and still gain a Rival or Enemy. In addition, roll 2D. If you roll 2, you must take the Prisoner career in your next term.
6	You do not know what happened to you. There is a gap in your memory.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	A patron offers you a chance at a job. If you accept, you gain DM+4 to your next Qualification roll, but you owe that patron a favour.
4	You pick up a few useful skills here and there. Gain one level of Jack-of-all-Trades, Survival, Streetwise or Melee (any).
5	You manage to scavenge something of use. Gain DM+1 to any one Benefit roll.
6	You encounter something unusual. Go to the Life Events Table and have an Unusual Event.
7	Life Event. Roll on the Life Events Table.
8	You are attacked by enemies. Gain an Enemy if you do not have one already, and roll either Melee 8+, Gun Combat 8+ or Stealth 8+ to avoid a roll on the Injury Table.
9	You are offered a chance to take part in a risky but rewarding adventure. If you accept, roll 1D: On a 1-2, you are injured or arrested; either roll on the Injury Table or take the Prisoner career in your next term. On 3-4, you survive, but gain nothing. On a 5-6, you succeed. Gain DM+4 to one Benefit roll.
10	Life on the edge hones your abilities. Increase any skill you already have by one level.
11	You are forcibly drafted. Roll for the Draft next term.
12	You thrive on adversity. You are automatically promoted.

5 ENTERTAINER

Individuals who are involved with the media, whether as reporters, artists or celebrities.

Qualification: DEX or INT 5+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following.

Artist: You are a writer, holographer or other creative.
Journalist: You report on local or galactic events for a news feed, the TAS or other organisation.
Performer: You are an actor, dancer, acrobat, professional athlete or other public performer.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Artist	SOC 6+	INT 6+
Journalist	EDU 7+	INT 5+
Performer	INT 5+	DEX 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	None	Contact
2	None	SOC +1
3	Cr10000	Contact
4	Cr10000	SOC +1
5	Cr40000	INT +1
6	Cr40000	Two Ship Shares
7	Cr80000	SOC +1 and EDU +1

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 10)
1	DEX +1	Art	Advocate
2	INT +1	Carouse	Broker
3	SOC +1	Deception	Deception
4	Language	Drive	Science
5	Carouse	Persuade	Streetwise
6	Jack-of-all-Trades	Steward	Diplomat
1D	**ARTIST**	**JOURNALIST**	**PERFORMER**
1	Art	Art (holography or write)	Art (performer or instrument)
2	Carouse	Electronics	Athletics
3	Electronics (computers)	Drive	Carouse
4	Gambler	Investigate	Deception
5	Persuade	Recon	Stealth
6	Profession	Streetwise	Streetwise

RANKS AND BONUSES

RANK	ARTIST	SKILL OR BONUS
0	—	—
1	—	Art 1
2	—	—
3	—	Investigate 1
4	—	—
5	Famous Artist	SOC +1
6	—	—

RANKS AND BONUSES CONT...

RANK	JOURNALIST	SKILL OR BONUS
0	—	—
1	Freelancer	Electronics (comms) 1
2	Staff Writer	Investigate 1
3	—	—
4	Correspondent	Persuade 1
5	—	—
6	Senior Correspondent	SOC +1

RANK	PERFORMER	SKILL OR BONUS
0	—	—
1	—	DEX +1
2	—	—
3	—	STR +1
4	—	—
5	Famous Performer	SOC +1
6	—	—

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	You expose or are involved in a scandal of some sort.
3	Public opinion turns on you. Reduce your SOC by 1.
4	You are betrayed by a peer. One of your Contacts or Allies betrays you, ending your career. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, then you are betrayed by someone you never saw coming and still gain a Rival or Enemy.
5	An investigation, tour, project or expedition goes wrong, stranding you far from home. Gain one of Survival 1, Pilot 1, Persuade 1 or Streetwise 1.
6	You are forced out because of censorship or controversy. What truth did you get too close to? You gain DM+2 to the Qualification roll for your next career.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	You are invited to take part in a controversial event or exhibition. Roll Art or Investigate 8+. If you succeed, gain one SOC. If you fail, lose one SOC.
4	You are a part of your homeworld's celebrity circles. Gain one of Carouse 1, Persuade 1, Steward 1 or a Contact.
5	One of your works is especially well received and popular, making you a minor celebrity. Gain DM+1 to any one Benefit roll.
6	You gain a patron in the arts. Gain DM+2 to your next Advancement check and an Ally.
7	Life Event. Roll on the Life Events Table.
8	You have the opportunity to criticise or even bring down a questionable political leader on your homeworld. If you refuse and support the leader, you gain nothing. If you accept, gain an Enemy and roll Art or Persuade 8+. If you succeed, gain one level in any skill you already have. If you fail, increase a skill anyway and roll on the Mishap table.
9	You go on a tour of the sector, visiting several worlds. Gain D3 Contacts.
10	One of your pieces of art is stolen, and the investigation brings you into the criminal underworld. Gain one of Streetwise 1, Investigate 1, Recon 1 or Stealth 1.
11	As an artist, you lead a strange and charmed life. Go to the Life Events Table and have an Unusual Event.
12	You win a prestigious prize. You are automatically promoted.

6 MARINE

Members of the armed fighting forces carried aboard starships, marines deal with piracy and boarding actions in space, defend the starports and bases belonging to the navy and supplement ground forces such as the army.

Qualification: END 6+
DM-1 for every previous career
DM-2 if you are aged 30 or more

Commission: SOC 8+

ASSIGNMENTS

Choose one of the following.

Support: You are a quartermaster, engineer or battlefield medic in the marines.
Star Marine: You are trained to fight boarding actions and capture enemy vessels.
Ground Assault: You are kicked out of a spacecraft in high orbit and told to 'capture that planet'.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Support	END 5+	EDU 7+
Star Marine	END 6+	EDU 6+
Ground Assault	END 7+	EDU 5+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr2000	Armour
2	Cr5000	INT +1
3	Cr5000	EDU +1
4	Cr10000	Weapon
5	Cr20000	TAS Membership
6	Cr30000	Armour or END +1
7	Cr40000	SOC +2

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	OFFICER (COMMISSIONED ONLY)
1	STR +1	Athletics	Medic	Electronics
2	DEX +1	Vacc Suit	Survival	Tactics
3	END +1	Tactics	Explosives	Admin
4	Gambler	Heavy Weapons	Engineer	Advocate
5	Melee (unarmed)	Gun Combat	Pilot	Vacc Suit
6	Melee (blade)	Stealth	Navigation	Leadership
1D	**SUPPORT**	**STAR MARINE**	**GROUND ASSAULT**	
1	Electronics	Vacc Suit	Vacc Suit	
2	Mechanic	Athletics	Heavy Weapons	
3	Drive or Flyer	Gunner	Recon	
4	Medic	Melee (blade)	Melee (blade)	
5	Heavy Weapons	Electronics	Tactics (military)	
6	Gun Combat	Gun Combat	Gun Combat	

RANKS AND BONUSES

RANK	ENLISTED	SKILL OR BONUS
0	Marine	Gun Combat (any) 1 or Melee (blade) 1
1	Lance Corporal	Gun Combat (any) 1
2	Corporal	—
3	Lance Sergeant	Leadership 1
4	Sergeant	—
5	Gunnery Sergeant	END +1
6	Sergeant Major	—

RANKS AND BONUSES CONT...

RANK	OFFICER	SKILL OR BONUS
1	Lieutenant	Leadership 1
2	Captain	—
3	Force Commander	Tactics 1
4	Lieutenant Colonel	—
5	Colonel	SOC 10 or SOC +1, whichever is higher
6	Brigadier	—

MISHAPS

1D	MISHAP
1	Severely injured in action (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	A mission goes wrong; you and several others are captured and mistreated by the enemy. Due to your injuries, you are discharged early. Gain your jailer as an Enemy and reduce your STR and DEX by one because of your injuries.
3	A mission goes wrong and you are stranded behind enemy lines. Increase Stealth or Survival by one level but, due to the mission's failure, you are ejected from the service.
4	You are ordered to take part in a black ops mission that goes against your conscience. If you refuse you are ejected from the service. If you accept you may stay with the marines but gain the lone survivor as an Enemy.
5	You are tormented by or quarrel with an officer or fellow marine. Gain that character as a Rival as he drives you out of the service.
6	Injured. Roll on the Injury Table.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	Trapped behind enemy lines, you have to survive on your own. Gain one of Survival 1, Stealth 1, Deception 1 or Streetwise 1.
4	You are assigned to the security staff of a space station. Increase Vacc Suit or Athletics (dexterity) by one level.
5	You are given advanced training in a specialist field. Roll EDU 8+ to gain any one skill of your choice at level 1.
6	You are assigned to an assault on an enemy fortress. Roll Melee or Gun Combat 8+ and gain Tactics (military) or Leadership if you succeed. If you fail, you are injured and lose 1 point from any physical characteristic.
7	Life Event. Roll on the Life Events Table.
8	You are on the front lines of a planetary assault and occupation. Gain one of Recon 1, Gun Combat 1, Leadership 1 or Electronics (comms) 1
9	A mission goes disastrously wrong due to your commander's error or incompetence, but you survive. If you report your commanding officer for their failure then you gain DM+2 to your next Advancement roll and gain the officer as an Enemy. If you say nothing and protect them, gain them as an Ally.
10	You are assigned to a black ops mission. Gain DM+2 to your next Advancement roll.
11	Your commanding officer takes an interest in your career. Either gain Tactics 1 or DM+4 to your next Advancement roll thanks to their aid.
12	You display heroism in battle. You may gain a promotion or a commission automatically.

7 MERCHANT

Members of a commercial enterprise. Merchants may crew the ships of the huge trading corporations, or they may work for independent free traders who carry chance cargoes and passengers between worlds.

Qualification: INT 4+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following.

Merchant Marine: You work on one of the massive cargo haulers run by the Imperium or the megacorporations.
Free Trader: You are part of the crew of a tramp trader.
Broker: You work in a planetside brokerage or starport.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Merchant Marine	EDU 5+	INT 7+
Free Trader	DEX 6+	INT 6+
Broker	EDU 5+	INT 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Blade
2	Cr5000	INT +1
3	Cr10000	EDU +1
4	Cr20000	Gun
5	Cr20000	Ship Share
6	Cr40000	Free Trader
7	Cr40000	Free Trader

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	STR +1	Drive	Engineer
2	DEX +1	Vacc Suit	Astrogation
3	END +1	Broker	Electronics
4	INT +1	Steward	Pilot
5	Language	Electronics	Admin
6	Streetwise	Persuade	Advocate
1D	**MERCHANT MARINE**	**FREE TRADER**	**BROKER**
1	Pilot	Pilot (spacecraft)	Admin
2	Vacc Suit	Vacc Suit	Advocate
3	Athletics	Deception	Broker
4	Mechanic	Mechanic	Streetwise
5	Engineer	Streetwise	Deception
6	Electronics	Gunner	Persuade

RANKS AND BONUSES

RANK	MERCHANT MARINE	SKILL OR BONUS
0	Crewman	—
1	Senior Crewman	Mechanic 1
2	4th Officer	—
3	3rd Officer	—
4	2nd Officer	Pilot 1
5	1st Officer	SOC +1
6	Captain	—

RANKS AND BONUSES CONT...

RANK	FREE TRADER	SKILL OR BONUS
0	—	—
1	—	Persuade 1
2	—	—
3	Experienced Trader	Jack-of-all-Trades 1
4	—	—
5	—	—
6	—	—

RANK	BROKER	SKILL OR BONUS
0	—	—
1	—	Broker 1
2	—	—
3	Experienced Broker	Streetwise 1
4	—	—
5	—	—
6	—	—

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	You are bankrupted by a rival. You lose all Benefits from this career, and gain the other trader as a Rival.
3	A sudden war destroys your trade routes and contacts, forcing you to flee that region of space. Gain Gun Combat 1 or Pilot 1.
4	Your ship or starport is destroyed by criminals. Gain them as an Enemy.
5	Imperial trade restrictions force you out of business. You may take the Rogue career for your next term without needing to roll for qualification.
6	A series of bad deals and decisions force you into bankruptcy. You salvage what you can. You may take a Benefit roll for this term as well as any others you are entitled to.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	You are offered the opportunity to smuggle illegal items onto a planet. If you accept, roll Deception 8+ or Persuade 8+ to gain Streetwise 1 and an extra Benefit roll. If you refuse, you gain an Enemy in the criminal sphere.
4	Gain any one of these skills, reflecting your time spent dealing with suppliers and spacers: Profession 1, Electronics 1, Engineer 1, Animals 1 or Science 1.
5	You have a chance to risk your fortune on a possibility lucrative deal. You may gamble a number of Benefit rolls and roll Gambler 8+ or Broker 8+. If you succeed, you gain half as many Benefit rolls as you risked, rounding up. If you fail, you lose all the rolls risked. Either way, gain one level in whichever skill you used.
6	You make an unexpected connection outside your normal circles. Gain a Contact.
7	Life Event. Roll on the Life Events Table.
8	You are embroiled in legal trouble. Gain one of Advocate 1, Admin 1, Diplomat 1 or Investigate 1, then roll 2D. If you roll 2, you must take the Prisoner career in your next term.
9	You are given advanced training in a specialist field. Roll EDU 8+ to increase any one skill you already have by one level.
10	A good deal ensures you are living the high life for a few years. Gain DM+1 to any one Benefit roll.
11	You befriend a useful ally in one sphere. Gain an Ally and either gain a level in Carouse or DM+4 to your next Advancement roll thanks to their aid.
12	Your business or ship thrives. You are automatically promoted.

8 NAVY

Members of the interstellar navy which patrols space between the stars. The navy has the responsibility for the protection of society from foreign powers and lawless elements in the interstellar trade channels.

Qualification: INT 6+
DM-1 for every previous career
DM-2 if you are aged 34 or more

Commission: SOC 8+

ASSIGNMENTS

Choose one of the following.

Line/Crew: You serve as a general crewman or officer on a ship of the line.
Engineer/Gunner: You serve as a specialist technician on a starship.
Flight: You are a pilot of a shuttle, fighter or other light craft.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Line/Crew	INT 5+	EDU 7+
Engineer/Gunner	INT 6+	EDU 6+
Flight	DEX 7+	EDU 5+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Personal Vehicle or Ship Share
2	Cr5000	INT +1
3	Cr5000	EDU +1 or two Ship Shares
4	Cr10000	Weapon
5	Cr20000	TAS Membership
6	Cr50000	Ship's Boat or two Ship Shares
7	Cr50000	SOC +2

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	OFFICER (COMMISSIONED ONLY)
1	STR +1	Pilot	Electronics	Leadership
2	DEX +1	Vacc Suit	Astrogation	Electronics
3	END +1	Athletics	Engineer	Pilot
4	INT +1	Gunner	Drive	Melee (blade)
5	EDU +1	Mechanic	Navigation	Admin
6	SOC +1	Gun Combat	Admin	Tactics (naval)
1D	**LINE/CREW**	**ENGINEER/GUNNER**	**FLIGHT**	
1	Electronics	Engineer	Pilot	
2	Mechanic	Mechanic	Flyer	
3	Gun Combat	Electronics	Gunner	
4	Flyer	Engineer	Pilot (small craft)	
5	Melee	Gunner	Astrogation	
6	Vacc Suit	Flyer	Electronics	

RANKS AND BONUSES

RANK	ENLISTED	SKILL OR BONUS
0	Crewman	—
1	Able Spacehand	Mechanic 1
2	Petty Officer, 3rd class	Vacc Suit 1
3	Petty Officer, 2nd class	—
4	Petty Officer, 1st class	END +1
5	Chief Petty Officer	—
6	Master Chief	—

RANKS AND BONUSES CONT...

RANK	OFFICER	SKILL OR BONUS
1	Ensign	Melee (blade) 1
2	Sublieutenant	Leadership 1
3	Lieutenant	—
4	Commander	Tactics (naval) 1
5	Captain	SOC 10 or SOC +1, whichever is higher
6	Admiral	SOC 12 or SOC +1, whichever is higher

MISHAPS

1D	MISHAP
1	Severely injured in action (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	Placed in the frozen watch (cryogenically stored on board ship) and revived improperly. Reduce STR, DEX or END by 1 due to muscle wastage. You are not ejected from this career.
3	During a battle, defeat or victory depends on your actions. You must make an 8+ roll using a skill that depends on your branch: Electronics (sensors) or Gunner if you are crew, Mechanic or Vacc Suit if you are engineer/gunner, and Pilot (small craft or spacecraft) or Tactics (naval) if you are flight. If you fail, the ship suffers severe damage and you are blamed for the disaster. You are court-martialled and discharged. If you succeed, your efforts ensure that you are honourably discharged. You still leave the career, but may keep your Benefit roll from this term.
4	You are blamed for an accident that causes the death of several crew members. If you were responsible, then you gain one free roll on the Skills and Training table before you are ejected from this career as your guilt drives you to excel. If you were not, then gain the officer who blamed you as an Enemy, but you keep your Benefit roll from this term.
5	You are tormented by or quarrel with an officer or fellow crewman. Gain that character as a Rival, as they force you out of the Navy.
6	Injured. Roll on the Injury Table.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	You join a gambling circle on board. Gain Gambler 1 or Deception 1. If you wish, throw Gambler 8+. If you succeed, gain an extra Benefit roll from this career; if you fail, you lose one Benefit roll from this career.
4	You are given a special assignment or duty on board ship. Gain DM+1 to any one Benefit roll.
5	You are given advanced training in a specialist field. Roll EDU 8+ to gain one level in any skill you already have.
6	Your vessel participates in a notable military engagement. Gain one of Electronics 1, Engineer 1, Gunner 1 or Pilot 1.
7	Life Event. Roll on the Life Events Table.
8	Your vessel participates in a diplomatic mission. Gain one of Recon 1, Diplomat 1, Steward 1 or a Contact.
9	You foil an attempted crime on board, such as mutiny, sabotage, smuggling or conspiracy. Gain an Enemy, but also gain DM+2 to your next Advancement roll in the Navy.
10	You have the opportunity to abuse your position for profit. If you do so, gain an extra Benefit roll from this term. Refuse, and you get DM+2 to your next Advancement roll.
11	Your commanding officer takes an interest in your career. Either gain Tactics (naval) 1 or DM+4 to your next Advancement roll thanks to their aid.
12	You display heroism in battle, saving the whole ship. You automatically pass your next promotion or commission roll.

9 NOBLE

Individuals of the upper class who perform little consistent function, but often have large amounts of ready money.

Qualification: SOC 10+
DM -1 for every previous career
Automatic qualification if your SOC is 10 or higher

ASSIGNMENTS

Choose one of the following.

Administrator: You serve in the planetary government or even ruled over a fiefdom or other domain.
Diplomat: You are a diplomat or other state official.
Dilettante: You are known for being known and have absolutely no useful function in society.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Administrator	INT 4+	EDU 6+
Diplomat	INT 5+	SOC 7+
Dilettante	SOC 3+	INT 8+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr10000	Ship Share
2	Cr10000	Two Ship Shares
3	Cr50000	Blade
4	Cr50000	SOC +1
5	Cr100000	TAS Membership
6	Cr100000	Yacht
7	Cr200000	SOC +1 and Yacht

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	STR +1	Admin	Admin
2	DEX +1	Advocate	Advocate
3	END +1	Electronics	Language
4	Gambler	Diplomat	Leadership
5	Gun Combat	Investigate	Diplomat
6	Melee	Persuade	Art
1D	**ADMINISTRATOR**	**DIPLOMAT**	**DILETTANTE**
1	Admin	Advocate	Carouse
2	Advocate	Carouse	Deception
3	Broker	Electronics	Flyer
4	Diplomat	Steward	Streetwise
5	Leadership	Diplomat	Gambler
6	Persuade	Deception	Jack-of-all-Trades

RANKS AND BONUSES

RANK	ADMINISTRATOR	SKILL OR BONUS
0	Assistant	—
1	Clerk	Admin 1
2	Supervisor	—
3	Manager	Advocate 1
4	Chief	—
5	Director	Leadership 1
6	Minister	—

RANKS AND BONUSES CONT...

RANK	DIPLOMAT	SKILL OR BONUS
0	Intern	—
1	3rd Secretary	Admin 1
2	2nd Secretary	—
3	1st Secretary	Advocate 1
4	Counsellor	—
5	Minister	Diplomat 1
6	Ambassador	—

RANK	DILETTANTE	SKILL OR BONUS
0	Wastrel	—
1	—	—
2	Ingrate	Carouse 1
3	—	—
4	Black Sheep	Persuade 1
5	—	—
6	Scoundrel	Jack-of-all-Trades 1

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	A family scandal forces you out of your position. Lose one SOC.
3	A disaster or war strikes. Roll Stealth 8+ or Deception 8+ to escape unhurt. If you fail, roll on the Injury Table.
4	Political manoeuvrings usurp your position. Increase Diplomat or Advocate by one level and gain a Rival.
5	An assassin attempts to end your life. Roll END 8+. If you fail, roll on the Injury Table.
6	Injured. Roll on the Injury Table.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	You are challenged to a duel for your honour and standing. If you refuse, reduce your SOC by 1. If you accept, roll Melee (blade) 8+. If you succeed, gain one SOC. If you fail, roll on the Injury Table and reduce your SOC by one. Either way, gain one level in Melee (blade), Leadership, Tactics (any) or Deception.
4	Your time as a ruler or playboy gives you a wide range of experiences. Gain one of Animals (riding) 1, Art 1, Carouse 1, or Streetwise 1.
5	You inherit a gift from a rich relative. Gain DM+1 to any one Benefit roll.
6	You become deeply involved in politics on your world of residence, becoming a player in the political intrigues of government. Gain one level in Advocate, Admin, Diplomacy or Persuade, but also gain a Rival.
7	Life Event. Roll on the Life Events Table.
8	A conspiracy of nobles attempts to recruit you. If you refuse, gain the conspiracy as an Enemy. If you accept, roll Deception 8+ or Persuade 8+. If you fail, roll on the Mishap Table as the conspiracy collapses. If you succeed, Gain one level of Deception, Persuade, Tactics or Carouse.
9	Your reign is acclaimed by all as being fair and wise – or in the case of a dilettante, you sponge off your family's wealth a while longer. Gain either a jealous relative or an unhappy subject as an Enemy. Gain DM+2 to your next Advancement check.
10	You manipulate and charm your way through high society. Gain one level of Carouse, Diplomat, Persuade or Steward, as well as a Rival and an Ally.
11	You make an alliance with a powerful and charismatic noble, who becomes an Ally. Either gain one level of Leadership or DM+4 to your next Advancement roll thanks to their aid.
12	Your efforts do not go unnoticed by the Imperium. You are automatically promoted.

10 ROGUE

Criminal elements familiar with the rougher or more illegal methods of attaining goals.

Qualification: DEX 6+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following.

Thief: You steal from the rich and give to… well, yourself, actually.
Enforcer: You are a leg breaker, thug or assassin for a criminal group.
Pirate: You are a space-going corsair.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Thief	INT 6+	DEX 6+
Enforcer	END 6+	STR 6+
Pirate	DEX 6+	INT 6+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	None	Ship Share
2	None	Weapon
3	Cr10000	INT +1
4	Cr10000	1D Ship Shares
5	Cr50000	Armour
6	Cr100000	DEX +1
7	Cr100000	2D Ship Shares

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 10)
1	Carouse	Deception	Electronics
2	DEX +1	Recon	Navigation
3	END +1	Athletics	Medic
4	Gambler	Gun Combat	Investigate
5	Melee	Stealth	Broker
6	Gun Combat	Streetwise	Advocate
1D	**THIEF**	**ENFORCER**	**PIRATE**
1	Stealth	Gun Combat	Pilot
2	Electronics	Melee	Astrogation
3	Recon	Streetwise	Gunner
4	Streetwise	Persuade	Engineer
5	Deception	Athletics	Vacc Suit
6	Athletics	Drive	Melee

RANKS AND BONUSES

RANK	THIEF	SKILL OR BONUS
0	—	—
1	—	Stealth 1
2	—	—
3	—	Streetwise 1
4	—	—
5	—	Recon 1
6	—	—

RANKS AND BONUSES CONT...

RANK	ENFORCER	SKILL OR BONUS
0	—	—
1	—	Persuade 1
2	—	—
3	—	Gun Combat 1 or Melee 1
4	—	—
5	—	Streetwise 1
6	—	—

RANK	PIRATE	SKILL OR BONUS
0	Lackey	—
1	Henchman	Pilot 1 or Gunner 1
2	Corporal	—
3	Sergeant	Gun Combat 1 or Melee 1
4	Lieutenant	—
5	Leader	Engineer 1 or Navigation 1
6	Captain	—

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	Arrested. You must take the Prisoner career in your next term.
3	Betrayed by a friend. One of your Contacts or Allies betrays you, ending your career. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, then you are betrayed by someone you never saw coming and still gain a Rival or Enemy. In addition, roll 2D. If you roll 2, you must take the Prisoner career in your next term.
4	A job goes wrong, forcing you to flee off-planet. Gain one of Deception 1, Pilot (small craft or spacecraft) 1, Athletics (dexterity) 1 or Gunner 1.
5	A police detective or rival criminal forces you to flee and vows to hunt you down. Gain an Enemy.
6	Injured. Roll on the Injury Table.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	You are arrested and charged. You can choose to defend yourself, or hire a lawyer. If you defend yourself, roll Advocate 8+. If you succeed, the charges are dropped. If you fail, gain an Enemy and take the Prisoner career in your next term. If you hired a lawyer, gain the lawyer as a Contact and lose a Benefit roll.
4	You are involved in the planning of an impressive heist. Gain Electronics 1 or Mechanic 1.
5	One of your crimes pays off. Gain DM+2 to any one Benefit roll, and gain your victim as an Enemy.
6	You have the opportunity to backstab a fellow rogue for personal gain. If you do so, gain DM+4 to your next Advancement check. If you refuse, gain them as an Ally.
7	Life Event. Roll on the Life Events Table.
8	You spend months in the dangerous criminal underworld. Gain one of Streetwise 1, Stealth 1, Melee 1 or Gun Combat 1.
9	You become involved in a feud with a rival criminal organisation. Roll Stealth or Gun Combat 8+. If you fail, roll on the Injury Table. If you succeed, gain an extra Benefit roll.
10	You are involved in a gambling ring. Gain Gambler 1. You may wager any number of Benefit rolls. Roll Gambler 8+; if you fail, lose all the wagered Benefit rolls. If you succeed, gain half as many Benefit rolls as you wagered (round up).
11	A crime lord considers you his protégé. Either gain Tactics (military) 1 or DM+4 to your next Advancement roll thanks to their aid.
12	You commit a legendary crime. You are automatically promoted.

11 SCHOLAR

Individuals trained in technological or research sciences who conduct scientific investigations into materials, situations and phenomena, or who practise medicine.

Qualification: INT 6+
DM -1 for every previous career

ASSIGNMENTS

Choose one of the following.

Field Researcher: You are an explorer or field researcher, equally at home in the laboratory or wilderness.
Scientist: You are a researcher in some corporation or research institution, or a mad scientist in an orbiting laboratory.
Physician: You are a doctor, healer or medical researcher.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Field Researcher	END 6+	INT 6+
Scientist	EDU 4+	INT 8+
Physician	EDU 4+	EDU 8+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr5000	INT +1
2	Cr10000	EDU +1
3	Cr20000	Two Ship Shares
4	Cr30000	SOC +1
5	Cr40000	Scientific Equipment
6	Cr60000	Lab Ship
7	Cr100000	Lab Ship

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 10)
1	INT +1	Drive	Art
2	EDU +1	Electronics	Advocate
3	SOC +1	Diplomat	Electronics
4	DEX +1	Medic	Language
5	END +1	Investigate	Engineer
6	Language	Science	Science
1D	**FIELD RESEARCHER**	**SCIENTIST**	**PHYSICIAN**
1	Electronics	Admin	Medic
2	Vacc Suit	Engineer	Electronics
3	Navigation	Science	Investigate
4	Survival	Science	Medic
5	Investigate	Electronics	Persuade
6	Science	Science	Science

RANKS AND BONUSES

RANK	FIELD RESEARCHER	SKILL OR BONUS
0	—	—
1	—	Science 1
2	—	Electronics (computers) 1
3	—	Investigate 1
4	—	—
5	—	Science 2
6	—	—

RANKS AND BONUSES CONT...

RANK	SCIENTIST	SKILL OR BONUS
0	—	—
1	—	Science 1
2	—	Electronics (computers) 1
3	—	Investigate 1
4	—	—
5	—	Science 2
6	—	—

RANK	PHYSICIAN	SKILL OR BONUS
0	—	—
1	—	Medic 1
2	—	—
3	—	Science 1
4	—	—
5	—	Science 2
6	—	—

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	A disaster leaves several injured, and others blame you, forcing you to leave your career. Roll on the Injury Table twice, taking the higher result, and gain a Rival.
3	The planetary government interferes with your research for political or religious reasons. If you continue with your work openly, increase Science by one level and gain an Enemy. If you continue with your work secretly, increase Science by one level and reduce your SOC by 2. This mishap does not cause you to leave this career.
4	An expedition or voyage goes wrong, leaving you stranded in the wilderness. Gain Survival 1 or Athletics (dexterity or endurance) 1. By the time you find your way home, your job is gone.
5	Your work is sabotaged by unknown parties. You may salvage what you can and give up (leave the career but retain this term's Benefit roll) or start again from scratch (lose all Benefit rolls from this career but you do not have to leave).
6	A rival researcher blackens your name or steals your research. Gain a Rival but you do not have to leave this career.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	You are called upon to perform research that goes against your conscience. Accept, and you gain an extra Benefit roll, a level in each of any two Science skill specialties and D3 Enemies.
4	You are assigned to work on a secret project for a patron or organisation. Gain one of Medic 1, Science 1, Engineer 1, Electronics 1 or Investigate 1.
5	You win a prestigious prize for your work, garnering both the praise and envy of your peers. Gain DM+1 to any one Benefit roll.
6	You are given advanced training in a specialist field. Roll EDU 8+ to gain any one skill of your choice at level 1.
7	Life Event. Roll on the Life Events Table.
8	You have the opportunity to cheat in some fashion, advancing your career and research by stealing another's work, using an alien device, taking a shortcut and so forth. If you refuse, you gain nothing. If you accept, roll Deception 8+ or Admin 8+. If you succeed, you gain DM+2 to any one Benefit roll and may increase any skill by one level, but also gain an Enemy. If you fail, gain an Enemy and lose one Benefit roll from this career.
9	You make a breakthrough in your field. Gain DM+2 to your next Advancement check.
10	You become entangled in a bureaucratic or legal morass that distracts you from your work. Gain one of Admin 1, Advocate 1, Persuade 1 or Diplomat 1.
11	You work for an eccentric but brilliant mentor, who becomes an Ally. Either increase Science by one level or DM+4 to your next Advancement roll thanks to their aid.
12	Your work leads to a considerable breakthrough. You are automatically promoted.

12 SCOUT

Members of the exploratory service. Scouts explore new areas, map and survey known or newly discovered areas, and maintain communication ships which carry information and messages between the worlds of the galaxy.

Qualification: INT 5+
DM -1 for every previous career

ASSIGNMENTS

Choose one of the following.

Courier: You are responsible for shuttling messages and high value packages around the galaxy.
Surveyor: You visit border worlds and assess their worth.
Explorer: You go wherever the map is blank, exploring unknown worlds and uncharted space.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Courier	END 5+	EDU 9+
Surveyor	END 6+	INT 8+
Explorer	END 7+	EDU 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr20000	Ship Share
2	Cr20000	INT +1
3	Cr30000	EDU +1
4	Cr30000	Weapon
5	Cr50000	Weapon
6	Cr50000	Scout Ship
7	Cr50000	Scout Ship

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	STR +1	Pilot (small craft or spacecraft)	Medic
2	DEX +1	Survival	Navigation
3	END +1	Mechanic	Seafarer
4	INT +1	Astrogation	Explosives
5	EDU +1	Vacc Suit	Science
6	Jack-of-all-Trades	Gun Combat	Jack-of-all-Trades
1D	**COURIER**	**SURVEYOR**	**EXPLORER**
1	Electronics	Electronics	Electronics
2	Flyer	Persuade	Pilot
3	Pilot (spacecraft)	Pilot	Engineer
4	Engineer	Navigation	Science
5	Athletics	Diplomat	Stealth
6	Astrogation	Streetwise	Recon

RANKS AND BONUSES

RANK	TITLE	SKILL OR BONUS
0	—	—
1	Scout	Vacc Suit 1
2	—	—
3	Senior Scout	Pilot 1
4	—	—
5	—	—
6	—	—

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	Psychologically damaged by your time in the scouts. Reduce your INT or SOC by 1.
3	Your ship is damaged, and you have to hitch-hike your way back across the stars to the nearest scout base. Gain 1D Contacts and D3 Enemies.
4	You inadvertently cause a conflict between the Imperium and a minor world or race. Gain a Rival and Diplomat 1.
5	You have no idea what happened to you – they found your ship drifting on the fringes of friendly space.
6	Injured. Roll on the Injury Table.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	Your ship is ambushed by enemy vessels. Either run, and roll Pilot 8+ to escape, or treat with them and roll Persuade 10+ to bargain with them. If you fail the check, then your ship is destroyed and you may not re-enlist in the Scouts at the end of this term. If you succeed, you survive and gain Electronics (sensors) 1. Either way, gain an Enemy.
4	You survey an alien world. Gain one of Animals (riding or training) 1, Survival 1, Recon 1 or Science 1.
5	You perform an exemplary service for the scouts. Gain DM+1 to any one Benefit roll.
6	You spend several years jumping from world to world in your scout ship. Gain one of Astrogation 1, Electronics 1, Navigation 1, Pilot (small craft) 1 or Mechanic 1.
7	Life Event. Roll on the Life Events Table.
8	When dealing with an alien race, you have an opportunity to gather extra intelligence about them. Roll either Electronics 8+ or Deception 8+. If you succeed, gain an Ally in the Imperium and DM+2 to your next Advancement roll. If you fail, roll on the Mishap Table, but you are not ejected from this career.
9	Your scout ship is one of the first on the scene to rescue the survivors of a disaster. Roll either Medic 8+ or Engineer 8+. If you succeed, gain a Contact and DM+2 to your next Advancement check. If you fail, gain an Enemy.
10	You spend a great deal of time on the fringes of Charted Space. Roll Survival 8+ or Pilot 8+. If you succeed, gain a Contact in an alien race and one level in any skill of your choice. If you fail, roll on the Mishap Table but you are not ejected from this career.
11	You serve as the courier for an important message from the Imperium. Either gain one level of Diplomat or DM+4 to your next Advancement roll.
12	You discover a world, item or information of worth to the Imperium. You are automatically promoted.

LIFE EVENTS

Even in the distant future, humans are still people (in fact, some non-humans are also people...). They work, they quarrel, they get sick, they fall in love, they complain about their in-laws... in short, life goes on. If you roll up a Life Event on the Events table during your career, roll on the Life Event Table.

BENEFITS

In the course of a Traveller's career, he may manage to save some money. He may also acquire equipment and other benefits from his previous employers – a scout might be mustered out of the service with a reserve scout ship, for example, or a marine might get to keep his combat armour and so on. These are determined by Benefit rolls.

Benefits are gained when a Traveller leaves a career. A Traveller gets one Benefit roll for every full term served in that career. You also get extra Benefit rolls if you reached a high rank.

Benefits of Rank

Highest Rank Reached	Bonus Benefit Rolls
1-2	1
3-4	2
5-6	3, and DM+1 to all Benefit rolls in this career

There are two columns for Benefit rolls in each career – the Cash column and the Other Benefits column. You may only roll on the Cash column a maximum of three times across all your careers.

Cash Benefits

A Traveller with the Gambler skill gains DM+1 to all rolls on Cash columns.

If the Traveller has any money left, they may purchase personal equipment worth up to Cr2000 before they start adventuring. More expensive items can be bought in play, but Travellers will have to seek them out. Any

Life Event Table

2D	Event
2	**Sickness or Injury:** You are injured or become sick. Roll on the Injury Table.
3	**Birth or Death:** Someone close to you dies, like a friend or family member. Alternatively, someone close to you gives birth (or is born!). You are involved in some fashion (father or mother, relative, godparent, etc).
4	**Ending of Relationship:** A romantic relationship involving you ends. Badly. Gain a Rival or Enemy.
5	**Improved Relationship:** A romantic relationship involving you deepens, possibly leading to marriage or some other emotional commitment. Gain an Ally.
6	**New Relationship:** You become involved in a romantic relationship. Gain an Ally.
7	**New Contact:** You gain a new Contact.
8	**Betrayal:** You are betrayed in some fashion by a friend. If you have any Contacts or Allies, convert one into a Rival or Enemy. Otherwise, gain a Rival or an Enemy.
9	**Travel:** You move to another world. You gain DM+2 to your next Qualification roll.
10	**Good Fortune:** Something good happens to you; you come into money unexpectedly, have a lifelong dream come true, get a book published or have some other stroke of good fortune. Gain DM+2 to any one Benefit roll.
11	**Crime:** You commit or are the victim (or are accused) of a crime. Lose one Benefit roll or take the Prisoner career in your next term.
12	**Unusual Event:** Something weird happens. Roll 1D. 1 – Psionics: You encounter a Psionic institute. You may immediately test your Psionic Strength and, if you qualify, take the Psion career in your next term. See page 196 for more details. 2 – Aliens: You spend time among an alien race. Gain Science 1 and a Contact among an alien race. 3 – Alien Artefact: You have a strange and unusual device from an alien culture that is not normally available to humans. 4 – Amnesia: Something happened to you, but you do not know what it was. 5 – Contact with Government: You briefly came into contact with the highest echelons of the Imperium – an Archduke or the Emperor, perhaps, or Imperial intelligence. 6 – Ancient Technology: You have something older than the Imperium, or even something older than humanity.

left-over money can be converted into cash, trade goods or just saved.

Other Benefits

When you leave a career in good standing with your previous employers, you are permitted to keep various pieces of equipment or even shares of a vessel. Different careers give different benefits.

Armour: Select any type of armour with a limit of Cr10000 and TL 12. If you roll this benefit again, then you can either select another type of armour with the same limits or trade your original in for armour with a limit of Cr 25000.

Ally: Gain an Ally.

Blade: Select any blade weapon with a limit of Cr1000 and TL 12. If you roll this benefit again, you may take another blade or one level in the Melee (blades) skill.

Characteristic Increases: Increase the listed characteristic by the amount shown, up to your racial maximum. Human characters are limited to a score of 15. Characteristic increases above 15 are lost, with the exception of SOC increases – every point of excess SOC becomes a Ship Share.

Combat Implant: Gain any augmentations (see page 99) with a limit of Cr50000 and TL 12. If you roll this benefit again, then you may either take a different Augmentation or increase the one you already possess by one level (this may take it above the credit and TL limit).

Contact: Gain a Contact.

Free Trader: You receive a free trader with 25% of the mortgage paid off on it. This free trader is identical to the one on page 168 but you must roll 1D times on the Spacecraft Quirks table on page 164. If you roll this benefit again, an additional 25% of the mortgage has been paid off – if you roll this benefit four times, the free trader will have no mortgage and it will be all yours! Alternatively, you may select a Far Trader (Page 166) instead.

Gun: Select any common or military ranged weapon with a limit of Cr1000 and TL 12. If you roll this benefit again, you may take another weapon or one level in the appropriate Gun Combat skill for a weapon already received as a benefit.

Lab Ship: You receive a lab ship with 25% of the mortgage paid off on it. This lab ship is identical to the one on page 170 but you must roll 1D times on the Spacecraft Quirks table on page 164. If you roll this benefit again, an additional 25% of the mortgage has been paid off – if you roll this benefit four times, the lab ship will have no mortgage and it will be all yours!

Personal Vehicle: You receive a personal vehicle, such as a ground car or air/raft. You can choose exactly what type of vehicle this is but it may not be armed and has a limit of Cr300000 and TL 10. If you roll this benefit again, gain a level of Drive or Flyer.

Scientific Equipment: Gain any one piece of scientific equipment with a limit of Cr2000 and TL 12. If you roll this benefit again, take another piece of scientific equipment or gain one level in Electronics or Science.

Scout Ship: You receive a scout ship. You have full use of the ship and can modify it as you see fit, but it still belongs to the Scout Service and can (and will!) be recalled back into service as needed. This means you will be expected to complete missions for the Scout Service from time to time. If you roll this Benefit more than once, re-roll the result.

Ship's Boat: You receive a ship's boat or other small craft with a limit of MCr10 and TL 12. If you roll this benefit again, gain Pilot (small craft).

Ship Shares: You obtain one or more ship shares that can be put towards obtaining a ship. Each share is worth MCr1 but cannot be redeemed for cash.

Weapon: Select any weapon with a limit of Cr1000 and TL 12. If you roll this benefit again, you may take another weapon or one level in the appropriate Melee or Gun Combat skill for a weapon already received as a benefit.

TAS Membership: You are a member of the Traveller's Aid Society (TAS), a private organisation that maintains hostels and facilities at all class A and B starports in many parts of human space. Facilities are available (at reasonable cost) to members and their guests. Receipt of membership in the Traveller's Aid Society as a benefit may be construed as a reward for heroism or extraordinary service to the Society rather than an official benefit from a career. Membership is for life and is not transferable.

Membership may also be purchased for MCr1, although it is possible for an application to be 'black-balled' by an existing member. The Traveller's Aid Society is an exclusive organisation, made up of those who are truly citizens of the galaxy, not just a single world.

The TAS invests its membership fees and other incomes; it uses its capital and return to provide benefits to its

members. Every two months, it pays dividends in the form of one high passage to each member. This passage may be used, retained or sold.

Membership may only be received once per Traveller. If you roll this benefit gain, gain two ship shares instead.

Yacht: You receive a yacht with 25% of the mortgage paid off on it. This yacht is identical to the one on page 186 but you must roll 1D times on the Spacecraft Quirks table on page 164. If you roll this benefit again, an additional 25% of the mortgage has been paid off – if you roll this benefit four times, the yacht will have no mortgage and it will be all yours! Alternatively, you may select a Safari Ship instead (See page 176).

SHIP SHARES

Ship shares represent contacts, credit rating, savings and favours owed that a Traveller can put towards ownership of a space vessel, worth roughly one million credits. Travellers can pool their ship shares towards the use of a vessel, but cannot trade ship shares for cash. It is very unlikely that the Travellers will be able to own anything but the smallest starship outright at the start of the game, so most crews end up working to support a mortgage on their spacecraft. The more ship shares that a group of Travellers can put together, the bigger a ship they can afford.

See the Spacecraft Operations chapter for more on ship mortgages and how ship shares can be applied against them.

Ships with Benefits

There are several ways of starting a Traveller with a ship after completing some careers, though it is difficult. However, for simplicity and campaign balance, only one Traveller may start with a ship in their possession before the campaign begins. If two or more Travellers have gained ships, you should debate who actually gets a ship. The other players will receive an additional pension of Cr25000 every year for every time they rolled a ship as a benefit. This represents part ownership in a commercial vessel and the dividends received on the investment.

While individual ship shares cannot be redeemed for cash either, if they are not used to help purchase a ship the Traveller will instead receive an additional pension of Cr1000 every year (they might not be in possession of the ship, but it is somewhere out there in the galaxy, earning dividends for those who invested in it, possibly many years ago).

TRAVELLERS AID SOCIETY

PENSIONS

A Traveller that leaves a career (other than Scout, Rogue, Prisoner or Drifter) after at least 5 terms is considered to have retired and receives a pension. This pension is paid at the beginning of each year, effective upon leaving the service, and may be collected at any class A or B starport.

Terms	Pay
5	Cr10000
6	Cr12000
7	Cr14000
8	Cr16000
9+	+Cr2000 per term beyond 8

AGEING & INJURIES

Ageing and injuries can both reduce characteristics before play begins. There are ways to ameliorate the effects of both ageing and injuries. Travellers can prolong their youth using anagathics (drugs that slow the ageing process), but these are hard to find, expensive, illegal, socially unacceptable on many worlds or just plain unavailable. Injuries can be healed using medical care.

Both drugs and medical care are expensive, and will drain a Traveller's finances. A Traveller must keep track of how much money they spend on anagathics and medical care while they are engaged in a career – it must all be paid for!

Ageing

The effects of ageing begin when a Traveller reaches 34 years of age (at the end of their fourth career term). At the end of the fourth term, and at the end of every term thereafter, the Traveller must roll 2D on the Ageing Table. Use the Traveller's total number of terms as a negative DM on this table; the older you are, the heavier the effects of ageing will weigh upon you.

The Traveller may choose which characteristics are affected by ageing.

Ageing Crisis: If any characteristic is reduced to 0, then the Traveller suffers an ageing crisis. The Traveller dies unless they pay 1D x Cr10000 for medical care, which will bring any characteristics back up to 1. The Traveller automatically fails any Qualification rolls from now on.

Anagathics: At the start of any career term, a Traveller can start taking anagathics by rolling SOC 10+ (if you roll 2 exactly, you must instead go straight to the Prisoner career in this term). While using anagathic drugs, the Traveller effectively does not age – add the number of terms since the Traveller started taking anagathics as a positive DM to rolls on the ageing table. If a Traveller stops taking anagathics for any reason in the future, then he must roll immediately on the Ageing Table as the shock of his system beginning to age again strikes.

Anagathics have two drawbacks. First, the combined risk of trying to obtain a reliable supply and the disruption to his biochemistry means the Traveller must make two Survival checks in each term instead of one. If either or both checks are failed, the Traveller suffers a mishap.

Second, the drugs cost 1D x Cr200,000 for each term the Traveller uses the drugs. These costs are paid out of the Traveller's eventual cash benefits. If the Traveller cannot pay these bills, they go into debt – see Medical Debt on page 49.

Ageing and Anagathics During Play: If your campaign lasts long enough, Travellers will have to make further ageing rolls every four years. Travellers may also seek out anagathic drugs during a campaign – in fact, if a Traveller started using anagathics during creation, they may be driven to seek them out as a matter of necessity, or be faced with suddenly ageing rapidly. See Anagathic Drugs on page 223 for more details.

Ageing Table

2D	Effects of Ageing
-6	Reduce three physical characteristics by 2, reduce one mental characteristic by 1
-5	Reduce three physical characteristics by 2
-4	Reduce two physical characteristics by 2, reduce one physical characteristic by 1
-3	Reduce one physical characteristic by 2, reduce two physical characteristic by 1
-2	Reduce three physical characteristics by 1
-1	Reduce two physical characteristics by 1
0	Reduce one physical characteristic by 1
1+	No effect

Injuries

Travellers wounded in combat or accidents during creation must roll on the Injury Table to see how bad their injuries are.

Injury Table

1D	Injury
1	Nearly killed – reduce one physical characteristic by 1D, reduce two other physical characteristics by 2
2	Severely injured – reduce one physical characteristic by 1D
3	Missing Eye or Limb – reduce STR or DEX by 2
4	Scarred – you are scarred and injured. Reduce any physical characteristic by 2
5	Injured. Reduce any physical characteristic by 1
6	Lightly Injured. No permanent effect

Medical Care: If you have been injured, then medical care may be able to undo the effects of damage. Some worlds have the technology to clone or rebuild damaged organs; others specialise in transplants or cybernetic replacements. Regardless of the technique used, medical care is expensive.

The restoration of a lost characteristic costs Cr5000 per point.

If you were injured in the service of an organisation, then a portion of your medical care may be paid for. Roll 2D on the table below, adding your Rank as a DM.

SKILLS PACKAGES

As a group, all Travellers select one of the following skill packages. These are collections of basic skills you will often use while adventuring. Taking a skill package ensures your group will at least have basic competency in the situations that will come up in the campaign.

When you have collectively decided which skill package is most suitable for the style of play and campaign you will be embarking upon, each Traveller takes it in turns to select an item from the package. Keep going until all skills have been selected.

TRAVELLER SKILL PACKAGE

This is an all-round skill package, good for a campaign where the Travellers are trading one week and blowing things up the next.

Skills: Pilot 1, Deception 1, Electronics 1, Gunner 1, Gun Combat 1, Persuade 1, Stealth 1, Medic 1

MERCENARY SKILL PACKAGE

This skills package focuses on ground combat and is aimed at combat-heavy games.

Skills: Electronics 1, Medic 1, Leadership 1, Heavy Weapons 1, Gun Combat 1, Gun Combat 1, Stealth 1, Recon 1

TRADER SKILL PACKAGE

This skills package is for campaigns where trading and commerce are the primary activities of the Travellers.

Skills: Pilot 1, Electronics 1, Medic 1, Streetwise 1, Broker 1, Advocate 1, Diplomat 1, Astrogation 1

STARSHIP SKILLS PACKAGE

This is for campaigns where the Travellers will spend almost all their time on spacecraft.

Skills: Pilot 1, Gunner 1, Engineer 1, Mechanic 1, Electronics 1, Medic 1, Tactics (naval) 1, Astrogation 1

EXPLORER SKILLS PACKAGE

For campaigns where the Travellers are operating on the fringe of Charted Space, dealing with new worlds and ancient relics.

Skills: Pilot 1, Astrogation 1, Electronics 1, Survival 1, Recon 1, Gun Combat 1, Stealth 1, Medic 1

DIPLOMAT SKILL PACKAGE

For campaigns where the Travellers are government operatives and ambassadors.

Skills: Advocate 1, Diplomat 1, Persuade 1, Stealth 1, Streetwise 1, Deception 1, Electronics 1, Admin 1

INVESTIGATOR SKILL PACKAGE

For campaigns centering on solving crimes and investigating mysteries.

Skills: Advocate 1, Admin 1, Investigate 1, Persuade 1, Stealth 1, Streetwise 1, Electronics 1, Deception 1, Gun Combat 1

CRIMINAL SKILL PACKAGE

For campaigns involving crime and elaborate heists.

Skills: Pilot 1, Electronics 1, Stealth 1, Deception 1, Persuade 1, Streetwise 1, Broker 1, Medic 1

Medical Bills

Career	Roll of 4+	Roll of 8+	Roll of 12+
Army/Navy/Marine	75%	100%	100%
Agent/Noble/ Scholar/Entertainer/ Merchant/Citizen	50%	75%	100%
Scout/Rogue/Drifter	0%	50%	75%

For example, Morn suffers an injury during his career as a barbarian, reducing his STR by 2. He has the limb regrown at a starport hospital, at the cost of Cr10000. He has to pay this entire amount himself – but he has no money. Morn starts the game with a Cr10000 debt to the hospital.

Medical Debt

After you have finished creating your Traveller but before the campaign begins, you must pay any outstanding costs from medical care or anagathic drugs out of your Benefits. Any debt left is hanging over you at the start of the game and you can be sure it will be collected, likely with interest.

WHY ARE YOU TRAVELLING?

The final step of creation is to choose your Traveller's initial goal – why is he travelling? The lure of the unknown? The chance to strike it rich? Running from their past? Loyalty to another Traveller?

At this stage of creation, you have guided your Traveller from their teenage years to the present day. Who are they? How has their past shaped their beliefs? What cause are they willing to fight for? Do they have any odd tics or habits? What do they want?

ALIENS

Up to now, we have only considered human Travellers. However, many *Traveller* universes also contain numerous non-human sophonts – aliens.

Other universes will detail the aliens that can be Travellers and the Traveller Companion adds more than can be used in any universe, but to get you started, here are two commonly found in the Third Imperium; the Aslan and Vargr.

Creating Alien Travellers

Alien Travellers are created in the same way as humans, but with the following two differences.

- Aliens have modifiers applied to some of their characteristics as soon as they are rolled. This may take them above the normal maximum of 15 but cannot take a characteristic to less than 1.
- Aliens have traits, or special rules, that mark them as different.

Both of these are detailed for each alien race in their descriptions.

You can find out more on playing aliens in the *Traveller Companion*, but presented here are everything you need to create Aslan and Vargr characters in the Third Imperium. It should be noted that while aliens have their own cultures and societies that can powerfully affect their career choices (some aliens even have their own unique careers), those created with this book are assumed to have grown up within the Third Imperium itself, among humans and adopting human ways, and so they use the same careers detailed in this chapter.

Aslan

The Aslan are the youngest of the great powers, an expansionist race of feuding clans and predatory warriors, eager to seize all the universe has to offer. Aslan are descended from four-limbed carnivorous pouncer stock which was originally near the top of the food chain in the forests of their homeworld, Kusyu. True to their pouncer ancestry, Aslan are capable of short bursts of speed somewhat greater than that manageable by humans. They also have slightly superior hearing and night vision. Otherwise, they are one of the most human-like of all alien races, excepting, of course, the Vargr (who are, after all, genetically-altered mammalian stock originally from Earth).

Early Terran explorers regarded the Aslan as 'lion-like', and the simile has stuck ever since, although the Aslan bear only a passing resemblance to terrestrial lions. Nonetheless, this early misnomer has influenced a great deal of human thinking about the Aslan, including terminology (the use of pride to translate *ahriy*, for instance) and ascribed behaviour – which is not at all leonine.

CHARACTERISTICS
Aslan Travellers have the following modifiers applied to their characteristics: STR+2, DEX-2

TRAITS
Aslan Travellers all possess the following traits.

Dewclaw: All Aslan have a dewclaw which can be extended to make for a vicious close combat weapon. The dewclaw uses the Melee (natural) skill and does 1D+2 damage.

Heightened Senses: Aslan have better night vision, hearing and sense of smell than humans. All Aslan receive DM+1 to any Recon and Survival checks they have to make.

Vargr
The Vargr are the only major race to have been uplifted by the Ancients, a fact that the Vargr are extremely proud of. They are typically seen by other races as aggressive pirates and scavengers but the Vargr actually have a diverse culture that is deeply rooted in their pack mentality and the desire for companionship, charisma and loyalty. Their constant struggle for charisma and leadership results in a culture fuelled by conflict and change.

The Vargr are descended from carnivore/chaser stock; genetically engineered by the Ancients circa –300,000 from the genus Canis. The carnivores were transplanted from Terra to Lair/Grnouf in the Provence sector. The Vargr bear a close resemblance to their canine ancestry, as can be seen by their muzzle, tail and fur, though several anatomical modifications were made by the Ancients to the canine body structure. Vargr adopt a digitigrade stance (putting their weight on their toes rather than the soles of their feet) and many have a slight stoop.

CHARACTERISTICS
Vargr Travellers have the following modifiers applied to their characteristics: STR-1, DEX+1, END-1

TRAITS
Vargr Travellers all possess the following traits.

Bite: All Vargr possess pronounced canines which make for a nasty close combat weapon. This bite uses the Melee (natural) skill and does 1D+1 damage.

Heightened Senses: Vargr have better hearing and sense of smell than humans. All Vargr receive DM+1 to any Recon and Survival checks they have to make. However, their eyesight is worse in darkness and they suffer DM-1 to any skill check requiring sight in dark conditions.

The Universal Personality Profile

Travellers may be precisely defined using the Universal Personality Profile (the UPP), which expresses characteristics in a specific sequence, using hexadecimal (base 16) notation. In hexadecimal notation, the digits 0 through 9 are represented by common numbers; the digits 10 to 15 are represented by letters A through F. The highest single digit in base 16 is 15, denoted as F. Characteristics are listed as a string of six digits, in order of Strength, Dexterity, Endurance, Intellect, Education and Social Standing.

A Traveller who is average in all respects would have a UPP of 777777. If, however, he was highly intelligent, his UPP might be 777B77 (the B for Intellect indicating an Intellect of 11).

The UPP and hexadecimal notation was extensively used in earlier editions of *Traveller*, especially when listing large numbers of non-player characters, and you may find this information useful if you use older editions of *Traveller* books with this one.

POST CAREER EDUCATION

Once a Traveller leaves his career and begins to wander the stars, he will have every opportunity for adventure and excitement. All these possibilities may leave the Traveller thinking he is not adequately prepared for this life and the idea of continuing his education may come to mind.

Education in the far future is accessible to everyone and ranges from finding teachers in remote star systems who grant secret knowledge, to a plethora of distance learning courses that Travellers can diligently follow to increase their skills and abilities.

This is all handled by training, which gives a Traveller the opportunity to increase existing skills and learn new ones.

TRAINING

In order to train for a new skill, or improve an existing one, a Traveller must commit to a Study Period. A Study Period is equal to 8 weeks (or 2 months) of study and practice. These weeks within a Study Period need not be consecutive, but each week must be fully dedicated to study with at least eight hours per day spent learning and practicing.

If this cannot be achieved, if the Traveller is interrupted on the third day of a week and must perform a task for a patron, for example, then any training performed that week is wasted. Make a note for every week of training that is completed – an area for this has been set aside on the Traveller character sheet.

Once 8 weeks of training and learning have been accumulated, over any length of total time, a Study Period has been completed.

At this point, the Traveller must succeed at an Average (8+) EDU check.

Success indicates the Traveller has learned something and if they were attempting to learn a brand new skill at level 0, they can now add that to his character sheet.

Failure indicates the Traveller has learned nothing new or useful but may try again after another successful Study Period.

To improve skills to the next higher level, the Traveller must accumulate a number of successful Study Periods equal to the level of skill they are trying to reach. For example, if a Traveller had Electronics (computers) 1 and was trying to learn Electronics (computers) 2, this would require two successful Study Periods.

Many Travellers take the opportunity of week-long jump travel to study, learning new skills during what might otherwise be a dull journey.

It is important to note that failing a Study Period does not necessarily mean the Traveller has not understood the study materials, just that they failed to get anything useful out of them. A Traveller failing their EDU check while studying Science (physics) during jump travel, for example, might find the Captain of the ship is constantly ordering them to clean the cargo deck, they might be distracted by a hobby or new vid show, or they might just be spending their time sitting in their bunk eating Sugary Puff sandwiches while reading What Space Bike? Magazine when they really should be studying...

Limitations

Remember, your Traveller may have a maximum number of skill levels equal to three times his combined INT and EDU score. If they already have this many skills after leaving a career, any additional skills may only be learned to level 0.

Exceptions

There are a number of exceptions that must be kept in mind when learning new skills.

- The Jack-of-all-Trades skill may never be learned or improved.
- The Athletics skill may be learned or improved but does not use EDU. Instead, use the appropriate physical characteristics (STR, DEX or END). Any physical characteristic can be used to gain Athletics 0.

Prisoner Careers

The Prisoner is a special career that Travellers cannot enter voluntarily. Instead, they may be forced to spend time in this career through various events and mishaps in other careers. A Traveller is free to pick a new assignment in the career every term.

Leaving the Prisoner Career

A Traveller may not normally leave or be ejected from this career – not even mishaps will force them to leave. Instead, they have a value called a Parole Threshold. At the end of each term in the prisoner career, if the Traveller's Advancement roll is greater than their Parole Threshold, it means their prison sentence has come to an end and they leave this career. Otherwise, they may *not* leave this career and must continue in it for another term.

A Traveller's Parole Threshold starts at 1D+4. A Traveller's Parole Threshold can never go above 12.

Anagathics

Travellers may not use Anagathics in prison.

13 PRISONER

Every society has its bad apples and even in the far future punishments usually take place within faceless institutions where criminals can be conveniently forgotten.

Qualification: Special. One does not 'qualify' for prison; you got sentenced there for a crime you may or may not have committed.

ASSIGNMENTS

Choose one of the following.

Inmate: You just try to get through your time in prison without getting into trouble.
Thug: You are part of a gang in prison, terrorising the other inmates.
Fixer: You can arrange anything – for the right price.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Inmate	END 7+	STR 7+
Thug	STR 8+	END 6+
Fixer	INT 9+	END 5+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	None	Contact
2	None	Blade
3	Cr100	Gain Deception, Persuade or Stealth
4	Cr200	Ally
5	Cr500	Gain Melee, Recon or Streetwise
6	Cr1000	STR +1 or END +1
7	Cr2500	Gain Deception, Persuade and Stealth

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	
1	STR +1	Athletics	
2	Melee (unarmed)	Deception	
3	END +1	Profession	
4	Jack-of-all-Trades	Streetwise	
5	EDU +1	Melee (unarmed)	
6	Gambler	Persuade	
1D	**INMATE**	**THUG**	**FIXER**
1	Stealth	Persuade	Investigate
2	Melee (unarmed)	Melee (unarmed)	Broker
3	Streetwise	Melee (unarmed)	Deception
4	Survival	Melee (blade)	Streetwise
5	Athletics (strength)	Athletics (strength)	Stealth
6	Mechanic	Athletics (strength)	Admin

RANKS AND BONUSES

RANK	SKILL OR BONUS
0	Melee (unarmed) 1
1	—
2	Athletics 1
3	—
4	Advocate 1
5	—
6	END +1

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	You are accused of assaulting a prison guard. Parole Threshold +2.
3	A prison gang persecutes you. You may choose to fight back if you wish, but if you do not, you lose *all* Benefit rolls from your prison career. If you fight back, roll Melee (unarmed) 8+. Fail, and you must roll twice on the Injury Table and take the lower result. Succeed, and you gain an Enemy and raise Parole Threshold by +1.
4	A guard takes a dislike to you. Gain an Enemy and raise your Parole Threshold by +1.
5	Disgraced. Word of your criminal past reaches your homeworld. Lose 1 SOC.
6	Injured. Roll on the Injury table.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table. However, you are not ejected from this career.
3	You have the opportunity to escape the prison. If you take this opportunity, roll either Stealth 10+ or Deception 10+. Succeed, and you leave this career. Fail, and raise your Parole Threshold by +2.
4	You are assigned to difficult or backbreaking labour. Roll END 8+. If you fail, increase your Parole Threshold by +1. Succeed, and you may reduce your Parole Threshold by 1 and gain any one of the following skills: Athletics (any) 1, Mechanic 1, or Melee (unarmed) 1.
5	You have the opportunity to join a gang. Make a Persuade or Melee check to do so. If you fail, you gain an Enemy. Succeed, and you must raise your Parole Threshold by +1, but you gain DM+1 to all Survival rolls in this career and may gain any one of the following skills: Deception 1, Persuade 1, Melee (unarmed) 1 or Stealth 1.
6	Vocational Training. Roll EDU 8+ to gain any one skill except Jack-of-all-Trades.
7	Prison Event. 1. Riot. A riot engulfs the prison. Roll 1D. On a 1-2, you are injured – roll on the Injury table. On a 5-6, you are able to loot something useful; gain an extra Benefit roll this term. 2. New Contact. You make friends with another inmate; gain them as a Contact. 3. New Rival. You gain a new rival among the inmates or guards. 4. Transferred. You are moved to a different prison. Re-roll your Parole Threshold. 5. Good Behaviour. Reduce your Parole Threshold by -2. 6. You are attacked by another prisoner. Roll Melee (unarmed) 8+. If you fail, roll on the Injury table.
8	Parole hearing. Reduce your Parole Threshold by -1.
9	You have the opportunity to hire a new lawyer. He costs Cr1000 x his Advocate skill squared. Roll 2D + your lawyer's Advocate skill; on an 8+, reduce your Parole Threshold by 1D.
10	Special Duty. You are given a special responsibility in the prison. Gain one of Admin, Advocate, Electronics (computers) or Steward.
11	The warden takes an interest in your case. Reduce your Parole Threshold by -2.
12	Heroism. You have the opportunity to save a guard or prison officer. If you take the risk, roll 2D. On a 7 or less, roll on the Injury table. On 8+, gain an Ally and reduce your Parole Threshold by -2.

C H A P T E R - T W O

SKILLS AND TASKS

Every Traveller will acquire a variety of skills during creation that will indicate the tasks he is good at performing.

If a Traveller has no level in a skill at all (Skill -), then he is untrained and will suffer DM-3 when trying to use that skill.

If a Traveller has zero level in a skill (Skill 0), then he is competent in using that skill, but probably has had little experience in actually using it. He does not get any bonus from his skill ranks when using that skill from his rank, but at least avoids the penalty for being untrained.

If a Traveller has one or more levels in a skill (Skill 1, Skill 2, and so on etc.) then he is trained in that skill. Each level represents several years of experience using that skill, and grants DM+1 per level to all skill checks using that skill. A Traveller with level 2-3 in a skill is a skilled professional in that field. A Traveller with level 4 or 5 is probably both well-respected and well-known in his field.

For example, a Traveller with Medic 1 may be a paramedic or nurse, while another Traveller with Medic 2 might be a doctor. If a Traveller had Medic 3, they would likely be a very well-regarded doctor with many years of practice under their belt. A Traveller with Medic 4 or 5 would be at least world-renowned, and may well be known across several star systems for his expertise.

Specialties

Some skills have specialities – specialised, more focussed forms of that skill. A Traveller picks a speciality when he gains level 1 in a skill that has two or more specialities.

For example, a Traveller might have Engineer 0, allowing him to make Engineer skill checks without the unskilled penalty. He might then gain a level in Engineer, at which point he would need to choose a speciality. For Engineer, this is a choice between jump drive, manoeuvre drive, power plant and electronics.

If he choose jump drives, he would record this on his character sheet as Engineer (jump drive) 1. He would then make all Engineer checks involving jump drives at DM+1, but would still make all other Engineer checks at DM+0 (in other words, with no penalty). A Traveller can have multiple specialities in a skill – he might have Engineer (jump drive) 1 and Engineer (power plant) 2. He would therefore make checks related to jump drives with DM+1, checks related to power plants with DM+2, and all other Engineer checks with DM+0.

TASK CHECKS

Most actions undertaken by Travellers do not require a skill check. A player does not have to roll Athletics to run through a forest, or roll Electronics (computers) to access information from his ship's library. Some actions will require the Traveller to have a particular skill, but will still not require a roll. A Traveller with Flyer 0, for example, can fly an air/raft under normal conditions without having to make a roll.

The referee should only call for checks when:

- The Travellers are in danger.
- The task is especially difficult or hazardous.
- The Travellers are under the pressure of time.
- Success or failure is especially important or interesting.

MAKING CHECKS

To make a check, the Traveller rolls 2D and includes any appropriate Dice Modifiers (DM). If the total is 8 or more, the Traveller succeeds.

The most common forms of task checks are characteristic checks and skill checks.

Characteristic Checks

The Traveller adds his characteristic DM. For example:

- When forcing open a sealed door on a derelict ship, a Traveller would use his STR Dice Modifier.
- When balancing on a narrow beam, a Traveller would use his DEX Dice Modifier.
- When trying to endure a long trek through the desert, a Traveller would use his END Dice Modifier.
- When trying to decipher an alien puzzle-box, a Traveller uses his INT Dice Modifier.
- When attempting to remember some trivia or piece of common knowledge, a Traveller uses his EDU Modifier.

- When trying to impress a guard with his wealth or position, a Traveller uses his SOC Dice Modifier.

Skill Checks

For a skill check, the Traveller adds both his skill level and an appropriate characteristic DM. The combination of skill and characteristic varies depending on the situation:

- Shooting a gun would use the appropriate Gun Combat skill and the Traveller's DEX Dice Modifier.
- Repairing a damaged gun might use Gun Combat and EDU.
- Trying to work out what sort of gun caused a particular wound might use Gun Combat and INT (or perhaps Investigate and INT).
- Hiding from an enemy soldier would call for Stealth and DEX, while staying still for a long time to avoid detection would be a Stealth plus END check.
- Just generally carousing at a party might use Carouse on its own, without any particular characteristic. If the Traveller wants to beat someone in a drinking contest, then he might use Carouse and END; spotting who is out of place at a party would be Carouse and INT, and snubbing someone might use Carouse and SOC.

If a Traveller does not have any levels in a skill used in a check, he suffers DM-3 on the check for being unskilled.

To summarise;

To make a normal (Average) skill check, a Traveller rolls 2D + his Skill Level + his Characteristic DM + any other relevant DMs, and must get a total of 8 or more to succeed.

For example, Kathya (DEX 10, Stealth 0), Erik (DE 6, Stealth 2) and Morn (DEX 12, no Stealth) are all trying to sneak down a corridor. Kathya has DEX DM+1, and while she gets no DM from only having level zero Stealth, she at least avoids the unskilled penalty. Her final modifier is DM+1; she rolls 2D+1 and tries to get 8 or more. Erik has DEX DM+0, but has level 2 Stealth. His final modifier is DM+2; he rolls 2D+2 and tries to get 8 or more. Morn is more dexterous than either of his companions, with his DEX DM+2. However, he has no Stealth skill at all, and so suffers DM-3 for being unskilled. His final modifier is DM-1, so he rolls 2D-1 and tries to get 8 or more.

TASK DIFFICULTIES

Some tasks are easier or harder to complete than others and so far we have just looked at Average checks that need 8+ to succeed. When the referee decides a task should be either easier or harder, he may change the target number needed for the check.

Simple tasks are trivial for everyone. A Simple task might be requesting weather data from a standard tourist computer system, ordering a meal in a language you

Calling for Task Checks

Often, if the Travellers have the requisite skills the referee can just assume they succeed. For example, if the Travellers are trying to find an informant in a city you could keep calling for Streetwise or Carouse checks until they succeed, but that is dull. You will just have the Traveller rolling dice until they can move on. However, if failure carries a consequence – say, a failed check will result in the Travellers picking up a false rumour – then it is a good time to call for a skill check.

Which Characteristic?

The characteristic that applies to a skill check will be obvious in most cases – balancing atop a wall is patently a DEX-based check, while using brute force to disable a mechanism is governed by STR. The main area of overlap is between INT and EDU. The former covers inspiration, improvisation and pure reasoning, while the latter is for trained responses and known solutions. For example, a brilliant but unschooled mechanic might fix a ship using Engineer and INT, while a trained mechanic might follow the procedure in the book by rolling Engineer and EDU. Some checks can be attempted with either characteristic, but no amount of EDU will help you deal with a totally unfamiliar problem, and no amount of INT will let a Traveller know some piece of trivia or technical information unless he has learned it beforehand.

know well, or sneaking up on a drugged guard. Simple tasks require a 2 or more to be rolled for the check if, indeed, they are rolled for at all.

Easy tasks are trivial for a trained professional, and simple for an amateur. An Easy task might be hiking cross-country for a few hours, holding a ship in perfectly level flight, or activating an unfamiliar device that has a clear and simple interface. Easy tasks require a 4 or more to be rolled for the check.

A **Routine** task is trivial for a trained professional, and relatively easy even for an amateur. A Routine task might be hitting a prone victim in melee, landing a ship in optimum conditions with computer assistance, translating a newspaper and so on. Routine tasks require a 6 or more to be rolled for the check.

An **Average** task is a moderate obstacle to a trained professional. Shooting a gun accurately at range, plotting the jump calculations for a starship, repairing a damaged circuit board or finding a buyer for a cargo bay full of machine parts on an industrial world are all examples of Average tasks, which require the normal 8 or more to be rolled for the check

A **Difficult** task is difficult even for a trained professional. Examples might be making an accurate shot in the middle of a ferocious storm, defending a client in court when he is clearly guilty, hacking into a secure computer network, or spotting the flash of sunlight reflecting off a sniper's scope. Difficult tasks require a 10 or more to be rolled for the check.

Very Difficult tasks are hard for a trained professional, and nearly impossible for an amateur. They require a 12 or more to be rolled for the check.

Formidable tasks are exceptionally hard, such as performing surgery on a alien of radically diffrent biology, hacking a military-grade computer network, disarming a terrorist bomb, or convincing a city of superstitious natives that you are a peaceful trader and not a demon from the outer darkness when you do not speak a word of their language. Formidable tasks require a 14 or more to be rolled for the check.

These difficulties are summarised in the Task Difficulty table

Task Difficulty

Difficulty	Target Number
Simple	2+
Easy	4+
Routine	6+
Average	8+
Difficult	10+
Very Difficult	12+
Formidable	14+
Impossible	16+

For example, Erik (INT 9, Carouse 1) is trying to find information about a mysterious ship that landed at the starport. He goes to a bar frequented by travellers and spacers, hoping to pick up on a rumour. This is a Carouse check, and the referee says that it is a Difficult (10+) task. Erik has one level of Carouse, which gives him DM+1, an INT of 9 (for an additional DM+1), giving him a final of DM+2. He rolls 2D+2 and tries to get 10 or more.

Note that if no difficulty is listed for a check, you can always assume it is Average (8+).

BOON AND BANE

The task difficulty levels allow a referee to pre-plan the skill and characteristic checks Travellers will need to succeed in during an adventure. However, there will likely be situations that arise that will make things either easier or harder for the Travellers. This is where Boons and Banes come in.

If a Traveller has help, such as good tools, competent aids or other beneficial circumstances, he receives a Boon. This means he rolls an extra dice during a check and discards the lowest.

If a Traveller is hindered in a check, such as with poor tools, a dimly lit environment or other negative circumstances, he receives a Bane. This means he rolls an extra dice during a check and discards the highest.

A Traveller can only be under the influence of one Boon *or* Bane during any one check. If he receives both a Boon and a Bane for the same check, they will cancel out and he will roll no extra dice. At the same time, if he receives multiple Boons or Banes, he will only be subject to one.

EFFECT

For most situations, the only thing that needs to be determined is whether or not the Traveller succeeds. If the Traveller's total throw after applying all Dice Modifiers equals or exceeds the target difficulty (eight or more for an Average check), he succeeds. If it is less, he fails.

Often, though, it is important to know how well the Traveller did – or how bad. To do this, subtract the target number from dice roll of the check, including any modifiers. This margin of success (or failure) is the Effect which can be consulted on the Effect Results Table. This is also used in combat to calculate damage (see page 74).

For example, if a Traveller rolls a 4 and a 3 for an Average (8+) check, then applies DM+3 for a total of 10, his Effect is (10 – 8) 2.

OPPOSED CHECKS

If two or more Travellers are opposing one another directly in a task, or if a Traveller is directly opposing a non-player character, an opposed check is made. Both Travellers or characters make their task checks as normal, with the winner being the character with the highest Effect.

Effect Results Table

Effect	Success or Failure
-6 or less	**Exceptional Failure:** The Traveller failed as completely as it is possible to fail. Anything that can go wrong goes wrong. If attempting to repair a device, the device is further damaged or even destroyed. In a social situation, the Traveller gets into further trouble.
-2 to -5	**Average Failure:** The Traveller has failed the task.
-1	**Marginal Failure:** The Traveller has almost succeeded, and the referee may permit him to scrape a success if he takes a significant consequence. A Traveller trying to jump across a chasm hangs onto the far side by his fingernails but can only pull himself up if he drops his backpack. A Traveller trying to land a ship can bring it down safely but the ship may never fly again. A Traveller hacking a computer gets in but the security programs can trace his location.
0	**Marginal Success:** The Traveller barely succeeds at the task, and may have to accept a condition on his success. He fixes the engine but it will overheat. He finds a buyer for the goods but the buyer is an untrustworthy criminal.
1 to 5	**Average Success:** The Traveller succeeds normally.
6 or more	**Exceptional Success:** The Traveller succeeds in an impressive and elegant fashion.

MULTIPLE TASKS

A Traveller can try to do two or more things at once, like firing a spacecraft's weapons while also flying, or disarming a bomb while hiding from guards. For every extra thing the Traveller is doing, the level of difficulty for each task is made one level harder. So, an Easy task becomes Routine, while a Very Difficult task becomes Formidable.

TIMEFRAMES

Each task has a random timeframe of one to six time units. The unit depends on the task – shooting someone or throwing a punch takes 1D seconds, while prepping an air/raft for flight might take 1D minutes, looking for rumours on the street might take 1D hours, and repairing a damaged component on a ship might take 1D x 10 hours.

Some sample timeframes are listed in the Timeframes Table. The referee can use these examples for his own checks and actions.

Timeframes Table

Timeframe	Increment	Example Action
1D Seconds	One second	Shooting, punching, jumping
1D Combat Rounds	Combat round (six seconds)	Hurrying jump calculations
1D x 10 Seconds	Ten seconds	Rerouting power, opening a comms channel
1D Minutes	One minute	Applying first aid, basic technical tasks
1D x 10 Minutes	Ten minutes	More complex technical tasks, searching an area thoroughly
1D Hours	One hour	Building a shelter, moving through the wilderness
1D x 4 Hours	Four hours	Researching a problem
1D x 10 Hours	Ten hours	Repairing a damaged ship
1D Days	One day	Combing a city for a missing person

Going Faster or Slower

You can choose, before you roll, to move up or down one level on the Timeframes Table. Moving up (reducing the time increment) inflicts DM-2 on your check for each level; moving down and increasing the time taken gives you DM+2 on your check for each level.

For example, Kathya is trying to fix a damaged jump engine in the middle of a battle. Repairing the engine would normally take 1D hours, but an enemy ship is closing fast and they need to jump as soon as possible. Kathya therefore decides to increase the difficulty and suffer a DM-2 to her check in order to reduce the time by one step. Instead of 1D hours, it will only take 1D x 10 minutes. She rolls a 3 for the timeframe, so it takes her 30 minutes to repair the engines.

The ship jumps successfully, but the engine needs more repairs. A week later, when they emerge from hyperspace, Kathya overhauls the engine. This time, there is no time pressure, so she opts to increase the time taken from 1D hours to 1D x 4 hours to make the task easier, giving her DM+2. She rolls a 3 for the timeframe again, so it takes her 12 hours to repair the engines properly.

TASK CHAINS

Often, Travellers will find themselves performing a series of interlinked tasks or working as a group.

Finding a buyer for a cargo of illegal goods, for example, calls for a Streetwise check to find a fence, then a Broker check to negotiate a price. The result of the Streetwise check could conceivably influence the quality and competence of the fence, which will affect the Broker check.

Alternatively, when coming up with a plan to attack a fortress, the Travellers would begin with a Recon check to scope the place out, then a Tactics check to find weak spots in its defences, then Stealth and Electronics rolls to get past the security system. The quality of information gleaned form the Recon check will certainly have an impact on the tactics the Travellers choose to adopt, and this in turn will make their Stealth checks easier or harder, and so on.

When tasks are linked together like this they are called task chains and the result of one check can give a DM to the next – for better or worse. The DM gleaned from one check and then applied to the next is shown on the Task Chain table.

Task Chain

Previous Check	DM to Current Check	Previous Check	DM to Current Check
Failed With Effect -6 or less	-3	Succeeded With Effect 0	+0
Failed With Effect –2 to -5	-2	Succeeded With Effect 1 to 5	+1
Failed With Effect -1	-1	Succeeded With Effect 6 or more	+2

For example, Erik and Kathya are trying to locate a hidden base on an icy moon. Erik has Electronics (computers), and suggests trying to augment their ship's scanners. Kathya has the Electronics (Sensors) skill, and stays on the bridge while Erik goes down to the Electronics (sensors) pods with his toolkit.

Difficulty, Boon/Bane and DMs

There are three factors that can affect a check in *Traveller*; Task Difficulty, Boons and Banes, and Dice Modifiers. However, all three are used in very specific circumstances and referees should use the following principles when applying them.

Difficulty: Before any other factors are taken into account, the referee should set the difficulty of a task, based on how hard he believes the task should be without any exterior effects. For example, making a phone call is a Simple task, and remains so, even if a Traveller is hanging upside down from a spacecraft flying through a storm.

Dice Modifiers: In general, these should be regarded as being 'hard-wired' into the rules, and only applied if they are listed in a *Traveller* rulebook or supplement.

Boon and Bane: If an exterior factor is influencing the task, for better or worse, then a Boon or Bane is applied to the check. Making a phone call while hanging upside down from a spacecraft is a good example of a Bane being applied…

In the vast majority of cases, a referee simply need set a Task Difficulty and then decide whether a Boon or Bane need be applied. Any necessary Dice Modifiers will be suggested by the rules.

Firstly, Erik makes his Engineer (electronics) check. He gets an Effect of 5, which grants DM+1 to the next task in the chain. Kathya will now make her Sensors check with DM+1 thanks to Erik's efforts.

Chains of linked task checks can be formed.

To continue the previous example, if Morn were then to use his Science (geology) skill to determine which of the heat traces from Kathya's sensor readings were the result of natural geological activity, and which were heat exhausts from a hidden base, then Kathya's Sensors check would be the previous check in the chain leading to his Science (geology) check, and so her Effect would grant a DM for his check.

Travellers need not rely on one another to create a task chain. One Traveller working diligently on something that requires multiple task chains can potentially link them together if the referee agrees that one can affect another.

Each Skill is described using the following format.

Description: What the skill does.
Specialities: If the skill has several specialities, they are listed here. When a Traveller reaches level 1 in a skill, he must take a speciality in that skill. When he gains another level in the skill, he may increase that speciality to level 2, or take a different speciality. Some skills have no specialities.
Common Checks: Common uses for the skill, and what time increment, characteristic DM and difficulty are associated with those uses.

Admin
This skill covers bureaucracies and administration of all sorts, including the navigation of bureaucratic obstacles or disasters. It also covers tracking inventories, ship manifests and other records.

Avoiding Close Examination of Papers: Average (8+) Admin check (1D x 10 seconds, EDU or SOC).
Dealing with Police Harassment: Difficult (10+) Admin check (1D x 10 minutes, EDU or SOC).

Advocate
Advocate gives a knowledge of common legal codes and practises, especially interstellar law. It also gives the Traveller experience in oratory, debate and public speaking, making it an excellent skill for lawyers and politicians.

Arguing in Court: Opposed Advocate check (1D days, EDU or SOC).
Debating an Argument: Opposed Advocate check (1D x 10 minutes, INT).

Animals
This skill, rare on industrialised or technologically advanced worlds, is for the care of animals.

SPECIALITIES
- **Handling:** The Traveller knows how to handle an animal and ride those trained to bear a rider. Unusual animals raise the difficulty of the check.
  Riding a Horse into Battle: Difficult (10+) Animals (handling) check (1D seconds, DEX). If successful, the Traveller can control the horse for a number of minutes equal to the Effect before needing to make another check.
- **Veterinary:** The Traveller is trained in veterinary medicine and animal care.
  Applying Medical Care: See the Medic skill on page 67, but use the Animals (veterinary) skill.
- **Training:** The Traveller knows how to tame and train animals.
  Taming a Strange Alien Creature: Formidable (14+) Animals (training) check (1D days, INT).

Art
The Traveller is trained in a type of creative art.

SPECIALITIES
- **Performer:** The Traveller is a trained actor, dancer or singer at home on the stage, screen or holo.
  Performing a Play: Average (8+) Art (performer) check (1D hours, EDU).
  Convincing a Person you are Actually Someone Else: Art (performer) check (INT) opposed by Recon check (INT).
- **Holography:** Recording and producing aesthetically pleasing and clear holographic images.
  Surreptitiously Switching on Your Recorder While in a Secret Meeting: Formidable (14+) Art (holography) check (1D seconds, DEX).
- **Instrument:** Playing a particular musical instrument, such a flute, piano or organ.
  Playing a Concerto: Difficult (10+) Art (instrument) check (1D x 10 minutes, EDU).
- **Visual Media:** Making artistic or abstract paintings or sculptures in a variety of media.
  Making a Statue of Someone: Difficult (10+) Art (visual media) check (1D days, INT).
- **Write:** Composing inspiring or interesting pieces of text.
  Rousing the People of a Planet by Exposing Their Government's Corruption: Difficult (10+) Art (write) check (1D hours, INT or EDU).
  Writing the New Edition of Traveller: Formidable (14+) Art (write) check (1D months, INT).

Astrogation
This skill is for plotting the courses of starships and calculating accurate jumps. See Spacecraft Operations chapter.

Plotting Course to a Target World Using a Gas Giant for a Gravity Slingshot: Difficult (10+) Astrogation check (1D x 10 minutes, EDU).
Plotting a Standard Jump: Easy (4+) Astrogation check (1D x 10 minutes, EDU), with DM- equal to the Jump distance.

Athletics

The Traveller is a trained athlete and is physically fit. The Athletics skill effectively augments a Traveller's physical characteristics; whatever you can do with Strength alone you can also add your Athletics (strength) DM to, for example. Athletics is also the principal skill used in adverse gravitational environments, specifically Athletics (dexterity) in low or zero-G, and Athletics (strength) in high-G locations.

SPECIALITIES

- **Dexterity:** Climbing, Juggling, Throwing. For alien races with wings, this also includes flying.
  Climbing: Difficulty varies. Athletics (dexterity) check (1D x 10 seconds, DEX). So long as he succeeds, the Traveller's Effect is usually irrelevant unless he is trying to do something while climbing, in which case the climbing is part of a task chain or multiple action.
  Sprinting: Average (8+) Athletics (dexterity) check (1D seconds, DEX). If the Traveller does nothing but sprint flat out he can cover 24 + Effect metres with every check. Avoiding obstacles while sprinting requires another Athletics (dexterity) check (Difficult, because he is performing a multiple action).
  High Jumping: Average (8+) Athletics (dexterity) check (1D seconds, DEX). The Traveller jumps a number of metres straight up equal to the Effect halved.
  Long Jumping: Average (8+) Athletics (dexterity) check (1D seconds, DEX). The Traveller jumps a number of metres forward equal to the Effect with a running start.
  Righting Yourself When Artificial Gravity Suddenly Fails on Board a Ship: Average (8+) Athletics (dexterity) check (1D seconds, DEX).
- **Endurance:** Long-distance running, hiking
  Long-distance Running: Average (8+) Athletics (endurance) check (1D x 10 minutes, END).
  Long-distance Swimming: Average (8+) Athletics (endurance) check (1D x 10 minutes, END).
- **Strength:** Feats of strength, weight-lifting.
  Arm Wrestling: Opposed Athletics (strength) check (1D minutes, STR).
  Feats of Strength: Average (8+) Athletics (strength) check (1D x 10 seconds, STR).
  Performing a Complicated Task in a High Gravity Environment: Difficult (10+) Athletics (strength) check (1D seconds, STR).

Broker

The Broker skill allows a Traveller to negotiate trades and arrange fair deals. It is heavily used when trading (see the Trade chapter).

Negotiating a Deal: Average (8+) Broker check (1D hours, INT).
Finding a Buyer: Average (8+) Broker check (1D hours, SOC).

Carouse

Carousing is the art of socialising; having fun, but also ensuring other people have fun, and infectious good humour. It also covers social awareness and subterfuge in such situations.

Drinking Someone Under the Table: Opposed Carouse check (1D hours, END). Difficulty varies by liquor.
Gathering Rumours at a Party: Average (8+) Carouse check (1D hours, SOC).

Deception

Deception allows a Traveller to lie fluently, disguise himself, perform sleight of hand and fool onlookers. Most underhanded ways of cheating and lying fall under deception.

Convincing a Guard to let you Past Without ID: Very Difficult (12+) Deception check (1D minutes, INT). Alternatively, oppose with a Recon check.
Palming a Credit Chit: Average (8+) Deception check (1D seconds, DEX).
Disguising Yourself as a Wealthy Noble to Fool a Client: Difficult (10+) Deception check (1D x 10 minutes, INT or SOC). Alternatively, oppose with a Recon check.

Diplomat

The Diplomat skill is for negotiating deals, establishing peaceful contact and smoothing over social faux pas. It includes how to behave in high society and proper ways to address nobles. It is a much more formal skill than Persuade.

Greeting the Emperor Properly: Difficult (10+) Diplomat check (1D minutes, SOC).
Negotiating a Peace Treaty: Average (8+) Diplomat check (1D days, EDU).
Transmitting a Formal Surrender: Average (8+) Diplomat check (1D x 10 seconds, INT).

Drive

This skill is for controlling ground vehicles of various types. There are several specialities.

SPECIALITIES

- **Hovercraft:** Vehicles that rely on a cushion of air and thrusters for motion.
  Manoeuvring a Hovercraft Through a Tight Canal: Difficult (10+) Drive (hovercraft) check (1D minutes, DEX).
- **Mole:** For controlling vehicles that move through solid matter using drills or other earth-moving technologies, such as plasma torches or cavitation.
  Surfacing in the Right Place: Average (8+) Drive (mole) check (1D x 10 minutes, INT).
  Precisely Controlling a Dig to Expose a Vein of Minerals: Difficult (10+) Drive (mole) check (1D x 10 minutes, DEX).
- **Track:** For tanks and other vehicles that move on tracks.
  Manoeuvring (or Smashing, Depending on the Vehicle) Through a Forest: Difficult (10+) Drive (tracked) check (1D minutes, DEX).
  Driving a Tank into a Cargo Bay: Average (8+) Drive (tracked) check (1D x 10 seconds, DEX).
- **Walker:** Vehicles that use two or more legs to manoeuvre.
  Negotiating Rough Terrain: Difficult (10+) Drive (walker) check (1D minutes, DEX).
- **Wheel:** For automobiles and similar groundcars.
  Driving a Groundcar in a Short Race: Opposed Drive (wheeled) check (1D minutes, DEX). Longer races use END instead of DEX.
  Avoiding an Unexpected Obstacle on the Road: Average (8+) Drive (wheeled) check (1D seconds, DEX).

Electronics

This skill is used to operate electronic devices such as computers and ship-board systems. Higher levels represent the ability to repair and create electronic devices and systems. There are several specialities.

SPECIALITIES

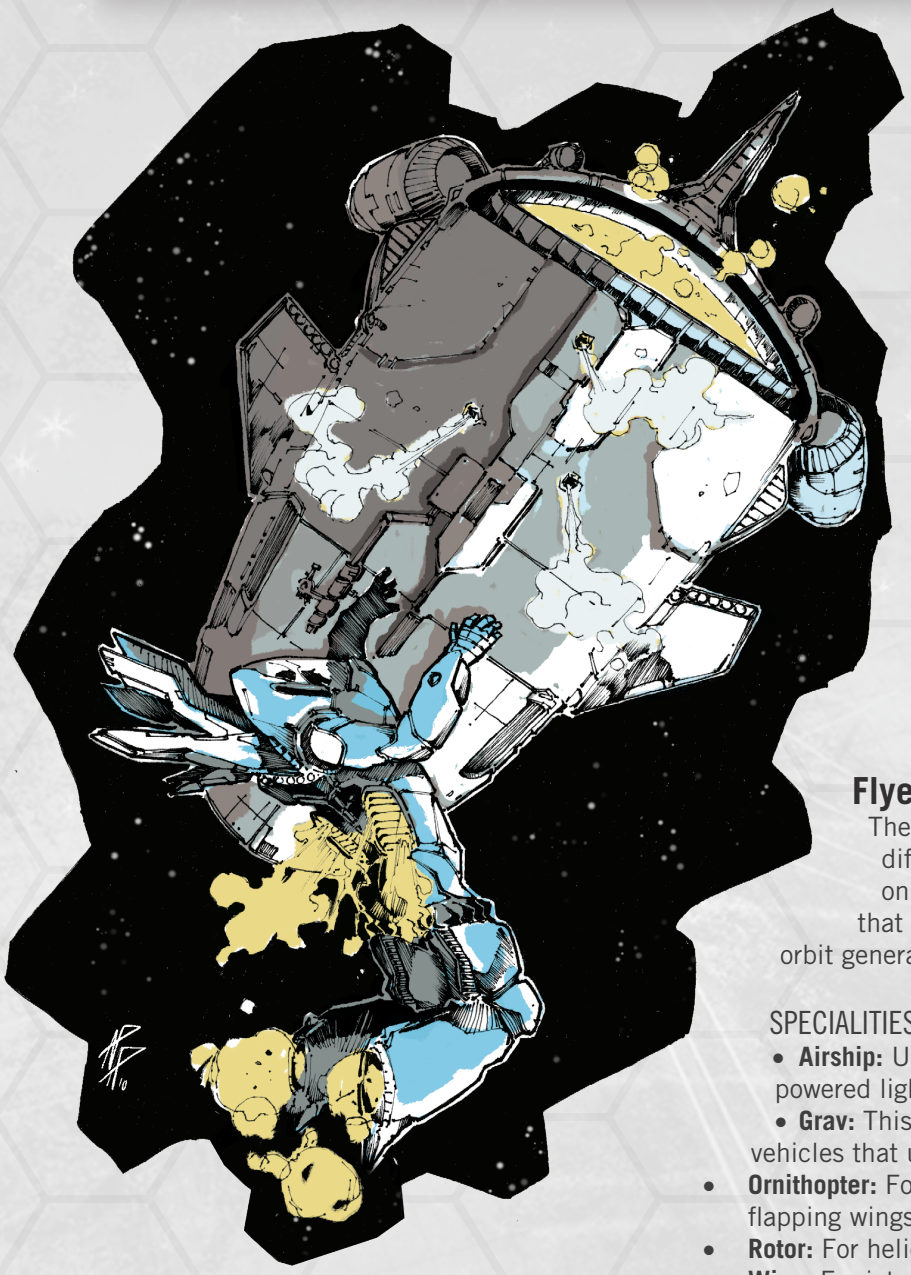
- **Comms:** The use of modern telecommunications; opening communications channels, querying computer networks, jamming signals and so on, as well as the proper protocols for communicating with starports and other spacecraft.
  Requesting Landing Privileges at a Starport: Routine (6+) Electronic (comms) check (1D minutes, EDU).
  Accessing Publicly Available but Obscure Data Over Comms: Average (8+) Electronic (comms) check (1D x 10 minutes, EDU).
  Bouncing a Signal off Orbiting Satellite to Hide Your Transmitter: Difficult (10+) Electronics (comms) check (1D x 10 minutes, INT).
  Jamming a Comms System: Opposed Electronics (comms) check (1D minutes, INT). Difficult (10+) for radio, Very Difficult (12+) for laser, and Formidable (14+) for masers. A Traveller using a comms system with a higher Technology Level than his opponent gains DM+1 for every TL of difference.
- **Computers:** Using and controlling computer systems, and similar electronics and electrics.
  Accessing Publicly Available Data: Easy (4+) Electronics (computers) check (1D minutes, INT or EDU).
  Activating a Computer Program on a Ship's Computer: Routine (6+) Electronics (computers) check (1D x 10 seconds, INT or EDU).
  Searching a Corporate Database for Evidence of Illegal Activity: Difficult (10+) Electronics (computers) check (1D hours, INT).
  Hacking into a Secure Computer Network: Formidable (14+) Electronics (computers) check (1D x 10 hours, INT). Hacking is aided by Intrusion programs and made more difficult by Security programs. The Effect determines the amount of data retrieved; failure means the targeted system may be able to trace the hacking attempt.
- **Remote Ops:** Using telepresence to remotely control drones, missiles, robots and other devices.
  Using a Mining Drone to Excavate an Asteroid: Routine (6+) Electronics (remote ops) check (1D hours, DEX).
- **Sensors:** The use and interpretation of data from electronic sensor devices, from observation satellites and remote probes to thermal imaging and densitometers.
  Making a Detailed Sensor Scan: Routine (6+) Electronics (sensors) check (1D x 10 minutes, INT or EDU).
  Analysing Sensor Data: Average (8+) Electronics (sensors) check (1D hours, INT).

Engineer

The Engineer skill is used to operate and maintain spacecraft and advanced vehicles. Engineer can be used to make repairs on damaged systems on spacecraft and advanced vehicles. For repairs on simpler machines and systems, use the Mechanic skill.

SPECIALITIES

- **M-drive:** Maintaining and operating a spacecraft's manoeuvre drive, as well as its artificial gravity.
  Overcharging a Thruster Plate to Increase a Ship's agility: Difficult (10+) Engineer (m-drive) check (1D minutes, INT).
  Estimating a Ship's Tonnage From its Observed Performance: Average (8+) Engineer (m-drive) check (1D x 10 seconds, INT).



- **J-drive:** Maintaining and operating a spacecraft's Jump drive.
  Making a Jump: Easy (4+) Engineer (j-drive) check (1D x 10 minutes, EDU).
- **Life Support:** Covers oxygen generators, heating and lighting and other necessary life support systems.
  Safely Reducing Power to Life Support to Prolong a Ship's Battery Life: Average (8+) Engineer (life support) check (1D minutes, EDU).
- **Power:** Maintaining and operating a spacecraft's power plant.
  Monitoring an Enemy ship's Power Output to Determine its Capabilities: Difficult (10+) Engineer (power) check (1D minutes, INT).

Explosives

The Explosives skill covers the use of demolition charges and other explosive devices, including assembling or disarming bombs. A failed Explosives check with an Effect of -4 or less can result in a bomb detonating prematurely.

Planting Charges to Collapse a Wall in a Building: Average (8+) Explosives check (1D x 10 minutes, EDU).
Planting a Breaching Charge: Average (8+) Explosives check (1D x 10 seconds, EDU). The damage from the explosive is multiplied by the Effect.
Disarming a Bomb Equipped with Anti-Tamper Trembler Detonators: Formidable (14+) Explosives check (1D minutes, DEX).

Flyer

The various specialities of this skill cover different types of flying vehicles. Flyers only work in an atmosphere; vehicles that can leave the atmosphere and enter orbit generally use the Pilot skill.

SPECIALITIES

- **Airship:** Used for airships, dirigibles and other powered lighter than air craft.
- **Grav:** This covers air/rafts, grav belts and other vehicles that use gravitic technology.
- **Ornithopter:** For vehicles that fly through the use of flapping wings.
- **Rotor:** For helicopters, tilt-rotors and aerodynes.
- **Wing:** For jets, vectored thrust aircraft and aeroplanes using a lifting body.

Landing Safely: Routine (6+) Flyer check (1D minutes, DEX).
Racing Another Flyer: Opposed Flyer check (1D x 10 minutes, DEX).

Gambler

The Traveller is familiar with a wide variety of gambling games, such as poker, roulette, blackjack, horse-racing, sports betting and so on, and has an excellent grasp of statistics and probability. Gambler increases the rewards from Benefit Rolls, giving the Traveller DM+1 to his cash rolls if he has Gambler 1 or better.

A Casual Game of Poker: Opposed Gambler check (1D hours, INT).
Picking the Right Horse to Bet On: Average (8+) Gambler check (1D minutes, INT).

Gunner

The various specialities of this skill deal with the operation of ship-mounted weapons in space combat. See Spacecraft Operations chapter for more details. Most Travellers have smaller ships equipped solely with turret weapons.

SPECIALITIES

- **Turret:** Operating turret-mounted weapons on board a ship.
  Firing a Turret at an Enemy Ship: Average (8+) Gunner (turret) check (1D seconds, DEX).
- **Ortillery:** A contraction of Orbital Artillery – using a ship's weapons for planetary bombardment or attacks on stationary targets.
  Firing Ortillery: Average (8+) Gunner (ortillery) check (1D minutes, INT).
- **Screen:** Activating and using a ship's energy screens like Black Globe generators or meson screens.
  Activating a Screen to Intercept Enemy Fire: Difficult (10+) Gunner (screen) check (1D seconds, DEX).
- **Capital:** Operating bay or spinal mount weapons on board a ship.
  Firing a Spinal Mount Weapon: Average (8+) Gunner (capital) check (1D minutes, INT).

Gun Combat

The Gun Combat skill covers a variety of ranged weapons. See Combat chapter for details on using guns in combat.

SPECIALITIES

- **Archaic:** For primitive weapons that are not thrown, such as bows and blowpipes.
- **Energy:** Using advanced energy weapons like laser pistols or plasma rifles.
- **Slug:** Weapons that fire a solid projectile such as the autorifle or gauss rifle.

Firing a Gun: Average (8+) Gun Combat check (1D seconds, DEX).

Heavy Weapons

The Heavy Weapons skill covers man-portable and larger weapons that cause extreme property damage, such as rocket launchers, artillery and large plasma weapons.

SPECIALITIES

- **Artillery:** Fixed guns, mortars and other indirect-fire weapons.
- **Man Portable:** Missile launchers, flamethrowers and man portable fusion and plasma.
- **Vehicle:** Large weapons typically mounted on vehicles or strongpoints such as tank guns and autocannon.

Firing an Artillery Piece at a Visible Target: Average (8+) Heavy Weapons (artillery) check (1D seconds, DEX).
Firing an Artillery Piece Using Indirect Fire: Difficult (10+) Heavy Weapons (artillery) check (1D x 10 seconds, INT).

Investigate

The Investigate skill incorporates keen observation, forensics, and detailed analysis.

Searching a Crime Scene For Clues: Average (8+) Investigate check (1D x 10 minutes, INT).
Watching a Bank of Security Monitors in a Starport, Watching for a Specific Criminal: Difficult (10+) Investigate check (1D hours, INT).

Jack-of-All-Trades

The Jack-of-All-Trades skill works differently to other skills. It reduces the unskilled penalty a Traveller receives for not having the appropriate skill by one for every level of Jack-of-All-Trades. For example, if a Traveller does not have the Pilot skill, he suffers DM-3 to all Pilot checks. If that Traveller has Jack-of-All-Trades 2, then the penalty is reduced by 2 to DM-1. With Jack-of-All-Trades 3, a Traveller can totally negate the penalty for being unskilled.

There is no benefit for having Jack-of-All-Trades 0 or Jack-of-All-Trades 4 or more.

Language

There are numerous different Language specialities, each one covering reading and writing a different language. All Travellers can speak and read their native language without needing the Language skill, and automated computer translator programs mean Language skills are not always needed on other worlds. Having Language 0 implies the Traveller has a smattering of simple phrases in several languages.

SPECIALITIES

There are, of course, as many specialities of Language as there are actual languages. Those presented here are examples from the Third Imperium setting.
Anglic: The common trade language of the Third Imperium, derived originally from the English spoken in the Rule of Man.

Vilani: The language spoken by the Vilani of the First Imperium; the 'Latin' of the Third Imperium.
Zdetl: The Zhodani spoken language.
Oynprith: The Droyne ritual language.

Ordering a Meal, Asking for Basic Directions: Routine (6+) Language check (1D seconds, EDU).
Holding a Simple Conversation: Average (8+) Language check (1D x 10 seconds, EDU).
Understanding a Complex Technical Document or Report: Very Difficult (12+) Language check (1D minutes, EDU).

Leadership

The Leadership skill is for directing, inspiring and rallying allies and comrades. A Traveller may make a Leadership action in combat, as detailed on page 72.

Shouting an Order: Average (8+) Leadership check (1D seconds, SOC).
Rallying Shaken Troops: Difficult (10+) Leadership check (1D seconds, SOC).

Mechanic

The Mechanic skill allows a Traveller to maintain and repair most equipment – some advanced equipment and spacecraft components require the Engineer skill. Unlike the narrower and more focussed Engineer or Science skills, Mechanic does not allow a Traveller to build new devices or alter existing ones – it is purely for repairs and maintenance but covers all types of equipment.

Repairing a Damaged System in the Field: Average (8+) Mechanic check (1D minutes, INT or EDU).

Medic

The Medic skill covers emergency first aid and battlefield triage as well as diagnosis, treatment, surgery and long-term care. See Injury and Recovery on page 47.

First Aid: Average (8+) Medic check (1D rounds, EDU). The patient regains lost characteristic points equal to the Effect.
Treat Poison or Disease: Average (8+) Medic check (1D hours, EDU).
Long-term Care: Average (8+) Medic check (1D hours, EDU).

Melee

The Melee skill covers attacking in hand-to-hand combat and the use of suitable weapons.

SPECIALITIES

- **Unarmed:** Punching, kicking and wrestling; using improvised weapons in a bar brawl.
- **Blade:** Attacking with swords, rapiers, blades and other edged weapons.
- **Bludgeon:** Attacking with maces, clubs, staves and so on.
- **Natural:** Weapons that are part of an alien or creature, such as claws or teeth.

Swinging a Sword: Average (8+) Melee (blade) check (1D seconds, STR or DEX).

Navigation
Navigation is the planetside counterpart of astrogation, covering plotting courses and finding directions on the ground.

Plotting a Course Using an Orbiting Satellite Beacon: Average (8+) Navigation check (1D x 10 minutes, INT or EDU).
Avoiding Getting Lost in Thick Jungle: Difficult (10+) Navigation check (1D hours, INT).

Persuade
Persuade is a more casual, informal version of Diplomat. It covers fast talking, bargaining, wheedling and bluffing. It also covers bribery or intimidation.

Bluffing Your Way Past a Guard: Opposed Persuade check (1D minutes, INT or SOC).
Haggling in a Bazaar: Opposed Persuade check (1D minutes, INT or SOC).
Intimidating a Thug: Opposed Persuade check (1D minutes, STR or SOC).
Asking the Alien Space Princess to Marry You: Formidable (14+) Persuade check (1D x 10 minutes, SOC).

Pilot
The Pilot skill specialities cover different forms of spacecraft. See Spacecraft Operations chapter for more details.

SPECIALITIES
Small Craft: Shuttles and other craft under 100 tons.
Spacecraft: Trade ships and other vessels between 100 and 5,000 tons.
Capital Ships: Battleships and other ships over 5,000 tons.

Profession
A Traveller with a Profession skill is trained in producing useful goods or services. There are many different Profession specialities, but each one works the same way – the Traveller can make a Profession check to earn money on a planet that supports that trade. The amount of money raised is Cr250 x the Effect of the check per month. Unlike other skills with specialties, levels in the Profession skill do not grant the ability to use other specialties at level 0. Each specialty must be learned individually. Someone with a Profession skill of 0 has a general grasp of working for a living but little experience beyond the most menial jobs.

There are a huge range of potential specialities for this skill, one for every possible profession in the universe. Some examples suitable to a science fiction setting are given here. Also note that on some worlds other skills, such as Animals or Computer, may be used to earn a living in the same manner as Profession skills.

SPECIALITIES
- **Belter:** Mining asteroids for valuable ores and minerals.
- **Biologicals:** Engineering and managing artificial organisms.
- **Civil Engineering:** Designing structures and buildings.
- **Construction:** Building orbital habitats and megastructures.
- **Hydroponics:** Growing crops in hostile environments.
- **Polymers:** Designing and using polymers.

Recon
A Traveller trained in Recon is able to scout out dangers and spot threats, unusual objects or out of place people.

Working Out the Routine of a Trio of Guard Patrols: Average (8+) Recon check (1D x 10 minutes, INT).
Spotting the Sniper Before he Shoots You: Recon check (1D x 10 seconds, INT) opposed by Stealth (DEX) check.

Science
The Science skill covers not just knowledge but also practical application of that knowledge where such practical application is possible. There are a large range of specialities.

SPECIALITIES
- **Archaeology:** The study of ancient civilisations, including the previous Imperiums and Ancients. It also covers techniques of investigation and excavations.
- **Astronomy**: The study of stars and celestial pheonomena.
- **Biology:** The study of living organisms.
- **Chemistry:** The study of matter at the atomic, molecular, and macromolecular levels.
- **Cosmology**: The study of universe and its creation.
- **Cybernetics:** The study of blending living and synthetic life.
- **Economics:** The study of trade and markets.
- **Genetics:** The study of genetic codes and engineering.
- **History:** The study of the past, as seen through documents and records as opposed to physical artefacts.
- **Linguistics:** The study of languages.
- **Philosophy:** The study of beliefs and religions.
- **Physics:** The study of the fundamental forces.
- **Planetology:** The study of planet formation and evolution.
- **Psionicology:** The study of psionic powers and phenomena.

- **Psychology:** The study of thought and society.
- **Robotics:** The study of robot construction and use.
- **Sophontology:** The study of intelligent living creatures.
- **Xenology:** The study of alien life forms.

Remembering a Commonly Known Fact: Routine (6+) Science check (1D minutes, EDU).
Researching a Problem Related to a Field of Science: Average (8+) Science check (1D days, INT).

Seafarer
The Seafarer skill covers all manner of watercraft and ocean travel.

SPECIALITIES
- **Ocean Ships:** For motorised sea-going vessels.
- **Personal:** Used for very small waterborne craft such as canoes and rowboats.
- **Sail:** This skill is for wind-driven watercraft.
- **Submarine:** For vehicles that travel underwater.

Stealth
A Traveller trained in the Stealth skill is adept at staying unseen, unheard, and unnoticed.

Sneaking Past a Guard: Stealth check (1D x 10 seconds, DEX) opposed by Recon (INT) check.
Avoiding Detection by a Security Patrol: Stealth check (1D minutes, DEX) opposed by Recon (INT) check.

Steward
The Steward skill allows the Traveller to serve and care for nobles and high-class passengers. It covers everything from proper address and behaviour to cooking and tailoring, as well as basic management skills. A Traveller with the Steward skill is necessary on any ship offering High Passage. See Spacecraft Operations chapter for more details.

Cooking a Fine Meal: Average (8+) Steward check (1D hours, EDU).
Calming Down an Angry Duke who has Just Been Told you Will not be Jumping to his Destination on Time: Difficult (10+) Steward check (1D minutes, SOC).

Streetwise
A Traveller with the Streetwise skill understands the urban environment and the power structures in society. On his homeworld and in related systems, he knows criminal contacts and fixers. On other worlds, he can quickly intuit power structures and can fit into local underworlds.

Finding a Dealer in Illegal Materials or Technologies: Average (8+) Streetwise check (1D x 10 hours, INT).
Evading a Police Search: Streetwise check (1D x 10 minutes, INT) opposed by Recon (INT) check.

Survival
The Survival skill is the wilderness counterpart of the urban Streetwise skill – the Traveller is trained to survive in the wild, build shelters, hunt or trap animals, avoid exposure and so forth. He can recognise plants and animals of his homeworld and related planets, and can pick up on common clues and traits even on unfamiliar worlds.

Gathering Supplies in the Wilderness to Survive for a Week: Average (8+) Survival check (1D days, EDU).
Identifying a Poisonous Plant: Average (8+) Survival check (1D x 10 seconds, INT or EDU).

Tactics
This skill covers tactical planning and decision making, from board games to squad level combat to fleet engagements. For use in combat, see Combat chapter.

SPECIALITIES
- **Military:** Co-ordinating the attacks of foot troops or vehicles on the ground.
- **Naval:** Co-ordinating the attacks of a spacecraft or fleet.

Developing a Strategy for Attacking an Enemy Base: Average (8+) Tactics (military) check (1D x 10 hours, INT).

Vacc Suit
The Vacc Suit skill allows a Traveller to wear and operate spacesuits and environmental suits. A Traveller will rarely need to make Vacc Suit checks under ordinary circumstances – merely possessing the skill is enough. If the Traveller does not have the requisite Vacc Suit skill for the suit he is wearing, he suffers DM-2 to *all* skill checks made while wearing a suit for each missing level. This skill also permits the character to operate advanced battle armour.

Performing a Systems Check on Battle Dress: Average (8+) Vacc Suit check (1D minutes, EDU).

CHAPTER THREE

COMBAT

As the Travellers journey through the cities and wilds of worlds they visit, they will encounter both men and beasts. While battle involving high-powered technological weaponry is often best avoided, at times the only way encounters can be dealt with is by force. Combat in *Traveller* is designed to be deadly, especially if there is a gap in technology between combatants.

The combat system is based on the skill system. Firing a gun, swinging a sword or ordering troops into battle are all skill checks; respectively, Gun Combat, Melee, and Leadership checks. The main difference between combat and a regular skill check is that timing and situational awareness play a much bigger part in combat. Travellers will have to move between cover and avoid being hit by the lethal weaponry common on the battlefields of the far future.

Firing a gun, swinging a sword or throwing a grenade are all combat actions, but a combat action need not be an attack – jamming communications, giving orders, or applying first aid are also combat actions.

INITIATIVE

At the start of any combat, every Traveller makes either a DEX or INT check (it pays to be quick of hand or quick of the mind). The Effect of this check is his Initiative for the duration of the combat and will reflect when he gets to act in a combat round. Those with higher Initiatives act quicker than those with lower Effects.

Travellers may freely delay their action until later in the turn. The initiative roll simply indicates the first opportunity to act.

Opposing Forces

If he so wishes, the referee may make just one DEX or INT check for all of the forces under his control, using the highest DEX or INT score of the non-player characters he controls. This will speed up the game a great deal, especially if there are many characters fighting the Travellers.

Ambushes

With high-powered weaponry routinely available in Traveller, victory in battle will often go to the side that has managed to surprise or ambush its enemy.

If one side is aware of the presence of the other but the other is unaware that they are nearby, then an ambush has taken place.

The side that is aware that combat is about to begin gains DM+6 to its Initiative check for the first round only. The side that is not aware it is about to be attacked suffers DM-6 for the first round only.

Tactics

So long as they are not surprised, one Traveller (or combatant under the referee's control) may make a Tactics check at the start of a combat. The Effect of this check is then applied to the Initiative of everyone on the same side.

Maps

The Referee may prepare detailed maps or even models of battlefields and encounter areas, or just use sketch maps or descriptions. However, in most simple firefights, you should find this is not necessary.

Traveller uses a scale of 1.5 metres per map square or hex for personal combat.

In most combats, the combatants begin at Medium range. See page 73 for more details about range.

THE COMBAT ROUND

Each combat round lasts around six seconds of game time.

In each combat round, each Traveller may perform a Minor Action and a Significant Action. Travellers take these actions in Initiative order, starting with those who rolled the highest Initiative check. If two or more Travellers are acting on the same Initiative order, the one with the highest DEX score will go first. If they are still tied, they will act simultaneously.

When it is a Traveller's turn to act, he takes both his Minor and Significant Actions at the same time before play moves onto another Traveller.

Once every Traveller has had a chance to act the combat round is over, and a new combat round begins. Every Traveller retains their first Initiative score for every combat round.

Action Summary

In every round a Traveller can…

- Perform one Significant Action and one Minor Action.

Or

- Perform three Minor Actions.

They may also…

- Perform any number of Reactions.
- Perform any number of Free Actions (though the referee is free to impose a limit according to circumstances).

SIGNIFICANT ACTIONS

A Traveller may perform one Significant Action in every combat round, chosen from those below.

Attack

The most common Significant Action used in combat is to attack. An attack is an attempt to damage or injure an enemy with either a melee or ranged weapon, such as a knife or a rifle.

The Traveller declares he is going to attack and selects a target. The target may then choose a Reaction. The Traveller then makes an appropriate skill check and, as normal for any Average skill check, if he scores 8+, the attack is successful and damage is dealt to the target (see Damage on page 73).

The standard skill checks used when making an attack are as follows.

Melee Attack

2D + Melee (appropriate speciality) +STR or DEX DM

Ranged Attack

2D + Gun Combat (appropriate speciality) + DEX DM

Some ranged weapons will use a skill other than Gun Combat. A rocket launcher, for example, will use Heavy Weapons (man portable), while grenades and any other weapons that are thrown will use Athletics (dexterity).

When using weapons of this nature, simply substitute Gun Combat with the appropriate skill.

Common Modifiers to Ranged Attacks

Modifiers are commonly used to influence Gun Combat (or Heavy Weapons or Athletics) checks when attacking as shown on the table below.

Minor Actions

Instead of performing a Significant Action, a Traveller may instead perform two Minor Actions in its place, giving him a total of three Minor Actions in that combat round (the two from the Significant Action, plus the one Minor Action he receives every round anyway).

Miscellaneous

A Traveller may make a skill check or do something else as a Significant Action when it requires his full attention, concentration, complicated physical or mental actions, or a combination thereof. These include the following.

- Applying first aid to a wounded comrade.
- Trying to bypass a security system to gain access to a bunker.
- Using a psychic power.
- Issuing orders to followers.
- Calling in an ortillery strike.

MINOR ACTIONS

A Traveller can normally perform a single Minor Action in a combat round, though he may perform up to three if he foregoes his Significant Action.

Common Modifiers

Bonuses		Penalties	
Aiming	+1 per action spent Aiming	Fast Moving Target	-1 for every full 10 metres of target movement relative to the attacker
Laser Sight	+1 if Aiming	Long Range	-2
Short Range	+1	Extreme Range	-4
—	—	Target in Cover	-2
—	—	Prone Target	-1

Aiming
A Traveller who spends a Minor Action aiming at a target will receive DM+1 to his next ranged attack on the target, so long as he does nothing else but aim. A Traveller may use consecutive Minor Actions to aim, gaining a maximum of DM+6 to an attack if he is able to spend six consecutive Minor Actions aiming at the same target while doing nothing else.

Changing Stance
A Traveller may stand, crouch or lie prone as a Minor Action.

Drawing/Reloading
Most weapons require a Minor Action to draw or otherwise make ready for combat, and a Minor Action to reload once they have run out of ammunition. If a weapon requires a longer time for either, this will be noted in its description.

Movement
The Traveller may move a number of metres up to his Movement score (for humans and most humanoid Travellers, this will be 6 metres). Difficult terrain, such as ruins or mud will halve a Traveller's Movement. Being prone will also quarter a Traveller's Movement score.

Note that some aliens and animals have different Movement scores and this will be noted in their descriptions.

Miscellaneous
A Traveller may make a skill check or do something else as a Minor Action if it does not require his full attention, concentration, complicated physical or mental actions. These include the following.

- Spotting a good sniping position.
- Identifying equipment used by an enemy.
- Picking something off the ground or nearby surface.

FREE ACTIONS
These are actions that can be accomplished so quickly that they do not even warrant a Minor Action. This includes shouting a warning or pushing a button, for example.

A Traveller may perform as many Free Actions in a combat round as he wishes, though the referee is free to impose a limit if he decides the Traveller is attempting to do too much.

EXTENDED ACTIONS
Some skill checks take longer than a single combat round to complete. A Traveller may be attempting to download valuable data from a computer as a firefight erupts around him, for example, or he may be desperately trying to fix the engine of an air/raft so he and his friends can escape an ambush.

When performing a skill check that will take longer than a combat round, roll for a suitable timeframe, as shown on page 60. This will indicate how long it will take to complete the skill check. Note that a Traveller can sometimes opt to go faster or slower on such a check as also shown on the same page.

If a Traveller sustains damage while performing an Extended Action, he must make an immediate check with the skill he is currently using, with the amount of damage sustained as a negative DM. If he fails the skill check, this round's work will not count towards the completion of the task. Failure with an Effect of –6 or less will ruin the task completely and the Traveller will have to start again from scratch.

LEADERSHIP
The Traveller can pass orders, commands and suggestions to comrades fighting on the same side. To do this, the Traveller makes a Leadership check. The Effect of this check is the number of Boons the Traveller can give to any skill checks (including attack rolls) to other Travellers on the same side. The Traveller must be able to freely communicate to another Traveller in order to grant a Boon.

However, bad leadership can end a battle quicker than good leadership can win one. If the Effect of the Leadership check is negative, the opposing side may inflict a number of Banes equal to the Effect to combatants on the Traveller's side.

REACTIONS
A Traveller who is about to be attacked can react, either dodging a shot or parrying a blow.

This is called a Reaction, and a Traveller can perform an unlimited amount of Reactions in every combat round. However, every time a Traveller performs a Reaction, he will suffer DM-1 on his next set of actions.

Dodging
A Traveller who is dodging will inflict a penalty equal to his DEX DM or Athletics (dexterity), whichever is higher, to his attacker's attack roll. Every attack must be dodged separately, so if a Traveller is shot at by two enemies in the same round, he can dodge both but will suffer DM-2 on his next actions.

Both ranged and melee attacks may be dodged.

Diving for Cover

This is similar to dodging but instead of just ducking down or away from an attack, a Traveller will be throwing himself to the ground, hopefully behind something solid. A Traveller may only dive for cover from ranged attacks.

A Traveller diving for cover will inflict a DM-2 on the attack roll of every attacker who targets him in this combat round, and may get a bonus to his Armour.

He may dive behind any object within 1.5 metres of his current position. If there is no suitable cover nearby, the Traveller only inflicts DM-1 on any attack rolls made against them, for being a prone target.

However, a Traveller diving for cover will forgo his next actions – he is too busy trying to avoid being hurt!

Parrying

A Traveller in close combat may attempt to parry an opponent's attack as a Reaction. In so doing, he will inflict his Melee skill as a negative DM to the attacker's attack roll.

Melee Attacks

When a Traveller is within 2 metres of an enemy, they are said to be locked in close combat. At this very short range, certain rules apply.

- Melee attacks may be made (see page 71).
- Neither the Traveller nor his enemy may attack any other target other than those they are in close combat with.
- Only single-handed ranged weapons, such as pistols, may make ranged attacks against a target in close combat. Note that a pistol *can* be parried in close combat, representing the weapon getting knocked aside.
- Larger weapons, such as rifles, may only be used as clubs (see page 116).
- If one combatant moves while locked in close combat, his enemy may make an immediate (and 'free') attack with DM+2 to the attack roll.

WEAPONS

A variety of weapons are available to Travellers, from humble knives and clubs, to high-powered laser rifles and plasma guns. All these weapons share some common characteristics.

Two weapons are listed at the bottom of the page as examples, a dagger and a rifle.

TL: This is the Tech Level that the weapon first appears. Generally speaking, it would be highly unusual to find a weapon on a world that has a lower Tech Level.

Range: This is the effective range of a weapon, the range at which an average user might have a chance of getting a shot on target.

Short Range: If a target lies within one quarter of a weapon's Range score, the attacker will gain DM+1 to all attack rolls made with it as he will be within the weapon's Short Range.
Long Range: If a target is beyond the weapon's Range but less than twice the Range away, it is at Long Range. The attacker will suffer DM-2 when making an attack roll.
Extreme Range: If a target is beyond the weapon's Long Range but less than four times the Range away, it is at Extreme Range. The attacker will suffer DM-4 when making an attack roll.

Note that unless a weapon has the Scope trait (see page 75), all attacks made at a range greater than 100 metres are automatically considered to be Extreme Range. This assumes the Traveller is in a combat situation – if the Traveller is in a no-stress environment, the referee is free to increase this to 300 metres.

Damage: This is the base amount of damage dealt by the weapon when it successfully hits a target. Damage is covered in more detail on page 74.

Kg: A simple measure of the mass of the weapon. This will affect how much a Traveller can carry.

Cost: The cost of buying the weapon, in Credits.

Magazine: Most ranged weapons are capable of holding more than one round or projectile before they need reloading. How many shots can be fired before reloading is necessary is noted here,

Magazine Cost: This is simply the cost of a spare magazine that will fully reload the weapon.

Traits: Some weapons have special rules. These will be listed here and are covered in more detail on page 75.

DAMAGE

Each weapon in Traveller lists the damage it inflicts as a number of dice. A rifle, for example, has a Damage score of 3D.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Dagger	1	Melee	1D+2	1	Cr10	—	—	—
Rifle	5	500 m	3D	5	Cr200	20	10	—

Damage and Effect

The Effect of an attack roll is always applied to the damage of a weapon *unless* the weapon is Destructive or a weapon is being used on a target of a smaller scale (See page 157).

When characteristics have been eroded by damage, their DMs should be recalculated and the impaired DM is used until the damage is healed.

Upon a successful attack, damage is rolled for, with the Effect of the attack roll added to the total.

Damage is initially applied to a target's END. If a target is reduced to 0 END, then any excess damage is deducted from the target's STR or DEX (target's choice of which).

If either STR or DEX are reduced to 0, the Traveller becomes unconscious and any further damage is deducted from the remaining physical characteristic.

If all three physical characteristics (STR, DEX and END) are reduced to 0, the Traveller has been killed.

Healing damage is covered on page 78.

Melee Attacks

When a melee attack is successful, the attacker adds their STR DM to the damage rolled for the weapon. Bigger things hit harder!

Armour

Armour reduces the damage sustained in an attack by the value of its Armour score. An attack with an Effect of 6 or more always inflicts at least one point of damage, regardless of the actual damage rolled for or the Armour score.

Some weapons have the AP, or Armour Piercing, trait. These weapons ignore an amount of Armour equal to their AP score.

Cover

When the bullets start flying, Travellers are advised to take cover behind something solid, ducking back when shot at and popping up to return fire.

A Traveller using cover to shield himself while engaging in combat inflicts a DM-2 against all ranged attacks made against him.

Hiding

If a Traveller is able to position himself completely in cover so the enemy cannot see him and chooses not to make any attacks, he can hide.

However, if an enemy is aware of the Traveller's presence, he can still be attacked. The Traveller gains all the benefits of cover, but also gains a bonus to his Armour protection (or giving the Traveller an Armour score if it did not already have one). The amount of bonus Armour a target receives depends on the type of cover it is hiding behind.

If a Traveller could potentially claim cover from two different types of cover (for example, he has ducked down behind a ground car within a forest, and also has trees between himself and his attacker) then he only receives an Armour bonus from the most effective cover.

The following table gives some examples of Armour bonuses granted by cover. The referee is free to devise his own based on the values of this table.

Cover	Bonus Armour
Vegetation	+2
Tree Trunk	+6
Stone Wall	+8
Civilian Vehicle	+10
Armoured Vehicle	+15
Fortifications	+20

DESTRUCTIVE WEAPONS

Some weapons are so powerful, they are capable of blasting apart small vehicles with a single shot. Such weapons are referred to as being Destructive.

A Destructive weapon is noted in its Damage score with two Ds (for example, if a weapon was listed as having Damage 3DD, it would be Destructive, rolling three dice for damage).

A Destructive weapon multiplies the total rolled for Damage by 10. Effect is never added to the damage of a Destructive weapon.

GRAPPLING

In close combat, a Traveller may try to wrestle or restrain his enemy, rather than simply hitting him.

To grapple an enemy, the Traveller makes an opposed Melee (unarmed) check, using either their STR or DEX DM, against their target. The winner of this check may choose to do one of the following.

- Force his opponent prone on the ground.

- Disarm his opponent. If the Effect is 6+, he may take his opponent's weapon.
- Throw his opponent 1D metres, causing 1D damage. This automatically ends the grapple.
- Inflict damage equal to 2 + the Effect of the Melee check. This damage ignores any armour.
- Inflict damage using a pistol or small blade-sized weapon.
- Escape and move away (as a normal movement action), ending the grapple.
- Drag his opponent up to 3 metres.
- Continue the grapple with no other effect.

While involved in a grapple, the Traveller may do nothing except make opposed Melee (unarmed) checks.

DUAL WEAPONS

Under some circumstances, a referee may allow a Traveller to use two weapons at the same time. These have to be weapons that can be reasonably be used in a single hand each, such as two blades, two pistols, or a blade and pistol.

If a Traveller is using two weapons at the same time, he may attack with both in the same combat round. However, he may not aim with either, and will suffer DM-2 on the attack rolls for both. This penalty will not apply if the Traveller is carrying two weapons but only attacks with one.

WEAPON TRAITS

Some weapons have additional special rules that will greatly affect their use. These special rules are listed under the Traits section of a weapon's description and are detailed here.

AP X: This weapon has the ability to punch through armour through the use of specially shaped ammunition or high technology. It will ignore an amount of Armour equal to the AP score listed. Spacecraft Scale targets (see page 157) ignore the AP trait unless the weapon making the attack is also Spacecraft Scale.

Auto X: These weapons fire multiple rounds with every pull of the trigger, filling the air with a hail of fire. A weapon with the Auto trait can make attacks in three fire modes: single, burst, and full auto. Attacks using the Auto trait lose any benefits gained from aiming.

Single: Attacks are made using the normal combat rules.
Burst: Add the Auto score to damage. This uses a number of rounds equal to the Auto score.
Full Auto: Make a number of attacks equal to the Auto score. These attacks can be made against separate targets so long as they are all within six metres of one another. Full auto uses a number of rounds equal to three times the Auto score.

A weapon cannot use the Auto trait in the same action as the Scope trait or aiming action.

Blast X: This weapon has an explosive component or is otherwise able to affect targets spread across a wide area. Upon a successful attack, damage is rolled against every target within the weapon's Blast score in metres. Dodge Reactions may not be made against a Blast weapon, but targets may dive for cover. Cover may be taken advantage of if it lies between a target and the centre of the weapon's Blast.

Bulky: A Bulky weapon has a powerful recoil or is simply extremely heavy – this makes it difficult to use effectively in combat by someone of a weak physical stature. A Traveller using a Bulky weapon must have STR 9 or higher to use it without penalty. Otherwise, all attack rolls will have a negative DM equal to the difference between their STR DM and +1.

Radiation: When a Radiation weapon is fired, the target will receive 2D x 20 rads, multiplied by 5 for Spacecraft scale weapons. This effect extends from the firer, target and line of fire a distance in metres equal to the number of dice the weapon rolls for damage. If the fusion weapon is Destructive, this distance becomes ten times the number of dice rolled for damage.

Scope: The weapon has been fitted with vision-enhancing sights, allowing it to put shots on target from far greater ranges. A weapon with the Scope trait ignores the rule that limits all attacks made at a range greater than 100 metres are automatically Extreme Range, so long as the Traveller aims before shooting.

Smart: This weapon has intelligent or semi-intelligent rounds that are able to guide themselves onto a target. They gain a DM to their attack rolls equal to the difference between their TL and that of the target, to a minimum of DM+1 and a maximum of DM+6.

Stun: These weapons are designed to deal non-lethal damage, incapacitating a living target rather than killing it. Damage is only deducted from END, taking into account any armour. If the target's END is reduced to 0, the target will be incapacitated and unable to perform any actions for a number of rounds by which the damage exceeded his END. Damage received from Stun weapons is completely healed by one hour of rest.

Very Bulky: Some weapons are designed only for the strongest combatants. A Traveller using a Very Bulky weapon must have STR 12 or higher to use it without penalty. Otherwise, all attack rolls will have a negative DM equal to the difference between their STR DM and +2.

Zero-G: This weapon has little or no recoil, allowing it to be used in low or zero gravity situations without requiring an Athletics (dexterity) check.

C H A P T E R - F O U R

ENCOUNTERS AND DANGERS

When adventuring through the universe, a Traveller has a great deal more to be worried about than finding himself in the middle of a battle. This chapter covers the dangers and hazards that can be found among the stars, and how Travellers can avoid them.

ENVIRONMENTAL DANGERS

Most life-bearing worlds feature biology completely incompatible with alien visitors, so Travellers are utterly unaffected by their native pathogens. The exceptions are typically planets where everything is inimical to human life. Alien diseases that affect humans are comparatively rare, most of which are mutations or engineered variants of diseases originally from Earth. Panacea drugs can aid the immune system resist infection on unfamiliar worlds. Poisons are rarer, but more dangerous – injecting an unfamiliar chemical into your bloodstream is never a good idea.

Diseases

Diseases reduce a Traveller's characteristics, starting with END. The Traveller must make a series of END checks to resist the effects of the disease. If the Traveller fails an END check, he takes the listed damage and must make another END check a few hours or days later, depending on the Interval of the disease. Once an END check has been passed, the Traveller has fought off the disease. At the referee's discretion, some more tenacious diseases may require multiple successful checks to shake off.

Disease	END check Difficulty	Damage	Interval
Anthrax	Very Difficult (12+)	2D	1D days
Biological Weapon	Formidable (14+)	3D	1D hours
Pneumonia	Average (8+)	1D	1D weeks
Regina Flu	Routine (6+)	1D-2	1D days

Falling

A Traveller who falls on a 1-gravity world suffers 1D damage for every two metres he falls. High- or low-gravity worlds (see Gravity opposite) will increase or decrease the damage by 1D for every four metres fallen. A Traveller who make a successful Athletics check can reduce the distance fallen for the purposes of calculating damage by a number of metres equal to the Effect of his check.

Armour does not protect against damage sustained from falling.

Fatigue

A Traveller can become fatigued in several ways.

- After staying awake for a number of hours greater than his END + 18.
- After performing heavy labour for a number of hours greater than his END.
- After making a number of consecutive melee attacks greater than his END in a single combat.

A fatigued Traveller suffers a Bane to all checks until he rests. At the referee's discretion, continuing exhausting work while already fatigued can result in the Traveller falling unconscious. Various drugs and treatments can relieve fatigue.

Poisons

Poisons operate in the same way as diseases, but generally work much faster and often have a wider range of effects.

Disease	END check Difficulty	Damage	Interval
Arsenic	Difficult (10+)	2D	1D minutes
Tranq Gas	Difficult (10+)	Unconscious	1D seconds
Neurotoxin	Very Difficult (12+)	1D INT	1D seconds

Gravity

Grav plates are common on spacecraft and space stations and so Travellers may spend most of their lives in comfortable Earth-like gravity (1G). However, grav plates can malfunction and once a Traveller steps off their ship onto the surface of a world, they become subject to the often brutal effects of gravity.

High Gravity: Environments that have a gravity of 1.4 G or more (typically worlds of Size 10) are classed as being High Gravity. Humans find high-gravity worlds unpleasant. Especially high-gravity worlds require the use of pressured or powered suits to support the human frame. Travellers on high-gravity worlds suffer DM-1 to all skill checks until they acclimatise, a process which takes 1D weeks. Travellers with the Athletics (strength) skill acclimatise automatically.

Low Gravity: Environments that have a gravity of 0.7 G or less (typically worlds of Size 6 or smaller) are classed as being Low Gravity. Humans tend to find

life on low-gravity worlds to be initially pleasant, but regular exercise regimes and medicinal supplements are required to prevent bone and muscle degradation. Those who spent too long on low-gravity worlds cannot tolerate higher gravities. Travellers on low-gravity worlds suffer DM-1 to all physical skill checks until they acclimatise, a process which takes 1D weeks. Travellers with the Athletics (dexterity) skill acclimatise automatically.

Zero Gravity: A Traveller in a zero gravity situation suffers all the effects of low gravity (the world Size is assumed to be 0). In addition, he must be careful to watch for things that can affect his momentum – most notably, firing weapons that have recoil.

Every time the Traveller uses a ranged weapon that does not have the Zero-G trait or any close combat weapon, he must make an Average (8+) Athletics (dexterity) check or not only automatically miss his target but start to spin helplessly out of control.

A Traveller spinning out of control in zero gravity may regain control with an Average (8+) Athletics (dexterity) check.

Radiation

Radiation is a constant danger throughout space. Spacecraft hull materials shield against most radiation; coupled with the added protection offered by hydrogen fuel tanks lining the inner hull means that the exposure suffered by most spacers is only a few times that of a planetside. Travellers in vessels flying too close to a star or with breached hulls or damaged reactors do risk exposure, and the presence of harmful radiation on worlds or in combat means Travellers must be wary when they step off their ships.

Radiation exposure is measured in rads. Once a Traveller has absorbed a certain number of rads, he will suffer the effects of radiation. One problem with radiation exposure is that while physical symptoms can be treated and may heal, the cumulative effects of the radiation itself never go away. The Traveller's rads must be kept track of and further exposure adds to what the Traveller is already suffering until a deadly level is reached. Accumulated rads can only be removed by using anti-rad drugs.

Radiation effects are suffered each time a Traveller is exposed to radiation, and as a result of cumulative rads over time. Thus a Traveller who has absorbed 75 rads in the past and subsequently recovered from the effects, who then absorbs another 20 rads from a solar flare, now has a total of 95 rads, whether he suffers any serious effects this time or not. He is fast approaching a moderate dose, as shown on the Radiation Effects table.

Radiation Effects

Immediate Radiation Exposure	Effects	Cumulative Radiation Exposure	Effects
50 rads or less	None	50 rads or less	None
51-150 rads	1D damage, Nausea (-1 to all checks until medical treatment received)	51-150 rads	None
151-300 rads	2D damage	151-300 rads	-1 END permanently
301-500 rads	4D damage, hair loss	301-500 rads	-2 END permanently
501-800 rads	6D damage, sterile	501-800 rads	-3 END permanently
801 rads or more	8D damage, internal bleeding	801 rads or more	-4 END permanently

Travellers exposed to a weapon with the Radiation trait will receive a one-time dose of radiation. Entering a radioactive area or being exposed to a leak or solar flare will cause exposure each round or hour respectively.

Radiation Exposure

Radiation Source	Rads Received
Minor reactor leak	2D/hour
Serious reactor leak	2D/20 minutes
Minor solar flare	1D x 100/hour
Major solar flare	3D x 100/hour
Radiation weapon	2D x 20

Vacc suits and other measures of protection reduce radiation exposure, as shown on page 96. The hull of a spacecraft decreases the radiation exposure of those inside by 500.

Solar flares are therefore still dangerous even to a starship, so when a serious flare is detected vessels usually try to hide behind asteroids, moons, etc. Orbital stations in systems with a lot of flare activity have layers of radiation-absorbent materials and personnel sanctuaries with even more protection, and can ride out even the worst flares. This level of protection is too bulky for all but the most specialised starships.

Suffocation

A spacecraft or self-contained, sealed structure with power can usually sustain life support for one person per stateroom for one month comfortably, and for six months at a stretch (number of staterooms x 5,000 person/hours). Without power, this drops to two weeks at

Temperature Table

Heat	Effect	Cold	Effect
50º (very hot desert)	1D/hour	-25º (Arctic)	1D/hour
200º (~Mercury)	1D/round	-50º (~Mars)	2D/hour
500º (~Venus)	2D/round	-200º (~Pluto)	1D/round
Burning Torch	1D/round	Freezer Berth	1D/round
Welding Torch	2D/round	Liquid Nitrogen	2D/round
Inferno	3D/round	—	—

most. Various shelters will list the amount of air and life support available if they differ.

Without life support, a Traveller begins to suffocate, suffering 1D damage each minute. A Traveller who is utterly without air (such as one who being smothered or strangled, or who has been thrown out of an airlock) suffers 1D damage each round instead.

Temperature
Unusually hot or cold worlds can cause damage (starting with END) unless the Travellers are suitably protected. Temperatures are in Celsius.

Vacuum
If a Traveller finds himself outside of a spacecraft without a vacc suit, in the cold vacuum, he is in very big trouble.

Bubbles will start forming in the bloodstream, any air in the lungs will cause them to explode, eyeballs will burst from their sockets and skin will stretch as the body expands. In short, the Traveller will have seconds at best to get back to safety.

Any Traveller exposed to vacuum will suffer a cumulative 1D damage every round. Thus, the Traveller will suffer 1D damage in the first round, 2D damage in the second round, 3D damage in the third, and so on.

In addition, the Traveller will also absorb 2D x 10 rads every round if they are actually in space, rather than a planetside vacuum chamber.

Weather
High winds and torrential rain inflict DM-1 to all skill checks made in the teeth of the weather, depending on the intensity of conditions. Unusual weather effects include flammable methane clouds, rain of sulphuric acid, mists of poisonous gas, flash floods, and carbon dioxide glaciers subliming to gas in the heat of the Traveller's footsteps...

HEALING
With all the dangers present throughout the galaxy, it is inevitable that Travellers will get hurt. Fortunately, there are several options to heal and repair oneself.

There are two forms of healing – medical treatment and natural healing. Note that failed Medic checks can easily end up causing the patient more damage - we recommed you see trained doctors only!

Medical Treatment
First Aid: Applying first aid restores a number of characteristic points equal to the Effect of the Medic check. Points restored by first aid are divided as desired among all damaged physical characteristics. First aid must be initiated within one minute of the injury.

Surgery: A Traveller who still has three damaged characteristics after first aid has been applied requires surgery. Surgery restores characteristic points just like first aid but if the check is failed the patient loses more characteristic points equal to 3+ the Effect of the Medic check. Surgery requires a hospital or sickbay. Once one characteristic is back to its maximum level the patient can benefit from medical care.

Medical Care: A Traveller who has only one or two damaged characteristics after first aid has been applied, or who has had one of his three physical characteristics restored to normal through surgery, can benefit from medical care. Medical care restores 3+ the Traveller's END DM + the doctor's Medic skill in characteristic points per day, divided evenly among all damaged characteristics. Medical care requires a hospital or sickbay and for the Traveller to undergo full bed rest.

In high technology hospitals, standard procedure in most cases is to use Medicinal Slow to hasten healing.

For example, Morn is mauled by an alien predator while exploring a strange moon. He is able to drive the predator off with his pistol, wounding it. Morn has suffered damage to all three of his characteristics – he has lost 10 END, 5 DEX and 3 STR. Kathya applies first aid, bringing Morn's STR back up to its maximum level. With only two characteristics now wounded, Morn qualifies for medical care and, once in their ship's sickbay, is quickly restored to health.

Augmentation and Medical Care: Cybernetic or genetic augments can interfere with medical treatment. All medical care or surgery Medic checks treating a

Traveller suffer a negative DM equal to the difference in Technology Level between the medical facility and the highest relevant implant. For example, a Traveller with TL13 Enhanced Vision being treated in a TL10 hospital would give DM-3 to the surgeon's Medic checks.

Mental Characteristics: Other than Psionic Strength, characters may also suffer damage to their INT or EDU (the latter reflecting loss of memory). Unless otherwise specified, each mental characteristic heals at a rate of one point each per day.

Natural Healing

An injured Traveller regains a number of characteristic points equal to his 1D + END DM per day of full rest.

A Traveller who requires surgery only regains characteristic points equal to his END DM per day of rest, which means that the Traveller may never heal naturally and will even get worse if his END DM is currently negative (and it probably will be...).

Unconsciousness

An unconscious Traveller may make an END check after every minute. If successful, he regains consciousness. If he fails, he must wait another minute before trying again, this time with a cumulative DM+1 for every previous check failed.

ENCOUNTERS

Throughout their adventures, Travellers will have the opportunity to meet many strange animals, aliens, robots and other potential hostiles. When the referee determines an encounter has occurred, it will be important for him to know exactly where any potential hostiles are and when players will become aware of them.

During encounters, a range band system is used for convenience, as shown on the Range Band table.

Range Band

Range	Distance to Target
Close	Up to 5 metres
Short	5-10 metres
Medium	11-50 metres
Long	51-250 metres
Very Long	251-500 metres
Distant	501-5000 metres
Very Distant	Over 5 kilometres

When an encounter occurs, the referee should roll on the Encounter Distance table below to determine when the players might first become aware of the potential danger. There are a variety of modifiers given here to reflect specific situations but the referee should feel free to further modify the results based on circumstances. For example, if the players are being tracked by hit men in a crowded city street, they are unlikely to spot them at Distant range (over 500 metres). However, this could be entirely possible if the hit men are not on foot but flying above the street in an air/raft...

Encounter Distance

2D	Range Band
2 or less	Close
3	Short
4-5	Medium
6-9	Long
10-11	Very Long
12 or more	Distant

Apply the following modifiers:

Clear Terrain	DM+3
Forest or Woods	DM-2
Crowded Area	DM-2
In Space	DM+4
Target is a Vehicle	DM+2 for every 10 Hull or part of
Travellers actively looking for danger	+ highest Recon skill

Under normal circumstances, Travellers will automatically spot the target as an item of interest (at least) and be able to start taking appropriate action. However, if the target is attempting to remain hidden, perhaps get closer before launching an attack or simply to remain in place to observe passers by, the Travellers will need to spot the target before they can take any action against it.

This is normally accomplished by a simple Recon check opposed by the target's Stealth. Use of basic optical devices by the Travellers or camouflage by the target can impose modifiers of DM+1 to +3 at the referee's discretion.

However, in the technological universes of Traveller, there is always the option to use sophisticated electronic sensors, some of which are detailed in the Equipment chapter.

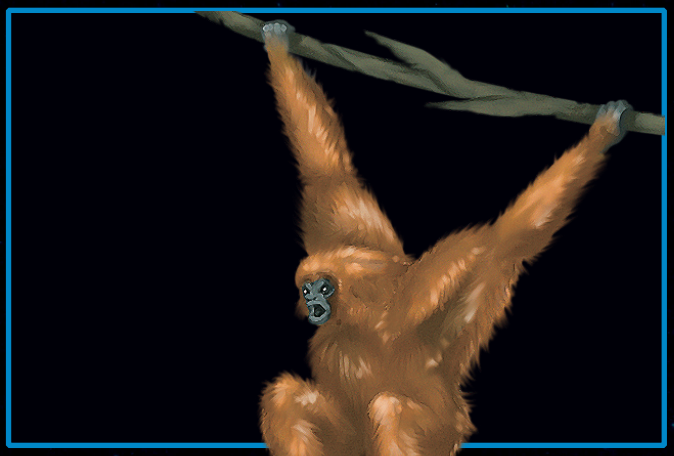
When using any kind of sensor, the Electronics (sensors) skill is used, opposed by the target's Stealth. More advanced uses of sensors and stealth are detailed in the *Vehicle Handbook*.

ANIMALS

Many worlds in the galaxy are capable of bearing life and across the galaxy evolution (or genetic engineering) has produced bizarre creatures, forming complex ecosystems very different from those of the worlds the Travellers are used to.

JUNGLE HOWLER

ANIMAL	HITS	SPEED
Jungle Howler	36	8 m
SKILLS	Athletics (dexterity) 1, Melee (claws) 2, Recon 1, Stealth 2, Survival 1	
ATTACKS	Claws (3D)	
TRAITS	Armour (+3), Heightened Senses	
BEHAVIOUR	Carnivore, Pouncer	



Animals are defined by a handful of characteristics as shown in the example here, a jungle howler – a monkey-like predator with sharp claws that attacks by leaping onto prey from treetops.

Hits: How much damage the animal can sustain before it is killed. All damage is applied to Hits, rather than STR, DEX and END as for Travellers. When an animal's Hits are reduced to zero, it is dead.

Speed: How far the animal can move in a single combat round with a Minor Action.

Skills: Any skills the animal is able to perform are listed here, together with their DM. Unless otherwise stated, all animals have Athletics 0 and Survival 0.

Attacks: Any attacks the animal is capable of are listed here, together with the damage they deal.

Traits: These are special rules the animal has which determine its abilities beyond Hits, Skills and Attacks. Some animals are Amphibious, for example, while others are Very Large.

Behaviour: Animals tend to act in very specific ways according to their place within an ecosystem, and will aid a referee in determining its actions. An animal's behavioural characteristics are detailed further on page 84.

Traits

The following traits may be applied to animals of the referee's creation.

Alarm: When panicked or under threat, this animal emits a powerful screech, odour or makes a bright visual display, alerting others of its kind to danger. At the referee's option, this will either cause all animals of the same type in the immediate area to flee, or will bring an additional 2D of them into combat.

Amphibious: The animal is equally at home on land or in the water. It will not suffocate while submerged and its movement is not affected underwater.

Armour (+X): The animal has dense layers of fat, horny plates or some other form of physical protection. It has an Armour protection score equal to the figure shown in the Armour trait.

Animal Hits

The Hits characteristic provides a quick and easy method for a referee to keep track of whether an animal is alive or dead. For most encounters, this will be sufficient but situations may arise when the players need to have a little more detail, such as when they are hunting.

Driven Off: At the referee's option, an animal may be driven off and forced to retreat if it is reduced to half of its Hits or less.

Unconscious: If an animal is reduced to a tenth of its starting Hits or less, it will be rendered unconscious (and seriously injured!).

Destroyed: If an animal suffers enough damage to reduce its Hits to a negative equal to or less than its starting Hits, its body is completely destroyed and will have little or no value for harvesting hides, meat or other materials.

Bioelectricity (+X): The animal naturally generates a powerful electric current which is discharged when it makes an attack. With each successful attack, the animal will cause an additional amount of damage with the Stun trait, as listed in its Bioelectricity trait.

Camouflaged: The animal has physical adaptations that allow it to blend into its environment, such as chameleonic skin or psionic shielding. It gains DM+2 to all Stealth checks.

Diseased (Difficulty/Damage/Interval): The animal is a carrier of disease and will infect any creature it comes into physical contact with. At the referee's option, merely being in the animal's lair may cause exposure. The difficulty, damage and interval of the disease is noted within the Diseased trait.

Echolocation: This animal has organs adapted to emit high-frequency sounds, which it uses to pinpoint objects and "observe" its surroundings with high precision. It can operate in complete darkness, though two-dimensional details (such as writing on a page) cannot be made out. Echolocation can operate in noisy environments, but can be completly blocked by sounds operating at similar high frequencies.

Fast Metabolism (+X): The animal has a heightened metabolism and very fast reactions. It gains a DM to initiative rolls equal to the figure shown in the Fast Metabolism trait.

Flyer (X): The animal has wings, air sacs, or some other method of gaining altitude and soaring. When flying, it may travel at a maximum Speed Band listed in the Flyer trait.

Heightened Senses: The animal has better hearing and sense of smell than humans. It receives DM+1 to any Recon and Survival checks it has to make.

IR/UV Vision: The animal views the world at a greatly extended electromagnetic range, encompassing at least infrared or ultraviolet wavelengths, and perhaps more. This allows it to see clearly in darkness and, at the referee's option, it may notice certain electromagnetic emissions from the equipment of Travellers.

Large (+X): The animal is extremely large and presents a huge target. All ranged attacks made against the animal gain a DM equal to the score listed in the Large trait.

Poison (Difficulty/Damage/Interval): The animal's attacks are poisoned, making them much deadlier. The difficulty, damage and interval of the poison is noted within the Poison trait.

Psionic (X): The animal has a PSI characteristic equal to the score listed in the Psionic trait. The referee should determine which talents it has access to as shown in the Psionics chapter.

How Big a Beast?

When creating a new animal for an encounter, a referee simply has to decide on a concept for the creature, assign an appropriate amount of Hits and attacks, and then record any desired Traits and Behaviour.

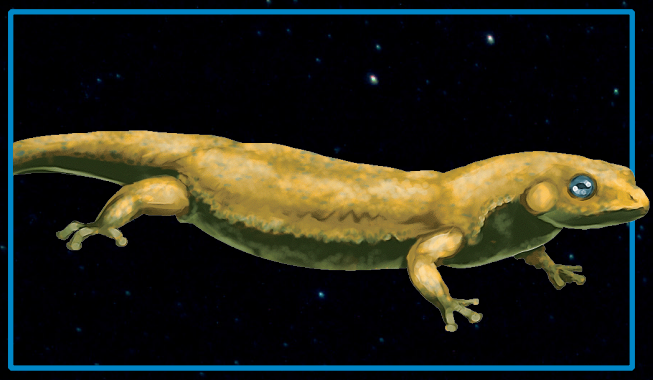
The number of Hits and attacks an animal can have may vary greatly though it will be based loosely on size. A referee need not be bound by the suggestions here and can vary Hits as he sees fit. After all, an ostrich is taller than a human but is relatively lightweight and so would have less Hits. A gorilla is of a similar size to a human but is far bulkier and so would have more Hits. However, the Animal Size table below gives some examples of various animals and suitable Hits and Large/Small Traits that the referee can base his own creations upon.

Remember, these are just guidelines. A giant floating gaseous jellyfish may be larger than a dinosaur (Large +6) but have less Hits (perhaps 12 or 14) than an average human…

Hits	Trait	Damage	Animal
1-2	Small (-4)	1	Mouse or Rat
3-5	Small (-3)	D3	Cat or Raccoon
6-7	Small (-2)	D3	Badger or Dog
8-13	Small (-1)	1D	Chimpanzee or Goat
14-28	-	1D	Human
29-35	Large (+1)	2D	Cow or Horse
36-49	Large (+2)	3D	Shark
50-70	Large (+3)	4D	Rhino
71-90	Large (+4)	5D	Elephant
91-125	Large (+5)	6D	Carnosaur
125 or more	Large (+6)	7D	Sauropod or Whale

SKITTERER

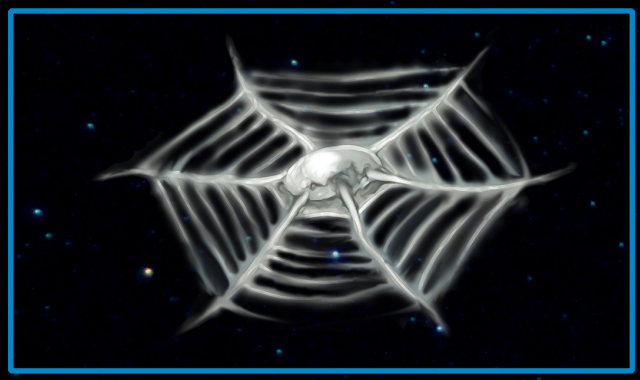
The skitterer is a small, nervous lizard that feeds on leaves.



ANIMAL	HITS	SPEED
Skitterer	8	9 m
SKILLS	Athletics (dexterity) 1, Melee (bite) 0, Recon 0, Stealth 2, Survival 2	
ATTACKS	Bite (1D)	
TRAITS	Armour (+3), Fast Metabolism (+2), Small (-1)	
BEHAVIOUR	Herbivore, Grazer	

LIVING NET

This is a slow drifting, diffuse net that captures microorganisms in the ocean.



ANIMAL	HITS	SPEED
Living Net	43	1 m
SKILLS	Athletics (dexterity) 1, Recon 2, Survival 3	
ATTACKS	None	
TRAITS	Large (+1)	
BEHAVIOUR	Herbivore, Grazer	

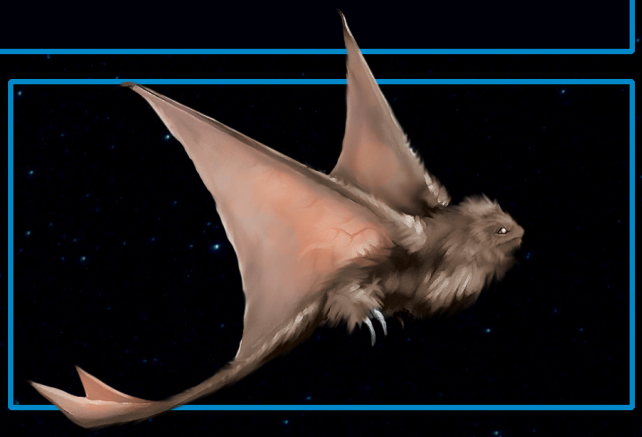
RAPTOR LIZARD

This feathery lizard stands a little under a metre tall and weighs up to 15 kg. While it has claws on the ends of its wings, its bite is vicious. It blends into forests and jungle environments extremely well and it is not uncommon for a Traveller to stand right next to a raptor lizard and not know it until bitten on the leg. Seeing a single raptor lizard by itself is a rare occurrence, and they tend to hunt in packs. Raptor lizards can fly but are clumsy in the air. They prefer to run and chase their prey, flying only as a means of escape or gaining a position of advantage just before striking.

ANIMAL	HITS	SPEED
Raptor Lizard	12	4 m
SKILLS	Athletics (dexterity) 1, Melee (unarmed) 2, Recon 1, Stealth 4, Survival 2	
ATTACKS	Bite (1D+1)	
TRAITS	Armour (+1), Camouflaged, Flyer (idle), Small (–1)	
BEHAVIOUR	Carnivore, Chaser	

SCOURGE

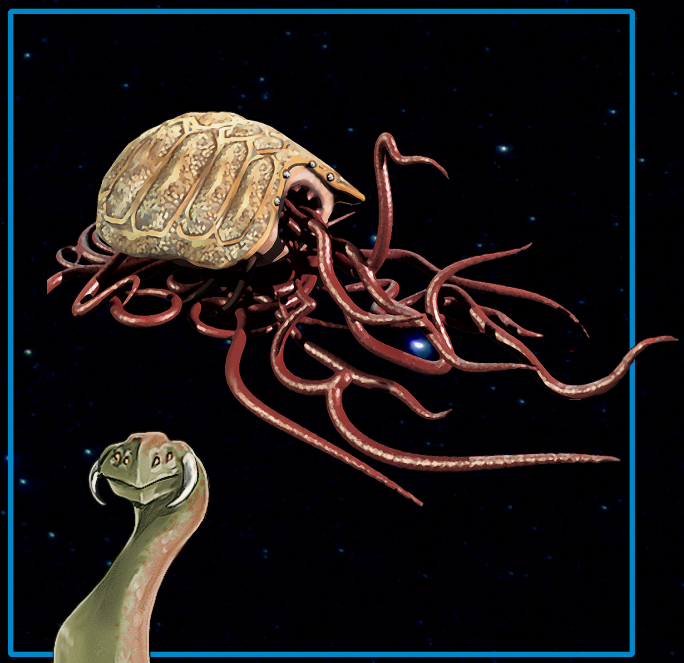
The scourge is a vicious flyer with razor-sharp claws. It is found in mountainous terrain, soaring on rising air currents while searching for prey.



ANIMAL	HITS	SPEED
Scourge	5	2 m
SKILLS	Melee (claws) 1, Recon 1	
ATTACKS	Claws (1D)	
TRAITS	Armour (+1), Flyer (very slow), Small (-2)	
BEHAVIOUR	Omnivore, Hunter	

SIRENE GEEST WORM

Though referred to as a worm, this tortoise-sized creature is characterised by a special bony shell grown from its mouth which acts as its shield. Residing in this maw is a collection of worms whose purpose is to bring scavenged food to the creature. Since it has no legs, the worms also push and pull on the shell to move it around. Sirenes are telepathic and will use suggestion to lure nearby Travellers into killing themselves. Worms are then released from the maw to slowly dissect the victim and carry food back to the maw. Sirenes are typically found behind objects and never out in the open; air ducts on ships are a favourite spot.



ANIMAL	HITS	SPEED
Sirene Geest Worm	12	1 m
SKILLS	Deception 3, Recon 1, Stealth 2, Telepathy 2	
ATTACKS	None	
TRAITS	Armour (+2), Camouflaged, Psionic (3), Slow Metabolism (-2)	
BEHAVIOUR	Carnivore, Siren	

THUNDERER

These are slow, ponderous tripeds who use their great bulk to drive off threats.

ANIMAL	HITS	SPEED
Thunderer	54	10 m
SKILLS	Melee (bite) 1, Persuade 2, Survival 2	
ATTACKS	Bite (3D)	
TRAITS	Armour (+2), Large (+2), Slow Metabolism (-4)	
BEHAVIOUR	Intimidator, Scavenger	

Slow Metabolism (-X): The animal has a lethargic metabolism and very slow reactions. It suffers a DM to initiative rolls equal to the figure shown in the Slow Metabolism trait.

Small (-X): The animal is very small and presents a difficult target. All ranged attacks made against the animal suffer a DM equal to the score listed in the Small trait.

Behaviour

Regardless of their world of origin or biochemistry, the majority of creatures fall into the following categories; Herbivores, Omnivores, Carnivores and Scavengers. These categories are further broken down into other categories, such as Grazers or Filters. A Carnivore that hunts by ambushing its prey will be a very different encounter to one that is part of a pack.

Terran creatures that exemplify these behaviours are noted in brackets after the descriptions below. Suggested Traits and skills are noted after the description – the exact level of skills varies depending on the particular creature as defined by the referee.

Carrion-Eater (vulture): Scavengers which wait for all other threats to disperse before beginning. Carrion-eaters have Recon.

Chaser (wolf): Animals which kill their prey by attacking and exhausting it after a chase. Chasers have Athletics (dexterity and/or endurance).

Eater (army ant): Eaters will eat anything they encounter, including Travellers.

Filter (earthworm): Herbivores which pass their environment through their bodies are termed filters. Unlike grazers, which move to food, filters move a flow of matter through themselves and filter out the food.

Gatherer (raccoon, chimpanzee): Gatherers are herbivores that collect and store food. Gatherers have Stealth.

Grazer (antelope): Grazers move from food source to food source, often in large packs. Their primary form of defence tends to be fleeing danger.

Hunter (baboon): Opportunistic predators that stalk easy prey. Hunters have Survival.

Hijacker (lion): Scavengers which steal the kills of others through brute force or weight of numbers are hijackers.

Intimidator (coyote): Scavengers which establish their claim to food by frightening or intimidating other creatures. Intimidators have Persuade.

Killer (shark): Carnivores that possess a raw killing instinct, attacking in a frenzied manner. Killers have Melee.

Intermittent (elephant): Herbivores that do not devote their entire time to searching for food.

Pouncer (cat): Pouncers kill by stalking and ambushing their prey. Pouncers have Stealth, Recon and Athletics (dexterity or strength).

Fight or Flight

Animal Type	Flee	Attack
Herbivore		
Filter	5-	10+ if possible
Intermittent	4-	10+
Grazer	6-	8+
Omnivore		
Gatherer	7-	9+
Hunter	5-	If the animal is of greater Size, attacks on 6+. Otherwise, attacks on 10+
Eater	4-	5+
Carnivore		
Pouncer	If surprised, flees	If animal has surprise, attacks
Chaser	5-	If animals outnumber prey, attack
Trapper	5-	If animal has surprise, attacks
Siren	4-	If animal has surprise, attacks
Killer	3-	6+
Scavenger		
Hijacker	6-	7+
Intimidator	7-	8+
Carrion-eater	7-	11+
Reducer	7-	10+

Reducer (vermin): Reducers are scavengers that act constantly on all available food, devouring even the remains left by other scavengers.
Siren (Venus fly-trap): Sirens create a lure to attract prey. Usually, this lure will be specific to the species the siren preys on, but some rare lures are universal. Sirens have Deception.
Trapper (spider): An animal which allows its prey to enter a trap. Generally, any creature surprised by a trapper is caught in its trap.

ANIMAL REACTIONS

Non-domesticated animals usually react to threats or provocation by either fighting or fleeing. When Travellers disturb an animal or otherwise draw attention to themselves while within its territory, roll 2D and consult the Fight or Flight table. If the result is high enough to indicate hostility, the creature attacks. If the result is low enough to indicate flight, it flees, although may return later. If the result on the table is neither attack nor flee, then the animal continues its natural behaviour until provoked, in which case roll again.

OTHER CHARACTERS

During the course of the Travellers' adventures, the referee will play a huge variety of non-player characters – starport staff and guards, traders, Imperial bureaucrats and nobles, dangerous criminals, archaeologists and scientists, naval officers, alien diplomats, untrustworthy brokers, primitive tribesmen, deranged artificial intelligences, alien hive-minds and whoever else the Travellers encounter. Most of these non-player characters will appear only for a single scene, so there is no need to lavish detail on a trader or guard. Just come up with a personality trait or two and a name and jot them down. If a non-player character is to appear multiple times in the campaign, then the referee should determine characteristics, skills and a fuller personality. While the focus of the game is always on the Travellers, important non-player characters do not exist solely to serve as allies or antagonists. Non-player characters have their own agendas and desires, and will pursue their own goals. Sometimes, their schemes might just enmesh the Travellers!

For example, Erik has a Contact named Tarel Paragi, an Imperial diplomat. Erik can call on Paragi when dealing with imperial bureaucracies. What Erik does not know is that Tarel is secretly a Zhodani spy, and that every favour that Erik asks of his friend is putting him deeper in debt to a foreign power.

Generating Non-Player Characters

While non-player characters can be generated using the Traveller Creation chapter, it is generally faster just to note down characteristics and a few appropriate skills. A skilled professional has two or three levels in skills related to his occupation, and zero or one levels in a half-dozen other skills.

There are five types of non-player character who are likely to show up throughout a typical campaign; Allies, Contacts, Rivals, Enemies, and Patrons.

Allies: These people are willing to go out of their way to help the Travellers. An Ally is willing to risk his reputation, status and even his life for his friends, but will expect equal consideration from the Travellers. Allies are actively looking to further the careers of the Travellers, passing on useful information and rumours. In general, Travellers can call on an Ally's aid once per year without penalty, but expecting more will stress the Ally's resources. The Ally will still give help if asked, but this may result in the Ally losing position or influence.

Erik's Ally is his old Naval commander, Jan Halos, who mustered out of the Navy around the same time as Erik. Halos is now a wandering free trader with his own starship. In the past, Halos has flown in to rescue Erik's ship from attack and aided Erik in a dangerous smuggling mission. If Erik asked, Halos would risk anything for him.

Contacts: These people are willing to help the Traveller when they can, but only in a limited fashion. An Ally would give the Travellers a weapon, but a Contact would only tell the Travellers where they could purchase it.

Erik's Contact is Tarel Paragi, a diplomat. Tarel will pass on useful information to Erik, in exchange for other rumours and bits of data. Tarel will advise Erik when dealing with the Imperial bureaucracy, but will not endanger himself. Theirs is an alliance of convenience as far as the diplomat is concerned.

Rivals and Enemies: These are both adversaries of the Travellers – Enemies are just willing to go further. While adventures can revolve around the efforts of a Rival to discredit or kill the Travellers, the referee should also drop Rivals and Enemies into other plots. For example, if the Travellers are trying to find a starport willing to repair their damaged ship, a Rival might show up in the system and poach passengers.

Enemies and especially Rivals should be mobile. If the Travellers are going to spend their time jumping from system to system, then their Rivals should have starships of their own so the Travellers encounter them again and again. Enemies can be stationary, but should have a long enough reach to affect the Travellers. Totalitarian governments, evil conspiracies or interstellar corporations all make great Enemies.

Erik's Rival is Manfred Greel, a notorious corsair and thief. Greel has a grudge against Erik, and takes great

pleasure in tormenting or sabotaging anything Erik does. Greel has come to enjoy their little contests, though, and greatly prefers to humiliate and provoke Erik instead of trying to kill him.

Patrons: These people supply the Travellers with work and adventure, and are covered in much greater detail later in this chapter.

Quick Characters

If a referee needs to quickly create a Contact, Ally, Rival or Enemy, or if a Traveller needs inspiration to create one, roll on the Allies and Enemies table. If desired, also roll on the Character Quirks table opposite to give the character an added dimension.

Experience Levels

In addition to rolling on the tables to create quick characters, the referee may also use experience levels to rapidly give a character suitable characteristics and skills.

Each character will have one skill from the list at the first level, and all other skills at the second level.

Green characters have completely average characteristics (a score of 7 for each one). More experienced characters have modified characteristics, adding +1 to a single characteristic if they are Average, and another +1 to any two characteristics if they are Experienced, and so on, as shown on the Experience table. The characteristics increased in this way should relate to the occupation of the character (so, a scientist would likely have increased INT and EDU, while a mercenary would likely have increased DEX and END).

Additional skills can be added to further specialise a character. A scientist, for example, will likely have Electronics (computers) and Science, while a Navy fighter pilot will have Pilot (small craft). The referee can add skills and equipment as he feels appropriate to the character's role in the adventure.

PATRONS AND MISSIONS

Patrons are non-player characters in positions of power, authority, influence or dire need who employ the Travellers and give them missions. Sometimes, the reward from a mission will be purely financial – the Travellers might be hired as bodyguards, mercenaries, couriers, thieves or scouts for a few hundred credits. Other missions will have less tangible rewards, such as being owed a favour by the patron, acquisition of status or influence, or just the knowledge of having done the right thing.

A variety of Patrons are detailed in full in the Sindal subsector chapter, but the referee is encouraged to create his own.

While the referee should normally design missions in detail, tailoring events to the skills and personalities of the Travellers, random missions can be generated in a hurry by using the following tables.

RANDOM ENCOUNTERS

These random encounter tables for settled planets cover a wide cross-section of society, and can be used by referees in emergencies or when the Travellers do something unexpected. Encounters should be adjusted based on the culture and technology of the planet. The referee should roll for a new encounter every six hours on average (more often if the Travellers are moving great distances or attracting attention).

Allies and Enemies

D66	Character	D66	Character
11	Naval Officer	41	Bored Noble
12	Imperial Diplomat	42	Planetary Governor
13	Crooked Trader	43	Inveterate Gambler
14	Medical Doctor	44	Crusading Journalist
15	Eccentric Scientist	45	Doomsday Cultist
16	Mercenary	46	Corporate Agent
21	Famous Performer	51	Criminal Syndicate
22	Alien Thief	52	Military Governor
23	Free Trader	53	Army Quartermaster
24	Explorer	54	Private Investigator
25	Marine Captain	55	Starport Administrator
26	Corporate Executive	56	Retired Admiral
31	Researcher	61	Alien Ambassador
32	Cultural Attaché	62	Smuggler
33	Religious Leader	63	Weapons Inspector
34	Conspirator	64	Elder Statesman
35	Rich Noble	65	Planetary Warlord
36	Artificial Intelligence	66	Imperial Agent

Experience

Experience Level	Skills	Average Skill Level	Characteristics
Green Non-combatant	Drive/Flyer	0	+0
Green Combatant	Drive/Flyer, Gun Combat, Melee	0	+0
Average Non-combatant	Drive/Flyer, Profession	1	+1
Average Combatant	Drive/Flyer, Gun Combat, Melee, Recon	1	+1
Experienced Non-combatant	Admin, Drive/Flyer, Profession	2	+1, +2
Experienced Combatant	Drive/Flyer, Gun Combat, Heavy Weapons, Melee, Recon	2	+1, +2
Elite Non-combatant	Admin, Drive/Flyer, Investigate, Profession	3	+1, +2, +3
Elite Combatant	Drive/Flyer, Gun Combat, Heavy Weapons, Melee, Recon, Tactics	3	+1, +2, +3

Character Quirks

D66	Quirk	D66	Quirk
11	Loyal	41	Rumour-monger
12	Distracted by other worries	42	Unusually provincial
13	In debt to criminals	43	Drunkard or drug addict
14	Makes very bad jokes	44	Government informant
15	Will betray characters	45	Mistakes a Traveller for someone else
16	Aggressive	46	Possesses unusually advanced technology
21	Has secret allies	51	Unusually handsome or beautiful
22	Secret anagathic user	52	Spying on the Travellers
23	Looking for something	53	Possesses TAS membership
24	Helpful	54	Is secretly hostile towards the Travellers
25	Forgetful	55	Wants to borrow money
26	Wants to hire the Travellers	56	Is convinced the Travellers are dangerous
31	Has useful contacts	61	Involved in political intrigue
32	Artistic	62	Has a dangerous secret
33	Easily confused	63	Wants to get off planet as soon as possible
34	Unusually ugly	64	Attracted to a Traveller
35	Worried about current situation	65	From offworld
36	Shows pictures of his children	66	Possesses telepathy or other unusual quality

Random Opposition

D66	Opposition	D66	Opposition
11	Animals	41	Target is in deep space
12	Large animal	42	Target is in orbit
13	Bandits & thieves	43	Hostile weather conditions
14	Fearful peasants	44	Dangerous organisms or radiation
15	Local authorities	45	Target is in a dangerous region
16	Local lord	46	Target is in a restricted area
21	Criminals – thugs or corsairs	51	Target is under electronic observation
22	Criminals – thieves or saboteurs	52	Hostile guard robots or ships
23	Police – ordinary security forces	53	Biometric identification required
24	Police – inspectors & detectives	54	Mechanical failure or computer hacking
25	Corporate - agents	55	Travellers are under surveillance
26	Corporate – legal	56	Out of fuel or ammunition
31	Starport security	61	Police investigation
32	Imperial marines	62	Legal barriers
33	Interstellar corporation	63	Nobility
34	Alien – private citizen or corporation	64	Government officials
35	Alien – government	65	Target is protected by a third party
36	Space travellers or rival ship	66	Hostages

Random Patrons

D66	Patron	D66	Patron
11	Assassin	41	Merchant
12	Smuggler	42	Free Trader
13	Terrorist	43	Broker
14	Embezzler	44	Corporate Executive
15	Thief	45	Corporate Agent
16	Revolutionary	46	Financier
21	Clerk	51	Belter
22	Administrator	52	Researcher
23	Mayor	53	Naval Officer
24	Minor Noble	54	Pilot
25	Physician	55	Starport Administrator
26	Tribal Leader	56	Scout
31	Diplomat	61	Alien
32	Courier	62	Playboy
33	Spy	63	Stowaway
34	Ambassador	64	Family Relative
35	Noble	65	Agent of a Foreign Power
36	Police Officer	66	Imperial Agent

Random Mission

D66	Mission	D66	Mission
11	Assassinate a target	41	Investigate a crime
12	Frame a target	42	Investigate a theft
13	Destroy a target	43	Investigate a murder
14	Steal from a target	44	Investigate a mystery
15	Aid in a burglary	45	Investigate a target
16	Stop a burglary	46	Investigate an event
21	Retrieve data or an object from a secure facility	51	Join an expedition
22	Discredit a target	52	Survey a planet
23	Find a lost cargo	53	Explore a new system
24	Find a lost person	54	Explore a ruin
25	Deceive a target	55	Salvage a ship
26	Sabotage a target	56	Capture a creature
31	Transport goods	61	Hijack a ship
32	Transport a person	62	Entertain a noble
33	Transport data	63	Protect a target
34	Transport goods secretly	64	Save a target
35	Transport goods quickly	65	Aid a target
36	Transport dangerous goods	66	It is a trap – the Patron intends to betray the Traveller

Random Targets

D66	Target	D66	Target
11	Common Trade Goods	41	Roll on the Random Patron table
12	Common Trade Goods	42	Roll on the Random Patron table
13	Random Trade Goods	43	Roll on the Random Patron table
14	Random Trade Goods	44	Roll on the Allies and Enemies table
15	Illegal Trade Goods	45	Roll on the Allies and Enemies table
16	Illegal Trade Goods	46	Roll on the Allies and Enemies table
21	Computer Data	51	Local Government
22	Alien Artefact	52	Planetary Government
23	Personal Effects	53	Corporation
24	Work of Art	54	Imperial Intelligence
25	Historical Artefact	55	Criminal Syndicate
26	Weapon	56	Criminal Gang
31	Starport	61	Free Trader
32	Asteroid Base	62	Yacht
33	City	63	Cargo Hauler
34	Research station	64	Police Cutter
35	Bar or Nightclub	65	Space Station
36	Medical Facility	66	Warship

Payment for Missions

The scale of payment for missions varies depending on how difficult the mission is, but also on the Travellers' circumstances. A band of penniless Travellers who make their way from star system to system in low berths might be happy to be paid Cr5000 each for two weeks' work but the crew of a free trader can make hundreds of thousands of credits by spending that time shipping cargo. In fact, Travellers with huge ship mortgages to maintain may have to turn down unprofitable missions.

A wise patron, therefore, should always offer the Travellers more than they can get by trading.

Starport Encounters

D66	Encounter	D66	Encounter
11	Maintenance robot at work	41	Traders offer spare parts and supplies at cut-price rates
12	Trade ship arrives or departs	42	Repair yard catches fire
13	Captain argues about fuel prices	43	Passenger liner arrives or departs
14	News report about pirate activity on a starport screen draws a crowd	44	Servant robot offers to guide Travellers around the spaceport
15	Bored clerk makes life difficult for the Travellers	45	Trader from a distant system selling strange curios
16	Local merchant with cargo to transport seeks a ship	46	Old crippled belter asks for spare change and complains about drones taking his job
21	Dissident tries to claim sanctuary from planetary authorities	51	Patron offers the Travellers a job
22	Traders from offworld argue with local brokers	52	Passenger looking for a ship
23	Technician repairing starport computer system	53	Religious pilgrims try to convert the Travellers
24	Reporter asks for news from offworld	54	Cargo hauler arrives or departs
25	Bizarre cultural performance	55	Scout ship arrives or departs
26	Patron argues with another group of Travellers	56	Illegal or dangerous goods are impounded
31	Military vessel arrives or departs	61	Pickpocket tries to steal from the Travellers
32	Demonstration outside starport	62	Drunken crew pick a fight
33	Escaped prisoners begs for passage offworld	63	Government officials investigate the characters
34	Impromptu bazaar of bizarre items	64	Random security sweep scans Travellers and their baggage
35	Security patrol	65	Starport is temporarily shut down for security reasons
36	Unusual alien	66	Damaged ship makes emergency docking

Rural Encounters

D66	Encounter	D66	Encounter
11	Wild Animal	41	Wild Animal
12	Agricultural robots	42	Small community – quiet place to live
13	Crop sprayer drone flies overhead	43	Small community – on a trade route
14	Damaged agricultural robot being repaired	44	Small community – festival in progress
15	Small, isolationist community	45	Small community – in danger
16	Noble hunting party	46	Small community – not what it seems
21	Wild Animal	51	Wild Animal
22	Local landing field	52	Unusual weather
23	Lost child	53	Difficult terrain
24	Travelling merchant caravan	54	Unusual creature
25	Cargo convoy	55	Isolated homestead - welcoming
26	Police chase	56	Isolated homestead - unfriendly
31	Wild Animal	61	Wild Animal
32	Telecommunications black spot	62	Private villa
33	Security patrol	63	Monastery or retreat
34	Military facility	64	Experimental farm
35	Bar or waystation	65	Ruined structure
36	Grounded spacecraft	66	Research facility

Urban Encounters

D66	Encounter	D66	Encounter
11	Street riot in progress	41	Security Patrol
12	Travellers pass a charming restaurant	42	Ancient building or archive
13	Trader in illegal goods	43	Festival
14	Public argument	44	Someone is following the characters
15	Sudden change of weather	45	Unusual cultural group or event
16	Travellers are asked for help	46	Planetary official
21	Travellers pass a bar or pub	51	Travellers spot someone they recognise
22	Travellers pass a theatre or other entertainment venue	52	Public demonstration
23	Curiosity Shop	53	Robot or other servant passes Travellers
24	Street market stall tries to sell the Travellers something	54	Prospective patron
25	Fire, dome breach or other emergency in progress	55	Crime such as robbery or attack in progress
26	Attempted robbery of Travellers	56	Street preacher rants at the Travellers
31	Vehicle accident involving the Travellers	61	News broadcast on public screens
32	Low-flying spacecraft flies overhead	62	Sudden curfew or other restriction on movement
33	Alien or other offworlder	63	Unusually empty or quiet street
34	Random character bumps into a Traveller	64	Public announcement
35	Pickpocket	65	Sports event
36	Media team or journalist	66	Imperial Dignitary

Remember, there is no faster-than-light communication in the Third Imperium. Allies and Contacts can only be contacted when the Travellers are in the same system, and there will be a delay in communications traffic of several seconds or even minutes if the Travellers are on different planets within that system.

C H A P T E R - F I V E

EQUIPMENT

The vast number of tools and devices in the universe and the variation in potential costs and values defy classification; it is impossible to note and define them all. The objects in this chapter are presented as indications of common qualities and values. Different worlds use different manufacturing techniques, design styles, and even physical principles to achieve the same effect. A pistol on one world might resemble a conventional firearm; on another, the same type of gun might be elaborately decorated and coloured to reflect its importance in that world's martial culture; elsewhere, it might be heavily integrated with computers to aid targeting, or use bullets formed from ice mixed with plastic polymers, or be constructed from sensor-baffling materials and treated woods to avoid detection by security sensors.

Each item is listed with the Technology Level needed to manufacture it, its mass (in kg) and its cost. If an item's weight or cost is not listed, then its weight or cost is negligible. In this case, you can assume that ten such items would mass 1 kg or cost Cr1 respectively.

You should note that items are available for several Technology Levels after they first appear, but it is often quite hard to find a low-tech item on a high-tech world (few TL13 spacefaring civilisations are going to produce a lot of crossbows or backpack radios).

CREDITS

The Credit (Cr) is the standard unit of currency in Traveller. Larger denominations include the KiloCredit (KCr1 or Cr1000) and the MegaCredit (MCr1 or Cr1000000). It is assumed that the physical credit is minted by the dominant empire of the universe and is virtually impossible to falsify.

In other settings, other currencies may be used. In 2300AD, for example, the base currency is the Livre, or Lv. However, that actual value of the Livre or any other currency used in any other universe is assumed to be identical to that of a Credit so you will be able to make direct comparisons (and purchases) between the two. For example, Tech Level 11 Combat Armour costs Cr20000 in Traveller. In 2300AD, it would cost Lv. 20000.

Selling Equipment

The Travellers are likely to accumulate equipment they cannot use, either taken from defeated enemies or replaced by more advanced items. In these cases, they will want to sell equipment for ready cash.

For a quick and simple measure, a referee can presume a Traveller can sell an item for half its purchase price. There may be times when the referee will want to impose limits on this, perhaps when a Traveller tries to sell a highly advanced technological device on a world with a low Tech Level that has no means of generating electricity, for example.

REFEREE'S NOTE

Citizens of high-technology (TL8 or higher) planets often use electronic Credits. Transactions are authenticated and managed using computers or personal comms. While electronic Credits work perfectly well in-system, lack of faster than light communications in some universes means it is possible for a Traveller to outrun his Credits – having a million Credits in one's bank account on Sylea is all well and good, but if you are twenty parsecs away and the data has not caught up with you, then it is inaccessible. Large banks, corporations and other financial institutions use X-Boat networks or similar facilities to synchronise important financial records, but private citizens must make arrangements to keep Credits available.

It is possible to notify one's bank and have a line of Credit sent ahead (or at least sent at the same time) if you know your destination, but wandering Travellers must sometimes default to using physical cash or trade goods. In addition to physical Credits, precious metals, gemstones, radioactive elements or technological wonders are sometimes used as barter on many worlds.

STANDARDS OF LIVING

A standard meal typically costs Cr5-50 credits or more per person, depending on quality and service. A burger of unidentifiable meat-like substances eaten standing up in a fast-food joint may cost just Cr2-3; a fine meal at the Traveller's Aid Hostel could cost Cr20, while a sybaritic feast of a dozen courses and entertainments costs Cr500 or more.

Accommodation for a night in a cheap hotel costs Cr10; a good hotel can be found for Cr50-100. Luxury hotels cost Cr100 or more per night. The Traveller's Aid Hostel is available to members and their guests for Cr20 per night.

Encumbrance

Under most circumstances, the referee can simply rule that Travellers can carry a 'reasonable' amount of equipment without actually tracking it – armour, a main weapon, a pistol, a few grenades and items in a backpack are all reasonable.

However, Travellers being what they are, there may be times when they attempt to carry an unreasonable load.

The first thing to consider is *how* they are actually carrying something. Six modern rifles may not weigh all that much, but without a suitable pack or bundle they are not easy to carry for long stretches without dropping one. When Travellers start to carry a lot of items, the referee should step in and ask where or how they are being carried.

Most items of equipment have a list Mass, and a referee can also use this to limit what is being carried. A Traveller should be able to carry equipment totalling a number of kilograms equal to their combined STR and END without penalty, plus any ranks in Athletics (strength and/or endurance).

Travellers can carry up to twice this amount but will suffer a Bane on all physical actions while they do so. They will also count as performing heavy labour as detailed under Fatigue on page 76.

The mass of armour is distributed around the body when worn properly, thus reducing its effective weight. You can reduce the mass of armour that is being worn by 75%.

A Traveller living on board ship is assumed to have his food and lodging taken care of. A Traveller living on a planet or orbital for a long period must spend money on their living costs – the amount depends on the quality of life desired. A Traveller who does not live at the standard listed for his Social Standing risks being embarrassed and perhaps even losing his standing.

Standard of Living	Cost/Month	Suitable For
Very Poor	Cr400	Social Standing 2
Poor	Cr800	Social Standing 4
Low	Cr1000	Social Standing 5
Average	Cr1200	Social Standing 6
Good	Cr1500	Social Standing 7
High	Cr2000	Social Standing 8
Very High	Cr2500	Social Standing 10
Rich	Cr5000	Social Standing 12
Very Rich	Cr12000	Social Standing 14
Ludicrously Rich	Cr20000+	Social Standing 15

The Travellers Aid Society presents

THE CORE COLLECTION

4

WHATEVER YOU NEED!

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TL9 GRENADE LAUNCHER -
Find the perfect flexibility in combat on page 126.

NEW AUGMENTATIONS -
Use the latest technology to enhance your potential.

BATTLE DRESS -
For the Traveller with deep pockets, the ultimate in protection.

ARMOUR

THE *CORE* COLLECTION

Unless otherwise noted, only one type of armour can be worn at a time. Resolve damage from the outside in – damage that gets through the outer layer of armour is next applied to the inner layer.

Some armours have a required skill. A Traveller suffers DM-1 to all checks taken in the armour per missing skill level. For example, a Traveller with Vacc Suit skill 0 who is in a suit that requires Vacc Suit 2 would have DM-2 to all his checks. Not having the skill at all inflicts the usual DM-3 unskilled penalty instead.

Radiation is a very present danger to many Travellers, whether in combat or exploration. Some armour provides a measure of protection against radiation, as noted in the Rad column of the armour table. This amount of protection is deducted from the rads a Traveller receives every time he is exposed to radiation.

ARMOUR TYPE	PROTECTION	TL	RAD	KG	COST	REQUIRED SKILL
Jack	+1	1	-	1	Cr50	None
Mesh	+2	6	-	2	Cr150	None
Cloth	+5	7	-	10	Cr250	None
	+8	10	-	5	Cr500	
Flak Jacket	+3	7	-	8	Cr100	None
	+5	8	-	6	Cr300	
Reflec	+10 (vs. lasers only)	10	-	1	Cr1500	None
Ablat	+1 (+6 vs. lasers)	9	-	2	Cr75	None
Combat Armour	+13	10	85	20	Cr96000	Vacc Suit 1
	+17	12	145	16	Cr88000	Vacc Suit 0
	+19	14	180	12	Cr160000	Vacc Suit 0
Vacc Suit	+4	8	10	17	Cr12000	Vacc Suit 1
	+8	10	60	10	Cr11000	Vacc Suit 0
	+10	12	90	8	Cr20000	Vacc Suit 0
Hostile Environment	+8	9	75	22	Cr24000	Vacc Suit 1
Vacc Suit	+9	10	90	13	Cr20000	Vacc Suit 1
	+12	11	140	13	Cr22000	Vacc Suit 0
	+14	13	170	10	Cr40000	Vacc Suit 0
	+15	14	185	9	Cr60000	Vacc Suit 0
Battle Dress	+22	13	245	100 *	Cr200000	Vacc Suit 2
	+25	14	290	100 *	Cr220000	Vacc Suit 1

*As powered armour, battle dress supports its own weight. While powered and active, the mass of battle dress does not count against the encumbrance of the wearer, and is effectively weightless.

COST: CR 150

MESH

A jacket or body suit lined with a flexible metal or plastic mesh that gives it added protection against bullets.

COST: *from* CR 100

FLAK JACKET

A less expensive version of ballistic cloth, the bulky flak jacket is an unmistakably military garment.

COST: CR 50

JACK

A natural or synthetic leather jacket or body suit covering the torso and upper arms and legs. Jack is better than ordinary clothing or bare skin when defending against blades, but is useless against guns.

'EXCELLENT SERVICE FROM THE TRAVELLERS AID SOCIETY, WOULD CERTAINLY RECOMMEND'

COST: CR 1500

REFLEC

Reflec armour is a flexible plastic suit with layers of reflective material and heat-dispersing gel. It is highly effective against lasers, but provides no protection against other attacks. Reflec can be worn with other armour, but is hard to obtain and quite expensive and imposes a Bane on any Stealth checks the wearer attempts.

COST: *from* CR 250

CLOTH

A heavy duty body suit tailored from ballistic cloth. The fabric absorbs impact energy and spreads it over the body, which can result in bruising. However, cloth armour is highly useful and versatile.

TL10: This armour is lighter and more flexible, and can be indistinguishable from ordinary clothing under normal circumstances.

BATTLE DRESS

The premier personal armour, battle dress is a powered form of combat armour. The servomotors vastly increase the user's speed and strength, increasing his STR and DEX by +4 while wearing the armour. Damage to the wearer's characteristics is calculated as normal, but the values from the armour are used for all other purposes such as melee damage or skill checks. An on-board Computer/2 gives tactical advice and updates, and the suit is commonly outfitted with numerous upgrades. The suit is fully enclosed, with a six-hour air supply and gives substantial protection against NBC (nuclear/biological/chemical) hazards. All weapons used while wearing battle dress count as having the Scope trait.
TL14: This more advanced battle dress is considerably stronger, giving STR +6, and upgrades its internal systems to Computer/3.

ARMOUR OPTIONS

1 **Chameleon, IR (TL 12):** IR Chameleon technology can be added to any full-body suit. It selectively bleeds heat to match background infrared levels and effectively renders the wearer invisible to infrared detection (DM-4 to detect with sensors). IR Chameleon costs Cr5000.

Chameleon, Vislight (TL13): A more advanced form of IR Chameleon, Vislight Chameleon lines the surface of the armour with light-bending technology, making the wearer nearly invisible to the naked eye (DM-4 to spot). Vislight Chameleon costs Cr50000.

2 **Computer Weave (TL10):** Computer weave can be added to any armour that does not already have a computer system, and adds a Computer/0 to that armour. Costs Cr500.
TL11: Improved computer weave adds Computer/1. Costs Cr1000.
TL13: Advanced computer weave adds Computer/2. Costs Cr5000.

3 **Extended Life Support (TL10):** This upgrade can be added to any suit that provides life support (Vacc Suit, HEV Suit, Combat Armour, Battle Dress). By adding high-pressure oxygen tanks and recycling systems, the suit now provides eighteen hours of oxygen. Costs Cr10000.

4 **Eye Protection (TL6):** A lot of armour includes eye protection such as visors or goggles to guard against flying debris, but such protection becomes absolutely vital at TL9, to guard against the blinding effects of lasers. Eye protection can be added to any armour, but is included in any TL9+ armour. Costs Cr50.

5 **Grav Assist (TL12):** This upgrade can be added to Combat Armour or Battle Dress only, and adds the functionality of a grav belt to the armour at the cost of Cr110000. See Grav Belt.
TL15: The TL15 version lasts longer. Costs Cr120000.

6 **Magnetic Grapples (TL8):** Magnetic plates in the boots of the armour allow the user to walk normally on a spacecraft without artificial gravity. Costs Cr100.

7 **Medikit (TL10):** An internal medical scanner and drug injector, the medikit can be installed in combat armour, battle dress or a vacc suit. It automatically applies first aid if the Traveller is reduced to END 0 (treat the Medikit as having Medic 3). It can also administer Fast Drug on command, or if life support systems are failing. Costs Cr5000.
TL11: A military medikit can also inject combat drugs and metabolic accelerators on command. Costs Cr10000.

8 **Self-Sealing (TL11):** Self-sealing systems can be added to any armour (except ablat) when it is being made. The armour can seal breaches and repair minor damage. This cannot reconstruct a severely damaged suit of armour, but does ensure that a damaged vacc suit or torn jacket heals itself. Self-sealing only repairs minor damage - getting shot or stabbed is about the limit of the self-sealing capability to manage. Self-Sealing costs Cr2000.

9 **Smart Fabric (TL10):** Smart fabric resists stains and dirt, cleaning itself automatically. Smart fabric armour sloughs off dirt, dust and mud automatically (but this function can be suspended for the purposes of camouflage). Adding smart fabric costs Cr1000.

10 **Thruster Pack (TL9):** A simple thruster pack gives the user the ability to manoeuvre in zero-gravity over short distances. An Athletics (dexterity) check is required to use a thruster pack accurately. Thruster packs can only be used in microgravity environments. A thruster pack costs Cr2000.
TL12: The long-range thruster pack gives 0.1g acceleration for up to 48 hours, using standard starship fuel. This costs Cr14000.
TL14: The TL14 version of the long-range pack is much smaller, as it uses grav-thruster plates instead, but has the same performance profile as the TL12 version. This costs Cr20000.

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COST: *from* **CR 11000**

VACC SUIT

The vacc suit or space suit is the spacer's best friend, providing life support and protection when in space. Early vacc suits are unwieldy and uncomfortable, but they quickly shrink as technology advances. A vacc suit provides life support for six hours.
TL10: An improved version that masses a lot less.
TL12: At this Technology Level, 'tailored' vacc suits feel like ordinary clothing with a flexible hood and face mask.

COST: *from* **CR 20000**

HOSTILE ENVIRONMENT VACC SUIT

Hostile environment suits are designed for conditions where a normal vacc suit would be insufficient, such as deep underwater, worlds with toxic atmosphere, extremes of radiation or temperature. HEV suits provide life support for six hours.

COST: **CR 75**

ABLAT

A cheap alternative to reflec, ablat armour is made from a material that ablates (vaporises) when hit by laser fire. Each laser hit on ablat armour reduces its armour value by one, but the armour is cheap and easily replaceable.

COST: *from* **CR 88000**

COMBAT ARMOUR

This full-body suit is used by the military and not generally available on the open market, although those with military or criminal contacts can obtain it easily. It is issued to troop units and mercenary battalions. Combat armour can function as a vacc suit and provides life support for six hours. All weapons used while wearing combat armour count as having the Scope trait.
TL12: Considerably lighter, substituting carbon-tube weave for the smart plastic of the previous generation.
TL14: Offers vastly improved protection.

AUGMENTS

THE *CORE* COLLECTION

While technology is capable of significantly altering and improving the human form, obvious cybernetic, genetic or surgical alteration of the human form is frowned upon in many universes.

While humans can be altered to survive on hostile worlds – denizens of a waterworld might be given gills and finger-webbing, while those living on a world with dangerous native micro-organisms might have their immune and digestive systems altered to compensate – unnecessary augmentation is seen as unpleasant and even perverse in many cultures. There are some worlds where genetic alteration or cybernetics are widespread or even mandatory, just as there are worlds where they are strictly forbidden.

Most of the items in this category can be cybernetic (mechanical or electronic implants and prostheses) or biological (genetic engineering and surgical alternation) or both (a more common solution), but the general term of 'augment' is used for all of them.

Augmentations can bring characteristics above the normal maximums for a Traveller's race.

Augments can interfere with medical treatment. All long-term care or surgery Medic checks treating an augmented Traveller suffer a negative DM equal to the difference in Technology Level between the medical facility and the highest relevant implant. For example, a Traveller with TL15 Endurance Augmentation implants being treated in a TL10 hospital would give DM-5 to the surgeon's Medic skill checks.

AUGMENT	IMPROVEMENTS	TL	COST
Cognitive Augmentation	INT +1	12	Cr500000
Cognitive Augmentation	INT +2	14	MCr1
Cognitive Augmentation	INT +3	16	MCr5
Dexterity Augmentation	DEX +1	11	Cr500000
Dexterity Augmentation	DEX +2	12	MCr1
Dexterity Augmentation	DEX +3	15	MCr5
Endurance Augmentation	END +1	11	Cr500000
Endurance Augmentation	END +2	12	MCr1
Endurance Augmentation	END +3	15	MCr5
Enhanced Vision	Binoculars, IR/Light Intensification	13	Cr25000
Neural Comm	Audio only	10	Cr1000
Neural Comm	Audio and visual, Computer/0	12	Cr5000
Neural Comm	Multiple forms of data, Computer/1	14	Cr20000
Skill Augmentation	Skill DM+1	12	Cr50000
Strength Augmentation	STR +1	11	Cr500000
Strength Augmentation	STR +2	12	MCr1
Strength Augmentation	STR +3	15	MCr5
Subdermal Armour	Armour +1	10	Cr50000
Subdermal Armour	Armour +3	11	Cr100000
Wafer Jack	Total storage capacity of rating/4	12	Cr10000
Wafer Jack	Total storage capacity of rating/8	13	Cr15000

COGNITIVE AUGMENTATION *(TL12)*

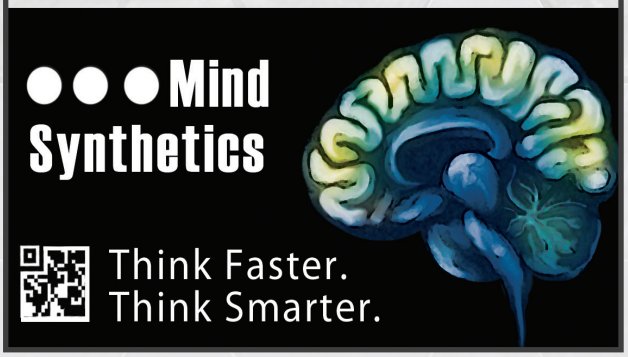
Replacing slow nerve cells with faster synthetic substrates and implanting optoelectronic boosters can increase the speed at which a Traveller thinks, effectively boosting his intelligence.

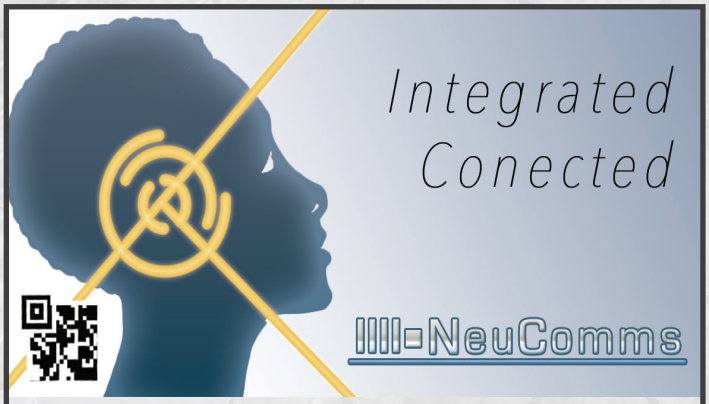
ENHANCED VISION *(TL13)*

A Traveller can be implanted with cybernetic eyes giving him the abilities of a set of binoculars and IR and Light Intensifier goggles.

NEURAL COMM *(TL10)*

A neural comm has identical capacities to a standard comm, but the cost is much higher as is the required TL. A Traveller can access the capabilities of a neural comm by thought alone, but it still takes a skill check to use for complicated activities.





PHYSICAL CHARACTERISTIC AUGMENTATION *(TL11)*

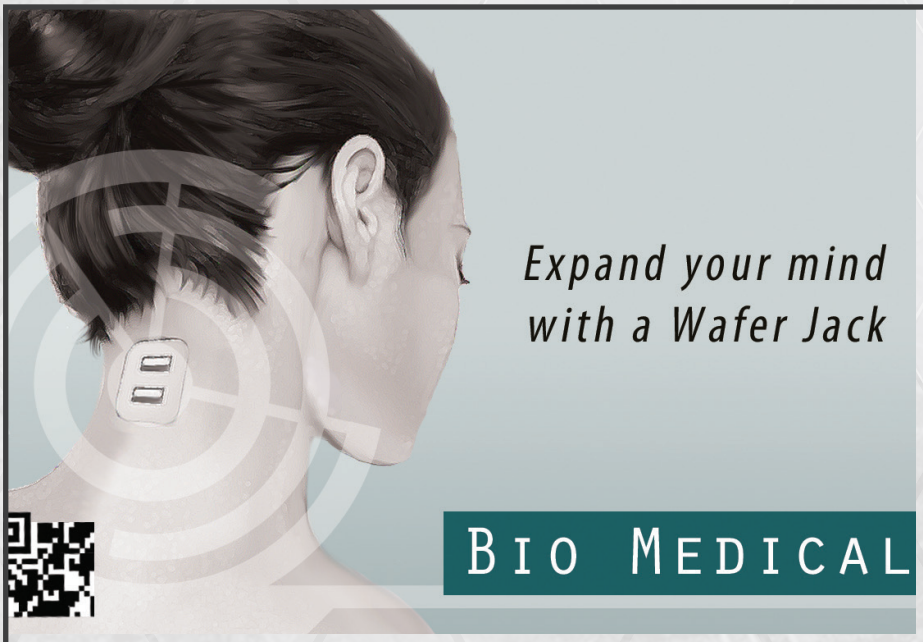
A Traveller's Endurance, Strength or Dexterity can be increased in various ways, from replacing motor neurons with faster synthetic cells, to reinforcing bones and replacing organs with tougher vat-grown clones. Augmentations must be purchased for each characteristic separately.

SUBDERMAL ARMOUR *(TL10):*

Adds a mesh of ballistic fibres to the skin and reinforces the bones, giving the Traveller extra armour. Subdermal armour stacks with other protection.

SKILL AUGMENTATION *(TL12)*

The Traveller's nervous system is rewired to be more suited to a particular task. A pilot might have his reflexes and sense of balance improved; a broker might be made capable of controlling his pupil responses and smelling pheromones and skin salinity of others. A skill augmentation gives the Traveller DM+1 when using that specific skill. A character can only have one Skill Augmentation, and must initially possess that skill at least at level 0 to benefit from the augmentation.



WAFER JACK *(TL12)*

A wafer jack is a computer system implanted into the base of the skull that contains a physical data socket and a processor running an interface program. A Traveller with a wafer jack can use Expert programs for tasks relying on INT or EDU only. The main benefit of the jack is that it is much smaller and more discrete than a hand computer, and the user can access the Expert program by thought alone. A wafer jack has Computer/2 for Expert programs only, and is always running Intelligence Interface.

The Intelligence Interface does not use any Bandwidth, so all available Bandwidth may be used for Expert software. Swapping out software is done with physical media and is not possible in the heat of the moment.

INSTALLING AUGMENTS

The installation of any augments into a Traveller requires surgery, often very extensive surgery. It is assumed that any reputable augments dealer the Traveller visits will have access to first class hospital services (this will not apply if the Traveller visits a back street or illegal augments dealer!), and so there will be no actual danger in the process. However, it will take time; typically 1D weeks, though this is often reduced through the use of the Slow Drug (see page 109).

COMMUNICATIONS

THE *CORE* COLLECTION

Communications technology rapidly merges with computer technology at higher Technology Levels. Above Technology Level 8 in most cultures, it is unthinkable to be out of touch except in the most remote areas, with even short-ranged devices able to connect to a planetary-wide communications grid.

RADIO TRANSCEIVERS	MASS	RANGE	COST
TL5	20 kg	5 km	Cr225
TL5	70 kg	50 km	Cr750
TL5	150 kg	500 km	Cr1500
TL5	300 kg	5,000 km	Cr15000
TL8	-	50 km	Cr75
TL9	-	500 km	Cr500
TL9 (Computer/0)	-	2,500 km	Cr5000
TL10 (Computer/0)	-	500 km	Cr250
TL12 (Computer/0)	1 kg	10,000 km	Cr1000
TL13 (Computer/1)	-	1000 km	Cr250
TL14 (Computer/1)	-	3000 km	Cr500
LASER TRANSCEIVERS			
TL9 (Computer/0)	1.5 kg	500 km	Cr2500
TL11 (Computer/0)	0.5 kg	500 km	Cr1500
TL13 (Computer/1)	-	500 km	Cr500

BUG

Surveillance devices such as hidden microphones and tiny cameras, bugs are available from TL5 onwards. They rapidly miniaturise and become more intelligent. A TL14 bug can be no bigger than a dust mote. The smaller a bug, though, the shorter its range – a bug that transmits data needs a much larger power supply than one that just records until collected.

TL	FEATURES	COST
TL5	Audio only	Cr50
TL7	Audio or Visual	Cr100
TL9	Audio or Visual or Data	Cr200
TL11	Audio/Visual/Data	Cr300
TL13	Audio/Visual/Data/Bioscan	Cr400
TL15	Audio/Visual/Data/Bioscan/ Computer/1	Cr500

Audio: The bug records anything it hears.
Visual: The bug records anything it sees.
Data: If attached to a computer system, the bug can search and copy data from the computer. The bug cannot breach computer security on its own, but if a user accesses the computer in the bug's presence, the bug can read his data.
Bioscan: The bug has a basic biological scanner, allowing it to sample the area for DNA traces, chemical taint and so forth.
Computer/1: The bug has an onboard computer system rated Computer/1.

A bug can be active or passive. An active bug transmits data (either constantly, or when triggered). Passive bugs just record until activated.

COMMDOT *(TL10)*

A commdot is a tiny microphone/speaker and transmitter, ranging in size between a few centimetres and a few millimetres across. A commdot is capable of interfacing with another communications device and relaying messages back and forth. Commdots have a range of only a few metres and are usually used as hands-free communicators, but can also be used as improvised bugs or throat microphones. Costs Cr10 each.

MOBILE COMM

A mobile comm unit is a portable telecommunications device/computer/camera, ranging in size from a bulky handset to a slim watch or pen-like cylinder – in today's world we call them mobile phones or cell phones. Larger comms have physical controls and screens, while smaller units either project data and control displays onto nearby surfaces, have fold-out plastic screens, or connect to cybernetics. Comms have only short-range transmission and reception capabilities, but most technologically advanced worlds will have planet wide comm networks allowing the user to send messages and access data anywhere.

TL	FEATURES	COST
TL6	Audio only	Cr50
TL8	Audio and visual, Computer/0	Cr150
TL10	Multiple forms of data, Computer/1	Cr500

TRANSCEIVER *(TL5+)*

A transceiver is a stand-alone communications device, what today we would call a two-way radio. Unlike a mobile comm, which relies on the presence of an established communications network, a transceiver can send and receive directly under its own power. Most transceivers are radio or laser-based. Meson communicators are possible, but are generally not easily portable or available.

To reach orbital ranges reliably, a transceiver requires a range of 500 kilometres.

COMPUTERS & SOFTWARE

THE *CORE* COLLECTION

Any technological society runs on computers, with access to them as basic as the right to air and water. To those both knowledgeable and skilled, computers open a vast array of possibilities in all areas of life, and having the right computer for the right job is usually more important than carrying a gun.

USING COMPUTERS

Computers in Traveller are ranked by their Processing score, typically between 0 and 9. A Computer/3, for example, has a Processing score of 3. This is its ability to run software.

Note that the storage capacity of computers is not used in Traveller as, beyond TL8, the capacity of even a modest computer is effectively unlimited.

All software has a Bandwidth score, which represents the processing power a computer requires in order to run it. At any one time, a computer can run a number of software packages whose combined Bandwidth does not exceed its Processing score.

For example, a Computer/3 could run Translator/1 and Security/2 simultaneously, but if the Traveller using it then wanted to run Intelligent Interface (which requires 1 Bandwidth) then he would have to swap it out with one of the existing software packages.

A Traveller can use any high-Bandwidth software at a lower Bandwidth, to a minimum of the lowest Bandwidth shown. For example, a Traveller could run Intrusion/3 on a Computer/1, but it would only function as Intrusion/1.

A computer with Processing 0 can only run one software package of bandwidth 0 at a time.

Note that Processing does not limit how much software a computer can store and have ready to use, just how many software packages can be active and useable at any one time.

A computer must be of a TL equal to or greater than that of the software in order to be able to run it, regardless of available Bandwidth.

SHIP-BASED COMPUTERS

The computers used on spacecraft to calculate jump travel and combat solutions are much more powerful than those typically found planetside, and can run much more sophisticated software. These are covered on page 151 and in detail within High Guard.

1 COMPUTER TERMINAL *(TL7)*

This is a 'dumb terminal' with only limited processing power. It serves as an interface to a more powerful computer such as a ship's computer or planetary network. Terminals range in size depending on their control method – a holographic display terminal can be much smaller than one with a physical keyboard and screen. A computer terminal has Computer/0, and costs Cr200.

2 PORTABLE COMPUTER

A portable computer is a computer system with considerable processing power, yet able to be easily carried – in today's world, this covers laptops and tablets of all sizes. It is more powerful than a computer terminal, and can be used without access to a network.

TL	PROCESSING	MASS	COST
TL7	Computer/0	5 kg	Cr500
TL8	Computer/1	2 kg	Cr250
TL9	Computer/1	1 kg	Cr100
TL10	Computer/2	0.5 kg	Cr500
TL11	Computer/2	0.5 kg	Cr300
TL12	Computer/3	0.5 kg	Cr1000
TL13	Computer/4	0.5 kg	Cr1500
TL14	Computer/5	0.5 kg	Cr5000

OPTIONS:

Comms (TL8+): Any computer of TL8 or more can act as a comm unit or transceiver if this is specified at purchase. This does not increase the cost of the computer.

Data Display/Recorder (TL13): This headpiece provides a continuous heads-up display for the user, allowing him to view computer data from any linked system. DD/R headsets are commonly used by starship crews, to access information without changing their primary console displays. DD/Rs can display data from any system, not just computers – they can display vacc suit oxygen reserves, grav belt status, neural activity scanner results and so forth. Costs Cr5000.

Data Wafer (TL10): The standard medium of information storage in many universes is the data wafer, a rectangle of hardened plastic about the size of a credit card. The interface for a data wafer is standardised, but the internal workings vary. A TL10 data wafer is memory diamond, with information encoded in structures of carbon atoms; more advanced wafers use more exotic means of data storage. Costs Cr5.

Specialised Computer: A computer can be designed for a specific purpose, which gives it a Processing Score of +1 or +2 higher for that software only. The navigation hand computer used by an explorer, for example, might be only a Computer/1, but could run the Navigation/3 software because it is specially designed for that task. A specialised computer costs 25% more per added rating – so, a Computer/1, Navigation/3 portable computer costs 150% of the cost of a basic Computer/1. At TL9 this would be Cr150.

SOFTWARE	BANDWIDTH	TL	COST	EFFECT
Interface	0	TL7	Included	Displays data.
Intelligent Interface	1	TL11	Cr100	Artificial intelligence allows voice control and displays data intelligently. Required for using Expert software.
Security	0	TL8	Included	Security software packages defend against intrusion. Security/0 requires an Average (8+) Electronics (computers) check to successfully bypass.
	1	TL10	Cr200	Difficult (10+) difficulty
	2	TL11	Cr1000	Hard (12+) difficulty
	3	TL12	Cr20000	Formidable (14+) difficulty
Intrusion	1	TL10	Cr1000	Intrusion software packages aid hacking attempts, giving a bonus equal to their Bandwidth. Intrusion software is often illegal.
	2	TL11	Cr10000	
	3	TL13	Cr100000	
	4	TL15	MCr1	
Expert	1	TL11	Cr1000	Expert software packages mimic skills. A Traveller using Expert may make a skill check as if he had the skill at the software's Bandwidth -1. Only INT and EDU-based checks can be attempted. If a Traveller already has the skill, then Expert grants DM+1 to his check.
	2	TL12	Cr10000	
	3	TL13	Cr100000	
Translator	0	TL9	Cr50	Translators are specialised Expert packages that only have Language skills. The TL9 version provides a near-real-time translation. The TL10 works in real-time and has a much better understanding of the nuances of language.
	1	TL10	Cr500	
Database	-	TL7	Cr10-10000	A database is a large store of information on a topic that can be searched with an Electronics (computers) check or using an Agent
Agent	0	TL11	Cr500	Agent packages have an Electronics (computers) skill equal to their Bandwidth, and can carry out tasks assigned to them with a modicum of intelligence. For example, an Agent package might be commanded to hack into an enemy computer system and steal a particular data file. They are effectively specialised combinations of Expert Electronics (computers) and less capable Intellect software packages.
	1	TL12	Cr2000	
	2	TL13	Cr100000	
	3	TL14	Cr250000	
Intellect	1	TL12	Cr2000	Intellect is an improved Agent, which can use Expert systems. For example, a robot doctor might be running Intellect/1 and Expert Medic/3, giving it a Medic skill of 2. An Intellect program can simultaneously use a number of skills equal to its Bandwidth.
	2	TL13	Cr50000	
	3	TL14	Cr200000	

Software packages of more than 1 Bandwidth cannot be copied easily, as they require a non-trivial amount of bandwidth to transfer.

INTERFACES AND INTELLECTS

Choosing the right program to use on your computer is important, and depends on what you are trying to do with the computer.

If you are just using the computer for general tasks, then all you need is a basic Interface/0.
If you are using the computer to access an Expert program, then you need Intelligent Interface to get the benefit.
If you want the computer to do the work for you, then you need to run an Intellect program.

COMPUTER VARIANTS

A computer's optimum Technology Level is the level at which it reaches standard production and is no longer considered a prototype or experiment. Most computing systems will be built at the optimal level or higher, to allow utilisation of higher TL programs. Computers may be built at lower than optimum Tech Levels (Prototech) or reduced Tech Levels (Retrotech).

Prototech: A computer type may be produced at up to 2 levels below its optimum TL as a prototype (or reverse engineered experiment), or as a substandard but cheaper model. The system has its Processing and TL at normal values, but cost and mass are multiplied by 10 for construction at one TL lower, and 100 for construction at two TL lower

For example, a TL10 Computer/2 salvaged from a mysterious alien wreck could be used to reverse engineer a Computer/2 by a TL8 society. It would run as a TL10 Computer/2, but would cost Cr50000 and mass 50 kg.

RetroTech: While computers may be built at, and rated as any TL above the optimum TL, a higher TL society may produce a lower rated TL system for reduced cost and weight. Any system may be built at any TL below the society's current level, but not below the optimum TL for the model. Each reduced level halves the cost and weight of the basic model.

EXPERT SKILLS

Having a tool or weapon with the appropriate Skill Expert program and an Intelligent Interface can grant a Traveller DM+1 to his checks. However, the program can only help if the difficulty of the task is less than a certain value.

SOFTWARE PACKAGE	MAXIMUM DIFFICULTY
Expert/1	Difficult (10+)
Expert/2	Very Difficult (12+)
Expert/3	Formidable (14+)

In combat, add up all negative DMs to determine the effective difficulty of the attack or action.

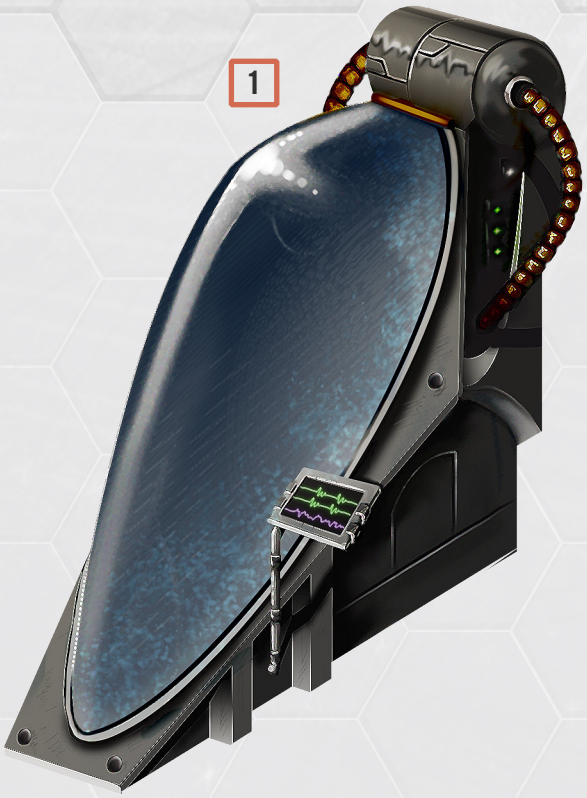
MEDICAL AND CARE SUPPLIES

THE *CORE* COLLECTION

Most of these supplies require a Traveller with the Medic skill to use properly. These items are, in the main, useful only in emergencies, such as when a Traveller is injured on a distant planet far away from a hospital facility.

Healing: An injured Traveller who needs hospital care for a prolonged period will pay approximately Cr100 per month per Tech Level (at TL11+ doctors may just use Medicinal Slow in many cases). Surgery costs 1D x Cr50 x Tech Level.

Replacements: A Traveller whose injuries require cloning limbs or cybernetic replacement must pay Cr5000 per characteristic point lost.



1 CRYOBERTH *(TL10)*

A cryoberth, or 'icebox' is a coffin-like machine similar to the low or frozen berths used on some spacecraft. The main difference is that a cryoberth works much faster than a low berth, freezing and preserving its occupant almost instantly. A cryoberth can therefore be used to place an severely injured Traveller into stasis until he receives medical treatment. A cryoberth's internal power system can function for up to one week on its own, but a berth is usually connected to a vehicle's or ship's power supply. Costs Cr50000 with a mass of 200 kg.

2 MEDIKIT *(TL8+)*

There are different types of medikit available at different technology levels. All medikits contain diagnostic devices and scanners, surgical tools and a panoply of drugs and antibiotics, allowing a medic to practise his art in the field. Higher-technology medikits do not give a bonus to basic treatment, but can help with more exotic problems or when treating augmented individuals. For example, a TL8 medikit can test blood pressure and temperature, while a TL14 kit has a medical densitometer to create a three-dimensional view of the patient's body and can scan brain activity on the quantum level. All medikits mass 1 kg, except at TL14 where they have an effective mass of 0kg.
TL8: Costs Cr1000.
TL10: Grants DM+1 on Medic checks performed for first aid. Costs Cr1500.
TL12: Grants DM+2 on Medic checks performed for first aid. Costs Cr5000.
TL14: Grants DM+3 on Medic checks performed for first aid. Costs Cr10000.

3 DRUGS

There are several drugs (or 'meds') in standard use.

Anagathics (TL15): These slow the user's ageing process. Synthetic anagathics become possible at TL15, but there are natural spices and other rare compounds that have comparable effects. Anagathics are illegal or heavily controlled on many worlds. One dose must be taken each month to maintain the anti-aging effect. They cost Cr20000 per dose.

Anti-rad (TL8): Anti-rad drugs must be administered before or immediately (within ten minutes) after radiation exposure. They absorb up to 100 rads per dose. A Traveller may only use anti-rad drugs once per day – taking any more causes permanent END damage of 1D per dose. Costs Cr1000 per dose.

Combat Drugs (TL10): Combat drugs increase reaction times and improve a body's responses to trauma. A Traveller using combat drugs gains DM+4 to all initiative rolls. He also gains a free reaction every round with no penalty applied, and reduces all damage sustained by –2 points. The drug kicks in around 20 seconds (three rounds) after ingestion or injection, and lasts for around ten minutes. When the drug wears off, the user is Fatigued (see page 76). Combat drugs cost Cr1000 per dose.

Fast Drug (TL10): Also called Hibernation, this drug puts the user into a state akin to suspended animation, slowing his metabolic rate down to a ratio of 60 to 1 – a subjective day for the user is actually two months. Fast Drug is normally used to prolong life support reserves or as a cheap substitute for a cryoberth. Fast drug costs Cr200 per dose.

Medicinal Drugs (TL5+): Includes vaccines, antitoxins and antibiotics. They range in cost from Cr5 to several thousand credits, depending on the rarity and complexity of the drug. Medicinal drugs require the Medic skill to use properly – using the wrong drug can be worse than doing nothing.

Metabolic Accelerator (TL10): These boost the user's reaction time to superhuman levels. To the user, everyone else appears to be moving much slower. A Traveller using a metabolic accelerator in combat gains DM+8 to all initiative rolls. He also gains two free reactions every round with no penalties applied for either. The drug kicks in 45 seconds after ingestion or injection, and lasts for around ten minutes. When the drug wears off, the user's system crashes. He suffers 2D points of damage and is fatigued (see page 109). Metabolic accelerator costs Cr500 per dose.

Panaceas (TL8+): These are wide-spectrum medicinal drugs specifically designed not to interact harmfully. They can therefore be used on any wound or illness and are guaranteed not to make things worse. A Traveller using panaceas may make a Medic check as if he had Medic 0 when treating an infection or disease. Panaceas cost Cr200 per dose.

Slow Drug (TL11): This is a variant of the metabolic accelerator. It can only be applied safely in a medical facility where life-support and cryotechnology is available, as it increases the metabolism to around thirty times normal, allowing a patient to undergo a month of healing in a single day. Using Medicinal Slow outside of a hospital or sickbay is a messy and painful way to commit suicide, as the user will rapidly cook his internal organs and suffer massive brain damage. Medicinal slow costs Cr500 per dose.

Stims (TL8): These remove fatigue, though at a cost. A Traveller who uses stims removes Fatigue (see page 76) but also sustains one point of damage. If stims are used repeatedly without natural sleep in between, the user suffers a cumulative additional point of damage every time (so, on the second use, two points of damage are sustained, on the third, three points, and so on). Costs Cr50 per dose.

SENSORS

THE *CORE* COLLECTION

Most sensors are designed to be plugged into a computer system, but can display the data directly to the user on built-in screens or by feeding it to the user's suit display.

SENSOR	TL	KG	COST
Binoculars	3	1	Cr75
Binoculars	8	1	Cr750
Binoculars	12	1	Cr3500
Bioscanner	15	3.5	Cr350000
Densitometer	14	5	Cr20000
EM Probe	10	1	Cr1000
Geiger Counter	5	2	Cr250
IR Goggles	6	-	Cr500
Light Intensifier Goggles	7	1	Cr500
Light Intensifier Goggles	9	-	Cr1250
NAS	15	10	Cr35000

1 BINOCULARS *(TL3)*

Allows the user to see further.
TL8: Electronic enhancement allows images to be captured; light-intensification allows them to be used in the dark.
TL12: PRIS (Portable Radiation Imaging System) allows the user to observe a large section of the EM-spectrum, from infrared to gamma rays.

2 BIOSCANNER *(TL15)*

The bioscanner 'sniffs' for organic molecules and tests chemical samples, analysing the make-up of whatever it is focussed on. It can be used to detect poisons or bacteria, analyse organic matter, search for life signs and classify unfamiliar organisms.

3 DENSITOMETER *(TL14)*

The remote densitometer uses an object's natural gravity to measure its density, building up a three-dimensional image of the inside and outside of an object.

4 EM PROBE *(TL10)*

This handy device detects the electro-magnetic emissions of technological devices, and can be used as a diagnostic tool when examining equipment or when searching for hidden bugs or devices.

5 GEIGER COUNTER *(TL5)*

Detects radiation.

6 IR GOGGLES *(TL6)*

Permits the user to see exothermic (heat-emitting) sources in the dark.

7 LIGHT INTENSIFIER GOGGLES *(TL7)*

Permits the users to see normally in anything less than total darkness by electronically intensifying any available light.
TL9: Combines with IR goggles into a single unit.

8 NAS *(TL15)*

This device consists of a backpack and detachable handheld unit, and can detect neural activity up to 500 metres away. The device can also give a rough estimation of the intelligence level of organisms based on brainwave patterns.

SURVIVAL GEAR AND SUPPLIES

THE *CORE* COLLECTION

On worlds and places hostile to human life, Travellers must use environmental suits to protect themselves. If colonies are established on such worlds, then the Imperium usually begins a terraforming process to transform the planet and make it more Earth-like.

Terraforming takes decades, even millennia, and is a ferociously expensive and intensive process. Sometimes, it might be easier to remake the colonists to fit the world using genetic engineering and surgery.

See also vacc suits on page 96.

SURVIVAL GEAR	TL	KG	COST
Artificial Gill	8	4	Cr4000
Environment Suit	8	1	Cr500
Grav Belt	12	6	Cr100000
Habitat Module	8	1000	Cr10000
Habitat Module	10	500	Cr20000
Filter Mask	7	-	Cr100
Breather Mask	8	-	Cr150
Breather Mask	10	-	Cr2000
Portable Fusion Generator	10	20	Cr500000
Rescue Bubble	9	2	Cr600
Respirator	6	-	Cr100
Respirator	10	-	Cr2000
Tent	3	6	Cr200
Tent	7	5	Cr2000

1 ARTIFICIAL GILL *(TL8)*

Extracts oxygen from water allowing the wearer to breathe underwater. Only works on worlds with breathable atmospheres (type 4-9).

2 BREATHER MASK *(TL8)*

Combines the filter and respirator into a single package.
TL10: The more advanced filter is small enough to fit into the nose, or can even be a lung implant.

3 ENVIRONMENT SUIT *(TL8)*

Designed to protect the wearer from extreme cold or heat, the environment suit has a hood, gloves and boots, but leaves the face exposed in normal operations. A mask or rebreather can be attached, but truly hostile situations call for the heavy-duty hostile environment vacc suit.

4 FILTER MASK *(TL7)*

Filters are breathing masks that strip out harmful elements from the air inhaled by the character, such as dangerous gases or dust particles. Cr100.

5 GRAV BELT *(TL12)*

A harness worn across the body, the grav belt is equipped with artificial gravity modules, allowing the Traveller to fly. The internal battery can be operated for a maximum of four hours before recharging. At TL15, the battery can operate for 12 hours before recharging. The grav belt allows the wearer to fly at Medium speed.

6 HABITAT MODULE *(TL8)*

A modular unpressurised quarters for six people, capable of withstanding anything less than hurricane-force winds. Includes survival rations & battery power. Requires 12 man-hours to assemble, and can be attached to other modules to form a base.
TL10: The TL10 module is pressurised, and includes life-support for six occupants for one week (1000 person/hours).

7 PORTABLE FUSION GENERATOR *(TL10)*

This is a light-duty portable fusion generator, capable of recharging weapons and other equipment for up to one month of use.

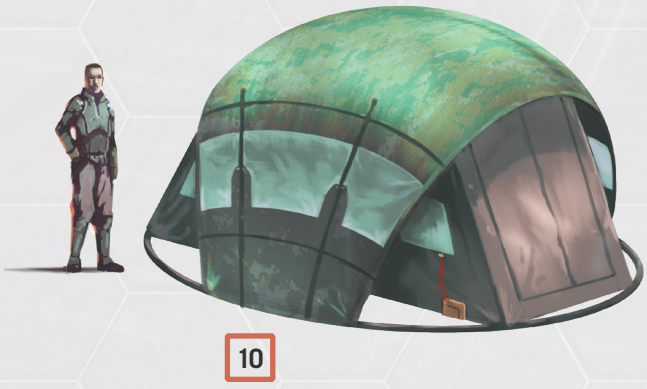
8 RESCUE BUBBLE *(TL9)*

A large (2 metre diameter) plastic bubble. Piezoelectric layers in the bubble wall translate the user's movements into electricity to recharge the bubble's batteries and power its distress beacon, and a small oxygen tank both inflates the bubble and provides two person/hours of life support. A self-repairing plastic seal serves as an emergency airlock. Rescue bubbles are found on both space and sea vessels as emergency lifeboats.

9 RESPIRATOR *(TL6)*

This rebreather concentrates inhaled oxygen, allowing a Traveller to breathe on worlds with a thin atmosphere. Respirators take the form of a face mask or mouthpiece initially.

TL10: The more advanced respirator is small enough to fit into the nose, or can even be a lung implant.



10 TENT *(TL3)*

A basic tent provides shelter for two people against the weather.

TL7: The TL7 version can be pressurised. There is no airlock – the tent is depressurised when opened.

OPTIONS

Climate Controlled (TL10): Structures can be given the climate-control option, allowing their internal temperature and other conditions to be controlled for comfort. Costs Cr500.

Self-Assembling (TL11): The self-assembling upgrade can be given to tents, habitat modules and other basic structures. The structure is capable of expanding and assembling itself with only minimal aid, reducing the time needed to set up the shelter to a single man-hour. Costs Cr5000.

Self-Sealing (TL13): Structures can be made self-repairing and self-sealing for Cr2000. Small breaches and rips are automatically fixed in seconds.

TOOLKITS

Technical skills require specialist tools of various kinds. These kits contain diagnostic sensors, hand tools, computer analysis programs and spare parts.

Toolkits may be purchased at higher Tech Levels, and will be much more capable at fulfilling tasks. If a toolkit is at least two Tech Levels higher than the item or task that is being worked upon, it will grant DM+2 to all related checks. However, if a toolkit is two Tech Levels or more lower than the item or task that is being worked on, it will inflict DM-2 on all related checks.

TOOLKITS	TL	KG	COST
Electronics	7	2	Cr2000
Engineering	12	12	Cr4000
Forensics	8	12	Cr2000
Mechanical	5	12	Cr1000
Scientific	5	8	Cr2000
Surveying	6	12	Cr1000

Electronics (specific skill):
Required for performing repairs and installing new equipment.

Engineering (specific skill):
Required for performing repairs and installing new equipment.

Forensics:
Required for investigating crime scenes and testing samples.

Mechanical:
Required for repairs and construction.

Scientific:
Required for scientific testing and analysis.

Surveying:
Required for planetary surveys or mapping.

MELEE WEAPONS

THE *CORE* COLLECTION

With the advent of powered armour and portable fusion generators, the line between personal weapon and heavy artillery is blurred. The high-end weapons available in the Imperium are staggeringly powerful. Few private citizens can obtain such weapons legally, but small brush wars can turn into alarming plasma-fired conflagrations when mercenaries are involved.

Melee weapons are a symbol of status among the nobility of many worlds, but they also serve a useful purpose in boarding actions. When attempting to capture an enemy vessel, a sword is much less likely to cause significant damage to vulnerable systems or cause a hull breach than a gun, but is better at opening a self-sealing vacc suit to the airless cold of space.

These weapons require the Melee skill, using the blade speciality if they have a sharp edge, bludgeon if they do not, and unarmed if you are left with nothing but your fists. A Traveller without a weapon still has his fists, though they can be a poor substitute against a better prepared enemy.

WEAPON	TL	RANGE	DAMAGE	KG	COST	MAGAZINE	MAGAZINE COST	TRAITS
Blade	2	Melee	2D	2	Cr100	-	-	-
Broadsword	2	Melee	4D	8	Cr500	-	-	Bulky
Club	1	Melee	2D	3	-	-	-	-
Cutlass	2	Melee	3D	4	Cr200	-	-	-
Dagger	1	Melee	1D+2	1	Cr10	-	-	-
Improvised	-	Melee	2D-2	Varies	-	-	-	-
Rapier	3	Melee	2D	2	Cr200	-	-	-
Shield	1	Melee	1D	6	Cr150	-	-	-
Staff	1	Melee	2D	3	-	-	-	-
Stunstick	8	Melee	2D	1	Cr300	-	-	Stun
Unarmed	-	Melee	1D	-	-	-	-	-

COST: CR 100

BLADE

A small bladed weapon, somewhere between a dagger and a cutlass, with a large basket hilt.

COST: CR 500

BROADSWORD

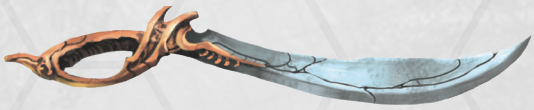
A heavy two-handed sword.

COST: CR 1000

CLUB

The first weapon emerging civilisations usually discover. Clubs can range from a length of heavy wood to extending riot batons of advanced polymers, but they remain a popular and practical weapon regardless.

COST: CR 200



CUTLASS

The standard shipboard blade weapon, often kept near airlocks to repel boarders.

COST: CR 10

DAGGER

A small knife weapon, approximately 20-30 centimetres in length.

COST: CR —

IMPROVISED

Sometimes a Traveller just has to use whatever comes to hand. This covers any non-weapon object a Traveller grabs during a fight.

COST: CR 200

RAPIER

A duelling foil. Rapiers grant DM+1 for parrying.

COST: CR 150

SHIELD

A Traveller using a shield increases their effective Melee skill by +1 when parrying. A Traveller with no Melee skill counts as having Melee 1 when using a shield to parry.

COST: CR —

STAFF

A length of wood or metal.

COST: CR 300

STUNSTICK

A short and innocuous looking weapon, this ceramic stick can deliver a painful and debilitating shock to anyone who touches the wrong end.

SLUG THROWERS

THE *CORE* COLLECTION

Despite advances in energy weapons and other offensive technologies, accelerating a small piece of metal to high velocity is still one of the most efficient ways of killing someone. Chemically propelled firearms give way to gyrojet (rocket bullets) and gauss (electromagnetically launched bullets) as technology advances.

These weapons require the Gun Combat (slug) skill.

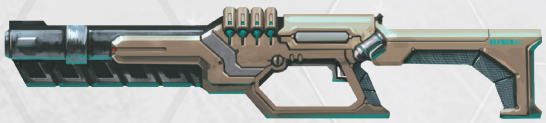
WEAPON	TL	RANGE	DAMAGE	KG	COST	MAGAZINE	MAGAZINE COST	TRAITS
PISTOLS								
Antique Pistol	3	5m	2D-3	1	Cr100	1	Cr5	-
Autopistol	6	10m	3D-3	1	Cr200	15	Cr10	-
Body Pistol	8	5m	2D	-	Cr500	6	Cr10	-
Gauss Pistol	13	20m	3D	1	Cr500	40	Cr20	AP 3, Auto 2
Revolver	5	10m	3D-3	1	Cr150	6	Cr5	-
Snub Pistol	8	5m	3D-3	-	Cr150	6	Cr10	Zero-G
RIFLES								
Accelerator Rifle	9	250m	3D	2	Cr900	15	Cr30	Zero-G
Advanced Combat Rifle	10	450m	3D	3	Cr1000	40	Cr15	Auto 3, Scope
- 40mm Grenade	-	250m	Grenade	-	-	1	As Grenade	-
Antique Rifle	3	25m	3D-3	6	Cr150	1	Cr10	-
Assault Rifle	7	200m	3D	4	Cr500	30	Cr15	Auto 2
Autorifle	6	300m	3D	5	Cr750	20	Cr10	Auto 2
Gauss Rifle	12	600m	4D	4	Cr1500	80	Cr40	AP 5, Auto 3, Scope
Rifle	5	250m	3D	5	Cr200	5	Cr10	-
Shotgun	4	50m	4D	4	Cr200	6	Cr10	Bulky
Submachine Gun	6	25m	3D	3	Cr400	20	Cr10	Auto 3

COST: CR 900

ACCELERATOR RIFLE

Also known as gyrojet weapons, accelerator rifles are designed for zero-gravity combat. They fire tiny missiles that leave the rifle with minimal velocity and thus minimal recoil, then accelerate to high speed.

COST: CR 1000



ADVANCED COMBAT RIFLE

The ultimate evolution of the conventional firearm, advanced combat rifles are the weapon of choice for many military units. Standard equipment includes an electronic battlefield sight, incorporating both light amplification and passive IR, visual magnification, and a laser rangefinder which may also be used as a target painting device. The weapon is also gyroscopically stabilised during firing. A sling is provided, and the muzzle of the rifle includes an integral flash suppressor and adaptor for launching a 40mm RAM shoot-through grenade.

COST: CR 100

ANTIQUE PISTOL

A flintlock or other primitive projectile weapon. Unless the weapon is especially well made, it will have DM-1 to all attacks. Antique pistols require a successful Gun Combat (slug) check to reload.

COST: CR 150

ANTIQUE RIFLE

A musket or other primitive rifle. Unless the weapon is especially well made, it will have DM-1 to all attacks. Antique rifles require a successful Gun Combat (slug) check to reload.

COST: CR 500

ASSAULT RIFLE

Assault rifles fire lighter projectiles than rifles, but are capable of a higher rate of fire and are more suitable to short-range encounters.

COST: CR 200

AUTOPISTOL

Variants of this semi-automatic pistol is the standard sidearm for law enforcement officers and criminals across the Imperium.

COST: CR 750

AUTORIFLE

Automatic rifles have a higher muzzle velocity and are capable of automatic fire. Sometimes called battle rifles.

COST: CR 500

BODY PISTOL

Body pistols are manufactured from plastics and cultured bone, making them very difficult to detect using conventional weapons scanners. Body pistols impose DM-4 to any Electronics (sensors) checks made to detect them.

COST: CR 500

GAUSS PISTOL

Gauss pistols use electromagnetic coils to accelerate metallic darts to hypersonic speeds. Gauss weapons are lightweight, efficient and deadly.

COST: CR 1500

GAUSS RIFLE

Gauss rifles replace conventional rifles at TL13. Like the smaller gauss pistol, rifles fire high-velocity projectiles using electromagnetic rails.

COST: CR 150

REVOLVER

A conventional six-shooter handgun.

COST: CR 200

RIFLE

A long-range hunting rifle or light infantry weapon.

COST: CR 200

SHOTGUN

Shotguns are smoothbore weapons that typically fire ammunition containing multiple small pellets. They are most effective at short range. A shotgun using pellet ammunition ignores Dodge dice modifiers, but Armour gives double protection against pellet attacks.

COST: CR 150

SNUB PISTOL

These lightweight, low-recoil weapons were designed for use aboard spacecraft and in zero gravity.

COST: CR 400

SUBMACHINE GUN

A short weapon capable of automatic fire, it puts the power of an assault rifle into a small package. However, it lacks a rifle's accuracy at range.

ENERGY WEAPONS

THE *CORE* COLLECTION

Directed-energy weapons first enter the battlefield as target designators and range-finders, but by TL9 weapons capable of inflicting damage directly appear. Laser weapons require a power supply – pistols come with a belt- or wrist-mounted power pack, while rifles come with backpacks connected by a cable. As the Tech Level increases, power packs gradually become integrated into the weapons themselves.

All energy weapons come with a power pack that can be recharged using a ship's power plant or another power source. It takes eight hours to recharge a power pack and switching from one pack to another is a Minor Action.

These weapons require the Gun Combat (energy) skill.

WEAPON	TL	RANGE	DAMAGE	KG	COST	MAGAZINE	POWER PACK COST	TRAITS
PISTOLS								
Laser Pistol	9	20m	3D	3	Cr2000	100	Cr1000	Zero-G
Laser Pistol	11	30m	3D+3	2	Cr3000	100	Cr3000	Zero-G
Stunner	8	5m	2D	0.5	Cr500	100	Cr200	Stun, Zero-G
Stunner	10	5m	2D+3	0.5	Cr750	100	Cr200	Stun, Zero-G
Stunner	12	10m	3D	0.5	Cr1000	100	Cr200	Stun, Zero-G
RIFLES								
Laser Carbine	9	150m	4D	4	Cr2500	50	Cr1000	Zero-G
Laser Carbine	11	200m	4D+3	3	Cr4000	50	Cr3000	Zero-G
Laser Rifle	9	200m	5D	8	Cr3500	100	Cr1500	Zero-G
Laser Rifle	11	400m	5D+3	5	Cr8000	100	Cr3500	Zero-G
Laser Sniper Rifle	12	600m	5D+3	6	Cr9000	6	Cr250	Scope, Zero-G
Plasma Rifle	16	300m	6D	6	Cr100000	Unlimited	-	-

COST: *from* CR 2000

LASER PISTOL

The TL9 pistol is bulky, but effective, with no recoil and a large magazine. At TL11, advances in battery technology and miniaturisation mean the pistol is no larger than a conventional firearm, but must still be connected to a battery pack for sustained use.

COST: *from* CR 2500

LASER CARBINE

Laser carbines are shorter and lighter than laser rifles, and have a correspondingly shorter range.

COST: *from* CR 3500

LASER RIFLE

Laser rifles are highly accurate at long range and are powered by heavy backpacks.

COST: CR 9000

LASER SNIPER RIFLE

A six-shot model designed to be used for mobile sniping. The power pack is integrated into the weapon itself, removing the need for a heavy backpack.

COST: CR 100000

PLASMA RIFLE

TL16 technology allows the bulky reactor and plasma chamber of the PGMP to be made small enough to fit into a rifle frame. The plasma rifle is a high-powered weapon designed to crack battle dress.

COST: CR 200

STUNNER

A non-lethal weapon designed to inflict a massive shock to the target, incapacitating it.

GRENADE WEAPONS

THE *CORE* COLLECTION

These weapons are thrown or launched at an enemy and are typically designed to affect several targets across a wide area at once.

Thrown grenades use the Athletics (dexterity) skill, while those that are launched use the Heavy Weapons (man portable) skill.

Missed attacks with grenades will generally result in nothing interesting happening unless there are dangerous or amusing targets nearby, at the discretion of the referee.

WEAPON	TL	RANGE	DAMAGE	KG	COST	TRAITS
Aerosol	9	20	-	0.5	Cr15	Blast 9
Frag	6	20	5D	0.5	Cr30	Blast 9
Smoke	6	20	-	0.5	Cr15	Blast 9
Stun	7	20	3D	0.5	Cr30	Blast 9, Stun

1 AEROSOL

Aerosol grenades create a fine mist that diffuses any lasers that are fired into or through it, but the mist does not block normal vision. Any laser attack tracing a line of sight into or through the mist has its damage reduced by -10. Laser communications are completely blocked by the mist. Aerosol clouds dissipate after 1D x 3 rounds, though heavy winds and rain can drastically reduce this time.

2 FRAG

Fragmentation grenades explode in a blast of shrapnel designed to kill or cripple anyone close by.

3 SMOKE

Smoke grenades creates a thick cloud that disrupts vision. This imposes DM-2 to all attacks on targets within the cloud. IR vision completely bypasses this cloud of smoke. Smoke clouds dissipate after 1D x 3 rounds, though heavy winds and rain can drastically reduce this time.

4 STUN

Stun grenades release a powerful pulse of energy, usually in the form or light and/or sound that incapacitates targets rather than killing them.

HEAVY WEAPONS

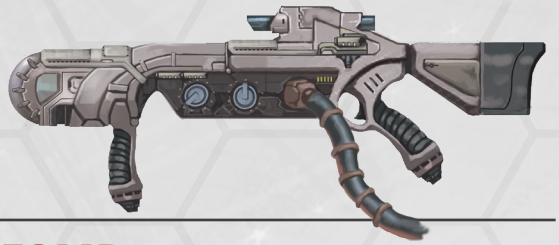
THE *CORE* COLLECTION

These are among the most powerful weapons to appear on the battlefield and require special training to use effectively. Only those mounted on vehicles and ships will be more powerful at any equivalent Tech Level.

These weapons require the Heavy Weapons (man portable) skill.

WEAPON	TL	RANGE	DAMAGE	KG	COST	MAGAZINE	MAGAZINE COST	TRAITS
FGMP	14	450m	2DD	12	Cr100000	-	-	Radiation, Very Bulky
FGMP	15	450m	2DD	12	Cr400000	-	-	Bulky, Radiation
FGMP	16	450m	2DD	15	MCr0.5	-	-	Radiation
Grenade Launcher	7	100m	As grenade	6	Cr400	6	As grenades	Bulky
Machinegun	6	500m	3D	12	Cr1500	60	Cr100	Auto 4
PGMP	12	250m	1DD	10	Cr20000	-	-	Very Bulky
PGMP	13	450m	1DD	10	Cr65000	-	-	Bulky
PGMP	14	450m	1DD	10	Cr100000	-	-	
RAM Grenade Launcher	8	250m	As grenade	2	Cr800	6	As grenades	Auto 3, Bulky
Rocket Launcher	6	120m	4D	8	Cr2000	1	Cr300	Blast 6
Rocket Launcher	7	150m	4D+3	8	Cr2000	1	Cr400	Blast 6, Smart
Rocket Launcher	8	200m	5D	8	Cr2000	2	Cr600	Blast 6, Scope, Smart
Rocket Launcher	9	250m	5D+6	8	Cr2000	2	Cr800	Blast 6, Scope, Smart

COST: *from* CR 100000



FGMP

The ultimate personal firearm, the Fusion Gun, Man Portable is more like a piece of artillery. It includes a gravity suspension system to reduce its inertia, and fires what amounts to a directed nuclear explosion. Those without radiation protection who are nearby when a FGMP is fired will suffer a potentially lethal dose of radiation.

COST: CR 400

GRENADE LAUNCHER

Grenade launchers are used to fire grenades over long distances. They may be equipped with any normal type of grenade.

COST: CR 1500

MACHINEGUN

A larger and less portable version of the autorifle, the machinegun may be relatively low tech but it is capable of sawing even armoured targets in half.
powered by heavy backpacks.

COST: *from* CR 20000

PGMP

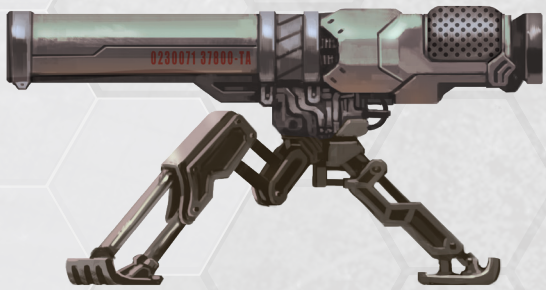
The Plasma Gun, Man Portable is the standard assault weapon of the marines. It is so heavy and bulky that it can only be used easily by a trooper in Battle Dress. It is powered by a built-in micro-fusion generator, and fires a high-energy plasma stream. More advanced plasma guns adjust the weapon's optimum range and plasma temperature.

COST: CR 800

RAM GRENADE LAUNCHER

Rocket Assisted Multi-Purpose grenade launchers have a longer range and are capable of firing up to three grenades with a single attack. They may be equipped with any normal type of grenade.

COST: CR 2000



ROCKET LAUNCHER

The poor man's FGMP. Anyone standing behind a rocket launcher when it is fired will be caught in its back blast and suffer 3D damage from the burning gasses. It takes three minor actions to reload a rocket launcher.

EXPLOSIVES

THE *CORE* COLLECTION

The Explosives skill is used with explosives. Multiply the damage of the explosives by the Effect of the Explosives check used to set them.

Doubling the amount of explosives used will increase the Damages by 1D and the Burst by +1. Continually doubling the amount of explosives used will have a cumulative effect.

WEAPON	TL	RANGE	DAMAGE	KG	COST	MAGAZINE	MAGAZINE COST	TRAITS
Plastic	6	-	3D	-	Cr200	-	-	Blast 9
Pocket Nuke	12	-	6DD	4	Cr250000	-	-	Blast 1000, Radiation
TDX	12	-	4D	-	Cr1000	-	-	Blast 15

1 PLASTIC

This generic, multi-purpose plastic explosive is a favourite of military units, terrorists, demolition teams and Travellers across Charted Space.

2 POCKET NUKE

Hideously illegal on many worlds, the pocket nuke is actually the size of a briefcase and so is too large to fit into a grenade launcher. Using multiple pocket nukes will not increase the Damage or Burst of the explosion.

3 TDX

An advanced gravity-polarised explosive, TDX explodes only along the horizontal axis.

WEAPON OPTIONS

THE *CORE* COLLECTION

Weapons can be customised to a massive degree. Listed here are just some of the more popular choices.

1 AUXILIARY GRENADE LAUNCHER *(TL7)*

An underslung grenade launcher can be added to any rifle weapon at the cost of Cr1000. This grenade launcher has a magazine of one grenade and takes three minor actions to reload. Otherwise, it is identical to the grenade launcher on page 126.

2 GYROSTABILISER *(TL9)*

Stabilisers can be added to any Bulky weapon, reducing its recoil and removing the Bulky trait at a cost of Cr500. They cannot be added to any Destructive weapon.

3 INTELLIGENT WEAPON *(TL11)*

This adds Computer/0 to any weapon. Costs Cr1000.
TL13: This adds Computer/1 to any weapon. Costs Cr5000.

4 LASER SIGHT *(TL8)*

Integrated optics and laser sights give DM+1 to any attack made at less than 50 metres. Costs Cr200.
TL10: X-ray lasers and improved display technology removes the tell-tale 'red dot' of a vislight laser.

5 SCOPE *(TL5)*

A high-quality telescopic scope for attachment to a rifle or heavy weapon, allowing accurate shots to be made at extreme ranges. Any rifle or heavy weapon equipped with this gains the Scope trait. Costs Cr50.
TL7: Adds image enhancement and light intensification, allowing the scope to be used in low-light environments without penalty.

6 SECURE WEAPON *(TL10)*

A secure weapon requires authentication in some fashion (scanning the user's DNA or iris patterns, entering a password, transmission of an unlocking code from a comm) before it can be fired. Costs Cr250.

7 SUPRESSOR *(TL8)*

A supressor can be added to any non-automatic slug thrower, masking the sound produced by firing. Costs Cr250.

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C H A P T E R - S I X

VEHICLES

From a simple horse drawn cart to a jet fighter, from a bicycle to a multi-turreted, super heavy grav tank, billions of vehicles exist across the galaxy. They serve as transportation systems that allow people to travel further, faster, while taking more with them.

Travellers will come into contact with many vehicles of different types and it is important they know how all function.

All vehicles share some common characteristics. The example shown here is a simple ground car found on most low-Tech Level industrialised worlds.

MOVEMENT

While the distance a Traveller, alien or animal can move is listed in metres per combat round, vehicles are capable of travelling much, much faster. For this reason, the rate at which a vehicle is moving is determined by Speed Bands, as shown on the Speed Bands table. This table shows the relative speed each Speed band represents in kilometres per hour for reference.

A vehicle may change its current speed by one Speed Band at the start of every combat round if it is travelling at Fast speed or less, or by one Speed Band every minute if it is travelling faster. Travellers on foot will typically use the Idle band.

Speed Bands

Speed Band	Speed Band Number	Kilometres per Hour
Stopped	0	0
Idle	1	1-20
Very Slow	2	20-50
Slow	3	50-100
Medium	4	100-200
High	5	200-300
Fast	6	300-500
Very Fast	7	500-800
Subsonic	8	800-1200
Supersonic	9	1200-6000
Hypersonic	10 (A)	6000 or more

The Speed Band Number is a useful abbreviation of the Speed Bands and is used for some rules a little further on.

Rough Terrain

The listed speed for any ground vehicle is what is normally attainable on a relatively flat or even surface, such as a road, track or short grass. If a ground vehicle (any vehicle that uses the Drive skill) is taken off a road, the going will get more difficult.

Any ground vehicle going off-road will suffer DM-2 to all checks to control it and its maximum speed is reduced by two Speed Bands.

Some terrain is classed as Rough and cannot be traversed at all by most ground vehicles. Rough terrain comprises heavy forest, very broken ground, hills with 20-50% slopes, and similar ground.

A vehicle that is noted as being off-road capable or requires the Drive (track) skill does not suffer any penalties when it is driven off-road and can even negotiate Rough terrain with care. Such vehicles can cross rough terrain while suffering DM-2 to all checks to control them and reducing their maximum speed by two Speed Bands.

Airborne Movement

Most aircraft (vehicles that use the Flyer skill) are designed for a specific atmosphere and planetary gravity. This means aircraft can only fly on worlds with Size and Atmosphere types within 2 of their world of creation.

For example, an aircraft manufactured on a world with Size 7 and Atmosphere 7 could function properly on worlds with Atmosphere 5–9, and Size 5–9.

Aircraft suffer DM-1 to all checks made to control them if they are not within their home Atmosphere and/or Size types, and cannot fly at all if they are operating beyond the range listed above.

In any case, aircraft require a minimum Atmosphere code of 1 in order to function. Aircraft descriptions include the Size and Atmosphere types of their world of manufacture.

Grav Vehicles

Vehicles using the Flyer (grav) skill employ anti-gravity technology rather than traditional methods of flight and so are unaffected by the Atmosphere and Size of worlds they travel on.

TL: The lowest Tech Level the vehicle is available at.

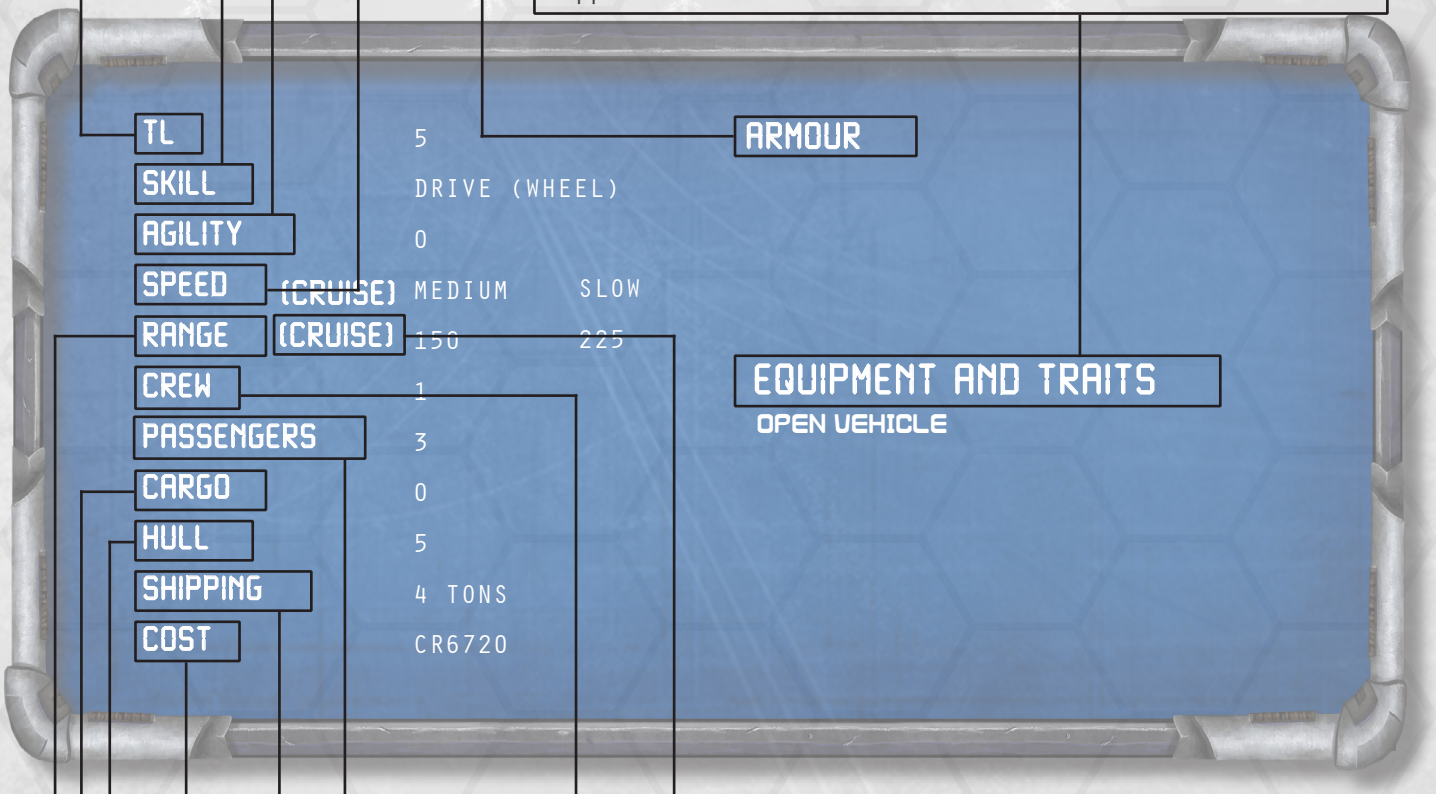
Skill: Which skill is used to drive or pilot the vehicle.

Agility: How easy the vehicle is to drive or pilot. This is applied as a DM to all checks made to control the vehicle.

Speed: The maximum Speed Band the vehicle is capable of travelling.

Armour: Similar to the armour worn by Travellers, this is how well the vehicle can resist damage.

Equipment & Traits: Any included equipment or special rules that are applied to the vehicle.



Cruise: The cruising performance of the vehicle.

Crew: How many crew members the vehicle requires.

Passengers: How many additional passengers can be carried.

Shipping: How much space the vehicle will require for transport on a spacecraft.

Cost: How much it costs to purchase the vehicle.

Hull: A measure of how much damage the vehicle can sustain before it is destroyed or rendered inoperable.

Cargo: How much cargo the vehicle can carry, in tons.

Range: The maximum distance the vehicle can travel without refuelling.

Cruising Speed

The Speed of vehicles in *Traveller* shows the maximum rate at which the vehicle can normally travel. The Range will show the distance they can travel while at this maximum speed.

However, most vehicles will rarely travel at their maximum speed, and will instead cruise to maintain a better balance of speed and endurance. The cruising speed of any vehicle is assumed to be one Speed Band lower than the vehicle's maximum speed and if it maintains this rate of movement, its Range will increase by 50%.

COMBAT

Combat in and on vehicles is much the same as ordinary combat, though there are some differences.

- Unlike people, who are mobile and manoeuvrable, careful track must be kept of which way a vehicle is facing. Vehicle-mounted weapons, and to a lesser extent armed passengers, are restricted to certain fire arcs.
- Vehicles are considered to move on the driver's Initiative. The driver must spend a minor action every round to keep control of the vehicle under normal circumstances – a straight road or simple manoeuvres – or a significant action to navigate obstacles, conduct evasion or pursuit, or dodge incoming fire.

Closed Vehicles

Closed vehicles include typical cars, g/carriers, tanks and other vehicles with crew and passengers within a protective enclosed hull. All vehicles are assumed to be closed unless otherwise stated.

- Closed vehicles grant cover to any visible occupants, with a bonus equal to the Armour of the vehicle in the facing from which the attack originates.
- Any occupants not visible cannot be attacked at all.
- Only a few people in a closed vehicle can shoot out, depending on the number of windows or other firing ports and the internal space available. Unless the description mentions otherwise up to two people can fire into each arc from a civilian vehicle and one person in each arc in a military one.

Open Vehicles

Open vehicles include motorbikes, air/rafts and other vehicles where the occupants are exposed. If a vehicle is open, this will be stated in its description under Equipment & Traits.

- Open vehicles grant no cover to the passengers.
- Any passenger in an open vehicle can shoot (or otherwise attack) in any direction.

Vehicular Actions

These are all significant actions that the driver (or pilot) of a vehicle can perform during his turn in a combat round. All skill checks used in these actions use the Agility of the vehicle as a DM.

Dogfight: A vehicle within 1 km and within one Speed Band of another may initiate a dogfight. This is a series of manoeuvres whereby the driver of one vehicle attempts to gain a position of advantage over another and, hopefully, destroy it.

The drivers of both vehicles make opposed skill checks using the skill appropriate to their vehicle (Drive, Flyer, or Seafarer), modified by their vehicle's Agility as normal. For every additional enemy engaging in the dogfight, DM-1 is applied.

A draw means that neither vehicle may attack the other unless it possesses a weapon in a turret. The winner may choose to place his opponent's vehicle in a fire arc of his choice and may choose which of the opposing vehicle's fire arcs his own vehicle lies in.

In this way, the winner of a dogfight can ensure all his forward facing weapons can attack his enemy while ensuring he stays out of his opponent's forward facing (and the weapons present there). In addition, the winner of a dogfight gains DM+2 to all his attack rolls for this round while the loser suffers DM-2.

If one of the vehicles' drivers chooses to initiate a dogfight again in the following combat round, the winner of the previous dogfight applies the difference between that round's opposed check as a positive DM to this round's opposed check.

Evasive Action: The driver may declare he is taking evasive action when his turn arrives. He makes a skill check (the skill being determined by the type of vehicle and don't forget to apply the vehicles Agility!) and the Effect acts as a DM- to all attacks against the vehicle or its passengers. The Effect also acts as a DM- to any attacks made from the vehicle too, as the sudden movement will make aimed attacks difficult. This lasts until the driver's next action.

Manoeuvre: A driver can manoeuvre his vehicle without making any skill checks. This allows the vehicle to avoid large or obvious obstacles, get to where it is going, move out of one fire arc of an enemy vehicle and into a different one, or change the fire arc a single target is in. More extreme manoeuvres are covered by the Stunt action.

Ram: Deliberately driving a vehicle into someone or something requires a significant action and a successful skill check (skill determined by vehicle). Ram attacks are affected by dodging and evasive action as normal.

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The referee may grant bonuses to a ram attempt or declare it automatically successful if the target is particularly large or stationary.

Stunt: With a successful skill check the driver or pilot can do pretty much anything it is possible to do in his vehicle – stand a car up on two wheels, perform stunning aerobatics in a jet fighter, or skim a speedboat over a low sandbar. A stunt can be used to put a single target into one additional fire arc for one round (putting an enemy vehicle into both front and rear arcs by spinning a car, for example), to set up some other skill check (often allowing passengers to line up weapons) using the rules for task chains on page 60, to achieve something that would normally be very difficult or impossible in your vehicle (driving down an alley too narrow for your car by flipping it onto two wheels), to achieve up to three manoeuvre actions in one go, just to show off, or anything else you can imagine. The referee is free to set the difficulty of the skill check to reflect the attempted action.

Weave: In an environment with many obstacles, such as an inner city or tight underground caverns, a driver or pilot may choose to weave his vehicle in and around obstacles at high speed in order to evade pursuit. The driver chooses a weaving score, between 1 and his current Speed Band Number, and must then make a skill check (skill determined by vehicle) with the weaving score as a negative DM on this check. If he fails, he has driven/flown into an obstacle and crashed. If he succeeds, any pursuers must also choose a weave action in their turn and make their skill check at the same penalty with the same consequence for failure. Alternatively, they can choose to break off pursuit and either give up or try to reacquire the target later.

Vehicle Weapons

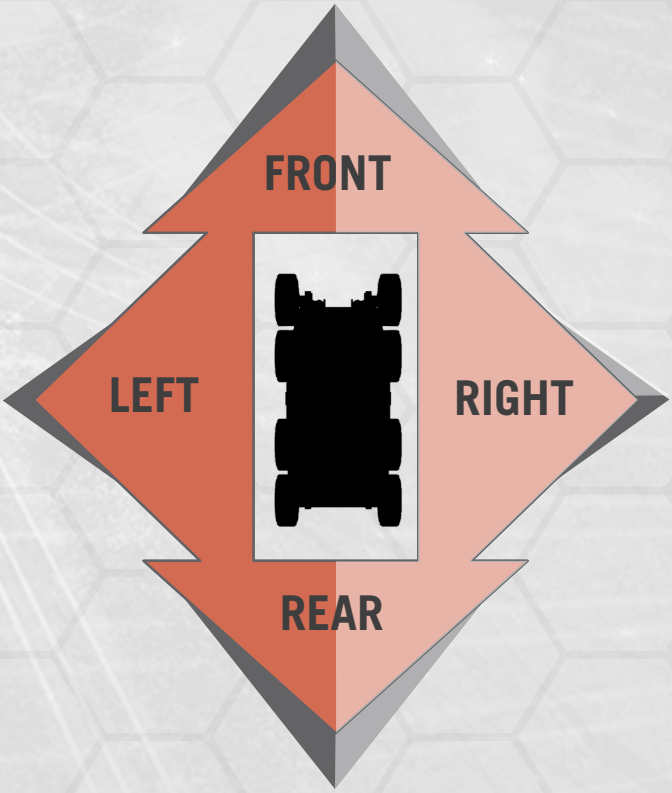
Attacking with ranged weapons mounted upon a vehicle uses the same rules as detailed in the Combat chapter, with the following exceptions.

- Firing a vehicle-mounted weapon uses the Heavy Weapons (vehicle) skill.
- The Range of weapons is noted in kilometres, not metres.
- All weapons mounted on a closed vehicle may not be used to attack targets within 5% of the weapon's Range. They are simply not designed to engage close targets.
- Note that unless a vehicle-mounted weapon has the Scope trait (see page 75), all attacks made at a range greater than 1 kilometre (as opposed to 100 metres for Travellers shooting on foot) are automatically considered to be Extreme Range.
- Weapons mounted on vehicles are subject to fire arcs.
- An additional DM-1 is imposed on all attack rolls for every Speed Band difference between the attacker and its target. This applies to Passengers firing from the vehicle as well.

Fire Arcs

Weapons mounted on vehicles are limited in what direction they can fire. A weapon mounted in the front arc, for example, can only fire into a 90° area in front of the vehicle. Weapons in turrets can fire in any direction.

What weapons a vehicle has in which fire arcs is listed in its description.



Damaging Vehicles

Once the total amount of damage a weapon is causing has been calculated, any armour the vehicle has is deducted from it. Some vehicles have different armour scores on different facings – the armour used against a weapon is always the facing the attack is made from. Basically, if an attack is made to the side of a vehicle, the vehicle will use its side armour against the attack.

The remaining damage is the total that is removed from the vehicle's Hull. Once a vehicle has been reduced to zero Hull, it is wrecked and becomes totally inoperable, and is beyond any repair.

Vehicle Armour

Even on dedicated military vehicles, the roof and floor tend to be weak points in their structure that a canny enemy can exploit. Unless otherwise stated, all vehicles will use half the value of their side armour against attacks on the roof, and half the value of their rear armour against attacks on the floor.

Critical Hits

If an attack roll against a vehicle has an Effect of 6 or higher *and* it causes damage (rather than just bouncing off armour), a critical hit has been scored – some vital system has been damaged by the attack, reducing the effectiveness of the vehicle.

If a critical hit has been inflicted upon a vehicle, roll 2D and then consult the Critical Hits Location table. If a particular location does not apply to this vehicle, roll again.

Critical Hits Location

2D	Location
2-3	Fuel
4	Power Plant
5	Weapon
6	Armour
7	Hull
8	Cargo
9	Occupants
10	Drive System
11-12	Systems

The Severity of the critical hit is equal to the damage the vehicle has taken from the attack, divided by ten (rounding up). Consult the Critical Hit Effects table to determine the nature of the critical hit and how it affects the vehicle. All effects are cumulative, and any extra damage caused by the effects of critical hits ignores the vehicle's Armour.

If a vehicle has already sustained a critical hit to a location that receives another, use the Severity of the new critical hit or the original plus one, whichever is higher. Once a location has reached Severity 6, it cannot suffer any more critical hits. Instead, the vehicle will receive 6D extra damage every time the location suffers another critical hit.

Collisions

When a vehicle collides with something else – a Traveller, another vehicle, or obstacle – both take damage. Roll 1D for every Speed Band Number the vehicle was travelling at during the time of impact (round up). This is applied as damage directly to anything hit and, if the object struck is solid enough, also to the ramming vehicle.

Any unsecured passengers in a vehicle damaged in a collision take the same damage and, in open vehicles, are thrown ten metres for every Speed Band Number. Damage to passengers involved in collisions ignores any personal armour.

Critical Hit Effects

	Severity					
Location	**1**	**2**	**3**	**4**	**5**	**6**
Fuel	Leak – will run dry in 2D hours	Leak – will run dry in 1D hours	Leak – will run dry in 1D minutes	Leak – will run dry in 1D rounds	Fuel explodes, Hull Severity increased by +1	Fuel explodes, Hull Severity increased by +1D
Power Plant	Speed reduced by one Band	Speed reduced by D3 Bands	Speed reduced by 1D Bands	Speed reduced to zero	Speed reduced to zero, Hull Severity increased by +1	Speed reduced to zero, Hull Severity increased by +1D
Weapon	Random weapon suffers DM-2 when used	Random weapon disabled	Random weapon destroyed	Random weapon explodes, Hull Severity increased by +1	Random weapon explodes, Hull Severity increased by +1	Random weapon explodes, Hull Severity increased by +1
Armour	Armour on the facing hit reduced by -1	Armour on the facing hit reduced by -1D	Armour on the facing hit reduced by -1D	Armour on the facing hit reduced by -2D	Armour on the facing hit reduced by -2D, Hull Severity increased by +1	Armour on the facing hit reduced by -2D, Hull Severity increased by +1
Hull	Vehicle suffers 1D damage	Vehicle suffers 2D damage	Vehicle suffers 3D damage	Vehicle suffers 4D damage	Vehicle suffers 5D damage	Vehicle suffers 6D damage
Cargo	10% of cargo destroyed	1D x 10% of cargo destroyed	2D x 10% of cargo destroyed	All cargo destroyed	All cargo destroyed, Hull Severity increased by +1	All cargo destroyed, Hull Severity increased by +1
Occupants	Random occupant takes 1D damage	Random occupant takes 2D damage	D3 occupants take 2D damage	1D occupants take 2D damage	1D occupants take 3D damage	All occupants take 4D damage
Drive System	All checks to control vehicle suffer DM-1	All checks to control vehicle suffer DM+2, and speed reduced by one Band	All checks to control vehicle suffer DM-3, and speed reduced by D3 Bands	All checks to control vehicle suffer DM-4, and speed reduced by 1D Bands	Speed reduced to zero	Speed reduced to zero, Hull Severity increased by +1
Systems	All checks to use comms, sensors and computers suffer DM-2	Roll 1D. The vehicle loses the use of 1-2: Comms, 3-4: Sensors, 5-6: Computer	Roll 1D. The vehicle loses the use of 1-2: Comms, 3-4: Sensors, 5-6: Computer	Roll 1D. The vehicle loses the use of 1-2: Comms, 3-4: Sensors, 5-6: Computer	Hull Severity increased by +1	Hull Severity increased by +1

Secured passengers (those wearing seatbelts or something similar) are not thrown anywhere and take one quarter of this damage.

Repairing Vehicles

A vehicle that has suffered Hull damage may be repaired in any facility with suitable maintenance capabilities. An Average (8+) Mechanic check (1D hours +1 per point of damage, INT or EDU) is required to make the repairs and this will consume spare parts costing Cr500 per point of damage repaired.

Any critical hit may be repaired with an Average (8+) Mechanic check (1D hours, INT or EDU), using its Severity as a negative DM.

All weapons and equipment that are destroyed by critical hits will have to be completely replaced at full cost.

Vehicle Weapons

These are among the more common weapons fitted to vehicles in an effort to bring heavier firepower to the battlefield.

All these weapons require the Heavy Weapons (vehicle) skill. Note that, for these weapons, ranges are listed in kilometres and tons are used instead of kilograms for mass.

Cannon: A large calibre gun used to arm the heavy tanks and armoured vehicles of mid-Tech Level armies.

Fusion Gun: One of the most powerful ground-based weapons ever made, the fusion gun can blast through just about any material.

Laser Cannon: A single barrel laser main gun for a vehicle, the laser cannon is the first truly effective vehicle energy weapon.

Light Autocannon: This is a conventional autocannon, of 20-25mm calibre. It is designed to destroy light vehicles and massed infantry.

Vehicle Equipment

The following items can be found on vehicles as part of their standard specification or may be added later. Equipment and weapons may be mounted on any vehicle that has enough spare cargo space. Items massing less than 250 kg do not require any cargo space in a vehicle.

Aquatic Drive (TL4): This equips the vehicle with a watertight hull, props or water jets, and a snorkel, allowing it to traverse liquid surfaces. When in the water, the vehicle will suffer DM-1 to all checks to control it, and Range will be reduced to a quarter of its original score and maximum Speed will drop by two Speed Bands. Vehicles must be designed with aquatic drives in mind and cannot be modified to use them.

Autopilot (TL5): At TL5 autopilots only function on aircraft and sea vessels, but become available to all vehicles at TL9. They allow the complete autonomous function of a vehicle, and are considered to have a Drive, Flyer or Seafarer skill level of 0. This skill level increase by +1 every two Tech Levels thereafter to a maximum of 3. There is an additional cost of Cr5000 for every skill, on top of the basic cost of the autopilot.

Communications (TL4): Most communications systems use some form of electromagnetic radiation, such as radio, laser or maser. At higher Tech Levels, meson communicators become possible. The standard range of the communications system is 5 km but the range of any communicator can be multiplied by itself by doubling the cost.
TL6: Range increases to 25 km and can communicate with overhead satellites.
TL8: Range increases to 50 km and can use lasers or masers to precisely aim a signal so it cannot be intercepted.
TL15: Range increase to 500 km and use of meson technology means the transmission cannot be blocked by any material.

Entertainment System (TL5): At lower Tech Levels this will be purely audio, but video becomes possible very quickly. The cost indicated represents a basic entertainment system found on many stock civilian vehicles but Travellers are welcome to spend almost any amount to create a custom entertainment system that could be fairly described as 'kicking'.

Vehicle Weapons

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Cannon	8	2	8D	2.5	Cr400000	30	Cr5000	Blast 10
Fusion Gun	14	5	3DD	4	MCr3	—	—	Ap 20, Blast 20, Radiation
Heavy Machinegun	6	1	4D	0.1	Cr4500	100	Cr400	Auto 3
Laser Cannon	9	2.5	4D	6	Cr100000	—	—	AP 10
Light Autocannon	6	1	1D	.25	Cr10000	500	Cr1000	Auto 3

Navigation (TL5): From simple GPS systems to intelligent location-scanning guidance systems, this equipment helps a vehicle's crew find their way around. Provides DM+1 to all Navigation checks.
Improved: Provides DM+2 to all Navigation checks.
Advanced: Provides DM+3 to all Navigation checks.

Off-road: Any vehicle that uses the Drive skill may be modified to go off-road. This lowers the Speed of the vehicle by one Speed Band and costs 50% of what the vehicle itself originally cost.

Sensors (TL5): At low Tech Levels, sensors may be little more than headlights and a pair of binoculars but as technology increases, they become increasingly more sophisticated and capable. Even basic civilian vehicles may start to sport radar, densitometers and thermal systems. The range of basic sensors is 500 metres but note that Tech Level is a very important component to the capability of sensors. For every three Tech Levels above TL5, increase the cost of the sensors by +50%.
Improved: Provides DM+1 to all Electronics (sensors) checks and increases range to 5 km.
Advanced: Provides DM+2 to all Electronics (sensors) checks and increases range to 25 km.

Short Term Life Support (TL4): This provides a breathable atmosphere inside a closed vehicle for one day, no matter the exterior conditions. The cost is for every person the system must support.

Turret: The addition of a turret allows a vehicle-mounted weapon to track and target any enemy within line of sight, without being restricted by fire arcs. A turret will mass an amount equal to the weapons it holds, and will cost Cr10000 for every ton.

Weapons: A vehicle may have weapons installed simply by paying the cost of the weapon which will then consume Cargo space. Unless a turret is also installed, the weapon will be upon a fixed mount that can only fire into a specific arc (see page 134). A vehicle may be mounted with one weapon for every 10 points of Hull or part of.

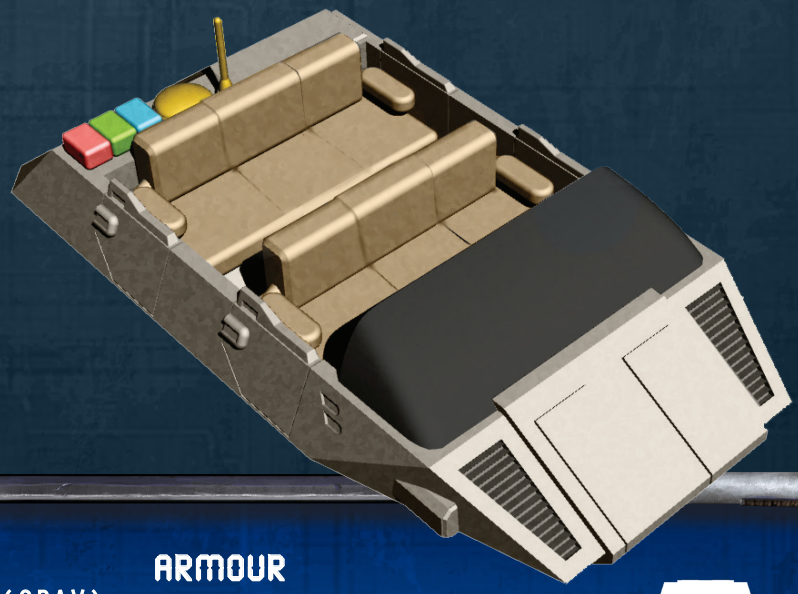
Personal weapons (such as rifles) may be mounted upon a vehicle, and these will consume no cargo space. However, it will cost Cr1000 to sufficiently modify a vehicle for each weapon installed if a turret is not used.

VEHICLE EQUIPMENT

Equipment	TL	Tons	Cost
Autopilot	5	—	Cr2000
Communications	4	—	Cr500
Communications	6	—	Cr1000
Communications	8	—	Cr2000
Communications	15	0.5	Cr4000
Entertainment System	5	—	Cr200
Navigation (basic)	5	—	Cr2000
Navigation (improved)	9	—	Cr10000
Navigation (advanced)	13	—	Cr50000
Off-road	—	—	See text
Sensors (basic)	5	—	Cr5000
Sensors (improved)	8	—	Cr15000
Sensors (advanced)	12	.25	Cr25000
Short Term Life Support	4	—	Cr10000
Turret	—	See text	See text

AIR/RAFT

An open-topped vehicle supported by anti-gravity technology. Air/Rafts are capable of reaching orbit, but passengers must wear vacc suits. They are ubiquitous, remarkably reliable and flexible vehicles.



TL	8
SKILL	FLYER (GRAV)
AGILITY	+1
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	1000 (1500)
CREW	1
PASSENGERS	5
CARGO	0.25
HULL	16
SHIPPING	4 TONS
COST	CR250000

ARMOUR

FRONT	2
SIDES	2
REAR	2

EQUIPMENT AND TRAITS

AUTOPILOT (FLYER 1), COMMUNICATIONS(TL8), COMPUTER /1 (DATABASE), ENTERTAINMENT SYSTEM, NAVIGATION (BASIC), SENSORS (BASIC)

NOTE: A cargo carrying version of the air/raft is available. This has Crew: 1, Passengers: 0 and Cargo: 1.5

ARMOURED FIGHTING VEHICLE (AFV)

A heavily armoured ATV, known as an Armoured Fighting Vehicle, equipped with a turret-mounted autocannon.

TL	12
SKILL	DRIVE (WHEEL)
AGILITY	-2
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	600 (900)
CREW	2
PASSENGERS	8
CARGO	0.75
HULL	60
SHIPPING	10 TONS
COST	CR198000

ARMOUR

FRONT	70
SIDES	60
REAR	50

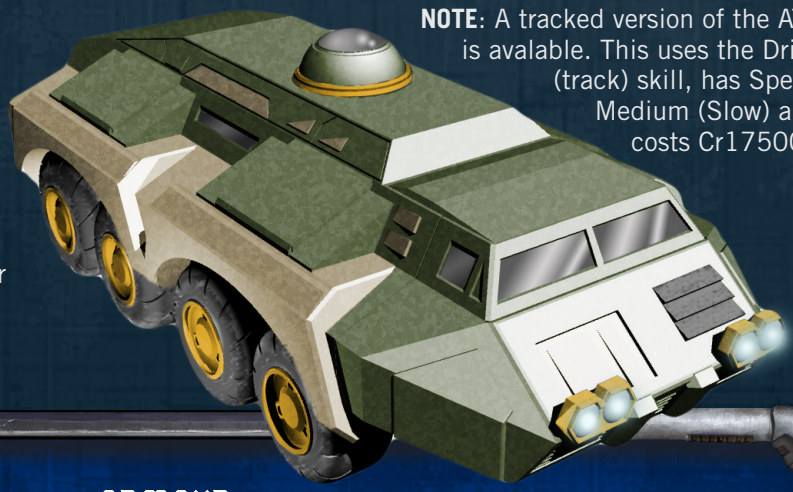
EQUIPMENT AND TRAITS

ATV, OFF-ROADER, TURRET (LIGHT AUTOCANNON), COMMUNICATIONS (TL8), NAVIGATION (IMPROVED), SENSORS (IMPROVED)

ALL TERRAIN VEHICLE (ATV)

An enclosed, pressurised all-terrain ground vehicle. The vehicle is capable of floating on calm water, and has a suite of built-in sensors and communications equipment (usually a laser transceiver) making it ideal for exploration. An ATV has a hardpoint for a turret, but does not normally come with a weapon.

NOTE: A tracked version of the ATV is avalable. This uses the Drive (track) skill, has Speed Medium (Slow) and costs Cr175000



TL	12
SKILL	DRIVE (WHEEL)
AGILITY	-2
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	600 (900)
CREW	1
PASSENGERS	7
CARGO	2.5
HULL	60
SHIPPING	10 TONS
COST	CR155000

ARMOUR

FRONT	6
SIDES	6
REAR	6

EQUIPMENT AND TRAITS

ATV, AQUATIC DRIVE, COMMUNICATIONS (TL8), COMPUTER/1 (DATABASE) NAVIGATION (IMPROVED), SENSORS (IMPROVED), SHORT TERM LIFE SUPPORT, SMALL TURRET

G/BIKE

Much like its ground-based predecessors, the G/bike's speed and size make it a favourite with many Travellers needing to make their own way around a strange planet. It is also the focus of many subcultures and gangs across Charted Space.

TL	12
SKILL	FLYER (GRAV)
AGILITY	+3
SPEED (CRUISE)	V.FAST (FAST)
RANGE (CRUISE)	3000 (4500)
CREW	1
PASSENGERS	0
CARGO	0
HULL	2
SHIPPING	0.5 TONS
COST	CR46000

ARMOUR

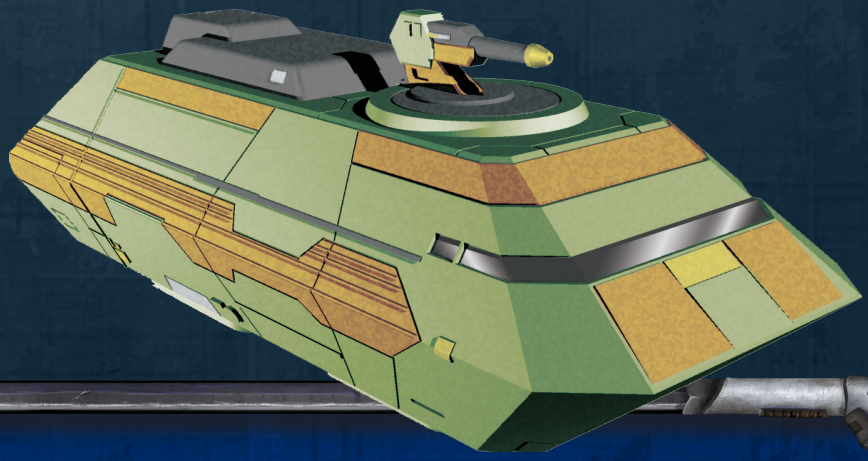
FRONT	4
SIDES	4
REAR	4

EQUIPMENT AND TRAITS

OPEN VEHICLE, COMMUNICATIONS(TL8), NAVIGATION(IMPROVED), SENSORS(IMPROVED)

G/CARRIER

A grav carrier is effectively a flying armoured personnel carrier, and is a standard fighting vehicle of many military forces across Charted Space.



TL	15
SKILL	FLYER (GRAV)
AGILITY	-1
SPEED (CRUISE)	FAST (HIGH)
RANGE (CRUISE)	5000 (7500)
CREW	2
PASSENGERS	8
CARGO	0.75
HULL	90
SHIPPING	15 TONS
COST	MCR11.58

ARMOUR

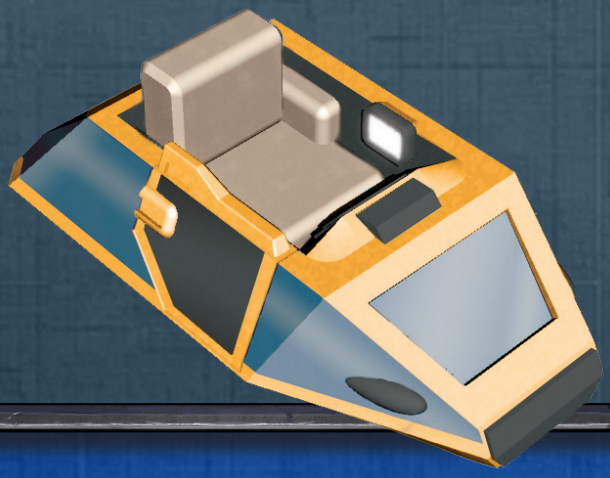
FRONT	120
SIDES	100
REAR	80

EQUIPMENT AND TRAITS

AFV, AUTOPILOT (3), COMMUNICATIONS(TL15), COMPUTER/5 (INTELLECT/2, SECURITY/3, HEAVY WEAPONY/2, FLYER/2, INTRUSION/2, DATABASE), NAVIGATION (ADVANCED), SENSORS (ADVANCED), TURRET (FUSION GUN)

GRAV FLOATER

This is a simple platform or chair that a single Traveller can stand or sit, and be carried around. It cannot achieve any great speed but can, like an air/raft, achieve any altitude up to orbit.



TL	11
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	SLOW (V.SLOW)
RANGE (CRUISE)	3000 (4500)
CREW	1
PASSENGERS	0
CARGO	0
HULL	2
SHIPPING	0.5 TONS
COST	CR24000

ARMOUR

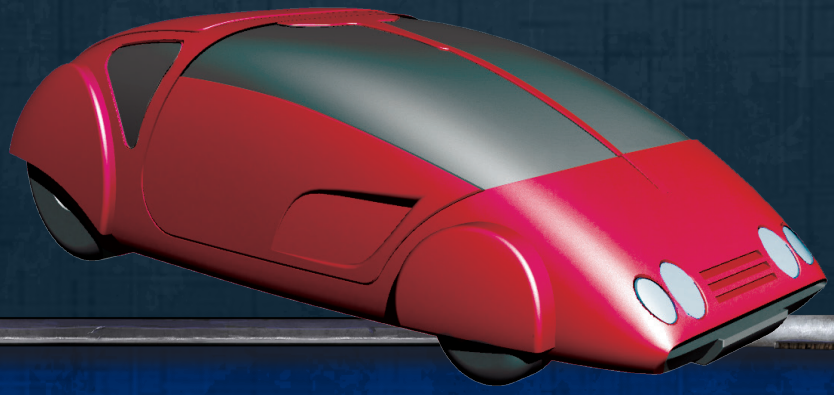
FRONT	3
SIDES	3
REAR	3

EQUIPMENT AND TRAITS

OPEN VEHICLE, COMMUNICATIONS (TL8)

GROUND CAR

A conventional wheeled automobile. The example shown here represents the next generation our own world can expect to see in the small, economy range. It provides cheap, practical motoring.



TL	8
SKILL	DRIVE (WHEEL)
AGILITY	+0
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	400 (600)
CREW	1
PASSENGERS	3
CARGO	0.5
HULL	12
SHIPPING	3 TONS
COST	CR6500

ARMOUR

FRONT	2
SIDES	2
REAR	2

EQUIPMENT AND TRAITS

ENTERTAINMENT SYSTEM, NAVIGATION (BASIC)

C H A P T E R - S E V E N

SPACECRAFT OPERATIONS

This chapter covers operations and encounters in space, other than combat between spacecraft (for which refer to the Space Combat chapter). Ship captains are advised to read this chapter carefully as it contains everything needed to operate and maintain a spacecraft during day-to-day activities.

SPACECRAFT

The term spacecraft covers any interplanetary or interstellar vehicle – anything that can travel through space under its own power. There are subdivisions of spacecraft that further define these vessels.

Ship: A spacecraft of 100 tons or more.
Small Craft: A spacecraft of less than 100 tons. Small craft are incapable of jumping to other star systems.
Capital Ship: A ship of more than 5,000 tons.
System Ship: A ship without jump drives
Streamlined Hull: A ship designed to fly through atmosphere – will feature a wing or lifting body.
Partially Streamlined Hull: These ships may enter atmospheres but are not specifically designed to do so and are extremely ungainly.
Unstreamlined Hull: These ships are completely non-aerodynamic. While they can potentially enter atmospheres, this tends to be very dangerous.

The size of a ship, its components and cargo is measured in displacement tons, or simply tons. A displacement ton displaces a volume equal to one ton of liquid hydrogen. One displacement ton is roughly equal to 14 cubic metres.

BUYING A SHIP

Spacecraft are eye-wateringly expensive, to the extent that, ordinarily, only the very rich, governments or large corporations can afford them. However, an industry of ship mortgages has sprung up that allows individual Travellers at least the dream of owning their own ship, though the repayments can be suitably astronomical and may force them to make less than noble decisions in order to meet the monthly bills (this is the basis and driving force of many *Traveller* campaigns).

The monthly repayments on a ship mortgage are easy to calculate. Start with the total purchase price of the ship being bought, then divide this amount by 240.

This is the amount that must be repaid every month for the next 40 years.

Career Benefits

It is possible for some Travellers to receive a ship as a benefit when leaving a career, such as a merchant receiving a free trader or a scholar receiving a laboratory ship. This represents them buying a ship earlier in life and a proportion of the mortgage will have already been paid off.

Every time a ship is rolled as a benefit, 25% of the original mortgage has been paid off. In practice, the Traveller may choose to continue to pay the calculated mortgage for ten years less every time the benefit is rolled (continuing the mortgage) and pay his ship off faster, or deduct 25% from the purchase price of the ship before calculating the mortgage cost (effectively re-mortgaging) to be paying less per month.

Space and Time

The following units of measurement are used to describe astronomical distances.

Astronomic Unit: The distance between the Earth and the Sun – 149,597,870 kilometres
Light Second: The distance light travels in one second – 299,792 kilometres
Light Minute: 17,987,547 kilometres
Light Year: 9,460,730,472,580.8 kilometres
Parsec: Parallax of one second of arc – 30.857×10^{12} km, or 3.262 light years.

Ship Shares

Individual ship shares may also be earned during careers, each worth MCr1. If they are put towards the purchase of a ship, deduct MCr1 from the purchase cost of the ship for every share, then calculate the mortgage.

AIRLOCKS

A ship has at least one airlock per 500 tons. The average airlock is large enough for three people in vacc suits to pass through. An airlock takes ten seconds to cycle. Under normal circumstances, airlocks are locked down from the bridge and require a Very Difficult (12+) Electronics (computers) check to override. An unlocked airlock can be triggered from outside. Airlocks generally have vacc suits (see page 96), rescue bubbles (see page 115) and cutlasses (see page 117) in lockers nearby.

Ships with cargo space have cargo hatches, allowing up to 10% of their cargo to be transferred at any one time.

ATMOSPHERIC OPERATIONS

A streamlined ship is designed to enter a planetary atmosphere, and can function like a conventional aircraft. Pilot checks are required in high winds and other extreme weather.

Partial streamlining allows a ship to skim gas giants and enter Atmosphere codes of 3 or less, acting in the same way as streamlined ships. In other atmospheres, the ship will be ponderous and unresponsive, reliant on its thrusters to keep it aloft. All Pilot checks will be made with DM-2.

An unstreamlined ship is completely non-aerodynamic and if it enters an atmosphere it runs the risk of sustaining serious damage. Such a ship must make a Pilot check at DM-4 when it enters an atmosphere and for every minute of flight. Each failed check inflicts 1D damage to the ship, ignoring any Armour.

DOCKING AND LANDING

These two procedures are routine and performed whenever a ship travels between systems, so ship captains should be very familiar with their operation. Note the rules for atmospheric operation will apply whenever a ship lands on a planet with an atmosphere.

Landing

Landing at a starport requires a Routine (6+) Pilot check (1D x 10 seconds), but most pilots will take 1D minutes to perform a landing, and gain DM+2 on the task.

Ships have landing gear, allowing them to touch down 'in the wild', which requires an Average (8+), Difficult (10+) or even Very Difficult (12+) Pilot check, depending on local terrain. They can also land on bodies of water. Failing a Pilot check while attempting a landing means the ship has landed improperly or even crashed.

Docking

Two spacecraft may dock if they are close together and neither ship attempts to resist the docking manoeuvre. Many airlock designs across charted space are compatible; for incompatible airlocks, ships extend flexible plastic docking tubes that adapt to the target airlock. Docking with another vessel requires a Routine (6+) Pilot check (1D minutes).

Boarding

Hostile ships may be docked with and boarded, though this is a very dangerous operation at all stages. Boarding attempts are detailed on page 163.

POWER

Every spacecraft has a power plant which produces a number of Power points, as listed in its description in the Common Spacecraft chapter. Under normal circumstances, most ships will produce enough power to run all systems and weapons without any attention needed from the crew. However, some very unusual ships (see *High Guard* for some examples) may be built underpowered, usually to fulfil specific budgetary or design criteria. Other ships may run into power problems if they receive damage to their power plant (see critical hits on page 158).

A ship needs the following Power points available for each of these listed systems. The spacecraft in the Common Spacecraft chapter have a summary of these systems which will greatly speed play if power starts getting low.

Basic Ship Systems: This includes everything a ship needs for day-to-day operations, including artificial gravity, heating, lighting and life support. The number of Power points needed for basic ship systems is equal to 20% of the total tonnage of the hull.

Manoeuvre Drive: In order to use the manoeuvre drive, the ship requires a number of Power points equal to 10% of the hull's total tonnage multiplied by the maximum Thrust the drive is capable of.

Jump Drive: In order to use the jump drive, the ship requires a number of Power points equal to 10% of the hull's total tonnage multiplied by the maximum jump number the drive is capable of. Note that this power requirement is only needed when the ship actually initiates a jump – at all other times, the jump drive remains inert.

Weapons and Systems: The Weapons and Systems table summarises the Power point requirements for various internal components of a spacecraft that are included in this book.

Weapons and Systems

System	Power Required
Beam Laser	4
Missile Rack	0
Particle Beam	8
Pulse Laser	4
Sandcaster	0
Turret	1

Running Out of Power

So long as a ship's power plant is producing enough Power points to run all systems, the spacecraft can operate normally. If, for any reason, the amount of Power points required drops below this, the crew need to make some tough decisions, shutting down various systems so they are no longer a drain on the power plant.

The consequences of shutting down various systems are detailed here. See the Space Combat chapter for ways a crew can shut down systems in battle and, potentially, increase the output of the power plant.

Basic Ship Systems: Basic ship systems cover essentials such as life support, the ship's computer and the gravitic systems providing artificial gravity, which are absolutely vital to the continued running of a ship. However, there are many non-essential systems that can be shut down on a temporary basis (the chicken soup dispenser on deck C is unlikely to be needed in battle, for example), which will halve the number of Power points needed for basic ship systems.

Manoeuvre Drive: The manoeuvre drive can be throttled back or shut off altogether. This will save a number of Power points equal to 10% of the ship's total tonnage multiplied by the Thrust being deducted.

Skipping on Debts

Ship captains hoping to avoid crippling repayments on multi-million credit loans may be tempted to skip out on repayments, jumping to distant systems to make a new life for themselves. If the Travellers do so, they may be chased by ship tracers (bounty hunters) employed by the bank, or logged as criminals in the Imperial database and hunted down by naval vessels. For each new system, roll 2D and apply the modifiers below. If the result is an 8+, the Travellers will be hunted for their crimes.

Per parsec distant: -1, reset every time the Travellers are discovered
Changes to the ship (repainting, altering transponders, refits etc): -1 to -6
Per MCr10 of value of ship stolen: +1
If the Travellers have visited this system more than once in the past three months: +2
Payment is less than one month overdue: -4
Payment is one to six months overdue: +4
Payment is seven to twelve months overdue: +2
Payment is one year or more overdue: +0

Add the local Law Level -5

Jump Drive: The jump drive does not ordinarily drain any power until it is used – however, it is when a crisis has developed that has reduced a ship's power that the crew usually want to jump, so it will be more common for other systems to be shut down in order to allow the jump drive to function!

Weapons and Systems: Individual weapons and systems can be switched off on a temporary basis, regaining the number of Power points listed on the Weapons and Systems table.

High Guard

The *High Guard* book contains a complete spacecraft design system, along with full details on how power plants generate Power points and how much is needed to engage the operation of all components.

RUNNING COSTS AND MAINTENANCE

A starship operator faces many costs each month, which must be paid in order to carry on flying.

Poor Maintenance

2D	Critical Hit	Effect
2-4	Fuel Leak	The spacecraft loses 1D x 10% of its fuel capacity.
5-7	Drive Damaged	Roll 1D. On 1-3, the manoeuvre drive is hit; reduce Thrust by -1 and all Pilot checks suffer a Bane. On 4-6, the jump drive is hit and disabled – it may not be used until repaired.
8-9	Weapon Faulty	One random turret (or weapon, if no turrets are present) is damaged causing a Bane on all attack rolls made with it.
10-12	Power Plant	The spacecraft's Power Points are reduced by 25% and it takes 1D extra damage, ignoring armour. All crew suffer 2D x 10 rads per week.

Running Cost Summary

Item	Monthly Cost
Mortgage	Varies on ship
Life Support	Cr1000 per stateroom, Cr3000 for double occupancy, Cr100 per low berth, Cr1000 per person
Fuel	Cr500 per refined ton, Cr100 per unrefined ton
Repairs and Maintenance	0.1% of purchase price, divided by 12
Salary: Pilot	Cr6000
Salary: Astrogator	Cr5000
Salary: Engineer	Cr4000
Salary: Steward	Cr2000
Salary: Medic	Cr3000
Salary: Gunner	Cr1000
Salary: Marine	Cr1000

Mortgage or Debts: If the crew are paying off debts on their spacecraft, then these must be paid each month.

Life Support and Supplies: Each stateroom on a ship costs Cr1000 per month. This cost covers supplies for the life support system as well as food and water, although meals at this level will be rather Spartan.

Each person on board a ship who is not in a low berth will cost an additional Cr1000 in life support costs.

Each occupied low berth costs Cr100 per month.

Fuel: Fuel costs Cr500 per ton for refined fuel, or Cr100 per ton for unrefined fuel. Fuel is required for both the jump drive and power plant.

Repairs and Maintenance: A ship needs maintenance, which costs 0.1% of the total purchase price of the ship per year. Maintenance should be carried out each month (divide the year's maintenance cost by 12 to find the monthly cost. Once per year this should be performed at a shipyard.

If maintenance is skipped or skimped on, roll 2D each subsequent month, with a DM equal to the number of months skipped. On 8+, the ship suffers a critical hit. Roll 2D on the Poor Maintenance table and apply the effects.

To repair this damage, see page 161.

Crew Salaries: Salaries for hired crew members must be paid each month.

Berthing Costs: Landing at a starport incurs a cost, which varies wildly from world to world. See Starports, page 225.

ENCOUNTERS

Space is unimaginably vast – on a galactic scale, stars are little wisps of hydrogen and gas giants are just specks of matter. If ships travelled through the whole of the space in a system, they would never encounter each other. However, spacecraft tend to crowd to just a few places in any given system, such as the hundred-diameter jump limit of colonised worlds, industrial belts in orbit, and gas giants and settled moons. Outside of these regions, the chance of an encounter is negligible.

To generate a random encounter, roll 1D every day. On a 6, the ship has encountered something - roll D66 (see page 5) on the Space Encounters table, applying the following DMs to the first dice rolled on the D66 only (thus, Settled Space has a range of 21-76, and Wild Space has a range of 01-56).

Highport (DM+3): The space near an orbital starport
High-Traffic Space (DM+2): The space near an industrial world with a high-class starport.
Settled Space (DM+1): Most core worlds in settled or colonised space.
Border Systems (DM+0): Outlying worlds near the border, such as the Spinward Marches.
Wild Space (DM-1): Amber or Red worlds.
Empty Space (DM-4): Untravelled space or unexplored systems.

Encounters in **bold** cannot be ignored – they are potentially hostile ships or encounters that will force the Travellers to respond.

Space Encounters

D66	Encounter	D66	Encounter
01	Alien derelict (possible salvage)	51	**Hostile vessel (roll again for type)**
02	**Solar flare (1D x 100 rads)**	52	Garbage ejected from a ship
03	Asteroid (empty rock)	53	Medical ship or hospital
04	Ore-bearing asteroid (possible mining)	54	Lab ship or scout
05	Alien vessel (on a mission)	55	Patron
06	Rock hermit (inhabited rock)	56	**Police ship**
11	**Pirate**	61	**Unusually daring pirate**
12	Derelict vessel (possible salvage)	62	Noble yacht
13	Space station (1-4: derelict)	63	Warship
14	Comet (may be ancient derelict at its core)	64	Cargo vessel
15	Ore-bearing asteroid (possible mining)	65	Navigational Buoy or Beacon
16	Ship in distress (roll again for type)	66	Unusual ship
21	**Pirate**	71	**Collision with space junk (collision!)**
22	Free trader	72	Automated vessel
23	**Micrometeorite Storm (collision!)**	73	Free Trader
24	**Hostile vessel (roll again for type)**	74	Dumped cargo pod (roll on random trade goods)
25	Mining ship	75	**Police vessel**
26	Scout Ship	76	Cargo hauler
31	Alien vessel (1-3: trader, 4-6: explorer, 6: spy)	81	Passenger liner
32	Space junk (possible salvage)	82	Orbital factory (roll on random trade goods)
33	Far Trader	83	Orbital habitat
34	Derelict (possible salvage)	84	Orbital habitat
35	Safari or science vessel	85	Communications Satellite
36	Escape pod	86	Defence Satellite
41	Passenger liner	91	Pleasure craft
42	Ship in distress (roll again for type)	92	Space station
43	Colony ship or passenger liner	93	**Police vessel**
44	Scout ship	94	Cargo hauler
45	Space station	95	System Defence Boat
46	X-Boat Courier	96	Grand Fleet warship

The encounter distance depends on the results of an Electronics (sensors) check. Civilian vessels and military craft not on manoeuvres broadcast a continuous IFF beacon, which gives DM+4 to detection attempts. See Sensors on page 150.

Collisions, signals and solar flares are obviously exempt from encounter distance rules.

Collision!: Almost any collision at high speed is lethal even for the most powerful spacecraft. In this case, the ship has collided with a tiny object that has nevertheless smashed into the hull. The ship suffers 1D damage.

Distress Signals: Ships transmit the standard time-stamped SOS message (also known as Mayday in Solomani or Signal GK in Vilani within the Third Imperium setting) when in distress. Any vessel who detects an SOS is legally required to respond and offer assistance or contact the authorities. Failure to render assistance is a criminal offence, but the harsh requirements of life support and orbital mechanics mean that many deaths in space are slow ones, where a crew know they are doomed but have days or weeks in which to contemplate it. Most ships carry emergency low berths where the crew can freeze themselves and wait for rescue.

Some distress calls are fakes, intended to draw ships in so they can be attacked.

Mining: A ship carrying mining drones can mine an asteroid for useful ores. Roll 2D on the Asteroid Mining table to determine how many tons of ore are available. These can then be sold using the rules found in the Trade chapter.

Salvage

2D	Salvage	2D	Salvage
3 or less	Hazard! The ship's reactor is damaged, the ship is about to break up, there is a virus loose aboard ship, an alien monster killed the crew...	8	Cargo: 2D tons of the derelict's cargo. Roll D66 on the Trade Goods table (page 212) to determine the type.
4	No Salvage: Nothing useful can be recovered.	9	Considerable Cargo: 2D x 10 tons of cargo (up to the derelict's maximum cargo).
5	Junk: Minor personal effects, spare parts, trophies and other junk.	10	Interesting Artefact: An alien relic, useful personal data, mail cannister or other adventure hook – or maybe a survivor in a low berth.
6	Fuel: 2D x 10 tons of fuel can be extracted from the salvage (not exceeding the derelict's maximum capacity)	11	Fittings: Weapons turrets, ship's computers or air/raft, with a total value of 2D x Cr250000
7	Equipment: Items such as vacc suits, medical supplies, weapons, with a total value of 2D x Cr2000.	12	Ship: The ship is potentially repairable.

Asteroid Mining

2D	Ore Available
2	2D tons of Precious Metals
3-4	2D x 20 tons of Common Ore
5-6	2D x 50 tons of Common Ore
7-8	2D x 10 tons of Uncommon Ore
9-11	2D x 20 tons of Uncommon Ore
12	1D tons of Radioactives

More detailed rules for asteroid mining can be found in High Guard.

Police Vessel: This result may also indicate a military vessel or government ship. A police vessel will aid the Travellers if they are attacked, but will also challenge them to identify themselves and scan for contraband cargo.

Pirate: Pirates operate in three ways, all aimed at avoiding contact with the authorities at a spaceport (except in lawless systems where pirates operate with impunity). Some ambush ships travelling through normal space to outlying moons and colony worlds. Others lurk around the hundred-diameter mark, hoping to surprise a ship as it prepares to jump. The pirates then quickly loot the most valuable cargo and supplies, and jump themselves before the authorities arrive. The third category of pirates have agents and spies in the starport, and know exactly which ships are suitable targets.

Pirates often use armed free traders or even scout/couriers.

Salvage: A derelict vessel or jettisoned cargo can be salvaged. Universal law in space permits salvage, but the discovery must be registered first with the system starport, if any. Roll 2D on the salvage table, applying DM-0 to -6 depending on how damaged the derelict is. If the result is an 8+, then it includes all the potential salvage found on the Salvage table.

Note that pirates have been known to use derelicts as bait...

More detailed rules for salvaging derelict ships can be found in High Guard.

FUEL

Most ships use refined hydrogen as fuel for their fusion power plants engines and jump drives. Starports (see page 225) and virtually any other facility that regularly hosts spacecraft will offer refuelling facilities. Hydrogen is obtained from water or from the atmospheres of gas giants, and costs Cr500 per ton for refined fuel.

Some out-of-the-way places only offer unrefined fuel, at the bargain price of just Cr100 per ton. Using unrefined fuel is dangerous when jumping (see Jump Travel).

Either way, it typically takes 1D hours to refuel a typical ship.

A ship with fuel scoops may gather fuel from bodies of water using hoses. It may also scoop hydrogen from a gas giant, requiring a Difficult (10+) Pilot check (1D hours). Fuel gathered in the wild is unrefined, but a ship with fuel refiners may refine it.

JUMP TRAVEL

Jump travel here covers the method by which ships can travel the enormous distances needed to journey to other star systems with relative speed. Other methods of star travel are covered in the *Traveller Companion*.

Jump travel is the only known means by which a vessel may travel faster than light. To jump, a ship creates a bubble of hyperspace by means of injecting high-energy exotic particles into an artificial singularity. The singularity is driven out of our universe, creating a tiny parallel universe which is then blown up like a balloon by injecting hydrogen into it. The jump bubble is folded around the ship, carrying it into the little pocket universe.

This new universe is short-lived, and will eventually collapse, precipitating the ship back into normal space several light-years from its original position.

A ship can only safely jump when it is more than one hundred diameters distant from any object larger than the ship. A vessel could only jump away from Earth, for example, when it is more than 1.27 million kilometres distant (as well as 140 million kilometres away from Sol and 300,000 kilometres away from the Moon). Gravity can cause a jump bubble to collapse prematurely, bringing a ship back into normal space early – so, if a ship tried to jump from Earth to Mars when the Sun was between the two, the vessel would fall out of jump space as soon as it came within one hundred diameters of the Sun.

Preparing for Jump

To jump, the following procedures must be performed as a task chain.

Astrogation: The jump needs to be plotted. This is an Easy (4+) Astrogation check (1D x 10 minutes, EDU), modified by the jump distance (thus, a jump covering 4 parsecs gives DM-4 to the check). If the check is failed, then the astrogator must plot the jump again. Astrogation can be done in advance (a jump is normally plotted while the ship is travelling out to the hundred-diameter distance).

Divert Power: A jump drive requires a tremendous amount of power to function which must be supplied by the ship's power plant. On many vessels, especially older ships, the power plant strains to provide this much, leading to the tradition of 'jump dimming' where non-essential systems including lighting is shut down to allow for jump. If insufficient power is available, the jump drive cannot be activated.

Jump!: Firing the jump drive requires an Easy (4+) Engineer (J-drive) check (1D x 10 minutes, EDU), modified by the Effect of the original Astrogation check and the following modifiers.

Jump drive not maintained: DM-1 per month behind maintenance

Using unrefined fuel: DM-2
Still within the hundred-diameter limit: DM-4

If this check is failed, then the ship misjumps.

Jump Travel

When making a jump, a ship will use an amount of fuel equal to 10% of its hull tonnage for every parsec jumped. For example, if a 200-ton ship makes a two parsec jump, it will require 40 tons of fuel (10% of 200 tons = 20, multiplied by 2 parsecs = 40 tons).

A jump carries the vessel a number of parsecs equal to the jump number. Jumps of less than one parsec (less than three light years, or one hex) are possible, and count as jump-1 for the purposes of Astrogation checks and fuel expenditure. Regardless of how far the ship jumps, it always stays in jump space for roughly one week (148 + 6D hours).

While in jump space, the ship is completely and utterly cut off from the universe. It hangs in a shimmering bubble of boiling hydrogen, a pocket dimension from which nothing can escape. It cannot communicate with the normal universe, not even by psionic means. It is utterly alone.

When the ship exits jump space after an accurate jump, it tends to arrive close to the target world, but outside or on the verge of the hundred-diameter limit. Inaccurate jumps dump the ship somewhere in the inner system, requiring a long space flight.

Misjumps

On rare occasions, normally because of a lack of maintenance or using unrefined fuel, a ship can misjump. Many misjumps are lethal, causing the jump bubble to collapse early or for time in the bubble to flow differently, so that trillions of subjective years pass inside the bubble and all that comes out the other end is hard radiation caused by protons exceeding their half-life.

If the Engineer (jump drive) check made to initiate a jump is failed by an Effect of -1, the ship will arrive in the target system but will appear 1D days later than normal. At the referee's option, roll an additional 1D – this is the number of extra days the ship spends in jump space from the point of view of the crew (the relativity error generated by this misjump causes a difference in perceived time aboard the ship and the rest of the universe).

If the Engineer (jump drive) check made to initiate a jump is failed by an Effect of -2, the ship will arrive in the target system but find itself a number of hundred-diameters away from the intended world multiplied by 1D

If a worse Effect is rolled, a merciful referee may wish to subject the Travellers to the most survivable form of misjump, where the ship ends up 1D x 1D parsecs in a random direction, potentially in deep (and empty) space.

PASSENGERS

Passenger travel within the Imperium has been standardised into five overarching categories; High, Middle, Basic, Working and Low. It is assumed that the ship will take between one and three weeks to deliver the passenger to its destination (allowing enough time to fly out, jump for a week, then travel to the destination world).

The process of finding paying passengers is detailed in the Trade chapter. However, ship captains hoping to turn a profit when transporting passengers should be aware of the following.

High Passage: The passenger receives the best possible treatment. The passenger receives a stateroom and one ton of cargo space for baggage, and can expect high-quality entertainment. One level of the Steward skill is required for every ten high passengers.

Middle Passage: Middle passage is generally sold on a stand-by basis (so middle passengers can be 'bumped' by high passengers who arrive later – many ships will only take middle passengers if they cannot fill staterooms with high passage clients or lack enough stewards). One level of the Steward skill is required for every hundred middle passengers. A Traveller with Steward 0 can provide suitable services for ten middle passengers.

Basic Passage: Also called steerage, this is where a ship's captain tries to fill all available space with low-paying passengers. It is generally considered more trouble than it is worth, but there is nearly always someone desperate enough to use basic passage. Up to four basic passengers can be crammed into one stateroom and other areas of the ship can be kitted out with simple bunks to carry more – two tons of space is required for every basic passenger not in a stateroom.

Working Passage: This is identical to middle passage, but the passenger pays his way by serving on board ship in some capacity, usually fulfilling one of the crew positions.

Low Passage: A low passenger is frozen in a cryoberth, and counts as cargo. There is real danger to the passenger, as a Medic check is required upon opening the capsule, applying the passenger's END DM to the check. A further DM+1 is applied if the ship is TL12 or higher, while non-humans suffer DM-2. An emergency low berth inflicts DM-1 on this check.

If the check failed, the passenger does not survive.

It is customary for the ship's captain to contribute Cr10 from every low passage towards a lottery in which each low passenger randomly guesses how many will survive the trip. If the winner is among the dead, the captain collects the prize. The lottery is administered by a ship's steward.

REMOTE OPERATIONS

Some ships carry a variety of drones to enable their crew to perform tasks without leaving their ship or manoeuvring their vessel into hostile territory. Drones are piloted from their mother ship with the Electronics (remote ops) skill and can operate at up to Medium range.

Drones are typically man-sized and have gravitic drives that allow them to operate in both space and atmospheres. However, while they can land on a planet, they do not have the power to travel from the surface to orbit and must be recovered manually.

Some of the ships in the Common Spacecraft chapter carry the drones detailed here. *High Guard* contains more drones along with details on how they may be used with any ship.

Mining Drones

Mining drones allow a ship to mine asteroids without manoeuvring perilously close to spinning hunks of rock. Each set of mining drones allows the ship to process 1D x 10 tons of asteroid per day (typically producing common ore). The presence of drones includes ore handling machinery, allowing the ship to take on ore and transfer it to the cargo bay.

Probe Drones

Probe drones are for surveying planetary surfaces, and are commonly found on board scout ships. They can be dropped from orbit in disposable entry shells but must be recovered manually. Probe drones are also capable of surveying orbiting satellites, derelicts and other space debris, and can also be used as communications relays.

Repair Drones

Carrying repair drones allows a ship to make repairs during combat, allowing access to exterior components without risking crew. They also have sufficient intelligence to allow repairs to be initiated by a drone controller rather than a dedicated engineer.

Repair drones allows a Traveller with the Electronics (remote ops) skill to use the Repair System action (see

page 161). The repair drones are considered to have an Engineer skill level of 1 or the level the Traveller has in Electronics (remote ops), whichever is lower, in all specialities for the Repair System action alone.

REPAIRS

Damage to a ship falls into two categories – critical hits and hull damage.

Critical Hit: A critical hit can be jury-rigged back to use (see page 160), but will stop functioning again after 1D hours. Properly repairing a critical hit requires not only an Engineer or Mechanic check (1D hours) but also spare parts. The Effect of the check determines how many spare parts are required, minus the Severity of the critical hit. Spare parts can be purchased at the cost of Cr100000 per ton and capable captains will always ensure they carry some in reserve.

Critical Hit Repair

Engineer or Mechanic Effect	Spare Parts Required
1	1 ton
2	0.8 tons
3	0.6 tons
4	0.4 tons
5	0.2 tons
6	None

A destroyed weapon or item of equipment will need to be completely replaced, and cannot be repaired using spare parts.

Hull Damage: Each lost Hull point can be replaced with a Routine (6+) Mechanic check (1 hour, INT or EDU), consuming one ton of spare parts for every 10 Hull points repaired.

SENSORS

All spacecraft have advanced sensors that allow them to spot potential threats and items of interest from possibly thousands of kilometres distant. They have limited automatic operation but, as always, it requires a human present to actually interpret the information in a useful way.

Under normal circumstances, an Electronics (sensors) check is all that is required to detect and identify a target that has moved into range of sensors. What information can be determined from this depends on the type of sensors employed.

The kind of sensors a ship possesses depends on the sensor package installed (as listed under Sensor Types opposite). Distances between ships and other objects in space is determined by range bands, as shown on the Range Bands table.

Sensor Target

Range	Visual	Thermal	EM	Active Radar/Lidar	Passive Radar/Lidar	NAS	Densitometer
Adjacent	Full	Full	Full	Full	Limited	Full	Full
Close	Full	Full	Full	Full	Limited	Limited	Full
Short	Limited	Full	Limited	Full	Minimal	Minimal	Limited
Medium	Limited	Limited	Limited	Limited	Minimal	None	Minimal
Long	Minimal	Limited	Minimal	Limited	None	None	None
Very Long	Minimal	Minimal	Minimal	Minimal	None	None	None
Distant	None	Minimal	None	Minimal	None	None	None

Sensor Detail

Detail	Visual	Thermal	EM	Active Radar/Lidar	NAS	Densitometer
Full	Fine details	Fine temperature gradations, individual heat sources on exterior	Individual systems	Fine details	Individual brain activity	Fine details
Limited	Shape and structure	Hot or cold spots	Powerful EM sources	Shape and structure	Level of activity	Internal structure
Minimal	Basic outline	Hot or cold overall	Presence or absence of activity	Basic outline	Presence or absence of activity	External structure

Range Bands

Range Band	Distance
Adjacent	1 km or less
Close	1-10 km
Short	11-1,250 km
Medium	1,251-10,000 km
Long	10,001-25,000 km
Very Long	25,001-50,000 km
Distant	More than 50,000 km

Once the range has been determined, consult the Sensor Target and Sensor Detail tables to determine what information can be gleaned on the target from the sensors on board.

Sensor Types

The following are the types of sensor commonly found on spacecraft across Tech Levels.

Visual (all): Electronically-enhanced telescopes.
Thermal (all): Picking up heat emissions.
Radar/Lidar (all): Detects physical objects. Active use bounces beams off a target and thus makes it easier to be seen (DM+2 to Electronics (sensors) checks to be detected in return).
NAS (very advanced): Neural Activity Scanner. Detects neural activity and intelligence.
Densitometers (advanced): Determines internal structure and makeup of an object through its natural gravity.

SHIP COMPUTERS

See the table below for specialised ship computer software.

Specialised Computers

Some ships, such as the Type-S Scout, have very specialised computers that allow them to run jump software beyond their normal rating. These are noted as /bis computers (such as the Model 1/bis installed within the Type-S) and can run Jump Control software as if their Rating was +5 higher.

A Model 1/bis computer (normal Rating 5, but Rating 10 for Jump Control software) can therefore run Jump Control/2 (requiring Rating 10).

SHIP SOFTWARE

Ship software operates in exactly the same way as normal computer software but typically has a much higher bandwidth. Ship computers are fully capable of running normal software as well.

SPACECRAFT SECURITY

Hijacking is one of the biggest threats faced by independent traders, especially those that carry passengers or travel to dangerous space. As the Travellers will likely face this threat (or be this threat at some point), it is worth looking at in some detail.

Program	TL	Bandwidth	Cost (MCr)	Effect
Manoeuvre/0	8	0	Included	Allows basic control of ship
Intellect	11	10	1	Allows a ship to understand and obey verbal commands.
Jump Control/1	9	5	0.1	Allows jumps of up to the specified number. Incorporates astrogation software and jump engine management.
Jump Control/2	11	10	0.2	
Jump Control/3	12	15	0.3	
Jump Control/4	13	20	0.4	
Jump Control/5	14	25	0.5	
Jump Control/6	15	30	0.6	
Evade/1	9	10	1	The computer reacts automatically to incoming fire, applying a negative DM equal to the Evade programs score to all attacks.
Evade/2	11	15	2	
Evade/3	13	25	3	
Fire Control/1	9	5	2	Allows the computer to fire a number of turrets per round equal to the listed number. Alternatively, it can give a positive DM to an attack equal to the listed number, or any combination of the two. For example, a ship with Fire Control/2 could make two automated attacks, grant DM+2 to a gunner making an attack, or make one automated attack with DM+1.
Fire Control/2	10	10	4	
Fire Control/3	11	15	6	
Fire Control/4	12	20	8	
Fire Control/5	13	25	10	
Auto-Repair/1	10	10	5	Allows the computer to make a number of repair attempts per round equal to the listed number. Alternatively, it can give a positive DM to a repair attempt equal to the listed number, or any combination of the two. Requires the ship to carry repair drones.
Auto-Repair/2	12	20	10	
Library	8	0	Included	Contains a wealth of data on numerous subjects.

Cameras & Sensors

Most vessels have security cameras in public areas, such as the galley, cargo bay and lounge, but not in private staterooms (but these can be added). Cameras can be viewed from any terminal by an authorised person. Internal sensors on a ship are limited to environmental detectors like smoke alarms, and most ships are not calibrated to, say, detect heat traces or life signs within their own hull. It is possible to detect when a door is opened or closed, although these sensors can easily be disabled.

Computers

The difficulty to hack into a ship's computer depends on the rating of the Security software running on it. Few ships have anything less than Hard (12+) Security, but often the security system will apply only to external connections, and a hacker inside the ship will only face Average (8+) Security software.

Gaining access to the ship's records requires an Average (8+) Electronics (computers) check. Convincing the computer you are a member of the crew is Difficult (10+). Overriding security systems is Hard (12+), and gaining control of key systems like navigation or power is Formidable (14+). All these are cumulative with the Security software DM, so trying to hack into the power core of a warship is going to incur a DM-6 penalty for the Security software on a Formidable (14+) check – at least.

Locks

Doors, airlocks, lockers and other secure panels are locked. In general, external locks are tougher than internal ones (increasing the difficulty by one level). Locks used on spacecraft are generally one of the following.

Mechanical: Requiring a key or combination. These can be opened with an Average (8+) Mechanics check or by stealing a key/learning the combination.
Electronic: Requiring a keycard or combination. These can be opened with a Difficult (10+) Electronics (computers) check or by stealing a key/learning the combination.
Biometric: Requiring a voiceprint, DNA test, palm print or retina scan. These can be opened with a Hard (12+) Electronics (computers) check or by stealing a sample from an authorised person.
Intelligent: Intelligent locks recognise authorised crew. These can be opened with a Hard (12+) Electronics (computers) check or by hacking the ship's computer.

Travel Calculations

The following calculations can be used to work out specific travel times if required – you are going to need a calculator for this!

Time Required: Time = 2 x Square Root of (distance/acceleration)
Acceleration Required: Acceleration = (Distance x 4)/Time^2
Distance Travelled: Distance = (Acceleration x Time^2)/4

Any non-mechanical lock can be opened or closed remotely if the crew wishes to allow this option (but then the doors can also be hacked). Bulkhead doors (also called iris valves) on a ship are airtight but others, such as those leading to staterooms, are not.

Security Systems

If a ship finds itself the target of hijacking or boarding, there are several security systems common to all vessels that can be employed by the crew.

Alarms: If an alarm is tripped (hull breach, fire, door being forced open, alarm button pressed), it will alert the crew. The location of the alarm will be shown on computer displays. The average passenger ship has several crew trained in combat; military ships will carry dedicated marines. Some vessels may even have security robots who respond automatically to alarms.
Gravity: It is possible to alter the artificial gravity on board. Reducing gravity to zero will limit actions to the level of an attacker's Athletics (dexterity) skill (see Zero Gravity on page 77). Gravity can also safely be increased up to 3G with an Engineer (computers) check, which will count as high gravity (see page 76).
Tranq Gas: Some ships carry tranq gas canisters in the air vents, which can be released automatically. These flood a compartment with gas that forces an END check each round, with a cumulative DM-1 every round. Any Traveller who fails the END check is knocked unconscious for 2D minutes.
Venting Atmosphere: If a compartment is connected to an airlock, then the air can be vented from that area. Travellers in that area must make a STR check to hang on and not be blown out into space, and will also begin to suffocate.

Transit Times

Distance (km)	1G	2G	3G	4G	5G	6G
1,000	633 seconds	447 seconds	365 seconds	316 seconds	283 seconds	258 seconds
10,000	2,000 seconds	1,414 seconds	1,155 seconds	1,000 seconds	894 seconds	816 seconds
100,000	105 minutes	74 minutes	61 minutes	53 minutes	47 minutes	42 minutes
300,000 (1 light second)	183 minutes	129 minutes	105 minutes	91 minutes	82 minutes	73 minutes
400,000	211 minutes	149 minutes	122 minutes	106 minutes	94 minutes	86 minutes
1,000,000	333 minutes	236 minutes	192 minutes	167 minutes	149 minutes	136 minutes
10,000,000	17.6 hours	12.4 hours	10.1 hours	8.8 hours	7.9 hours	7.2 hours
30,000,000	30.42 hours	21.5 hours	17.5 hours	15.2 hours	13.6 hours	12.4 hours
45,000,000	37.3 hours	26.4 hours	21.5 hours	18.6 hours	16.7 hours	15.2 hours
100,000,000	55.6 hours	39.3 hours	32.1 hours	27.8 hours	24.8 hours	22.3 hours
150,000,000 (1 AU)	68 hours	48.11	39.2 hours	34 hours	30.3 hours	27.6 hours
255,000,000	88.7 hours	62.7 hours	51.2 hours	44.4 hours	39.7 hours	36.2 hours
600,000,000	136.1 hours	96.2 hours	68.0 hours	60.9 hours	60.9 hours	55.6 hours
900,000,000	166.7 hours	117.9 hours	83.4 hours	74.5 hours	74.5 hours	68.0 hours
1,000,000,000	7.3 days	5.2 days	3.7 days	3.3 days	3.3 days	2.9 days

Common Distances for Traders

Object to Object	Distance	Time at 1G	Time at 2G
World Surface to Orbit	10,000 km	2,000 seconds	1,414 seconds
Orbiting Satellite	400,000 km	211 minutes	149 minutes
Close Neighbour World	45,000,000 km	37.3 hours	26.4 hours
Far Neighbour World	255,000,000 km	88.7 hours	62.7 hours
Close Gas Giant	600,000,000 km	136.1 hours	96.2 hours
Far Gas Giant	900,000,000 km	166.7 hours	117.9 hours

TRAVEL TIMES

Spacecraft are extremely fast – however, space is very large and even with all their advanced technology, it still takes a long time to reach destinations. Worlds orbiting the same star are accessible by interplanetary travel, on ships operated by local entrepreneurs or with a variety of small craft.

Interplanetary travel takes time. The travel formulae can determine time required (if distance and acceleration are known), acceleration required (if distance and time are known), and distance travelled (if time and acceleration are known). All of these formulae use kilometres (which can be determined by Range Bands for short distances), and assume the ship is undertaking a journey from rest, that it accelerates continuously to midpoint of the trip, then decelerates to rest again. 1G is equal to approximately 10 metres per second per second.

While some of you may be very comfortable with such formulae, we know others will not be, and so many useful distances are summarised on the Transit Times table.

Commercial starships usually make two jumps per month. They spend one week in jump, followed by one week in the star system, travelling from the jump point to the local world, refuelling, marketing cargo, finding passengers, leaving the starport and proceeding to a jump point again. The week in the system usually provides some time for crew recreation and exploring the planet.

Non-commercial ships usually follow the same schedule of one week in jump and one week in a system. If haste is called for, a ship may refuel at a gas giant immediately, and re-jump right away. This allows the ship to make one jump per week, but makes no provision for cargo, passengers, or local stops.

CHAPTER-EIGHT

SPACE COMBAT

Clashes between spacecraft in *Traveller* can involve small, faster craft, zipping between asteroids as they snap laser blasts off at one another, or battles taking place over distances of thousands of kilometres, sometimes over long hours. These battles are slow, calculated affairs, with spears of brilliant light lancing out into the darkness across relativistic distances, aimed at where the enemy is predicted to be.

The former type of battle takes place at short range, often close enough for crews to visually sight their enemy through a viewport. This kind of close ranged 'knife fight' uses rules very similar to those used between vehicles, and is summarised at the end of this chapter. It can be likened to swirling aerial dogfights where pilots are flying by the seat of their pants in order to get a shot at the enemy.

Most space combat, however, will take place at ranges far beyond the visual, where distances are so great that even weapons that function at the speed of light have to adjust for relative motion. This kind of battle can be likened to submarine warfare, where decisions have to be weighed and the environment is both methodical and claustrophobic.

COMBAT ROUNDS

Combat between spacecraft is similar to that between Travellers or vehicles, but uses a six minute combat round (rather than six seconds). Each Traveller on board can take up a particular position or duty on board, such as pilot, gunner or engineer. In each round, every Traveller will have the opportunity to perform actions or move between positions.

When spacecraft are involved in combat against Travellers or vehicles directly, or against other spacecraft at Close range (10km or less) use the Close Range Combat rules.

Combat Steps

When spacecraft fight, instead of one ship completing all of its actions before you move onto the next, as happens in combat between Travellers and vehicles, you instead go through the following steps in every combat round.

1. Manoeuvre Step: In order of initiative, each ship manoeuvres based on its Thrust.
2. Attack Step: In order of initiative, each ship can attack, using weapons or conducting boarding actions.
3. Actions Step: In order of initiative, ships can perform other, miscellaneous actions, such as repairing damaged systems, jumping out of the system or launching craft.

Once the Actions Step is complete, the combat round ends and if there are still ships fighting, a new combat round begins with the Manoeuvre Step.

CREW DUTIES

Every Traveller on board a ship who intends to take part in a battle must be assigned to one of the following duties. There can only be one pilot and one captain, but other duties may have multiple Travellers performing them, and Travellers can move between different duties during the battle.

Pilot: Flies the ship, responsible for changing course and making evasive manoeuvres.
Captain: Commands the ship, and can use Leadership and Tactics skills.
Engineer: Engineers can be assigned to the power plant, and manoeuvre and jump drives, or handle general damage control.
Sensor Operator: This position engages in electronic warfare and keeps track of enemy spacecraft.
Turret Gunner: Each turret has its own gunner. A Traveller must choose which turret he is manning at the start of the combat.
Bay Gunner: Each bay weapon has its own gunner.
Marine: Prepares to repel boarders, or to board enemy ships.
Passenger: Passengers are all Travellers who are not assigned a duty, and are assumed to be waiting in their staterooms.

A list of possible actions related to each duty can be found on page 160.

Automated Duties

A ship's computer can cover several duties if it is running the appropriate software.

- Fire Control programs can either act as gunners or assist gunners.
- A ship equipped with repair drones and Auto-Repair software can act as damage control.
- A ship running an Intellect program and Expert Engineer (j-drive, m-drive or power) can act as an engineer.
- A ship running an Intellect program and Expert Pilot can act as the pilot.

Facing and Fire Arcs

Most spacecraft are manoeuvrable enough to spin or rotate to face their enemies in combat and have weapons mounted in turrets with very wide fire arcs so, generally speaking, it is not important to track which way a spacecraft is facing as it is with vehicles. However, some spacecraft, particularly small craft such as fighters, have fixed weapon mounts and must actually point towards the target they are engaging. In this instance, it is important to keep track of where a spacecraft is pointing.

STARTING A BATTLE

Before a battle begins, it is important to note where ships are relative to one another. In general, all that is required in space is to know how far away each ship is from its opponents. This is determined by using Range Bands, as described in the Combat chapter and repeated here for reference.

Range Bands

Range Band	Distance
Adjacent	1 km or less
Close	1-10 km
Short	11-1,250 km
Medium	1,251-10,000 km
Long	10,001-25,000 km
Very Long	25,001-50,000 km
Distant	More than 50,000 km

Most hostile encounters in space will start at Very Long or Distant ranges, when the combatants first detect one another. However, actual combat will start when one of the combatants manages to move into range of their weapons, typically Long or Medium range. However, in some circumstances ships might get a lot closer before hostilities begin, perhaps getting as near as Close range if a pirate successfully pretends to be an honest merchant, for example.

INITIATIVE

Once the relative positions of ships have been determined and crew assigned to duties, the battle begins. Initiative is rolled for each ship as usual when the combat begins, but with spacecraft you roll the following:

2D + the pilot's Pilot skill + the ship's Thrust score

Ships with better pilots and bigger manoeuvre drives will therefore be quicker to act in space combat.

Tactics (naval) Skill

In addition, the commander of each spacecraft (or the commander of a fleet, if more than one ship is present) may make a Tactics (naval) check at the start of a battle. The Effect of this check is added to the Initiative of the spacecraft (or fleet).

Surprise

Under normal circumstances, surprise is very difficult to achieve in space, as there are few places to hide behind. However, damaged sensors or inattentive sensor operators can mean a ship can approach another without being spotted, and some ships may use asteroids or other astronomical objects to hide behind, while others may pretend to be harmless and then suddenly reveal their intentions.

If one ship does manage to surprise another, its opponent will not be able to take any actions in the first round of the combat.

MANOEUVRE STEP

In order of initiative, each ship can allocate Thrust to either movement (closing or increasing the range between it and another ship) or combat manoeuvring (docking with another vessel, lining up a shot or dodging incoming fire).

All movement and combat manoeuvring is performed by the Traveller assigned to pilot duty.

Movement

The amount of Thrust required to increase or decrease the Range Band between ships by one category, up or down, is shown on the Ship Movement table – the Thrust listed is the amount required to move from that Range Band to either the next closest or next most distant. A ship can spend Thrust over multiple rounds to close or open a category.

If two ships are travelling towards one another, then the proportion of their Thrusts devoted to movement are added together for the purposes of Range Band changes. If one ship is trying to escape another, then subtract the lower Thrust from the higher to work out the Range Band change – the faster ship will either gain on or pull away from the slower.

As will be readily apparent, it takes a lot of Thrust to move between Range Bands once ships get to Long range or further. This is because space is vast and even the most powerful ships take a long time to cross any significant distance. At these ranges, ships will rarely expend vital energy trying to change range unless they are looking to board a target or escape.

Note that once a spacecraft moves to within Close or Adjacent range of another, immediately start using the Close Range Combat rules.

Combat Manoeuvering

Any remaining Thrust that has not been allocated for movement may be used for combat manoeuvering.

One point of Thrust allows a ship to do one of the following, and several of these manoeuvres may be attempted if enough Thrust is available. However, each manoeuvre may only be attempted once with the exception of Dodge Incoming Fire.

Aid Gunners: A pilot may attempt to aid his gunners by providing a more stable firing platform along the optimum attack vector. The pilot makes a Pilot check to start a task chain with his gunners, as described on page 60.

Docking: The pilot must make a successful Pilot check. If the other ship does not wish to be docked, then both ships must make opposed Pilot checks, with the ship trying to dock suffering a Bane. When a docking is successful, boarding actions can take place.

Evasive Action: Any remaining Thrust can be used as a reaction to dodge incoming fire. This is covered on page 160.

ATTACK STEP

Once all ships have worked out their movement and combat manoeuvering, they can launch attacks! This is done in initiative order.

Attacking with weapons mounted on spacecraft uses the same rules as detailed in the Combat chapter, with the following exceptions.

- Firing a spacecraft-mounted weapon uses the Gunner skill.
- The Range of weapons is noted in Range Bands, not metres.

Weapons on board a spacecraft are fired by Travellers assigned to gunner duty. However, a pilot may fire any weapons that are noted as being in fixed mounts (this is usually found on smaller craft that are not always large enough to accommodate turrets, such as fighters and shuttles).

Firing Weapons

When a ship attacks another, it declares it is going to attack and selects a target. The target may then choose to dodge the incoming fire. The Traveller on gunner duty for the weapon being fired then makes an appropriate skill check and, as normal for any skill check, if he scores 8+, the attack is successful and damage is dealt to the target (see Damaging Spacecraft on page 158).

The standard skill check used when making an attack from a spacecraft are as follows.

2D + Gunner (appropriate speciality) + DEX DM

Common Modifiers to Spacecraft Attacks

The following modifiers are commonly used to influence Gunner checks when attacking.

Bonuses		Penalties	
Short Range	+1	Long Range	-2
Using a Pulse Laser	+2	Very Long Range	-4
Using a Beam Laser	+4	Distant Range	-6

Range Band	Distance	Thrust Required	Example
Adjacent	1 km or less	1	Docked ships
Close	1-10 km	1	Nearby or dogfighting vessels
Short	11-1,250 km	2	Ships in same orbital path
Medium	1,251-10,000 km	5	Surface to orbit
Long	10,001-25,000 km	10	Near to a planet
Very Long	25,001-50,000 km	25	Within jump limit
Distant	More than 50,000 km	50	Distant ships

Spacecraft Damage Scale

Spacecraft are larger and able to withstand a great deal more punishment than the average vehicle. They are also capable of mounting much larger weapons.

While spacecraft are theoretically capable of mounting vehicle-type weapons, such as autocannon and howitzers, they may also carry beam lasers, missile racks and other high-energy weapons, all of which are able to vaporise an unlucky Traveller or vehicle in a single shot.

To reflect this, a new scale of damage is used for Spacecraft weapons.

Note that if an ordinary weapon is mounted upon a spacecraft, the weapon still uses the ordinary (or Ground) scale – scale is reflected by the weapon being used, not what it is mounted upon.

Spacecraft scale affect two things. First, it is much easier to hit a spacecraft if you are using a Ground scale weapon (simply because it is that much larger), while it is much more difficult for a Spacecraft weapon to hit a Ground target.

Second, Spacecraft scale weapons cause a lot more damage. When Spacecraft weapons attack a Ground target, they multiply their damage by ten. So, for example, a beam laser that normally does 1D damage at Spacecraft scale will do 1D x 10 when shooting at a Ground target.

The reverse is true as well. A Traveller attacking a Spacecraft with a Ground scale weapon will divide its damage by ten (as always, rounding down).

This is all summarised in the Damage Scale table.

Damage Scale

	Ground Weapon		Spacecraft Weapon	
Attacking a...	DM to hit	Damage	DM to hit	Damage
Ground Target	+0	x1	-2	x10
Spacecraft Target	+2	/10	+0	x1

Note that the multiplication or division of damage due to scaling is performed after all other modifiers for damage have been applied, including Effect and the Destructive trait.

When attacking a Ground target, Spacecraft weapons can be assumed to have the Blast 10 trait.

Spacecraft Weapons

These are among the more common weapons fitted to spacecraft, whether as defensive systems used to deter pirates or those found on small military ships (the truly awesome weaponry mounted on capital ships can be found in *High Guard*).

All these weapons are Spacecraft scale and require the Gunner skill. Note that, for Spacecraft scale weapons, ranges are listed in Range Bands and they cannot attack targets that lie beyond their listed Range Band.

Beam Laser: A laser-based weapon that fires a continuous beam, allowing targets to be tracked and hit more easily. However, this does require more power to function and so is shorter ranged and does less damage than a pulse laser.

Missile Rack: Though missile racks require ammunition and the warheads take time to reach distant targets, they can be very powerful weapons and, when a range of warheads is available, extremely versatile too. Missiles use slightly different rules to other spacecraft weapons, which are covered on page 161. Each turret with one or more missile racks holds 12 missiles and costs Cr250000 to refill. It takes one round to reload a missile rack (see page 161).

Pulse Laser: Utilising capacitors to discharge its energy in a single powerful blast, the pulse laser is less accurate than its beam-based counterpart but is longer ranged and does more damage.

Sandcaster: Though mounted in turrets and of use against boarders, the sandcaster is primarily a defensive weapon used to protect ships from laser weapons. Each turret with one or more sandcasters holds 20 sand canisters and costs Cr25000 to refill. It takes one round to reload a sandcaster (see page 161).

Mounting Weapons

A spacecraft weapon can be attached to a fixed mount or a turret. Fixed mounts can only be fired forward and, where present, are noted in the Common Spacecraft chapter.

Turrets are sometimes fitted to a spacecraft as standard but may be added to any ship that has a hull of 100 tons or more. Every 100 tons of the ship's hull allows one turret to be installed so, for example, a 600 ton ship could have up to six turrets installed.

Turrets

Mount	TL	Tons	Cost
Single Turret	7	1	MCr0.2
Double Turret	8	1	MCr0.5
Triple Turret	9	1	MCr1

Double and Triple Turrets

Some spacecraft are fitted with double or triple turrets, which allow two or three weapons to be mounted in the same turret. If these weapons are different (a pulse laser, missile rack and sandcaster in the same triple turret, for example), then only one type may be used to attack an enemy in a combat round.

However, if two or more weapons are of the same type, they may be fired together. One attack roll is made for all weapons being fired, but each additional weapon adds +1 per damage dice to the final damage total.

For example, if a triple turret with three pulse lasers is fired, it will only make one attack roll but will deal 2D+4 damage (two additional pulse lasers each adding +1 per damage dice).

Sandcasters can also be linked in this way, granting +1 to the damage negated by laser attacks for each additional sandcaster beyond the first.

Missiles are handled differently when in double or triple turrets and are always fired individually, so do not get the bonus above. See page 161 for missile combat.

Damaging Spacecraft

Once the total amount of damage a weapon is causing has been calculated, applying the Effect of the attack roll to the damage rolled as normal, the Armour of the spacecraft is deducted.

The remaining damage is the total that is removed from the spacecraft's Hull. Once a spacecraft has been reduced to zero Hull, it is wrecked and becomes totally inoperable, and is beyond any repair. Those on board will find themselves without power or life support.

Critical Hits

If an attack roll against a spacecraft has an Effect of 6 or higher *and* it causes damage (rather than just bouncing off armour), a critical hit has been scored – some vital system has been damaged by the attack, reducing the effectiveness of the spacecraft.

Critical Hits Location

2D	Location
2	Sensors
3	Power Plant
4	Fuel
5	Weapon
6	Armour
7	Hull
8	M-Drive
9	Cargo
10	J-Drive
11	Crew
12	Computer

If a critical hit has been inflicted upon a spacecraft, roll 2D and then consult the Critical Hits Location table. If a particular location does not apply to this spacecraft, roll again.

The Severity of the critical hit is equal to the damage the spacecraft has taken from the attack, divided by ten (rounding up). Consult the Critical Hit Effects table to determine the nature of the critical hit and how it affects the spacecraft. All effects are cumulative, and any extra damage caused by the effects of critical hits ignores the spacecraft's Armour.

If a spacecraft has already sustained a critical hit to a location that receives another, use the Severity of the new critical hit or the original plus one, whichever is higher. Once a location has reached Severity 6, it cannot suffer any more critical hits. Instead, the spacecraft will receive 6D extra damage every time the location suffers another critical hit.

Sustained Damage

The systems on a ship are not only vunerable to lucky hits. Sustained, continued punishment will cause failures as well.

A ship will suffer a severity 1 critical hit everytime it loses 10% (rounded up) of its starting hull.

Spacecraft Scale Weapons

Weapon	TL	Range	Damage	Tons	Cost	Traits
Beam Laser	10	Medium	1D	-	MCr0.5	-
Missile Rack	7	Special	4D	-	MCr0.75	Smart
Pulse Laser	9	Long	2D	-	MCr1	-
Sandcaster	9	Special	Special	-	MCr0.25	-

Critical Hit Effects

Location	Severity 1	2	3	4	5	6
Sensors	All checks to use sensors suffer DM-2	Sensors inoperative beyond Medium range	Sensors inoperative beyond Short range	Sensors inoperative beyond Close range	Sensors inoperative beyond Adjacent range	Sensors disabled
Power Plant	Thrust reduced by -1. Power reduced by 10%	Thrust reduced by -1. Power reduced by 10%	Thrust reduced by -1. Power reduced by 50%	Thrust reduced to zero. Power reduced to 0	Thrust reduced to zero, Hull Severity increased by +1. Power reduced to 0	Thrust reduced to zero, Hull Severity increased by +1D. Power reduced to 0
Fuel	Leak – lose 1D tons of fuel per hour	Leak – lose 1D tons of fuel per round	Leak – lose 1D x 10% of fuel	Fuel tank destroyed	Fuel tank destroyed, Hull Severity increased by +1	Fuel tank destroyed, Hull Severity increased by +1D
Weapon	Random weapon suffers Bane when used	Random weapon disabled	Random weapon destroyed	Random weapon explodes, Hull Severity increased by +1	Random weapon explodes, Hull Severity increased by +1	Random weapon explodes, Hull Severity increased by +1
Armour	Armour reduced by -1	Armour reduced by –D3	Armour reduced by -1D	Armour reduced by -1D	Armour reduced by -2D, Hull Severity increased by +1	Armour reduced by -2D, Hull Severity increased by +1
Hull	Spacecraft suffers 1D damage	Spacecraft suffers 2D damage	Spacecraft suffers 3D damage	Spacecraft suffers 4D damage	Spacecraft suffers 5D damage	Spacecraft suffers 6D damage
M-Drive	All checks to control spacecraft suffer DM-1	All checks to control spacecraft suffer DM-2, and Thrust reduced by -1	All checks to control spacecraft suffer DM-3, and Thrust reduced by -1	All checks to control spacecraft suffer DM-4, and Thrust reduced by -1	Thrust reduced to zero	Thrust reduced to zero, Hull Severity increased by +1
Cargo	10% of cargo destroyed	1D x 10% of cargo destroyed	2D x 10% of cargo destroyed	All cargo destroyed	All cargo destroyed, Hull Severity increased by +1	All cargo destroyed, Hull Severity increased by +1
J-Drive	All checks to use jump drive suffer DM-2	Jump drive disabled	Jump drive destroyed	Jump drive destroyed, Hull Severity increased by +1	Jump drive destroyed, Hull Severity increased by +1	Jump drive destroyed, Hull Severity increased by +1
Crew	Random occupant takes 1D damage	Life support fails within 1D hours	1D occupants take 2D damage	Life support fails within 1D rounds	All occupants take 3D damage	Life support fails
Computer	All checks to use computers suffer DM-2	Computer rating reduced by -1	Computer rating reduced by -1	Computer rating reduced by -1	Computer disabled	Computer destroyed

REACTIONS

Just as in other forms of combat, those on board a spacecraft can perform reactions in response to the enemy they are fighting. Reactions can only be performed by Travellers assigned to specific duties, as described below.

Evasive Action (Pilot)

The pilot of a spacecraft may dodge incoming attacks, so long as the spacecraft has unspent Thrust after movement and combat manoeuvring.

Each point of unspent Thrust will allow the spacecraft to attempt to dodge one attack. The attack suffers a negative DM equal to the pilots skill.

Point Defence (Gunner)

Using a turret-mounted laser (beam or pulse), a gunner can destroy incoming missiles. Note that a weapon used for point defence cannot be used to make attacks in the same combat round, and vice versa. Point Defence may only be performed against missile salvos (see page 161) as they are about to make their attack roll against a target – missiles are too small and too fast to be targeted at greater ranges. A gunner may only attempt Point Defence against once every round.

The gunner must succeed at a Gunner (turret) check against any missile salvo that is about to make its attack roll against his spacecraft. The Effect of the check will remove that many missiles from the salvo. A double turret equipped with lasers provides DM+1 to this check, while a triple turret will provide DM+2

Disperse Sand (Gunner)

While cheap and versatile, laser weapons are easily foiled by dispersed particles, or sand as it is often called. Sandcasters are designed to create temporary defences against incoming laser attacks.

Using a turret-mounted sandcaster, a gunner can attempt to block laser attacks. The gunner must succeed at a Gunner (turret) check against a laser weapon and, if successful, he will add 1D plus the Effect of his check to the ship's armour against that laser attack only. Each Disperse Sand reaction uses one canister of sand.

Sand may also be directed against incoming boarding parties. If the Gunner (turret) check is successful, each target in the boarding party suffers 8D point of damage at Personal scale.

ACTIONS STEP

Once all ships have resolved their attacks, their crew can perform various actions. This is done in initiative order, and the actions a crewman can perform are determined by the duty he was assigned to.

Improve Initiative (Captain)

The captain of the spacecraft may perform a Leadership check. The Effect of this check (even if it is negative!) is applied to the initiative of the spacecraft for the next round only.

Jump (Engineer)

See Jump Travel on page 148. Jumping in combat is the same as jumping in normal conditions but the astrogation calculations have to be done in a hurry, incurring DM-2 on both the Astrogation and Engineer (j-drive) checks to bring the time down to 1D minutes (within one combat round).

Offline System (Engineer)

Specific systems and weapons on board the ship can be powered down to reduce the Power point requirement on the power plant, allowing Power points to be used for other systems. A successful Engineer (power) check (1 round, EDU) will allow the engineer to shut down any number of systems, freeing up their Power points for subsequent rounds. It requires another round to bring any of these systems back online.

Overload Drive (Engineer)

By overloading the manoeuvre drive, the engineer can lend the ship extra speed and manoeuvrability. A successful Difficult (10+) Engineer (m-drive) check (1 round, INT) will increase the ship's Thrust by one during the next round. If the check fails with an Effect of –6 or less, the manoeuvre drive suffers a critical hit with Severity 1, as detailed on page 160. This check suffers a cumulative DM-2 each time it is attempted after the first. This penalty can be removed by performing maintenance on the drive, a procedure that requires Engineer (m-drive) and 1D hours.

Overload Plant (Engineer)

A favourite of engineers on action vids, the power plant can be overstressed on a temporary basis to provide the ship with more Power points. A successful Difficult (10+) Engineer (power) check (1 round, INT) will increase the ship's current Power points by +10% during the next round. If the check fails with an Effect of –6 or less, the power plant suffers a critical hit with Severity 1, as detailed on page 160. This check suffers a cumulative DM-2 each time it is attempted after the first. This penalty can be removed by performing maintenance

on the power plant, a procedure that requires Engineer (power) and 1D hours.

Repair System (Engineer)
A Traveller on engineer duty can attempt to effect a quick repair to the effects of a critical hit. This requires an Average (8+) Engineer check (1 round, INT or EDU) with a negative DM equal to the Severity of the critical hit. A cumulative DM+1 is gained every round the Traveller works on repairing the same critical hit. If the spacecraft receives critical hit to the same location during this time, the Traveller must start again from the beginning with no positive DM.

Note that only the effects of the critical hit can be repaired, and these quick repairs will only last for 1D hours. Any Hull damage and destroyed equipment and weapons cannot be repaired this way and will require the spacecraft to leave combat.

Reload Turret (Gunner)
During prolonged battles, turrets mounted with sandcasters or missile racks may run out of ammunition. A turret may be reloaded by any Traveller with the Gunner skill but it will be unable to make any attacks in that round.

Sensor Lock (Sensor Operator)
An improved target lock may be obtained on an enemy spacecraft with a successful Electronics (sensors) check. Attacks made by the spacecraft against this target gain a Boon until the sensor lock is broken (see Electronic Warfare).

Electronic Warfare (Sensor Operator)
A ship's sensor operator may attempt to jam the communications of an enemy by making an opposed Electronics (comms) check against the sensor operator in the target spacecraft. The same process may be used with the Electronics (sensors) skill to break a sensor lock.

Boarding Action (Marine)
If two ships are at Adjacent range, it is possible to launch a boarding party to storm an enemy ship. Boarding actions are covered on page 163.

Reassignment (Any)
Any Traveller may elect to change their assigned duty instead of performing any other action. They do nothing else in this round but will have adopted their new duty in the following round.

MISSILE COMBAT
Unlike most weapons which travel at or close to the speed of light and so hit enemy ships almost instantly, missiles take time to cross the gulf of space. However, despite this drawback, missiles are capable of doing a great deal of damage when they hit an enemy ship.

Launching Missiles
Missiles used against targets within Adjacent or Close ranges lose any Smart trait they possess, as there is not enough time for them to obtain a solid lock and take advantage of their advanced guidance systems.

Missiles are launched in salvos. A salvo is all the missiles launched by a ship against a single target in the same combat round. This could be a single missile from one turret or dozens from multiple turrets or bays (see High Guard for more information on weapon bays).

Missile salvos effectively have a Thrust of 10 and will reach their target a number of combat rounds after they have been fired, as shown on the Missile Flight table.

Missile Flight

Range	Rounds to Impact
Medium and below	Immediate
Long	1
Very Long	4
Distant	10

Note that while missile salvos can be fired at Distant ranges, the attacking ship must have detected its target before they can be launched. Given the limited information that can be gained from sensors at this range, friendly fire incidents may be common among Travellers who are too trigger happy with their missiles.

If a missile has not reached its target within 10 rounds, it will run out of fuel and become inert.

Countermeasures
Combat involving missiles creates a very tense atmosphere. The target spacecraft will likely have detected the launches and its crew will have several anxious minutes to watch the blips on their sensor screens gradually get closer and closer.

Fortunately, the crew need not be idle as they await their destruction as there are several countermeasures that can be taken against incoming missiles.

As missiles can take several rounds to reach their targets, you should keep track of how many missiles remain within each salvo, reducing them as countermeasures take effect.

Electronic Warfare: A Traveller performing sensor operator duties on a spacecraft can use the Electronic Warfare

action to destroy or misdirect incoming missiles before they impact his vessel or another ship within Close range.

The sensor operator must succeed at a Difficult (10+) Electronics (sensors) check (1 round, INT) in order to destroy or render inert incoming missiles within a single salvo. The Effect of this check will immediately remove that many missiles from the salvo.

Electronic Warfare may be performed upon a salvo multiple times over several rounds, with the effects being cumulative. However, a salvo may only be subjected to Electronic Warfare once per round, no matter how many sensor operators are available.

Flee: A spacecraft under missile attack may simply turn around and engage its manoeuvre drive, thrusting away from the missiles. Missiles are extremely long-ranged weapons and so it is not normally possible to outrange a missile in this way, but it can perhaps buy enough time to prolong electronic warfare or make a jump.

Point Defence: Finally, just as a salvo is about to strike, gunners may engage in point defence, as detailed on page 160.

Missiles and Targets

When a missile salvo reaches its target, the missile makes an attack roll as normal. However, the Gunner skill of the Traveller(s) that fired the salvo is not used as a DM.

Instead, the number of missiles remaining in the salvo greatly affects their chances of making a successful attack. Apply DM+1 to the attack roll for every missile in the salvo.

Note that missiles almost always have the Smart trait (see page 75). For missiles, use the TL of the missile itself or that of the attacking ship, whichever is greater.

Finally, missiles launched at Distant range expend most of their fuel just reaching their target, leaving little to counter the target's manoeuvres. Missile salvos launched at Distant range suffer DM-6 to their attack rolls.

Impact

If an attack roll for a missile salvo is successful, the target will sustain damage. Roll for damage as if for a single missile and deduct the target's armour as normal but do not apply the effect of the attack roll. Instead, any damage is then multiplied by the effect of the attack role.

Variant Missiles

High Guard introduces different types of missiles that are more accurate, carry more fuel or are faster, but these rules suit all missiles included in this Core Rulebook. If a ship launches different types of missile at the same target in the same round, then all the missiles of each type are counted as a different salvo.

CLOSE RANGE COMBAT

As mentioned at the start of this chapter, spacecraft fighting at ranges of less than 10km, or attacking vehicles or Travellers directly, use the normal six second combat round rather than the six minute round used for space combat.

Combat is conducted using the dogfighting rules for vehicles. Remember to take into account scaling differences for damage and attack rolls as described on page 158.

Dogfighting does not cost an action - it is automatic if two hostile vessels wish to interact at a close enough range. Thrust expenditure may be done once engaged, but is otherwise done at the usual time.

Escaping from a Dogfight is as simple as expending enough Thrust to move beyond Close Range.

Dogfights

Battling spacecraft within Close or Adjacent range of one another use these 'dogfight' rules. This is a series of manoeuvres whereby the pilot of one ship attempts to gain a position of advantage over another.

Combat rounds in dogfights are six seconds long and follow the normal combat rules as detailed on page 71. The combat steps detailed on page 158 are not used in dogfights.

In addition, spacecraft of 100 tons or more are not designed for this kind of 'knife-fight' and will suffer DM-6 on all attack rolls they attempt.

At the start of every round, the pilots of both spacecraft make opposed Pilot checks, with the following modifiers.

Dogfighting Modifiers

Dogfighter	Modifier
Ship is 50 tons or more	-1
Ship is 100 tons or more	-2
For every 100 tons more than 100 tons	-1
For every additional enemy in the dogfight after the first	-1
Ship's Thrust	+1 per point of Thrust dedicated to dogfighting

A draw means that neither ship may attack the other with fixed weapons. The winner may choose to place his opponent's ship in a fire arc of his choice and may choose which of the opposing ship's fire arcs his own vehicle lies in.

In this way, the winner of a dogfight can ensure all his forward facing weapons can attack his enemy while ensuring he stays out of his opponent's forward facing (and the weapons present there). In addition, the winner of a dogfight gains DM +2 to all his attack rolls for this round while the loser suffers DM -2.

If the dogfight continues into the following combat round, the winner of the previous dogfight applies the difference between that round's opposed Pilot check as a positive DM to this round's opposed check.

Dogfighting Vehicles

The dogfighting rules used for spacecraft are compatible with those used for vehicles, and may be used when a spacecraft enters an atmosphere and, perhaps, is forced to engage with jet fighters. However, even relatively nimble space fighters are designed for battle across enormous distances in the void of space and will find themselves at a disadvantage against smaller and more nimble vehicles.

In addition to the dogfighting modifiers listed, spacecraft suffer an additional DM-2 when dogfighting vehicles. In the spacecraft's favour, very powerful engines can counter this though a typical merchant will be very ponderous in a dogfight.

Spacecraft are capable of any Speed Band listed in the Vehicles chapter, and will typically be going at Hypersonic speeds when entering an atmosphere.

BOARDING ACTIONS

There is little in space combat more exciting and terrifying than a boarding action. Marines launch themselves from a closely manoeuvring ship or dedicated small craft, and hurl themselves at an enemy vessel in an attempt to gain entry and pacify the crew.

These actions lead to vicious firefights with high-powered weaponry being used in the tight confines of a ship's corridors.

Once two ships are within less than 1km of each other (Adjacent range), any marines on board can launch a boarding action during the Actions Step. A boarding action takes 2D rounds to complete, after which its results are decided.

Resolving a Boarding Action

To resolve a boarding action, both sides roll 2D, apply the following modifiers and then the defender deducts his total from that of the attacker. The final score is then compared on the Boarding Actions table.

Superior Armour	+1
Superior Weaponry	+1
Superior Skills and Tactics	+2
Superior Numbers	+1
Vastly Superior Numbers	+3
Defender has no Marines on duty	-2

At his option, the referee may like to continue playing out the boarding action at the Personal scale on any 'fighting continues' result. The attackers will have successfully gained entry to the enemy ship and will now be desperately trying to expand their way out of the beachhead. This will be an opportunity for the Travellers to make their own decisions when fighting the crew of the enemy ship and of what targets they will try to reach.

High Guard includes detailed rules for conducting boarding actions on the Personal scale, allowing you to play through a blow-by-blow scenario that sees the Travellers taking over an enemy ship or desperately trying to repel boarders.

Boarding Actions

Total	Result
-7 or less	The attackers are defeated. If the attacker's ship is docked with the defender's, the defenders may mount a new boarding action of their own and gain DM+4 on the roll to resolve it.
-4 to -6	The boarding action is defeated. The attackers must retreat back to their own ship or space – if they are unable to do so, they are killed or captured.
-1 to -3	Fighting continues. Resolve the boarding again in another 1D rounds, but the defender gains DM+2 to his roll. The ship being boarded loses 2D Hull.
0	Fighting continues. Resolve the boarding again in another 1D rounds.
1 to 3	Fighting continues. Resolve the boarding again in another 1D rounds, but the attacker gains DM+2 to his roll. The ship being boarded loses 2D Hull.
4 to 6	The boarding action is successful and the ship being boarded suffers 1D damage. The attackers may take control of the ship after another 2D rounds of pacification.
7 or more	The attackers storm the enemy ship and take control of it immediately.

C H A P T E R - N I N E

COMMON SPACECRAFT

Space ships are constructed and sold at shipyards throughout the galaxy. Any class A starport has a shipyard which can build any kind of ship, including a starship with Jump drives; any class B starport can build a small craft and ships which do not have jump drives. The military procures vessels through these yards, corporations buy their commercial vessels from these shipyards, and private individuals can purchase ships they have designed through them as well. The major restriction on the purchase of ships is money.

All the spacecraft in this chapter are in common use throughout the Third Imperium and equivalent designs will be found in most other universes too.

OLDER SHIPS

Many ships serve for decades or even centuries before being scrapped. Travellers and free traders are often forced by necessity to purchase outdated and damaged vessels instead of new and pristine ships. Travellers purchasing an outdated ship may do so by rolling on the Outdated Ships table.

Outdated Ships

2D	Age of Ship	Purchase Discount	Rolls on Spacecraft Quirks Table
2	Less than 5 years	5%	None
3	6-10 years	10%	1
4	11-20 years	15%	2
5	21-30 years	20%	3
6-8	31-40 years	25%	4
9	41-50 years	30%	5
10	51-75 years	35%	6
11	76-100 years	40%	7
12	More than 100 years	50%	10

Spacecraft Quirks

2D	Trader	Military	Other
2	Black-listed: Trader will be impounded in several systems. DM-1 to all Broker checks.	Severely Damaged: -1 Hull.	Leaky Reactor Core: Roll 2D when the ship jumps. On a 12, all crew suffer 2D x 20 rads.
3	Well maintained: Reduce all maintenance costs by 50%	Upgrade sensors to next best type.	Luxurious starship: DM+1 to all Steward checks
4	Vessel contains concealed smuggling compartments.	Vessel is equipped with an extra turret, if possible.	Library computer contains erroneous information.
5	Cargo bay is tainted by chemical spills and leaks. Vulnerable cargoes may be damaged in transit.	Vessel was involved in a notorious battle, and has enemies who wish to destroy it.	Vessel contains disturbing psionic echoes.
6	Damaged sensors: DM-1 to all Electronics (sensors) checks		
7	DM-1 to all repair attempts		
8	Double maintenance costs		
9	Severely Damaged: -10% Hull		
10	Damaged thrusters: DM-1 to all Pilot checks		
11	Ship is a famous and respected trader, with a good reputation.	Ship served with distinction, and has a good reputation in the navy.	Library computer contains secret or unusual information.
12	Upgrade computer to next best type	Add a weapon costing up to MCr2	Upgrade sensors to next best type

ISOMETRIC DECKPLAN KEY

BUNK

FRESHER

WORKSTATION

G-CHAIR

LOW BERTH

CRATE

HATCH

IRIS VALVE (WALL)

IRIS VALVE (FOOR/CEILING)

INTERNAL WALL

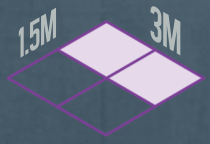
HULL

FUEL PROCESSOR

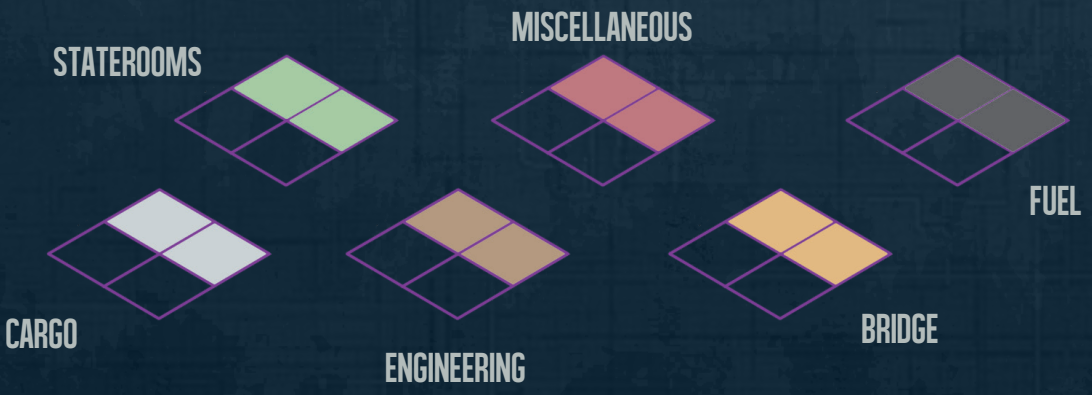
POWER PLANT

JUMP DRIVE

MANEUVER DRIVE



ISOMETRIC FLOORPLAN



FAR TRADER

(TYPE-A2)

TL12		TONS
Hull	200 tons, Streamlined	-
Armour	Crystaliron, Armour 2	5
M-Drive	Thrust 1G	2
J-Drive	Jump-2	15
Power Plant	Fusion, Power 75	5
Fuel Tanks	4 weeks operation, one jump -1	41
Bridge		10
Computer	Computer 5/bis (Manoeuvre/0, Jump Control/ 2, Library)	-
Sensors	Civilian Grade (DM-2)	1
Weapons		
Systems	Fuel Scoop	
	Fuel Processors (40 tons/day)	2
	Cargo Crane	3
Staterooms	Standard x 10	40
	Low Berths x 6	3
Common Areas		9
Cargo		64

FUEL CONSUMPTION:
JUMP - 1 20 TONS
JUMP-2 40 TONS

CREW

PILOT, ASTROGATOR, ENGINEER, MEDIC, STEWARD

RUNNING COSTS

MAINTENANCE COST:
Cr4353/month

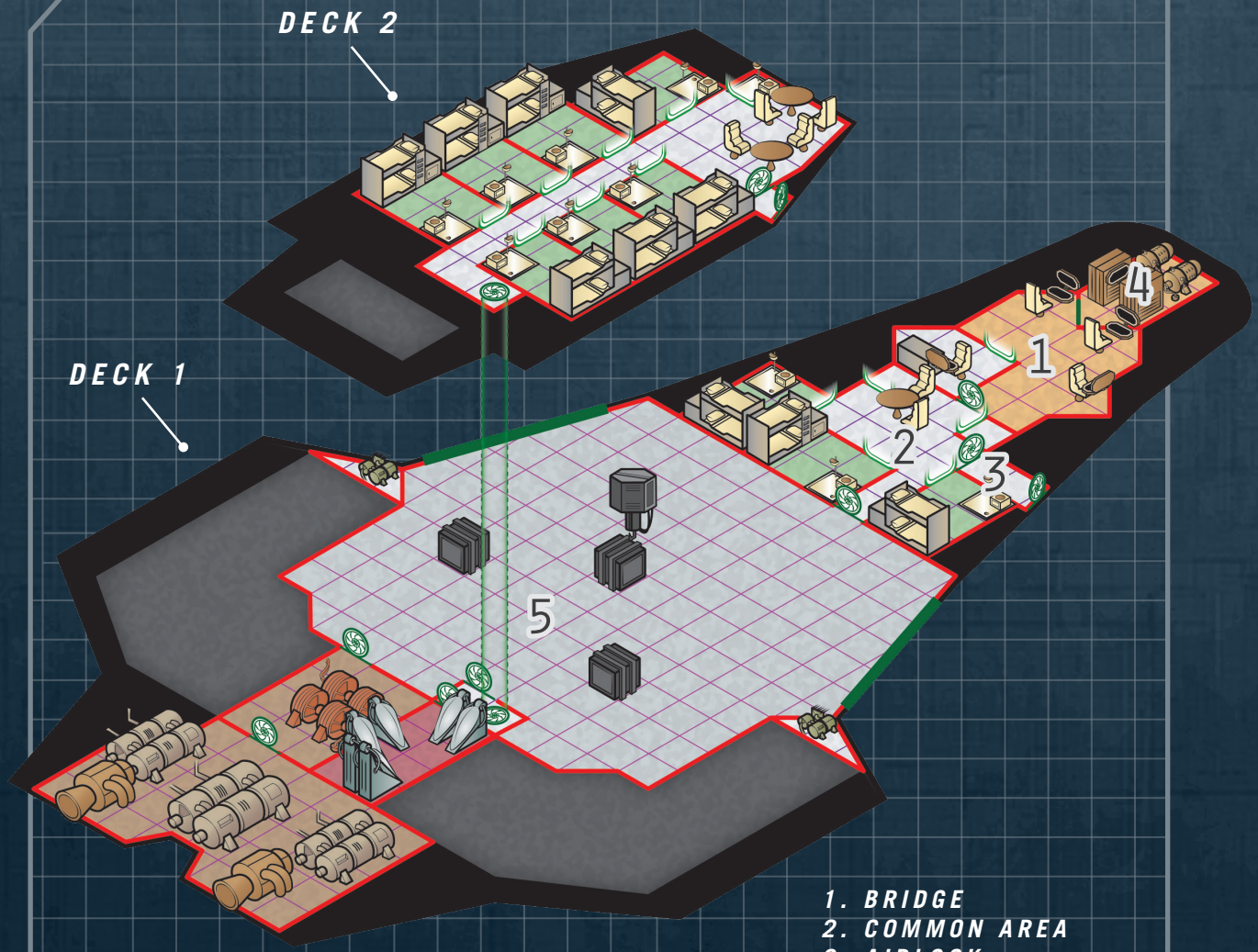
• • • • •

PURCHASE COST:
MCr52.2405

POWER REQUIREMENTS

20	40
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS
40	1
JUMP DRIVE	SENSORS

While nominally a modified free trader, the far trader has a series of modifications that have become accepted as standard, and many free traders are either modified to this specification or are built this way from new. The far trader swaps cargo space and low berths for a larger jump drive and fuel tank, allowing it to reach systems a basic free trader cannot travel to. While less cargo can mean less profits, the ability to reach further systems or to travel between stars at a faster rate can more than make up for this in the hands of a clever captain.



1. BRIDGE
2. COMMON AREA
3. AIRLOCK
4. AVIONICS
5. CARGO BAY

FREE TRADER

(TYPE-A)

TL12		TONS
Hull	200 tons, Streamlined	-
Armour	Crystaliron, Armour 2	5
M-Drive	Thrust 1	2
J-Drive	Jump-1	10
Power Plant	Fusion, Power 60	4
Fuel Tanks	4 weeks operation, J-1	21
Bridge		10
Computer	Computer 5	-
Sensors	Civilian Grade (DM-2)	1
Weapons		
Systems	Fuel Scoop	
	Fuel Processors (20 tons/day)	1
	Cargo Crane	3
Staterooms	Standard x 10	40
	Low Berths x 20	10
Common Areas		11
Cargo		82

FUEL CONSUMPTION:
JUMP-1 20 TONS

CREW

PILOT, ASTROGATOR, ENGINEER, MEDIC, STEWARD

RUNNING COSTS

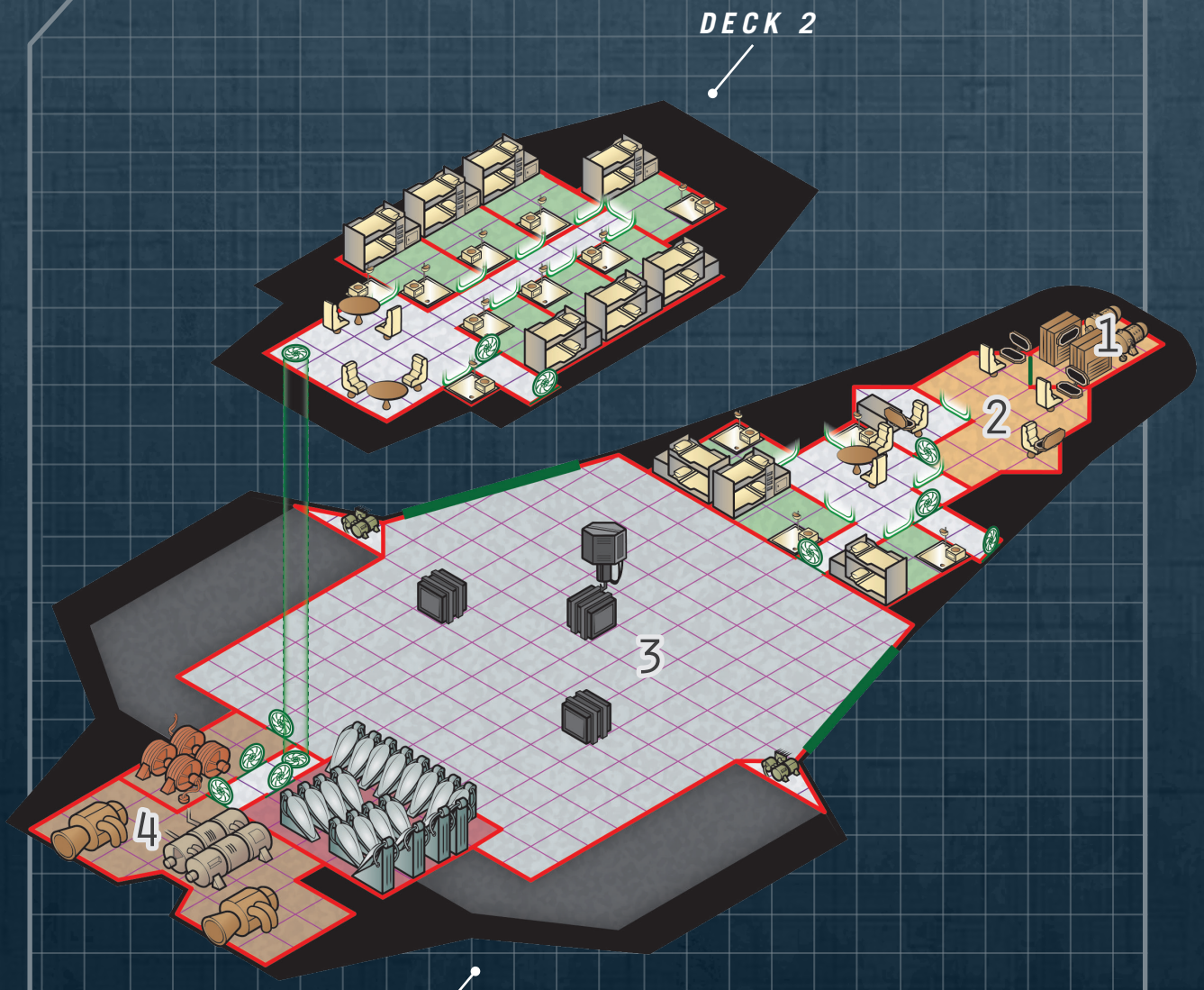
MAINTENANCE COST
Cr3778/month

PURCHASE COST
MCr45.342

POWER REQUIREMENTS

20 MANOEUVRE DRIVE	40 BASIC SHIP SYSTEMS
20 JUMP DRIVE	1 SENSORS

Using a 200-ton hull, the free trader is an elementary interstellar merchant ship designed to ply the space lanes while carrying a mixture of cargo and passengers. It is the archetypal tramp freighter and common among adventuring groups and mercenary bands, often retrofitted with turrets, weapons and other 'special' modifications. As such, actual specifications can vary wildly, often being proportional to the age of the ship, but the free trader presented here is typical of a vessel fresh out of the shipyard.



1. AVIONICS
2. BRIDGE
3. CARGO
4. ENGINEERING

LABORATORY SHIP

(TYPE-L)

TL12		TONS
Hull	400 tons, Standard	-
Armour	Armour 0	-
M-Drive	Thrust 2	8
J-Drive	Jump-2	25
Power Plant	Fusion, Power 180	12
Fuel Tanks	4 weeks operation, J-2	82
Bridge		20
Computer	Computer 10	-
Sensors	Improved (DM+1)	3
Weapons		
Systems	Probe Drones x 15	3
	Docking Space (40 tons)	44
	Pinnace	-
	Laboratories	100
	Docking Space (4 tons)	5
	Air/Raft	-
Staterooms	Standard x 20	80
Common Areas		15
Cargo		3

FUEL CONSUMPTION:
JUMP-1 40 TONS
JUMP-2 80 TONS

CREW

PILOT, ASTROGATOR, ENGINEER, MEDIC

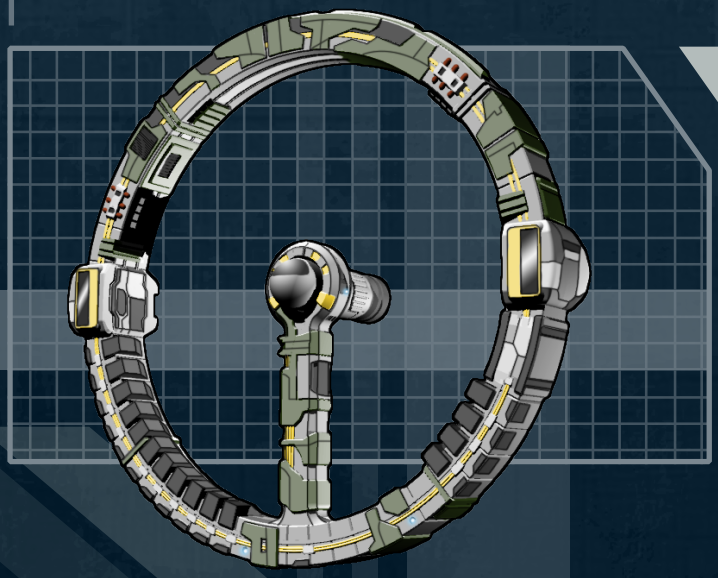
RUNNING COSTS

MAINTENANCE COST
Cr11325/month

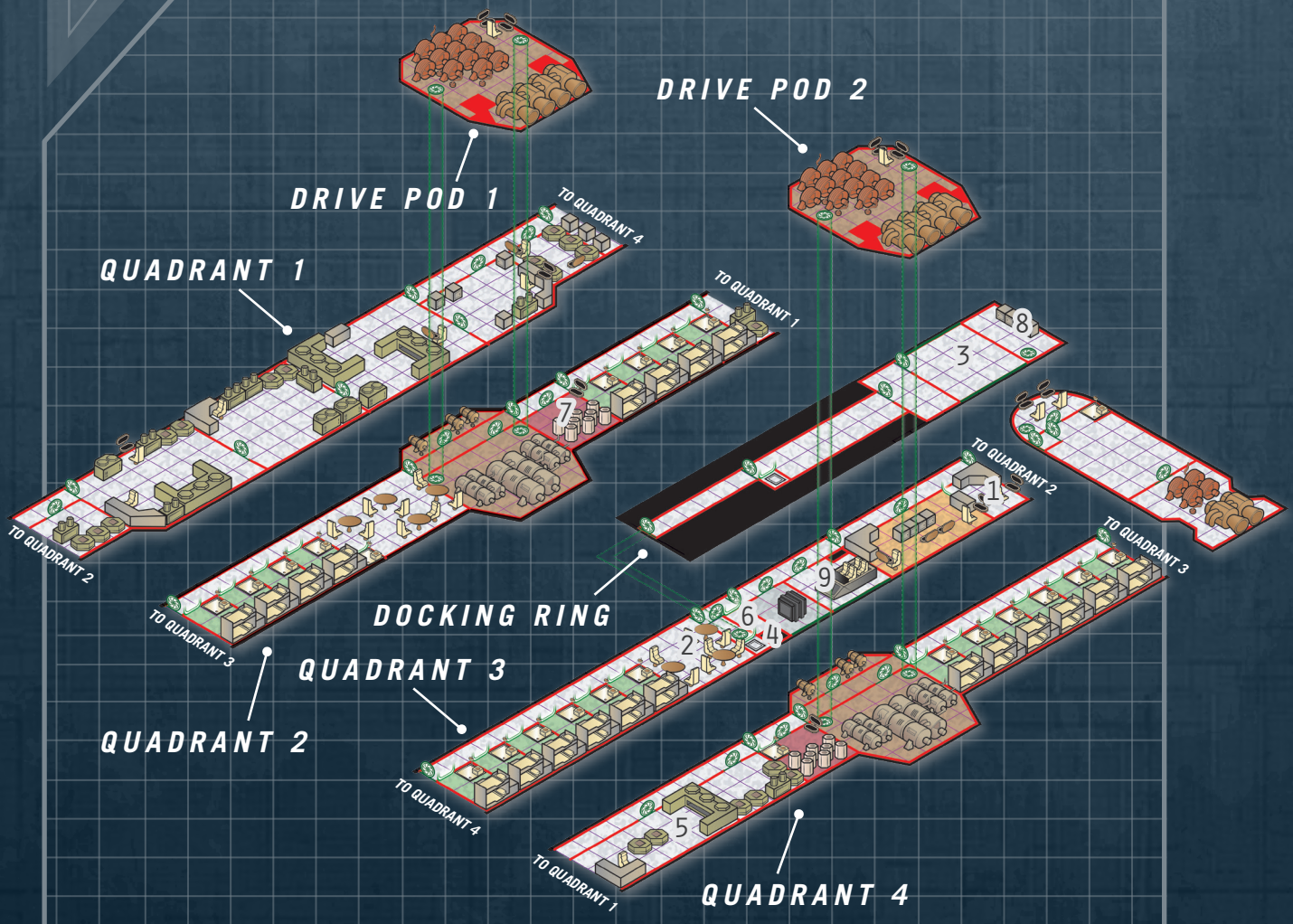
PURCHASE COST
MCr135.9018

POWER REQUIREMENTS

80	80
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS
80	4
JUMP DRIVE	SENSORS



A highly specialised vessel, the laboratory ship is built to transport scientists and their equipment across the stars in order to conduct research, usually in remote locations. The ship itself is fitted with highly advanced sensors, while a pinnace can carry an ATV down to a planet's surface in order to conduct field expeditions. A special feature of this ship is that it is built so internal gravity can be created by spinning the hull. This is done to permit experiments to be carried out that might otherwise be affected by the gravitic plates installed as standard on all ships.



1. OFFICE
2. COMMON AREA
3. PINNACE DOCKING SPACE
4. LIFT
5. LABORATORIES
6. AIRLOCK
7. PROBE DRONES
8. MAINTENANCE BAY
9. AIR RAFT DOCKING SPACE

MERCENARY CRUISER (TYPE-C)

TL12		TONS
Hull	800 tons, Sphere	-
Armour	Crystaliron, Armour 4	40
M-Drive	Thrust 3	24
J-Drive	Jump-3	65
Power Plant	Fusion, Power 750	50
Fuel Tanks	4 weeks operation, J-3, fuel for Cutters	252
Bridge		20
Computer	Computer 25/fib	-
Sensors	Military Grade (DM+0)	2
Weapons	Triple Turrets x 8	8
Systems	Docking Space (4 tons) Air-Raft Docking Space (50 tons) Modular Cutter Docking Space (50 tons) Modular Cutter Repair Drones	5 - 55 - 55 - 8
Staterooms	Standard x 25	100
Common Areas		44
Cargo		72

FUEL CONSUMPTION:
JUMP-1 80 TONS
JUMP-2 160 TONS
JUMP-3 240 TONS

CREW

PILOT, ASTROGATOR, 3 ENGINEERS, MEDIC

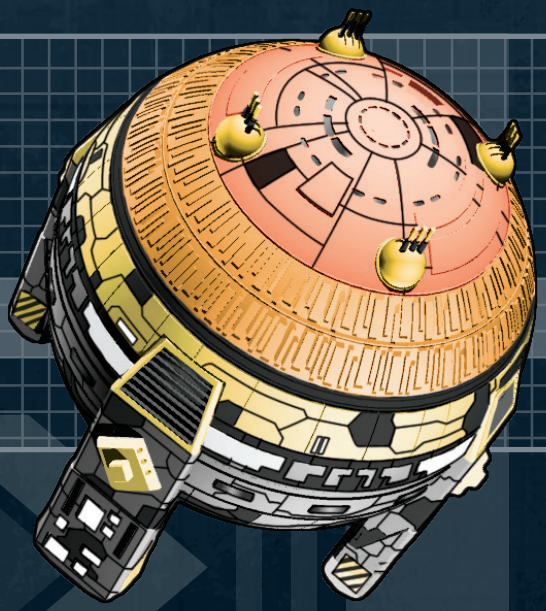
RUNNING COSTS

MAINTENANCE COST
Cr24974/month

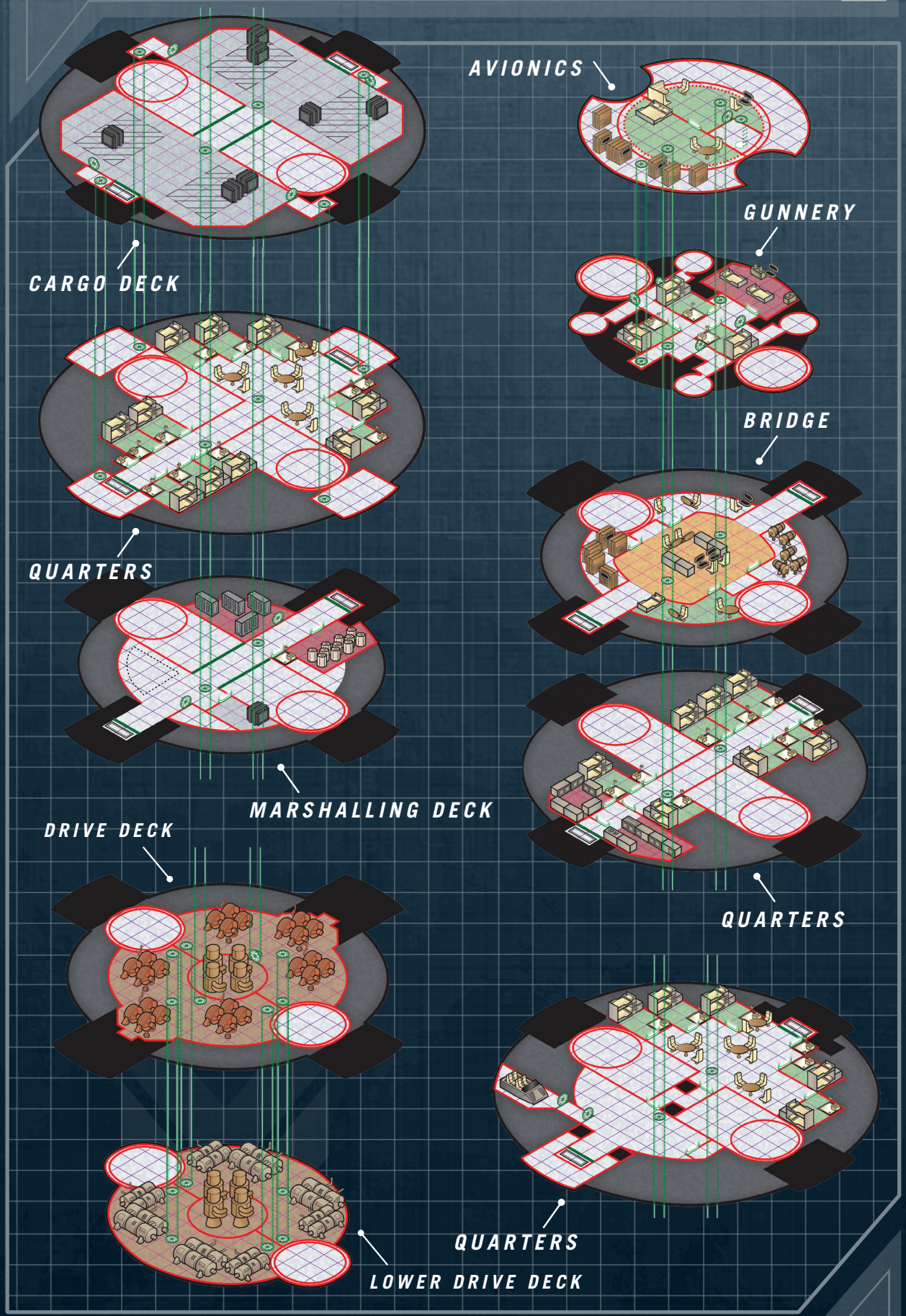
PURCHASE COST
MCr299.6946

POWER REQUIREMENTS

240 MANOEUVRE DRIVE	160 BASIC SHIP SYSTEMS
240 JUMP DRIVE	2 SENSORS
8 TURRETS	



The mercenary cruiser is built to carry small troop units for corporate, governmental or, more commonly, mercenary operations. It has enough space to carry a combat platoon, plus crew and support personnel, along with their equipment, albeit in fairly cramped confines. The platoon can be deployed to a planet's surface within the two modular cutters housed inside the ship, and can then disembark using the ATVs the two cutters carry. Turrets are fitted as standard but while shipyards do not generally include weapons, it is a rare mercenary cruiser that is not armed to the teeth.


AVIONICS
GUNNERY
CARGO DECK
BRIDGE
QUARTERS
QUARTERS
MARSHALLING DECK
DRIVE DECK
QUARTERS
QUARTERS
LOWER DRIVE DECK

PATROL CORVETTE

(TYPE-T)

TL12		TONS
Hull	400 tons, Streamlined	-
Armour	Crystaliron, Armour 4	20
M-Drive	Thrust 4	16
J-Drive	Jump-3	35
Power Plant	Fusion, Power 405	27
Fuel Tanks	4 weeks operation, J-3, plus Ship's Boat	124
Bridge		20
Computer	Computer 15	-
Sensors	Military Grade (DM+0)	2
Weapons	Two Triple Turrets (Pulse Lasers)	2
	Two Triple Turrets (Missile Racks)	2
Systems	Docking Space (30 tons)	33
	Ship's Boat	-
	Docking Space (8 tons)	9
	G/Carrier	-
	Fuel Scoop	-
	Fuel Processors (80 tons/day)	4
Staterooms	Standard x 12	48
	Low Berths x 4	2
Common Areas		10
Cargo		46

FUEL CONSUMPTION:
JUMP-1 40 TONS
JUMP-2 80 TONS
JUMP-3 120 TONS

CREW

PILOT, ASTROGATOR, 2 ENGINEERS, MEDIC, 4 GUNNERS, 8 MARINES

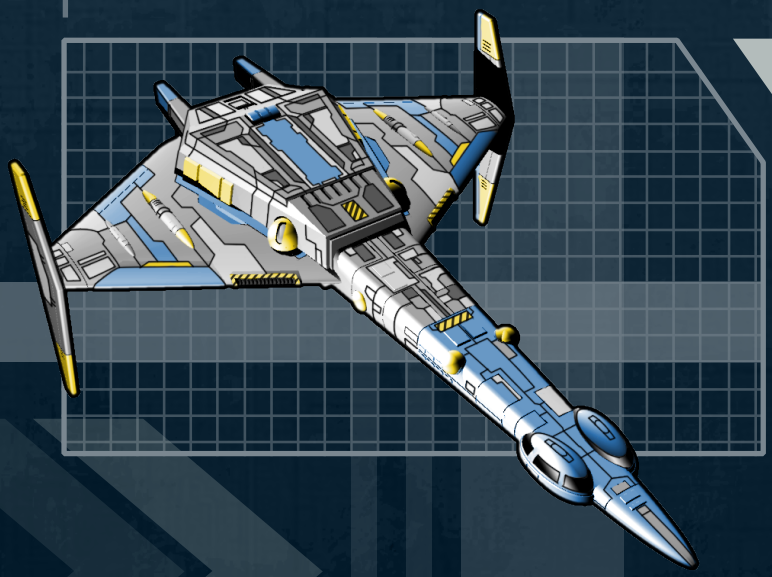
RUNNING COSTS

MAINTENANCE COST
Cr14534/month

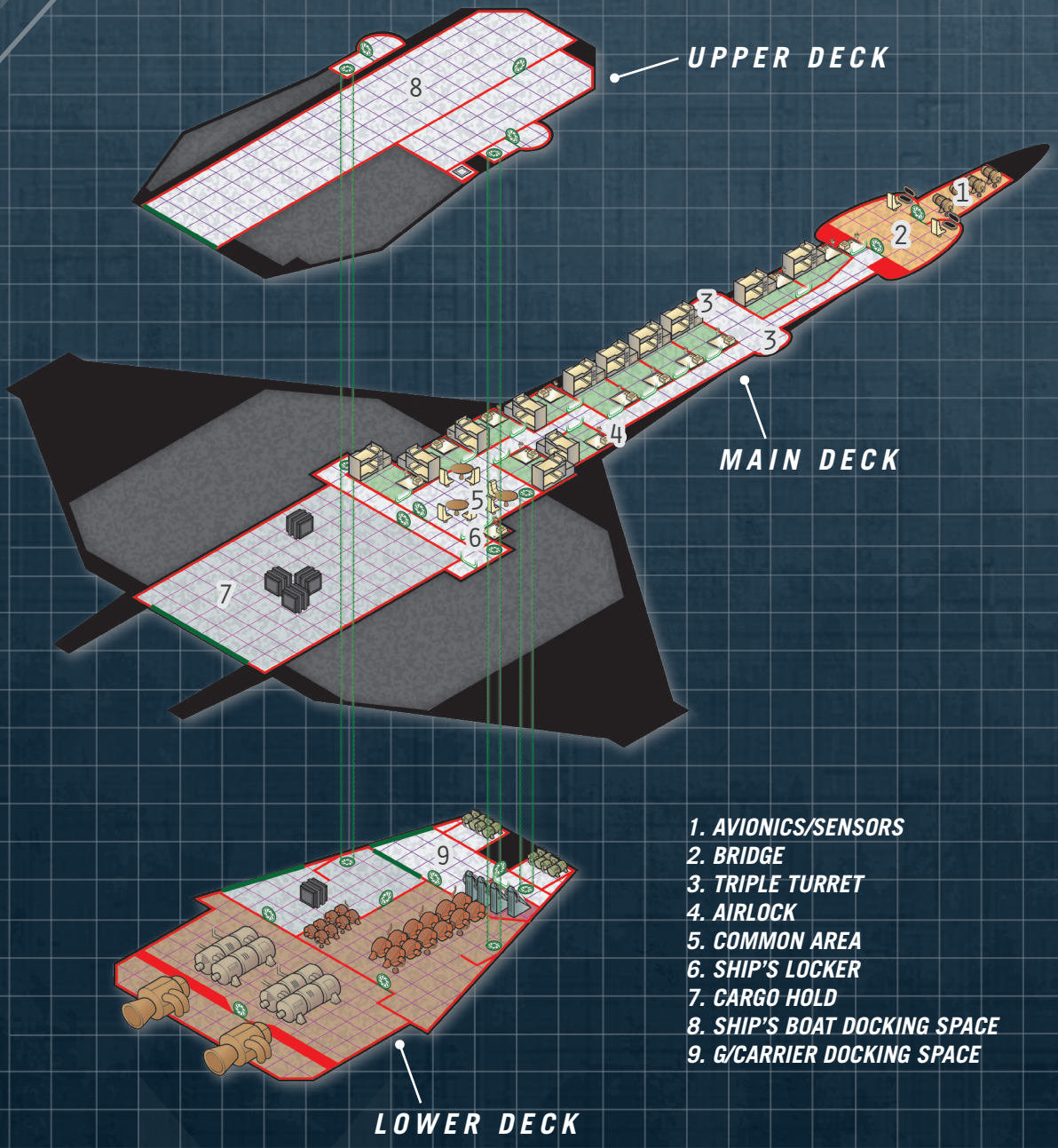
PURCHASE COST
MCr174.4128

POWER REQUIREMENTS

160 MANOEUVRE DRIVE	80 BASIC SHIP SYSTEMS
120 JUMP DRIVE	2 SENSORS
30 WEAPONS	



The patrol corvette is used by military organisations as a cheap but effective vessel for customs patrols, anti-piracy work and system defence. Despite being only a 400 ton hull, this corvette remains more than a match for typical pirate vessels of a similar size. The auxiliary ship's boat and G/carrier on board, combined with a streamlined hull, allow the patrol corvette to pursue targets through atmospheres and down onto planetary surfaces, ensuring there is no escape.



1. AVIONICS/SENSORS
2. BRIDGE
3. TRIPLE TURRET
4. AIRLOCK
5. COMMON AREA
6. SHIP'S LOCKER
7. CARGO HOLD
8. SHIP'S BOAT DOCKING SPACE
9. G/CARRIER DOCKING SPACE

SAFARI SHIP

(TYPE-K)

TL12		TONS
Hull	200 tons, Streamlined	-
Armour	Armour 0	-
M-Drive	Thrust 1	2
J-Drive	Jump-2	15
Power Plant	Fusion, Power 105	7
Fuel Tanks	4 weeks operation, J-2, plus Launch	49
Bridge		10
Computer	Computer 5/bis	-
Sensors	Civilian Grade (DM-2)	1
Weapons	Double Turret	1
Systems	Docking Space (20 tons) Launch Docking Space (4 tons) Air/Raft Fuel Scoop Fuel Processors (40 tons/day) Multi-Environment Space Multi-Environment Space	22 - 5 - - 2 8 8
Staterooms	Standard x 11	44
Common Areas	 Trophy Lounge	13 7
Cargo		6

FUEL CONSUMPTION:
JUMP-1 20 TONS
JUMP-2 40 TONS

CREW

PILOT, ASTROGATOR, ENGINEER, MEDIC, STEWARD

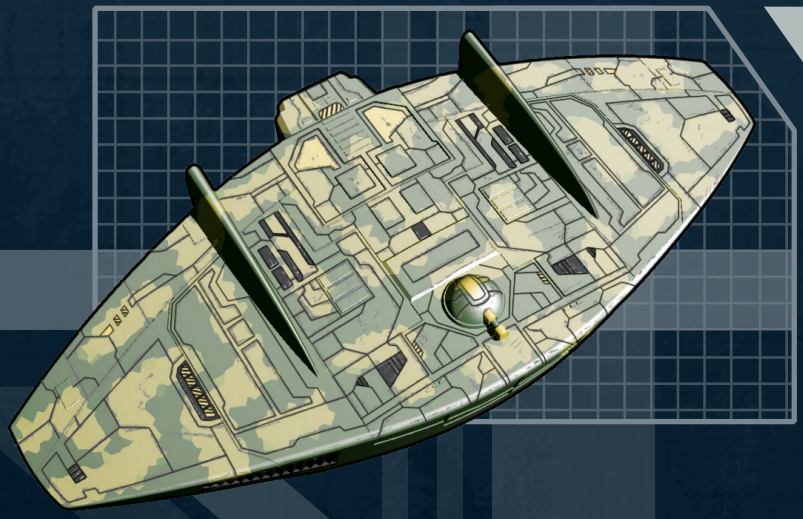
RUNNING COSTS

MAINTENANCE COST
Cr5344/month

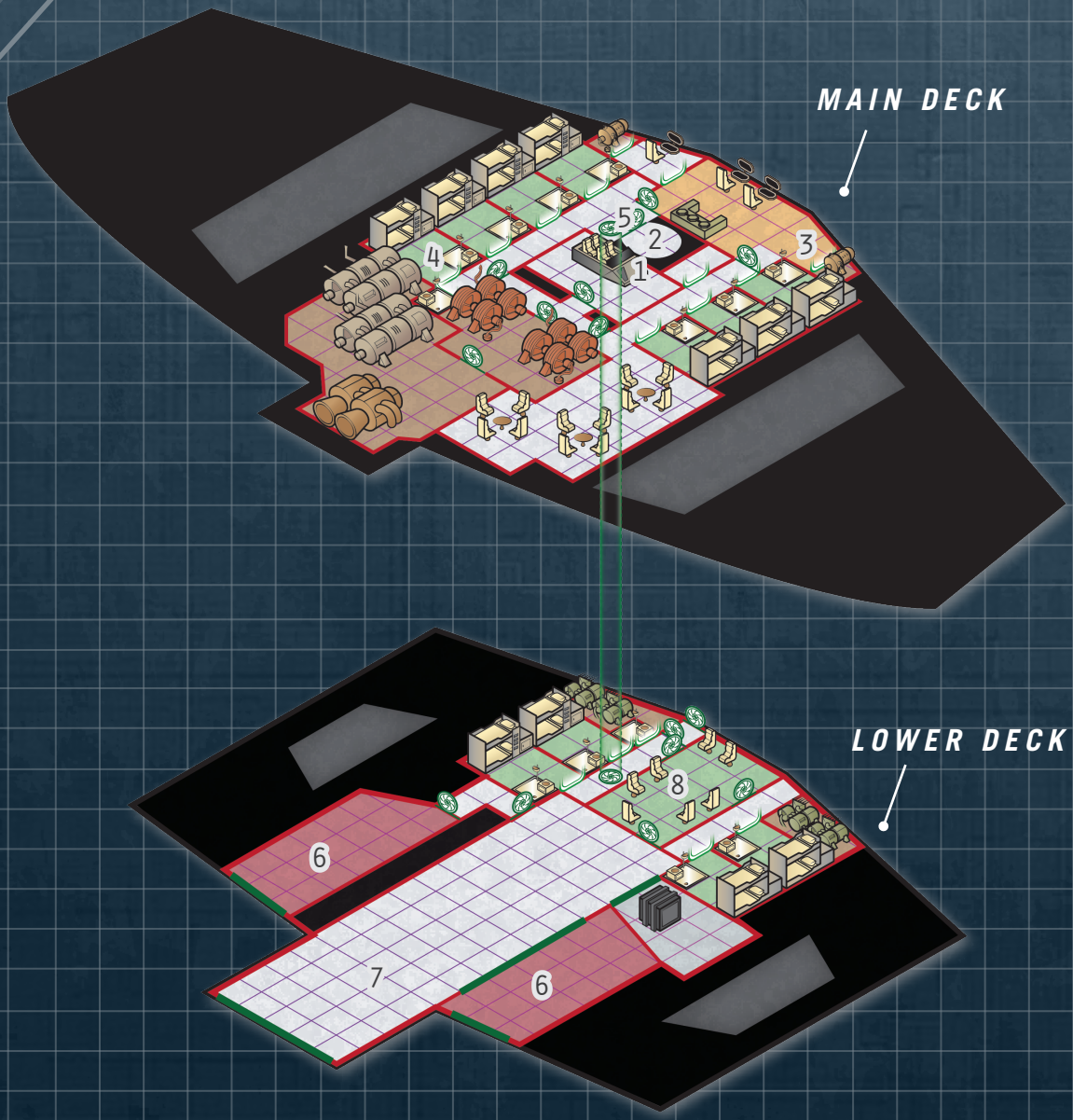
PURCHASE COST
MCr64.1358

POWER REQUIREMENTS

20 MANOEUVRE DRIVE	40 BASIC SHIP SYSTEMS
40 JUMP DRIVE	1 SENSORS



Though at first appearance uniquely specialised, the safari ship is relatively common throughout the galaxy. It is primarily designed as an excursion vessel, capable of conducting trophy-taking expeditions (photographic or real) to distant worlds, all in a high degree of comfort. Indeed, some owners will outfit their safari ship to higher standards of luxury than many yachts. Included within the hull are two holding tanks with variable environments for live specimens, and a trophy lounge which makes for a very comfortable mess area for passengers and crew. While the ship is streamlined and can land planetside, a launch and ATV permit expeditions across a planet's surface without requiring the whole vessel to leave orbit.



1. AIR/RAFT DOCKING SPACE
2. DOUBLE TURRET
3. OFFICE
4. COMMON AREA
5. SHIP'S LOCKER
6. MULTI-ENVIRONMENT SPACE
7. LAUNCH DOCKING SPACE
8. TROPHY LOUNGE

SCOUT/COURIER

(TYPE-S)

TL12		TONS
Hull	100 tons, Streamlined	-
Armour	Crystaliron, Armour 4	5
M-Drive	Thrust 2	2
J-Drive	Jump-2	10
Power Plant	Fusion, Power 60	4
Fuel Tanks	12 weeks operation, J-2	23
Bridge		10
Computer	Computer 5/bis	-
Sensors	Military Grade (DM+0)	2
Weapons	Double Turret	1
Systems	Fuel Scoop	-
	Fuel Processors (40 tons/day)	2
	Probe Drones x 10	2
	Docking Space (4 tons)	5
	Air-Raft	-
	Workshop	6
Staterooms	Standard x 4	16
Cargo		12

FUEL CONSUMPTION:
JUMP-1 10 TONS
JUMP-2 20 TONS

CREW

PILOT, ASTROGATOR, ENGINEER

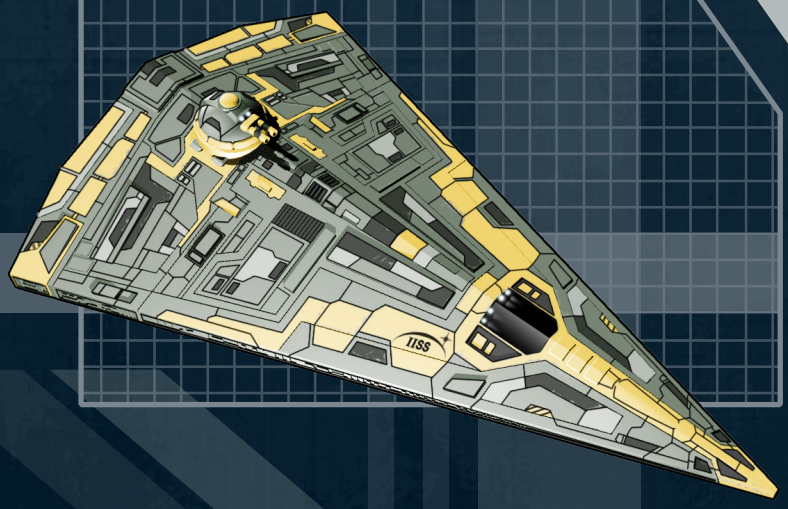
RUNNING COSTS

MAINTENANCE COST
Cr3064/month

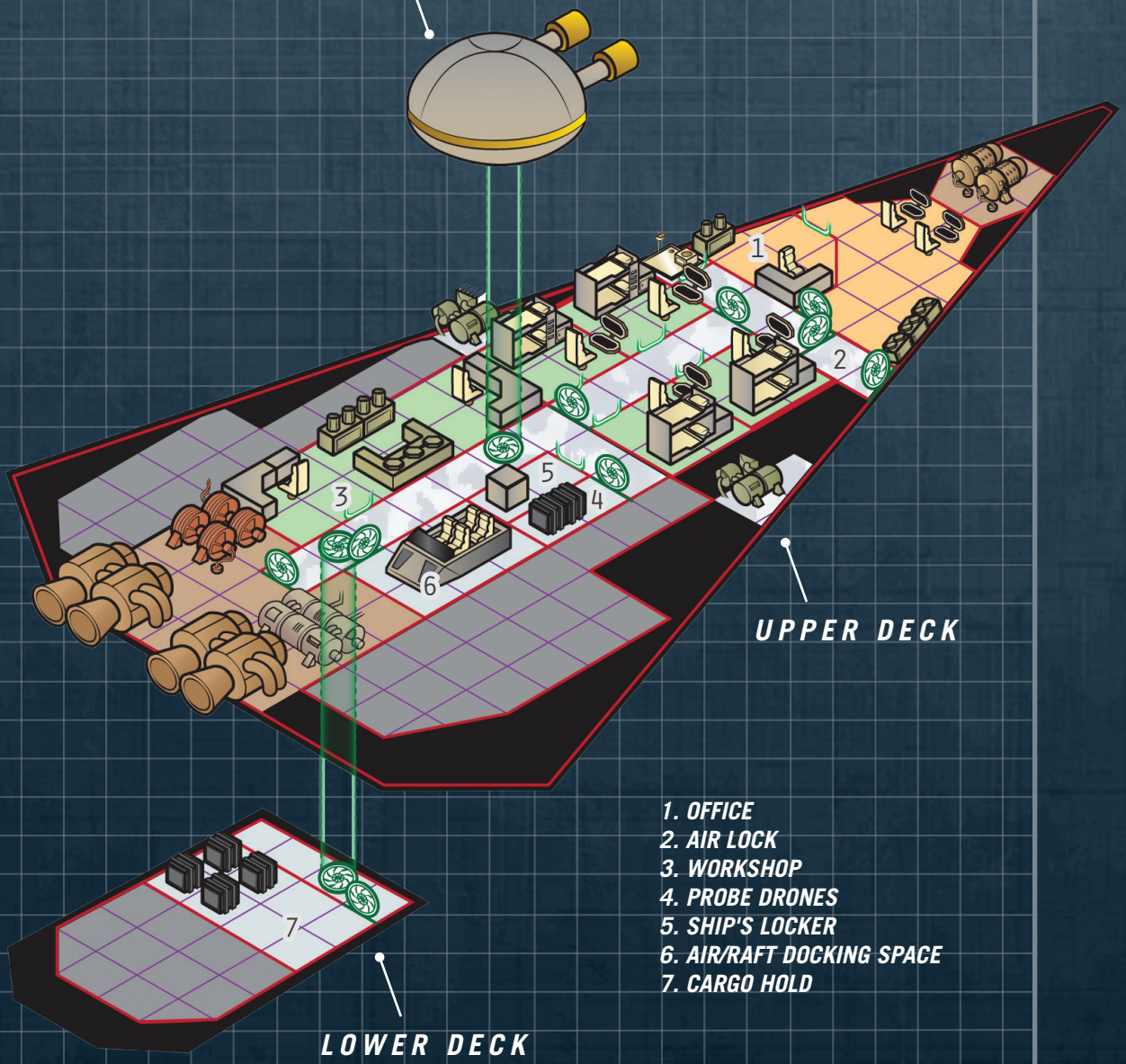
PURCHASE COST
MCr36.769

POWER REQUIREMENTS

20	20
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS
20	2
JUMP DRIVE	SENSORS



The scout ship is built for exploration, survey, and courier duties, with many thousands in service throughout Charted Space. Despite the small 100 ton hull, the scout is faster than most merchant ships and can jump further too. While multiple crew positions are technically required, it is standard practice for a scout to be crewed by just one or two highly skilled individuals who understand the requirements needed for self-sufficiency.



1. OFFICE
2. AIR LOCK
3. WORKSHOP
4. PROBE DRONES
5. SHIP'S LOCKER
6. AIR/RAFT DOCKING SPACE
7. CARGO HOLD

SEEKER MINING SHIP

(TYPE-J)

TL12		TONS
Hull	100 tons, Streamlined	-
Armour	Crystaliron, Armour 4	5
M-Drive	Thrust 2	2
J-Drive	Jump-2	10
Power Plant	Fusion, Power 60	4
Fuel Tanks	4 weeks operation, J-2	21
Bridge		10
Computer	Computer 5/bis	-
Sensors	Military Grade (DM+0)	2
Weapons	Double Turret	1
Systems	Fuel Scoop	-
	Fuel Processors (20 tons/day)	1
	Mining Drones x 5	10
Staterooms	Standard x 2	8
Cargo		26

FUEL CONSUMPTION:
JUMP-1 10 TONS
JUMP-2 20 TONS

CREW

PILOT, ASTROGATOR, ENGINEER

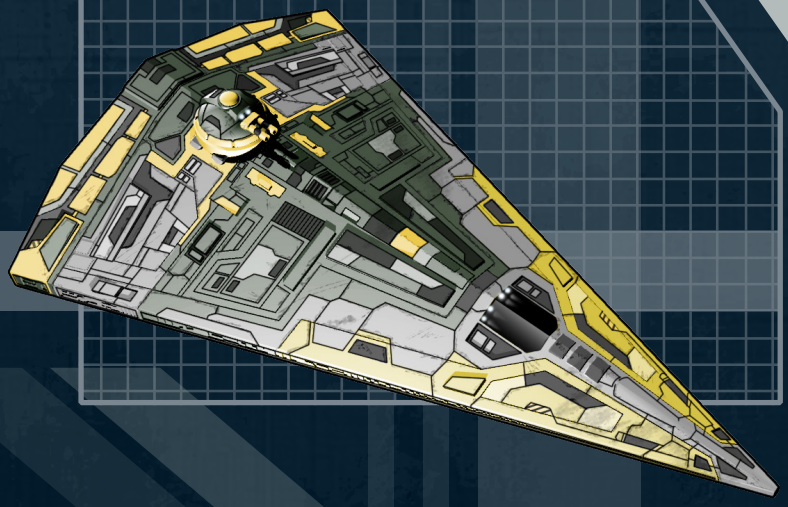
RUNNING COSTS

MAINTENANCE COST:
Cr2804/month

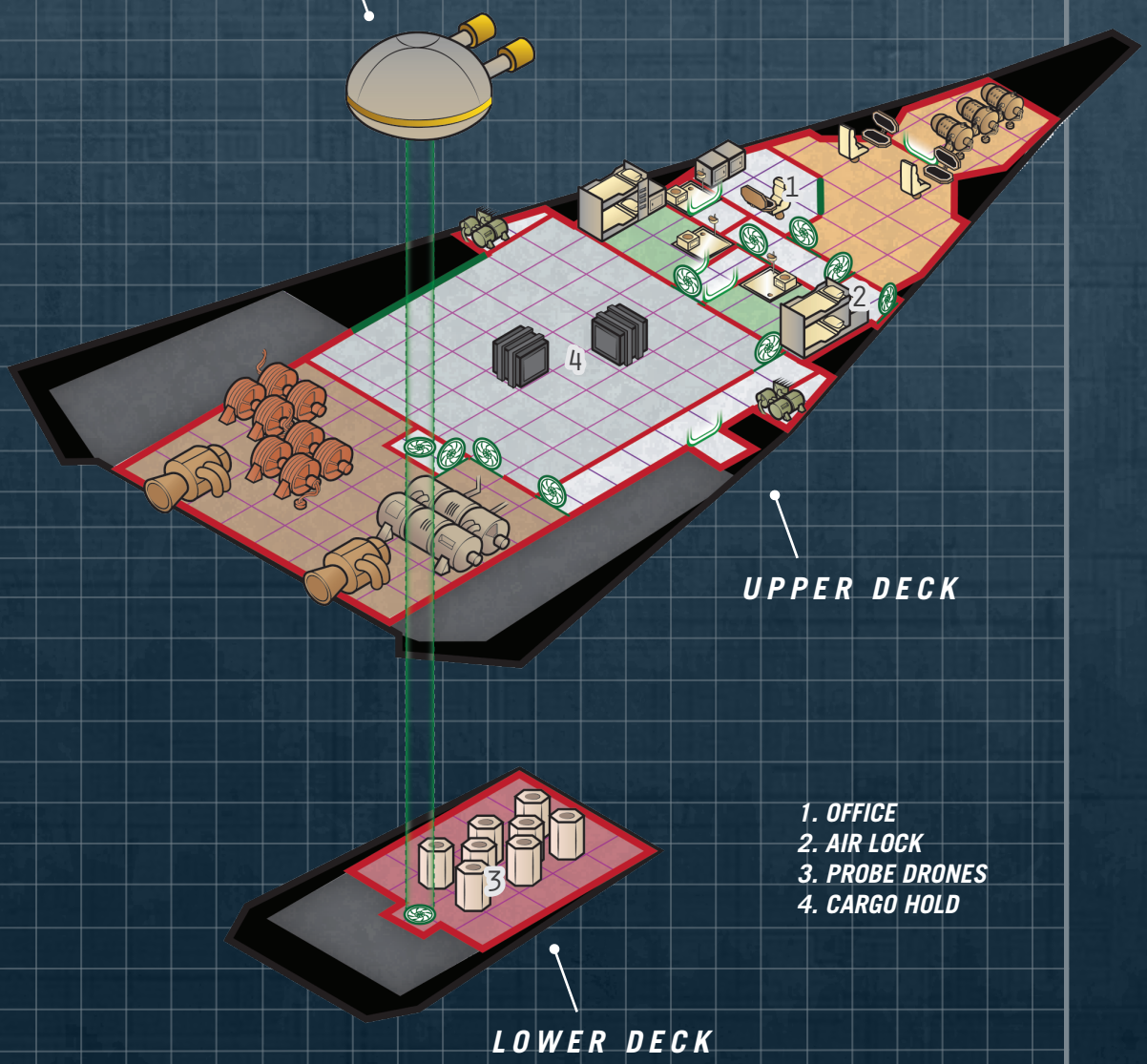
PURCHASE COST:
MCr33.655

POWER REQUIREMENTS

20	20
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS
20	**2**
JUMP DRIVE	SENSORS



A variation on the traditional scout/courier, the seeker is occasionally produced in this configuration by shipyards but it is far more common for it to be created by re-fitting an old scout retired from active service. A seeker has fewer staterooms and a smaller fuel tank, but its larger cargo bay and mining drones allow a single well-skilled prospector to scavenge asteroids and make a living looking for deposits of valuable minerals.



1. OFFICE
2. AIR LOCK
3. PROBE DRONES
4. CARGO HOLD

SUBSIDISED LINER (TYPE-M)

TL12		TONS
Hull	600 tons, Standard	-
Armour	Armour 0	-
M-Drive	Thrust 1	6
J-Drive	Jump-3	50
Power Plant	Fusion, Power 360	24
Fuel Tanks	4 weeks operation, J-3, plus Launch	183
Bridge		20
Computer	Computer 10/bis	-
Sensors	Civilian Grade (DM-2)	1
Weapons		-
Systems	Docking Space (20 tons) Launch	22 -
Staterooms	Standard x 30 Low Berths x 20	120 10
Common Areas		45
Cargo		119

FUEL CONSUMPTION:
JUMP-1 60 TONS
JUMP-2 120 TONS
JUMP-3 180 TONS

CREW

PILOT, ASTROGATOR,
2 ENGINEERS, MEDIC,
STEWARD

RUNNING COSTS

MAINTENANCE COST:
Cr13413/month

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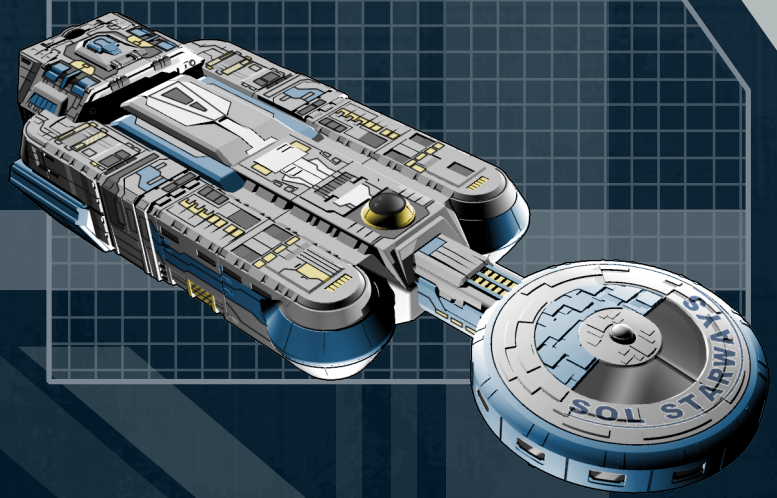
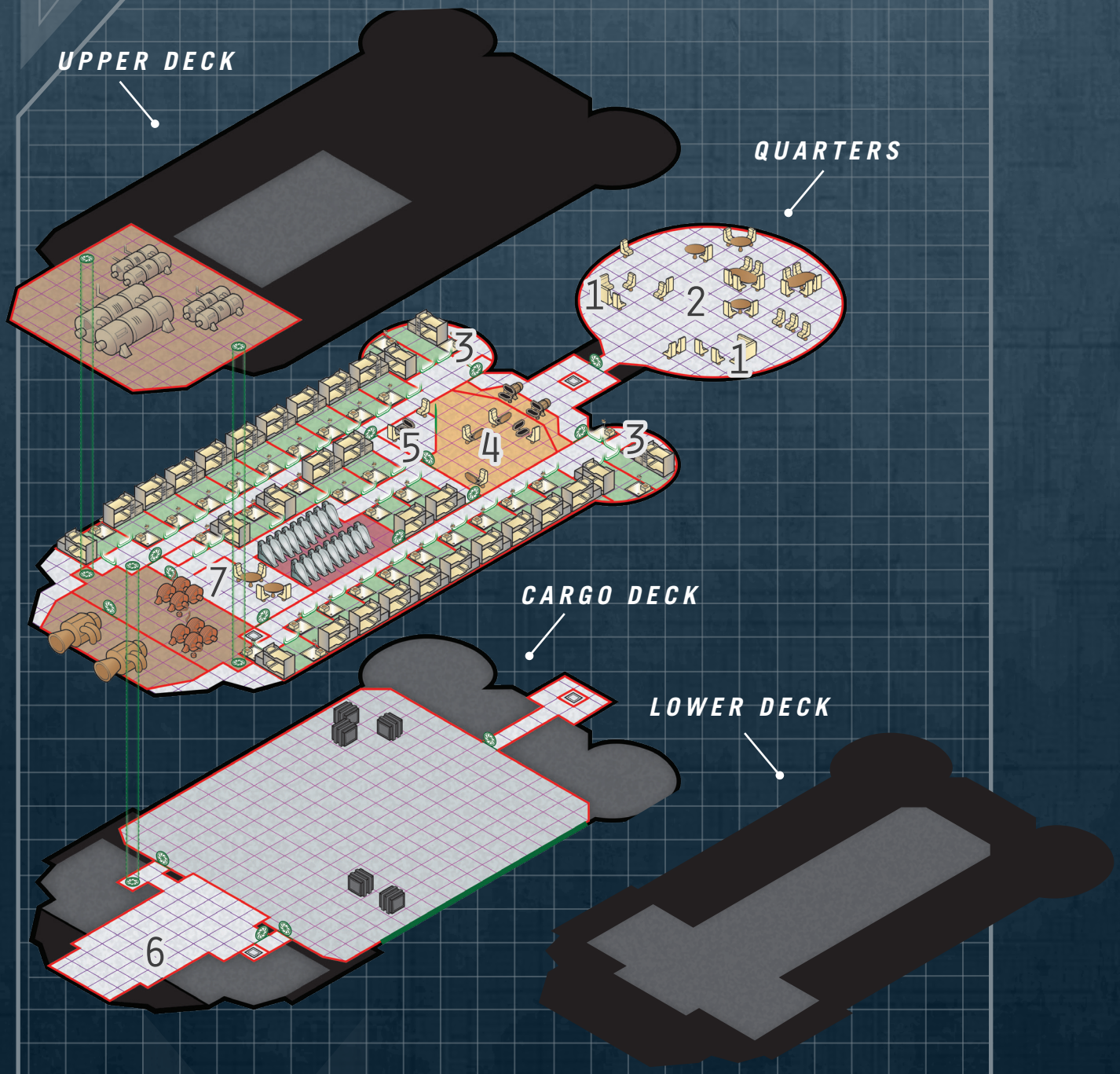
PURCHASE COST:
MCr161.523

POWER REQUIREMENTS

60	120
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS
180	1
JUMP DRIVE	SENSORS



The subsidised liner is built for carrying passengers and cargo on long haul routes, in a modicum of comfort; while a steward is present, passengers should expect cheap interstellar travel rather than luxury. Overall, the ship is capable of carrying 24 passengers in addition to its crew, with a further 20 in low berths. With a 3 parsec jump capability, a lot of destinations are possible. Though the hull of the ship itself is unstreamlined, a launch allows passengers to be ferried to the surface of a world, or act as a life boat in emergencies.



1. BAR/GALLEY
2. PASSENGERS LOUNGE
3. SPA/STEAM ROOM
4. BRIDGE
5. OFFICE
6. LAUNCH DOCKING SPACE
7. CREW DOCKING AREA

SUBSIDISED MERCHANT (TYPE-R)

TL12		TONS
Hull	400 tons, Streamlined	-
Armour	Armour 0	-
M-Drive	Thrust 1	4
J-Drive	Jump-1	15
Power Plant	Fusion, Power 135	9
Fuel Tanks	4 weeks operation, J-1, plus Launch	43
Bridge		20
Computer	Computer 5	-
Sensors	Civilian Grade (DM-2)	1
Weapons		-
Systems	Fuel Scoop	-
	Fuel Processors (20 tons/day)	1
	Docking Space (20 tons)	22
	Launch	-
Staterooms	Standard x 19	76
	Low Berths x 9	4.5
Common Areas		5.5
Cargo		199

FUEL CONSUMPTION:
JUMP-1 40 TONS

CREW

PILOT, ASTROGATOR, ENGINEER, MEDIC, STEWARD

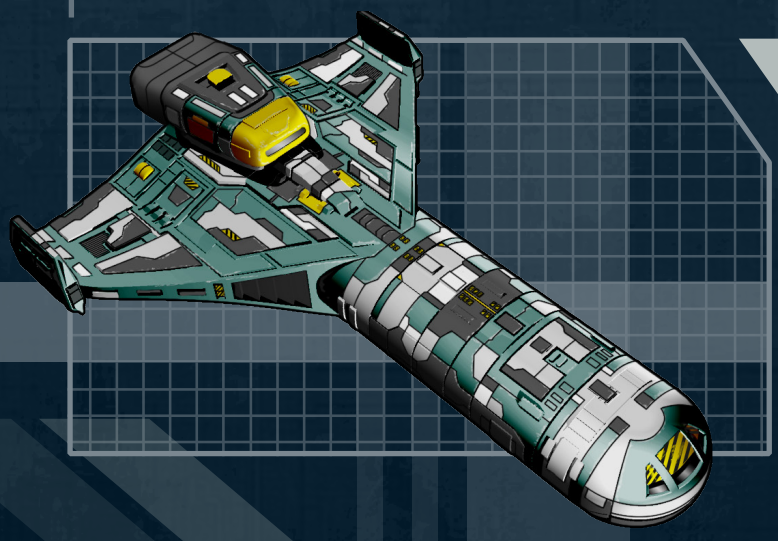
RUNNING COSTS

MAINTENANCE COST:
Cr6772/month

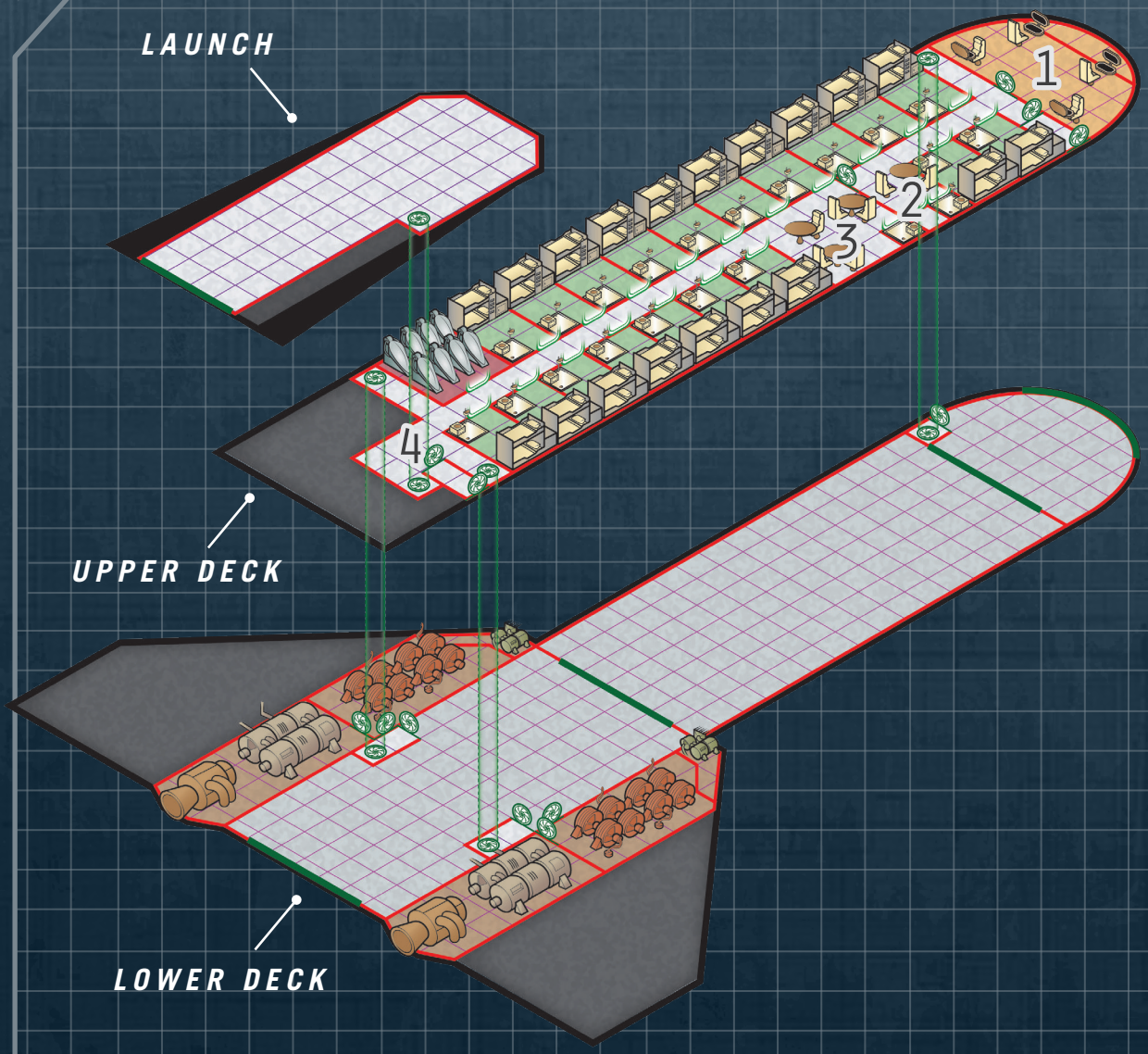
PURCHASE COST:
MCr81,2683

POWER REQUIREMENTS

40 MANOEUVRE DRIVE	80 BASIC SHIP SYSTEMS
40 JUMP DRIVE	1 SENSORS



The subsidised merchant (also called the fat trader) is a trading vessel intended to meet the commercial needs of clusters of worlds. It is twice the size of a free trader but carries cargo far more efficiently with a cavernous cargo bay more than twice the size of that within its little cousin. In fact, if its cargo bay doors were larger, the subsidised merchant could theoretically swallow a free trader whole. This ship normally requires a crew of five, although the pilot also operates the launch, a steward is only necessary if carrying commercial passengers, and gunners may be added to the list if weapons are installed.



1. BRIDGE
2. CREW COMMON AREA
3. PASSENGER COMMON AREA
4. BOARDING AREA

YACHT

(TYPE-Y)

TL12		TONS
Hull	200 tons, Standard	-
Armour	Armour 0	-
M-Drive	Thrust 1	2
J-Drive	Jump-1	10
Power Plant	Fusion, Power 90	6
Fuel Tanks	4 weeks operation, J-1, plus Ship's Boat	22
Bridge		10
Computer	Computer 5	-
Sensors	Civilian Grade (DM-2)	1
Weapons		-
Systems	Docking Space (4 tons) Air-Raft Docking Space (30 tons) Ship's Boat ATV	5 - 33 - 10
Staterooms	Standard x 12 Luxury x 1	48 10
Common Areas		32
Cargo		11

FUEL CONSUMPTION:
JUMP-1 20 TONS

CREW

PILOT, ASTROGATOR, ENGINEER, MEDIC, STEWARD

RUNNING COSTS

MAINTENANCE COST:
Cr5065/month

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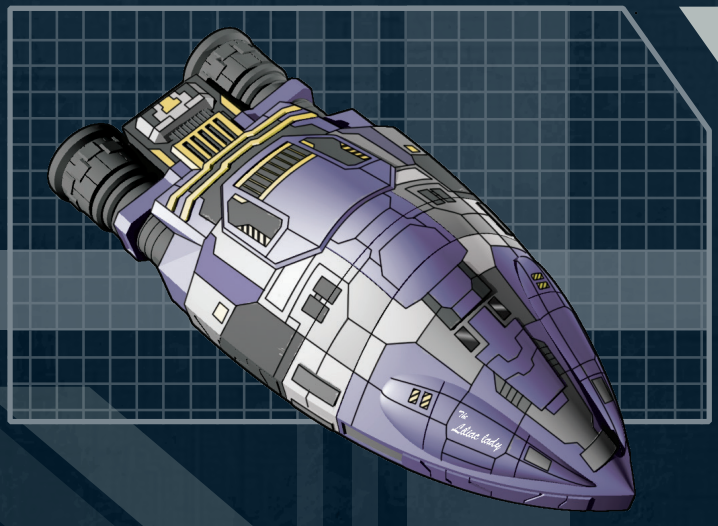
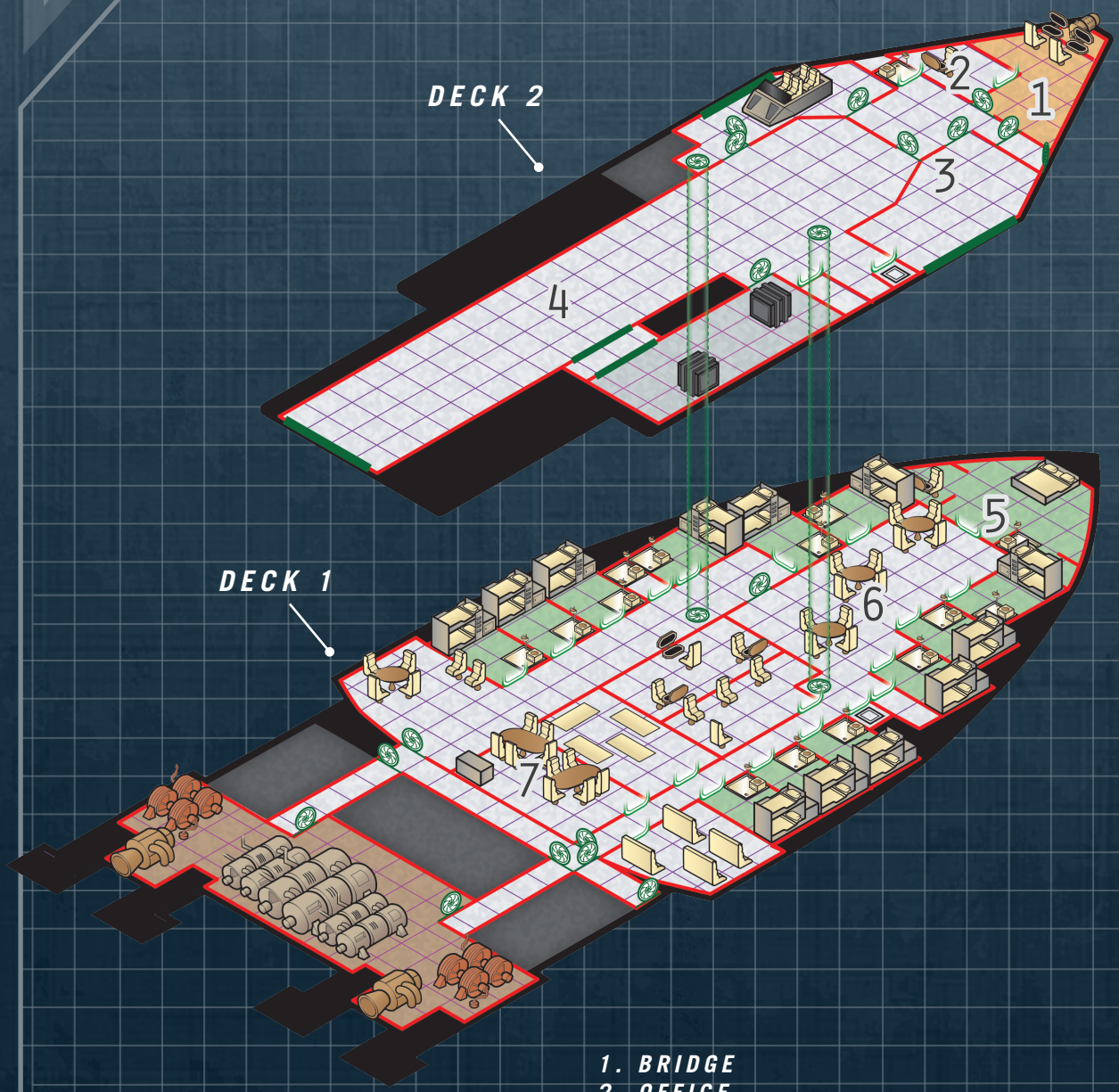
PURCHASE COST:
MCr60.7824

POWER REQUIREMENTS

20	40
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS
20	1
JUMP DRIVE	SENSORS



The yacht is a noble's plaything, used to entertain friends and undertake political or commercial missions. The staterooms are all well-appointed but even they fail to make the grade in comparison to the luxury stateroom intended for the yacht's owner. The yacht carries an air/raft and a ship's boat within docking compartments; an ATV is also carried, with the ship's boat being used to ferry it from orbit to surface and back again.



1. BRIDGE
2. OFFICE
3. ATV BAY
4. SHIP'S BOAT DOCKING AREA
5. LUXURY ROOM
6. PASSENGER COMMON AREA
7. CREW COMMON AREA

LAUNCH

TL9		TONS
Hull	20 tons, Streamlined	-
Armour	Armour 0	-
M-Drive	Thrust 1	2
Power Plant	Fusion, Power 10	1
Fuel Tanks	4 weeks operation	1
Bridge		3
Computer	Computer 5	-
Sensors	Basic (DM-4)	-
Weapons		-
Systems		
Cargo		13

CREW

PILOT

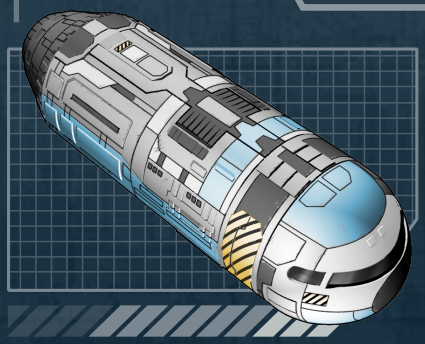
RUNNING COSTS

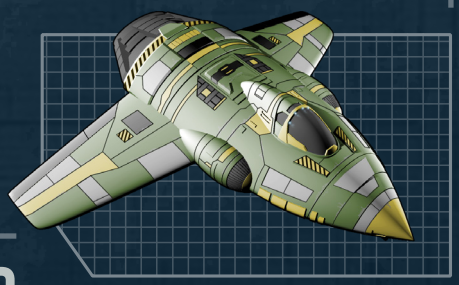
MAINTENANCE COST:
Cr421/month

PURCHASE COST:
MCr5.607

POWER REQUIREMENTS

2	4
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS





LIGHT FIGHTER

TL9		TONS
Hull	10 tons, Streamlined	-
Armour	Crystaliron, Armour 2	2.5
M-Drive	Thrust 6	2
Power Plant	Fusion, Power 15	1
Fuel Tanks	4 weeks operation	1
Bridge	Cockpit	1.5
Computer	Computer 5	-
Sensors	Military Grade (DM+0)	2
Weapons	Fixed Mount (Pulse Laser)	-

CREW

PILOT

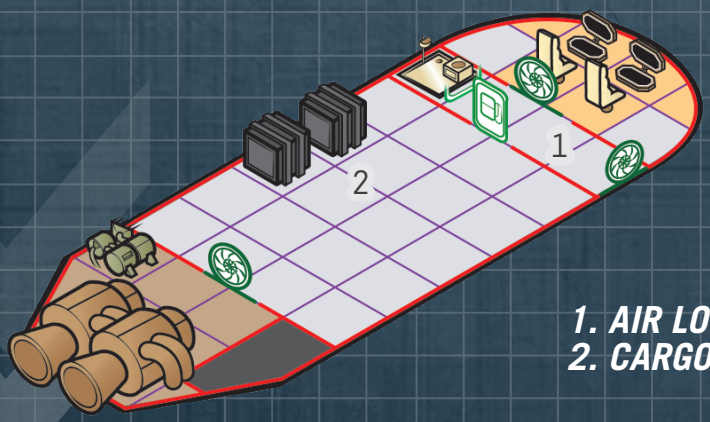
RUNNING COSTS

MAINTENANCE COST:
Cr650/month

PURCHASE COST:
MCr7.80

POWER REQUIREMENTS

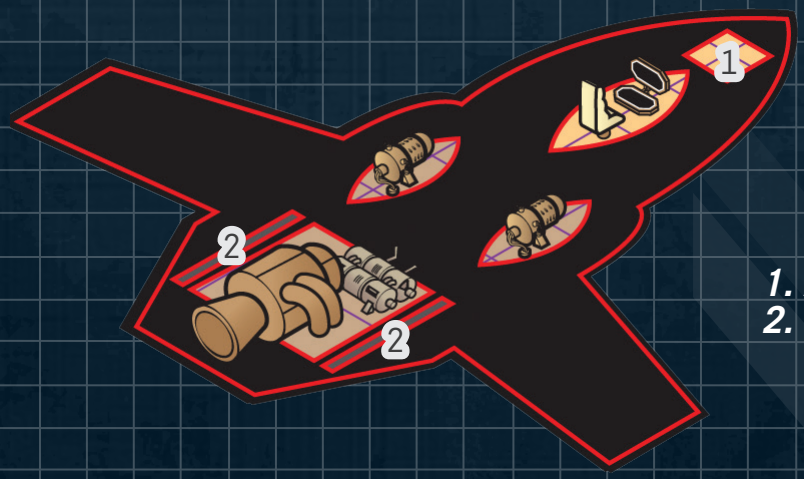
6	2	2
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	SENSORS



1. AIR LOCK
2. CARGO HOLD

Also called a life boat, due to one of its expected roles, this craft uses a 20-ton hull and can easily be flown by a single skilled individual. A launch can be configured to engage in a wide variety of roles, but ambitious schemes will find themselves limited by the small hull and weak power plant. However, for the price, the launch provides a means to very cheap space travel.

Consisting of little more than a power plant and pulse laser with a pilot strapped to the top, the light fighter is a small, fast and highly manoeuvrable craft designed to make high-speed runs on enemy ships and destroy other small craft. Designed to adhere to a strict budget, the light fighter allows even the poorest worlds a chance at self-defence.



1. AVIONICS
2. FUEL TANKS

MODULAR CUTTER

TL11		TONS
Hull	50 tons, Streamlined	-
Armour	Armour 0	-
M-Drive	Thrust 4	2
Power Plant	Fusion, Power 30	3
Fuel Tanks	4 weeks operation	1
Bridge		3
Computer	Computer 5	-
Sensors	Basic (DM-4)	-
Weapons	Fixed Mount	-
Systems	Modular Hull	30
	Cabin Space x 4	9
Cargo		2

CREW

PILOT

RUNNING COSTS

MAINTENANCE COST:
Cr857/month

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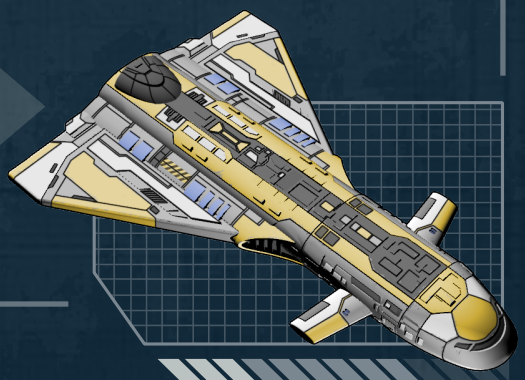
PURCHASE COST:
MCr10.287

POWER REQUIREMENTS

20	10
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS



CREW

PILOT

RUNNING COSTS

MAINTENANCE COST:
Cr728/month

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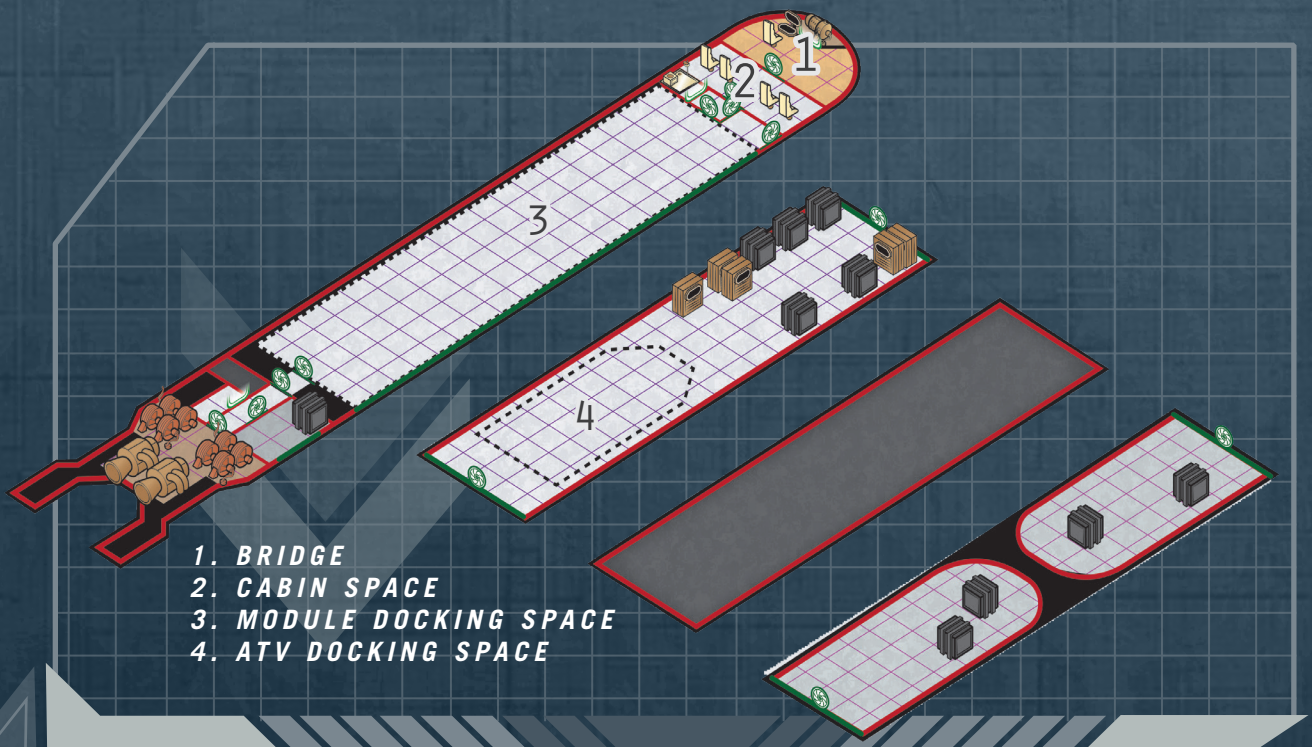
PURCHASE COST:
MCr8.732

POWER REQUIREMENTS

20	8
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS

PINNACE

TL9		TONS
Hull	40 tons, Streamlined	-
Armour	Armour 0	-
M-Drive	Thrust 5	2
Power Plant	Fusion, Power 30	2
Fuel Tanks	4 weeks operation	1
Bridge		3
Computer	Computer 5	-
Sensors	Basic (DM-4)	-
Weapons	Fixed Mount	-
Systems	Cabin Space x 6	9
Cargo		21

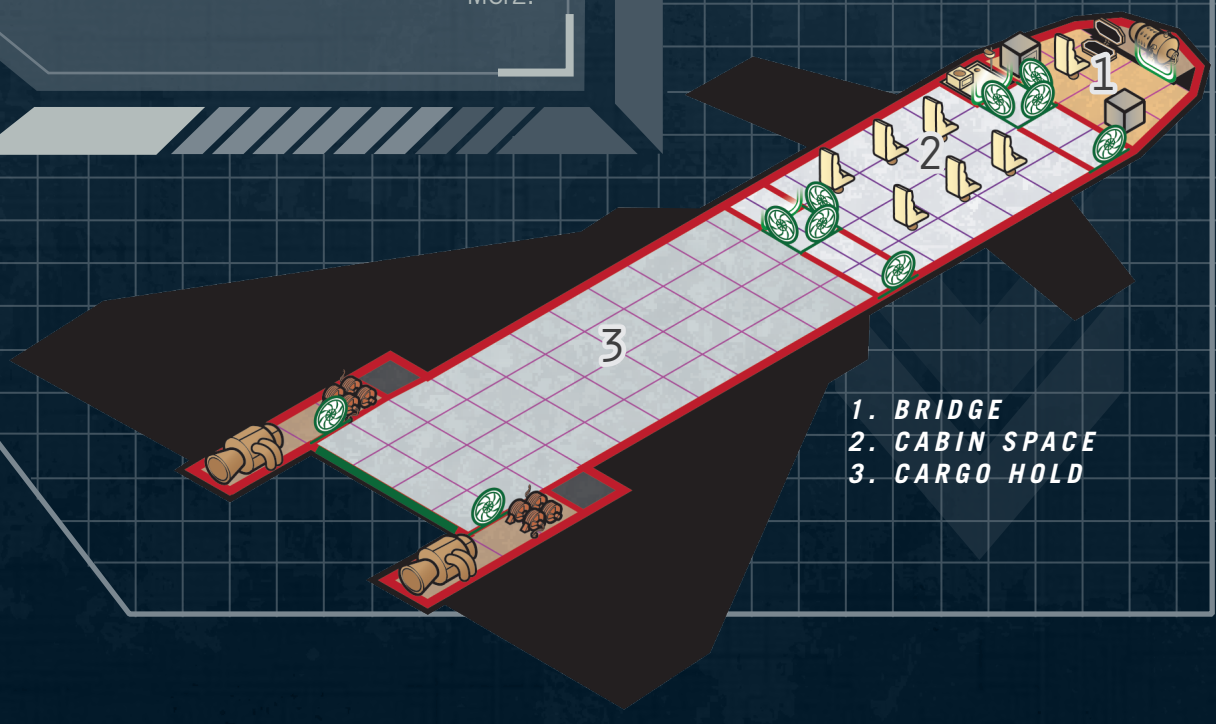


1. BRIDGE
2. CABIN SPACE
3. MODULE DOCKING SPACE
4. ATV DOCKING SPACE

The modular cutter is notable for having 30 tons dedicated to a detachable module; this allows the cutter to quickly and efficiently change roles during a voyage without needing extensive refits at a starport. While there are a great many customised modules available for the cutter, the three most common and routinely available for the cutter are listed below and detailed on Page XX.

ATV Module: The ATV module costs MCr1.8.
Fuel Module: The Fuel module costs MCr1.
Open Module: The Open module costs MCr2.

The pinnace is a popular choice as an auxiliary vessel for adventuring or exploratory ships, as it has the speed, range and cargo capacity to support extended missions. It combines a generous cargo hold with a speed that leaves most star ships trailing far behind, and can be configured for light combat operations with the addition of weaponry to its fixed mount.



1. BRIDGE
2. CABIN SPACE
3. CARGO HOLD

SHIP'S BOAT

TL13		TONS
Hull	30 tons, Streamlined	-
Armour	Armour 0	-
M-Drive	Thrust 5	2
Power Plant	Fusion, Power 30	2
Fuel Tanks	4 weeks operation	1
Bridge		3
Computer	Computer 5	-
Sensors	Basic (DM-4)	-
Weapons	Fixed Mount	-
Systems	Cabin Space x 6	9
Cargo		11

CREW

PILOT

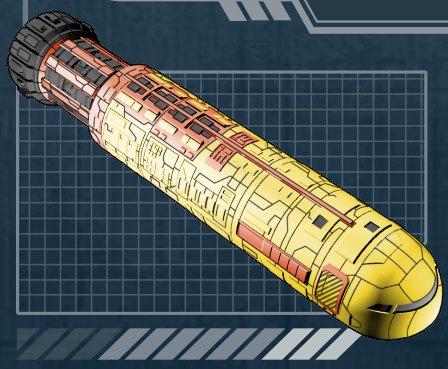
RUNNING COSTS

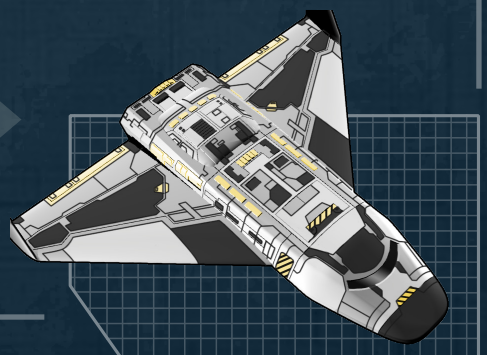
MAINTENANCE COST:
Cr683/month

PURCHASE COST:
MCr8.192

POWER REQUIREMENTS

15	6
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS





CREW

PILOT

RUNNING COSTS

MAINTENANCE COST:
Cr1264/month

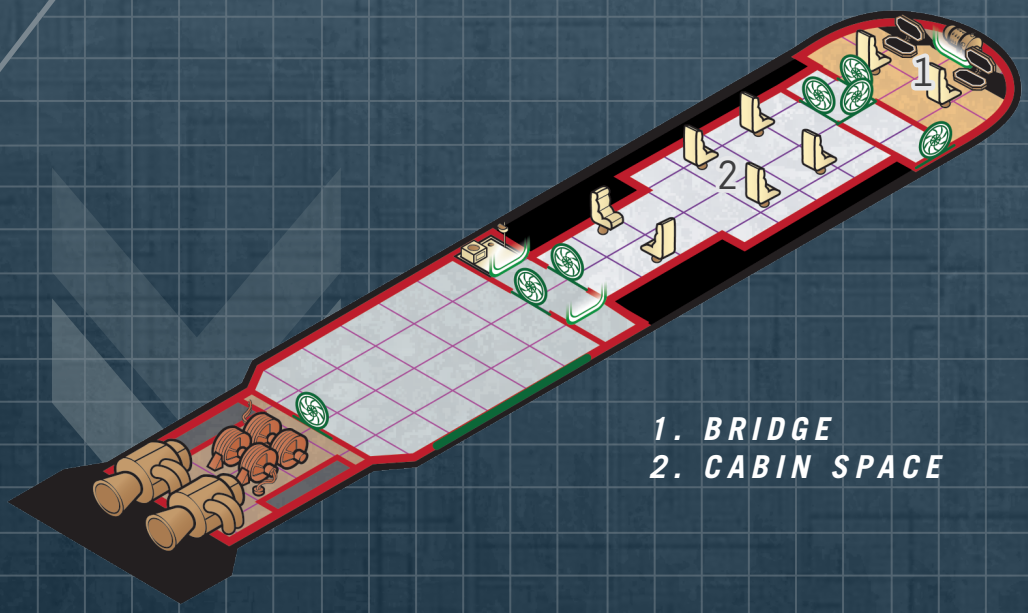
PURCHASE COST:
MCr15.167

POWER REQUIREMENTS

28.5	19
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS

SHUTTLE

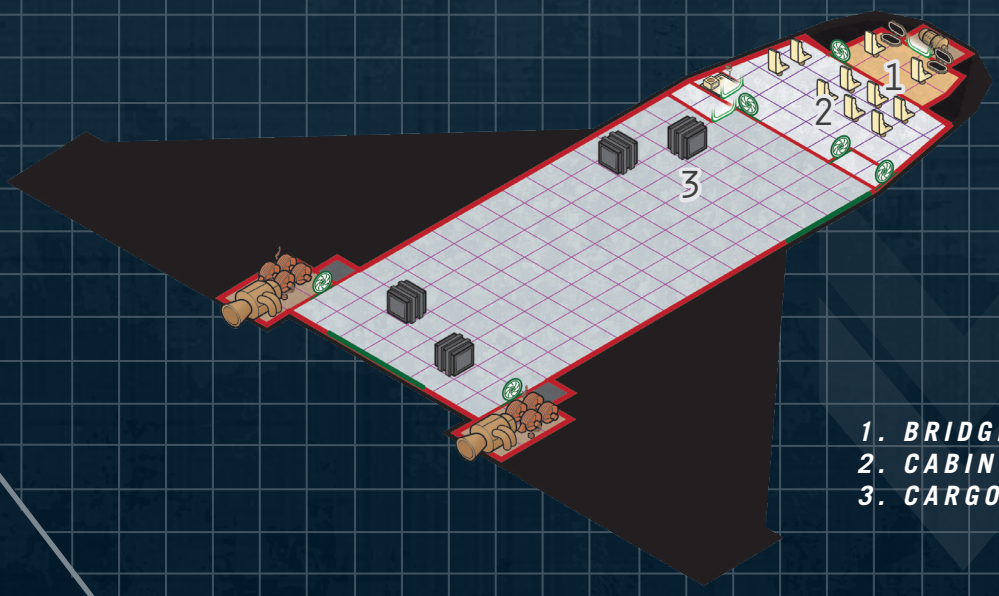
TL10		TONS
Hull	95 tons, Streamlined	-
Armour	Armour 0	-
M-Drive	Thrust 3	2.85
Power Plant	Fusion, Power 60	4
Fuel Tanks	4 weeks operation	1
Bridge		6
Computer	Computer 5	-
Sensors	Basic (DM-4)	-
Weapons	Fixed Mount	-
Systems	Cabin Space x 8	12
Cargo		67.15



1. BRIDGE
2. CABIN SPACE

The ship's boat is both fast and versatile, making it a popular choice for auxiliary craft. While most commonly seen hauling small cargo and passenger loads between ships and worlds, in smaller militaries the ship's boat is also used as a boarding craft by marine assault teams.

One of the most common craft seen in space, the shuttle is present throughout the galaxy and becomes a standard vessel for orbital operations as soon as a civilisation makes it first firm steps into space. It is designed to carry passengers and cargo from orbit to surface and back again, as well as act as an interplanetary transport.



1. BRIDGE
2. CABIN SPACE
3. CARGO HOLD

SLOW BOAT

TL10		TONS	COST (MCR)
Hull	30 tons, Streamlined	-	1.8
Armour	Armour 0	-	-
M-Drive	Thrust 3	2	4
Power Plant	Fusion, Power 20	2	1
Fuel Tanks	4 weeks operation	1	-
Bridge		3	0.5
Computer	Computer 5	-	0.03
Sensors	Basic (DM-4)	-	-
Weapons	Fixed Mount	-	0.1
Systems	Cabin Space x 2	3	0.15
Cargo		19	-

TOTAL: MCR 6.822

CREW

PILOT

RUNNING COSTS

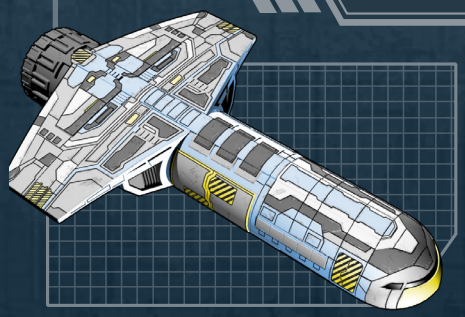
MAINTENANCE COST:
Cr568/month

• • • • •

PURCHASE COST:
MCr6.822

POWER REQUIREMENTS

9	6
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS



CREW

PILOT

RUNNING COSTS

MAINTENANCE COST:
Cr602/month

• • • • •

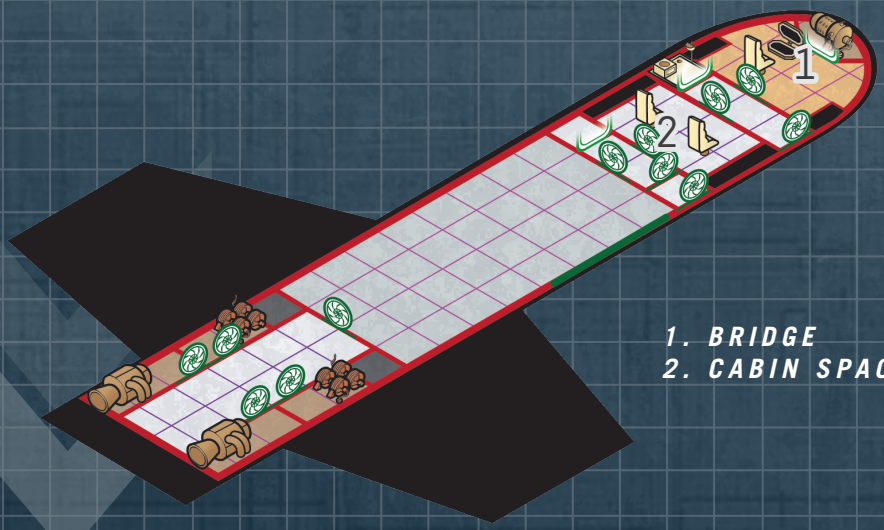
PURCHASE COST:
MCr7.227

POWER REQUIREMENTS

12	8
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS

SLOW PINNACE

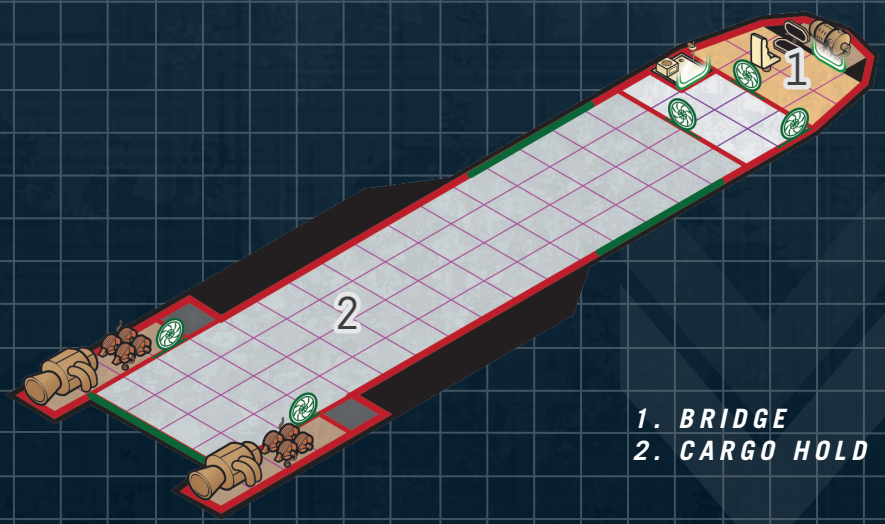
TL10		TONS
Hull	40 tons, Streamlined	-
Armour	Armour 0	-
M-Drive	Thrust 3	2
Power Plant	Fusion, Power 20	2
Fuel Tanks	4 weeks operation	1
Bridge		3
Computer	Computer 5	-
Sensors	Basic (DM-4)	-
Weapons	Fixed Mount	-
Systems		
Cargo		32



1. BRIDGE
2. CABIN SPACE

The slow boat appears either as an early design of the ship's boat, before power plants and manoeuvre drives become more efficient, or as an intentional throttling back of the ship's boats performance. Either way, the slow boat is comparable to the ship's boat but it trades speed for increased cargo space.

Like the slow boat, the slow pinnace trades speed and raw performance for increased cargo space, though this craft is based on the traditional pinnace. As a larger hull, it provides even more cargo carrying capacity than a slow boat, and many are customised to become troop or vehicle transports, or to serve as fuel skimmers for larger ships.



1. BRIDGE
2. CARGO HOLD

CHAPTER TEN

PSIONICS

In *Traveller*, a few humans (and aliens) have developed potent psionic abilities such as telepathy, telekinesis and even teleportation. Learning to properly control psionics is never easy and their use can not always be relied upon, but they are guaranteed to provide their practitioners with a dangerous edge simply not possible for normal humans.

Third Imperium: Psionics and the Law

In the Third Imperium setting, learning to harness psionics is a difficult process, made harder by the Imperial ban on psionics. The Psionics Institutes that study mental powers have gone underground, following a disastrous attempt to guide human development centuries ago. In other civilisations, such as the Zhodani Consulate, psionics are an accepted part of the human condition.

PSIONIC STRENGTH

Psionics are powered by the Psionic Strength (PSI) characteristic. This characteristic cannot be rolled during Traveller creation without the referee's permission, and even then it is quite rare. To determine a Traveller's PSI, roll 2D and subtract the number of terms served by the Traveller in all careers thus far (PSI diminishes over time unless actively used). For example, a 38 year old Traveller (five terms served) would roll 2D-5 to determine his PSI. A Traveller with a PSI of 0 has no potential for psionic powers.

Using a psionic talent costs a number of PSI points, temporarily reducing the Traveller's total. As the characteristic DM for all psionic skill checks is determined by the Travellers' current PSI total, it gets harder and harder to use powers as the Traveller's PSI declines.

Recovering PSI

Expended PSI points are recovered at the rate of one point per hour, beginning three hours after the Traveller last used a psionic talent.

INSTITUTE TESTING

A Traveller who wishes to develop psionic abilities requires training. In settings where psionics are uncommon or illegal, the Traveller must find a teacher, normally an underground Psionics Institute. Finding such an instructor can be an adventure in itself. Most teachers will charge at least Cr5000 to test the Traveller's abilities. Testing takes two weeks.

The first step is testing a Traveller's PSI, which is determined as described before (2D minus the number of terms served). If the Traveller still has any PSI remaining, he can be trained.

Training requires four months of work, and costs Cr100000. As part of training, the Traveller may attempt to learn any of the common psionic talents on the Psionic Training table by making a PSI check. He may attempt the talents in any order, but suffers DM-1 per check attempted. If a Traveller learns a power, he gains that power at skill level 0.

Telepathic Potential

Telepaths are by far the most common among those with psionic potential. If a Traveller chooses Telepathy as their first talent, it will be gained automatically with no need to roll on the table.

Psionic Training

Talent	Learning DM
Telepathy	+4
Clairvoyance	+3
Telekinesis	+2
Awareness	+1
Teleportation	+0
Per previous talent acquisition check	-1

For example, Luka has just determined that she has a PSI of 9. She now rolls to determine powers. She can select powers in any order, so she begins with telekinesis. She roll 2D+1 (her PSI DM) +2 (the Telekinesis learning DM), but unfortunately, the dice roll is a 3 for a total of 6 – less than the number she needs, and so she does not develop telekinesis.

Next, she tries telepathy. She rolls 2D+1 (her PSI DM) +4 (the Telepathy learning DM) and -1 (one previous talent acquisition check), and gets a total of 10. Luka gains Telepathy 0.

PSIONIC TALENTS

There are several psionic talents, each of which is controlled by a different skill. Within each talent are several powers, all of which may be used by a Traveller trained in the talent. The most common talents are:

Telepathy: Reading minds & communicating
Clairvoyance: Perceiving at a distance
Telekinesis: Mind over matter
Awareness: Control over one's own mind and body
Teleportation: Moving from one point to another instantly

Special Powers

The psionic powers described here are not the only manifestations of psionic ability. There are other, rarer abilities such as precognition, electrokinesis, telepathic control or astral projection that may also be encountered, but these abilities are usually plot devices used by the referee. Special powers are covered in *Psion*.

USING PSIONIC TALENTS

To activate a talent, the Traveller must make a skill check using the appropriate skill (Telepathy, Telekinesis, etc), adding his PSI DM, along with any other appropriate DMs. He must also spend the listed number of PSI points if he succeeds, or one point if he fails. If this cost brings him below zero PSI, then any excess points are applied as damage. A Traveller with no PSI points cannot attempt to activate a power.

Most abilities can be used at a distance and have a Reach characteristic. This is the distance (using the Range Bands on page 73) at which the ability can normally be used. However, a powerful psion can increase the range at which he uses abilities with greater mental effort.

The Reach of an ability can be increased by one Range Band if twice the Psi Cost is paid, and increased by two Range Bands if the Psi Cost is multiplied by four.

Psionic Range

Range Band	Distance to Target
Personal	Less than one metre
Close	1 to 5 metres
Short	5 to 10 metres
Medium	11 to 50 metres
Long	51 metres to 250 metres
Very Long	251 metres to 500 metres
Distant	501 metres to 5 kilometres
Very Distant	5 kilometres to 500 kilometres
Continental	501 to 5,000 kilometres
Planetary	5,000 to 50,000 kilometres

For example, a psionic Traveller could read the mind of a target at Long range using Read Surface Thoughts for 2 Psionic Strength points normally, or boost it to Very Long range for 4 Psionic Strength points, or even Distant for 8 Psionic Strength points.

TELEPATHY

Telepathy is the talent of mind-to-mind contact. It is normally subtle by nature but can be used to bluntly crush the wills of those who oppose the telepath.

Life Detection

The most elementary form of telepathy is the ability to detect the presence of other minds. Life detection enables a Traveller to sense the presence of other minds, the number of minds present, the general type of minds (animal, human, etc.) and their approximate location.

Life detection is reasonably sophisticated, and can distinguish intelligent beings from bacteria or unimportant animals in the area. It functions best in detecting intelligent minds. Shielded minds are undetectable. If an individual whom the telepath knows is detected using this power, he or she will be recognised.

Check: Easy (4+) Telepathy (1D x 10 seconds, PSI) check
Reach: Distant
PSI Cost: 1

Mind Link
This power is used by telepaths to communicate with one another – it is far easier to create a long lasting telepathic link to another telepath than to a mundane. Both telepaths must use this power for it to work but once this is done, they may communicate silently with one another for a number of minutes equal to the combined Effects of their Telepathy checks.

Check: Easy (4+) Telepathy (1D seconds, PSI) check
Reach: Distant
PSI Cost: 1

Telempathy
The communication of emotions and basic feelings is accomplished by telempathy. This ability serves well in the handling of animals and beasts of burden, but may also be applied as a psychological weapon against humans. Sending of emotions such as love, hate, fear, and others may influence other beings (although not necessarily in the manner desired). The Effect of the Telepathy check is used to judge the strength of the emotion projected.

Telempathy also allows the emotions and feelings of others to be read by a Traveller.

Other telepaths will always recognise when someone is using telempathy to bend their emotions but others will not. The change in mood may be dramatic and inexplicable but most will simply ascribe it to the mercurial nature of human emotions.

Check: Routine (6+) Telepathy (1D x 10 seconds, PSI) check
Reach: Long
PSI Cost: 1

Read Surface Thoughts
The most commonly known feature of telepathy is the ability to read the thoughts of other individuals. Only active, current thoughts are read by this ability, with the subject (if himself not a telepath) unaware of the activity. Individuals with telepathic ability cannot be read due to the presence of their natural shields, unless they willingly lower their shielding. The Effect of the check determines the clarity of the telepath's perceptions.

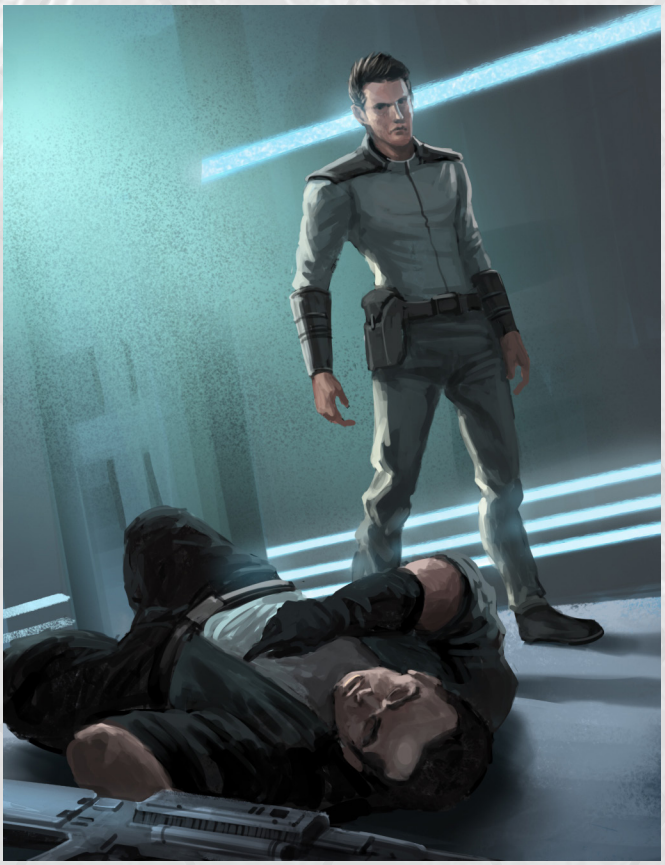
Check: Average (8+) Telepathy (1D x 10 seconds, PSI) check
Reach: Long
PSI Cost: 2

Send Thoughts
Complementary to the ability to read surface thoughts is the ability to send thoughts to others. Such individuals need not themselves be telepathic to receive such thoughts. Telepathic individuals are normally open to such transmissions, but may close their shields against them if they become bothersome or threatening.

Check: Difficult (10+) Telepathy (1D x 10 seconds, PSI) check
Reach: Distant
PSI Cost: 2

Suggestion
The telepath implants a thought, idea or command into the mind of another, who interprets it as his own. Unless the suggestion is plainly harmful the subject will follow the command or enact upon the idea. If the Effect of the Telepathy check is 6 or more, even suicidal suggestions will be followed.

Check: Very Difficult (12+) Telepathy (1D x 10 seconds, PSI) check
Reach: Short
PSI Cost: 3



Probe
The application of great psionic strength will enable a telepath to delve deep into the mind of a subject and to then read his innermost thoughts. Questioning can be used in the procedure to force the subject to divulge specific information. The telepath can easily determine deliberate untruths told (thought) by the subject. Probe cannot be used against a shielded mind. Again, the Effect of the check determines the clarity of the telepath's perceptions.

Check: Very Difficult (12+) Telepathy (1D minutes, PSI) check
Reach: Close
PSI Cost: 4

Assault
Violence may be dealt by a telepath. Against an unshielded mind, the result is automatic unconsciousness, and possible death. Against a shielded mind, an instant duel ensues. An unshielded mind, when assaulted telepathically, is rendered unconscious immediately, and the Traveller suffers Effect x 3 damage.

When a shielded mind is assaulted, the two telepaths make opposed Telepathy checks. If the attacker wins, the victim suffers damage as normal.

Check: Formidable (14+) Telepathy (1D seconds, PSI) check
Reach: Short
PSI Cost: 8

Shield
All telepathically enabled Travellers learn how to create a mental shield which protects the mind against unwanted telepathic interference. Such a shield is automatically in force at all times and requires no PSI expenditure to maintain, but can be lowered to allow telepathic contact or use of telepathic powers.

CLAIRVOYANCE
Clairvoyance is a talent which allows a person to sense events at some location displaced from the viewer. There are several levels of clairvoyant ability.

Clairvoyance abilities allow eavesdropping activities as well as spying and detection-free exploration of situations. While telepathic life detection will determine the presence of living minds in a closed room, for example, sense will determine if a room is occupied or empty. Clairvoyant activity cannot be sensed by others, including by other psionic talented individuals.

Sense
The basic ability to sense things at some point in the distance. A Traveller will become aware of the most rudimentary characteristics of a location when applying this ability. For example, the referee will give a basic description, without detail: 'a room, containing four dogs' or 'an open plain with a tree, and no animals or men present'. The clairvoyant Traveller must state the range at which he is applying his talent, and will generally sense the most interesting or important feature at that range. The Effect of the check determines the level of accuracy and clarity.

Check: Routine (6+) Clairvoyance (1D x 10 seconds, PSI) check
Reach: Very Distant
PSI Cost: 1

Tactical Awareness
With this ability, the Traveller can perceive dangers and foes around him using his clairvoyant abilities. This enhanced spatial perception allows him to ignore the effects of darkness, smoke, fog or other environmental effects that impede vision. He may also detect hidden foes within range. The Effect of the check determines the number of combat rounds the awareness lasts.

Check: Average (8+) Clairvoyance (1D seconds, PSI) check
Reach: Long
PSI Cost: 2

Clairvoyance
This specific ability allows actual viewing of a situation at some displaced point. The clairvoyant Traveller must state the range at which he is applying his talent. The Effect of the check determines the level of detail perceived.

Check: Average (8+) Clairvoyance (1D x 10 seconds, PSI) check
Reach: Very Distant
PSI Cost: 1

Clairaudience
This ability is identical to clairvoyance, with the exception that it allows hearing instead of seeing.

Check: Average (8+) Clairvoyance (1D x 10 seconds, PSI) check
Reach: Very Distant
PSI Cost: 1

Clairsentience
A Traveller is capable of both seeing and hearing a specific situation by using this power.

Check: Difficult (10+) Clairvoyance (1D x 10 seconds, PSI) check
Reach: Very Distant
PSI Cost: 1

TELEKINESIS
Telekinesis is the talent which allows objects to be manipulated without physically touching them. Any manipulation is treated as if the person was physically handling the item, but physical danger, pain, or other stimuli are not present. Telekinesis includes a limited amount of sensory awareness, sufficient to allow actual intelligent manipulation.

Telekinesis
This basic form of the talent allows the Traveller to move objects at range. The Effect of the check determines the duration of the telekinesis in combat rounds. The number of PSI points spent determines the mass that can be moved.

Check: Average (8+) Telekinesis (1D seconds, PSI) check
Reach: Short
PSI Cost: 1 per 100kg.

Flight
By applying telekinesis to his own body, the Traveller can fly, or at least levitate over short distances. The Traveller can fly for a number of rounds equal to the Effect of the check at a speed of fifteen metres per round.

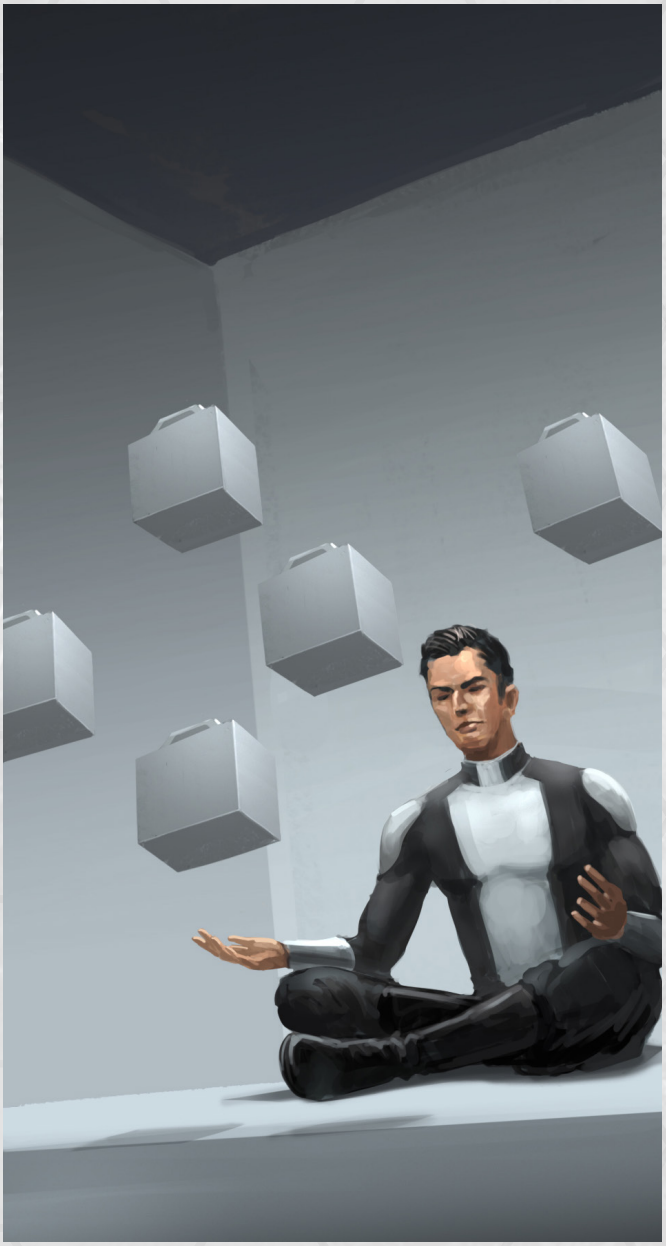
Check: Difficult (10+) Telekinesis (1D seconds, PSI) check
PSI Cost: 5

Telekinetic Punch
Telekinesis can be used as a direct attack, smashing the foe with a blast of telekinetic force. The damage inflicted is equal to the Effect. Protection from any armour is applied as normal.

Check: Average (8+) Telekinesis (1D seconds, PSI) check
Reach: Short
PSI Cost: 1

Microkinesis
This more challenging form of telekinesis allows for fine manipulation of very small or even microscopic objects. A telekinetic can use this power to pick locks, perform microsurgery, sabotage a computer system and so forth.

Check: Difficult (10+) Telekinesis (1D x 10 seconds, PSI) check
Reach: Close
PSI Cost: 3



Pyrokinesis
By exciting the substance of an object, the Traveller can raise its temperature, possibly even causing it to burst into flames.

Telekinesis Effect	Target…
0-4	becomes warmer, but is undamaged.
5-8	is burnt, suffering 1D damage.
9+	suffers 2D damage, and may burst into flame if flammable.

Check: Routine (6+) Telekinesis (1D x 10 seconds, PSI) check
Reach: Short
PSI Cost: 3

AWARENESS
Awareness is the psionic talent which allows fine control of one's own body. Awareness powers never have Reach – they are used only on the Traveller himself. Awareness is not capable of affecting others and may never be used for healing or enhancing other Travellers.

Suspended Animation
Personal body activity may be suspended for varying periods of time. A Traveller with awareness may enter a suspended animation state (similar to cold sleep, but without the intrinsic danger of death) by willing himself into it. Such a state continues for 7 days, without need for food or water, and with minimal air needs. Such a person could effectively travel in a cold sleep berth, without actually undergoing cold sleep and its dangers. Suspended animation may be stopped at any time, provided external stimulus is given to awaken the sleeper (such as a friend nudging them or a mechanical alarm).

Check: Average (8+) Awareness (1D minutes, PSI) check
PSI Cost: 3

Enhanced Strength
PSI points may be converted to STR points on a temporary basis. The Traveller makes the commitment, reduces his available PSI by a specific number of points, and increases his STR characteristic by the same amount. STR reaches its new level immediately, remains at that peak for number of minutes equal to the Effect of the Awareness check x 10, and then declines at the rate of 1 point per minute until the Traveller's normal STR is reached.

Check: Average (8+) Awareness (1D seconds, PSI) check
PSI Cost: STR increase

Enhanced Endurance
PSI points may be converted to END points on a temporary basis. The Traveller makes the commitment, reduces his available PSI by a specific number of points, and increases his END characteristic by the same amount. END reaches its new level immediately, remains at that peak for number of minutes equal to the Effect of the Awareness check x 10, and then declines at the rate of 1 point per minute until the Traveller's normal END is reached.

Check: Average (8+) Awareness (1D seconds, PSI) check
PSI Cost: END increase

Fortitude
By channelling psychic energy to his skeletal structure and boosting his healing rate, the Traveller can enhance his ability to absorb damage. Fortitude lasts a number of rounds equal to the Effect of the Awareness check and provides Armour protection equal to the number of PSI points expended. Fortitude stacks with worn armour.

Check: Difficult (10+) Awareness (1D seconds, PSI) check
PSI Cost: Amount of Armour

Inspiration
Through both mental and physical activities, psionic enhancement can lead to flashes of inspiration, dexterous fine-tuning, and momentarily toughened physique. Inspiration adds a Boon to any one check the Traveller attempts within the next minute.

Check: Average (8+) Awareness (1D seconds, PSI) check
PSI Cost: 1

Regeneration
Wounds may be healed by the application of this power, exchanging one PSI point to regenerate one lost characteristic point. Should one session of healing be insufficient, further healing and regeneration may be applied after expended PSI is recovered. Regeneration may also be applied to the growing of new limbs or organs to replace lost ones, or to heal old wounds suffered prior to psionic training. Regeneration may not be used to counteract ageing, nor may it be used to regain lost SOC.

Check: Difficult (10+) Awareness (1D x 10 seconds, PSI) check
PSI Cost: Amount healed

TELEPORTATION

Teleportation is a talent which allows effectively instantaneous movement from one point to another point, without regard to intervening matter. Psionic teleportation is limited to the movement of the teleported Traveller's body and (for highly skilled teleports) their clothing and equipment.

Check: Average (8+) Teleportation (1D seconds, PSI) check
Reach: Distant
PSI Cost: 2

To teleport with clothing and up to 10 kg of equipment, the Teleportation check is increased to Difficult (10+) and costs an additional 2 PSI.

To teleport with clothing and up to 500 kg of equipment, the Teleportation check is increased to Very Difficult (12+) and costs an additional 4 PSI.

Teleportation always involves the movement of one's body to another location. Independent items or other individuals may not be moved. Teleportation involves certain requirements in order to be accurate, and to insure obedience of the laws of physics.

Pre-knowledge of Destination: A Traveller must always have a mental image of his or her destination before teleporting. This mental image is acquired by personally visiting the location first (this includes viewing it from a distance), having the mental image implanted in one's mind (by telepathy) by another person who has visited the destination, or by viewing the location through clairvoyance.

Energy and Momentum: Teleportation involves serious restrictions on movement in order to ensure the conservation of energy and momentum, two laws of physics that can cause teleporting Travellers serious issues.

On planetary surfaces, teleportation is restricted to jumps of no more than Very Distant ranges. Jumps beyond visual range involve disorientation for a period of 2D –Effect of Teleportation check x 10 seconds.

This restriction results from the law of conservation of momentum; on a rotating planet, two locations will have different rotational speeds and directions. A jump from a point on the Earth's equator to its antipode would result in a total velocity difference between the Traveller and his surroundings of over 3,300 kilometres per hour.

Changes in altitude (actually all movement to locations of differing gravitational potential) will result in potential energy changes, manifesting themselves as changes in body temperature. A jump of one kilometre straight down will result in a temperature increase of 2.5° C; this is sufficient to cause extreme fever, brain damage, and even death. A jump up will cool the body by the same amount, with equally serious results. To be safe, a jump may not involve an elevation change of more than

400 metres, and multiple jumps should not involve a cumulative elevation change or more than 600 metres in one hour. These problems may be circumvented somewhat through the use of technological devices such as energy compensators, heated suits, and other means. Travellers may feel driven to invent such materials, commission their invention, or seek them out from those who already have them.

PSIONIC TECHNOLOGY

The ban on psionics within the Imperium means that most of these technologies are illegal in the Third Imperium setting. The exceptions are anti-psionic devices like the psionic shield.

Psi-Drugs (TL8): These drugs restore PSI if taken when the Traveller has already spent PSI points, or temporarily increase the Traveller's PSI if taken when he is at full strength.

Psi-Drug	PSI Restored	PSI Boosted	Cost
Standard	3	+2	Cr1000
Double	6	+4	Cr4000
Special	9	+6	Cr10000

A Traveller who takes more than one dose of Standard or Double Psi-Drug, or a single dose of the Special drug must make an END check, with DM-1 per dose of psi-drug taken in the last week. If the check is failed, the Traveller falls ill, suffering 3D damage and permanently reducing his PSI by one.

Inhibitor Drug (TL9): Psionic inhibitors dampen the brain's ability to generate psychic effects. A Traveller who takes (or, more often, is forcibly injected with) an inhibitor drug suffers a Bane to all PSI-related checks and cannot regain PSI points. Each hour, the Traveller may make an END check to throw off the effects of the drug. Inhibitor drugs have no effect on non-psionic individuals. The drugs cost Cr500 per dose.

Psionic Shield (TL12): Any armour incorporating a helmet or hood can be outfitted with a psionic shield, automatically blocking all telepathy powers. Costs Cr4000.

Buildings and vehicles can also be psionically shielded, but this is much more costly, increasing the cost of the vehicle by 10%.

Psionic Interface (TL14): Any weapon or technological device can be outfitted with a psionic interface. A Traveller using a device with a psionic interface can use his PSI DM instead of his DEX DM when using the weapon or device; a Traveller without psionic ability cannot use the device. The Traveller must either touch the device or use Telekinesis to interact with it. Adding a psionic interface increases the cost of the device by 20%.

Teleportation Suit (TL12): This device can be integrated into a suit of armour, or worn as a form-hugging body-suit. It rapidly cools or warms the body after a teleport, minimising the damage from sudden energy gains or losses. The suit costs Cr5000, and allows a Traveller to jump up to 600 metres up or down in a single teleport, or up to ten kilometres in a single hour when using successive jumps.

Using the Psion Career

A Traveller may only attempt to enter the Psion career with the permission of the referee, normally because of the single Life Event (see page 44) that allows it.

Unlike other careers, a Psion takes skills from the appropriate Specialist table instead of the Service Skills table in basic training.

The Psion must still roll to acquire talents when he determines his PSI. When rolling on the service skills table, if the Psion rolls the skill for a talent he does not yet possess, he may make another roll to acquire that talent.

The assignments for Psions are considered to be separate careers and a Traveller must roll for qualification as normal if he chooses to change assignment during his career.

X PSION

A career for Travellers who choose to focus on their psionic potential instead of more conventional lifestyles.

Qualification: PSI 6+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following.

Wild Talent: You developed your powers without formal training.
Adept: You are a scholar of the psionic disciplines.
Psi-Warrior: You combine combat training with psionic warfare.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Wild Talent	SOC 6+	INT 8+
Adept	EDU 4+	EDU 8+
Psi-Warrior	END 6+	END 6+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1,000	Gun
2	Cr2,000	2 Ship Shares
3	Cr4,000	Contact
4	Cr4,000	TAS Membership
5	Cr8,000	Contact
6	Cr8,000	Combat Implant
7	Cr16,000	10 Ship Shares

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	EDU +1	Telepathy	Language
2	INT +1	Clairvoyance	Art
3	STR +1	Telekinesis	Electronics
4	DEX +1	Awareness	Medic
5	END +1	Teleportation	Science
6	PSI +1	Any Talent	Mechanic
1D	**WILD TALENT**	**ADEPT**	**PSI-WARRIOR**
1	Telepathy	Telepathy	Telepathy
2	Telekinesis	Clairvoyance	Awareness
3	Deception	Awareness	Teleportation
4	Stealth	Medic	Gun Combat
5	Streetwise	Persuade	Vacc Suit
6	Melee or Gun Combat	Science	Recon

RANKS AND BONUSES

RANK	WILD TALENT	SKILL OR BONUS
0		
1	Survivor	Survival 1 or Streetwise 1
2		
3	Witch	Deception 1
4		
5		
6		

RANKS AND BONUSES CONT...

RANK	ADEPT	SKILL OR BONUS
0		
1	Initiate	Science (psionicology) 1
2		
3	Acolyte	Any Talent skill 1
4		
5		
6	Master	Any Talent skill 1

RANK	PSI-WARRIOR	SKILL OR BONUS
0	Marine	
1		Gun Combat (any) 1
2	Captain	Leadership 1
3		
4		
5	Force Commander	Tactics (any) 1
6		

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	You telepathically contact something dangerous. Lose one PSI. You also suffer from persistent and terrifying nightmares.
3	An anti-psi cult or gang attempts to expose or attack you. Roll 1D – on a 1-2, you are injured; roll on the Injury Table. On a 3-4, lose one SOC. On a 5-6, nothing else happens, but you still must leave this career.
4	You are asked to use your psionic powers in an unethical fashion. Accept, and you may continue in this career, but you gain an Enemy. Refuse, and you must leave the career.
5	You are experimented on by a corporation, government, or other organisation. You escape, but are forced to leave this career.
6	Your gift causes a former ally to turn on you and betray you. One Ally or Contact becomes an Enemy.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	Your psionic abilities make you uncomfortable to be around. One Contact or Ally becomes a Rival.
4	Choose one of these skills, reflecting your time spent mastering mind and body. Gain one of Athletics (any) 1, Stealth 1, Survival 1 or Art (any) 1.
5	You have a chance to use your powers unethically to better your standing. If you accept, roll PSI 8+. If you succeed, gain an extra Benefit roll or +1 SOC. If you fail, lose one SOC.
6	You make an unexpected connection outside your normal circles. Gain a Contact.
7	Life Event. Roll on the Life Events table.
8	You achieve a new level of psionic strength. Increase your PSI by +1.
9	You are given advanced training in a specialist field. Roll EDU 8+ to gain any one skill except Jack-of-all-Trades.
10	You pick up potentially useful information using your psychic powers. Gain DM+1 to any one Benefit roll.
11	You gain a mentor. Gain an Ally and DM+4 to your next Advancement roll (in any career) thanks to his aid.
12	You achieve a new level of discipline in your powers. You are automatically promoted.

C H A P T E R - E L E V E N

TRADE

As they explore the galaxy, Travellers will have plenty of opportunities to earn money, and either become rich or simply keep their spacecraft running. Some may hire out their services as mercenaries, while others may concentrate on developing a network of contacts that allow them to easily find wealthy patrons. However, everyone can indulge in a little speculative trade or other commercial interests.

Travellers traditionally deal in three forms of commerce; taking on passengers, freight shipping, and speculative trade.

Referee's Note: On Trade

At first glance, the trading rules in this chapter may look as though they will take time away from adventuring and involve a lot of dice rolling. However, a canny referee can use them to his advantage without increasing his work overload.

We recommend that for most campaigns, referees hand over this entire chapter to the players and simply let them get on with it. You will find they should be able to generate a fairly regular amount of cash which will cover their ship expenses and perhaps allow them some new equipment. Occasionally they will get a 'big score' and occasionally they will make a loss. However, overall there should be a steady progression upwards in their bank balance.

Letting the players handle all their own trading allows the referee to concentrate on his own adventure, perhaps quickly revising the next section or prepping a new encounter while the players work out what they want to trade next and where. It also encourages the players to consult star maps and read planetary descriptions which helps immerse themselves in the setting.

In short, referees have little to fear in letting their players loose in this chapter and everyone stands to gain.

PASSENGERS

Passage on board any ship is standardised into three categories; high passage, middle passage, basic passage, and low passage, reflecting the quality of service that can be expected during the journey (in a way reflecting first class, business class and cattle class on airlines today). The cost increases with the distance travelled and is for a single jump.

High Passage: This is the equivalent of a luxury cruise or flight in first class. Comfortable quarters, good food and staff to wait on hand and foot are expected. It requires a stateroom, one ton of cargo space, and one level of Steward per ten passengers.

Middle Passage: This is 'standard' class. There will be a stateroom for every passenger and occasional service from the steward, but it is considered more functional than enjoyable as an experience. It requires a stateroom, 100kg of cargo, and one level of Steward per hundred passengers

Basic Passage: For those not willing to risk low berths, the option of basic passage, or steerage as it is often called, exists. Staterooms will be shared (typically four people to a stateroom in bunks) or, on some less scrupulous ships, areas in the cargo bay or engineering will be set aside for very basic accommodation and services (which may only extend to two meals a day and meagre washroom facilities). This requires 2 tons of spare room on the spacecraft, a resilient personality on the part of the passenger, and comes with a 10kg baggage allowance.

Low Passage: This involves being cryogenically frozen and stuffed into a tube with the intention of being thawed out when the destination is reached. It is by no means unknown for Travellers to die during low passage, whether from system shock at being frozen, being improperly revived, or simply a malfunction of the low berth. This requires a low berth, and comes with a 10kg baggage allowance.

Travellers considering taking passengers on their own ships should consult the Spacecraft Operations chapter for the requirements needed to do so.

Passage and Freight Costs

Parsecs Travelled	High Passage	Middle Passage	Basic Passage	Low Passage	Freight (per Ton)
1	Cr8500	Cr6200	Cr2200	Cr700	Cr1000
2	Cr12000	Cr9000	Cr2900	Cr1300	Cr1600
3	Cr20000	Cr15000	Cr4400	Cr2200	Cr3000
4	Cr41000	Cr31000	Cr8600	Cr4300	Cr7000
5	Cr45000	Cr34000	Cr9400	Cr13000	Cr7700
6	Cr470000	Cr350000	Cr93000	Cr96000	Cr86000

Seeking Passengers

Having enough staterooms (or low berths) on board a spacecraft is one thing – but Travellers looking to make money from bringing passengers on board must find them first.

The number of potential passengers seeking passage to any given destination varies depending on a number of factors. When looking to see how many passengers are available, roll 2D on the Passenger Traffic table four times, once each for Low, Basic, Middle and High passengers, and apply the following modifiers.

The Effect of a Broker, Carouse or Streetwise check

Chief Steward	DM+ highest Steward skill on ship
Rolling for High Passengers	DM-4
Rolling for Low Passengers	DM+1
World Population 1 or less	DM-4
World Population 6-7	DM+1
World Population 8 or more	DM+3
Starport A	DM+2
Starport B	DM+1
Starport E	DM-1
Starport X	DM-3
Amber Zone	DM+1
Red Zone	DM-4

The referee may add his own modifiers as he sees fit, factoring in a war that might induce people to leave a world, for example, or a tourist attraction or booming economy drawing people to a planet.

Passengers pay an amount for their passage depending on the distance travelled and degree of luxury as shown on the Passage and Freight table.

More details on passengers can be found on page 209. The number of passengers available cannot usually exceed the number of people resident on a planet, except in unusual circumstances (for example, a passenger liner might break down in a nearly uninhabited system, so a planet with a population of only a few dozen might have hundreds of passengers clamouring for transport out).

Passenger Traffic

2D	Passengers
1 or less	0
2	1D
3	1D
4	2D
5	2D
6	2D
7	3D
8	3D
9	3D
10	3D
11	4D
12	4D
13	4D
14	5D
15	5D
16	6D
17	7D
18	8D
19	9D
20 or more	10D

FREIGHT

Travellers not wishing to risk speculative trade can go for the safer option of shipping freight. Freight shipments pay a fixed rate as shown on the Passage and Freight table.

Freight lots must be transported in their entirety, and come in three sizes.

- Major Cargo lots are composed of 1D x 10 tons of freight.
- Minor Cargo lots are composed of 1D x 5 tons of freight.
- Incidental Cargo lots are composed of 1D tons of freight.

To determine the number of cargo lots available, roll 2D on the Freight Traffic table three times, once each for Incidental, Minor, and Major lots, and apply the following modifiers.

The Effect of a Broker or Streetwise check

Rolling for Major Cargo	DM-4
Rolling for Incidental Cargo	DM+2
World Population 1 or less	DM-4
World Population 6-7	DM+2
World Population 8 or more	DM+4
Starport A	DM+2
Starport B	DM+1
Starport E	DM-1
Starport X	DM-3
Tech Level 6 or less	DM-1
Tech Level 9 or more	DM+2
Amber Zone	DM-2
Red Zone	DM-6

The referee may add his own modifiers as he sees fit. An industrial revolution will likely increase available cargo, for example, while a famine will reduce it.

A freight lot cannot be broken up. Cargo is paid for upon delivery, assuming it is delivered on time. Failing to deliver cargo on time reduces the amount paid by 1D+4 x 10%.

Mail

Mail is a special form of freight, consisting of large data storage drums which contain a vast amount of information, as well as physical packages, that must be transported from one world to another, but not vital enough to be entrusted to the X-Boat service or a private courier. To determine if there is mail available, determine the applicable modifiers on the Mail table, then roll 2D.

Freight Traffic

2D	Lots
1 or less	0
2	1D
3	1D
4	2D
5	2D
6	3D
7	3D
8	3D
9	4D
10	4D
11	4D
12	5D
13	5D
14	5D
15	6D
16	6D
17	7D
18	8D
19	9D
20 or more	10D

Exciting Passengers

Referees on the ball will have already spotted the possibility of using passengers as a way to spice up the lives of their Travellers. This is in perfect keeping with *Traveller* and has our wholehearted support.

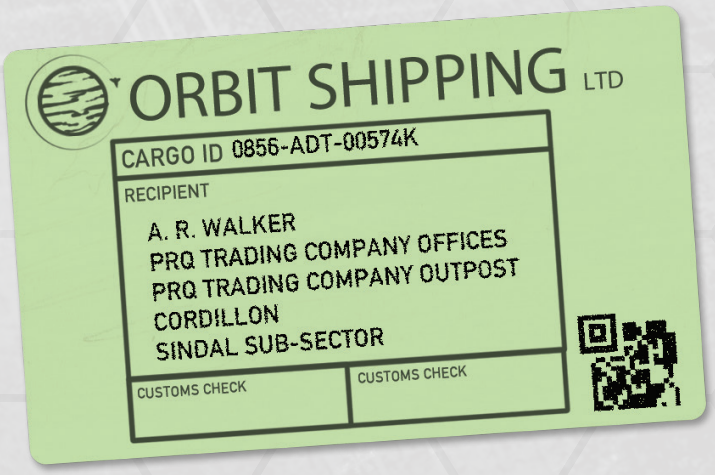
For example, passengers may be wanted criminals, a runaway couple hoping to escape their cruel parents, a desperate escapee from prison looking to hijack a ship to freedom, a rogue psion… or anything else the referee can devise to make life 'interesting' for the Travellers.

While this is not recommended for every time the Travellers take passengers on board their ship, referees might like to use the Random Passenger table as a starting point to creating passengers the Travellers will remember, or perhaps even the Allies and Enemies or Random Quirks and Personalities tables on page 86.

Random Passenger

D66	Passenger	D66	Passenger
11	Refugee – political	41	Ex-scout
12	Refugee - economic	42	Wanderer
13	Starting a new life offworld	43	Thief or other criminal
14	Mercenary	44	Scientist
15	Spy	45	Journalist or researcher
16	Corporate executive	46	Entertainer (Steward and Perform of 1D-1 each)
21	Out to see the universe	51	Gambler (Gambling skill of 1D-1)
22	Tourist (1-3: Irritating, 4-6: Charming)	52	Rich noble – complains a lot
23	Wide-eyed yokel	53	Rich noble - eccentric
24	Adventurer	54	Rich noble – raconteur
25	Explorer	55	Diplomat on a mission
26	Claustrophobic	56	Agent on a mission
31	Expectant Mother	61	Patron
32	Wants to stowaway or join the crew	62	Alien
33	Possesses something dangerous or illegal	63	Bounty Hunter
34	Causes trouble (1-3: Drunkard, 4-5: Violent, 6: Insane)	64	On the run
35	Unusually pretty or handsome	65	Wants to be on board the Travellers' ship for some reason
36	Engineer (Mechanic and Engineer of 1D-1 each)	66	Hijacker or pirate agent

Mail deliveries are priced at a flat-rate, and the payment does not scale with distance.



Mail

Freight Traffic DM-10 or less: DM-2
Freight Traffic DM-9 to -5: DM-1
Freight Traffic DM-4 to +4: DM+0
Freight Traffic DM 5 to 9: DM+1
Freight Traffic DM 10 or more: DM+2
Travellers' ship is armed: DM+2
+ Travellers' highest Naval or Scout rank
+ Travellers' highest Social Standing DM
World is TL of 5 or less: DM-4

On 12 or more, the Travellers are chosen to transport mail to the destination world. Mail containers take

up five tons of space, and the Travellers will be paid Cr25000 for transporting the container. There will be 1D containers available to transport and the Travellers must take them all or none at all.

SPECULATIVE TRADE & SMUGGLING

The greatest profits and losses are to be found in speculative trade – buying low and selling high across the stars. It sounds simple, but while great fortunes have been made through speculative trade, many ships have found themselves bankrupted by the same process.

Speculative trade is performed by going through the following steps.

Trade Checklist

1. Find a supplier
2. Determine goods available
3. Determine purchase price
4. Purchase goods
5. Travel to another market
6. Find a buyer
7. Determine sale price

Find a Supplier

On worlds regularly visited by trade vessels, finding a supplier is easy. There are traders and brokers at the starport eager to deal with offworlders, and the whole planetary economy may rely on trade with other planets. Technologically advanced worlds will have computer networks that can be searched for suppliers while on lower-tech worlds, traders seek out suppliers in markets and bazaars. Travellers can search for multiple suppliers, but there is DM-1 per previous attempt on a planet in the same month.

Local Brokers and Guides

A trader can hire a local guide, to help him find a supplier, or a local broker to help him negotiate a deal. A local guide will have a Broker skill equal to 1D-2. DM+1 can be added to this roll for every 5% of the total value of the trade that is given to the guide, to a maximum of DM+4. Black market guides require 10% of the value for every DM+1,

Making a Living

Speculative trading can be harsh to the newcomer, especially if they are unskilled, and even the most experienced broker can be caught by a bad trade and lose tens of thousands of credits – or more.

It may occur to some Travellers to ask how can the big shipping corporations even survive, let alone make a profit, if they are doing the same risky speculative trading as everyone else. The answer is simple. They don't.

Just as in our world, the big boys follow different rules to the little guy. A big, interstellar corporation not only has far larger ships that can carry far more cargo, but also government contracts, the ability to bribe their way ahead of small competitors, contacts among suppliers, tax breaks, and many other ploys that keep them one step ahead.

Travellers with enough financial resources to make this jump to the big time will find the rules for doing so in *Merchant Prince*.

The following skill checks are used to find suppliers.

Finding a Supplier: Average (8+) Broker check (1D days, EDU or SOC).
Finding a Black Market Supplier of Illegal Goods: Average (8+) Streetwise check (1D days, EDU or SOC).
Finding an Online Supplier (TL8+ worlds only): Average (8+) Admin check (1D hours, EDU).

The size of the Starport provides a bonus to finding a supplier.

Class A: DM+6
Class B: DM+4
Class C: DM+2

Determine Goods Available

Goods are divided into two categories; Common and Trade Goods. Common Goods can be purchased on any world. Trade Goods can usually only be found on a world with a matching trade code. The amount of each type of goods available are limited – the tons column determines how many tons of a given type of goods are available for purchase.

Illegal Goods

Some goods are illegal throughout the Imperium. These are marked as illegal in the Trade Goods tables. Other goods are illegal only on particular worlds (see Law Level, page 223).

Trade in illegal goods is highly profitable, but risky. Universally illegal goods have high Sale DMs. For other banned goods, their Sale DM is the difference between the Law Level they are banned at and the Law Level of the world. For example, Military Weapons are banned at Law Level 3. If a trader smuggles any weapons onto a Law Level 9 world, the weapons have Sale DM+6 (if a type of goods is both universally and locally illegal, use whichever Sale DM is higher).

The downside of smuggling is that if the trader is caught, he faces fines or imprisonment. See Law Levels, page 223.

A given supplier has all Common Goods available, the Trade Goods that match the world's trade code, and 1D randomly determined goods. Roll on the Trade Goods table to randomly determine the goods available, ignoring results 61-65 unless dealing with a black market supplier. If you roll the same type of goods multiple times, then the supplier has extra amounts of those goods available.

Some goods are illegal, and can be purchased only through a black market supplier. A black market supplier has whatever illegal goods match his world's trade code, as well as any randomly rolled illegal goods.

For example, the characters have contacted a supplier on an Industrial world. Consulting the Trade Goods table, the supplier has the following goods available: Basic Electronics, Basic Machine Parts, Basic Manufactured Goods, Basic Raw Materials, Basic Vehicles, Basic Ore, Advanced Electronics, Advanced Machine Parts, Advanced Manufactured Goods, Advanced Weapons, Advanced Vehicles, Polymers & Robots, as all those goods are Common or Industrial. The referee can now generate an additional 1D types of goods to reflect the random items the supplier has.

Determine Purchase Price

To determine the purchase price, roll 3D and apply the following modifiers.

+The Traveller's Broker skill (or the local broker's skill)
+any DM from the Purchase DM column
-any DM from the Sale DM column

Modified Price

Result	Purchase Price	Sale Price
-1 or less	200%	30%
0	175%	40%
1	150%	45%
2	135%	50%
3	125%	55%
4	120%	60%
5	115%	65%
6	110%	70%
7	105%	75%
8	100%	80%
9	95%	85%
10	90%	90%
11	85%	100%
12	80%	105%
13	75%	110%
14	70%	115%
15	65%	120%
16	60%	125%
17	55%	130%
18	50%	135%
19	45%	140%
20	40%	145%
21	35%	150%
22	30%	155%
23+	25%	160%

-any DM from the supplier. Some especially rich or powerful suppliers can demand high prices.

In cases where multiple Purchase or Sale DMs apply, use only the largest from each column.

Next, consult the Purchase column of the Modified Price table. The trader does not have to accept this price, but if he rejects the deal, he cannot deal with that supplier again for at least a month.

Purchase and Sale Prices are calculated as a percentage of the Base Price.

Selling Goods

Selling goods works just like purchasing goods, with the following changes.

- A Traveller must find a buyer, instead of a supplier. The same rules apply.
- When selling goods, add the Sale DMs for the world trade code and subtract the Purchase DMs.

If a Traveller does not accept the price offered for his goods, he must find another buyer or wait a month.

Trade Goods

D66	Type	Availability	Tons	Base Price	Purchase DM	Sale DM	Examples
11	Common Electronics	All	2D ,x 10	Cr20000	Industrial +2, High Tech +3, Rich +1	Non-Industrial +2, Low Tech +1, Poor +1	Simple electronics including basic computers up to TL10
12	Common Industrial Goods	All	2D x 10	Cr10000	Non-Agricultural +2, Industrial +5	Non-Industrial +3, Agricultural +2	Machine components and spare parts for common machinery
13	Common Manufactured Goods	All	2D x 10	Cr20000	Non-Agricultural +2, Industrial +5	Non-Industrial +3, High Population +2	Household appliances, clothing and so forth
14	Common Raw Materials	All	2D x 20	Cr5000	Agricultural +3, Garden +2	Industrial +2, Poor +2	Metal, plastics, chemicals and other basic materials
15	Common Consumables	All	2D x 20	Cr500	Agricultural +3, Water World +2, Garden +1, Asteroid -4	Asteroid +1, Fluid Oceans +1, Ice-Capped +1, High Population +1	Food, drink and other agricultural products
16	Common Ore	All	2D x 20	Cr1000	Asteroid +4	Industrial +3, Non-Industrial +1	Ore bearing common metals
21	Advanced Electronics	Industrial, High Tech	1D x 5	Cr100000	Industrial +2, High Tech +3	Non-Industrial +1, Rich +2, Asteroid +3	Advanced sensors, computers and other electronics up to TL15
22	Advanced Machine Parts	Industrial, High Tech	1D x 5	Cr75000	Industrial +2, High Tech +1	Asteroid +2, Non-Industrial +1	Machine components and spare parts, including gravitic components
23	Advanced Manufactured Goods	Industrial, High Tech	1D x 5	Cr100000	Industrial +1	High Population +1, Rich +2	Devices and clothing incorporating advanced technologies
24	Advanced Weapons	Industrial, High Tech	1D x 5	Cr150000	High Tech +2	Poor +1, Amber Zone +2, Red Zone +4	Firearms, explosives, ammunition, artillery and other military-grade weaponry
25	Advanced Vehicles	Industrial, High Tech	1D x 5	Cr180000	High Tech +2	Asteroid +2, Rich +2	Air/rafts, spacecraft, grav tanks and other vehicles up to TL15
26	Biochemicals	Agricultural, Water World	1D x 5	Cr50000	Agricultural +1, Water World +2	Industrial +2	Biofuels, organic chemicals, extracts
31	Crystals & Gems	Asteroid, Desert, Ice-Capped	1D x 5	Cr20000	Asteroid +2, Desert +1, Ice-Capped +1	Industrial +3, Rich +2	Diamonds, synthetic or natural gemstones
32	Cybernetics	High-Tech	1D	Cr250000	High Tech +1	Asteroid +1, Ice-Capped +1, Rich +2	Cybernetic components, replacement limbs
33	Live Animals	Agricultural, Garden	1D x 10	Cr10000	Agricultural +2	Low Population +3	Riding animals, beasts of burden, exotic pets
34	Luxury Consumables	Agricultural, Garden, Water World	1D x 10	Cr20000	Agricultural +2, Water World +1	Rich +2, High Population +2	Rare foods, fine liquors
35	Luxury Goods	High Pop	1D	Cr200000	High Population +1	Rich +4	Rare or extremely high-quality manufactured goods
36	Medical Supplies	High Tech +2,High Pop	1D x 5	Cr50000	High Tech +2	Industrial +2, Poor +1, Rich +1	Diagnostic equipment, basic drugs, cloning technology

41	Petrochemicals	Desert, Fluid Oceans, Ice-Capped, Water World	1D x 10	Cr10000	Desert +2	Industrial +2, Agricultural +1, Low Tech +2	Oil, liquid fuels
42	Pharmaceuticals	Asteroid, Desert, High Pop, Water World	1D	Cr100000	Asteroid +2, High Population +1	Rich +2, Low Tech +1	Drugs, medical supplies, anagathics, fast or slow drugs
43	Polymers	Industrial	1D x 10	Cr7000	Industrial +1	Rich +2, Non-Industrial +1	Plastics and other synthetics
44	Precious Metals	Asteroid, Desert, Ice Capped, Fluid Oceans	1D	Cr50000	Asteroid +3, Desert +1, Ice-Capped +2	Rich +3, Industrial +2, High Tech +1	Gold, silver, platinum, rare elements
45	Radioactives	Asteroid, Desert, Low Pop	1D	MCr1	Asteroids +2, Low Population +2	Industrial +3, High Tech +1, Non-Industrial -2, Agricultural -3	Uranium, plutonium, unobtanium, rare elements
46	Robots	Industrial	1D x 5	Cr400000	Industrial +1	Agricultural +2, High Tech +1	Industrial and personal robots and drones
51	Spices	Garden, Desert, Water World	1D x 10	Cr6000	Desert +2	High Population +2, Rich +3, Poor +3	Preservatives, luxury food additives, natural drugs
52	Textiles	Agricultural, Non-Industrial	1D x 20	Cr3000	Agricultural +7	High Population +3, Non-Agricultural +2	Clothing and fabrics
53	Uncommon Ore	Asteroid, Ice Capped,	1D x 20	Cr5000	Asteroid +4	Industrial +3, Non-Industrial +1	Ore containing precious or valuable metals
54	Uncommon Raw Materials	Agricultural, Desert, Water World	1D x 10	Cr20000	Agricultural +2, Water World +1	Industrial +2, High Tech +1	Valuable metals like titanium, rare elements
55	Wood	Agricultural, Garden	1D x 20	Cr1000	Agricultural +6	Rich +2, Industrial +1	Hard or beautiful woods and plant extracts
56	Vehicles	Industrial, High Tech	1D x 10	Cr15000	Industrial +2, High Tech +1	Non-Industrial +2, High Population +1	Wheeled, tracked and other vehicles from TL10 or lower
61	Illegal Biochemicals	Agricultural, Water World	1D x 5	Cr50000	Water World +2	Industrial +6	Dangerous chemicals, extracts from endangered species
62	Cybernetics, Illegal	High Tech	1D	Cr250000	High Tech +1	Asteroid +4, Ice-Capped +4, Rich +8, Amber Zone +6, Red Zone +6	Combat cybernetics, illegal enhancements
63	Drugs, Illegal	Asteroid, Desert, High Pop, Water World	1D	Cr100000	Asteroid +1, Desert +1, Garden +1, Water World +1	Rich +6, High Population +6	Addictive drugs, combat drugs
64	Luxuries, Illegal	Agricultural, Garden, Water World	1D	Cr50000	Agricultural +2, Water World +1	Rich +6, High Population +4	Debauched or addictive luxuries
65	Weapons, Illegal	Industrial, High Tech	1D x 5	Cr150000	High Tech +2	Poor +6, Amber Zone +8, Red Zone +10	Weapons of mass destruction, naval weapons
66	Exotics	Exotic goods are outside the normal trade rules, and covers such things are alien relics, prototype technology, unique plant or animal life, priceless treasures and so forth. Buying and selling exotic goods is a matter for roleplaying and adventure					

CHAPTER - TWELVE

WORLD AND UNIVERSE CREATION

A universe needs to be created for Travellers to explore and find adventure. Many referees use published universes to save themselves a great deal of time, such as the Third Imperium or 2300AD. The Sindal subsector provided after this chapter is part of the Third Imperium and is an ideal starting point for any campaign.

However, some referees will prefer to create their own universes. This chapter will show you how.

SECTORS AND SUBSECTORS

A universe is mapped in convenient segments, called subsectors. Each subsector is an area of hexagonal cells measuring eight hexes by ten hexes. Since the recommended scale is one parsec (equal to 3.26 light years) per hex, the subsector covers an area ten parsecs by eight parsecs.

Sixteen subsectors (arranged in four rows of four subsectors each) form a sector, probably the largest size practical for a continuing *Traveller* campaign.

Mapping subsectors consists of two sequences: star mapping and world design. Star mapping examines each hexagon in the subsector grid and determines if there is a star system present. It also determines the presence or absence of starports, bases, and fuel for starships. All of this information is coded onto the subsector hexes, and serves as a guide to the referee and to the Travellers during interstellar travel. World design examines the single most important world in each system and determines the basic Characteristics for it. This information is retained for use during adventures on the world's surface.

Note that not all universes will require the creation of a subsector or sector. Indeed, entire campaigns can be set in just one star system (such as with the old *Adventure 1: Beltstrike*) or on a single world or even within a single city (as in *Judge Dredd*).

STAR MAPPING

In order to create a subsector, the referee uses a blank subsector grid and dice to determine the presence of systems, starports, and bases. The system hex format table shows the coding and placement of information about worlds within a subsector. This format should be used to allow Travellers and referees to note the information that would normally be available to them. The referee may elect to omit some information, and only allow it to be inserted after the Travellers have determined it themselves.

World Occurrence: There is a basic one-half chance normally that a world (and its attendant stellar system) will be in a hex. Systematically check each hex, throwing 1D and marking the hex with a circle if the result is a 4, 5, or 6. This indicates that a world of note or interest is present; otherwise, leave the hex blank.

The referee may elect to alter the normal chances of worlds, making them more frequent or less frequent to correspond to specific regions of the galaxy. A 50% density (no DM) is appropriate for the most areas of the galaxy. Apply DM-2 for 'rift' sectors, DM-1 for sparse sectors and DM+1 for densely populated sectors.

Starport Type: Many worlds have starports, their presence being essential to interstellar trade and commerce. See Starports, page 225.

Bases: Stellar systems may have bases for military forces, the navy, the scouts, or for other arms of interstellar government. See Bases, page 227.

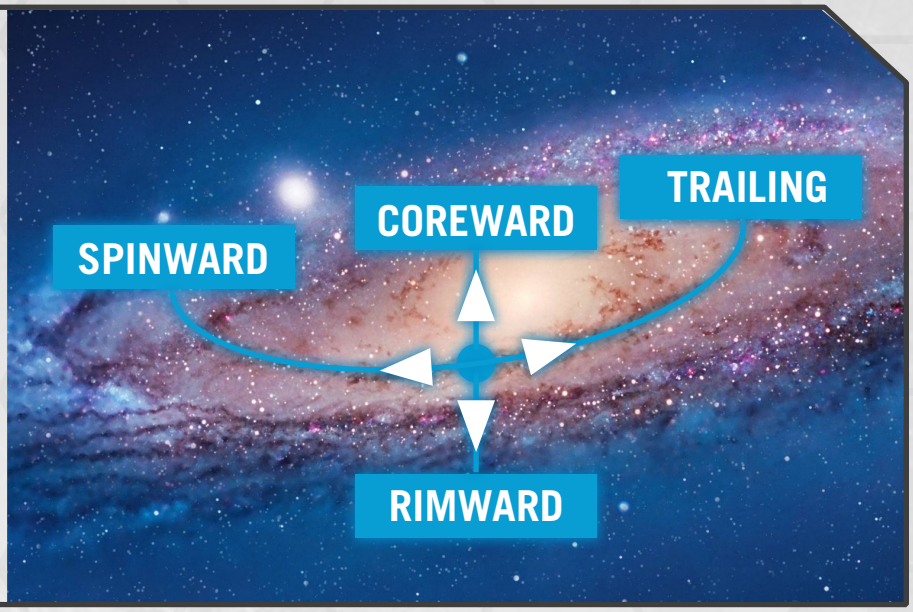
Bases will also help determine political boundaries in the sector. An interstellar government will place bases along its borders to guard against aggression from rival states, or to control local systems. The presence of multiple bases within a few parsecs might indicate a contested border, or a mighty stronghold.

Gas Giants: A star system may have one or more gas giant planets (similar to Jupiter or Saturn). The presence of a gas giant allows streamlined starships to refuel by skimming; this eliminates fuel cost for the vessel and increases profit. It also allows refuelling at systems that do not have starports. Refuelling in this fashion requires 1D days to travel to the gas giant and commence refuelling. Fuel gained by skimming is unrefined.

Gas giants are relatively common. As indicated on the system contents table, roll 10+ for a gas giant not to be present in the system. If one is present, mark the system hex in accordance with the world format.

GALACTIC DIRECTIONS

North, south, east, and west are insufficient terms for referring to directions within the galaxy. Instead, the following conventions have achieved widespread acceptance when referring to direction: Coreward – toward the galactic core; Rimward – toward the rim of the galaxy; Spinward – towards the direction the galaxy is rotating (or spinning); Trailing – opposite the spin of the galaxy.



System Name: Each system is generally named for the primary world within. This name should be decided upon by the referee and placed in the hex for identification.

Travel Zones: Most worlds are assumed to be civilised, or at least amenable to travellers and visitors. Some, however, are caught in the throes of war, plagued by disease, or simply not ready for interstellar visitors. Such worlds are classified by travel zones to denote such status. In most cases, the referee should indicate travel zones based on the information available. Two such zone types exist; amber and red.

Amber travel zones indicate that travellers should exercise caution when visiting such worlds. The amber code may mean that the citizens of the world are xenophobic, that the political situation is chaotic, or that some other danger exists within the system.

Red travel zones usually indicate that a major danger exists within the system. This danger may be disease and the world is quarantined. The system may be involved in a war, and surface or space battles may be probable. Red travel zones are also used to show a government edict prohibiting entry to the system or world. This may be to protect a local civilisation which is still developing and not yet ready for interstellar contacts, or to protect valuable resources until the government can mine them.

Travel zones are discussed further in World Design.

Polities: Worlds may be independent, or part of a larger polity that spans a system or more. Polities range from loose confederations of a few worlds with common trade or defence policies or cultural links, to vast star empires containing thousand of systems and trillions of citizens. Polity borders should be drawn on the map. Note that larger polities will usually have sub-domains, which should also be marked.

Communications Routes: Within the subsector, local governments will have established communications routes connecting some (but not all) worlds. These routes serve as a conduit for messages between businesses and between governments as well as between people. They also serve as the basic routes that liners and large freighters travel. The referee should examine the subsector map and connect key worlds with communications routes. If the subsector is an isolated community, the routes may not leave the map; if it is part of a larger confederation or empire, the routes will probably leave the edges to join with other parts of the sector. Use the starports as guides when drawing communication routes – in general, the best routes are the shortest connections between Class-A starports and naval bases.

Communications routes should be carefully drawn so as to avoid making all parts of the subsector accessible; a subsector should have some areas as backwaters for exploration and adventure. Communications routes are drawn as single lines connecting hexes on the subsector grid.

Trade Routes: Trade routes link worlds that have strong commercial ties. Consult the table below – if any pair of worlds matching the two columns are within four parsecs of each other, and there is a jump-1 or jump-2 route between them, then mark a trade route connecting those two worlds.

First World	Second World
Industrial High Tech	Asteroid Desert Ice-Capped Non-Industrial
High Population Rich	Agricultural Garden Water World

The star map, once generated, shows the distribution of star systems in space, and shows their relationships to each other in terms of relative distance and commercial space-lane connections.

WORLD CREATION

The term world refers to the various bodies that are contained in a stellar system; it encompasses planets, satellites, and asteroid belts. For example, the single most important world in a system may not be a planet but a satellite of a gas giant or maybe a planetoid within an asteroid belt.

The worlds contained in the star systems on the subsector map may be further classified in terms of their gross physical Characteristics and their effects on persons living on them or travelling to them. These Characteristics indicate specific facts about a world through the use of a numeric rating.

This world creation process applies only to the single most important and most travelled world in a star system; additional planets in a system can be generated by the referee as necessary.

The basic planetary Characteristics are Size, Atmosphere, Hydrographics, Population, Government, Law Level, Technology Level, Starport and Bases, and are generated using 2D each, with DMs applied based upon the results of other Characteristics. These Characteristics establish the basic identity of a world, and are referred to as the Universal Planetary Profile (UPP). Additional information can be generated, and should be, to more fully describe a world.

When creating worlds, a subsector index containing world name, location, Universal Planetary Profile, and other basic data should be compiled. This listing should be available to Travellers who journey through the subsector and is assumed to be routinely available information. In addition, the referee should generate other information which may be pertinent. This may include details of other planets in the star system, radiation Characteristics of the star, the types of terrain present on the planetary surface, unique encounter tables (as described in the Encounters and Dangers chapter), data on flora and fauna, industrial or agricultural capacity, data on social structure and government, and possibly actual maps of the planetary surface.

Creating an entire universe is a fun process and can be as detailed as you like!

Third Imperium: Routes and Jumps

In the Third Imperium, communication and trade routes are classified by the type of jump drive necessary to travel them. This is simply because of refuelling issues – few starships carry enough fuel to make multiple jumps in succession, so they must make sure to jump only to systems where they can refuel; either to a starport or a system with a gas giant or water-bearing worlds where unrefined fuel can be skimmed.

A jump-1 route has a starport or gas giant in every hex, a jump-2 route has at least one one-hex ‘gap’ between refuelling points (either an empty hex or one without a starport or gas giant), while a jump-3 route has at least one two-hex gap, and so on. In this way, a ship’s captain will know that any route classified at less than or equal to his ship’s jump capability can be travelled with no risk of becoming stranded in deep space.

SIZE

The Size Characteristic for worlds ranges from 0 to 10, and is determined by rolling 2D-2. Size measures a world’s diameter in thousands of kilometres, and the bigger a planet, the higher its gravity. The values for gravity in the table below assume that the world has a density similar to that of Earth. Worlds like gas giants have a lower gravity than their size would indicate, while extremely dense worlds would have a higher gravity.

Intelligent species (sophonts) are unlikely to evolve naturally on worlds smaller than Size 4 or 5. Larger planets tend to imply larger populations, as there is more room for expansion.

Size

Size	Diameter	Example	Surface Gravity (Gs)
0	Less than 1000 km	Asteroid, orbital complex	Negligible
1	1,600 km	Triton	0.05
2	3,200 km	Luna, Europa	0.15
3	4,800 km	Mercury, Ganymede	0.25
4	6,400 km		0.35
5	8,000 km	Mars	0.45
6	9,600 km		0.7
7	11,200 km		0.9
8	12,800 km	Earth	1.0
9	14,400 km		1.25
10 (A)	16,000 km		1.4

Worlds of Size 1 or less are asteroids, orbital complexes, space stations and other small satellites, and are much too small to retain a breathable atmosphere. They are uninhabitable by most forms of life without technological support.

High & Low Gravity Worlds

Worlds where the gravity is 0.7 G or less (Size 6 or less) are low-gravity worlds. Common features include improbable-looking rock formations, thin and spindly life forms and flying as a common form of locomotion (assuming the atmosphere is thick enough to support flyers). The effect on Travellers is detailed on page 76.

High-gravity worlds have a gravity of 1.4 G or more. They tend to be extremely dense worlds; common features include wide rocky plains, squat, muscular creatures, and plant life that spreads out like lichen instead of growing up. Crawling, burrowing or swimming are the commonest forms of locomotion.

ATMOSPHERE

The Atmosphere Characteristic measures the type of atmosphere present. A planet's Atmosphere is generated by rolling 2D-7 and adding the planet's Size.

Atmosphere Types

Tainted: Tainted atmospheres contain some element that is harmful to humans, such as an unusually high proportion of carbon dioxide. A Traveller who breathes a tainted atmosphere without a filter will suffer 1D damage every few minutes (or potentially hours, depending on the level of taint), in addition to any other effects.

Exotic: An exotic atmosphere is unbreathable by humans, but is not otherwise hazardous. A Traveller needs an air supply to breath in an exotic atmosphere without suffocating.

Corrosive: Corrosive atmospheres are highly dangerous. A Traveller who breathes in a corrosive atmosphere will suffer 1D damage each round.

Reading World Profiles

Previous editions of Traveller and various websites may describe planets using a single line of hexadecimal code, such as:

Cogri 0101 CA6A643-9 N Ri Wa A

Once you get used to this method of laying out the Characteristics of a planet, it becomes easy to decipher during play.

The first component is the name.

The second component (the four digit number) is the hex location (denoting column and row).

The next string of digits following the hex location denote, in order:

- Starport quality
- Size
- Atmosphere Type
- Hydrographic percentage
- Population
- Government Type
- Law Level
- Tech Level

The next component marks any bases present on the world – examples include N for Naval Base, S for Scout Base.

This is followed by any Trade Codes for the planet.

The travel zone for the system is next; A = Amber Zone, R = Red Zone. If no code is given then the world is either unclassified or a Green Zone.

Atmosphere

Atmosphere	Composition	Examples	Pressure	Survival Gear Required
0	None	Moon	0.00	Vacc Suit
1	Trace	Mars	0.001 to 0.09	Vacc Suit
2	Very Thin, Tainted		0.1 to 0.42	Respirator, Filter
3	Very Thin		0.1 to 0.42	Respirator
4	Thin, Tainted		0.43 to 0.7	Filter
5	Thin		0.43 to 0.7	
6	Standard	Earth	0.71-1.49	
7	Standard, Tainted		0.71-1.49	Filter
8	Dense		1.5 to 2.49	
9	Dense, tainted		1.5 to 2.49	Filter
10 (A)	Exotic		Varies	Air Supply
11 (B)	Corrosive	Venus	Varies	Vacc Suit
12 (C)	Insidious		Varies	Vacc Suit
13 (D)	Very Dense		2.5+	
14 (E)	Low		0.5 or less	
15 (F)	Unusual		Varies	Varies

Insidious: An insidious atmosphere is like a corrosive one, but it is so potent that it attacks equipment as well. The chief danger in an insidious atmosphere is that the toxic gases will destroy the seals and filters on the Traveller's protective gear. An insidious atmosphere worms its way past protection after 2D hours on average, although vigilant maintenance or advanced protective gear can prolong survival times.

Dense: These worlds have thick N_2/O_2 atmospheres, but their mean surface pressure is too high to support unprotected human life (high pressure nitrogen and oxygen are deadly to humans). However, pressure naturally decreases with increasing altitude, so if there are highlands at the right altitude the pressure may drop enough to support human life. Alternatively, there may not be any topography high enough for humans to inhabit, necessitating floating gravitic or dirigible habitats or sealed habitats on the surface.

Low: The opposite of a Dense atmosphere, these massive worlds have thin N_2/O_2 atmospheres that settle in the lowlands and depressions and are only breathable there - the pressure drops off so rapidly with altitude that the highest topographic points of the surface may be close to vacuum.

Unusual: An Unusual atmosphere is a catchall term for an atmosphere that behaves in a strange manner. Examples include ellipsoidal atmospheres, which are thin at the poles and dense at the equator; Panthalassic worlds composed of a rocky core surrounded by a water layer hundreds of kilometres thick; worlds wracked by storms so intense that local air pressure changes from dense to thin depending on the current weather and other planets with unusual and hazardous atmospheric conditions.

HYDROGRAPHICS

The Hydrographic characteristic measures the amount of surface liquid, and hence the amount of dry land on the world. Hydrographic percentage goes from 0 to 10, measuring the surface liquid in increments of 10%. For normal worlds, this will be water; on other worlds with corrosive or exotic atmospheres, it could be a corrosive or exotic liquid like ammonia.

Hydrographic percentage is obtained by rolling 2D-7 and adding the planet's atmosphere, some atmospheres use the modifier listed below instead.

Size 0 or 1: Hydrographic 0
Atmosphere 0, 1, A, B or C: DM-4

If the planet's atmosphere is *not* D or Panthalassic F (and thick enough to retain water under extreme space circumstances), then also apply DMs for temperature.
Hot Temperature: DM-2
Boiling Temperature: DM-6

Hydrographics

Hydrographics	Hydrographic Percentage	Description
0	0%-5%	Desert world
1	6%-15%	Dry world
2	16%-25%	A few small seas.
3	26%-35%	Small seas and oceans.
4	36%-45%	Wet world
5	46%-55%	Large oceans
6	56%-65%	
7	66%-75%	Earth-like world
8	76%-85%	Water world
9	86%-95%	Only a few small islands and archipelagos.
10 (A)	96-100%	Almost entirely water.

POPULATION

The Population characteristic measures the planet's intelligent population. The Population characteristic can be generalised as the number of zeroes following a one, so a population of 6 indicates a population in the millions (1,000,000).

Population is generated with 2D-2.

Low-Population Worlds

Planets with a Population of 6 or less are very small colonies, and may differ considerably from the descriptions in the rest of this chapter. A world with a Population of 1 can change its Government type with an argument over dinner, and is unlikely to bother with a world-wide network of communications satellites even at TL15.

If a world has a Population of 0, it is uninhabited and so has a Government, Law Level and Technology Level of 0.

GOVERNMENT

The Government characteristic indicates a range of possible ruling systems, and is determined by rolling 2D-7 and adding the planet's Population characteristic.

The Common Contraband column on the Government table determines goods such a government is likely to restrict, but should not be taken as a universal rule.

Rivals, Factions, Connections & Colonies

The Government characteristic determines the dominant government type on that planet, but there are usually other factions such rival political parties, cultural groups, religions, rebels and so forth who oppose the

World Temperature

A planet's surface temperature is primarily dependent on its distance from its sun (how much solar radiation it receives) and how thick its atmosphere is (how much of this heat it can retain). The habitable zone is the area around a star which is most conducive to the development of Earth-like, habitable worlds, and it is assumed that most colonised worlds will be in this habitable zone. Roll 2D for the planet's temperature, applying the DMs listed below.

Temperature

2D	Type	Average Temperature	Description
2 or less	Frozen	-51° or less	Frozen world. No liquid water, very dry atmosphere.
3-4	Cold	-51° to 0°	Icy world. Little liquid water, extensive ice caps, few clouds.
5-9	Temperate	0°-30°	Temperate world. Earth-like. Liquid & vaporised water are common, moderate ice caps.
10-11	Hot	31°-80°	Hot world. Small or no ice caps, little liquid water. Most water in the form of clouds.
12 or more	Boiling	81°+	Boiling world. No ice caps, little liquid water.

Atmosphere 0 or 1: No modifiers, but temperature swings from roasting during the day to frozen at night.
Atmosphere 2 or 3: DM-2
Atmosphere 4, 5 or E: DM -1
Atmosphere 6 or 7: DM+0
Atmosphere 8 or 9: DM+1
Atmosphere A, D or F: DM+2
Atmosphere B or C: DM+6

Optionally, the referee may also choose to impose one of the following.

Hot edge of Habitable Zone: DM+4
Cold edge of Habitable Zone: DM-4

Population

Population	Inhabitants	Range	Description
0	None	0	
1	Few	1+	A tiny farmstead or a single family
2	Hundreds	100+	A village
3	Thousands	1,000+	
4	Tens of thousands	10,000+	Small town
5	Hundreds of thousands	100,000+	Average city
6	Millions	1,000,000+	
7	Tens of millions	10,000,000+	Large city
8	Hundreds of millions	100,000,000+	
9	Billions	1,000,000,000+	Present day Earth
10 (A)	Tens of billions	10,000,000,000+	
11 (B)	Hundreds of billions	100,000,000,000+	Incredibly crowded world
12 (C)	Trillions	1,000,000,000,000+	World-city

government. Conflicts on a planet often involve the Travellers; they might be hired to smuggle weapons to a rebel group, or be asked to investigate a political scandal involving a government leader.

Roll D3 to determine how many factions there are on the planet, with DM+1 if the Government type is 0 or 7, and DM-1 if the Government type is 10 or more. In cases where the faction type is the same as the current Government type (or similar, such as two democracies or two dictatorships), then it is a splinter faction within the ruling government. In cases where it is radically different (anarchists against a bureaucracy), then the faction is a rebel group or movement.

For each faction, use the Government table again to determine what form it takes. Then roll 2D on the table below to determine the strength of each faction.

Factions

2D	Relative Strength
2-3	Obscure group – few have heard of them, no popular support
4-5	Fringe group – few supporters
6-7	Minor group – some supporters
8-9	Notable group – significant support, well known
10-11	Significant – nearly as powerful as government
12	Overwhelming popular support – more powerful than government

Cultural Differences

While colonies trace their heritage back to their mother worlds and patron governments, and from then onto the ancient homeworlds of the species, every world has a measure of unique cultural drift. Spacefarers may run into bizarre customs or beliefs on different worlds. The referee should either decide how a culture has developed over the centuries, or roll on the following table (or better yet, both – a combination of reasoned extrapolation and random strangeness produces a nicely organic-feeling culture).

Government

Government	Government Type	Description	Examples	Common Contraband
0	None	No government structure. In many cases, family bonds predominate	Family, Clan, Anarchy	None
1	Company/Corporation	Ruling functions are assumed by a company managerial elite, and most citizenry are company employees or dependants	Corporate outpost, asteroid mine, feudal domain	Weapons, Drugs, Travellers
2	Participating Democracy	Ruling functions are reached by the advice and consent of the citizenry directly	Collective, tribal council, comm-linked consensus	Drugs
3	Self-Perpetuating Oligarchy	Ruling functions are performed by a restricted minority, with little or no input from the mass of citizenry	Plutocracy, hereditary ruling caste	Technology, Weapons, Travellers
4	Representative Democracy	Ruling functions are performed by elected representatives	Republic, democracy	Drugs, Weapons, Psionics
5	Feudal Technocracy	Ruling functions are performed by specific individuals for persons who agree to be ruled by them. Relationships are based on the performance of technical activities which are mutually beneficial	Those with access to higher technology tend to have higher social status	Technology, Weapons, Computers
6	Captive Government	Ruling functions are performed by an imposed leadership answerable to an outside group	A colony or conquered area	Weapons, Technology, Travellers
7	Balkanisation	No central authority exists; rival governments complete for control. Law level refers to the government nearest the starport	Multiple governments, civil war	Varies
8	Civil Service Bureaucracy	Ruling functions are performed by government agencies employing individuals selected for their expertise	Technocracy, Communism	Drugs, Weapons,
9	Impersonal Bureaucracy	Ruling functions are performed by agencies which have become insulated from the governed citizens	Entrenched castes of bureaucrats, decaying empire	Technology, Weapons, Drugs, Travellers, Psionics
10 (A)	Charismatic Dictator	Ruling functions are performed by agencies directed by a single leader who enjoys the overwhelming confidence of the citizens	Revolutionary leader, messiah, emperor	None
11 (B)	Non-Charismatic Leader	A previous charismatic dictator has been replaced by a leader through normal channels	Military dictatorship, hereditary kingship	Weapons, Technology, Computers
12 (C)	Charismatic Oligarchy	Ruling functions are performed by a select group of members of an organisation or class which enjoys the overwhelming confidence of the citizenry	Junta, revolutionary council	Weapons
13 (D)	Religious Dictatorship	Ruling functions are performed by a religious organisation without regard to the specific individual needs of the citizenry	Cult, transcendent philosophy, psionic group mind	Varies
14 (E)	Religious Autocracy	Government by a single religious leader having absolute power over the citizenry	Messiah	Varies
15 (F)	Totalitarian Oligarchy	Government by an all-powerful minority which maintains absolute control through widespread coercion and oppresion	World church, Ruthless corporation	Varies

Cultural Differences

D66	Culture	D66	Culture
11	Sexist – one gender is considered subservient or inferior to the other.	31	Barbaric – physical strength and combat prowess are highly valued in the culture. Travellers may be challenged to a fight, or dismissed if they seem incapable of defending themselves. Sports tend towards the bloody and violent.
12	Religious – culture is heavily influenced by a religion or belief systems, possibly one unique to this world.	32	Remnant – the culture is a surviving remnant of a once-great and vibrant civilisation, clinging to its former glory. The world is filled with crumbling ruins, and every story revolves around the good old days.
13	Artistic – art and culture are highly prized. Aesthetic design is important in all artefacts produced on world.	33	Degenerate – the culture is falling apart and is on the brink of war or economic collapse. Violent protests are common, and the social order is decaying.
14	Ritualised – social interaction and trade is highly formalised. Politeness and adherence to traditional forms is considered very important.	34	Progressive – the culture is expanding and vibrant. Fortunes are being made in trade; science is forging bravely ahead.
15	Conservative – the culture resists change and outside influences.	35	Recovering – a recent trauma, such as a plague, war, disaster or despotic regime has left scars on the culture.
16	Xenophobic – the culture distrusts outsiders and alien influences. Offworlders will face considerable prejudice.	36	Nexus – members of many different cultures and species visit here.
21	Taboo – a particular topic is forbidden and cannot be discussed. Travellers who unwittingly mention this topic will be ostracised.	41	Tourist Attraction – some aspect of the culture or the planet draws visitors from all over charted space.
22	Deceptive – trickery and equivocation are considered acceptable. Honesty is a sign of weakness.	42	Violent – physical conflict is common, taking the form of duels, brawls or other contests. Trial by combat is a part of their judicial system.
23	Liberal – the culture welcomes change and offworld influence. Travellers who bring new and strange ideas will be welcomed.	43	Peaceful – physical conflict is almost unheard-of. The culture produces few soldiers, and diplomacy reigns supreme. Forceful Travellers will be ostracised.
24	Honourable – one's word is one's bond in the culture. Lying is both rare and despised.	44	Obsessed – everyone is obsessed with or addicted to a substance, personality, act or item. This monomania pervades every aspect of the culture.
25	Influenced – the culture is heavily influenced by another, neighbouring world. Roll again for a cultural quirk that has been inherited from the culture.	45	Fashion - fine clothing and decoration are considered vitally important in the culture. Underdressed Travellers have no standing here.
26	Fusion – the culture is a merger of two distinct cultures. Roll again twice to determine the quirks inherited from these cultures. If the quirks are incompatible, then the culture is likely divided.	46	At war – the culture is at war, either with another planet or polity, or is troubled by terrorists or rebels.

D66	Culture	D66	Culture
51	Unusual Custom: Offworlders – space travellers hold a unique position in the culture's mythology or beliefs, and travellers will be expected to live up to these myths.	61	Unusual Customs: Trade – the culture has an odd attitude towards some aspect of commerce, which may interfere with trade at the spaceport. For example, merchants might expect a gift as part of a deal, or some goods may only be handled by certain families.
52	Unusual Custom: Starport – the planet's starport is more than a commercial centre; it might be a religious temple, or be seen as highly controversial and surrounded by protestors.	62	Unusual Customs: Nobility – those of high social standing have a strange custom associated with them; perhaps nobles are blinded, or must live in gilded cages, or only serve for a single year before being exiled.
53	Unusual Custom: Media – news agencies and telecommunications channels are especially strange here. Getting accurate information may be difficult.	63	Unusual Customs: Sex – the culture has an unusual attitude towards intercourse and reproduction. Perhaps cloning is used instead, or sex is used to seal commercial deals.
54	Unusual Customs: Technology – the culture interacts with technology in an unusual way. Telecommunications might be banned, robots might have civil rights, or cyborgs might be property.	64	Unusual Customs: Eating – food and drink occupies an unusual place in the culture. Perhaps eating is a private affair, or banquets and formal dinners are seen as the highest form of politeness.
55	Unusual Customs: Lifecycle – there might be a mandatory age of termination, or anagathics might be widely used. Family units might be different, with children being raised by the state or banned in favour of cloning.	65	Unusual Customs: Travel – travellers may be distrusted or feted, or perhaps the culture frowns on those who leave their homes.
56	Unusual Customs: Social Standings – the culture has a distinct caste system. Travellers of a low social standing who do not behave appropriately will face punishment.	66	Unusual Custom: Conspiracy – something strange is going on. The government is being subverted by another group or agency.

LAW LEVEL

The Law Level of a planet represents the relative force of law extant on the world. A high Law Level indicates that visitors to the world will have their activities curtailed. Law Level determines two things in particular – what it is illegal for Travellers to possess on the world, and the likelihood the Travellers will run afoul of the law.

Law Level is determined by rolling 2D-7 and adding the Government characteristic.

Banned Goods

Different governments ban different goods. A Traveller might be able to carry his laser rifle slung over his shoulder on one world and be arrested for carrying a simple knife on the next planet over. An alien might enjoy full rights on one world, and be treated as an animal on another. Banned goods are important for smuggling.

As far as Travellers are concerned, the most common restriction a government imposes is on the possession of weapons, and this is reflected in the Law Level table. However, the referee might consider the stance of a government for all of the following.

Weapons: A government that bans weapons begins with restricting weapons of terror and mass destruction, then moves onto personal weapons. Governments will also often ban armour, with a view that an overly militarised appearance simply attracts trouble.

Drugs: A government that bans drugs begins with narcotics, but at higher Law Levels, medicinal and anagathic drugs are also banned.

Information: A government that seeks to control information begins by restricting the use of computers and computer programs, especially information-retrieval

and information-control. At higher Law Levels, bringing in data from offworld or even communicating with natives is forbidden.

Technology: A government that bans technology seeks to shield its citizens from the influence of advanced technology.

Travellers: A ban on Travellers restricts the ability of outsiders to visit the world, confining them to the starport or forbidding them landing entirely.

Psionics: Restrictions on psionics are common, and most worlds ban psionics as a matter of course. On other worlds, psionics may be technically legal, but there is such prejudice against it that most psionic users hide their abilities.

Law Level

Law Level	Weapons Banned	Armour
0	No restrictions – heavy armour and a handy weapon recommended…	
1	Poison gas, explosives, undetectable weapons, WMD	Battle dress
2	Portable energy and laser weapons	Combat armour
3	Military weapons	Flak
4	Light assault weapons and submachine guns	Cloth
5	Personal concealable weapons	Mesh
6	All firearms except shotguns & stunners; carrying weapons discouraged	
7	Shotguns	
8	All bladed weapons, stunners	All visible armour
9+	All weapons	All armour

The Law & Travellers

A planet's Law Level can be used to determine the Travellers' interactions with the law. In each of the following situations, roll 2D, add the listed modifiers, and if the total is equal to or lower than the planet's Law Level, the Travellers are investigated or challenged by agents of planetary law enforcement.

Situation	DM	Response
First approach to a planet	+0	Check
Offworlders wandering the streets of a city (once per day)	+0	Check
Offworlders acting suspiciously	-1	Check
Bar fight	-1	Apprehended
Shots fired	-2	Apprehended
Breaking and entering	-2	Investigate
Firefight involving armoured Travellers and military weapons	-4	Apprehended
Murder and carnage	-4	Investigate

Check: This result means the Travellers' travel documents and identities are checked, either by a police officer or guard, or by electronically by querying the Travellers' comms. A successful Admin or Streetwise check can allay suspicion but if it is failed, the planetary authorities move on to Investigation.

Investigate: This results in a detective or bureaucrat probing deeper into the Travellers' backgrounds. If the Travellers have a ship, it will be searched. They may be followed or have their communications tapped. They may also be questioned closely.

Apprehended: The police show up ready for a fight. Their response will generally be proportional to the threat posed by the Travellers; if the Travellers are just making trouble in a bar, then most police forces will just use batons, stunners, tranq gas and other non-lethal weapons. On the other hand, if the Travellers are in battle dress and firing PGMPs at the palace of the planetary duke, then the police will show up with the best weapons and armour available at the planet's Tech Level (or even a few levels higher), possibly with the army not far behind them.

Travellers arrested for a crime will face punishment, determined by rolling 2D+DMs on the Sentencing table.

For crimes involving smuggling banned goods, the DM is equal to the difference between the planet's Law Level and the banned goods in question (for example, laser weapons are banned at Law Level 2, so a Traveller found with a laser weapon on a Law Level 6 world would have DM+4 to his roll on the Sentencing table).

Other crimes have a set DM.

Crime	DM
Assault	Law Level -5
Destruction of Property	Law Level -3
False Identity	Law Level -2
Manslaughter	Law Level -1
Murder	Law Level +0

A Traveller with the Advocate skill may attempt to reduce the severity of sentencing by making a check. If successful, reduce the Sentencing DM by the Effect of the check.

Sentencing

2D+DM	Sentence
0 or less	Dismissed or trivial
1-2	Fine of 1D x Cr1000 (per ton of cargo)
3-4	Fine of 2D x Cr5000 (per ton of cargo)
5-6	Exile or a fine of 2D x Cr10,000 (per ton of cargo)
7-8	Imprisonment for 1D months or exile or fine of 2D x Cr20,000 (per ton of cargo)
9-10	Imprisonment for 1D years or exile
11-12	Imprisonment for 2D years or exile
13-14	Life imprisonment
15 or more	Death

A result of Exile means the Traveller must leave the planet immediately and never return.

STARPORT

Starports are the arteries of interstellar commerce. These ports for spacefaring craft range in size from a landing field with a rudimentary radio beacon and a hydrogen fuel still, to city-sized edifices where tens of thousands of ships land daily. Most planets have only a Downport, a landing zone on the ground accessible only by entering the atmosphere. Ships that cannot land at a Downport are serviced by a fleet of shuttles and other smaller vessels. Worlds advanced or rich enough may possess a Highport, an orbiting starport. Some are equipped with space elevators or even gravitic lifts connecting Highport to Downport.

Starports are classed from A to E. To determine the level of a starport on a planet, roll 2D and apply these DMs.

Starport Class

2D+DM	Port Class
2 or less	X
3	E
4	E
5	D
6	D
7	C
8	C
9	B
10	B
11+	A

DM+1 if the planet's Population is 8+
DM+2 if the planet's Population is 10+
DM-1 if the planet's Population is 4-
DM-2 if the planet's Population is 2-

Starport Facilities

Class	Quality	Berthing Cost	Fuel	Facilities	Bases
A	Excellent	1D x Cr1000	Refined	Shipyard (all) Repair	Naval 8+ Scout 10+ Research 8+ TAS
B	Good	1D x Cr500	Refined	Shipyard (spacecraft) Repair	Naval 8+ Scout 8+ Research 10+ TAS
C	Routine	1D x Cr100	Unrefined	Shipyard (small craft) Repair	Scout 8+ Research 10+ TAS 10+
D	Poor	1D x Cr10	Unrefined	Limited Repair	Scout 7+
E	Frontier	0	None	None	None
X	No Starport	0	None	None	None

Quality: This determines both the condition of the port itself, and the level of competence of the staff. Quality may vary – it is possible to find a class D port run by expert engineers or a class A that has succumbed to decay. Some worlds have entirely inappropriate starports; a world that was once a centre of commerce, but has now been bypassed by new trade routes might have a cavernous port capable of handling thousands of freighters, but is now almost abandoned.

A frontier installation is just a bare spot of bedrock, marked with a beacon, and is a starport in the most technical sense only.

Berthing Cost: This is the price paid by any ship that wants to land or dock at the starport. Prices can vary wildly between starports but tend to remain stable at each (roll once for each starport and record it for future reference).

Fuel: This refers to the fuel available for purchase – either refined or unrefined. Refined fuel costs Cr500 per ton; unrefined fuel costs Cr100 per ton, but is risky to use when jumping. Bases have their own fuel-refining ability – see Bases, below.

Facilities: These are the starport's repair and construction ability. A shipyard allows for the construction of new vessels. A shipyard capable of building all types of ships can construct small craft (less than 100 tons), spacecraft (100 to 5,000 tons) and capital ships (more than 5,000 tons). However only a class A starport can construct jump-capable spacecraft.

Repair facilities allow a damaged ship to be repaired, and have plenty of spare parts for most common systems.

Limited repair facilities can only fix Hull damage.

Bases: This lists what sort of bases may be present. Roll 2D for each base type listed; for more details, see Bases opposite.

TECH LEVEL

The Tech Level of the planet is determined by rolling 1D and adding DMs from the Tech Level table opposite.

The Tech Level measures the average technology presence on the planet, and gives an idea of local production and repair capability. Trade with offworlders may bring in advanced technology; on average, a rich individual can afford technology two or more levels higher than the planetary average. The government may also have access to higher-technology items.

A planet's technology may be one or more levels higher or lower in a particular field, such as Medicine, Communications, Weaponry, Ship Construction, Power Generation, Computers and so forth.

Third Imperium: Starports and the Law

Technically, a starport is Imperial territory and not under the jurisdiction of the planetary government. The local government may share in the construction costs, running costs and profits of the starport, but the port is extraterritorial and run by an Imperium-appointed governor. This means that Travellers can carry locally illegal goods onto a planet so long as they do not leave the starport. It also means that criminals and refugees often claim sanctuary in a starport, and that a starport's Tech Level may be considerably higher than that of the rest of the planet. Starports operate according to Imperial Law (equivalent to Law Level 1 for most items, and forbidding all use of psionics).

However, Travellers should be aware that not every world honours this approach and paranoid governments have even been known to forcibly board and inspect ships to root out what they see as unpleasant influences.

Communications

If the planet is below Tech Level 3, then there will be no telecommunication system whatsoever except for whatever facilities the starport offers. If it is between TL4 and TL6, then it has radio and telephone communications between major cities at least, but no satellite facilities. From TL7 onwards, the planet has a progressively more advanced communications grid. At TL9, it is accessible from every point of the surface (communications satellites are cheap and easy to deploy).

Environmental Limits

Certain Atmospheres require a minimal Tech Level. A world can have a Tech Level lower than this limit, but the population cannot maintain or repair their life support systems and are likely doomed.

Tech Level and Environment

Atmosphere	Minimum Tech Level
0 or 1	8
2 or 3	5
4, 7 or 9	3
10 (A)	8
11 (B)	9
12 (C)	10
13 or 14 (D or E)	5
15 (F)	8

Tech Level

Score	Starport	Size	Atmosphere	Hydrographics	Population	Government
0		+2	+1	+1		+1
1		+2	+1		+1	
2	`	+1	+1		+1	
3		+1	+1		+1	
4		+1			+1	
5					+1	+1
6						
7						+2
8					+1	
9				+1	+2	
10 (A)	+6		+1	+2	+4	
11 (B)	+4		+1			
12 (C)	+2		+1			
13 (D)			+1			-2
14 (E)			+1			-2
15 (F)			+1			
X	-4					

BASES

In addition to the basic facilities at a starport, there may be one or more special bases at the starport or nearby in the system. There are four common types of bases, but others are also possible, such as prison facilities, naval shipyards, alien embassies or consulates and other secret operations.

Naval: A naval base is a supply depot, refuelling station, repair yard or fortress of either the Imperial Navy or the local sector navy. Naval vessels can obtain refined fuel and supplies here. Naval bases are always guarded by armed vessels and fixed defence. Ex-Naval Travellers may meet Contacts or Allies here, and mercenary Travellers can try to pick up work. Naval bases also have an advanced hospital, although it is normally available only to naval personnel. Travellers may also be able to purchase navy-surplus weapons here.

Scout: A scout base offers refined fuel and supplies to scout ships (including retired scout ships obtained by retired scouts). They are also an excellent place to pick up rumours and news.

TAS: This is a Traveller's Aid Society Hostel, where Travellers with TAS membership and their guests can stay. In the Third Imperium TAS Hostels offer medical facilities for members, as well as supplies and luxuries not normally available on most worlds. TAS Hostels are a good source of rumours and passengers.

Research: A Research base is dedicated to a particular field of research. The base might be a weapons testing facility, or a solar observatory, or part of a secret Imperial project. A research base may have Contacts or Allies of Travellers who followed a Scholar career. Such bases may have advanced medical facilities.

TRAVEL CODES

There are two travel codes – Amber and Red. An Amber world has been deemed dangerous by the Imperium, and Travellers are warned to be on their guard. Amber worlds are often undergoing upheaval or revolution, or else are naturally hazardous environments.

Red worlds are interdicted, and travel to them is forbidden. A world might be Red because the Imperium wishes to preserve it, or because the world is too dangerous to allow visitors. Interdictions are enforced by the Imperial Navy.

A world with an Atmosphere of 10+, a Government of 0, 7 or 10, and a Law Level of 0 or 9+ should be considered for Amber status. Red codes are given out at the discretion of the referee.

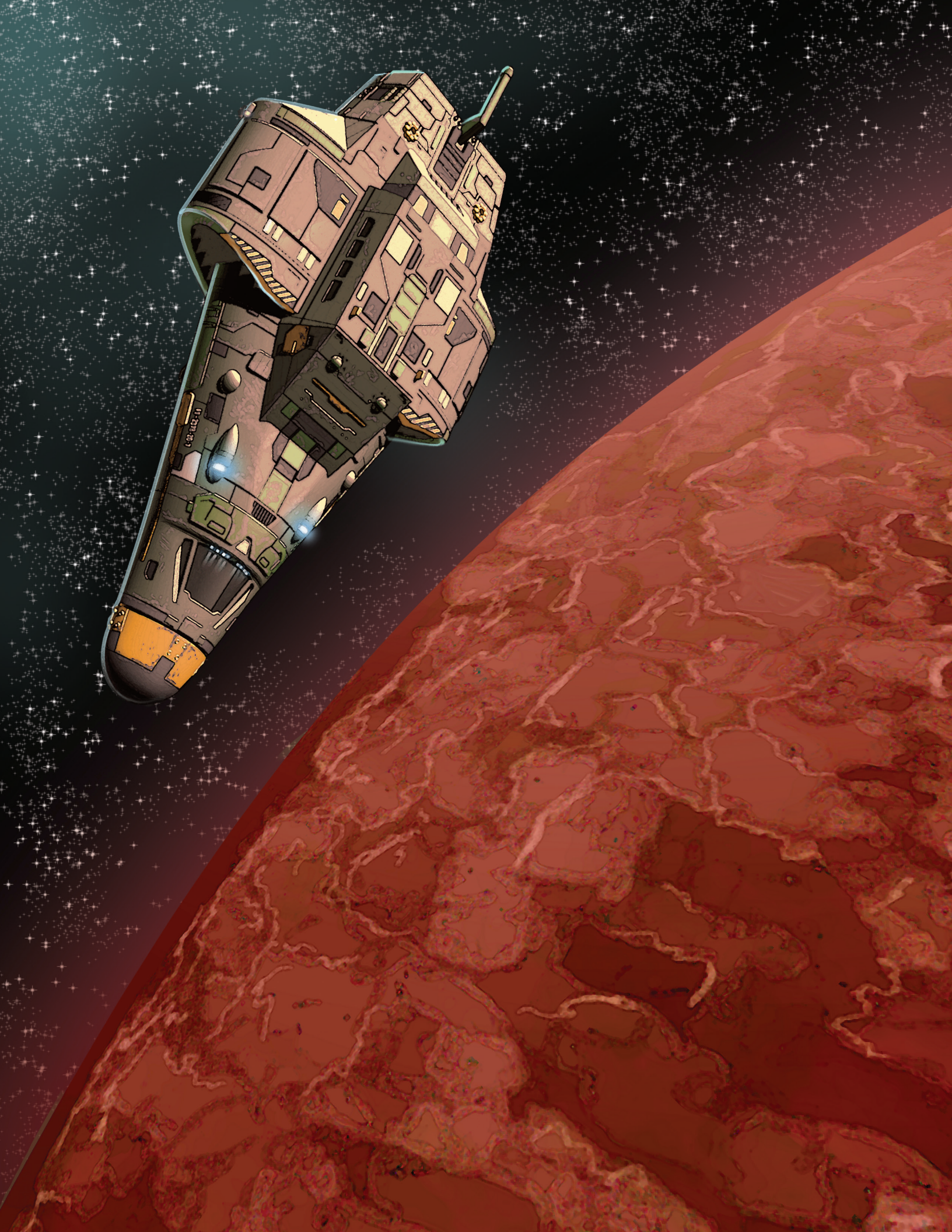
TRADE CODES

Trade codes designate particular types of worlds, and the types of goods that are likely to be found there. If a world meets all the requirements listed for one or more trade codes, it gains those trade classifications. Trade codes are used extensively in the Trade chapter.

Agricultural: Dedicated to farming and food production. Often, they are divided into vast semi-feudal estates.
Asteroids: Usually mining colonies, but can also be orbital factories or colonies.
Barren: Uncolonised and empty.
Desert: Dry and barely habitable.
Fluid Oceans: Worlds where the surface liquid is something other than water, and so are incompatible with Earth-derived life.
Garden: Worlds that are Earth-like.
High Population: A population in the billions.
High Tech: Among the most technologically advanced in Charted Space.
Ice-Capped: Worlds that have most of their surface liquid frozen in polar ice caps, and are cold and dry.
Industrial: Dominated by factories and cities.
Low Population: A population of only a few thousand or less.
Low Tech: Pre-industrial and cannot produce advanced goods.
Non-Agricultural: Too dry or barren to support their populations using conventional food production.
Non-Industrial: Too low in population to maintain an extensive industrial base.
Poor: Lacking resources, viable land or sufficient population to be anything other than marginal colonies.
Rich: Blessed with a stable government and viable biosphere, making them economic powerhouses.
Water World: Almost entirely water-ocean across their surface.
Vacuum: No atmosphere.

Trade Codes

Classification	Code	Planet Size	Atmosphere	Hydro	Population	Government	Law Level	Tech Level
Agricultural	Ag		4-9	4-8	5-7			
Asteroid	As	0	0	0				
Barren	Ba				0	0	0	
Desert	De		2+	0				
Fluid Oceans	Fl		10+	1+				
Garden	Ga	6-8	5,6,8	5-7				
High Population	Hi				9+			
High Tech	Ht							12+
Ice-Capped	Ic		0-1	1+				
Industrial	In		0-2, 4, 7, 9		9+			
Low Population	Lo				3-			
Low Tech	Lt							5-
Non-Agricultural	Na		0-3	0-3	6+			
Non-Industrial	NI				0-6			
Poor	Po		2-5	0-3				
Rich	Ri		6,8		6-8	4-9		
Vacuum	Va		0					
Water World	Wa			10+				



CHAPTER-THIRTEEN

THE SINDAL SUB SECTOR

This chapter presents an entire subsector from the Third Imperium universe to be used as the setting of Traveller campaigns. Travellers will be able to explore worlds, travel between the stars and find patrons who will propel them on to adventure and glory!

Each of the main worlds of the subsector is explored, giving referees a grounding for making each a different place in atmosphere and feel when the Travellers visit it, and sample patrons are provided to get play started quickly.

THE TROJAN REACH

The Sindal subsector is located within the Trojan Reach, a sector that marks the boundaries of two mighty space-faring civilisations – the predominantly human Third Imperium and the Aslan Hierate. It is a place of great political tension, of localised clashes between worlds and where skilled Travellers might make a fortune. It is also an expanse of petty, backward barbarian kingdoms, who live by their wits beneath the shadow of two colossal military powers.

The leaders of the Imperium view the Trojan Reach as a chaotic and treacherous region of space from where a great Aslan invasion will inevitably come. The Aslan look on the Trojan Reach as a place of great opportunity, full of rich, inhabited worlds to conquer in a glorious wave of invasion and expansion.

For more information on the Trojan Reach sector as a whole, see *Alien Module 1: Aslan* by Mongoose Publishing in the former Traveller line, or the forthcoming *Trojan Reach* sourcebook.

SINDAL

The upper right corner of Sindal is held by the Imperium, with a naval base at Realgar and trade routes out to Tobia subsector. That section of the subsector is comparatively peaceful, in contrast to the rest of Sindal.

The name comes from the Sindalian Empire, which ruled this sector and those around it for a thousand years during the Long Night. The Sindalians' authority was enforced with the fusion gun and the atomic bomb, and it was by the gun, the bomb and the engineered germ that they were destroyed. Remnants of the Empire can be found across the subsector – an automated beacon here, an ancient tradition there, a once-magnificent starport or civic building on a dying world there – but the Sindalians have been gone for centuries. The former Empire's seat was at Noricum, but that world was blasted back into the dark ages and has yet to recover. The Sindalian Empire haunts this sector like a ghost.

The Sindalian Main (or Dustbelt) continues from Dpres subsector into Sindal, terminating at Noricum. Rimward, a traveller will encounter the Oghman Clans, a barbaric culture who have reduced Marduk and Borite to pre-spaceflight technology levels through constant raiding, theft of equipment and enslavement of scientists and scholars. On Borite, it is forbidden to write down anything, lest the Oghman Clans decide you are a scholar and steal you away. On Marduk, each island has its own language and there is a cultural taboo against learning the tongue of your neighbours.

A small amount of trade flows through Sindal subsector. Most ships avoid the subsector if they have any sense. Tlaiowaha subsector lies just over the border, and when the Aslan move coreward again, they will gobble up these warring worlds in a single bloody feast until they hit the Imperial border.

WORLDS OF SINDAL

The following brief descriptions of each of the main worlds of the Sindal subsector are designed to act as jump-off points for the referee, to allow him to describe the people, societies and settlements of everywhere the Travellers visit so they become memorable and part of a living, breathing universe.

Patrons

Each world also has a suggested patron. This is an adventure seed or idea, but one specific to the world. With just a little preparation, the referee can use patrons to 'cover his bases', ensuring he always has at least the outline of an adventure no matter where his Travellers choose to go. When combined with patrons in other Traveller books, this makes for a powerful tool in creating a universe full of opportunity for even the most unpredictable of Travellers.

Each patron entry has a list of suggested skills and equipment that the Travellers may find necessary.

Name	Location	Bases	Profile	Trade Codes	Travel Code	Gas Giants
Ace	0109		E7A08B9-8	De Lt		
Albe	0601		A540A98-E	De Hi In Po Ht		G
Borite	0609		E655796-4	Ag Lt		G
Chalchiutlicu	0704		B76A787-7	Ri Wa		G
Cordillon	0801		C431210-B	Po Ni Lo Ht		G
Dolberg	0503		BAF889D-B	Fl		
Homestead	0105		D560250-6	Ni De Lo		G
Marduk	0510		C377436-5	Ni Lt		G
Noricum	0408		D8867BB-1	Ag Lt		G
Number One	0208		C9D6778-9	Fl		G
Oghma	0410		B534754-9	Ic		G
Palindrome	0606		B433334-B	Po Ni Lo		G
Realgar	0603	N	B550444-A	De Ni Po		G
Salif	0206		A6236A6-A	Po Na Ni		G
Thebus	0309		B534320-7	Po Ni Lo		G
Theev	0506		A434500-E	Na Ni Ht	A	G
Vume	0505		B100477-C	Ni Va An		G

However, the referee need not be bound by this list and if his Travellers lack a certain skill of item of equipment, well, they tend to be a resourceful bunch!

By the same token, the rewards listed for completing each patron's mission need not be set in stone, and the referee is free to alter the rewards to suit his own campaign.

ACE

According to local tradition, the name of this world stems from an old scout report, describing it as an 'Argon-CO^2 Environment'. The atmosphere is indeed rich in argon, and unbreathable by humans. Storms or cosmic rays excite the gas, resulting in fabulous multi-coloured light shows that outshine the sun in their brilliance and beauty. The Sages of Ace interpret these celestial portents, and it is said (in Sindal subsector, anyway) that their prophesies are infallible.

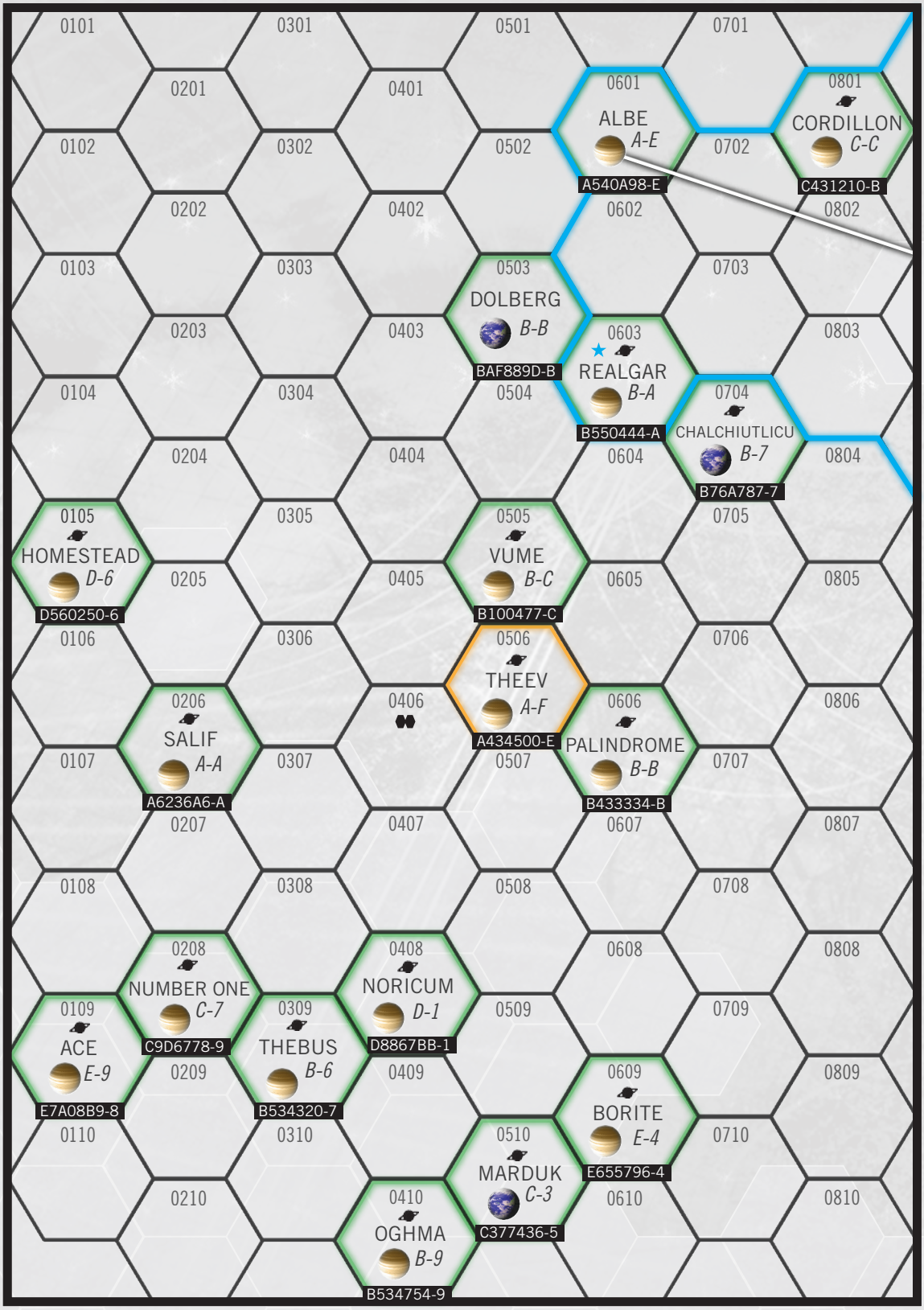
Most of the people of Ace, though, never see the heavenly glories of their world. The atmosphere is unbreatheable, so they live in huge habitation domes built centuries ago. The only trade between domes is by tunnel or the few nomads who possess sealed vehicles.

Most domes are in a poor state of repair, but natural decay is a minor problem compared to the threat of raiders. Pirates can hold whole cities to hostage with a single missile. Pay up, or the dome gets it and you'll be breathing argon.

The ruler of Ace is not a hereditary position – instead, the king is chosen by the sages. The last king was killed when Marga Dome was destroyed by Tyrian raiders. The sages declared that the next king will be an offworlder, and that blessed king will deliver Ace from the threat of raiders.

Patron: Captain Abhi O-Pallux of the Free Trader *Lagrange Lady*
Required Skills: Pilot
Required Equipment: Ship with Particle Beam
Reward: Cr10000
Mission: O-Pallux is a trader from an industrial world that produces huge amounts of consumer goods. Her free trader has a hold full of microwave ovens and food synthesisers - and she has come up with the perfect way to sell them to the superstitious natives of Ace. She came here with a business partner, an ex-raider called Yoaty whose ship had a particle beam. The plan was simple - she lands and claims the fates sent her to bring

SINDAL SUBSECTOR



Gas Giant

B-6 Starport Class & Tech Level

Fuel Dump

Secure System

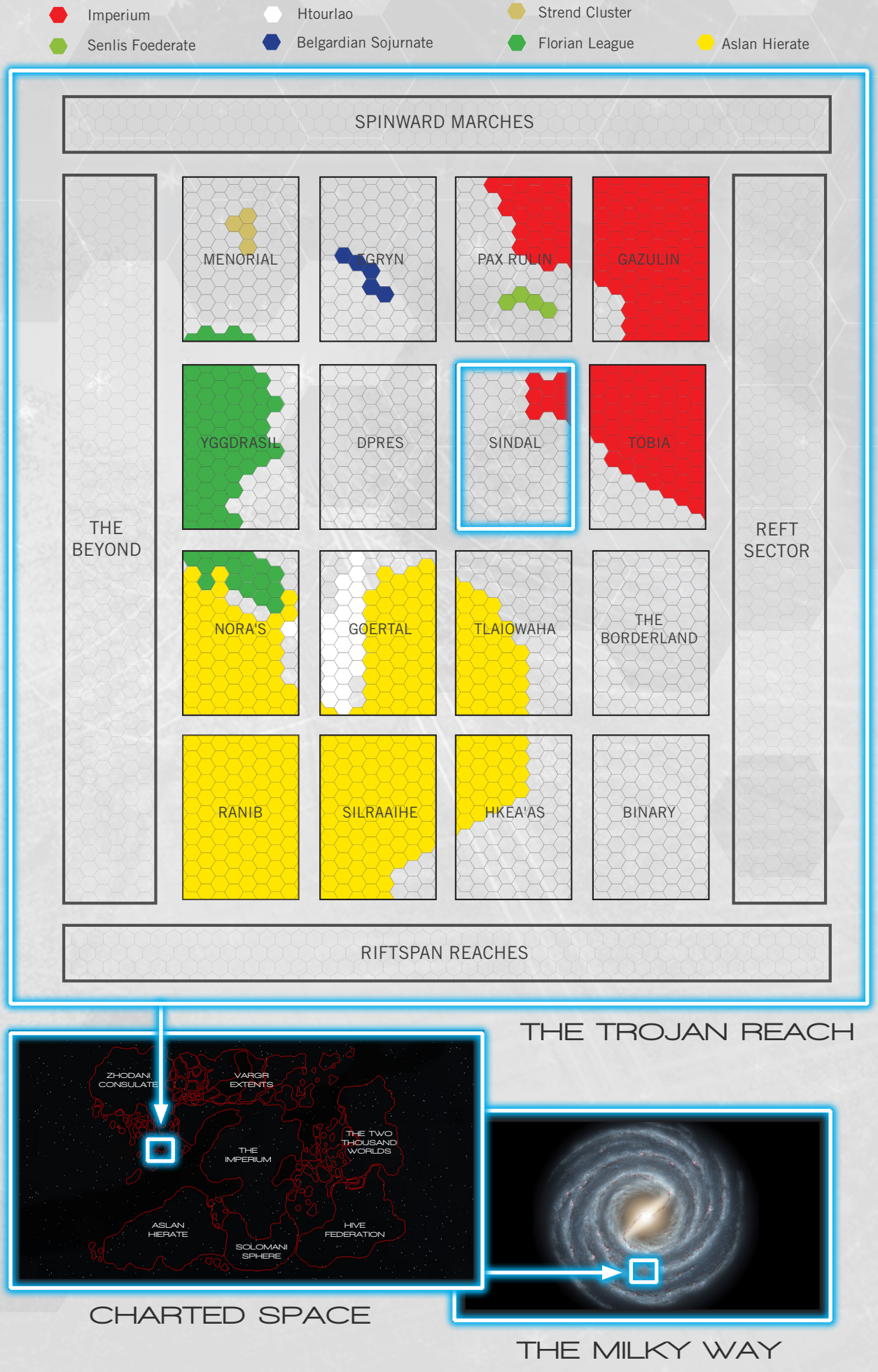
Imperial Border

X-Boat Route

Amber Zone

Planet (Dry)

Planet (Water Present)

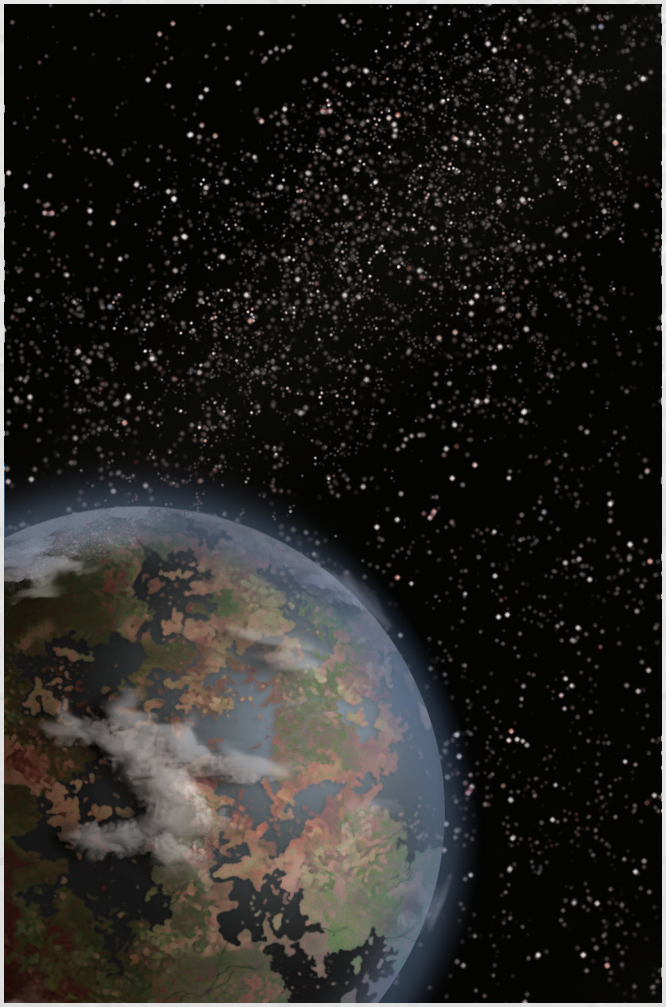

Imperium
Senlis Foederate
Htourlao
Belgardian Sojurnate
Strend Cluster
Florian League
Aslan Hierate
SPINWARD MARCHES
THE BEYOND
MENORIAL
EGRYN
PAX RULIN
GAZULIN
YGGDRASIL
DPRES
SINDAL
TOBIA
NORA'S
GOERTAL
TLAIOWAHA
THE BORDERLAND
RANIB
SILRAAIHE
HKEA'AS
BINARY
REFT SECTOR
RIFTSPAN REACHES
THE TROJAN REACH
ZHODANI CONSULATE
VARGR EXTENTS
THE IMPERIUM
THE TWO THOUSAND WORLDS
ASLAN HIERATE
SOLOMANI SPHERE
HIVE FEDERATION
CHARTED SPACE
THE MILKY WAY

prosperity to the domes, then Yoaty fires his particle beam into the atmosphere, lighting it up. The natives interpret this aurora as a sign that O-Pallux was indeed sent by the fates, and they start buying her cargo as an act of religious devotion.

Yoaty got jumped by pirates at Salif and his ship was destroyed. O-Pallux needs someone with a particle beam to make her scam work. If the Travellers have a particle beam, this could be the beginning of a beautiful religious movement...

ALBE

The greatest disaster to strike Albe was the last duke, known to history as Gorluun the Undying. He reigned from before the start of the last civil war to nearly ten years after its end, a reign of more than eighty years. With the vast power and wealth of Albe, Gorluun might have been able to stave off the collapse of the Sindalian Empire, or at least ensure that Albe became the new capital when Noricum fell. Instead, Gorluun vacillated, refusing to commit to any course of action. When the Empire ended, it took with it the trade routes that kept Albe's teeming population fed and watered.



Gorluun's Feast, the ten-year period following the fall of Noricum, took the lives of billions. Gorluun himself was devoured by one of the cannibal bands that sacked Albe's capital city. Generations of civil war followed, as Gorluun's heirs fought over the scraps of power that remained. Eventually, the bureaucracy rose up and put an end to the war. The last heir, Gorluun III, was placed in suspended animation for legal reasons. He is unfrozen once a year for a few minutes, just long enough to sign various documents authorising the bureaucracy to rule in his name for another year.

The reconstruction of Albe took centuries. Through a series of austerity measures, the bureaucrats were able to end the famine while still having negative population growth. They opened up relations with the Imperium, exchanging lanthanum and loyalty for help in rebuilding their space fleet and help in terraforming the nearby Cordillion system. Cordillion, when it is habitable, will be capable of supporting billions of people, relieving some of Albe's crippling population pressure. Hundreds of colony ships wait in orbit for the flood of colonists; thousands more are still under construction. The Imperium expects Albe to be a stabilising influence upon the subsector – exactly what it should have been centuries ago, if Gorluun had acted. His heir was ceremonially unfrozen to swear allegiance to the Emperor a few years ago; his reaction was described as 'somewhat confused' by observers.

Patron: Sindalian Historical Society
Required Skills: Electronics (comms), Electronics (computers), Gun Combat, Science, Stealth
Required Equipment: None
Reward: Cr40000
Mission: The *de jure* ruler of Albe is Gorluun III, the last heir of Gorluun II. He has ruled the planet for more than 2,000 years – or, to be precise, the planet has been ruled in his name, as he has spent 99.999% of that time in a cryoberth, locked away from the flow of time. He is unfrozen once a year to sign the legal papers that empower the bureaucracy to keep ruling in his name. The rest of the time, he is kept in a vault.

The Historical Society want the Travellers to break into the vault, unfreeze Gorluun III, and ask him a few questions about old Albian culture and politics. It is a purely academic mission, of course. It should only take Gorluun a few minutes to answer their questionnaire (it is multiple choice!) and then they can return him to the stasis field to wait away the millennia.

However, the Travellers – and the Historical Society – are both victims of a scheme by the Free Albian Resistance, a radical political group. The Free Albians believe that if Gorluun III dies, it will trigger a constitutional crisis. The bureaucracy will splinter, and they will be able to seize power in a civil war. For that to work, they need to pin Gorluun's death on some unfortunate patsies…

BORITE

Borite was named for the high concentration of boron-heavy compounds in its surface. That is the most interesting thing about this system. From orbit, it looks like a yellow-brown stain of a planet, and it does not even live up to this first impression. The planet is inhabited by unfortunate colonists who mine the borite or try to scrape a living out of the soil; it is ruled by the Borite Continuity Authority, a decaying remnant of the old Drinaxian bureaucracy. The BCA control all trade and travel on and off-world – not that many people come here. The planet's starport sees only a handful of ships every year, mostly traders trying to dodge pirate attacks on the Florian route.

Like Marduk, Borite is often attacked by the Oghman Clans, who target scientists and scholars. Writing is therefore forbidden on Borite except for the few heavily-guarded members of the BCA.

Patron: BCA Administrator Ura
Required Skills: Engineer (life support), Mechanic
Required Equipment: Engineer and Mechanic Toolkits
Reward: Cr15000
Mission: One of the atmosphere pumps in the mine has broken down, and none of the planet's surviving engineers has the technical know-how to fix it. The pump can easily be repaired by any competent technician, but it is being watched by spies for Oghman slavers. If the Travellers take the job, their technician will be targeted by the slavers.

CHALCHIUTLICU

Chalchiutlicu's millions dwell in a small number of island-cities. They have added to these structures over the centuries since the planet was first settled, and are now baroque labyrinths of tenements and plumbing, hundreds of stories huge and powered by the seething tides. Population control dominates society here, as further expansion of the cities is impossible. Culture is extremely stratified (literally – the further away one is from the water, the higher one's social standing), and contact with Travellers is limited to maintain the city council's influence over the people.

Chalchiutlicu exports radioactives and other minerals dredged from the sea bed.

Patron: City Councillor Jilacua
Required Skills: Astrogation, Pilot
Required Equipment: Spacecraft
Reward: MCr1
Mission: Jilacua wishes to relieve the population pressure in his city by sending people off into space. For every 100 people the Travellers arrange to take offworld, a reward will be paid. However, Jilacua cannot be seen to be defying the other city councillors, so the Travellers must smuggle these passengers offworld to claim their reward.

CORDILLON

Cordillon is a corporate outpost owned by the PRQ trading company, originally just a refuelling station for ships heading to Albe and other border worlds in the Sindal subsector. The planet itself is an unwelcoming rocky world with a trace atmosphere and no liquid surface water. An expedition from Tobia searching for Ancient relics vanished in the deep caverns of the southern continent, but an investigation concluded they were killed by nothing more sinister than a cave-in.

In the last century, the Imperium has embarked on a long-term project to terraform Cordillon, with the aim of relieving the crippling population pressure on nearby Albe. The first phase of this operation – thickening Cordillon's atmosphere by cracking the polar hydrocarbons – has been delayed by earthquakes (cordquakes) and protests from the workforce about poor conditions.

Patron: Homdel Linx
Required Skills: Investigate, Science, Survival
Required Equipment: Air/Raft, Survival Gear
Reward: Cr10000 plus a cut of any sales
Mission: Linx runs the company store on Cordillon's one settlement, Landing. Recently, Vrit - one of the techs who maintains the automated atmosphere generators - came in and bartered for a bottle of rotgut. The tech did not have any credits, so he offered some curious coin-like metal objects he found in a cave. Linx took pity on the man and accepted the coins. Now, he has done some digging and the 'coins' resemble artefacts found at other Ancient sites. If he is right, there might be an Ancient site somewhere on Cordillon. He wants the Travellers to scout around the dangerously unstable caves and look for more relics. Unfortunately, Vrit wandered onto the surface without his breathing mask shortly after trading Linx the coins, and died. An accidental death… probably. Anyway, Linx does not know exactly where Vrit found the coins, so the Travellers will have to search around near the atmosphere generators and see what they can dig up.

DOLBERG

Dolberg is one of the most stable planets in the Trojan Reach. It is officially classed as Government Type 9, Impersonal Bureaucracy, because there is no standard classification for 'Governed by Giant Psychic Symbiotic Whales'.

The Dolberg 'Whales' – *hursuuun* in the local dialect – are immense aquatic creatures that have never been studied thoroughly by outsiders. Even sightings of the creatures are exceedingly rare, as the *hursuuun* spend virtually all of their exceedingly long lifespans in the depths of the oceans.

The human population of Dolberg are descended from the crew of a long range Second Imperium colony ship. The planet's atmosphere is toxic to most humans, but the Dolbergers' lungs are lined with a symbiotic sheath made of microscopic echinoderms (sea cucumbers) that allows them to filter out the toxins. These echinoderms grow inside the lungs until they reach adolescence, at which point they leave the human host (vomited out), and sink through the ocean to latch onto the upper shell of one of the *hursuuun* (although some xenobiologists argue the echinoderms grow together into a giant hive organism, and that these hives are the fabled *hursuuun.* This process creates an apparently psychic link with the distant *hursuuun*).

The Dolbergers leave all complex decision-making up to their bottom-dwelling giant psychic whale overlords. What career to pursue, what tasks to perform, who to marry, where to live – everything is decided in the lightless depths by alien whales, connected to the Dolberger by the echinoderm lining his or her lungs. The Dolbergers are not slaves or mind-controlled thralls, and are apparently capable of independent thought and action. They simply find it distasteful, and cannot see why everyone does not live as they do.

Dolberg has extremely limited trade links with the rest of the universe. The atmosphere is dangerous to those without the echinoderm symbiotes, so most visitors never leave the starport. The Law Level on Dolberg is classification 'D', again because there is no official code for 'the criminal code is determined by the incomprehensible whims of alien whales, and you will be torn to pieces by an angry mob if you break any of their equally incomprehensible taboos.'

Patron: *Hursuunuajaoanuuuuun*
Required Skills: Gunner, Sensors
Required Equipment: Air/Raft, Survival Gear
Reward: Cr100000
Mission: *I AM HURSUUUNUAJAOANUUUUUN AND I SPEAK TO YOU THROUGH THE MANY MOUTHS OF THE SURFACE-SELF. ARE TROUBLED BY A STARSHIP THAT INTRUDES ON OUR OCEAN. THEY HIDE BEYOND THE CLOUDS IN THE GREAT VOID, AND SOMETIMES DROP PROBES AND OTHER IRRITATIONS INTO THE OCEAN. WE ARE KNOWLEDGEABLE IN THE WAYS OF TECHNOLOGY, BUT WE DO NOT BUILD SHIPS. YOU HAVE A SHIP. YOU WILL FIND THIS OTHER SHIP AND BRING THEM TO US THAT THEY MAY EXPLAIN THEIR ACTIONS AND ATONE FOR THEIR OFFENCE.*

HOMESTEAD

In the days of the Sindalian Empire, Homestead was a garden world named Synre and had a population in the billions. Now, it is a blasted desert, testament to the carnage of the fall of Sindal. It was recently recolonised by a few hardy settlers from Thebus, who survive by mining metals from the ruined cities. The night skies of Homestead are beautiful - shot through by thousands of shooting stars from the ring of debris that still surrounds the planet.

Patron: Ganic Tammer
Required Skills: Gun Combat, Recon
Required Equipment: Firearms
Reward: Cr5000
Mission: Ganic's mining outpost was attacked by mysterious raiders - maybe pirates, maybe slavers from Oghma. He does not know who they were. They kidnapped his wife, and took almost everything he owns. All he has got left is the credits in his pocket, and his air/raft. He needs a few tough hired hands to help him track down the raiders before they refuel their ship and leave.

The one complication? If the Travellers ask around town, everyone claims that Ganic is not married, and have never heard of his wife. There are only a few hundred people on Homestead – everyone knows everyone, so who is she and where did she come from?

MARDUK

This small, Earth-like world has no surviving cities outside the starport shanty-town. The civilisation on Marduk collapsed due to repeated raids from Oghma and other worlds. The planet's population has broken into several dozen clans, each of which fear all outsiders. The clans all have their own languages and wildly divergent cultures. The starport is operated by GeDeCo and is on an artificial island far away from any of the native-held archipelagos.

GeDeCo

The General Development Company (GeDeCo) sector-wide firm active in the Trojan Reach. While it is not a true Imperium-wide megacorporation like Ling Standard, within the Trojan Reach it certainly acts like one and has many business and financial interests across the Sindal subsector.

GeDeCo's charter obligates it not only to conduct interstellar trade, but also increase the level of technology across the worlds it engages in trade and commerce. Economic historians credit GeDeCo with raising the Tech Levels of worlds on the spinward borders of the Imperium to the 'average stellar' range. This continuing goal of technological dispersion is supported by a variety of planetary industries that manufacture goods for offworld export. Other subsidiary operations import higher-tech products and engage in speculative trade throughout GeDeCo's territory.

In Traveller campaigns, referees may portray GeDeCo as the eponymous soulless, evil corporation or simply as a patron for whom the Travellers can work for.

Patron: Anthropologist Maris Enar
Required Skills: Seafarer (submarine), Science skills may also be useful
Required Equipment: None
Reward: Cr10000
Mission: Enar is researching the natives of Marduk, and has come to believe that native beliefs about 'sea gods' have some basis in reality. She suspects there are previously undocumented sea creatures living in the depths of Marduk's oceans, possibly even intelligent ones. According to native legends, these creatures are huge squid-like creatures that dwell in the uttermost depths. Enar has a submarine, but needs a crew to pilot it on a search for these sea gods.

NORICUM

Land on Noricum today, and your spacecraft will scare the sheep. The planet is entirely agrarian, and the people live in wooden huts. In the settled regions, you have to look hard for signs of Noricum's imperial past. There are clues – a wall built from chunks of ferroceramic instead of stone, an animal pen using strands of plastic cabling, a woman's necklace made from chips of computer memory crystal – but in the settled areas, the people have deliberately tried to bury the past.

Land in the danger zones, in the ruined cities, and you will scare only the ghosts. Of course, open your airlock without a vacc suit, and you will be scared for the thirty seconds or so before the viruses infect you. After that, you have a few days of agonising pain before an even more painful death. Over thirty percent of Noricum is considered a death zone, where no living thing dares go. Most of the great structures of the Sindalian Empire were destroyed in the wars that ended it – there are now only radioactive craters where the Imperial Palace and the Ministry of Justice once stood. There are rumours that the treasury of the empire was moved in the final days before the end, and buried somewhere in the catacombs beneath the capital city. No would-be grave robber has ever returned – there are other dangers than viruses in the ruins, such as mutated animals and last-ditch security systems left by the Sindalians.

The people of Noricum have learned to survive on their blighted world. They eat no meat, as flesh is likely to contain toxins. They consume high doses of certain bitter herbs, and boil all water they drink. When a man passes the age of forty, he is sent out into the blighted zones to build a firebreak and keep the ashen barriers between the farm and the deadly ruins intact. None survive this ritual, but a good man endures for a tenday or more before dying on the far side of the ash fields.

The Emperor of Noricum dwells in a small hut, and tends a vegetable garden. His ancestors once ruled a hundred worlds with an iron fist, and a hundred miles from his garden there is a statue a hundred metres tall that bears his family features, the face permanently frozen into a cruel sneer. The Emperor of Noricum, though, has a simple smile on his face as he tends his turnips.

Patron: Donus, the Star Dragon, Emperor of Sindal, Protector of the Reach (also, runner-up for 'best in show - root vegetable category' in the Noricum Farm Fair)
Required Skills: None
Required Equipment: Cr50
Reward: Imperial Blessing (DM+1 to any checks involving interactions with anyone who still respects the authority of Sindal)
Mission: Pay him Cr50. That's it.

Donus is the direct heir to the long-dead Emperors of Sindal. He has a better claim on the throne than King Oleb, or the Empress of Yggdrasil, or Duke Gorluun III the Undying, or any other petty noble who claims descent from the Star Dragon dynasty. Of course, the throne of Sindal was destroyed, the empire is long gone, and Donus' claim is meaningless. Empires are made by force of arms, courage and cash, and Donus has a turnip farm, a bad back, and no money whatsoever.

He barely gave any thought to his Imperial heritage until the player characters' activities started people talking about the old Empire. Now, he has started selling his blessing, as well as 'patents of nobility' and titles to worlds that were once part of the Empire. While Donus is a laughable, pathetic figure, he could be a rallying point if factions of the old empires rose again.

NUMBER ONE

Settled as an undersea mining colony and prison planet by the Sindalians, Number One should not have survived the fall of the empire. That it not only survived but flourished is testament both to the stubborn nature of humanity, and to the fact that it is hard to leave your home hellhole without jump technology.

The atmosphere of Number One is a toxic mix of insidious gases, with a high concentration of chlorine and cyanide compounds. The population live in settlements on the sea floor, and never emerge from beneath the waves. To live on Number One is to exist in a realm of tunnels, corridors, pumping stations and submarines. The planet's starport is located on a tall mountain, above the worst of the atmospheric poisons.

Patron: Warden Rannib
Required Skills: Gun Combat, Persuade, Tactics (military), Vacc Suit
Required Equipment: Firearms, Vacc Suit
Reward: Cr50000 to Cr100000
Mission: One of the underground wings of the great submerged city of Dragonsdome is in rebellion against the warden, its leaders rising in protest at her economic policies and suppression of their religious worship of an entity called the Traveller. Rannib's hold over the colony is fragile at the best of times; while she has an army, she cannot deploy it against her own citizens so long as the protest remains peaceful. Her wise advisers advisedly advised her to hire offworld mercenaries. The reward is Cr50000 if the Travellers can trick or force the protesters into violence, and Cr100000 if they can eliminate or assassinate the leader of the protest, Mur Noxvar. There will be no reward if the Traveller's actions can be connected back to the warden.

OGHMA

Oghma is an iceworld, but retains enough of an industrial base to build jump-capable starships. The rulers of Oghma intend to conquer their neighbouring worlds along the Dustbelt by weakening their industrial and technological bases. Over the course of generations, the Oghman raiders have targeted scientists, teachers, engineers and craftsmen in their slaver raids. The Oghmans are savage xenophobes ruled by tribal warrior-kings, where a warrior's worth is determined by how many jump-capable ships he 'rides' and how many soldiers he commands. Oghman raiders are a common threat in Sindal subsector; they are despised by all civilised worlds.

The starport is run by GeDeCo, and is comparatively safe – the raiders know better than to attack interstellar shipping, and instead prey on weak backworlds.

Patron: Chieftain Hannigan
Required Skills: Astrogation, Pilot
Required Equipment: Spacecraft
Reward: Cr500000
Mission: Most arms dealers refuse to deal with the Oghman Clans – even the lowest weapons merchant does not want to hand advanced weapons to crazed, xenophobic barbarian slavers. Enter the Travellers. Hannigan wants them to smuggle him and two dozen of his best warriors to Theev where they can buy weapons. His trade goods consist of several crates of platinum, worth MCr5; the crates are booby-trapped with poison gas, in case the Travellers get any funny ideas. Also, being locked in a ship in jump space with psychotic barbarians may not be the best career move.

PALINDROME

Palindrome's only settlement is the domed town of Astrogo, and everyone on Astrogo works for Lady Yemar. She is a former pirate who set up this little colony with her ill-gotten gains. Palindrome is a clearing house for stolen goods and a waystation for Travellers. Yemar uses the profits to pay for her astoundingly expensive life-support needs; she was severely wounded in a raid and exposed to an experimental bioweapon. All of her organs except her brain have been replaced multiple times, and even her brain requires constant maintenance and augmentation. She travels to Theev several times a year for medical treatments.

Patron: Lady Yemar
Required Skills: Investigate, Recon, Science, Stealth
Required Equipment: None
Reward: MCr1 and the eternal gratitude of a planetary ruler
Mission: Yemar needs a cure for her disease. She believes that only an Ancient device could save her, but it is also possible that the weapons researcher who created the bioweapon could create an antidote. The researcher now works for an Imperial megacorporation.

REALGAR

Realgar was formerly part of the old Duchy of Albe; the planetary governor wisely broke ties with the duchy during the disaster known as Gorluun's Feast, and today Realgar is a quiet Imperial backwater. It has strong cultural ties to the Pax Rulin naval base, and many Realgarites join the Imperial Navy every year. The planet's economy is supported almost entirely by navy pensions and stipends.

Like Homestead and many other settled worlds in this subsector, Realgar's ecosphere was severely damaged in the wars that ended the Sindalian Empire. Attempts to restore it were blocked by the natives, who would prefer to have a small sustainable community in a desolate land than live on a healthier world that has been flooded with refugees from overpopulated Albe.

Patron: Captain Lascarles
Required Skills: Carouse, Deception, Electronics (computers), Stealth
Required Equipment: None
Reward: Cr50000
Mission: Captain Lascarles is a retired captain who served in the Sector Navy for many years. She was forced to retire to avoid a scandal – accused of selling classified data to the Zhodani long-range scouts who sometimes pass through the Trojan Reach. There was never any actual proof, but the shadow of suspicion was enough to end her career. She suspects that her former first officer, Zhalk (now Captain Zhalk) was responsible for framing her.

Zhalk's ship, the *Aegis of Tobia*, is currently in orbit, and he is hosting a reception for various planetary dignitaries. Lascarles has secured invitations for the Travellers – she wants them to sneak on board the ship, break into Zhalk's quarters, and find proof that he betrayed her all those years ago. He always kept detailed personal logs – the answers must be in there.

SALIF

Salif is a rocky planetoid, notable only for being tidally locked so that the same side always faces the system's primary. It barely sustains the eight million people who live in the narrow twilight zone between the freezing nightside and sunside desert. The ruler of Salif is a former holostar performer, Tiznee Zazzle who inspired a rebellion against the old planetary government; now she maintains her control over the population through carefully choreographed songs and speeches, promising them prosperity and more living space. Zazzle maintains her youth and beauty through expensive anagathics.

Patron: Tiznee Zazzle
Required Skills: Broker, Persuade, Streetwise
Required Equipment: None
Reward: Cr150000
Mission: Tiznee might be the ruler of a whole planet (a sucky low-population planet, but it is a planet nonetheless), but that is a side line to her career as an entertainer. She needs to expand her market reach. She hires the Travellers to haul a few million copies of *Tiznee Zazzle's Heartstring Melodies* to a nearby world of their choice. Their mission – sell those copies. The more they sell, the bigger their cut. Selling the whole cargo will net them Cr150000.

THEBUS

Like Noricum, Thebus was virtually annihilated in the civil war that brought the Empire of Sindal crashing down. Today, the planet is a wilderness, home to only a few hundred settlers, mostly trappers, prospectors and hunters.

In recent years, Imperial pleasure cruises heading have taken to stopping at Thebus. Hunting is a passion for many rich Imperials, and Thebus is home to a species called the Thebun Lion (technically, it is a mutant produced by the biological weapons used in the war). A lion pelt is one of the must-have souvenirs from a Grand Tour of the Trojan Reach (the increasing popularity of hunting Thebun Lions tracks perfectly with increasing hostility towards the Aslan Hierate).

Patron: Ftahkaiw of the Hierate
Required Skills: Gun Combat, Survival
Required Equipment: Spacecraft and weapons
Reward: Cr50000
Mission: Ftahkaiw is a minor Aslan noble; his second-son Ftahteas set off as an *ihatei* some months ago, but vanished. Ftahteas' ship was found crashed on Thebus. The father fears that his son was stranded on the planet, and is either lost in the wilderness or, worse, hunted like an animal by humans who cannot tell the difference between a sophont and a mutant beast. The Travellers must break into the hunting grounds and find Ftahteas before his head ends up mounted on the wall of some safari ship.

THEEV

Most believe Theev to be a myth. The fabled thieves' port, the pirate's refuge where lawlessness is king and the Imperium's police cutters and patrols cannot reach – some tales place it in District 268, others in the middle of the Great Reft, others in Vargr space. In truth, Theev is quite real, and just as lawless and dangerous as the stories claim.

The planet is an unremarkable dustball, similar to Mars on a good day. The main city, Blacksand City, is built on top of a series of plateaus linked by sealed walkways. Ships land out of sight in the chasms between the plateaus; bars and other entertainments are built into the sides of these chasms. Anything and everything is for sale in Theev – the city's main business is supplying raiders with weaponry and fencing stolen goods, especially cargoes stolen from traders heading for the Aslan Hierate. Theev's shipyards are infamous, producing advanced models of corsair and equipping pirate vessels with cutting-edge military-grade weapons.

The city is lawless, but the pirate lords who rule it punish those who use excessive violence. Stab some fool in a bar, and the body can be dumped down the chasm and forgotten about, but bring anything heavier than a laser pistol to a fight, and you will be down that chasm with your throat cut faster than you can say 'my, the pirate lords of Blacksand City certainly have efficient assassins working for them'.

Theev's survival is a mystery – how can a world run by criminals survive and even prosper to such a degree. Theev has cutting-edge technology beyond even that available on most Imperial worlds, and can produce TL15 ships, weapons and equipment in its factories. Many suspect that some other great power, possibly the Zhodani Consulate, is behind the Lords of Blacksand.

In fact, the secret power behind Theev is not the Consulate – it is something closer to home. Blacksand City is funded by GeDeCo…

Patron: Varuk Nirgal
Required Skills: Investigate, Stealth
Required Equipment: None
Reward: Cr10000 per Traveller
Mission: Nirgal is a weapons merchant and information broker based in Blacksand City. Rumour has it that he is actually one of the secretive Lords of the City, but the old man just smiles at such allegations. He looks like a kindly grandfather with twinkling eyes, and his office is staffed by pretty young girls he refers to as his nieces. He is a valuable source of information about potential heists and jobs throughout the Trojan Reach.

A magistrate on Dolberg ordered a collection of Aslan artefacts from a trader on Salif. Nirgal knows the goods are being transferred at Vume to another ship, and then being carried on to Dolberg. Nirgal wants the Travellers to plant a high-tech spying device on one of the artefacts. They can accomplish this however they wish – ambushing the ship, bluffing their way into the brokerage on Vume, travelling to Dolberg and planting the bug on the cargo in the spaceport, or even breaking into the Dolberg House of Justice.

VUME

Vume Station is a huge modular habitat, built by an unknown alien civilisation many thousands of years ago. Only a tiny fraction of the structure is inhabited by human scavengers and scrap merchants. The station was originally discovered and exploited by Travellers from the Imperium, but they succumbed to a bacterial infection and many went insane. Today, the station is divided between four different factions, each of whom has a different strain of the alien sickness. Each strain has different effects on human thought processes, so the four factions are biologically incapable of understanding each other – or uninfected outsiders.

Patron: Thancia Polker
Required Skills: Gun Combat, Recon, Vacc Suit
Required Equipment: Firearms, Vacc Suits
Reward: MCr1+
Mission: Polker is a part of a convoy of Imperial noble tourists en route from Tobia to the hunting resort on Thebus. One of the ships in the convoy suffered an engine failure and was forced to dock with the Vume orbital. As the warning buoys inform anyone who enters the system, the giant space station is home to mind-altering bacteria, and the residents of the station are insane by human standards. One strain of resident has captured the crew of the crashed safari ship. Polker needs some armed heroes to land on the orbital and rescue the noble and his entourage before they too become infected with the bacteria.

Deep Space Fuel Dump

It is rumoured that the pirates of Theev maintain an automated fuel dump roughly a parsec into deep space. This allows them to provide a 'jump bridge' to their allies, permitting shorter ranged ships access to the Salif and Noricum systems.

If the presence of this fuel dump is, in fact, true, it is likely to be expensive to refuel there, with only refined fuel being available at perhaps as much as Cr1000 per ton. However, for a jump-2 ship looking to travel from Theev to Salif or Noricum (or back again), there are few other choices.

TRAVELLER

CORE RULEBOOK

This is Free Trader Beowulf, calling anyone...
Mayday, Mayday...We are under attack...
Main drive is gone...Turret number one not responding...
Mayday...Losing cabin pressure fast calling anyone...
Please help...This is Free Trader Beowulf...

...mayday...

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