

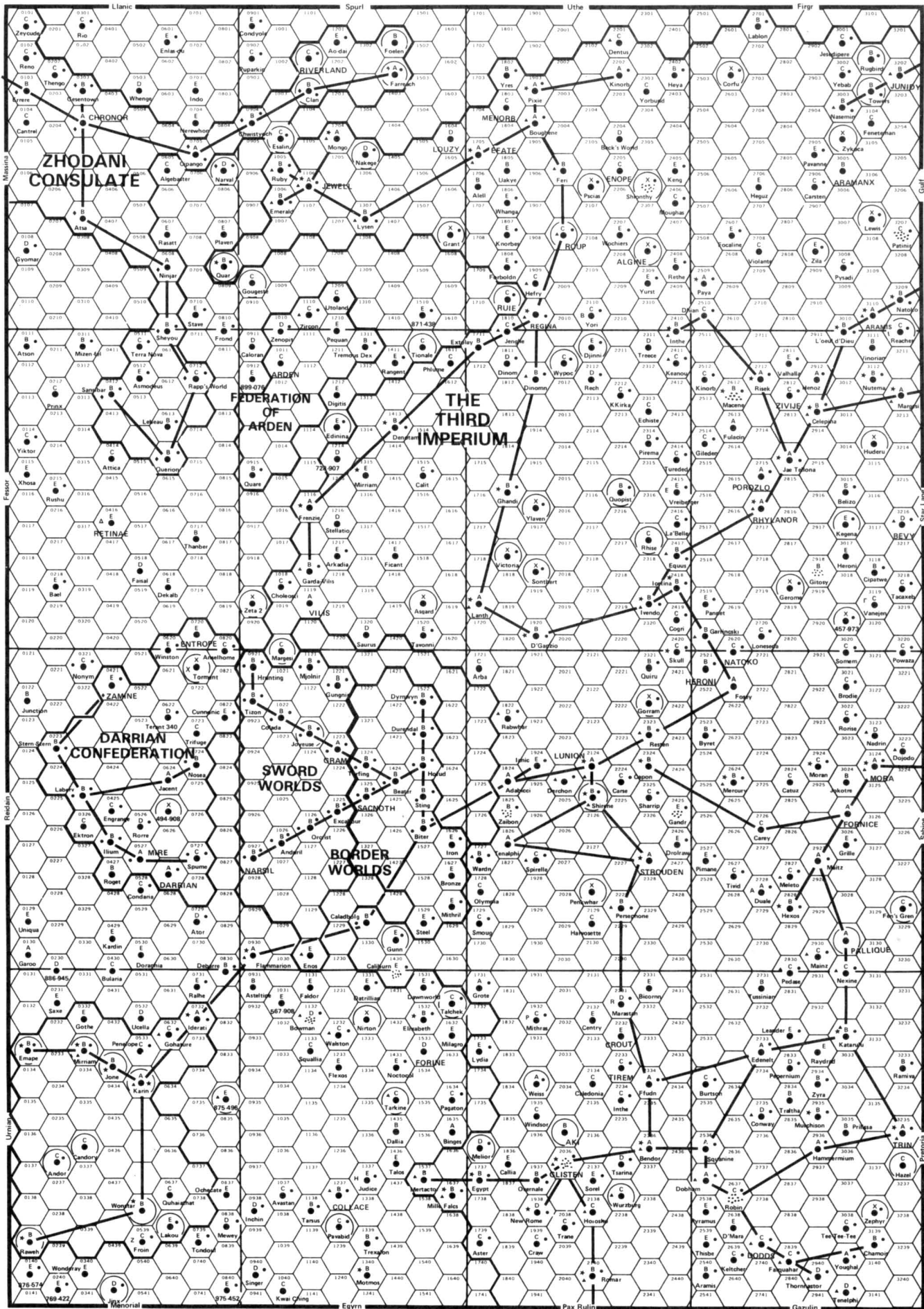
MEGATRAVELLER™

PLAYER'S MANUAL

Marc W.
Miller

Science-
Fiction
Adventure
in the
Shattered
Imperium

GDW

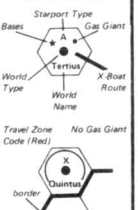


A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

SUBSECTORS
WITHIN A SECTOR

A	Chronon
B	Jewell
C	Regina
D	Aramis
E	Quorion
F	Villis
G	Lanth
H	Rhyllanor
I	Darrian
J	Sword Worlds
K	Lunior
L	Mora
M	Five Sisters
N	District 268
O	Glisten
P	Trin's Veil

MAP LEGEND



WORLD CHARACTERISTICS

- No Water Present
 - Water Present
 - Asteroid Belt
- BASES**
- ★ Imperial Naval Base
 - ★ Imperial Scout Base
 - ★ Zhodani Base
 - ★ Independent Base
 - ★ Research Station
 - ★ Scout Way Station
 - ★ Imperial Prison
 - ★ Exile Camp
- TRAVEL ZONES**
- Amber Zone
 - Red Zone
- POPULATION**
- Secundus under one billion
 - PRIMUS over one billion
- World names in red are subsector capitals.

The Spinward Marches

A Detailed Stellar Sector Located on the Fringes of the Imperium

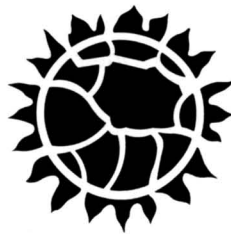
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Marc W. Miller

MEGATRAVELLER™

P L A Y E R S ' M A N U A L

Science-Fiction Role-Playing
in the Shattered Imperium



Edited by Joe D. Fugate, Sr. and Gary L. Thomas

G A M E D E S I G N E R S ' W O R K S H O P

MegaTraveller is the current edition of the rules for the **Traveller** science-fiction role-playing system. **MegaTraveller** incorporates rules changes, revisions and additions which have been made over the years in order to maintain it as a leading state-of-the-art rules system.

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MegaTraveller

Players' Manual

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The time is the distant future. Humanity has made the leap to the stars; interstellar travel is not only possible, but commonplace.

The ruling interstellar power is the Imperium, a large, human-dominated empire more than a thousand years old, encompassing 11,000 worlds in a region over 2,000 light-years across.

But while the Imperium's thousand-year reign has created an illusion of strength and lasting power, continued expansion and internal pressure have combined to strain the Imperium's ability to govern to the limit. The cohesive thread that has held the vast Imperium together has always been the person of the emperor, the one individual to whom all Imperial citizens ultimately owe their loyalty.

Now the emperor is dead at the hand of an assassin, leaving no immediate heirs and no clear successors. The Emperor's nephew claims the throne; so does his cousin. Even his assassin, citing an obsolete and obscure precedent, claims the throne. No one knows whom to follow; someone is following each of the claimants. Several border regions have lost their faith in the Imperium's ability to protect them and have declared their independence. A few neighboring interstellar powers, learning of the Imperium's internal chaos, have begun to advance into unprotected frontier provinces.

The Imperium has been shattered...

MEGATRAVELLER

It is against this background of star-spanning rebellion and emerging splinter empires that **Traveller** is set. Its role-playing game rules provide an entire universe to be explored. Players can assume any role and undertake any mission in the universe of the future.

Traveller postulates that mankind has conquered the stars and that travel from one stellar system to another is commonplace. However, the tremendous distances involved dictate that interstellar voyages can take weeks, months, sometimes years.

In some respects, the situation is similar to Earth in the 18th century. Communication is limited by the speed of travel, setting the stage for adventure in a grand fashion with all the trappings of classic science fiction: star-spanning empires, huge starfleets, wily interstellar merchants (and equally wily interstellar pirates), complex diplomatic maneuvers, and larger-than-life heroes, heroines, and villains.

Traveller is the name of the overall game. **MegaTraveller** is the name of this rules set, and is used to differentiate it from the 10 years of development and earlier editions that preceded it.

TRAVELLER IS A ROLE-PLAYING GAME

Each *player* in **Traveller** creates and manipulates a *character*, an alterego in the universe of the future. The character interacts with the *referee*, a game manager who administers the action of the game and in many cases actually creates the events that make up an *adventure*.

The attributes of the player's alternate persona are numbers generated by rolling dice, and these characteristics aid the referee in determining how successful the character may be in achieving whatever goal he or she strives for. **Traveller** is open-ended, which means that there are no set conditions for winning. Each player sets his or her own goal and has a lifetime (in game terms) to achieve it. **Traveller** can continue for as long as the referee and the players desire. **Traveller**, like the universe, has no limits.

ADVENTURES

Traveller is a set of detailed rules covering how the universe operates. These rules govern day-to-day activities to be expected for any individual. Against this background of basic information, players can work, earn money, travel to distant worlds, and lead exciting lives of daring and adventure.

But **Traveller** provides much more. The characters have an opportunity to undertake genuine adventures as they search for their own self-appointed goals. Some adventures result from day-to-day activity; others occur as players play prewritten scenarios.

Many **Traveller** adventures come straight from the referee's own imagination. Each new world presents the referee with an opportunity to present a new situation to the players, who must cope with the situation if they are to progress in their own life of adventure.

GETTING YOUR FEET WET

The basic rules of **Traveller** deal with the major aspects of the way the universe works. The technological levels of the various cultures players will contact in the course of play can be set at any level desired from the primeval past (tech code Pre-Industrial) through present day Earth (about tech code Indust) to the barely conceivable wonders of the distant future.

This book, the *Players' Manual*, covers the player-related aspects of **Traveller**. Another volume, the *Referee's Manual*, covers the referee's duties of creating and administering an adventure (world generation, vehicle design, starship combat, encounter resolution). Yet a third volume, the *Imperial Encyclopedia*, provides background information, lists of equipment and vehicles, historical essays, checklists, and diagrams.

Generating Characters: A character can come from any walk of life; he or she may select any of 18 different careers (Army, Barbarians, Belters, Bureaucrats, Diplomats, Doctors, Flyers, Hunters, Law Enforcers, Navy, Nobles, Marines, Merchants, Pirates, Rogues, Sailors, Scientists, or Scouts) and gain skills and experience in that field. A band of adventurers consists of characters who have themselves selected careers and now bring to the band the skills they have learned. Some may be young and relatively inexperienced, but there will also be characters with varied levels of achievement and varied backgrounds.

Tasks: Tasks are the building blocks of the player's adventures. As they adventure, at crucial points the characters must perform tasks relevant to the goals of the moment. **Traveller** provides a simple but comprehensive system for resolving tasks, allowing the players to bring their character's hard-earned skills to bear on any problem, big or small, and attempt to solve it.

Not only does the task system clearly quantify the task difficulty and the useful skills that apply, it also heightens the players' awareness of the potential dangers (hazardous tasks, uncertain tasks, and so on) and of the possibility of mishaps on tasks that fail. The players must carefully weigh both the risks and rewards of their characters' actions. Such struggles form the very heart of adventuring.

Combat: Naturally, not everyone (or everything) the players meet will be friendly, and it will occasionally be necessary for characters to "fight fire with fire."

Traveller's basic combat rules allow quick and easy resolution of confrontations between small groups of characters. **Traveller's** advanced combat rules allow resolving fights ranging from simple bare-knuckles fisticuffs to engagements between entire armies, and virtually everything in between. Every conceivable type of weapon is covered: from broken bottles to starship meson weapons.

REQUIRED MATERIALS

The *Players' Manual* contains all the rules necessary to be a **Traveller** player.

The *Referee's Manual* provides additional rules needed for the **Traveller** referee. An independent, non-involved referee allows a degree of flexibility and continuity not possible when the players themselves control the game. As such, a referee inserts a measure of uncertainty into the minds of the players as they play. Finally, a referee deals with situations that the rules may not cover; after all, no set of rules can totally define the universe and how every aspect of it works.

Traveller is a conversational game and as such has no board or playing surface, but it does require certain materials in order to play. You will need two or more six-sided dice per player, writing instruments (pencils, pens, colored markers, and so on), and paper (scratch paper for lists and computations, graph paper for diagrams, and other types such as index cards or tracing paper). The most important requirement, however, is imagination. You provide that. With imagination **Traveller** becomes a vehicle to carry you to the limits of the universe.

DIE ROLLING CONVENTIONS

Routinely in the course of **Traveller**, players and referees roll dice to determine a random result or unpredictable course of action. These dice throws may be made by players for their characters or by the referee to simulate the effects of nature, of non-players, or of unseen forces. Rolls by the referee may be kept secret or partially concealed, depending on their effects. In situations where the players would not actually know the results of the roll or would not know the exact roll made, the referee will make the roll in secret.

Generally a throw involves two dice; exceptions requiring one die or three or more dice are clearly stated. The number of dice is either stated directly (one die, four dice) or

BASIC DEFINITIONS

Traveller uses certain words and abbreviations in a unique manner. In order to be able to properly understand the **Traveller** rules, players should acquire some familiarity with these words and abbreviations. The following is a listing of words, phrases, and abbreviations commonly used in **Traveller**:

Character. The fictional role played in **Traveller**. The character is distinct from the *player*, who is the person playing the game. Player characters are manipulated by the players; nonplayer characters are manipulated by the referee.

Characteristic. One of several abilities which a character has. Three of these are *physical* characteristics: Strength, Dexterity, and Endurance; three other possible characteristics are *mental* characteristics: Intelligence, Education, and Social Standing. Characteristics are always capitalized.

Credit (Cr). The monetary unit that is often referred to in **Traveller**. A hand calculator costs Cr10. For very large amounts of money, the megacredit (abbreviated MCr) represents a total of one million credits. A ship's boat costs MCr16.

Die (plural is Dice). Technically, a random number generator; actually the familiar six-sided die used in many games. In order to make events unpredictable by the players, events are often given probabilities of occurring. Dice are used to generate random numbers that represent these probabilities.

Die Roll (also Die Throw). The actual use of dice to create a random number.

Die Modifier (DM). A number that is added to or subtracted from the die roll to obtain a modified result. DMs represent efforts to change probabilities in favor of or against some result. For example, a situation may allow a DM +2 if the character has Intelligence of 10 or more. After throwing two dice and rolling 7, the player with Intelligence 10 or more is allowed to increase the roll by +2 to 9.

Encounter. The meeting of one or more characters, and one or more persons, things, or events. Encounters may or may not result in significant interaction with player characters. An encounter with a clerk in a store is not likely to be of great importance, and it may not even be mentioned to the players. On the other hand, an encounter with a band of cutthroats late at night or with a pack of wild animals could permanently affect the characters, and is dealt with in detail. A large part of a referee's job is the administration of encounters.

Jump. A trip from one point in space to another using jump drives, travelling at greater than the speed of light. A jump is made by leaving the universe of the game and travelling through a different plane of existence (called jump space in **Traveller**, but often called hyperspace in science-fiction literature).

Nonstarship. A spaceship without a jump drive, which is incapable of interstellar travel on its own. Nonstarships may be small craft (less than 100 tons) or larger transport vessels (often called spaceships).

Patron. A non-player character used by the referee to create an encounter for player characters. Patrons are usual-

ly used to motivate players to move in a direction more fully in tune with the wishes of the referee. The referee can also use patrons to provide income or diversion for player characters.

Player. A person who is playing **Traveller**. The **Traveller** player is the physical person playing the game and should not be confused with the character who is manipulated by the player.

Referee. An individual who creates and administers the hypothetical universe and adjudicates conflicts between the players' characters and other inhabitants or forces within the universe.

Skill. An ability to perform a set action such as navigating a starship, shooting a rifle, or programming a computer. Skills are attained in levels (Navigation-1, Computer-2, etc.); the higher the level of a skill, the more expertise a character has in that area. Many different individual skills are available to characters. Skills are always capitalized; when an individual's skill level is shown, it is a number hyphenated after the skill name (Rifle-1, for example).

Small Craft: Any spacecraft under 100 tons. Typical small craft types include launch, pinnace, cutter, ship's boat, fighter, and shuttle. Small craft are restricted to a star system and cannot perform jumps.

Starport. A facility that exists for the service of interstellar and interplanetary vessels of all sorts. A starport is also used for embarkation and disembarkation of passengers and cargo.

Starship. Any spacecraft which is capable of interstellar flight is known as a starship. Starships may be commercial, private, or military. Any starship must be a minimum of 100 tons.

System. A star and its associated companion stars (if any), orbiting planets, and their associated satellites. One world of the system is designated the system's *mainworld* and identifies the system.

Task. A specific objective the players wish to accomplish during the course of an adventure. The referee listens to the player's request and defines a task for it. For example, the players may want their characters to cross a hazardous vacuum plain on foot in vacc suits. The referee must decide the difficulty (Simple, Routine, Difficult, or Formidable), the requisite skills and characteristics (such as Vacc Suit or Endurance), the average time duration (1 day, 1 week, or whatever), and any special risks that apply (hazards, uncertain outcomes, and so on). Die rolls, modified by the character's abilities, determine the actual outcome of the defined task.

World. Any inhabited astronomical body. A world could be a planet like Earth, a satellite of a planet, an airless planet with domed or underground cities, a hollowed-out planetoid, or an artificial construct such as a space station or L-5 type colony.

Universe. The totality of existence for the player characters, the mythos, the informational background created by a referee. In **Traveller**, "universe" refers to the game "reality" in which the characters controlled by the players interact with the various characters and forces controlled by the referee.

abbreviated to save space (1D, 4D).

The following terms and conventions for dice throws apply to the game.

Throw: That dice roll required to achieve a stated effect. If only a number is stated it must be rolled exactly. A number followed by a plus (such as 8+) indicates that that number or greater must be rolled. Similarly, a number followed by a minus (such as 6-) indicates that that number or less must be rolled. Throws can be identified because the sign *follows* the number.

If the throw is one requiring success to avoid something not wanted, the throw may be termed a "saving throw."

Die Modifier (DM): A number to be applied to a die roll before it is used. Die modifiers are preceded by a sign which indicates whether the number is to be added to or subtracted from the die roll. Thus +4 would be added to the die roll, while -2 would be subtracted.

Implied Values: Rules or situations may call for the generation of a random number within a specific range (perhaps 10 to 60). In this case, inspection of the highest number will give the number of dice to be rolled and the multiplier to be applied. For instance, if the rules call for 10 to 60 animals to appear the referee can easily see that one die is to be rolled and the result multiplied by 10.

THE ADVENTURING SESSION

Playing **Traveller** is fun. For maximum enjoyment, sessions should be conducted in some relatively quiet, comfortable place where there is room for the referee to consult his or her materials out of the direct vision of the players, but close enough for conversation.

Beginning: During the first adventuring session, take a moment to determine a little background data. Why is your character here, and why is he or she with this group? Working out this background data helps you get into your role.

A close examination of the various characters in the group can often help with this. Are several of the characters former navy personnel? Obviously they met in the service and became friends, deciding to seek their fortunes after they were all discharged on the same planet. Perhaps the characters are distantly related, have mutual friends, or are old school chums. A little imagination can come up with a reason why these people want to try a group effort and will give some clues to your character's later behavior.

When the background is sketched in, the referee will answer some questions about the basic situation.

Where are you and how did you get here? Are you actively looking for work, or were you sought out? Is there a patron involved? What are you supposed to do? What will your payment be if you are successful? What do you need to find out to carry out the job? What equipment is available? And so on.

Go ahead and talk the job offer over with the other players and decide your actions. One player should be chosen to speak for the group as a whole.

The referee tells you what information you have discovered, how much time was used up, and any other relevant details (like the fact that someone is following you as you leave the library).

Game Time: The passage of game time is of great importance. Your actions must be measured against those of the

rest of the universe. The ratio of real time to game time is left up to the referee. Obviously it must be a flexible ratio depending on circumstances.

You should be aware that some situations which take almost no game time can take a great deal of real time. For instance if you want to know certain details of a door you are about to go through, you might ask, "How big is it?" On being told, you might ask, "Is it shut or open? Can I see anything through it or is the area beyond it dark?" All of this information could be gained in a few seconds of observation if you were actually present; it is the artificial nature of the game that makes it take so long.

In addition, the passage of time costs you money. You must eat and have lodging (covered by simple rules on upkeep). If you suffer aging effects, you may require medical care. Starships, vehicles, robots, and items of equipment must all be maintained at regular intervals, or they will soon begin to deteriorate.

Outside Influences: The actions of other forces in the universe should not be neglected. You might run afoul of the law while completing a job or might anger some local criminal organization. If the referee decides that something of this nature has happened, he or she will decide what action (if any) the offended party (or parties) will take, how long that action will take to put into motion, and what effect the action will have on you and the group.

As the session continues, you will often engage in discussions of varying lengths. Try to keep these conversations on track (don't let them stray to outside events such as a replay of last night's football game or a blow-by-blow of a similar situation in another game). As the discussion takes place, be mindful of what is really happening and how long it takes in game terms.

If you begin a loud argument in the middle of a restaurant, for instance, the owner may interrupt you and ask you to leave. If you are having an argument in the privacy of your own spaceship, you need only figure out how much game time the discussion takes.

The End of the Session: For shorter adventures (called *scenarios*), an adventuring session should end when the characters manage to reach the goal of the adventure. For long adventures (called *campaigns*) that take several sessions to complete, a particular session should end at a convenient stopping place.

In any case, the session should be ended before the players or referee are exhausted (four to six hours is a fair limit). Sometimes, it may not be possible to resolve a particular scenario in only one session. When a stopping point is reached (usually some temporary lull in the action), players should make written notes of the current situation. The action can then be picked up where it stopped during the next session even if considerable time passes before the players can get together again.

Avoid obnoxious or obstreperous behavior. If you insist on being a disruptive player, do not be surprised if you are ejected from the group. Losing one's temper is no fun for anybody involved. As time passes, everyone will become accustomed to each others' styles and desires. Adventuring sessions will become smoother, and the pleasure received from an evening's adventure will increase for all involved.

RESOLVING TASKS

The Universal Task Profile (UTP) provides you with a simple (but still comprehensive) method of codifying tasks. So how does the UTP system work?

A UTP answers these questions about a task:

- How hard is the task?
- What skills and characteristics are crucial to this task?
- How long does this task typically take?
- Does this task involve any special risks?

The UTP provides a list of answers to these questions. A task uses the predefined answers in response to questions.

The predefined answers are specified in real-world terms. Even if you don't know the task system, you can quickly understand a task defined by a Universal Task Profile.

WHAT DOES A UTP LOOK LIKE?

The UTP always follows the same format. For example:

To locate the source of the strange hum:

Routine, Recon, Int, 1 min (hazardous, unskilled OK).

Referee: Any **Major** or **Destroyed** mishaps automatically become **Minor** mishaps.

The UTP is always separated from the surrounding text by a blank line both above and below.

HOW HARD IS THE TASK?

When setting the difficulty, select from four difficulty levels:

Simple: Success is highly likely. Roll 3+ on 2D to succeed.

Routine: Success is likely. Roll 7+ on 2D to succeed.

Difficult: Success is unlikely. Roll 11+ on 2D to succeed.

Formidable: Success is rare. Roll 15+ on 2D to succeed; success is only possible with DMs.

Note that the 2D roll for each level is easy to remember because it is 4 more than the prior level. If a 2 is rolled, a *fumble* occurs and the task attempt fails no matter what.

WHAT IS CRUCIAL TO THE SUCCESS?

When crucial skills and characteristics are chosen as task modifiers (DMs), a task uses related skills (like Pilot and Ship's Boat), or one skill and one characteristic.

A skill level must be added directly as a DM on the task roll. Characteristics are *always* divided by 5 (drop fractions) when used in tasks. Never add characteristics directly.

HOW LONG DOES THIS TASK TAKE?

The time increment on a task profile is 10 percent of the typical task duration. A roll of 3 dice (whose average result is 10) determines how many increments the task takes. The increment is always *one-tenth* of the typical task duration.

If the duration of the task doesn't matter, the task is *Instant* and that's that. No time roll is made.

If the duration *always* takes the same time, the task is *Absolute*. No time roll is made.

The duration of an attempt equals the increment times 3D (after any DMs are applied). The minimum is 3 increments.

DOES THIS TASK INVOLVE ANY SPECIAL RISKS?

The standard task assumes a normal amount of risk. Other

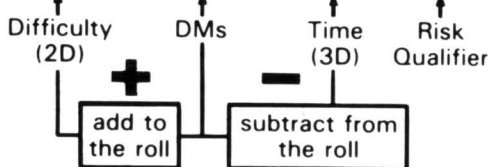
UNIVERSAL TASK PROFILE FORMAT

Task Phrase

To diagnose damage done to an air/raft:

Task Specification

Routine, Gravitics, Edu, 15min (uncertain)



levels of risk are possible:

Safe: With *safe* tasks if a mishap occurs, it is never damaging.

Hazardous: With *hazardous* tasks, there is a high likelihood of a serious mishap if the task fails.

Fateful: With *fateful* tasks, a mishap is guaranteed if the task fails. Don't confuse this with *hazardous*, which indicates the *severity of mishap*. "To avoid a mishap" situations are good examples of fateful tasks because if they fail, the mishap has not been avoided.

Uncertain: With *uncertain* tasks, the result of the attempt is largely opinion or cannot be confirmed. Those individuals associated with the task have some idea of how successful the task attempt was; however, they are not certain of the outcome.

Sensor readings, interchanges between characters (including any task which might require a reaction roll), psionics, computer programming, repairs, and research are all good candidates for uncertain tasks.

Unskilled OK: When a task states *unskilled OK*, the specified skills are useful, but not required. There is no penalty for not having the specified skills.

Confrontation: When two opposing sides are working at cross-purposes, the task becomes a *confrontation*.

HASTY OR CAUTIOUS TASKS

The standard task attempt assumes the character is taking a reasonable amount of care while performing the indicated task. The player can change this amount of care.

Hasty: When a player is in a hurry, he can specify that he would prefer a *hasty* task. The time required is shorter, but the task becomes harder. The task DMs are doubled before subtracting them from the time roll; the task difficulty increases one level.

Cautious: When it is more important to reduce danger than to finish quickly, a player can specify a *cautious* task.

A determination roll is required first. If successful, the task is cautious. If unsuccessful, the task is increased in difficulty one level.

In a cautious task, the time roll is doubled before subtracting DMs; the task difficulty decreases one level.

TASKS THAT FAIL

The details of handling failed tasks are the realm of the referee and thus are covered in the *Referee's Manual*.



Characters

Characters are the focus of **Traveller**; they are the alter egos of the players, and all activity centers on them. Each character is a person within the game and has abilities and characteristics which define his or her actions and reactions. The *character* is the **Traveller** personality; the *player* is the person engaged in playing the game. A *player character* is a character manipulated by a player.

A *non-player character* (NPC) is a character manipulated by the referee in order to allow interaction between the player characters and the universe. Once a player character is generated, he or she continues to live an exciting life of adventure in the **Traveller** universe. This life ends only with death or disability. Nonplayer characters appear and disappear as the referee needs them.

All characters begin the game the same way: untrained, inexperienced, and about 18 years of age. Each character is generated with a series of die rolls. He or she then embarks on an abstract career in order to gain skills and experience. Ultimately, the character retires or leaves that career, receives mustering out benefits, and is ready to begin adventuring.

A Note on Gender and Race: Nowhere in these rules is there a specific requirement established that any character (player or non-player) be of a specific gender or race. Any character is potentially of any race and of either sex.

INITIAL CHARACTER GENERATION

Characters are essentially described by six characteristics describing the physical and mental attributes of the individual. These characteristics are generated through a series of die rolls. Roll two six-sided dice for each of the following characteristics: Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. Record the results on paper.

Values for the six generated characteristics may range initially from 2 to 12 (with 7 the average value). As a result of various modifications, characteristic values may ultimately range from 1 to 15. For player characters the values of characteristics may not exceed 15; values do not go below 1 except for the results of calamitous injury or aging.

Obviously, it is possible for a player to generate a character with seemingly unsatisfactory values; nevertheless, each player should use the character as it is created. The Acquired Skills tables and experience procedures offer a genuine opportunity to enhance values, given only time and luck. Should a player truly consider the character so poor as to be beyond help, various options in the character improvement chapter of this guide are available to the player to improve characteristics.

The Universal Personality Profile (UPP): Characters in **Traveller** are defined using the Universal Personality Profile (the UPP), which expresses characteristics in a specific sequence using hexadecimal (base-16) numbers. In hexadecimal notation, 0 through 9 are represented by the common Arabic numerals; 10 through 15 are represented by the letters A through F. The highest single-digit number is 15 (F).

Characteristics are in the order rolled: Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. For example, a character who is average in all respects would have a UPP of 777777. If he were highly intelligent, his UPP would be 777B77 (the B indicates an intelligence of 11).

The UPP allows the referee (and players) to tell the characteristics of persons they encounter. Because the nota-

tion uses single digits or letters for each characteristic, numbers that are normally two digits cannot lead to confusion.

Naming: Once generated, the character should be named. There are several schools of thought on the nature of names. One school holds that the character should carry the name of the player; the referee can then refer to John or Marsha and everyone knows exactly who's who. This usage is convenient but tends to lose some of the flavor of the campaign.

Another school of thought calls for the use of pseudonyms or fanciful names (for example: James Doraan Anderson, or Timothy Fairweather; more extremely, Seeker or Starkiller). As with everything involved in **Traveller**, the actual choice depends only on the players and on their imaginations.

Titles: Social Standing for each character shows the relative position within society for an individual. Those with Social Standing B + (11 or greater) are considered to be noble, and may assume their family's hereditary title. Noble titles are commonly used, even if the individual is not engaged in local government. At the discretion of the referee, the noble may have some ancestral lands or fiefs on his or her homeworld.

Knights: A knight (Social Standing B) is entitled to the use of Sir (or Dame) before his (or her) name.

Baron: Social Standing C entitles the individual to the title Baron (or Baroness). Or the individual may use the prefix *von*, *haut*, or *hault* with his or her name to denote baronial nobility.

Marquis: Social standing D indicates a marquis (or marchioness).

Count: Social standing E indicates a count (or countess).

Duke: Social standing F indicates a duke (or duchess).

Although player characters cannot advance beyond Duke, noble ranks include Archduke (16 or G) and Emperor (17 or H).

The Noble Ranks table shows the range of noble titles and their corresponding social levels.

CHARACTERISTICS

Personal characteristics are defined as follows:

Strength indicates the character's ability to apply physical force with his muscles.

Dexterity measures physical coordination and an ability to perform detailed manipulation of objects.

Endurance measures physical stamina and an ability to continue to work over time.

Intelligence corresponds to native ability to manipulate knowledge, apply logic, and arrive at conclusions. It corresponds to IQ or "raw" intelligence.

Education indicates level of accumulated knowledge gained in formal and informal settings.

Social Standing notes the social class and level of society from which the character (and his or her family) comes.

Other Character Attributes: In the course of character generation the character will acquire age (in years and in four-year terms), rank, money, skills, and possessions.

Nonhuman Attributes: The six personal characteristics assume a human character. Intelligent nonhuman races may have different characteristics in place of (or in addition to) these human characteristics.

HOMEWORLD DESCRIPTION

Once the character's six basic characteristics have been generated, the next step is to create a brief description of the character's homeworld.

Terminology: A homeworld is the world which a character claims as his domicile or place to which he returns when possible. A birthworld is the world on which a character was born and probably raised. A baseworld is the world with which a character currently has connections or business ties. Homeworld and baseworld are generally the same, and are not necessarily a character's birthworld.

Determining Homeworld: A character can specify homeworld in several different ways: a specific homeworld can be selected and used; a homeworld can be generated using homeworld codes; a homeworld can be generated using world characteristics generated from the *Referee's Manual*.

Homeworlds can be created using the Homeworld Description Codes table. Codes are brief statements that describe conditions on the world; they provide less detail than the referee-created world characteristics, but they are easier to use and remember. Using the Homeworld Description Codes table, throw 2D for each of the codes: starport, size, atmosphere, hydrographics (an asteroid has no hydrographics), population, law level, and tech level. Die modifiers are called for when generating certain codes.

Homeworlds can be created using the referee's world generation system (in the *Referee's Manual*). The referee's system generates world characteristics: precise numbers which specifically define and differentiate the conditions on a world. For example, two worlds may both be coded as *Wet Worlds* (with oceans on 24 to 94 percent of the world): one might have a world hydrographic characteristic of 3 (and have oceans over 30 percent of its surface), while the other might have a hydrographic characteristic of 8 (and oceans covering 80 percent of its surface). The World Profile Code Equivalents table shows the code equivalents for translating the worlds generated under the referee's system into world codes.

The best way to create a homeworld is to select an estab-

lished world and use its description. The character is provided with a background for a world which has a relationship with the history of the universe. There is the possibility of acquaintances on the world, as well as potential for adventures within the established society of the already-created universe.

SOME TYPICAL HOMEWORLDS

Regina (Spinward Marches): A strategic world on the frontier of the Imperium.

Starport A, Medium Size, Dense Atmosphere, Wet World, Moderate Pop, Hi Law, Average Stellar

Glisten (Spinward Marches): An industrial asteroid belt.

Starport A, Asteroid, Vacuum World, Hi Pop, Mod Law, Hi Stellar

Capital (Core): The capital of the Imperium, home of the Emperor, and center of all Imperial government.

Starport A, Medium Size, Dense Atmosphere, Wet World, Hi Pop, Hi Law, Hi Stellar

Terra (Solomani Rim): The original human homeworld, ruled by a succession of governments over the past 4000 years.

Starport A, Large Size, Standard Atmosphere, Wet World, Hi Pop, Hi Law, Hi Stellar

Deneb (Deneb Sector): An important industrial world.

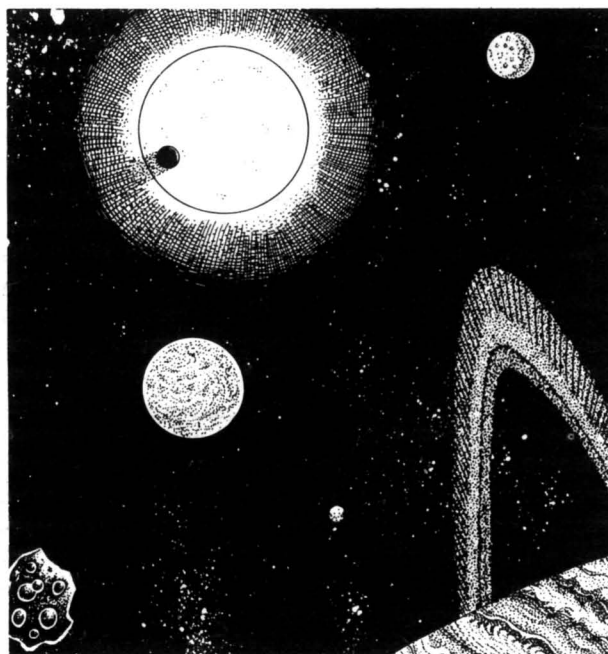
Starport B, Medium Size, Dense Atmosphere, Wet World, Hi Pop, Mod Law, Avg Stellar

Nasemin (Spinward Marches): A backwater world in the border of the Imperium.

Starport B, Large Size, Dense Atmosphere, Water World, Mod Pop, Low Law, Avg Stellar

Vland (Vland Sector): The ancient capital of the First Imperium, a predecessor to the current Imperium.

Starport A, Medium Size, Dense Atmosphere, Wet World, Hi Pop, Hi Law, Hi Stellar



CAREER TYPES

Traveller has 18 general career types that exist in the human societies within the galaxy. For players who are adventuring within the general human-dominated space that serves as a background for Traveller, these services are commonplace and ordinary. The services shown are also sufficiently general to allow their use in virtually all Traveller situations.

Each service lists its homeworld restrictions; when a world characteristic code is shown with a plus, that level or higher must be present. For example, if the restriction is Pre-Stellar+, the world must be at least Pre-Stellar in tech code.

The character's homeworld must fit the restrictions for the career, or the character cannot attempt to enlist in the career.

The careers are:

Army: A member of the planetary armed fighting forces. Soldiers deal with world surface actions, battles, and campaigns. They may also serve as mercenaries for hire. Army characters must come from a world with a tech code of Pre-Stellar+.

Barbarian: A rugged individual from a primitive world. Barbarians are accustomed to hardship and are well versed in wilderness and survival situations. Barbarians must come from a world with a tech code of Pre-Ind.

Belter: An individual who prospects and mines asteroid belts in search of mineral deposits, artifacts, or salvageable materials. Being a belter is a difficult and often dangerous career, calling for individuals who are highly self-reliant, competent, and determined. Belters must come from a world with a tech code of Early Stellar+.

Bureaucrat: An individual in a government or organization in a management or executive capacity. Bureaucrats are often well-versed in the administrative and economic aspects of commerce. Bureaucrats must come from a world with a population of Mod Pop+ and a law code of Low Law+.

Diplomat: A member of the foreign service of a government. Diplomats may gain valuable interpersonal abilities and academic knowledge during their careers. Diplomats must come from a world with a tech code of Indust+ and a law code of Low Law+.

Doctor: A trained individual conducting a medical practice. Doctors know and understand well the art and science of medical diagnosis and treatment. Doctors must come from a world with a tech code of Indust+.

Flyer: A member of the Close Orbit and Airspace Control Command (the Air Force) of a world. Flyers patrol the world from the air and from orbit, monitor traffic to and from the world, and protect the world from hostile spacecraft. Flyers must come from a world with a tech code of Indust+, a population of Mod Pop+, and an atmosphere of Thin+.

Hunter: An individual who tracks and hunts animals for sport or profit. Hunters often become quite knowledgeable about the less urban aspects of visiting alien worlds. Hunters can come from any world with an atmosphere of Thin+.

Law Enforcer: A member of the law enforcement branch of a world's government. Law enforcers typically have good investigative skills. Law enforcers tend to be familiar with the unsavory aspects of society. Law enforcers must come from a world with a tech code of Indust+.

Marines: 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 other ground forces. Marines must come from a world with a tech code of Pre-Stellar+.

Merchant: An individual engaged in commercial enterprises. Merchants may crew the ships of the large trading corporations, or they may work for the independent free traders which carry chance cargos and passengers between worlds. Merchants can engage in every activity from plodding, conventional commerce, through quasi-legal actions, to outright violations of the law such as smuggling. Merchants must come from a world with a tech code of Early Stellar+.

Navy: This term refers to members of the interstellar space navy, which has taken on the duty of performing patrols of the space between the stars. The navy has the responsibility for the protection of all of society from the many lawless elements in the interstellar trade channels. The navy also serves to protect society from foreign powers. Navy characters must come from a world that has a tech code of Pre-Stellar+.

Noble: A noble can be described as an individual who is a member of the upper class in society. Nobles, for the most part, perform few consistent functions throughout their lives. Nobles most often have large amounts of ready money available for them to spend, or they may possess useful influence in high places. Nobles have no homeworld skill limitations.

Pirate: An individual crewmember of an interplanetary or interstellar vessel who makes a living attacking, hijacking, or plundering commerce. Pirates tend to be rugged individuals who depend heavily on their measure of cunning and skill, as well as a degree of luck to manage to net their livelihood. Pirates must come from a world with a tech code of Early Stellar+.

Rogue: A member of the criminal element, who is, as a matter of course, familiar with the rougher and more illegal methods of accomplishing tasks. Rogues tend to be good at circumventing the law, which, unfortunately, also makes them somewhat likely to be wanted criminals on one or more worlds. Rogues must come from a world with a tech code of Indust+.

Sailor: A member of the Nautical Force Command (the wet navy) of a world. Sailors patrol a world's hydrosphere, monitor traffic upon it, and protect those travelling the seaways from being preyed upon by lawless elements. Sailors must come from a world with a hydrographics of Wet+.

Scientist: An individual who has been trained in the technological or research sciences. Scientists conduct scientific investigations into materials, situations, and phenomena. Scientists must come from a world with a tech code of Pre-Stellar+.

Scout: A member of the exploratory service. Scouts spend a large portion of their time exploring new areas, and mapping and surveying known or newly discovered areas, as well as maintaining the communications ships which carry important information and messages between the many worlds of the galaxy. Scouts must come from a world with a tech code of Early Stellar+.

HOMEWORLD GENERATION

HOMEWORLD DESCRIPTION CODES							
Die	Star- port	Size	Atmos	Hydro	Population	Law Code	Tech Code
2	A	Asteroid	Vacuum	Desert World	Low Pop	No Law	Pre-Industrial
3	A	Small	Vacuum	Desert World	Low Pop	Low Law	Industrial
4	A	Small	Thin	Dry World	Mod Pop	Low Law	Industrial
5	A	Small	Thin	Dry World	Mod Pop	Mod Law	Pre-Stellar
6	A	Small	Standard	Wet World	Mod Pop	Mod Law	Pre-Stellar
7	B	Medium	Standard	Wet World	Mod Pop	Mod Law	Early Stellar
8	B	Medium	Standard	Wet World	High Pop	Mod Law	Early Stellar
9	B	Medium	Dense	Wet World	High Pop	Mod Law	Avg Stellar
10	C	Large	Dense	Wet World	High Pop	High Law	Avg Stellar
11	C	Large	Exotic	Wet World	High Pop	High Law	High Stellar
12	D-X	Large	Exotic	Water World	High Pop	Ext Law	High Stellar
on D-X:			DMs:	DMs:	DMs:	DMs:	DMs:
Roll 1D;			If Size =	If Size =	If Pop =	Starport A, +3	
1-3 = D			Asteroid, -9	Small, -2	Lo Pop, -1	Starport B, +2	
4-5 = E			Small, -2	Large, +2	Hi Pop, +1	Starport C, +1	
6 = X			Large, +2			Asteroid, +1	
						Water World, +1	
						Low Pop, +1	
						High Pop, +2	

Roll 2D on each column of the table to determine the homeworld description. The exact **Traveller** world characteristic for each code is on the table below.

WORLD PROFILE CODE EQUIVALENTS						
Value	Size	Atmos	Hydro	Pop	Law Code	Tech Code
0	Asteroid	Vacuum	Desert World	Low Pop	No Law	Pre-Industrial
1	Small	Vacuum	Desert World	Low Pop	Low Law	Industrial
2	Small	Thin	Dry World	Mod Pop	Low Law	Industrial
3	Small	Thin	Dry World	Mod Pop	Mod Law	Pre-Stellar
4	Small	Standard	Wet World	Mod Pop	Mod Law	Pre-Stellar
5	Medium	Standard	Wet World	Mod Pop	Mod Law	Early Stellar
6	Medium	Standard	Wet World	High Pop	Mod Law	Early Stellar
7	Medium	Dense	Wet World	High Pop	Mod Law	Avg Stellar
8	Large	Dense	Wet World	High Pop	High Law	Avg Stellar
9	Large	Exotic	Wet World	High Pop	High Law	High Stellar
10	Large	Exotic	Water World	High Pop	Ext Law	High Stellar
11		Exotic			Ext Law	Hi Stellar
12		Exotic			Ext Law	Hi Stellar
13		Exotic			Ext Law	Hi Stellar
14		Exotic			Ext Law	Hi Stellar
15		Exotic			Ext Law	Hi Stellar

Consult the *Referee's Manual* and world generation for more on the world profile codes. This table reflects where travelling characters are likely to be from. They are likely to be from a moderate to high population world with a good starport, and a technology level of early stellar or higher.

DEFAULT SKILLS

Navy, Marines, Flyers, Scouts, Merchants, or Pirates: Vacc Suit-0.

All Characters Except Barbarians: Gun Combat-0.

Early Stellar+: Computer-0.

Average Stellar+: Grav Vehicle-0.

Industrial, Pre-Stellar, or Early Stellar: Wheeled Vehicle-0.

WORLD TECH CODES

Pre-Industrial: From the stone age to just prior to internal-combustion engines.

Industrial: Internal combustion engines, mass production, nuclear power, and miniaturized electronics.

Pre-Stellar: Personal super-computers, interplanetary travel, and early anti-gravity.

Early Stellar: Fusion power, interstellar jump drive, and anti-grav vehicles.

Avg Stellar: Sophisticated robots, large jump-capable starships, holocrystal data storage, personal anti-grav belts, and extensive terraforming.

Hi Stellar: Man-portable fusion power plants, anti-grav suspended cities, huge jump-capable starships, convincing pseudo-human robots, and age-retarding medicine (anagathics) commonplace.

STARPORT CODES

A: Excellent quality installation.

B: Good quality installation.

C: Routine quality installation.

D: Poor quality installation.

E: Frontier installation.

X: No starport.

WORLD SIZE CODES

Asteroid: Dia below 200 km.

Small: Dia 200-7199 km.

Medium: Dia 7200-11,999 km.

Large: Dia 12,000-16,800 km.

ATMOSPHERE CODES

Vacuum: Very little (if any) atmosphere (pressure below 0.43)

Thin: Thin nitrogen-oxygen atmosphere (pressure 0.43-0.7)

Standard: Standard nitrogen-oxygen (pressure 0.71-1.49)

Dense: Dense nitrogen-oxygen (pressure 1.5-2.5)

Exotic: Unusual, dangerous.

HYDROSPHERE CODES

Hydrosphere is water unless atmosphere is exotic.

Desert World: Water covers under 5 percent of the surface.

Dry World: Water covers 5-24 percent of the surface.

Wet World: Water covers 25-94 percent of the surface.

Water World: Water covers 95-100 percent of the surface.

WORLD POPULATION CODES

Lo Pop: Less than 10,000.

Mod Pop: 10,000 to 1 billion.

Hi Pop: 1 billion or more.

WORLD LAW LEVEL CODES

No Law: No prohibitions.

Lo Law: Machineguns, Autorifles, Energy Weapons, and Body Pistols prohibited. Legal weapons*: Battle Dress, Carbine, Laser Pistol, Laser Rifle, Pistol, Revolver, Rifle.

Mod Law: Firearms prohibited. Legal weapons*: Bayonet, Boomerang, Bow, Early Firearms, Halberd, Neural Pistol, Neural Rifle, Pike, Spear.

High Law: Weapons prohibited outside the home. Legal weapons*: Battle Axe, Blowgun, Bola, Broadsword, Crossbow, Cutlass, Foil, Sword.

Extreme Law: Weapons prohibited. Legal weapons: Blade, Cudgel, Dagger, Hand Axe, Sling.

*And ones from higher codes.

ACQUIRING SKILLS AND EXPERTISE

A newly generated character may attempt to enlist in any career allowed by his homeworld. The Prior Service table lists throws. Throwing those numbers or higher on two dice allows enlistment. Most careers allow die modifications if the character has one or two characteristics of a certain level or higher. If both are in the required level, the modification is cumulative.

For example, the Navy throw is 8+; DM +1 is allowed for Intelligence of 8 or more, and DM +2 for Education of 9 or more. If a character, Hylan Vincent, 8946A8 (Intelligence 6 and Education 10) wants to enlist in the Navy, he has a DM +2 (for Education). If he rolls a 3 on two dice and adds his DM +2, he gets 5, which is insufficient (he needs 8+). The Navy rejects him.

Only one enlistment attempt is permitted per character. If rejected for enlistment, he must submit to the draft.

The Draft: If an enlistment attempt fails, the character must submit to the draft. Each of the six military services (Navy, Army, Marines, Scouts, Flyers, and Sailors) has a draft number; the draftee rolls one die, entering the service with that number.

Note that it is possible for a character to be drafted into the very service which had just previously rejected an enlistment. It is also possible to be drafted into a service which an individual's homeworld restrictions would normally disallow.

A draftee is not eligible for a commission during his first term of service; he becomes eligible during the second and subsequent terms of service if he reenlists.

Terms of Service: Upon enlistment (or upon being drafted) a character embarks on a four-year term of service. This adds four years to the character's age. Each time he reenlists, it is for a four-year term of service. The Terms Table lists a character's beginning and ending age for each term of service.

TERMS TABLE

<i>Term</i>	<i>Starting Age</i>	<i>Half-term</i>	<i>Ending Age Full-term</i>
1	18	20	22
2	22	24	26
3	26	28	30
4	30	32	34
5	34	36	38
6	38	40	42
7	42	44	46
8	46	48	50
9	50	52	54
10	54	56	58
11	58	60	62
12	62	64	66
13	66	68	70
14	70	72	74
15	74	76	78
16	78	80	82
17	82	84	86
18	86	88	90
19	90	92	94
20	94	96	98
21	98	100	102

Default Skills: Certain characters automatically receive default skills of level 0. A level of 0 for a skill indicates that the individual can undertake ordinary activities but is not experienced enough to try dangerous activities or fancy actions. A skill level 0 is sufficient to prevent a task from increasing in difficulty because of lack of skill, although a skill level 0 provides no skill DM.

Default skills are conferred automatically as follows:

Characters enlisting in the Navy, Marines, Flyers, Scouts, Merchants, or Pirates automatically receive Vacc Suit-0.

All characters, except Barbarians, automatically receive Gun Combat-0 (Gun Combat is a cascade skill).

Characters from a world with a tech code of Early Stellar + automatically receive Computer-0.

Characters from a world with a tech code of Average Stellar + automatically receive Grav Vehicle-0; characters from a world with a tech code of Industrial to Early Stellar automatically receive Wheeled Vehicle-0.

Survival: Each career term involves some danger; during each term, a character must successfully throw the career's survival number or better to avoid injury in the line of duty. Each service also has DMs which may apply.

Failure to successfully achieve the survival throw forces the character to leave the service after having served only two years of the four-year term. The short term is not counted for mustering out benefits.

However, the character may still roll for special duty and take the indicated skill rolls if successful. The character may not roll for commission/position or promotion during the short term.

Optional Survival Rule: The referee or player may decide that failure of the survival throw results in death and that a new character must be generated.

Commissions/Positions and Promotions: Each service has a commission/position number; in order to be given a commission/position, the character must throw the stated number. DMs may apply to the throw. If the commission/position is achieved, the character receives rank 1 in the career. A character may attempt to acquire a commission/position once per term of service until successful, but a draftee may not attempt to acquire a commission in the first term of service.

In the same term of service that a commission is received and in each subsequent term of service, a character may attempt to be promoted. Each service has a promotion number and DMs affecting that promotion throw. If a promotion is achieved, the character advances to the next higher rank in the service. A character is eligible for one promotion per term of service. Commissions/positions or promotions are not available to Belters, Doctors, Hunters, Rogues, Scientists, or Scouts.

Special Duty: Each service has a special duty number. To be given special duty the character must throw the stated number. If special duty is achieved, the character gets an extra skill throw for the term.

Skills and Training: During each term of service, a character has the opportunity to acquire personal skills and expertise. Allowances are made for the character's acquisition of new skills based on service, special duty, commission/position, and promotion.

Skills are acquired by rolling on the Acquired Skills table once for each skill allowed, using one die. There are four tables, each containing different general types of skills. One of the tables is chosen before the die is rolled, and the single die roll determines the specific skill acquired.

Of the four Acquired Skill tables, the first three may be used by any character. The fourth is available only through advanced education and may be used only by characters who have an Education characteristic of 8+.

During the character's first term of service, he becomes eligible for two term skills; during each additional term of service, the character becomes eligible for one term skill. Upon receiving a commission/position, he becomes eligible for one additional skill. Upon being promoted, the character becomes eligible for one additional skill. If the character receives special duty, he becomes eligible for one additional skill.

If any throw (including DMs) for commission/position, promotion, or special duty is at least 4 or greater than the required throw, then two extra skills are received instead of one. For example, a character who joins the Navy, receives a commission, receives a promotion during the initial term of service, and receives a special duty roll of 9 or better becomes eligible for six skills in his first term. The same character, in the next term, is eligible for only one skill if he does not receive another promotion or any special duty.

Some skills are automatically acquired by characters (without using eligibility) by virtue of rank or service. The Rank and Service Skills table lists them. When characters achieve the indicated rank or service, they get the indicated skill.

Belters, Doctors, Hunters, Rogues, Scientists, and Scouts are an exception to the normal eligibilities. Because these careers have no rank or promotion (only special duty) such characters do not become eligible for promotion-related extra skills during their careers. Instead, Belters, Doctors, Hunters, Rogues, Scientists, and Scouts each receive two term skills for each term of service, including the first.

The Acquired Skills tables provide characteristic alterations (like +1 Strength) and skills acquisition results.

Characteristic Alterations: These are expressed as an addition to (or subtraction from) ability. Alterations usually affect Strength, Dexterity, or Endurance (but some services can affect other abilities). These alterations are applied immediately and require no further attention. An example is +1 Dexterity.

Characteristic alterations reflect physical (or other) training while in the service. A result of +1 Strength, for example, may mean the service has required calisthenics, improving strength.

Acquisition of Skills: Upon the first acquisition of a skill, the player writes the skill name, followed by a dash and the number 1 (thus: Navigation-1). The second time the skill is acquired, the number is increased to show greater expertise (thus, Navigation-2). Further acquisitions of the skill will increase this level. The higher the level, the greater the expertise in that skill.

SKILL TYPES

Skill types that can be acquired are: basic (like Navigation), cascade (like Gun Combat), and included (like Handgun).

Basic Skills: These are expressed as a general ability, such as Navigation or Engineering. No further choice is needed.

Cascade Skills: Cascade skills call for an immediate selec-

tion of a specific skill as a result. (Gun Combat is an example of a cascade skill.) The player should select from the skills available. Some cascade skill lists contain skills that are themselves cascade skills and call for further selection.

Included Skills: Some skills include other skills within them. No additional choice is required; the character is treated as having all the skills. Handgun is an example of an included skill.

Skill Limitations: No character can (at any time) have more skills (or combined total levels of skills) than the sum of Intelligence and Education. If the character has reached this limit, he may voluntarily reduce any current skill as needed to *make room* for a new skill or an increased skill level in an existing skill.

After making the skill rolls for the term, make sure a character's limits have not been exceeded. If they have, reduce any skill levels (at the player's discretion) to meet the restriction.

Homeworld Limitations: Certain skills are not available on the character's homeworld. Vehicle skills are limited by the character's homeworld tech code, and weapon skills are limited by the character's homeworld tech code and law code.

Law Enforcers, Pirates, and Rogues may select weapon skills one law code lower than their homeworld's law code.

A character may override the homeworld limitation and acquire a skill not normally available by rolling 2D for 7+. If that fails, he forfeits the skill attempt. For example, if a character from an Early Stellar tech code got Vehicle skill on a skill roll and wanted to try for Grav Belt skill (Avg Stellar), he must roll 2D. If the roll is less than 7, he loses his Vehicle skill roll.

Nobles are not subject to any homeworld skill limitations.

AGING

At the end of a term, add four years to a character's age.

When a character reaches age 34 (the end of the fourth term), aging begins to take its toll. The Aging table (page 47) must be consulted then and at each subsequent term's end. This table shows the characteristics affected (Strength, Dexterity, Endurance, and eventually Intelligence) and the throws necessary to avoid the effects of aging. Upon failing a specific saving throw, the indicated reduction is applied to the characteristic.

THE IMPERIAL CALENDAR

The Imperial calendar was established at the creation of the Third Imperium as a universal calendar reform. Imperial dates count from the year of the founding of the Imperium, the year "zero." Dates before zero are negative, after are positive. For example, Terra discovered the jump drive in -2431. The Imperium was founded in 0. The Emperor Strephon was assassinated in 1116.

The year is divided into 365 standard days, which are grouped into 52 weeks of seven days each. The lengths of days and weeks is a legacy of Terran domination during the Second Imperium. Days are numbered consecutively beginning with 1. The first day of the year is a holiday not part of any week. For example, the first day (Holiday) of the year 1116 is 001-1116. The emperor was assassinated on 132-1116. The last day of the year is 365-1116.

ANAGATHICS

Anagathics are longevity drugs. They help prolong life and prevent aging. Upon reaching age 30 at the end of the third term of service (but never before age 30), a character may try to locate a source of anagathics. If successful and if the supply can be maintained, the character will age ever so slowly. With luck, the character may reach an age of 100 or more before old age finally takes its toll.

If the character wants to use anagathics, he or she must so specify before making the survival roll for the term. In deciding to be an anagathics user for the term, the character must make the following concessions:

Apply an automatic DM of -1 to the survival roll. This is in addition to the regular +2 DM the character may receive (or + terms in the case of Belters). This DM represents the dangerous side-effects anagathics have on some users and the extra risks anagathics users often take to maintain a constant supply. If at any point the character decides to give up taking anagathics (and so specifies before rolling for survival), the survival roll reverts to normal. Society generally frowns on nobles who take anagathics, so when generating a noble character who wants to take anagathics, apply a DM of -2 to the survival roll, instead of -1.

For each term in which the character indicates his or her desire to use anagathics (whether a supply is found or not), his eligibility for the mustering out benefits roll is forfeited for that term. This represents some of the great expense involved in maintaining a steady supply of anagathics.

Once the character voices the desire to be a user of anagathics, the maximum number of rolls on the Cash table becomes two instead of the usual three rolls. This restriction is permanent even if the character later gives up taking anagathics. This represents the great financial burden associated with just trying to find a reliable supply of anagathics.

Finding Anagathics: To find an available supply of anagathics for the four-year term, roll 12+ on 2D, with the following DMs based on the character's homeworld: DM +3 if Starport A, DM +2 if Starport B, DM +1 if Starport C, DM +1 if tech code Early Stellar, DM +2 if tech code Average Stellar, DM +3 if tech code High Stellar.

If the character fails the anagathics availability roll, one retry is allowed if the character rerolls another survival roll first (needless to say, the character must succeed at the second survival roll, or be forced to muster out).

On a successful availability roll, the character automatically succeeds at the aging saving throws for two characteristics of his or her choice. In effect, the character selects the one characteristic (Strength, Dexterity, or Endurance) which to risk in an aging saving throw. The age 66 line of the Aging Table (see page 47) requires four saving throws, so upon reaching the age 66 line, two characteristics of choice are automatically saved, and the other two must be risked in an aging saving throw as normal.

It takes a while for the total effects of anagathics to be felt. On the first term of taking anagathics, advance to the next line on the Aging Table as usual.

However, for each *subsequent* term in which a supply of

anagathics is maintained, the character can *remain* on that line of the Aging Table instead of advancing one line per term as usual. So, if the character is on the age 34 line, he or she can stay on the age 34 line as long as a constant supply of anagathics is maintained.

If the character ever loses the supply of anagathics for a term, at the end of the term, roll saving throws *twice* for each characteristic (but do not yet advance one line on the Aging Table; it also takes a while for the effects of anagathics to totally go away). Both rolls must succeed or the characteristic is lowered by the indicated amount on the Aging Table. This represents the withdrawal effects from interrupting the supply of anagathics.

If the character continues to abstain from anagathics in subsequent terms, normal Aging resumes (advance one line per term on the Aging Table as usual). The double saving throw withdrawal effects occur only at the end of the first term in which the character stops taking anagathics.

If the character later regains the supply of anagathics, the term in which he begins retaking anagathics is treated again as a first term on anagathics: the saving throw benefits are received, but the character must still advance one line on the Aging Table. Obviously, anagathics are most effective if they can be taken *long-term without interruption*. A continually interrupted supply can have devastating effects.

Recording Age: Notice a character on anagathics will quickly get *out of sync* with the Aging Table on page 47. Thus, even though the character's actual age may be 50, if the character has been able to maintain a constant supply of anagathics, the character will roll a saving throw for only one characteristic (instead of all three) on the age 34 line of the Aging Table that term. Next term, the individual will have an actual age of 54, but will again roll on the age 34 line, and so on.

If a character's age has ever been affected by anagathics, so indicate by writing the age as: Age 34 (50).

The 34 represents the character's apparent age and, hence, the line of the Aging Table currently being used. The (50) represents the character's actual age in years. If the character has an available supply of anagathics, list anagathics as a possession. If the character is currently in withdrawal from anagathics (just lost the anagathics supply this term), add an exclamation point after the age: Age 34! (50).

AGING CRISIS

If, as a result of aging, a characteristic is reduced to zero, the character has an *aging crisis* and becomes quite ill. A basic saving throw of 8+ applies to avoid death.

If the character survives, recovery is made immediately. The characteristic which was reduced to zero automatically becomes 1.

This process occurs each time a characteristic is reduced to zero. If more than one characteristic reaches zero simultaneously, perform a separate Aging crisis for each characteristic.

Disability: At a certain point in life, characters may quit adventuring: when the age 66 line of the Aging Table is reached; when any one physical characteristic (Strength, Dexterity, or Endurance) permanently equals 1; or when the sum of all three physical characteristics equals 10 or less.

The player is then free to generate a new character. Quitting due to disability allows the player to maintain a reasonably competent character.

REENLISTMENT AND MUSTERING OUT

Characters may reenlist for continuing service. Eventually, events will force a character to leave the service—to muster out.

Reenlistment: Generally, a character is free to leave the service or to remain for another term, depending on the individual's goals and desires. As always, war, peace, and other events loom ever-present over the character, and then others may decide the course of his career.

Each service has a reenlistment number; in order to undertake a subsequent term of service, a character must throw that number or greater (no DMs are allowed). If the throw is not successful, reenlistment has been denied, and the person must leave the service and muster out into the game. If the throw is 12 (exactly), the needs of the service require that the character serve another term, regardless of his or her personal desires.

Because a character may be required to serve another term, the reenlistment throw is required at the end of each term of service, whether the character intends to continue or not.

Retirement: A character may serve any number of terms voluntarily and may leave after any term (provided a mandatory reenlistment throw of 12 exactly does not occur). A person may retire any time after the end of the fifth term. Retirement grants the individual an annual retirement pay (in addition to any mustering out benefits); rates of retirement pay are shown in the Retirement Pay table.

Most human characters have only one career in their lives, although a few humans are daring enough to make a complete shift from their current career into a totally new career. The generated **Traveller** player character is one of these rare individuals.

When the character retires from his or her present career and musters out, a significant career shift has occurred. Character generation represents experience in a *prior career*. If a character being generated wants to change careers, he musters out into the game. (Because **Traveller** rules allows for continued character improvement after character generation, no provision is made for changing careers *during* character generation.)

Mustering Out: When a character leaves a chosen career (for any reason), he is eligible for mustering out benefits. The two Mustering Out tables indicate the nature of these benefits: one provides travel, education, and material benefits, while the other provides cash severance pay. Each table is matrixed by service and a single die roll. When mustering out of the service, a character is allowed to consult these tables based on total terms of service and on final rank.

One benefit roll is allowed for each full term served (exception: see Aging). Note that if a character serves only half a term, that term does not count toward mustering out benefits.

In addition, a character who has achieved rank 1 or 2 receives one extra roll, while a character with rank 3 or 4 receives two extra rolls. A character who has received rank 5 or 6 receives three extra rolls and, in addition, may apply a DM of +1 to die rolls on the Skills and Benefits table.

Characters with the skill of Gambling-1+, Prospecting-1+, or higher may add +1 to the die roll on the Cash table.

A character is free to choose between the Benefits table and the Cash table, but no one may consult the Cash table more than three times (exception: see Aging) during the mustering out process.

For example, a character who has served four terms of service and has no rank is eligible for four mustering out benefits. She may roll a total of four times, distributing the rolls as she desires between the two tables, provided only that she may roll no more than three times on the Cash table. The player must designate the table being used before rolling the die.

In addition to the skills acquired while actually in service, the following skills and substantial rewards can be acquired through the mustering out procedures.

Retirement Pay: Any character who leaves the service at the end of the fifth or later term receives retirement pay. 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. The table indicates the rate of pay, which is dependent upon the character's total terms of service. Service beyond the eighth term adds Cr2000 per additional term (this benefit is waived for each term in which the character opted to take anagathics: see Aging and also Anagathics).

Retirement pay is not available to characters who have been Barbarians, Pirates, Rogues, or Scouts.

Travel Allowances: The mustering out procedure makes a variety of benefits available which may generally be called travel allowances. Such allowances take three basic forms: money, passages, and Travellers' Aid.

Money: The Cash table indicates specific amounts of money which become available. Some portion of the money should

THE SOLOMANI HYPOTHESIS

When the Solomani (the current term for the Terrans) discovered jump drive in -2431, they also discovered more than a dozen human races had already colonized the worlds surrounding Earth. At the time, there was no satisfactory explanation for the more than 40 genetically identical human races.

The Solomani Hypothesis, first proposed by Magis Sergei haut-Devroe (64 to 141), theorized that all of the many widely scattered human races of the galaxy originated on Terra, and he thought that they were transported to their current homeworlds by an alien race (called the Ancients) for purposes which even today remain unclear. The approximate date of this scattering has been established as -300,000.

When Terra was incorporated into the Imperium in 588, a small historical mission verified much of haut-Devroe's work. The hypothesis was already generally accepted by the majority of the human population in the Imperium.

More than 40 known human races have been located (and several more of them failed to adapt to their new worlds and are now extinct); only three have reached widespread prominence: the Vilani, the Zhodani, and the Solomani.

MERCHANT DOCTOR JAMES ANDERSON

The following illustrates character generation. Actual die throws are shown in parentheses, as are comments on the application of game rules. Die modifications are labeled DM.

Just after school, Anderson sets out to win his fortune. Anderson's player generates personal characteristics: He rolls 7, 6, 7, 10, 10, and 9. His player could select an existing world as Anderson's homeworld; instead he decides to generate a homeworld, with the following result:

Starport B, Small, Thin, Wet, High Pop, Mod Law, Avg Stellar.

Wanting to be a merchant, he visits a class B starport (roll 7+ to enlist, DM + 2 for Int 6+, and DM + 1 for Str 7+; he rolls 4 + 3 = 7) and convinces a captain to let him sign on.

FIRST TERM

During his first term (survival requires 5+, DM + 2 for Int; he rolls 9 + 2 = 11), he faces humdrum events. When he applies for a commission (roll 4+, DM + 1 for Int; he rolls 2 + 1 = 3) and fails the test, he pushes for special duty (roll 4+; he rolls 6) and gets it. Anderson decides to continue his career (roll 4+; he rolls 7) and reenlists.

Skills: He is eligible for three skills (two for the initial term, one for special duty). His duties included operating a ship's vehicle (Table 2, roll 1 = Vehicle, he selects Grav Vehicle). While on board, he manned sensors for a watch (Table 2, roll 5 = Technical; he selects Sensor Ops) during in-system flight to the safe jump-point. His special assignment is training as a ship's medic (Table 4, roll 1 = Medical).

SECOND TERM

Anderson's second term is uneventful (survival requires 5+, DM + 2 for Int; he rolls 7 + 2 = 9). He takes and passes the commission test, earning his commission as 4th Officer and an extra skill in the process. He fails the 3rd Officer test (roll 10+, DM + 1 for Int; he rolls 8 + 1 = 9). He wants more special duty (roll 4+; he rolls 5) and barely gets that. He signs on for a third term (roll 4+; he throws 7) and is accepted.

Skills: He is eligible for four skills this term (one for service, two for his commission, one for special duty). Anderson continues his ship's vehicle duty (Table 2, roll 1 = Vehicle, he selects Grav Vehicle to increase his expertise). He teaches his knowledge to others (Table 2, roll 3 = Inborn, he selects Instruction). Several cargo loadings take place in orbit (Table 4, roll 2 = Space; he selects Zero-G Environ), giving him experience in Zero-G. He continues his training as a ship's medic (Table 4, roll 1 = Medical), increasing his skill level to Medical-2.

THIRD TERM

Anderson survives some danger this term (survival requires 5+, DM + 2 for Int; he rolls 5 + 2 = 7). He fails the test for 3rd Officer (roll 10+, DM + 1 for Int; he rolls 2 + 1 = 3) and considers quitting. However, he gets special duty (roll 4+; he rolls 8, which grants him two skill rolls). He is unsure whether to continue (roll 4+; he rolls 4) but finally reenlists.

Skills: Anderson is eligible for three skills. During his disillusionment, he frequents seedy dives, drowning his sorrows (Table 1, roll 4 = Hand Combat, he selects Brawling).

He spends time with his crewmembers (Table 3, roll 4 = Space; he selects Pilot), and one recommends him as a backup pilot. As his spirits pick up, he becomes more fun to be around (Table 2, roll 3 = Inborn; he selects Carousing).

FOURTH TERM

Things are looking up for Anderson, until a pirate raid nearly kills him (survival requires 5+, DM + 2 for Int; he rolls 3 + 2 = 5). He again fails the test for 3rd Officer (roll 10+, DM + 1 for Int; he rolls 7). He thinks his path lies more in volunteering for special duty, which he receives (roll 4+; he rolls 7). He reenlists and begins a fifth term (roll 4+; he rolls 5).

Skills: He is eligible for two skills this term. He gets several bridge assignments at the communications console (Table 2, roll 5 = Technical; he selects Communications) and, continuing his medical studies (Table 4, roll 1 = Medical), gains certification as a full ship's doctor.

Aging: Because this is the end of his fourth term, he is susceptible to aging. He considers anagathics but decides he can't afford them on his salary. He ages slightly through the term. Saving throws for Strength (8+), Dexterity (7+), and Endurance (8+) are required—he rolls 5, 7, and 7, lowering his Strength and Endurance by one each.

FIFTH TERM

Beginning his fifth hitch (survival requires 5+, DM + 2 for Int; he rolls 7 + 2 = 9), he shoots for 3rd Officer (roll 10+, DM + 1 for Int; he rolls 6 + 1 = 7) and fails. He seeks more special duty (roll 4+; he rolls 7), and his efforts pay off. Now (roll 4+; he rolls 3), the service falls on hard times and no longer needs his services. He is eligible to retire (pension of Cr4000 per year).

Skills: He is entitled to two skills. He studies (Table 3, roll 4 = Space, Table 4, roll 2 = Space) to improve his Pilot skill and earns a final skill level of Pilot-2.

Aging: Age takes its toll—throws for Strength (8+), Dexterity (7+), and Endurance (8+); he rolls 7, 6, and 11, resulting in the reduction of his Strength and Dexterity by one point each—with a decrease in health.

MUSTERING OUT

Eligible for benefits (five rolls on the tables for terms served), he gains (Cash table, roll 4 = Cr20,000) a bonus of Cr20,000, (Benefits table, roll 3 = + 2 Education) an educational benefit, (Benefits table, roll 4 = Weapon) an auto pistol, (Benefits table, roll 6 = Middle Passage) a travel allowance, (Benefits table, roll 4 = Weapon, again), and Handgun skills.

Anderson feels it is hard to get ahead on a merchant starship. He is a good starship pilot and a certified doctor; his skills make him valuable to any adventuring party.

Merchant Fourth Officer Doctor James Anderson

556AC9 Age 38 5 terms Cr20,000

Medical-3, Pilot-2, Grav Vehicle-2, Sensor Ops-1, Communications-1, Instruction-1, Brawling-1, Handgun-1
Auto Pistol, 1 Mid Passage

Starport B, Small, Thin, Wet World, High Pop, Mod Law, Avg Stellar

be considered severance pay or life's savings; the remainder is a travel allowance.

Passages: The Skills and Benefits table includes passages (tickets for interstellar travel). They are acquired in blank, and each represents one passage (interstellar voyage) between one world and the next world visited by the starship. They are available in three classes: high passage (first-class accommodations worth Cr10,000), middle passage (second-class accommodations worth Cr8000), and low passage (frozen-sleep accommodations worth Cr1000). Passages may be retained, or they may be cashed in at 90 percent of their face value.

Travellers' Aid: The Travellers' Aid Society is a private organization which 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.

Travellers' Aid Society membership may be acquired upon mustering out while using the Benefits table. Membership may be achieved only once per character. Receipt of membership in the Travellers' Aid Society upon mustering out may be construed as a reward for heroism or extraordinary service to the Society rather than an official benefit of the service.

Membership is for the life of a character and is not transferable. The Travellers' Aid Society invests its membership fees and other income; it uses its capital and return to provide benefits to its members. Every two months it pays dividends in the forms of one high passage to each member. This passage may be used, retained, or sold.

Characteristic Alterations: Finally, the Skills and Benefits tables make provision for some characteristic alterations. These tend to be increases in Intelligence, Education, or Social Standing and are applied to the character immediately.

Material Objects: The mustering out procedure makes several types of objects available: weapons, instruments, forensic kit, a letter of marque, a watch, or a starship.

Weapons: The Benefits table indicates a receipt of a weapon; in such cases, a character may choose any weapon.

If, while mustering out, the same benefit is received again, the character has the option of taking another example of the same weapon, selecting a different weapon, or taking the benefit as +1 in skill in the weapon category previously received. For example, the benefit weapon entitles the character to select any weapon, so he may choose a cutlass. On the next benefit roll, he again receives weapon as a benefit. He could select a different weapon, choose cutlass again, or elect to take expertise in the weapon category he has already received (giving an expertise of Large Blade-1).

Instruments: A Doctor may receive a full set of instruments for treatment of injuries and illnesses. The set includes surgeon's instruments, diagnostic tools, and a supply of drugs suitable for most purposes. Basic value of the set is Cr5000.

Forensic Kit: A Law Enforcer may acquire a forensic kit to test for evidence at the scene of a crime. The kit includes equipment to test for fingerprints, residues, poisons, gasses in the air, and so on. The kit also includes a still camera for recording the scene. Approximate value of the kit is Cr9000.

Watch: Bureaucrats may receive the proverbial gold watch for their years of service. Typically, this item has a value of Cr50. On a throw of 7+, it may have a value of Cr200 to Cr1200.

Letter of Marque: A government may issue a letter of marque authorizing a Pirate to raid the shipping of its enemies. Such a Pirate receives quasi-official status as a privateer. A letter of marque has no monetary value; it provides a positive DM for receipt of a ship as a benefit.

Starships: Several types of starships are available as mustering out benefits: a scout/courier, a safari ship, a lab ship, a corsair, a seeker, a yacht, or a free trader. A **Scout/Courier** is a very common type of dispatch vessel within human space. A **Safari Ship** is an excursion vessel intended for trophy-taking (real or photographic) expeditions to other worlds. A **Lab Ship** is a mobile base for scientific analysis and investigation. A **Corsair** is an armed commercial raiding ship. A **Seeker** is a Scout/Courier modified for asteroid prospecting and mining. A **Yacht** is a noble's plaything used to entertain friends and undertake political or commercial missions. A **Free Trader** is an elementary interstellar merchant ship plying the space lanes carrying cargo and passengers.

Scout/Couriers are technically loaned to ex-Scouts and are subject to recall; because of upheaval in the Imperium, the Scout/Courier is effectively owned by the characters but cannot be sold. Corsairs are owned by the character. Regardless of how many times a character receives a Scout/Courier or a Corsair as a benefit, he can receive only one ship.

Other ships are subject to 40-year loans. The first ship benefit receipt provides the ship with a liability for the loan. If the benefit is received more than once, each additional one is considered to represent actual possession of the ship for a 10-year period. (The ship is 10 years older, and the payment term is reduced by 10 years.) A character may own a ship, free and clear, by rolling the ship benefit five times (once to obtain it, four times to pay off the sequences of payment); the ship is 40 years old.

PREDECESSORS TO THE THIRD IMPERIUM

The First Imperium was established in -4045 by the Vilani and reached its height about -3500. By -2400, it was a static, decaying empire, waiting for a push to topple it.

The Terrans discovered jump drive in -2431 and encountered the Vilani and their First Imperium. After many interstellar wars (-2408 to -2219), the Vilani empire collapsed and was taken over by the Terran Confederation. This new empire was technically the Rule of Man, although it is sometimes called the Second Imperium. It tried valiantly to reverse the decay of the First Imperium, but ultimately failed. The Rule of Man itself collapsed in -1776. One major effect of the Rule of Man was to thoroughly mix the Vilani and the Solomani within the Imperial population.

When the Rule of Man collapsed, most of civilized space was plunged into the Long Night, a period of isolation and technological stagnation which lasted from -1776 to 0.

Around -30 a small group of industrialized worlds began an expansion campaign to restore interstellar trade on a grand scale. The campaign succeeded beyond anyone's wildest dreams, restoring trade lanes and communications between hundreds of worlds. In the year 0, the Third Imperium was established. A thousand years later it was the largest, strongest empire in history.

BASIC CHARACTER GENERATION

BASIC SKILL ELIGIBILITY

For initial term of service.....2
 Per subsequent term.....1
 Upon receiving commission.....1
 Upon receiving promotion.....1
 Upon receiving special duty.....1

Note: Scouts receive two skills per term of service.

If the throw (including DMs) for commission, promotion, or special duty is 4 greater than the required throw, then two skills are received instead of one.

MUSTERING OUT BENEFITS

Per term of service.....2
 If rank 1 or 2.....1
 If rank 3 or 4.....1
 If rank 5 or 6.....1

Benefits Table: DM + 1 if rank 5 +.

Cash Table: DM + 1 if retired or Gambling-1 +.

CHARACTER GENERATION CHECKLIST

1. Roll for personal characteristics (2D each): Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing.

2. Select service choice, and then roll for enlistment, using all applicable DMs.

A. If rejected, submit to the draft.

B. Roll for survival.

C. Roll for position, called commission for these six careers (if not yet rank 1).

D. Roll for promotion (if rank 1 or higher).

E. Roll for special duty.

F. Determine skills allowed.

1.) Specify automatic rank and service skills.

2.) Specify acquired skills allowed by character's basic skill eligibility.

3.) Specify character's special skills allowed by assignment to special duty.

4.) Specify cascade skills.

G. If completing term 4 +, determine aging effects.

H. Roll for reenlistment and return to 2B if successful.

3. Complete the mustering out procedure.

A. Determine benefits.

B. Record characteristics and skills for later use.

PRIOR SERVICE TABLE

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Scouts</i>	<i>Flyer</i>	<i>Sailor</i>
Enlistment	8 +	9 +	5 +	7 +	6 +	6 +
DM + 1 if	Int 8 +	Int 8 +	Dex 6 +	Int 6 +	Str 7 +	End 10 +
DM + 2 if	Edu 9 +	Str 8 +	End 5 +	Str 8 +	Dex 9 +	Str 8 +
Draft	1	2	3	4	5	6
Survival	5 +	6 +	5 +	7 +	5 +	5 +
DM + 2 if	Int 7 +	End 8 +	Edu 6 +	End 9 +	Dex 8 +	End 8 +
Commission	10 +	9 +	5 +	—	5 +	5 +
DM + 1 if	Soc 9 +	Edu 7 +	End 7 +	—	Edu 6 +	Int 9 +
Promotion	8 +	9 +	6 +	—	8 +	6 +
DM + 1 if	Edu 8 +	Soc 8 +	Edu 7 +	—	Edu 8 +	Edu 8 +
Special Duty	5 +	4 +	6 +	4 +	6 +	6 +
Reenlist	6 +	6 +	7 +	3 +	6 +	6 +

Characters cycle through this table during each term of service. The reenlistment roll is required even if the character does not intend to reenlist: a roll of 12 exactly means mandatory reenlistment. DMs on enlistment are cumulative if the character has the necessary attributes. All rolls except draft are 2D.

TABLE OF RANKS

<i>Rank</i>	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Scouts</i>	<i>Flyer</i>	<i>Sailor</i>
1	Ensign	Lieutenant	Lieutenant	—	Pilot	Ensign
2	Lieutenant	Captain	Captain	—	Flight Ldr	Lieutenant
3	Lt Cdr	Force Cdr	Major	—	Sqdn Ldr	Lt Cdr
4	Commander	Lt Colonel	Lt Colonel	—	Staff Major	Commander
5	Captain	Colonel	Colonel	—	Group Ldr	Captain
6	Admiral	Brigadier	General	—	Air Marshal	Admiral

This table indicates the initial rank (rank 1) if a commission is received, and subsequent ranks as promotions are received. Scouts do not have ranks, commissions, and promotions.

MUSTERING OUT TABLES

<i>Die Roll</i>	<i>Benefits Table</i>					
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	+ 1 Int	+ 2 Int	+ 1 Int	+ 2 Int	+ 1 Edu	+ 1 Int
3	+ 2 Edu	+ 1 Edu	+ 2 Edu	+ 2 Edu	Weapon	+ 1 Edu
4	Weapon	Weapon	Weapon	Weapon	Weapon	Weapon
5	Travellers'	Travellers'	High Psg	Weapon	High Psg	+ 1 Soc
6	High Psg	High Psg	Mid Psg	Scout Ship	Mid Psg	High Psg
7	+ 2 Soc	+ 2 Soc	+ 1 Soc	—	+ 1 Soc	Travellers'

Characters with rank 5 or 6 may add + 1 to their rolls. Weapon benefits must be declared immediately; additional benefits of weapon may be declared as skill in a weapon of the type previously taken. A Scout ship can only be received once; if received again, there is no additional benefit, and the roll is wasted.

<i>Die Roll</i>	<i>Cash Table (in credits)</i>					
1	1,000	2,000	2,000	20,000	2,000	2,000
2	5,000	5,000	5,000	20,000	5,000	5,000
3	5,000	5,000	10,000	30,000	10,000	10,000
4	10,000	10,000	10,000	30,000	10,000	10,000
5	20,000	20,000	10,000	50,000	10,000	10,000
6	50,000	30,000	20,000	50,000	20,000	20,000
7	50,000	40,000	30,000	50,000	30,000	30,000

Amounts shown are in credits (Cr). No more than three rolls may be made on this table. Individuals who have Gambling-1 + or who have retired receive a DM of + 1 on the cash table.

BASIC CHARACTER GENERATION

ACQUIRED SKILLS TABLES

1. Personal Development Table

Navy	Marines	Army	Scouts	Flyers	Sailors
1 Physical	Physical	Physical	Physical	Physical	Physical
2 +1 Dex	+1 Dex	+1 Dex	+1 Dex	+1 Dex	+1 Dex
3 +1 End	Physical	+1 End	+1 End	+1 End	+1 End
4 Vice	Vice	Vice	Vice	Vice	Vice
5 Mental	Hand Cbt	+1 Edu	Mental	Brawling	Brawling
6 +1 Soc	Blade Cbt	Hand Cbt	Gun Cbt	Inborn	Inborn

2. Service Skills Table

Navy	Marines	Army	Scouts	Flyers	Sailors
1 Ship's Boat	ATV	ATV	Grav Veh	Hand Cbt	Gun Cbt
2 Vacc Suit	Vacc Suit	Grav Veh	Vacc Suit	Vacc Suit	Comm
3 Fwd Obs	Blade Cbt	Gun Cbt	Mechanical	Gun Cbt	Fwd Obs
4 Space Cbt	Spl Cbt	Spl Cbt	Space	Vehicle	Vehicle
5 Hand Cbt	Hand Cbt	Hand Cbt	Electronics	Vehicle	Sm Water
6 Gun Cbt	Gun Cbt	Gun Cbt	Inborn	Vehicle	Spl Cbt

3. Advanced Education Table

Navy	Marines	Army	Scouts	Flyers	Sailors
1 Vacc Suit	Vehicle	Vehicle	Vehicle	Aircraft	Lg Water
2 Mechanical	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical
3 Electronics	Electronics	Electronics	Electronics	Electronics	Electronics
4 Space	Tactics	Tactics	Inborn	Gravitics	Gravitics
5 Space Cbt	Hand Cbt	Blade Cbt	Spl Cbt	Gun Cbt	Navigation
6 Inborn	Spl Cbt	Gun Cbt	Medical	Survival	Demolition

4. Advanced Education Table (allowed only for characters with education 8+)

Navy	Marines	Army	Scouts	Flyers	Sailors
1 Medical	Medical	Medical	Medical	Medical	Medical
2 Navigation	Tactics	Tactics	Space	Inborn	Vehicle
3 Space Tech	Tactics	Tactics	Space Tech	Space	Vice
4 Technical	Technical	Technical	Technical	Technical	Technical
5 Space	Inborn	Inborn	Inborn	Inborn	Inborn
6 Interpers	Interpers	Interpers	Interpers	Interpers	Interpers

Note: Cascade skills are indicated in bold. Consult the skills list to select one component skill immediately.

MUSTERING OUT BENEFIT OBJECTS

Weapon: Select and receive any weapon. If weapon is received as a mustering out benefit object again, the character may select the same weapon again, a different weapon, or one level of skill in a weapon previously taken as a mustering out benefit object.

Scout Ship: Receive a scout/courier exploratory and dispatch vessel as a loan from the Scout Service (the character is considered on detached duty from the Scouts). There is little or no accountability required for the ship, but it cannot be sold.

Travellers': Receive membership in the *Travellers' Aid Society*. Membership entitles the individual to one high passage every two months, as well as general access to Travellers' Aid Society facilities.

Low Passage: Receive one Low Passage allowing one passage (in low berth; frozen sleep) from one world to the next stop on a starship's itinerary. Value: Cr1000.

Mid Passage: Receive one Middle Passage allowing one passage (in standard quarters) from one world to the next stop on a starship's itinerary. Value: Cr8000.

High Passage: Receive one High Passage allowing one passage (in luxury quarters) from one world to the next stop on a starship's itinerary. Value: Cr10,000.

DEFAULT SKILLS

Characters receive default skills for their homeworld tech codes and careers.

Industrial.....Wheeled Vehicle-0.
Pre-Stellar.....Wheeled Vehicle-0.
Early Stellar.....Computer-0,
Wheeled Vehicle-0.
Average Stellar.....Grav Vehicle-0,
Computer-0.
High Stellar.....Grav Vehicle-0,
Computer-0.
Navy.....Vacc Suit-0.
Marines.....Vacc Suit-0.
Flyers.....Vacc Suit-0.
Scouts.....Vacc Suit-0.
All But Barbarians.Gun Combat-0.

RANK AND SERVICE SKILLS

Navy Captain.....+1 Social
Navy Admiral.....+1 Social
Marine.....Large Blade-1
Marine Lieutenant.....Handgun-1
Army.....Combat Rifleman-1
Army Lieutenant.....SMG-1
Scout.....Pilot-1
Flyer.....Aircraft-1
Sailor.....Small Watercraft
Sailor Lieutenant.....Large Watercraft

RETIREMENT AND PENSIONS

A character who completes a fifth (or later) term is considered retired after mustering out. Retirement allows a pension equal to Cr2000 times the number of terms served.

Anagathics: Terms (during character generation) in which a character takes anagathics may not be counted toward retirement pay.

ENLISTMENT RESTRICTIONS

Army.....Pre-Stellar +
Flyer.....Industrial +,
Mod Pop +,
Atmos Thin +
Marines.....Pre-Stellar +
Navy.....Pre-Stellar +
Sailor.....Wet World +
Scout.....Early Stellar +

THE DRAFT

When any attempt at enlistment fails, the character may submit to the draft.

The draft provides enlistment into one of the six military services: Navy (1), Marines (2), Army (3), Scouts (4), Flyers (5), and Sailors (6).

BASIC CHARACTER GENERATION

BASIC SKILL ELIGIBILITY

For initial term of service.....	2
Per subsequent term.....	1
Upon receiving commission.....	1
Upon receiving promotion.....	1
Upon receiving special duty.....	1

Note: Doctors and Scientists receive two skills per term of service.

If the throw (including DMs) for commission, promotion, or special duty is 4 more than required, then two skills are received instead of one.

MUSTERING OUT BENEFITS

Per term of service.....	2
If rank 1 or 2.....	1
If rank 3 or 4.....	1
If rank 5 or 6.....	1

Benefits Table: DM + 1 if rank 5 +.

Cash Table: DM + 1 if retired or Gambling-1 +.

CHARACTER GENERATION CHECKLIST

1. Roll for personal characteristics (2D each): Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing.

2. Select service choice, and then roll for enlistment, using all applicable DMs.

A. If rejected, submit to the draft.

B. Roll for survival.

C. Roll for position, called commission for these six careers (if not yet rank 1).

D. Roll for promotion (if rank 1 or higher).

E. Roll for special duty.

F. Determine skills allowed.

1.) Specify automatic rank and service skills.

2.) Specify acquired skills allowed by character's basic skill eligibility.

3.) Specify character's special skills allowed by assignment to special duty.

4.) Specify cascade skills.

G. If completing term 4+, determine aging effects.

H. Roll for reenlistment and return to 2B if successful.

3. Complete the mustering out procedure.

A. Determine benefits.

B. Record characteristics and skills for later use.

PRIOR SERVICE TABLE

	<i>Law Enf</i>	<i>Doctor</i>	<i>Diplomat</i>	<i>Bureau</i>	<i>Scientist</i>	<i>Noble</i>
Enlistment	6 +	9 +	8 +	5 +	6 +	(special)
DM + 1 if	Int 7 +	Int 8 +	Edu 8 +	Edu 8 +	Int 9 +	—
DM + 2 if	Dex 10 +	Dex 9 +	Soc 9 +	Str 8 +	Edu 10 +	—
Survival	6 +	4 +	4 +	4 +	5 +	4 +
DM + 2 if	Int 7 +	Int 8 +	Edu 9 +	Edu 10 +	Edu 9 +	—
Position	6 +	—	5 +	6 +	—	5 +
DM + 1 if	Edu 7 +	—	Int 8 +	Soc 9 +	—	Edu 9 +
Promotion	8 +	—	10 +	7 +	—	12 +
DM + 1 if	Edu 8 +	—	Soc 10 +	Int 9 +	—	Int 10 +
Special Duty	4 +	6 +	5 +	6 +	5 +	6 +
Reenlist	6 +	4 +	5 +	5 +	5 +	4 +

Characters cycle through this table during each term of service. The reenlistment roll is required even if the character does not intend to reenlist: a roll of 12 exactly means mandatory reenlistment.

DMs on enlistment are cumulative if the character has the necessary attributes.

Bureaucrats: Must reenlist if the reenlistment throw is successful.

Nobles: Characters with Social Standing 10+ are eligible for a career as a noble; enlistment is automatic for such characters. Rank corresponds to noble rank (determined from Social Standing) once the character successfully rolls for position.

TABLE OF RANKS

<i>Rank</i>	<i>Law Enf</i>	<i>Doctor</i>	<i>Diplomat</i>	<i>Bureaucrat</i>	<i>Scientist</i>	<i>Noble</i>
1	Corporal	—	3rd Secy	Clerk	—	B Knight
2	Sergeant	—	2nd Secy	Supervisor	—	C Baron
3	Lieutenant	—	1st Secy	Asst Mgr	—	D Marquis
4	Detective	—	Counselor	Manager	—	E Count
5	Chief	—	Minister	Executive	—	F Duke
6	Commisnr	—	Ambass	Director	—	—

This table indicates the initial rank (rank 1) if a position is received, and subsequent ranks as promotions are received. Doctors and Scientists do not have rank, position or promotion.

MUSTERING OUT TABLES

<i>Die Roll</i>	<i>Benefits Table</i>					
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	+1 Int	+1 Edu	+1 Int	Mid Psg	Mid Psg	High Psg
3	Forens Kit	+1 Edu	+2 Edu	—	High Psg	Weapon
4	Weapon	Weapon	Weapon	Watch	+1 Soc	Weapon
5	High Psg	Instrument	+1 Soc	—	Weapon	Travellers'
6	+1 Soc	Mid Psg	High Psg	High Psg	Lab Ship	Yacht
7	Travellers'	—	Travellers'	+1 Soc	—	—

Characters with rank 5 or 6 may add +1 to their rolls on this table. Weapon benefits must be declared immediately, additional benefits of weapon may be declared as skill in a weapon of the type previously taken.

<i>Die Roll</i>	<i>Cash Table (in credits)</i>					
1	1,000	20,000	2,000	—	1,000	10,000
2	2,000	20,000	5,000	—	2,000	10,000
3	5,000	20,000	10,000	10,000	5,000	50,000
4	7,500	30,000	10,000	10,000	10,000	50,000
5	10,000	40,000	10,000	40,000	20,000	100,000
6	25,000	60,000	20,000	40,000	30,000	100,000
7	50,000	100,000	30,000	80,000	40,000	200,000

Amounts are in credits (Cr). No more than three rolls may be made on this table. Individuals who have Gambling-1+ or who are retired receive DM +1.

BASIC CHARACTER GENERATION

ACQUIRED SKILLS TABLES

1. Personal Development Table

	<i>Law Enforc</i>	<i>Doctor</i>	<i>Diplomat</i>	<i>Bureaucrat</i>	<i>Scientist</i>	<i>Noble</i>
1 Physical	+1 Str	Physical	+1 End	+1 Str	Physical	
2 +1 Dex	+1 Dex	+1 Edu	+1 Edu	+1 Dex	+1 Dex	
3 Mental	+1 End	Mental	Mental	+1 End	+1 End	
4 Hand Cbt	Mental	Blade Cbt	Brawling	Mental	Mental	
5 Vice	+1 Edu	Gun Cbt	+1 Dex	Interpers	Vice	
6 Gambling	+1 Soc	Inborn	Inborn	Inborn	Hand Cbt	

2. Service Skills Table

	<i>Law Enforc</i>	<i>Doctor</i>	<i>Diplomat</i>	<i>Bureaucrat</i>	<i>Scientist</i>	<i>Noble</i>
1 Streetwise	+1 Dex	Mental	Gun Cbt	Gun Cbt	Gun Cbt	
2 Vehicle	Technical	Vacc Suit	Vehicle	Hand Cbt	Hand Cbt	
3 Inborn	Medical	Vehicle	Hand Cbt	Inborn	Environ	
4 Hand Cbt	Vice	Vehicle	Inborn	Vehicle	Vehicle	
5 Blade Cbt	Medical	Vice	Vehicle	Sp Tech	Vice	
6 Gun Cbt	Blade Cbt	Computer	+1 Edu	Environ	+1 Dex	

3. Advanced Education Table

	<i>Law Enforc</i>	<i>Doctor</i>	<i>Diplomat</i>	<i>Bureaucrat</i>	<i>Scientist</i>	<i>Noble</i>
1 Vice	Medical	Vice	Recruiting	Mechanical	Space	
2 Forensic	Medical	Streetwise	Vehicle	Electronics	Ship's Boat	
3 Environ	Mechanical	Interrog	Liaison	Technical	Vehicle	
4 Tactics	Electronics	Recruiting	Interrog	Technical	Navigation	
5 Technical	Technical	Inborn	Interpers	Academic	Sp Tech	
6 Interrog	Academic	Economic	Economic	Academic	Leader	

4. Advanced Education Table (allowed only for characters with Education 8 +)

	<i>Law Enforc</i>	<i>Doctor</i>	<i>Diplomat</i>	<i>Bureaucrat</i>	<i>Scientist</i>	<i>Noble</i>
1 Legal	Medical	Liaison	Economic	Science	Science	
2 Inborn	Science	Interpers	Academic	Science	Technical	
3 Economic	Interpers	Academic	Computer	Academic	Academic	
4 Interview	Technical	Technical	Admin	Inborn	Interpers	
5 Forensic	Mental	Inborn	Inborn	Mental	Inborn	
6 Interpers	Academic	+1 Soc	Leader	Academic	Inborn	

Note: Cascade skills are indicated in bold. See the skills list to select one component skill immediately.

MUSTERING OUT BENEFIT OBJECTS

Weapon: Select and receive any weapon. If weapon is received as a mustering out benefit object again, select the same weapon again, a different weapon, or one level of skill in a weapon previously taken as a mustering out benefit object.

Lab Ship: Receive a laboratory ship as a grant for research. The first receipt of the ship provides use of the ship. Each additional receipt pays off ten years of the ship's 40 year mortgage.

Yacht: Receive a yacht as a personal ship. The first receipt provides use of the ship. Each additional receipt pays off ten years of the ship's 40 year mortgage.

Travellers': Receive membership in the *Travellers' Aid Society*. Membership entitles the individual to one high passage every two months, as well as general access to Travellers' Aid Society facilities.

Instruments: Receive a full set of medical instruments for diagnosis and treatment of injuries and illnesses. Basic value of the set is Cr5000.

Forensic Kit: Receive a full equipment set for testing and examining evidence at crime scenes; it includes a still camera. Basic value of the set is Cr9000.

Watch: Receive a commemorative gold watch in view of many years of fine service. Basic value of the set is Cr50. On a throw of 7 +, it has a value of Cr200 to Cr1200.

DEFAULT SKILLS

Characters receive default skills for their homeworld tech codes and careers:

Industrial	Wheeled Vehicle-0.
Pre-Stellar	Wheeled Vehicle-0.
Early Stellar	Computer-0, Wheeled Vehicle-0.
Average Stellar	Grav Vehicle-0, Computer-0.
High Stellar	Grav Vehicle-0, Computer-0.
Navy	Vacc Suit-0.
Marines	Vacc Suit-0.
Flyers	Vacc Suit-0.
Scouts	Vacc Suit-0.
All But Barbarians	Gun Combat-0.

RANK AND SERVICE SKILLS

Law Enforcer.....	Streetwise-1
Law Enf Detective.....	Interrogation-1
Law Enf Chief.....	Admin-1
Law Enf Commissioner.....	Liaison-1
Doctor.....	Medical-1
Diplomat.....	Liaison-1
Scientist.....	Technical-1

RETIREMENT AND PENSIONS

A character who completes his fifth (or later) term is considered retired after he musters out. He receives a pension equal to Cr2000 times the number of terms served.

Anagathics: Terms (during character generation) in which a character takes anagathics may not be counted toward retirement pay.

MEDICS

Any character with at least Medical-1 is a *medic* and is eligible to be hired as a medic on a starship crew.

Any character with at least Medical-3 is a *doctor* and may establish an independent medical practice.

Any doctor with Dex 8 + is a *surgeon* as well as a doctor.

ENLISTMENT RESTRICTIONS

Law Enforcer.....	Industrial +
Doctor.....	Industrial +
Diplomat.....	Low Law +, Industrial +
Bureaucrat.....	Low Law +, Mod Pop +
Scientist.....	Pre-Stellar +
Noble.....	Pre-Stellar +

BASIC CHARACTER GENERATION

BASIC SKILL ELIGIBILITY

For initial term of service.....2
 Per subsequent term.....1
 Upon receiving commission.....1
 Upon receiving promotion.....1
 Upon receiving special duty.....1

Note: Belters, Rogues, and Hunters receive two skills per term. If the throw (including DMs) for commission, promotion, or special duty is 4 more than required, then two skills are received instead of one.

MUSTERING OUT BENEFITS

Per term of service.....2
 If rank 1 or 2.....1
 If rank 3 or 4.....1
 If rank 5 or 6.....1

Benefits Table: DM + 1 if rank 5 +.

Cash Table: DM + 1 if retired, Prospecting-1+, or Gambling-1+.

CHARACTER GENERATION CHECKLIST

1. Roll for personal characteristics (2D each): Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing.

2. Select service choice, and then roll for enlistment, using all applicable DMs.

- A. If rejected, submit to the draft.
- B. Roll for survival.

C. Roll for position, called commission for these six careers (if not yet rank 1).

D. Roll for promotion (if rank 1 or higher).

E. Roll for special duty.

F. Determine skills allowed.

1.) Specify automatic rank and service skills.

2.) Specify acquired skills allowed by character's basic skill eligibility.

3.) Specify character's special skills allowed by assignment to special duty.

4.) Specify cascade skills.

G. If completing term 4+, determine aging effects.

H. Roll for reenlistment and return to 2B if successful.

3. Complete the mustering out procedure.

A. Determine benefits.

B. Record characteristics and skills for later use.

PRIOR SERVICE TABLE

	<i>Merchant</i>	<i>Belter</i>	<i>Pirate</i>	<i>Rogue</i>	<i>Hunter</i>	<i>Barbarian</i>
Enlistment	7+	8+	7+	6+	9+	5+
DM + 1 if	Str 7+	Dex 9+	Soc 7-	Soc 8-	Dex 10+	End 9+
DM + 2 if	Int 6+	Int 6+	End 9+	End 7+	End 9+	Str 10+
Survival	5+	9+	6+	7+	6+	6+
DM + 2 if	Int 7+	(terms)	Int 8+	Int 9+	Str 10+	Str 8+
Position	4+	—	9+	—	—	6+
DM + 1 if	Int 6+	—	Str 10+	—	—	Str 10+
Promotion	10+	—	8+	—	—	9+
DM + 1 if	Int 9+	—	Int 9+	—	—	Int 6+
Special Duty	4+	6+	5+	5+	6+	7+
Reenlist	4+	6+	7+	5+	5+	6+

Characters cycle through this table during each term of service. The reenlistment roll is required even if the character does not intend to reenlist: a roll of 12 exactly means mandatory reenlistment.

DMs on enlistment are cumulative if the character has the necessary attributes.

Belters: Belters receive a variable DM for survival based on terms served: in the first term of service, the DM is + 1; in the second term of service, the DM is + 2; in the seventh term of service, the DM is + 7.

TABLE OF RANKS

<i>Rank</i>	<i>Merchant</i>	<i>Belter</i>	<i>Pirate</i>	<i>Rogue</i>	<i>Hunter</i>	<i>Barbarian</i>
1	4th Officer	—	Henchman	—	—	Brave
2	3rd Officer	—	Corporal	—	—	Warrior
3	2nd Officer	—	Sergeant	—	—	Leader
4	1st Officer	—	Lieutenant	—	—	Chieftain
5	Captain	—	Leader	—	—	Chief
6	Owner	—	—	—	—	Elder

This table indicates the initial rank (rank 1) if a position is received and subsequent ranks as promotions are received. Belters, rogues, and hunters do not have rank, position, or promotion.

MUSTERING OUT TABLES

<i>Die Roll</i>	<i>Benefits Table</i>					
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	+1 Int	+1 Int	+1 Int	+1 Soc	High Psg	Weapon
3	+2 Edu	Weapon	Weapon	Weapon	Weapon	Weapon
4	Weapon	High Psg	Letter	Weapon	Weapon	Weapon
5	Weapon	Travellers'	-1 Soc	High Psg	Weapon	—
6	Low Psg	Seeker	Mid Psg	Travellers'	Safari Ship	High Psg
7	Trader	—	Corsair	—	—	High Psg

Characters with rank 5 or 6 may add + 1 to their rolls. Weapon benefits must be declared immediately; additional benefits of weapon may be declared as skill in a weapon of a type previously taken.

<i>Die Roll</i>	<i>Cash Table (in credits)</i>					
1	1,000	—	—	—	1,000	—
2	5,000	—	—	—	1,000	—
3	10,000	1,000	1,000	10,000	5,000	1,000
4	10,000	10,000	10,000	10,000	5,000	2,000
5	10,000	100,000	50,000	50,000	10,000	3,000
6	20,000	100,000	50,000	100,000	100,000	4,000
7	50,000	100,000	50,000	100,000	100,000	5,000

Amounts shown are in credits (Cr). No more than three rolls may be made on this table. Individuals who have Gambling-1+ or Prospecting-1+, or who have retired receive a DM of + 1 on the cash table.

BASIC CHARACTER GENERATION

ACQUIRED SKILLS TABLES

1. Personal Development Table

<i>Merchant</i>	<i>Belter</i>	<i>Pirate</i>	<i>Rogue</i>	<i>Hunter</i>	<i>Barbarian</i>
1 Physical	Physical	Physical	Physical	Physical	Physical
2 +1 Dex	+1 Dex	+1 Dex	+1 Dex	+1 Dex	+1 Dex
3 +1 End	+1 End	+1 End	+1 End	+1 End	Physical
4 Hand Cbt	Vice	Vice	Vice	Mental	Vice
5 Blade Cbt	Hand Cbt	Hand Cbt	Hand Cbt	Gun Cbt	Physical
6 Vice	Vacc Suit	Blade Cbt	Carousing	Blade Cbt	Hand Cbt

2. Service Skills Table

<i>Merchant</i>	<i>Belter</i>	<i>Pirate</i>	<i>Rogue</i>	<i>Hunter</i>	<i>Barbarian</i>
1 Vehicle	Space	Space	Hand Cbt	Hand Cbt	Hand Cbt
2 Vacc Suit	Zero-G Env	Zero-G Env	Gun Cbt	Gun Cbt	Hand Cbt
3 Inborn	Gun Cbt	Gun Cbt	Demolition	Environ	Blade Cbt
4 Interpers	Prospect	Spl Cbt	Vehicle	Environ	Environ
5 Technical	Prospect	Blade Cbt	+1 Edu	Hunting	Arch Wpn
6 Gun Cbt	Space	Gun Cbt	Vehicle	Vehicle	Gun Cbt

3. Advanced Education Table

<i>Merchant</i>	<i>Belter</i>	<i>Pirate</i>	<i>Rogue</i>	<i>Hunter</i>	<i>Barbarian</i>
1 Streetwise	Ship's Boat	Vice	Vice	Electronics	Hand Cbt
2 Mechanical	Mechanical	Mechanical	Vice	Mechanical	Mechanical
3 Electronics	Electronics	Gunnery	Streetwise	Technical	Environ
4 Space	Prospect	Ship Tact	Inborn	Computer	Environ
5 Space Cbt	Explor	Tactics	Interpers	Environ	Vice
6 Academic	Space	Space	Tactics	Economic	Arch Wpn

4. Advanced Education Table (allowed only for characters with Education 8 +)

<i>Merchant</i>	<i>Belter</i>	<i>Pirate</i>	<i>Rogue</i>	<i>Hunter</i>	<i>Barbarian</i>
1 Medical	Medical	Pilot	Medical	Medical	Medical
2 Space	Space	Space	Vice	Technical	Interrog
3 Sp Tech	Sp Tech	Vice	Vice	Hunting	Tactics
4 Technical	Technical	Technical	Technical	Explor	Environ
5 Explor	Inborn	Inborn	Inborn	Inborn	Inborn
6 Economic	Sp Tech	Electronics	Inborn	Academic	Inborn

Note: Cascade skills are indicated in bold. See the skills list to select a component skill immediately.

MUSTERING OUT BENEFIT OBJECTS

Weapon: Select and receive any weapon. If weapon is received as a mustering out benefit object again, the character may select the same weapon again, a different weapon, or one level of skill in a weapon previously taken as a mustering out benefit object.

Free Trader: Receive a free trader merchant ship. The first receipt of the ship provides use of the ship; each additional receipt pays off ten years of the ship's 40 year mortgage.

Seeker: Receive a seeker asteroid prospecting and mining ship. The first receipt provides use of the ship; each additional receipt pays off ten years of the ship's 40 year mortgage.

Corsair: Receive a corsair commerce raiding (pirate) ship. The first receipt of the ship provides use of the ship; each additional receipt pays off ten years of the ship's 40 year mortgage.

Safari Ship: Receive a safari (excursion) ship. The first receipt provides use of the ship; each additional receipt pays off ten years of the ship's 40 year mortgage.

DEFAULT SKILLS

Characters receive default skills for their homeworld tech codes and careers:

Industrial.....Wheeled Vehicle-0.
Pre-Stellar.....Wheeled Vehicle-0.
Early Stellar.....Computer-0,
Wheeled Vehicle-0.
Average Stellar.....Grav Vehicle-0,
Computer-0.
High Stellar.....Grav Vehicle-0,
Computer-0.
Merchant.....Vacc Suit-0.
Pirate.....Vacc Suit-0.
All But Barbarians: Gun Combat-0.

RANK AND SERVICE SKILLS

Merchant First Officer.....Pilot-1
Belter (1st term).....Vacc Suit-1
Belter (3rd term).....Zero-G Environ-1
Pirate.....Brawling-1
Pirate Lieutenant.....Pilot-1
Rogue.....Streetwise-1
Hunter.....Hunting-1
Barbarian.....Large Blade-1
Barbarian Warrior.....Blade Cbt-1
Barbarian Chief.....Leader-1

RETIREMENT AND PENSIONS

A character who completes his fifth (or later) term is considered retired after he musters out. He receives a pension equal to Cr2000 times the number of terms served.

Anagathics: Terms (during character generation) in which a character takes anagathics may not be counted toward retirement pay.

ENLISTMENT RESTRICTIONS

Merchant.....Early Stellar +
Belter.....Early Stellar +
Pirate.....Early Stellar +
Rogue.....Industrial +
Hunter.....Atmosphere Thin +
Barbarian.....Pre-Industrial

CHARACTER FORMATS

1. Navy Lieutenant

5948D9 Age 34 4 terms Cr 60,000
Sensor Ops-3, Admin-1, Communications-1, Brawling-1,
Vacc Suit-1, Forward Obs-1, Handgun-1
Starport B, Medium, Thin, Dry World, Mod Pop, Low Law,
Pre-Stellar

2. Marine Captain Baron

848876C Age 32 3.5 terms Cr 2000
Handgun-3, ATV-1, Large Blade-1, Battle Dress-1,
Combat Engineer-1, Grav Vehicle-1, Combat Rifleman-1,
Vacc Suit-1, Brawling-1, Electronic-1, FA Gunnery-1
Starport A, Small, Standard, Dry World, High Pop,
Mod Law, High Stellar

3. Army Major

7BBB78 Age 28 2.5 terms Cr10,000
Handgun-3, Combat Rifleman-2, Brawling-2,
Grav Vehicle-2, SMG-1, Tactics-1
Starport B, Small, Standard, Wet World, Mod Pop,
Low Law, Avg Stellar

4. Scout

BC7687 Age 30 3 terms Cr 0
Leader-2, Electronic-2, Pilot-1, Ships Boat-1, Vacc Suit-1,
Handgun-1, Mechanical-1, Grav Vehicle-1
Starport A, Medium, Standard, Wet World, Mod Pop,
Mod Law, Avg Stellar

5. Flyer Squadron Leader

37CC84 Age 26 2 terms Cr 20,000
Handgun-4, Jet Aircraft-2, Brawling-1
1 Low Passage
Starport B, Small, Standard, Wet World, Mod Pop,
Low Law, Avg Stellar

6. Sailor Lieutenant

7C7678 Age 34 4 terms Cr 22,000
Communications-4, Battle Dress-2, Combat Engineer-1,
Submersible-1, Small Watercraft-1
Starport A, Medium, Standard, Wet World, Mod Pop,
Mod Law, Avg Stellar

7. Law Enforcer Sergeant

5A7B88 Age 30 3 terms Cr10,000
Laser Weapons-2, Streetwise-2, Leader-1, Interview-1,
Carousing-1, Tactics-1, Electronics-1, Artisan-1
1 Low Passage, Laser Pistol
Starport B, Asteroid, Vacuum World, Mod Pop, Mod Law,
Avg Stellar

8. Doctor

4AB877 Age 30 3 terms Cr 120,000
Medical-4, Electronics-4, Computer-1, Linguistics-1
Starport C, Medium, Thin, Wet World, Low Pop, High Law,
Early Stellar

9. Diplomat

984AAA Age 26 2 terms Cr 10,000
Liaison-1, Gambling-1, Bribery-1, Streetwise-1,
Robot Ops-1, Instruction-1, Computer-1
Starport B, Small, Thin, Wet World, High Pop, High Law,
Avg Stellar

10. Bureaucrat Director

759AC2 Age 38 (62) 12 terms Cr40,000
Leader-6, Liaison-3, Brawling-2, Jack-of-all-trades-2,
Grav Vehicle-2, Trader-2, Interrogation-1, Carousing-1,

Computer-1, Linguistics-1, Handgun-1

1 Mid Passage, Anagathics, Auto Pistol
Starport B, Medium, Thin, Wet World, Hi Pop, Mod Law,
Hi Stellar

11. Scientist

5897A7 Age 34 4 terms Cr50,000
Biology-3, Jack-of-all-trades-2, Artisan-1, Sensor Ops-1,
Small Blade-1

1 Mid Passage, Lab Ship

Starport B, Large, Exotic, Dry World, Mod Pop, Mod Law,
Hi Stellar

12. Noble Knight

69777B Age 34 4 terms Cr10,000
Brawling-3, Handgun-2, Streetwise-2, Disguise-1,
Grav Belt-1

1 High Passage, Yacht

Starport A, Medium, Standard, Wet World, Mod Pop,
Mod Law, Hi Stellar

13. Merchant 2nd Officer

588547 Age 32 3.5 terms Cr20,000
Electronics-3, Pilot-1, Robotics-1, Mechanic-1,
Streetwise-1, Grav Vehicle-1, Linguistics-1

Starport A, Small, Thin, Wet World, Hi Pop, Mod Law,
Early Stellar

14. Belter

6A4669 Age 30 3 terms Cr1000
Prospecting-3, Laser Weapons-2, Zero-G Env-1,
Vacc Suit-1

Travellers' Aid Society Membership, Laser Pistol

Starport B, Asteroid, Vacuum World, Mod Pop, No Law,
Early Stellar

15. Pirate Sergeant

A69A64 Age 54 8 terms Cr0
Streetwise-2, Small Blade-2, Bribery-2, Brawling-1,
Handgun-1, Rifleman-1, Turret Gunner-1, Pilot-1,
Navigation-1, Large Blade-1, Intrusion-1, Zero-G Env-1

2 Mid Passage, 1 Low Passage, Dagger

Starport A, Medium, Standard, Wet World, Mod Pop,
Mod Law, Early Stellar

16. Rogue

86A863 Age 28 2.5 terms Cr20,000
Leader-1, Intrusion-1

Starport C, Medium, Standard, Water World, Mod Pop,
Hi Law, Early Stellar

17. Hunter

8A9786 Age 40 5.5 terms Cr1000
Hunting-3, Rifleman-3, Sensor Ops-2, Stealth-2, Survival-1,
Handgun-1, Small Blade-1, Communications-1,
Grav Vehicle-1

2 Low Passage, Auto Rifle, Safari Ship

Starport A, Large, Exotic, Desert World, Mod Pop,
Mod Law, Avg Stellar

18. Barbarian

A36459 Age 42 6 terms Cr3000
Brawling-2, Recon-2, Crossbow-2, Survival-1,
Large Blade-1, Shotgun-1

Light Crossbow, Shotgun

Starport E, Medium, Standard, Wet World, Mod Pop,
Low Law, Pre-Ind

Skills



This chapter provides players and referees with definitions of UPP characteristics and available skills. Understanding these is the key to understanding both the character's general abilities and the specific probability of successfully performing tasks.

PERSONAL CHARACTERISTICS

A human's characteristics are: Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. Characteristics are capitalized to draw attention to them and distinguish the words from their ordinary usage. Three are *physical characteristics*: Strength, Dexterity, and Endurance. Others are *mental characteristics*: Intelligence, Education, and Social Standing. Each has its own realm of application:

Strength (Str): Ability to apply physical force.

Strength × 1: Load in kilograms that may be carried more than five minutes to all day and considered unencumbered.

Strength × 2: Load carried for more than five minutes to all day but considered encumbered. When a character is encumbered with a Strength × 2 load, subtract 1 from the character's Strength, Dexterity, and Endurance.

Strength × 3: Load carried by a character in active military duty for more than five minutes to all day but considered encumbered. When a character is encumbered with a strength × 3 load, subtract 2 from the Strength, Dexterity, and Endurance.

Strength × 5: Load carried under five minutes.

Strength × 10: Load lifted (not carried) under one minute.

Strength × 15: Load dragged for less than five minutes.

Different Gravity: These values for strength assume a gravity of 1G—generally a large (size 8) world. Divide Strength by the gravity in Gs (on a world with gravity of 0.125 Gs, a character with Strength 7 has Strength $7 \div 0.125$, or 56).

Dexterity (Dex): Coordination. Dexterity is used when hand-eye coordination or agility is important, like when performing mechanical repairs, shooting firearms, or walking a ledge.

Endurance (End): Physical stamina.

Endurance × 1: Number of waking hours until fatigue begins. Once fatigued, subtract one point for every two additional waking hours. Undertaking no tasks for two hours halts the loss of Endurance and "buys back" one point of Endurance. If Endurance reaches zero, the character collapses; once collapsed, the character must sleep for 8 hours to return to normal. Less than 8 hours of sleep (but at least 4) returns Endurance to its full level, fatigue starts immediately. Less than 4 hours of sleep (but at least 1) returns Endurance to one-half of its normal level (drop fractions), and fatigue starts immediately.

Endurance × 3: Number of waking hours until a character collapses (Endurance becomes zero). After being awake for this number of hours, the character must sleep, no matter what.

Intelligence (Int): Corresponds roughly to IQ. Values 10+ and over are genius level; 5- indicates learning difficulties.

Education (Edu): Knowledge from formal and informal set-

tings. Highly technical tasks depend on Education, not on Intelligence.

Social Standing (Soc): A character's social class. Standing 11+ holds a patent of nobility from the Third Imperium or similar interstellar governments. The individual is considered noble.

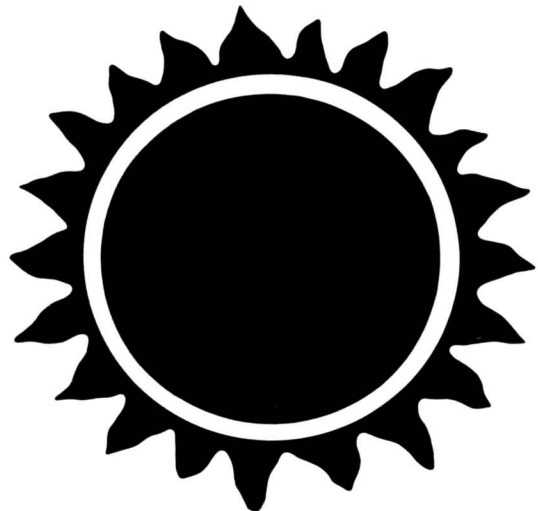
Social Standing 5 or less indicates that the character has

THE IMPERIAL SUNBURST

The symbol of the Third Imperium was established by Cleon (the first emperor) when the empire was proclaimed. Images show him standing before the original banner with a golden yellow sunburst against a black background, representing Capital's type G star against dark space.

In 247, the Eliyoh (a nonhuman minor race) joined the Imperium. To that race the symbology was unimpressive. The Eliyoh vision centered in the far infrared, which resulted in distinction between the official colors of black and yellow being impossible. So the Empress Porfiria declared that the symbol would have no official color.

The original banner in the imperial throne room is still black with a yellow sunburst. The Imperial Interstellar Scout Service uses a red sunburst; the Imperial Navy, yellow; the Imperial Army, black; the Imperial Marines, maroon.



SKILL LIST

PERSONAL CHARACTERISTICS

Strength (Str)
Dexterity (Dex)
Endurance (End)
Intelligence (Int)
Education (Edu)
Social Standing (Soc)

SECONDARY CHARACTERISTICS

Life Force (Lif) (= Str + Dex + End)
Determination (Det) (= End + Int)
Experience (Exp) (= Int + Edu)

SKILLS

Academic (Cascade)

Admin
History
Linguistics
Persuasion
Science
+ 1 Education

Admin

Advanced Combat Rifle (Weapon)

Aircraft (Cascade)

Helicopter
Jet-propelled Aircraft
Lighter-than-air Craft
Propeller-driven Aircraft

Animal Handling (Cascade)

Guard/Hunting Beasts
Equestrian
Herdin

Archaic Weapons (Cascade)

Blowgun
Bola
Boomerang
Bow
Crossbow
Early Firearms
Sling

Artisan

Assault Rifle (Weapon)

ATV (Includes)

Wheeled Vehicle
Tracked Vehicle

Autocannon (Weapon)

Autofire (Weapon)

Axe (Includes)

Battle Axe
Hand Axe

Battle Axe (Weapon)

Battle Dress (Includes)

Vacc Suit

Bayonet (Weapon)

Biology (Serves as)

Genetics minus 1

Blade (Weapon)

Blade Combat (Cascade)

Axe
Cudgel
Foil
Large Blade
Polearm
Small Blade

Blowgun (Weapon)

Body Pistol (Weapon)

Bola (Weapon)

Boomerang (Weapon)

Bow (Weapon)

Brawling

Bribery

Broadsword (Weapon)

Broker

Carbine (Weapon)

Carousing (Serves as)

Steward minus 1

Chemistry

Combat Engineering

Combat Rifleman (Includes)

Advanced Combat Rifle
Assault Rifle
Carbine
Gauss Rifle
Rifle

Communications

Computer (Serves as)

Robot Ops minus 1

Crossbow (Weapon)

Cudgel (Weapon)

Cutlass (Weapon)

Dagger (Weapon)

Demolitions

Disguise

Early Firearms (Weapon)

Economic (Admin)

Broker
Legal
Trader

Electronics

Energy Weapons (Includes)

Fusion Gun
Plasma Gun

Engineering

Environ (Cascade)

Animal Handling
Archaic Weapons
Hunting
Recon
Stealth
Survival

Equestrian

Exploratory (Cascade)

Pilot
Sensor Ops
Survey
Survival
Vacc Suit
Vehicle

FA Gunnery (Cascade)

High-energy Weapons
Mass Drivers
Meson Guns
Mortars and Howitzers

Fleet Tactics

Foil (Weapon)

Forensic

Forgery

Forward Observer

Fusion Gun (Weapon)

Gambling

Gauss Rifle (Weapon)

Genetics

Grav Belt

Grav Vehicle (Serves as)

Grav Belt minus 1

Gravitics

Grenade Launcher (Weapon)

Guard/Hunting Beasts

Gun Combat (Cascade)

Energy Weapons
Handgun
Laser Weapons
Neural Weapons
Rifleman
Submachinegun

Gunnery (Cascade)

Screens
Spinal Weapons
Turret Weapons

Halberd (Weapon)

Hand Axe (Weapon)

Hand Combat (Cascade)

Blade Combat
Brawling
+ 1 Endurance
+ 1 Strength

Handgun (Includes)

Body Pistol
Pistol
Revolver
Snub Pistol

Heavy Weapons (Includes)

Autocannon
Grenade Launcher
Light Assault Gun
Machine Gun
VRF Gauss Gun

Helicopter (Serves as)

Lighter-than-air Craft minus 1
Jet-propelled Aircraft minus 1
Propeller-driven Aircraft minus 1

Herdin

High-energy Weapons (Serves as)

Mass Drivers minus 1
Meson Guns minus 1
Mortars and Howitzers minus 1

High-G Environ (Includes)

Laser-0
Energy-0

History

Hovercraft (Serves as)

Large Watercraft minus 1
Small Watercraft minus 1

Hunting

Inborn (Cascade)

Artisan
Carousing
Instruction
Jack-of-all-trades
Leader

Instruction

Interpersonal (Cascade)

Admin
Interview

SKILL LIST

Liaison	+1 Dexterity	Communications (Commo)
Linguistics	+1 Endurance	Computer
Steward	+1 Strength	Engineering
Interrogation	Physics	Gravitics
Interview (Serves as)	Pike (Weapon)	Vacc Suit
Interrogation minus 1	Pilot (Serves as)	Spear (Weapon)
Intrusion	Ship's Boat minus 1	Special Combat (Cascade)
Jack-of-all-trades	Pistol (Weapon)	Battle Dress
Jet-propelled Aircraft (Serves as)	Plasma Gun (Weapon)	Combat Engineering
Helicopter minus 1	Polearm (Includes)	Combat Rifleman
Lighter-than-air Craft minus 1	Bayonet	Demolition
Propeller-driven Aircraft minus 1	Halberd	FA Gunnery
Large Blade (Includes)	Pike	Forward Observer
Broadsword	Spear	Grav Belt
Cutlass	Prop-driven Aircraft (Serves as)	Heavy Weapons
Sword	Helicopter minus 1	High-energy Weapons
Large Watercraft (Serves as)	Jet-propelled Aircraft minus 1	High-G Environ
Hovercraft minus 1	Lighter-than-air Craft minus 1	Stealth
Small Watercraft minus 1	Prospecting	Zero-G Environ
Laser Pistol (Weapon)	Recon (Serves as)	Spinal Weapons
Laser Rifle (Weapon)	Sensor Ops-1 (not minus 1)	Stealth
Laser Weapons (Includes)	Recruiting	Steward
Laser Pistol	Revolver (Weapon)	Streetwise
Laser Rifle	Rifle (Weapon)	Submachinegun (Weapon)
Leader	Rifleman (Includes)	Survey (Serves as)
Legal (Serves as)	Autofifle	Sensor Ops minus 1
Admin minus 1	Carbine	Survival
Liaison (Serves as)	Rifle	Sword (Weapon)
Admin minus 1	Robot Ops	Tactics (Serves as)
Streetwise minus 1	Robotics (Serves as)	Ship Tactics minus 1
Light Assault Gun (Weapon)	Robot Ops	Technical (Cascade)
Lighter-than-air Craft (Serves as)	Computer minus 1	Communications (Commo)
Helicopter minus 1	Science (Cascade)	Computer
Jet-propelled Aircraft minus 1	Biology	Electronics
Propeller-driven Aircraft minus 1	Chemistry	Gravitics
Linguistics	Genetics	Robot Ops
Machine Gun (Weapon)	Forensic	Sensor Ops
Mass Drivers (Serves as)	Medical	Trader
High-energy Weapons minus 1	Physics	Tracked Vehicle (Serves as)
Meson Guns minus 1	Robotics	Wheeled Vehicle minus 1
Mortars and Howitzers minus 1	Sensor Ops	Turret Weapons
Mechanical	Screens	Vacc Suit
Medical	Ship Tactics	Vehicle (Cascade)
Mental (Cascade)	Ship's Boat	Grav Vehicle
+1 Intelligence	Sling (Weapon)	Helicopter
+1 Education	Small Blade (Includes)	Hovercraft
Meson Guns (Serves as)	Blade	Jet-propelled Aircraft
High-energy	Dagger	Large Water Craft
Weapons minus 1	Small Watercraft (Includes)	Lighter-than-air Craft
Mass Drivers minus 1	Hovercraft minus 1	Propeller-driven Aircraft
Mortars and Howitzers minus 1	Large Watercraft minus 1	Ship's Boat
Mortars and Howitzers (Serves as)	Snub Pistol (Weapon)	Small Water Craft
High-energy Weapons minus 1	Space (Cascade)	Tracked Vehicle
Mass Drivers minus 1	Engineering	Wheeled Vehicle
Meson Guns minus 1	Navigation	Vice (Cascade)
Naval Architect	Pilot	Bribery
Navigation (Serves as)	Sensor Ops	Disguise
Sensor Ops minus 1	Ship's Boat	Forgery
Neural Pistol (Weapon)	Vacc Suit	Gambling
Neural Rifle (Weapon)	Space Combat (Cascade)	Intrusion
Neural Weapons (Includes)	Gunnery	Streetwise
Neural Pistol	Sensor Ops	VRF Gauss Gun (Weapon)
Neural Rifle	Ship Tactics	Wheeled Vehicle (Includes)
Persuasion	Tactics	Tracked Vehicle minus 1
Physical (Cascade)	Space Tech (Cascade)	Zero-G Environ

little influence. Social Standing is the most volatile of the characteristics and can vary as the character's reputation becomes known by others. Social Standing also indicates the basic standard of living the character likes to maintain:

Social Standing × Cr250: The number of credits the character must spend in a month on upkeep (food, clothing, lodging, and incidentals). Ordinary purchases (buying equipment, getting a starship high passage ticket) does not count toward this total.

If the character is unable to keep up the proper rate of upkeep spending for a year, his or her *apparent* Social Standing drops one level. Apparent Social Standing is the Social Standing perceived by others.

SPECIAL CHARACTERISTICS

Certain combinations of characteristics have a special meaning. These special combinations are:

Life Force (Strength + Dexterity + Endurance): The character's three physical characteristics, representing the character's total *Life Force* (abbreviated *Lif*). When the sum of these three equals zero, the character is dead.

Determination (Endurance + Intelligence): Personal force of will representing *Determination* (abbreviated *Det*). Determination plays a critical role in the resolution of tasks; it affects the likelihood that a character will keep trying a task if he fails.

Experience (Intelligence + Education): These two indicate *Experience* (abbreviated *Exp*). No character can have more skills (or combined levels of skills) than the sum of Intelligence and Education. In certain tasks (at the referee's discretion), dividing Experience by 5 can substitute as a temporary skill DM.

SKILL DEFINITIONS

Skills are an important part of a character, assisting the referee (and the player) in calculating both general abilities and the specific probability of performing tasks. Skills are written with a capital letter to distinguish them from the ordinary use of the word. Characters have levels of skills ranging from 0 or 1 to 5 or higher. An individual's skill level is shown by the skill name followed by a dash and the skill level.

Skill Classes: Three classes of skills are: basic skills (such as Navigation), cascade skills (such as Gun Combat), and included skills (such as Handgun).

Basic Skills: Basic skills are a general ability to perform certain types of activities or tasks. For example, Navigation.

Cascade Skills: Cascade skills call for an immediate selection of a specific skill as a result. The player should immediately select from one of the skills listed as available. Some cascade skill lists contain skills that are themselves cascade skills. For example, Aircraft (Cascade: Propeller-driven Aircraft, Jet-propelled Aircraft, Helicopter, Lighter-than-air Craft).

Included Skills: Some skills *include* other skills. No additional choice is required. For example, ATV (Includes: Tracked Vehicle, Wheeled Vehicle).

Weapon Skills: Skills identified as *weapon* skills refer to specific weapons allowed by the skill. Often, a weapon skill is the end of one or more cascade or included skills. For example, Advanced Combat Rifle (Weapon).

Serves As Skills: Some skills overlap other skills, and can be used as those other skills at a lower skill level. Such skills are identified by the *Serves as:* statement. A skill can serve

as another skill at a lower skill level (such as skill minus 1) or at an absolute level (such as skill-1 or skill-0). For example, Wheeled Vehicle (Serves as: Tracked Vehicle minus 1).

Maximum Skills: No character may have more skills (or total of levels of skills) than his or her *Experience* (the sum of his or her Intelligence + Education). A character with UPP 77894A would be restricted to a total of 13 combined skills and levels of skills (this restriction does not apply to level-0 skills).

Skill Receipt Restrictions: Some skill receipts are restricted. Restrictions apply only during prior career resolution, not during later receipt of skills through experience. When a restriction prohibits a component of a cascade skill, another selection is required. For other skills, another skill roll is necessary.

SKILL LIST

The following skills are available for **Traveller**:

Academic (Cascade: Admin, History, Linguistics, Persuasion, Science, + 1 Education): The individual has undertaken a specific area of academic study in one of the arts or sciences.

Admin: The individual has experience with bureaucratic agencies, and understands the requirements of dealing with and managing them.

To avoid close inspection of papers:

Simple, Admin, Legal, 1 min (fateful).

Referee: This task assumes a world with No Law. Increase difficulty one level for each increase in law code: Low Law is Routine; Mod Law is Difficult; Hi Law is Formidable; Ext Law is Impossible.

To avoid police harassment:

Simple, Admin, Legal, 5 min (fateful).

Referee: Increase the difficulty for this task one level for each increase in law code above No Law.

Advanced Combat Rifle (Weapon): The individual can use the advanced combat rifle.

Aircraft (Cascade: Helicopter, Jet-propelled Aircraft, Lighter-than-air Craft, Propeller-driven Aircraft): The individual is skilled in the operation, use, repair, and maintenance of a specific type of aircraft commonly available in society.

The selected skill is used in tasks involving operation of the aircraft. Mishaps may involve instrument failure, engine failure, rough or crash landings, midair collisions, and so on.

Animal Handling (Cascade: Guard/Hunting Beasts, Equestrian, Herding): The individual is skilled in dealing with and controlling animals.

Archaic Weapons (Cascade: Blowgun, Bola, Boomerang, Bow, Crossbow, Early Firearms, Sling): The individual is skilled in a type of archaic weapon. All archaic weapons require a homeworld tech code of Pre-Industrial and have a law code maximum of Mod Law.

Artisan: The individual has skill and experience creating objects and artifacts. The skill may be used to duplicate objects and works of art, either legally or illegally. When used illegally, artisan skill is similar to forgery but applies to objects or works of art instead of documents.

Assault Rifle (Weapon): The individual can use the assault rifle, a (Pre-Stellar) basic soldier's weapon.

ATV (Includes: Tracked Vehicle, Wheeled Vehicle): The individual can operate, use, and maintain both wheeled and tracked vehicles.

Autocannon (Weapon): The individual can use the autocannon, a high-rate-of-fire, semiportable (and usually vehicle-mounted) weapon.

Autorifle (Weapon): The individual can use the autorifle, a basic soldier's weapon.

Axe (Includes: Battle Axe, Hand Axe): The individual can use axes as weapons.

Battle Axe (Weapon): The individual can use the battle axe.

Battle Dress (Includes: Vacc Suit): The individual can operate battle dress, a high-tech military armored suit.

Bayonet (Weapon): The individual can use the bayonet when attached to a firearm and used as a form of polearm.

Biology (Serves as: Genetics minus 1): The individual has skill in the life sciences, and understands the structure, functioning, growth, evolution, and distribution of organisms.

Blade (Weapon): The individual knows how to use the blade, a short fighting knife.

Blade Combat (Cascade: Axe, Cudgel, Foil, Large Blade, Polearm, Small Blade): The individual can use edged weapons.

Blowgun (Weapon): The individual can use the blowgun.

Body Pistol (Weapon): The individual can use the body pistol.

THE RIGHT OF ASSASSINATION

Martin II, the fifth emperor of the Third Imperium, died in 244, leaving no immediate heirs. Cleon III, a remote member of the Imperial line, was approved by the Moot and crowned within a year. He exercised power foolishly and arbitrarily, installing a court of shameless, flattering sycophants. He marched suspected traitors off the skylace's many terraces. When his advisors contradicted him, he had them shot or shot them himself. As the cabinet dwindled, the survivors agreed that Cleon the Mad (as he was called, but not to his face) had to go.

The Duchess Porfira, Minister of Justice in the cabinet, actually performed the deed, confronting Cleon III in the throne room following a private party. Their raging gunfight actually took less than three minutes, and it ended with Cleon III sprawled dead beneath a glistening white party dome.

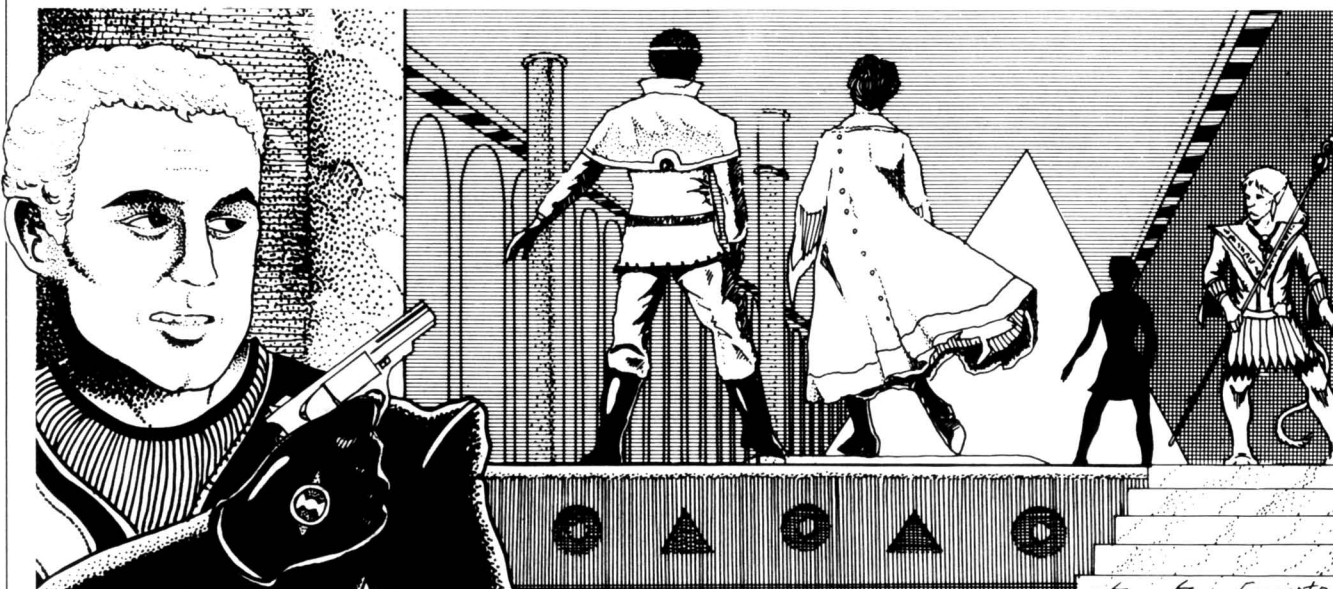
Porfira's heroic action, combined with her position as the eldest daughter of Emperor Martin II's grand-nephew, was sufficient for the Moot to confirm her as Empress. Their action also established a precedent for succession by right of assassination.

Assassination became more prominent in 475. Cleon

IV assassinated the Empress Nicholle and her immediate family, and claimed the throne. His excuse was that Nicholle was too weak to govern; he had enough noble support to succeed her. Jerome assassinated Cleon IV. Jacqueline I assassinated Jerome. Between 475 and 629, each of the 21 successions to the throne involved the death of the Emperor by assassination or battle.

The coronation of Arbellatra in 629 put an end to the assassinations. In the next 500 years, the Imperium put that period of upheaval and chaos behind it. Assassination became a footnote in the history texts. But for the record, the right of assassination remains a precedent to which conditions apply: the assassin must be a high-ranking Imperial noble; he or she must do the deed personally; and he or she must then claim the throne.

In 1116, the Imperium was shaken when the precedent was revived. Archduke Dulinor of Ilelish assassinated the Emperor Strephon, also killing the Empress Iolanthe, the Grand Princess Cienca Iphegenia, and the Aslan Yerlyaruiwo ambassador. He then ascended the steps to the Iridium Throne, sat on it long enough to make a formal claim, and fled to his own worlds dozens of parsecs distant to prosecute his own campaign to rule the Third Imperium.



Bola (Weapon): The individual knows can use the bola as a weapon.

Boomerang (Weapon): The individual can use the boomerang as a weapon.

Bow (Weapon): The individual knows archery: how to use a bow and arrows.

Brawling: The individual is skilled in hand-to-hand combat, and can fight without weapons or with typical improvised weapons such as clubs or bottles. The use of brawling skill is governed by the combat rules.

Bribery: The individual has had experience in bribing officials in order to circumvent regulations or ignore cumbersome laws.

Broadsword (Weapon): The individual can use the broadsword, a long, heavy sword.

Broker: The individual is skilled in the marketing of goods, and he understands the business of buying and selling.

To find a buyer for a load of laser rifles:

Simple, Broker, Streetwise, 1 day (hazardous).

Referee: This task assumes a Law Code of No Law. Increase the difficulty one level for each increase in Law Code: Lo Law is Routine; Mod Law is Difficult; Hi Law is Formidable; Ext Law is Impossible. For law levels where laser weapons are legal, this task is not hazardous.

Uses of the Broker skill are governed by trade and commerce rules.

Carbine (Weapon): The individual knows how to use the carbine, a short, easy-to-carry rifle.

Carousing (Serves as: Steward minus 1): The individual is a gregarious and sociable individual who is well adapted to meeting and mingling with strangers in unfamiliar surroundings.

Chemistry: The individual has skill in the science of inanimate matter, and understands the composition, structure, properties, and reactions of elements and compounds. Chemistry skill applies to inanimate matter, not living organisms.

To analyze a chemical compound for trace elements:

Routine, Chemistry, Edu, 1 hour.

Referee: The character be able to gain access to the proper equipment in order to successfully perform this task.

Combat Engineering: The individual has had a degree of practical training in combat engineering. Combat engineering involves the rapid construction of field fortifications, fortification camouflage, and the assessment of a fortification's ability to withstand enemy fire. Combat engineering also involves mine placement and clearance, and placement of untended ground sensors.

Combat Rifleman (Includes: Advanced Combat Rifle, Assault Rifle, Carbine, Gauss Rifle, Rifle): The individual has been trained in the use of modern combat rifles.

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

While nearly everyone can press the button and make a communicator function, this skill is necessary to be able to under-

stand why the device does not work correctly, as well as to be aware of the details and limitations on the device's possible use.

To establish a communicator connection:

Simple, Communications, Int, 3 min.

To listen in on a communicator line or channel:

Difficult, Communications, Int, 3 min.

Referee: A mishap indicates the unauthorized listener has been detected.

Computer (Serves as: Robot Ops minus 1): The individual is skilled in the operation of electronic and fiber optic computers (both ground and shipboard models).

While any character can use a computer to retrieve data that is freely available, computer skill is required to circumvent the computer's programming. Computer skill is required to program a computer.

To retrieve unprotected data from a computer:

Simple, Computer, Edu, 1 min (safe, unskilled OK).

Referee: This task assumes a tech code of Early Stellar +. For Pre-Stellar computers, the task is Routine; for Industrial computers, the task is Difficult.

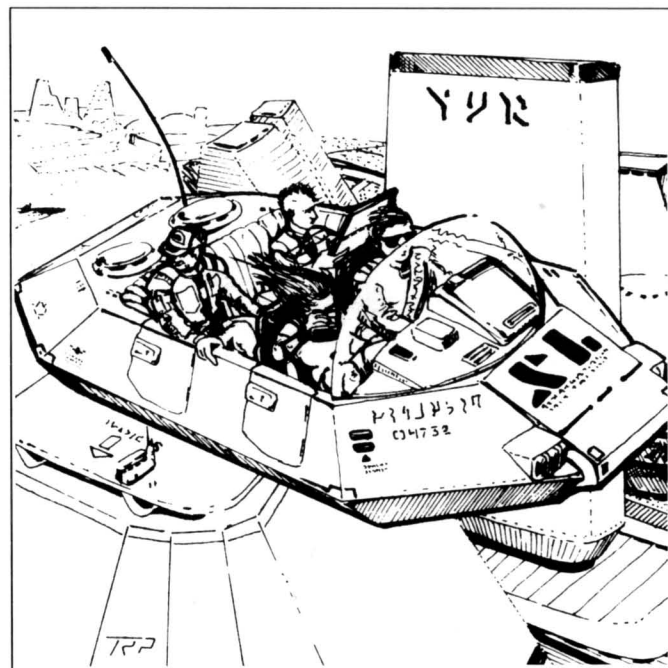
Crossbow (Weapon): The individual can use the crossbow as a weapon.

Cudgel (Weapon): The individual can use the cudgel as a weapon.

Cutlass (Weapon): The individual can use the cutlass as a weapon.

Dagger (Weapon): The individual can use the dagger as a weapon.

Demolitions: The individual is experienced in the proper handling, placement, and efficient use of explosives.



Disguise: The individual is experienced in modifying his mannerisms and appearance to prevent recognition.

To change one's appearance beyond recognition:
Difficult, Disguise, Edu, 5 min. (uncertain).

Referee: This task requires proper materials (which include ordinary make-up, common household items, or shipboard materials); access to a disguise kit makes the task one level easier. Without proper materials, this task is one level more difficult.

The quality of the disguise varies according to the result of the uncertain task.

Early Firearms (Weapon): The individual knows how to use any primitive firearm which depends on separate powder and ball rather than on cartridges.

Economic (Cascade: Admin, Broker, Legal, Trader): The individual has experience working with the financial aspects of business and commerce.

Electronics: The individual has skill in the use, operation, and repair of electronic devices. The person is considered handy in this field, with the equivalent of a green thumb. This skill includes the repair of laser and energy weapons.

Use the standard diagnosis and repair task rules for the repair of electronic devices.

To diagnose major damage done to a hand computer:
Routine, Electronics, Computer, 5 min (uncertain).

Referee: The character must have the skill of Electronics or this task becomes one level more difficult. Diagnosis is always uncertain. Diagnosis must succeed before repair begins.

To repair (in the shop) major damage to a hand computer:
Difficult, Electronics, Computer, 1 hour.

Referee: If the result of the diagnosis task was **No Truth** or **Some Truth** the repaired hand computer will not work.

Energy Weapons (Includes Fusion Gun, Plasma Gun): The individual is familiar with a variety of military energy weapons.

Engineering: The individual can operate and maintain starship maneuver drives, jump drives, and power plants. A skilled engineer is essential for the proper operation of any starship. Engineering experience enables an individual to operate the vital drives of starships (and any craft with a fusion power plant), as well as to maintain the machinery against failure.

To prepare a jump drive during pre-jump:
Routine, Engineering, Edu, 2 min.

Referee: If the starship is using unrefined fuel (when not equipped to do so), this task is hazardous. If the starship is past annual maintenance, this task is hazardous. For every month the ship is past annual maintenance, increase difficulty one level. If this task fails, the starship cannot engage the jump drive.

To engage the jump drive:
Routine, Engineering, Edu, 2 min.

Referee: If the starship is using unrefined fuel (when not

equipped to do so), this task is hazardous. If the starship is within 100 diameters of a massive body, this task is Difficult (hazardous). If the starship is within 10 diameters of a massive body, this task becomes Formidable (hazardous). Treat mishaps as follows: **Superficial:** A jump relativity error occurs. The ship remains in jumpspace 7 + 1D-3 days (from 5 to 10 days) before emerging in the destination system. **Minor:** A jump relativity error occurs, and, in addition, the ship emerges at the extreme edge of the destination system. Travel time to the main world is 1D × 8 hours. **Major:** A jump relativity error occurs, and, in addition, the ship misjumps. Throw 1D for the number of dice to throw, then throw that number of dice to determine the distance of the misjump in hexes; finally, throw 1D to determine the direction of the misjump. **Destroyed:** The starship is destroyed.

Environ (Cascade: Animal Handling, Archaic Weapons, Hunting, Recon, Survival, Stealth): The individual has experience living and working in a rural or wilderness setting.

Equestrian: The individual is skilled in controlling and riding draft animals, beasts of burden, and transport animals. Animals remain a prime form of transport on many worlds, and a trained individual knows the basics of animal control enough to ride and control them (if the animals are also properly broken and trained).

To ride a trained animal at a walk:

Simple, Equestrian, Dex, 1 hour.

Referee: The time roll indicates when both the individual and the animal are in need of a night's rest.

ANGLIC

The official language of the Third Imperium is Anglic. A distant descendent of Terran English, Anglic was the language of the Rule of Man (-2204 to -1776). The Anglic language remained a common interstellar language for trade and commerce during the Long Night. Its widespread use on the original worlds of the Third Imperium made it a natural language selection when the empire was established.

On many worlds, Anglic is only a second language used for system traffic control, commercial operations, and interstellar communications. Anglic is sometimes called Galanglic (for Galactic Anglic).

The Imperium has not been able to prevent the emergence of a variety of Anglic dialects. Interstellar communications, holocrystals, and recordings help to spread a uniform pronunciation of Anglic throughout the Imperium. Within the Imperium, any Anglic speaker can understand almost any other, but isolated communities on worlds with little contact with the interstellar trade lanes shift their speech patterns to form dialects. Broad areas within the Imperium have established their own pronunciation patterns; accepted dialects include Rim (which includes Terra), Core (the central region of the Imperium), Riftian (the spinward frontiers), and Transform (the Antares region).

To ride a trained animal at a run or in chases:
Routine, Equestrian, Dex (fateful).

To control a panicked or stampeding animal:
Difficult, Equestrian, Str (hazardous).

Exploratory (Cascade: Pilot, Sensor Ops, Survey, Survival, Vacc Suit, Vehicle): The individual has training and experience in planetary survey and exploration.

FA Gunnery (Cascade: High Energy Weapons, Mass Drivers, Meson Guns, Mortars and Howitzers): The individual has had some training as a gunner in field artillery weapon systems.

Fleet Tactics: The individual has been trained formations and maneuvers of naval operations. Fleet Tactics is used in command of two or more starships.

Foil (Weapon): The individual can use the foil.

Forensic: The individual is skilled at gathering and interpreting evidence at the scene of a crime or accident. Special forensic equipment is sometimes required. Crude forensic equipment is available at a tech code of Industrial; forensic equipment from higher tech codes is more reliable and gives more detailed information.

Forgery: The individual has developed some skill at faking documents and papers, with a view to deceiving officials, banks or patrons.

To create a convincing counterfeit credit note:
Formidable, Forgery, Dex, 1 day.

Forward Observer: The individual has been trained to adjust artillery fire from distant batteries or from ships that are in orbit.

Modern fire support is a tremendously effective weapon, but it is, nonetheless, virtually useless unless it can be accurately directed.

Fusion Gun (Weapon): The individual can use a fusion gun as a weapon.

Gambling: The individual is well-informed concerning games of chance, and he is wise in how to play them. He has an advantage over nonexperts and is generally capable of winning. Gambling, however, should not be confused with regular risk-taking.

To win in an organized casino game:
Difficult, Gambling, Int.

Referee: Allow bets of up to Cr10,000; winners receive double their bet. Make a secret failure roll when the player loses; a mishap means the game was dishonest. In any event, the player may also want to roll the following task:

To determine if a game was dishonest:
Routine, Gambling, Int.

To win in a private game:
Difficult, Gambling + 1, Int.

Referee: Games allow bets up to Cr5000; winners receive double their bet. Make a secret failure roll when the player loses; a mishap means the game was dishonest.

Gauss Rifle (Weapon): The individual can use a gauss rifle as a weapon.

Genetics: The individual has training in the science of organisms. Genetics is a combination of Biology and Chemistry (with Chemistry applying to living organisms instead of inanimate matter).

To analyze a living organism for trace elements:
Routine, Genetics, Edu, 1 hour.

Referee: The living organism is not killed. This task could be done using Chemistry, but the organism would be killed. Equipment is required.

Grav Belt: The individual can use a grav belt.

To perform routine maneuvers with grav belt:
Routine, Grav Belt, Dex (unskilled OK).

Referee: Roll once for short flights, two or three times for long flights. Increase difficulty one level for bad weather.

Grav Vehicle (Serves as: Grav Belt minus 1): The individual can use an air/raft, floater, flier, and all types of grav vehicles. Grav vehicles are the major transportation form on most worlds with a tech code of Early Stellar or greater. Most people are aware of the basic operation. Grav vehicles can be dangerous to operate in high-speed situations or in bad weather.

To perform routine maneuvers with grav vehicle:
Routine, Grav Vehicle, Dex.

Referee: Roll once for short flights, two or three times for long flights. Increase difficulty one level for bad weather conditions.

Gravitics: The individual can use and repair gravitic devices. Gravitic devices use the principles of gravity modules. This skill is used to understand, repair, assemble, and operate grav modules.

To diagnose major damage to a grav belt:
Routine, Gravitics, Grav Belt, 5 min (uncertain).

Referee: A player must succeed with his diagnosis task before he can proceed with repair.

To repair (in the shop) major damage to a grav belt:
Difficult, Gravitics, Grav Belt, 1 hour.

Referee: If the diagnosis produced **Some Truth** (no matter what happens with this task), the belt will not work.

Grenade Launcher (Weapon): The individual can use a grenade launcher.

Guard/Hunting Beasts: The individual is skilled in controlling, directing, and training animals in guard or hunting duties. The creatures are generally carnivore/chasers.

To make a trained animal follow a simple command:
Routine, Guard/Hunting Beast, Int (uncertain).

Referee: This task is for an animal of *average* intelligence. If the animal is particularly intelligent, reduce the difficulty to Simple; if the animal is somewhat less intelligent, increase

the task to Difficult. Mishaps can include property damage, escape of the animal, or uncontrolled attacks by the animal.

Gun Combat (Cascade: Energy Weapons, Handgun, Laser Weapons, Neural Weapons, Rifleman, Sub-machinegun): Gun Combat is a specific skill in the use of a category of modern slug throwers.

Gunnery (Cascade: Screens, Spinal Weapons, Turret Weapons): Gunnery is a specific naval skill in the operation and use of one of several types of starship armament.

Halberd (Weapon): The individual can use a halberd.

Hand Axe (Weapon): The individual can use a hand axe.

Hand Combat (Cascade: Blade Combat, Brawling, +1 Endurance, +1 Strength): The individual has experience in hand-to-hand combat.

Handgun (Includes: Body Pistol, Pistol, Revolver, Snub Pistol): The individual can use handguns.

Heavy Weapons (Includes: Autocannon, Grenade Launcher, Light Assault Gun, Machine Gun, VRF Gauss Gun): The individual can use heavy weapons.

Helicopter (Serves as: Lighter-than-air Craft minus 1, Jet-propelled Aircraft minus 1, Propeller-driven Aircraft minus 1): The individual can operate a helicopter. The character's homeworld must be tech code Pre-Stellar with a standard or dense atmosphere.

Herdin: The individual can control domesticated food or draft animals. Herbivores are usually subject to this skill.

High-energy Weapons (Serves as: Mass Drivers minus 1, Meson Guns minus 1, Mortars and Howitzers minus 1): The individual can use battlefield high-energy weapons. These weapons are larger, more powerful versions of the man-portable plasma and fusion guns.

High-G Environ (Includes: Laser Weapons-0, Energy Weapons-0): The individual has experience in an environment having a gravity of 2Gs or more. A high-gravity environment exerts considerable stress on the body and often does bodily harm to those not accustomed to dealing with extreme gravity. High gravity severely limits the range of slug throwers, but has little or no effect on lasers and energy weapons.

To avoid injury during physical exertion on a high-G world: Routine, High-G Environ, Int (fateful).

Referee: Exertion includes such things as running, hand combat, lifting loads in excess of Strength \times 1, and other physical activities.

History: The individual has a broad knowledge of history, and he also understands the variety of techniques that are used in researching information relating to people, places, and events.

To locate background information about a mysterious patron: Difficult, History, Streetwise, 1 day (uncertain).

Hovercraft (Serves as: Large Watercraft minus 1, Small Watercraft minus 1): The individual is skilled in the operation of the hovercraft. The character's homeworld must be tech code Pre-Stellar with a standard or dense atmosphere.

Hunting: The individual can track and hunt animals. In

animal encounter situations, this skill enhances the chance of surprising such animals and of surviving such encounters when the animals are dangerous.

Inborn (Cascade: Artisan, Carousing, Instruction, Jack-of-all-trades, Leader): The individual has innate abilities and has developed one of them through experience.

Instruction: The individual has the ability to teach and motivate.

Interpersonal (Cascade: Admin, Interview, Liaison, Linguistics, Steward): The individual has experience dealing with others in various settings.

TRADE ROUTES AND FEEDER LINES

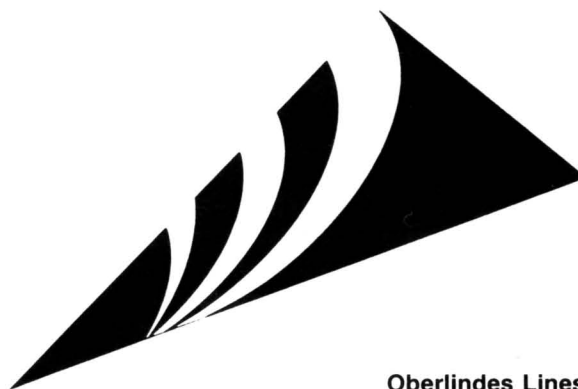
At first glance, starships seem to just follow straight lines from origin to destination. The reality is quite different. There is a kind of terrain in interstellar space; clusters of worlds and regions of empty space direct ships into distinct channels.

The Imperium is crisscrossed with trade routes which jump between major worlds, connecting vital suppliers with essential markets, important government worlds with high population worlds, and strategic resources with exploiting industry. Trade routes are a natural outgrowth of economic and market pressures. When a market is no longer profitable, the trade routes bypass it.

The trade routes are the territory of the Imperium's largest trading companies. They maintain fleets of commercial transports and merchants who serve these tradeworlds, and they reap large profits in doing so.

But the trade routes directly serve fewer than a tenth of the worlds of the Imperium. The other 90 percent of the Imperium's worlds are served by feeder lines, tramp freighters, and free traders. These smaller companies and unscheduled ships carry passengers and cargo between worlds off the main trade routes.

A traveller leaving Menorb for Heya would first catch a tramp freighter for Pixie and transfer to a scheduled liner for Kinorb. Once at Kinorb, he would wait for the first available ship to Heya. Ships along the trade routes are scheduled and predictable; ships travelling to worlds off the main routes are unscheduled and unpredictable.



Oberlindes Lines

Interrogation: The individual knows the psychological arts of interrogation. The individual will be able to extract more information from a subject than is normally possible. There is no direct psychological or physical assault on the individual interrogated; instead, the ability of the interrogator derives the information. The interrogator has a high ability to detect lying and to piece together hints from a large number of interrogations.

Interview (Serves as: Interrogation minus 1): The individual is skilled in conversing with others on an individual basis. The character's knowledge of psychology, body language, and oral communication allows him to draw others out, making the person being interviewed more apt to be open.

The maximum benefit from this skill is obtained only when the individual is in a prearranged conversation with one or two individuals. Time spent in preparation is important; situations where preparation is inadequate are more difficult.

To determine an obscure fact about another's background:
Routine, Interview, Int, 5 min (uncertain).

Intrusion: The individual has experience in clandestine methods of acquiring goods that belong to others. An individual with Intrusion can pick locks, open locked safes, and pockets.

To clandestinely open a magnetic door lock without a key:
Difficult, Intrusion, Stealth, 5 sec.

Referee: In situations where the character is likely to be discovered, make this task hazardous.

Jack-of-all-trades: The individual is proven capable of handling a wide variety of situations and is resourceful at finding solutions and remedies. Jack-of-all-trades allows the character one free retry per level of Jack-of-all-trades on any task that fails. This represents the character's resourcefulness when finding solutions.

Jet-propelled Aircraft (Serves as: Helicopter minus 1, Lighter-than-air Craft minus 1, Propeller-driven Aircraft minus 1): The individual has skill in the operation of jet-propelled aircraft. The character's homeworld must be tech code Pre-Stellar or Early Stellar and have a Thin, Standard, or Dense atmosphere.

Large Blade (Includes: Broadsword, Cutlass, Sword): The individual is skilled in the use of large edged weapons.

Large Watercraft (Serves as: Hovercraft minus 1, Small Watercraft minus 1): The individual is skilled in the operation of large watercraft, including submersibles. The character's homeworld cannot be a Desert World.

Laser Pistol (Weapon): The individual can use a laser pistol.

Laser Rifle (Weapon): The individual can use a laser rifle.

Laser Weapons (Includes: Laser Pistol, Laser Rifle): The individual can use laser weapons.

Leader: The individual has lead others through difficult situations, and he also possesses a knowledge and self-assurance which work together to form a capable emergent or appointed leader.

Legal (Serves as: Admin minus 1): The individual is familiar with a wide variety of the laws and regulations of interstellar travel and relations.

Familiarity with the laws that control interstellar commerce is essential for any trader. Legal reflects a knowledge of these regulations. The character will not be familiar with the myriad laws on each individual world encountered nor will he be able to function as a lawyer.

Liaison (Serves as: Admin minus 1, Streetwise minus 1): The individual is trained in the art of dealing with others; this skill is usable in relations with members of military units, citizens in a community, and with alien or foreign cultures.

This individual is trained to subordinate his own views and prejudices where they may conflict with those opinions held by the individuals he is dealing with. As a result, greater cooperation can be achieved and progress in mutual projects made.

Liaison is similar to Streetwise and Admin. Streetwise deals with the unsavory aspects of society, while Admin deals with the formal bureaucratic structure. Liaison is a formal training that spans both but also extends to alien cultures.

Light Assault Gun (Weapon): The individual can use a light assault gun.

Lighter-than-air Craft (Serves as: Helicopter minus 1, Jet-propelled Aircraft minus 1, Propeller-driven Aircraft minus 1): The individual is skilled in the operation of a lighter-than-air craft. The character's homeworld must be tech code Indust or Pre-Stellar, and it must also have a Standard or Dense atmosphere.

Linguistics: The individual has training and experience communicating through the use of foreign languages. The level of skill represents the number of languages (other than his native tongue) that the character knows. Upon receiving this skill, the character should specify which foreign languages he knows.

An individual with Linguistics has the ability to quickly learn and understand an unknown language based on language structure laws.

Machine Gun (Weapon): The individual can use a machine gun.

Mass Driver (Serves as: High Energy Weapons minus 1, Meson Guns minus 1, Mortars and Howitzers minus 1): The individual is trained in using mass drivers as battlefield weapons.

Mechanical: The individual has skill in the use, operation, and repair of mechanical devices. The person is considered handy in this field, with a talent similar to that of a green thumb. This skill includes nonenergy weapon repair; it does not include Engineering.

Mechanical skill allows a character to operate mechanical devices easily, and, in addition, he can repair them quickly and efficiently.

Medical: The individual has skill in medical arts.

Medical-1 qualifies an individual as a medic on a starship crew.

Medical-3 qualifies an individual as a doctor and assumes a license to practice medicine, including writing prescriptions, handling most ailments, and dealing with other doctors on a professional level. Dexterity 8+ qualifies a doctor to be a surgeon.

To treat a minor wound (1 characteristic reduced to zero):
Routine, Medical, Edu, 3 min.

To treat a major wound (2 characteristics reduced to zero):
Difficult, Medical, Edu, 2 days.

To revive a low passage passenger:
Routine, Medical, Edu, 1 min (fateful).

Xeno-Medicine: Normally, medical expertise is considered to apply to humans and, to a limited extent, to the animals which live on human worlds. However, anyone with Medical can apply that skill (increase task difficulty one level) to nonhuman aliens.

Mental (Cascade: +1 Education, +1 Intelligence): The individual has improved his mental abilities.

Meson Guns (Serves as: High-energy Weapons minus 1, Mass Drivers minus 1, Mortars and Howitzers minus 1): The individual can use meson guns.

Mortars and Howitzers (Serves as: High-energy Weapons minus 1, Mass Drivers minus 1, Meson Guns minus 1): The individual can use mortars and howitzers.

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

The use of this skill is governed by the starship design and construction rules and does not allow the invention of new devices or equipment.

Navigation (Serves as: Sensor Ops-1): The individual has training in interplanetary and interstellar navigation.

The starship navigator plots the course and ensures that information is available to the pilot and crew as they need it. The navigator interprets the long-range data provided by the ship's scanners and detectors.

Navigation expertise qualifies a character for the position of navigator on a starship.

To compute the proper course for a starship making a jump:
Routine, Navigation, Edu, 2 min (uncertain).

Neural Pistol (Weapon): The individual knows how to use a neural pistol.

Neural Rifle (Weapon): The individual knows how to use a neural rifle.

Neural Weapons (Cascade: Neural Pistol, Neural Rifle): The individual knows how to use neural weapons.

Persuasion: The individual is skilled acting to persuade groups to take a course of action.

Preparation is critical to the use of the skill of Persuasion. Persuasion is most aptly applied to large numbers of people through an effective use of either live or recorded media. While the skill of Persuasion is similar in some respects to the skill of Leader, Persuasion is not the same. Leadership involves responsibility, knowledge, and action, and a leader will always try to choose and direct the best course. Persuasion implies only the ability to influence others, whether for their own good or not. Individuals with high levels of Persuasion may become propagandists.

To convince a lynch mob to take a particular course of action:
Difficult, Persuasion or Leader, Int, 10 min.

Physical (Cascade: +1 Dexterity, +1 Endurance, +1 Strength): The individual has improved his physical abilities.

Physics: The individual has training and experience in the science of matter and energy.

Pike (Weapon): The individual can use the pike (a polearm). The use of this skill is governed by the combat rules.

Pilot (Serves as: Ship's Boat minus 1): The individual can operate starships and large interplanetary ships. This skill includes both interplanetary and interstellar aspects of large ship operation. The single most important ship crew position is the pilot, responsible for control of the starship's liftoffs, landings, and routine flight.

The term pilot refers to interstellar ships; much of the interstellar ship operation, however, is similar to that of interplanetary craft, and Pilot applies to large interplanetary craft (100 tons and up).

To pilot a starship from a world's surface to jump point:
Routine, Pilot, Navigation.

Referee: Time for this task depends on time needed to reach a safe jump point at 100 diameters from a world.

Pistol (Weapon): The individual can make use of a pistol.

Plasma Gun (Weapon): The individual can use a plasma gun.

MEGACORPORATIONS

Although billions of companies do business within the Imperium, and millions are engaged in interstellar commerce, only a very few of them grow to become large enough and powerful enough to extend their activities to every corner of the empire. The favored few are referred to as *megacorporations* (of which there are only 13 total). Megacorporations dominate interstellar commerce on the grand scale. Their brands, trade names, and service marks have come to be almost universally recognized throughout the Imperium.

Delgado. Military hardware, miniaturization, minerals, publishing, trading, recreational products.

General Products. Heavy industry, starships, vehicles.

GSbAG. Starships.

Hortalez. Banking, investments, finance arrangements.

Interstellarms. Military hardware, military units, strategic planning.

Ling-Standard Products. Mining, electronics, vehicles, weapons, consumer goods.

Makhidkarun. Communications, computers, entertainment, recreation.

Naasirka. Information retrieval hardware and software, robots, electronics.

SuSAG. Chemicals, pharmaceuticals, geneering.

Sharurshid. Trade and speculation, luxury goods.

Sternmetal. Mining, manufacturing, energy supplies, food synthesis.

Tukera. Passenger and freight transport, trade and speculation.

Zirunkariish. Capital investment, real estate, insurance.

Polearm (Includes: Bayonet, Halberd, Pike, Spear): The individual is trained in the use of polearms.

Propeller-driven Aircraft (Serves as: Jet-propelled Aircraft minus 1, Helicopter minus 1, Lighter-than-air Craft minus 1): The individual is trained in the operation of propeller-driven fixed wing aircraft. The character's homeworld must be tech code Indust or Pre-Stellar and have a Thin, Standard, or Dense atmosphere.

Prospecting: The individual has gained experience in searching out mineral wealth on the surfaces of worlds and in deep space.

The skill of Prospecting allows an individual to have greater likelihood of discovering mineral deposits. This skill alone is not sufficient for the discovery of vast mineral wealth; but it does provide a greater probability of an individual discovering what is there.

To mine an asteroid for 1 kg of ore:
Routine, Prospecting, Dex, 1 hour.

Recon (Serves as: Sensor Ops-1): The individual is skilled in military scouting and is capable of moving about in the wilderness without being detected.

To discover an enemy group in rough terrain:
Difficult, Recon, Hunting (uncertain, confrontation).

Referee: A result of **Some Truth** means both sides have spotted each other; **No Truth** means the characters have been sighted by the enemy without noticing the enemy themselves.

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

Recruiting affects both the quality and quantity of recruits who will respond to a request for application. Recruiting can obtain nonplayer character hirelings with skills suited for specific tasks. Leader, on the other hand, tends to attract indiscriminately all within the range of the character's personality, skill or no skill.

To locate a potential hireling:
Routine, Recruiting, Int, 4 hours (uncertain, interpersonal).

Revolver (Weapon): The individual can use a revolver.

Rifle (Weapon): The individual can use a rifle.

Rifleman (Includes: Autorifle, Carbine, Rifle): The individual can use standard infantry weapons.

Robot Ops: The individual is trained in overseeing robots and in instructing them in their specific duties.

Under ordinary circumstances, a person with Robot Ops automatically succeeds in instructing the robot. For more complicated situations, define a task for the robot to understand.

A robot with Intelligence-0 will not perform properly unless it is instructed by someone with Robot Ops.

Any robot with an Intelligence 4- (a dumbot) requires supervision of its work at occasional intervals. This can be accomplished by a sophont or by another robot with higher Intelligence. As a rule of thumb, a robot with an Intelligence of

4 or below will have difficulty performing a task for which it has no skill.

To instruct a robot on a task in a skill it has:
Routine, Robot Ops, robot's skill, 1 min (uncertain).

To instruct a robot on a task for which it has no skill:
Formidable, Robot Ops, robot's Int, 2 min (uncertain).

Referee: Use the robot's Intelligence divided by 5 as a DM for this task.

Robotics (Serves as: Robot Ops, Computer minus 1): The individual is trained in designing, building, and repairing high-tech robots. The Robotics skill serves as Electronics minus 1, Gravitics minus 1, Mechanical minus 1 when dealing with robots.

Science (Cascade: Biology, Chemistry, Genetics, Forensic, Medical, Physics, Robotics): The individual has training in an area of modern science.

Sensor Ops: The individual can operate a variety of modern sensors. He is also familiar with interpreting their readings.

To scan the area for unidentified starships:
Routine, Sensor Ops, Edu, 10 sec (uncertain).

To scan an area for life forms:
Routine, Sensor Ops, Biology, 1 sec (uncertain).

Screens: The individual is skilled in the operation of a variety of protective equipment developed for starships. Screens include nuclear dampers, meson screens, and black globe generators.

Ship Tactics: The individual has been trained in the operation of a starship or spaceship in battle. Ship Tactics is a skill which is used by individuals who are in command of a single ship in combat.

Ship's Boat: The individual is familiar with the operation of small interplanetary craft collectively known as ship's boats. These craft range from five to 100 tons and include shuttles, lifeboats, launches, ship's boats, and fighters.

To pilot a shuttle from a world's surface to orbit:
Routine, Ship's Boat, Sensor Ops, 5 min.

Sling (Weapon): The individual can use a sling.

Small Blade (Includes: Blade, Dagger): The individual is skilled in the use of small edged weapons.

Small Watercraft (Includes: Hovercraft minus 1, Large Watercraft minus 1): The individual is skilled in the use of small water craft, including submersibles. The individual's homeworld must be tech code Pre-Indust to Pre-Stellar and cannot be a Dry World.

Snub Pistol (Weapon): The individual can use a snub pistol.

Space (Cascade: Engineering, Navigation, Pilot, Sensor Ops, Ship's Boat, Vacc Suit): The individual has been a member of a starship or spaceship crew.

Space Combat (Cascade: Gunnery, Sensor Ops, Ship Tactics, Tactics): The individual has training in starship combat.

Space Tech (Cascade: Communications, Computer, Engineering, Gravitics, Vacc Suit): The individual has training in the technical aspects of starship operation.

Spear (Weapon): The individual can use a spear.

Special Combat (Cascade: Battle Dress, Combat Engineering, Combat Rifleman, Demolition, FA Gunnery, Forward Observer, Grav Belt, Heavy Weapons, High-energy Weapons, High-G Environ, Stealth, Zero-G Environ): The individual has training in combat activities.

Spinal Weapons: The individual is skilled in the operation of major starship weaponry.

Stealth: The individual is skilled in covert activity. The individual remains unobserved by moving quietly and by taking maximum advantage of available cover. Stealth is of no benefit against electronic surveillance devices or robots.

To move down an empty starship corridor unobserved:
Difficult, Stealth, Dex, 30 sec.

Steward: The individual is experienced and capable in the care and feeding of passengers.

Steward skill represents a general knowledge of cooking, personal care and attention, and other areas of experience which will make passengers and crew happy and content with their conditions of passage.

Streetwise: The individual is acquainted with the ways of local subcultures (which tend to be similar everywhere in human society) and thus is capable of dealing with strangers without alienating them.

Close-knit subcultures (for example, some portions of the lower classes, trade groups such as workers, and the underworld) generally reject contact with strangers or unknown elements. Streetwise expertise allows contact for the purposes of obtaining information, hiring persons, purchasing or selling contraband or stolen goods, and other shady or borderline activities.

To infiltrate a gang of smugglers:
Difficult, Streetwise, Carousing, 1 day.

Submachinegun (Weapon): The individual can use a submachinegun.

Survey (Serves as: Sensor Ops minus 1): The individual is skilled in mapping and charting star systems.

Survey is a skill conferring expertise to produce accurate maps and directories of Imperial territory. Survey allows an individual to accurately determine the characteristics of an unknown or unclassified world. It allows an individual to correctly produce maps and information about star systems as well.

To determine a planet's physical codes:
Routine, Survey, Edu, 25 min (unskilled OK).

Referee: Success reveals size, atmosphere, and hydrographic codes.

Survival: The individual can live off the land or stay alive in situations where most individuals would have trouble finding food, water, or shelter.

The likelihood of Survival (no matter how good) allowing a character to find breathable air in a vacuum is rather slight, but Survival would allow an individual to use any tools at hand to build an adequate shelter or to locate caves or natural features which could assist in survival.

JUMPSPACE

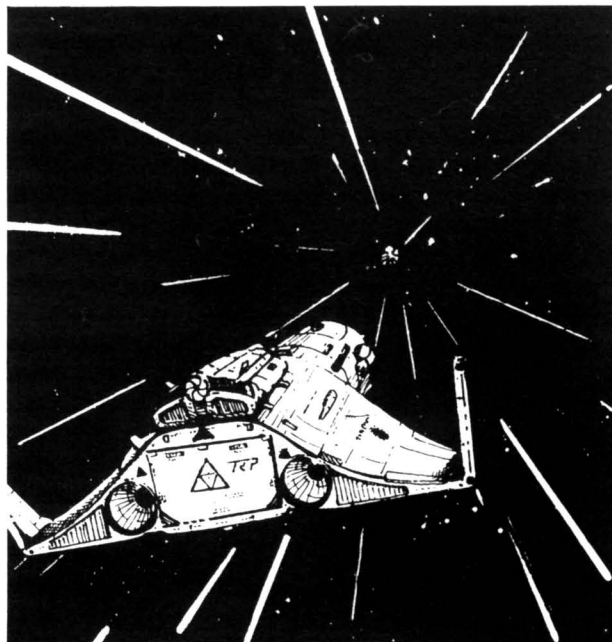
The central secret of interstellar travel is jumpspace. Without jump, interstellar travel would be restricted to the universal speed limit of light speed, and intelligent species would never travel to the stars. Jump allows travel at speeds up to six parsecs per week.

The basic concept of jumpspace is that of an alternate space. Theoretically, jumpspace is alternate spaces, each only dimly understood from the standpoint of our own universe. Jump is defined as the movement of matter from one point in space (called *normal space*) to another point in normal space by travelling through an alternate space (called *jumpspace*). The benefit of jump is that the time required is relatively invariant—about one week. If the distance travelled is greater than can be covered in one week in normal space, then a gain has been made. Jumpspace makes possible enormous gains.

Entering jump is possible anywhere, but perturbations due to gravity make it safest to begin a jump at least 100 diameters out from a world or star. Ships are naturally precipitated out of jumpspace before they get too deep into a gravity field.

Normal jumps take 168 hours (plus or minus 10 percent) to complete, regardless of the distance travelled.

Misjumps: Sometimes a jump goes wrong. Catastrophic failures destroy the ship and its crew. Other failures can destroy a drive or send a ship in the wrong direction. Some misjumps reduce a jump-6 to a mere jump-1, or convert a jump-1 into jump-10, 20, or higher.



Sword (Weapon): The individual can use a sword.

Tactics (Serves as: Ship Tactics minus 1): The individual has training and experience in small unit tactics (up to and including units of 1000 troops, or individual spaceships). This skill is not to be confused with strategy, which deals with the reasons for the encounter and the intended results of the encounter; strategy is the realm of the players, rather than the characters.

Technical (Cascade: Communications, Computer, Electronics, Gravitics, Robot Ops, Sensor Ops): The individual has training and experience in technical aspects of modern society.

Trader: The individual has an awareness of the techniques and practice of commerce in all its expressions. Trader may be used to estimate resale value of items.

Tracked Vehicle (Serves as: Wheeled Vehicle minus 1): The individual is skilled in the operation of tracked vehicles. The individual's homeworld must be tech code Indust to Pre-Stellar and cannot be a Water World.

Turret Weapons: The individual has skill in the operation of both turret-mounted and fixed small craft weaponry.

Vacc Suit: The individual has been trained and has experience in the use of the standard vacuum suit (space suit), including armored battle dress and suits for use on various planetary surfaces in the presence of exotic, corrosive, or insidious atmospheres.

Nonbreathable atmospheres or hostile environments can be easily overcome by the correct use of protective equipment. However, the danger of minor mishaps becoming fatal remains great.

To avoid a dangerous situation when attempting an unusual maneuver in a vacc suit:

Routine, Vacc Suit, Dex, 1 min (fateful, hazardous).

To cross a vacuum plain in vacc suits and on foot:

Routine, Vacc Suit, End, 1 hour.

Referee: The oxygen supply in each vacc suit only lasts 6 hours. Characters may want to attempt a hasty task, if they are daring.

Vehicle (Cascade: Grav Vehicle, Helicopter, Hovercraft, Jet-propelled Aircraft, Large Water Craft, Lighter-than-air Craft, Propeller-driven Aircraft, Ship's Boat, Small Water Craft, Tracked Vehicle, Wheeled Vehicle): The individual is skilled in the operation, use, and maintenance of a specific type of vehicle which is commonly available in society.

Having skill in a one of the categories of vehicle allows the character to operate that specific vehicle in a safe and efficient manner.

Vehicle skill is used by characters for operation and as a DM against accident, it may also be used to assist in repairing and maintaining a vehicle. Mishaps may involve throwing a tread, broken axles, collisions, and so on.

To perform routine driving maneuvers with a vehicle:

Routine, (Vehicle skill), Dex (unskilled OK).

Referee: Time for this task depends on the maneuver. Roll once for short trips, two or three times for long trips. Increase

the difficulty by one level for bad weather conditions.

Vice (Cascade: Bribery, Disguise, Forgery, Gambling, Intrusion, Streetwise): The individual has experience with the more unsavory or clandestine aspects of society.

VRF Gauss Gun (Weapon): The individual is skilled in the use of the very rapid fire gauss gun, a heavy, usually vehicle-mounted, weapon.

Wheeled Vehicle (Includes: Tracked Vehicle minus 1): The individual is skilled in the operation of wheeled vehicles. The individual's homeworld requires tech code Indust+ and cannot be a Water World.

Zero-G Environ: The individual has been trained to work in a zero-G environment.

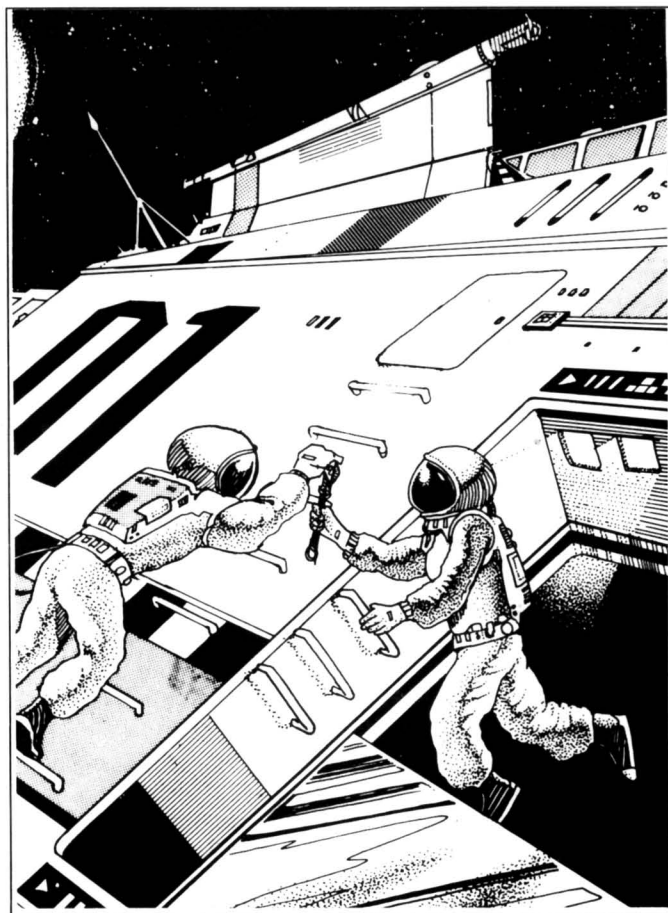
When any action is attempted, the problems of recoil and inertia can handicap or render helpless individuals not trained to compensate for it.

Individuals who lose control may not continue until they have reoriented themselves and regained control.

To remain in control during a zero-G activity:

Routine, Zero-G, Dex (unskilled OK).

Referee: If using magnetic grips, tethers, or handholds, reduce the difficulty of this task one level. If attempting a free jump or any violent activity (such as hand combat or firing weapons that have recoil), increase the difficulty of this task one level. If the character loses control, he must successfully reroll this task, at one difficulty level higher than normal, to regain control.



Character Improvement



Even after a character has mustered out of prior service, he or she can still increase skills and characteristics in the course of many **Traveller** scenarios. Quite naturally, these increases are not automatic or easy, and players should remember that acquiring one or two skill levels during character generation usually takes the equivalent of four years of game time. Players must be patient to succeed.

There are two basic means of improving a character: *experience* and *formal training*. What is the difference between experience and formal training? Experience requires successful observation beforehand (preferably), followed by successfully performing some task that makes use of the desired new skill. Formal training requires determination, plus the appropriate learning materials—books, computer terminals, tools and equipment, a teacher, and perhaps some institution.

EXPERIENCE

Experience comes from participation; a passive character accumulates less knowledge. Positive results come when a character is successful, but one can learn from mistakes, too.

New Skills by Tasks: Gaining experience depends on tasks and is determined by successful and unsuccessful task rolls. A character may specifically state that he is trying to gain some particular new skill, then he may attempt an *observation* task for rudimentary knowledge related to the task he later attempts.

To observe a particular procedure (to learn it):

Difficult, Determination.

Referee: This task is attempted only by a character unskilled in the skill being observed. If the character succeeds, he receives a temporary skill level-0 for use in the next task attempt with this skill (and then loses the skill level-0). The time duration for this observation task varies and should be set by the referee. The observation task itself may be hazardous if the procedure is hazardous.

Players note the skills their characters have observed.

The observation task comes into play in the case in which a character wants to earn ATs (defined below) for a particular skill and so attempts to involve himself as much as possible in that skill. When someone wants to learn to repair an automobile engine, he spends more time tinkering with his own engine, hangs out at garages, and watches others perform repairs. In game terms, this means that characters will tag along with each other as much as they can. When one character goes to haggle with some merchants, another will accompany him so he can learn Trader or Broker skill. Another character, flying an air/raft or piloting a starship, will be pestered by his friend who wants to try it. These situations may entail further danger, and in any case should add spice to adventures, if only because they further the opportunities for character interaction.

Trial and Error: When the character attempts a task that would normally require a skill that he does not have, he gradually (if lucky and persistent) learns something about it. At the end

of each adventure session, the referee should reward each character with one adventure tally (AT) for a particular skill that played a significant part in the session. The AT may be in a new skill or a skill that the character already has, but an AT for a new skill can be given only if the character succeeded in a task that would normally require that new skill (this is why successful observation is so important). Players should keep track of their ATs. ATs can accumulate over time and are not lost except as described below.

For example, repairs to a malfunctioning air/raft normally require the skill of Gravitics. A character without Gravitics who succeeds in the repair task would be awarded an AT for Gravitics at the end of the game session. (If the task was unsuccessful, the Gravitics AT would not be awarded.) A character might have attempted several different tasks, but he receives an AT for only *one* skill per session, decided upon by the referee. It is possible that a character might receive no AT for a session.

A character can gain up to two ATs per game year for each skill.

ATs should be recorded to show both the skill and the date. For example, AT-Gravitics (001-1117) or AT-Gravitics (270-1117).

GAINING THE SKILL

When a player thinks that his character has sufficiently practiced a new skill (shown by the accumulation of ATs for it) he may attempt to gain that skill. Accumulated ATs may also be used to increase an existing skill level.

To obtain (or improve) a skill by experience alone:

Formidable, AT, Int (safe).

Referee: This task can be attempted once at the start of each adventure session, and can not be repeated until the next session if the attempt fails. Accumulated ATs are a DM for this task; the character must have at least one AT for the skill to attempt this task.

If the character already has the pertinent skill, success increases the skill one level. If the character does not have the

skill, success gives him that skill at level-0. Failing this task does not affect ATs; they continue to accumulate as usual. Succeeding in this task reduces the number of ATs for the skill to 0; the character must start anew to raise the skill another level. The absolute maximum DM for the task is +8.

ATs and Characteristics: Characteristics can be improved with ATs. Once he accumulates ATs, if a player makes a successful task roll his characteristic value increases by one.

ATs are harder to accumulate for characteristics because it is harder for the character to apply himself to this more general type of activity. To accumulate ATs for a characteristic, the player must declare (at the beginning of the session) that he is working for an AT in that particular characteristic. If the character has a good opportunity to apply this characteristic, the referee can award him one AT in that characteristic.

Other Advantages to ATs: Increasing skills and characteristics by accumulating ATs encourages characters' participation, keeps their interest at a high level, and makes them aware of the benefits they can achieve during any session.

FORMAL TRAINING

Characters can gain skills through formal training, which includes anything that is not just *watching and doing*: self-study, study at home, private tutoring, reading, a college course, an intensive seminar, or computer instruction. Formal training produces documentation that a skill has been learned. This fact is usually unimportant but can make a difference. A character with medical skill learned during combat might not qualify as a "genuine" doctor, and a character who learned to fly an air/raft by bringing in smuggled goods might not qualify for a driver's license, even though highly skilled.

Tasks for Formal Training: Successfully gaining training requires successfully completing three separate tasks:

Task 1—Finding the Appropriate Formal Training: A character needs to find a training environment. The materials depend on the type of training, subject matter, and duration. The player must determine the facilities and setting, and convey that to the referee, who must deal with the search for those facilities.

To find formal training in a particular subject:

Routine, Applicable skill.

Referee: This task should be adjusted for each course of formal training.

Making this task more difficult are Rare skills (a dead language), underworld skills (bribery or forgery), Low population (fewer teachers and other materials), wrong tech code (trying to learn gravitics on a Pre-Industrial world), wrong law code (trying to learn to use automatic weapons where they are restricted), prestigious schools (where not everyone can meet the high standards for admission), special materials needed for study (such as cadavers for medical training), or inappropriate world physical characteristics (a Vacuum World for jet pilot training or Desert World for large watercraft training).

The opposite conditions would tend to make this task simpler. The referee must balance the circumstances and decide upon the final task difficulty for each case.

Some skills might be used as DMs for this task, depending

INSTITUTIONS OF HIGHER LEARNING

Institutions of higher learning may be public universities organized on a planetwide basis, corporate training systems, private institutions, and special programs.

University of Regina. A broad spectrum planetary institution providing education in all areas; its campuses are scattered all over Regina. Its greatest strength is history, sociology, psychology, and political science.

University of Rhylanor. A technically oriented planetary institution to support industry and commerce on Rhylanor. Its primary programs include the hard sciences: biology, chemistry, electronics, gravitics, mechanics, physics.

Imperial Sylean University. The traditional school for the Imperial family and most higher noble families. The university is one of the most prestigious in the Imperium.

The Jumpspace Institute. Originally established at Deneb to investigate interstellar jump drives. Financed originally by the Duke of Deneb, the institute has since become an arm of the sector government. Programs include training for starship engineers and naval architects.

Mining School of Glisten. A practical training institution that supports the asteroid mining industry: a basic prospector's orientation, advanced mining techniques training, and seminars for mining managers. The school is sponsored by mining companies in Glisten Belt.

The Naasirka Endowment. The Naasirka Endowment is a high-tech scientific establishment which combines hands-on research with educational internships. Areas of interest include computer hardware and software. Although the administration offices are on Vland, internships are sponsored throughout the Imperium.



on the type of formal training desired. Computer skill might make it easier to find computer-aided instruction software for a particular skill. Streetwise skill could help a character find someone willing to teach a component of the Vice cascade skill. Admin could help a character cut through the red tape in applying for school admission. A character using Persuasion could convince a tutor to take on a new student. Interview could help determine a potential tutor's real level of expertise in a subject.

The time duration for this task also varies considerably, depending on circumstances. At the upper limit, some college courses might require a character to apply up to a year before the course starts. Finding just the right person to teach a skill could easily take a year.

If a tutor is used, he must be qualified both in the desired skill and as an instructor. He can teach the character the desired skill at a level up to one level less than his own skill level. For example, a shipmate with Navigation-3 could teach someone else up to a level of Navigation-2. The teacher would also have to have at least Instruction-1.

Ideally, the referee will create a small scenario for the player to adventure in while finding the people and equipment he needs for this task. The referee can see to it that not only is the character serious about learning, but that the player also has a good time on the way to a higher level of skill.

In some circumstances this task could be hazardous, fateful, or nonrepeatable.

Task 2—Staying Determined During Training: Staying determined once training has begun is harder for some than for others. Many characters make plans but fail to follow through on them, just as people in real life sometimes run out of steam before they finish a project. One thing necessary for successful formal training is consistency, and characters must be willing to apply themselves for the entire duration of the training to get the benefit. A character who gives up on a course half way through will get little from his good intentions.

To stay determined during a course of study:

Routine, Determination, 20 hours.

Referee: This task varies, depending upon the type of formal training undertaken. A typical course of study should average 200 hours in length; this might consist of 40 hours per week in a five-week intensive course; two hours of lecture per week over a period of two years; a college class that meets three hours per week with outside work of seven hours per week over a period of twenty weeks; or self-study or computer-aided instruction of one hour per weekday for 40 weeks.

If the character fails, the time duration roll determines how long the character spent before losing interest in the training. In the worst case, the character could spend the entire amount of time, or even extra study time, but never really apply himself during that period and so not be eligible for the next roll, as described below.

Task 3—Completing Formal Training: If a character finds formal training and applies himself to the full course of study, he may gain or increase his level of expertise in a skill. Occasionally, however, an unfortunate character will not master the material despite having done the work.

To complete formal training and gain a skill:
Difficult, Related skill, Instruction.

Referee: A character who has found training and has stayed determined is eligible to find out if he successfully adds to his repertoire of skills from the training.

Related skill is the skill being studied; a character trying to learn Robotics-4 could use his Robotics-3 skill as a DM. Pilot-3 (which can be used as one level lower of Ship's Boat) can be used as Ship's Boat-2 in an attempt to learn Ship's Boat-3. The referee may determine that other skills may also be applicable: a character studying Gravitics could benefit from prior knowledge of Physics, and a character training in Interrogation could benefit from the levels he has earned in Interview. The referee must decide on a case by case basis which skills can be used. Only one, however, can be used; a character with Computer-3 and Electronics-2 could not use both skills to modify a roll to learn Robotics.

The Instruction skill for this task is that of the *teacher* rather than that of the *learner*. A character studying Legal from someone with Instruction-2 has a DM +2 for this roll.

If the character already had some level of the pertinent skill, success in this task will give him an increase of 1 level in that skill, to a maximum skill level of 4. If the character did not have the skill to any degree, success will give him that skill at skill level-0.

However, if the character fails at this task, he still receives two ATs for the skill. He can later apply them for experience increases.

A character can succeed in a formal training task only once per game year.

Costs for Formal Training: On the average, formal training costs approximately Cr10 per hour. This figure must be adjusted by the referee based on the specific circumstances for each case.

Training for Characteristic Improvement: Characters can choose to undertake formal training to increase the values of their physical and mental characteristics to a maximum of 15 in each characteristic. The procedure is identical to that used above, but the value of the characteristic is used for the DM for the completion task. A characteristic cannot increase by more than +1 for each game year.

For example, a character could regularly lift weights to improve his Strength; he could study fencing to improve his Dexterity; or he could run regularly to improve his Endurance. A memory course could enhance his Intelligence, and he could regularly participate in a reading and discussion group to increase his Education.

Changes to Social Standing: Social Standing is an exception to these rules; it cannot be increased by formal training or experience, but requires significant cash expenditures and consequent changes in lifestyle to "become" part of the desired social class.

If a character wishes to maintain a new higher level of spending in an attempt to permanently raise his Social Standing, he must spend as much as his desired Social Standing would require for the course of a year. At the end of the year, the character's social standing increases by one. However, this technique *cannot* be used to gain noble status.



Advanced Character Generation

Basic character generation produces characters efficiently and quickly, but with some sacrifice in background detail. Advanced character generation concentrates on the character's career history and provides more detail. The trade-off is time: advanced character generation takes a lot longer. Advanced character generation covers the following careers: Mercenary (which includes the Army and Marines), Navy, Scouts, and Merchants.

OVERVIEW

Advanced character generation starts by rolling 2D for Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. This step is identical to basic **Traveller** character generation. Create the character's homeworld using the homeworld generation procedure in basic **Traveller** character generation. The character begins at age 18.

PRE-CAREER OPTIONS

A character may, at age 18 and before enlisting in a service, pursue one or more pre-career options before beginning a service career. These options include college, a service academy (the Military Academy, the Naval Academy, or the Merchant Academy), medical school, and flight school.

College: Anyone may apply for college. The admission throw determines if the character begins attending college; if the throw is not achieved, the character remains at age 18 and may attempt some other course of action (trying for a service academy or proceeding directly to career resolution).

The success throw determines if the character remains in college for the full four years; if this throw is not achieved, the character has aged one year (to age 19) and may now enlist in the Army, Marines, Navy, Scouts, or Merchants; this first enlistment will be for a short (three-year) term.

The OTC and NOTC throws are voluntary. A character may select OTC (Officer Training Corps for the Army and Marines) or NOTC (Naval Officer Training Corps), but not both. OTC and NOTC, if successfully completed, each provide a commission as an officer in the appropriate service.

The education throw determines the increase in Education that the individual receives while in college; a throw of less than one is treated as one.

Finally, the student throws for honors (which represents a high level of achievement in the education process); if successful, the individual receives the designation *honor graduate* and education is raised to 10 (or the current level plus one, whichever is greater).

An individual who receives honors may apply for medical school; an individual who elected to be in NOTC and receives honors may apply for flight school.

Regardless of whether the individual makes the honors throw, he is now 22 years of age, and may enlist in one of the enhanced careers. A character in OTC is automatically enlisted in (and commissioned as an officer in) the Army or the Marines.

A character in NOTC is automatically enlisted in (and commissioned as an officer in) the Navy.

The Naval Academy: Any character with Social Standing 8+ may apply for admission to the Naval Academy. The admission throw determines if the character is accepted at the Academy.

The success throw determines if the character remains at the Academy; if unsuccessful, the character has aged one year (to age 19) and is immediately drafted into the Navy for a short (three-year) term. The education throw indicates the character's increased Education as a result of attendance.

The indicated skills are each received on a roll of 4+ on one die. If the honors roll is achieved, the character is recognized for scholastic accomplishment and may apply for admission to medical school or flight school.

In any case, the character has graduated from the Naval Academy and automatically receives a commission as an ensign in the Navy or a second lieutenant in the Marines. He is now 22 years of age.

If the individual attends medical school or flight school, service does not begin until that education is completed.

The Military Academy: Any character who has Social Standing 6+ may choose to apply for admission to the Military Academy.

The admission throw determines if the character is accepted at the Academy. The success throw determines if the character remains at the Academy; if unsuccessful, the character has aged one year (to age 19) and is immediately drafted into the Army for a short (three-year) term.

The education throw indicates the character's increased Education, which is a result of attendance. In addition, the indicated skills are each received on a roll of 4+ on one die.

If the character achieves the honors roll, he is recognized for scholastic and martial accomplishment, and he may elect to attend commando school during the first year of active service. Whether or not he attends commando school, the character has graduated from the Military Academy and automatically receives a commission as a second lieutenant in the Army; he is now 22 years of age.

The Merchant Academy: Attendance at a Merchant Academy is possible for characters once they have enlisted in the merchant service. A character who has enlisted in a Megacorporation or a Sector-wide line may apply for admission to a Merchant Academy.

The admission throw determines if the character is accepted

at the Academy. The success throw determines if the character remains at the Academy; if unsuccessful, the character has aged one year (to age 19) and is immediately drafted into the Army for a short (three-year) term.

The education throw indicates the character's increased Education as a result of attendance.

If the honors roll is achieved, the character is recognized for scholastic and martial accomplishment, and may select the department to which he will be assigned. In any case, the character has graduated from the Merchant Academy and automatically receives a commission of rank O1.

Medical School: Any character who graduates with honors from college or a service academy may apply for admission to medical school. The admission throw determines if the character begins attending medical school; if unsuccessful, the individual then continues normally to entrance into a career in the Army, Navy, Scouts, or Merchants.

The success throw determines if the character remains in medical school for the full four-year term; if unsuccessful, the character has aged one year (to age 23) and then may enlist in a service, or move to active duty in a service if a graduate of a service academy for a short term of three years.

The skills shown are received automatically. If the honors throw is achieved, the character receives one additional level of Medical and one level of Computer. The character then graduates (at age 26).

He may apply for a direct commission (which is granted automatically) as rank O3 in the Navy (Medical Branch), Army, Scouts, or Merchants (Purser Department Medic). Marines have no medical officers; they are treated by Navy doctors.

Flight School: Any commissioned college honors graduate or Naval Academy graduate with honors may attend flight school simply by applying. Any other Naval Academy graduate may apply for admission. If the admission throw is not achieved, then the character continues by beginning naval or marine service normally.

The success throw determines if the individual passes the course and is not washed out (if unsuccessful, the character has aged one year and reports for duty in the Navy or Marines). The indicated skills are each received on a roll of 4+ on one die. In addition, an automatic skill of Pilot-1 is received by all graduates of flight school.

Attendance at flight school is possible only for individuals holding commissions (from NOTC, the Naval Academy, or the Merchant Academy); when the character reports for duty, he or she begins serving a short term and enters basic officer training.

BEGINNING THE CAREER

Characters begin their career by joining a service. The selection of the service may be dictated by OTC or NOTC in college or by graduation from a service academy. If it is not dictated, the character must make his own service selection and enlist.

Enlistment: Each career lists the available enlistment options and the throws required to enlist on an enlistment chart. If the throw is successful (taking into account DMs shown on the chart), the individual has enlisted.

Successful enlistment commits the individual to a term of

service of four years.

Terms of Service: Upon enlistment, a character embarks on a term of service lasting four years. Each time a character reenlists, it is for an additional four-year term of service.

Advanced character generation subdivides each term of service into four *one-year* assignments. Characters determine their new assignment each year and resolve all actions pertaining to it. At the conclusion of four such assignments, a character has completed one four-year term, and may attempt to reenlist or elect to muster out.

Terms of service may occasionally be shorter than usual—for example, if the individual does not succeed at college and then enlists.

Term skills as called for in basic character generation are not rolled for, nor are rank and service abilities received; the skills received from the specific assignments in advanced character generation substitute for them.

Assignments: Each one-year assignment is resolved separately. Resolution is a multi-step procedure: the specific assignment is selected, and that assignment is resolved in terms of survival, specific character rewards (different for each career, and includes such things as decorations, promotions, or bonuses), and new skills acquired.

Survival: A character risks some chance of injury or death while serving in a service career. To survive a duty assignment, the character must throw the indicated number or higher on two dice. If the throw is successful, the individual has survived and continues with resolution of the assignment. If the throw is not successful, the character leaves the service immediately and does not count the current term of service toward mustering out benefits. If desired, the optional survival rule may be used: the character has died and character generation ends for that person.

Rewards: The various character rewards are unique to each career type, and specific rules are given for each in the section for each career. The possible types of rewards include decoration, promotion, or bonuses.

For the careers where a character may receive a decoration, if the character fails a decoration roll by six or more (for example, by rolling a 4 when 10+ was needed), he has been criminally charged and must consult the Court-Martial Table.

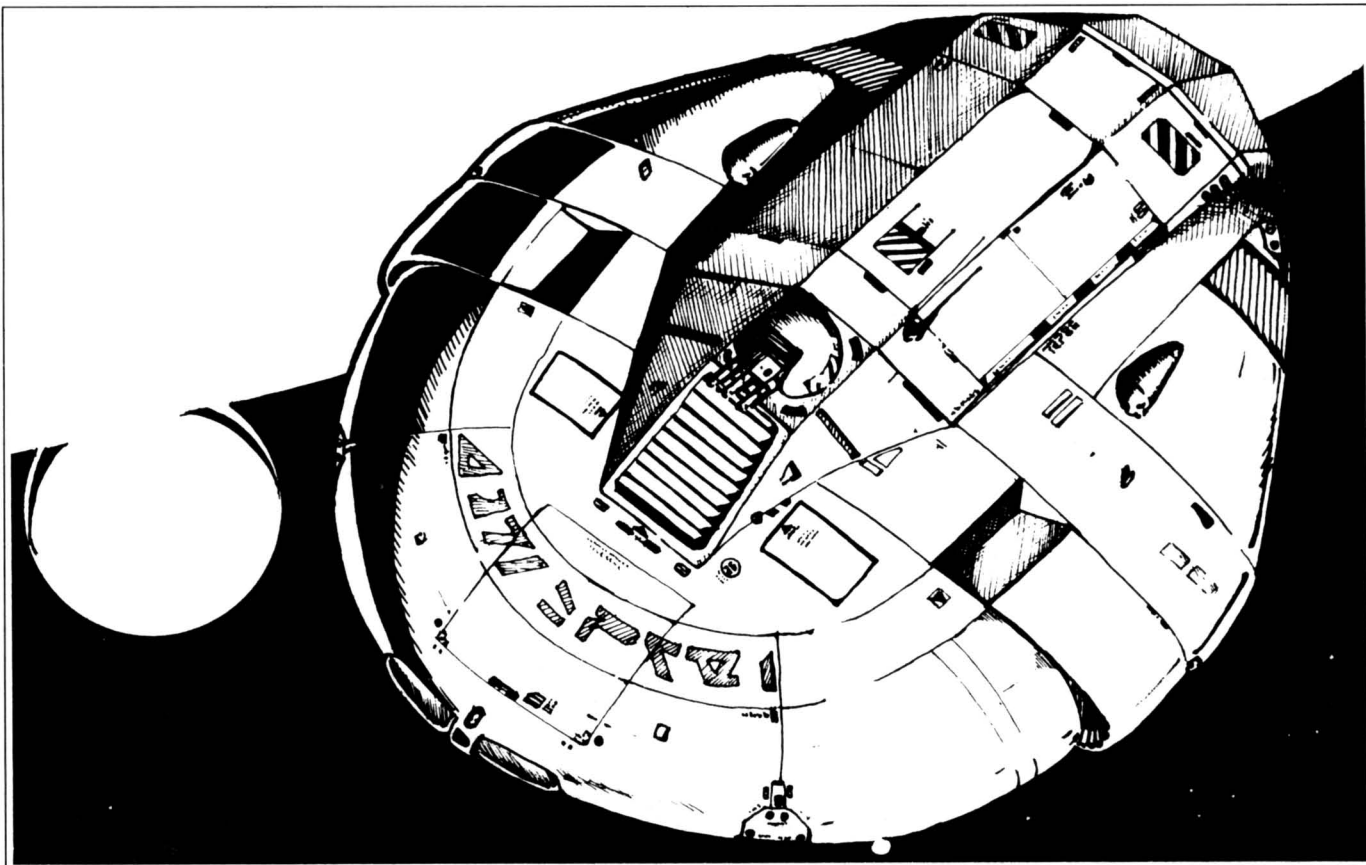
Skills: A character may receive skills as a result of the specific duty assignment. If the character rolls the indicated number or higher, then he becomes eligible for one skill, immediately determined from the appropriate skill table.

The types of skills available depend on the characters' rank and the nature of the duty assignment performed, as well as other factors.

Special Assignments: Characters may receive special assignments from time to time; they include additional schooling or training.

Resolving special assignments varies with the career and is covered in the section on each enhanced career type.

Multiple School Assignments: Characters who receive several assignments to the same school are taking refresher courses and again may attempt to receive each of the listed skills, unless a character (upon receiving such an assignment) already has a skill level of 4 or higher in any one skill offered by the school. In this case, the character is assigned



to the school as an instructor and receives one level of Instruction skill.

Aging: Aging is conducted in accordance with initial (basic) character generation. A character may locate anagathics once per term and, upon success, they will be available for the entire term.

Short Terms: If an individual has begun his or her term of service at an age which conflicts with normal procedure, then he or she must either reenlist or muster out at the next correct age (22, 26, 30, etc) even if that will result in the term being shorter than four years.

Reenlistment and Mustering Out: After completing a total of four assignments, a character has finished one term, and he or she may attempt to reenlist. At the conclusion of a character's last term, mustering out benefits are received in a manner similar to that described in Initial Character Generation (page 17).

BROWNIE POINT ELIGIBILITY

A character receives brownie points as follows:

Completion of each four-year term.....	1 BP.
Graduation from college or a service academy.....	1 BP.
Graduation from medical school or flight school.....	1 BP.
Upon receiving honors.....	1 BP.
Upon receiving a special assignment.....	1 BP.
Upon receiving a decoration:	
Meritorious Conduct under Fire (MCUF).....	1 BP.
Medal for Conspicuous Gallantry (MCG).....	2 BP.
Starburst for Extreme Heroism (SEH).....	3 BP.
No brownie points are awarded for a Purple Heart.	

Brownie Points: Brownie points (BP) are special DMs received for significant successful efforts on the part of a character. A brownie point may be used at any time as an extra DM on any die roll *after it has been rolled*. Once a brownie point is expended in this way, it is used up for good. Any number of brownie points may be used on a given roll, as long as the character has them available. Brownie points may be accumulated for as long as desired and used whenever desired.

WRITING RESUMES

Upon completing the final term, each player should prepare a resume with the information an employer would have available on an applicant. The resume should consist of four parts.

1. General: The general section should include age, branch of service, terms served, service arm, transfers to different service arms and when they took place, and final rank.

2. Special Assignments: Each special assignment should be listed, although the results should not be.

3. Awards, Decorations, or Bonuses: All special rewards received should be listed.

4. Equipment Qualified On: Each type of equipment on which the player has at least one level of expertise is listed, although the exact level of expertise on each type is not listed.

The above list of items makes up a character's initial resume provided to potential employers. UPPs or exact skill levels of potential nonplayer employees do not appear on initial resumes. Other characters must use tasks to estimate the character's characteristics or skill level.

Character sheets list the UPP and all skill levels.

ENHANCED CHARACTER GENERATION

Generate the six basic characteristics using 2D: Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing.

COLLEGE

Admission	9+	DM+2 if Edu 9+
Success	7+	DM+2 if Int 8+
OTC	8+	DM+1 if Soc 8+
NOTC	9+	DM+1 if Soc 10+
Education	1D-2	DM+1 if Int 9+
Honors	10+	DM+1 if Int 10+

Honors graduates receive Edu 10 or current Edu +1, whichever is greater.

NAVAL ACADEMY

Admission	10+	DM+2 if Soc 10+
Success	9+	DM+2 if Edu 8+
Education	1D-3	DM+1 if Int 9+
Honors	9+	DM+1 if Int 9+

Skills: Graduates roll 4+ on 1D for each of these skills: Vacc Suit, Navigation, Engineering.

MILITARY ACADEMY

Admission	10+	DM+2 if Str 10+
Success	9+	DM+2 if Edu 8+
Education	1D-3	DM+1 if Int 9+
Honors	9+	DM+1 if Int 9+

Skills: All graduates receive Combat Rifleman. Graduates throw 4+ on 1D for each of these skills: Tactics, Leader, Admin, Heavy Weapons, Forward Observer, Computer.

MERCHANT ACADEMY

Admission	9+	DM+2 if Edu 10+
Success	9+	DM+2 if Int 8+
Education	1D-3	DM+1 if Int 9+
Honors	9+	DM+1 if Int 9+

Skills: Graduates select one of the five Merchant departments and throw for three department skills.

MEDICAL SCHOOL

Admission	9+	DM+2 if Edu 10+
Success	8+	DM+2 if Edu 8+
Honors	11+	DM+1 if Edu 11+

Skills: All graduates receive +1 Education, Medical-3, and Admin. Honors graduates receive Medical and Computer.

FLIGHT SCHOOL

Admission	9+	DM+1 if Dex 9+
Success	7+	DM+1 if Int 8+

Skills: Graduates receive Ship's Boat and Navigation, and 1D-3 (minimum of 1) levels of Pilot.

AGING TABLE

Age	Str	Loss/Saving Throw		Int	End of Term	Aging: Age is the character's physical age (<i>apparent age</i> if using anagathics). End of term is when the character normally makes the saving throw shown. End of term is correct only if <i>not</i> using anagathics.
		Dex	End			
34	-1 (8+)	-1 (7+)	-1 (8+)	—	4	
38	-1 (8+)	-1 (7+)	-1 (8+)	—	5	
42	-1 (8+)	-1 (7+)	-1 (8+)	—	6	
46	-1 (8+)	-1 (7+)	-1 (8+)	—	7	
50	-1 (9+)	-1 (8+)	-1 (9+)	—	8	
54	-1 (9+)	-1 (8+)	-1 (9+)	—	9	
58	-1 (9+)	-1 (8+)	-1 (9+)	—	10	
62	-1 (9+)	-1 (8+)	-1 (9+)	—	11	
66+	-2 (9+)	-2 (9+)	-2 (9+)	-1 (9+)	12	

COURT-MARTIAL TABLE

Die	Result
-1	Case dismissed.
0	Reprimand (-1 to next promotion).
1	Reprimand (-3 to next promotion).
2	Reduce rank -1.
3	Reduce rank -2.
4	Jail (2D months), reduce rank -2.
5	Jail (1D years), DD.
6	Jail (2D years), DD.
7	Jail (2D years), DD.
8	Death. Escape; KCr10 reward.
9	Death. Escape; KCr10 reward.
10	Death. Escape, killing 1D guards; KCr100 reward.

DMs: +1 is rank E7 to E9, +2 if combat assignment, -2 if training, -1 if rank O7+, +2 if command duty.

DECORATION AND SURVIVAL

When a character becomes eligible to receive a decoration, he must make a decoration roll.

Poltroonery: A character may elect to take a +DM on his survival roll (cowardice) in return for a -DM on the roll for decoration. If he fails the decoration roll by six or more (for example, rolling 4 when 10+ is needed), he will be court-martialed. Roll 1D on the Court Martial Table.

Guilt: Enlisted men are automatically guilty. Officers throw 10+ to avoid a court-martial, DM +1 per level of Admin. Brownie points may be used. Court-martial results are not necessarily truth.

Dishonorable Discharge (DD): The character loses 3 rolls for mustering out benefits and does not receive a pension.

Jail: Jail sentence (2D months) serves as the next year of service. The other jail sentences increase a character's age and result in mustering out.

Death Penalty/Escape: The character has a price on his head, and receives no mustering out benefits or pensions.

BROWNIE POINTS

Brownie points are special DMs that a character receives for significant efforts. Brownie points may be used (at any time) as a DM on any die roll *after it has been rolled*. Once expended, brownie points are lost. Any number of brownie points may be used on a given roll. Brownie points may be accumulated for as long as is necessary and then used whenever they are needed.

A character receives brownie points as follows:

Finish of each 4-year term.....	1
Graduation from College.....	1
Service Academy.....	1
Medical School.....	1
Flight School.....	1
For honors.....	1
For a special assignment.....	1
Per MCUF received.....	1
Per MCG received.....	2
Per SEH received.....	3
Per Purple Heart received.....	0

RESUMES

Each character should have a resume with pertinent information available.

1. General: Include age, branch of service (army or marines), terms served, combat service arm, transfers, and final rank.

2. Special Assignments: List each special assignment.

3. Awards, Decorations, or Bonuses: List all special rewards.

4. Equipment Qualified On: List each type of equipment on which the character has at least one skill level.

UPPs or exact skill levels of potential non-player employees are not on initial resumes. The player's character sheet lists the character's full UPP and skill levels.



Mercenary Characters

One area of personal endeavor for travellers is in the fighting profession of the mercenary.

The combat environment across the many rival states of the now-divided Imperium is one of limited war. Not only do worlds continue the local wars they have always fought; now all worlds must balance more than ever the considerations of how much force is required to win a local conflict with how much force is likely to trigger more widespread war.

Small, poor states threatened with invasion or encroachment will hire professional soldiers as cadres to drill and lead their citizen militias. Larger states can often afford to hire and equip complete mercenary contingents as strikers, or spearhead troops. Small commando units will be in demand as industrial espionage is waged between megacorporations virtually states unto themselves. In addition, hired soldiers will always be in demand as security or bodyguard troops because force remains the only true protection against force.

The stock in trade of the mercenary is experience, and the regular army is the best source of experience available. The primary (and almost sole) source of mercenary soldiers is the Army.

Most worlds and interstellar governments divide their Army into three major force commands: the Close Orbit and Airspace Control Force, the Nautical Force (often called the wet navy) and the Ground Force. Mercenary characters are from the Army Ground Force or the Marines.

Mercenary Ranks: Ranks for characters in the Army, Marines, and in Mercenary service are shown in the Mercenary Table of Ranks. Ranks O1 to O10 are called *officers* or *commissioned officers*. Ranks E1 to E9 are *enlisted personnel*. Within the enlisted ranks, ranks E3 to E9 are *noncommissioned officers (NCOs)*.

Troopers: The general term for Army and Marine soldiers, regardless of rank, combat arm, or any other factor is *troopers*.

INITIAL ACTIVITIES

Initial activities include pre-career options, enlistment, combat arm selection, and initial training.

Pre-Career Options: Characters intending an Army, Marine, or Mercenary career may consider College, the Military Academy, the Naval Academy (for a Marine commission), and Medical School. Naval Academy graduates who select the Marines may try for Flight School.

Enlistment: All characters initiate their Army or Marine careers by enlisting. This procedure is essentially identical to that for standard character generation. Successful enlistment commits the individual to a term of service of four years.

Throw 5+ to enlist in the Army; allow DM + 1 if Dexterity is 6+, and DM + 2 if Endurance is 5+. The character begins with rank E1.

Throw 9+ to enlist in the Marines; allow DM + 1 if Intelligence is 8+, and DM + 2 if Strength is 8+. The character begins with rank E1.

Draft: If an individual is unsuccessful in enlisting, he may submit to the draft. A throw of 3 (1D) will result in being drafted into the Army; a throw of 2 (1D) will result in being drafted into the Marines. Any other result prohibits the individual from Mercenary service, and a new character must be generated if Mercenary service is desired.

Automatic Enlistment: Enlistment is not necessary for characters who are commissioned into a service as a result of an academy or OTC/NOTC.

Combat Arm Selection: A combat arm is one of several divisions within the Army (or Marines). Each combat arm is dedicated to a specific type of combat; often the different arms

reinforce, complement, and supplement each other. Both the Army and the Marines are divided into Infantry, Cavalry, Artillery, Support, and Commandos.

Characters entering the service must select one of the combat arms available to that service. Army characters may select any combat arm except Commandos. Marine characters may select Infantry or Support. Commando, however, cannot be selected initially by anyone except a Military Academy honors graduate. Combat arms may be changed later in the career.

Initial Training: The first year of service is dedicated to *initial training*. The character receives Gun Combat and one skill by throwing 1D and consulting the Military Occupational Specialty (MOS) table of the character's chosen combat arm.

CAREER RESOLUTION

Career resolution begins once a character graduates from all pre-career schools and has enlisted.

Assignments

Each term, a character carries out four assignments (initial training constitutes the first assignment of the first term).

Each one-year assignment is resolved separately using a three-step procedure: officers determine if they will hold a command in the current assignment; the specific assignment is selected; and that assignment is resolved in terms of survival, decorations, promotions, and skills.

Command Determination (officers only): Any officer may (but is not required to) consult the Mercenary Command Duty table in an attempt to be placed in a command position. For each arm, the throw shown (if successful) places the officer in a command position; failure places the officer in a staff

position. Electing not to consult the table results in an automatic assignment to a staff position.

Specific Assignments: The Mercenary Assignment table determines the character's specific assignment. These assignments may include any of the ones that follow: training, internal security, police action, counterinsurgency, raid, ship's troops, and garrison. It is also possible to receive a *special* assignment.

Assignment Resolution: In each assignment, four aspects must be resolved: survival, decoration, promotion, and skills.

Survival: The throw for survival determines whether or not the character survives the current year of assignment. Failing the survival throw forces the character to end character generation and muster out (the optional survival rule may be implemented: a character who fails the survival throw is dead). If the indicated number is thrown exactly, the character has received a wound or injury; if the injury occurs while serving in a police action, counterinsurgency, or raid, it is officially classed as a combat wound, and the character is awarded the Purple Heart.

A character may take a negative DM on survival and then apply it as an equal positive DM for decorations during the next step.

Decoration: Characters may receive decorations for their heroism. If a character rolls the indicated number or higher, he is awarded the Meritorious Conduct under Fire (MCUF). If the character rolls a number at least three higher than the stated number, he receives the Medal for Conspicuous Gallantry (MCG) instead. If the player rolls at least six higher than the number indicated, he receives the Starburst for Extreme Heroism (SEH) instead.

If a negative DM was taken on survival, an equal positive DM may be used to attempt to win a decoration. For example, a character might take a DM -2 for survival, increasing the chance for failure. If he survives nonetheless, then DM +2 is allowed when rolling for decorations.

The reverse of this procedure (positive DMs for survival; negative DMs on decoration) is also possible, but if the decoration throw fails by six or more (for example, rolling a 4 when 10+ is needed), he must consult the Court-Martial Table.

Promotion: A character may receive a promotion by throwing the indicated number or greater (2D). Where a number is listed in parentheses, *officers* may not roll for promotion.

Normally an officer may not receive more than one promotion per four-year term. However, the fact of receiving a commission (through OCS, for example) does not prohibit the receipt of a promotion during a four-year term, and the automatic promotion given a military attache does not prohibit the receipt of another promotion during the term.

Enlisted characters may be promoted as often as once per assignment. However, they may not be promoted beyond the rank of E9 except through attendance at officer candidate school (OCS).

Skills: A character may receive skills as a result of his assignment. If the character rolls the indicated number or higher, then he or she becomes eligible for one skill to be determined immediately. A character may roll for a skill on any skill column or table available to him.

Special Assignments: Characters who receive a special

assignment are sent to service schools or given unusual duty. The Mercenary Special Assignments table shows these duties.

REENLISTMENT AND MUSTERING OUT

At the end of a four-year term, the character must either reenlist or muster out. If reenlistment is not successful, then the character must muster out.

Army Reenlistment: Reenlistment in Army requires a throw of 7+. Army enlisted characters receive DM +2.

Marine Reenlistment: Reenlistment in the Marines requires a throw of 6+. Marine personnel who are cross-trained in Artillery or Cavalry and announce their intention to reenlist into either of those arms of service receive DM +1.

Changing Combat Arms: Through differing processes, enlisted personnel and officers may change their combat arm.

Enlisted characters may change their combat arm through cross-training or commando school. Once properly cross-trained, a character may reenlist for a specific combat arm. Reenlistment may always specify a specific combat arm in which the character is properly cross-trained; if reenlistment is successful, the character serves the next four-year term in skill, combat arm. A character who attends commando school may transfer to the Commandos at the beginning of the next one-year assignment.

Officers may change arms of service at the beginning of any four-year term with the single exception that they may not transfer to Commandos until after attending commando school.

Mustering Out Benefits: At the conclusion of a player's last term, all mustering out benefits are received as described in basic character generation.

SPECIAL RULES

The following special rules apply to Army, Marine, and Mercenary service.

Marine Tradition: Whenever a Marine receives Blade Combat, it must be taken as Large Blade (because Marines are trained in Cutlass due to Marine tradition). A saving throw against Marine tradition is possible: throw 9+; DM-3 if already Large Blade-1; DM-6 if already Large Blade-2 or higher.

Combat Ribbons: A character's resume should include details of combat experience. Each time that a character receives a combat assignment (police action, counterinsurgency, or raid), a combat service ribbon is awarded. Each time an officer holds a command assignment in combat, he receives a command cluster on the combat ribbon. For example, a character has three combat ribbons with two command clusters: he has had three one-year combat assignments, and in two of them he was an officer in command.

Marine Flight Officers: A character who has attended flight school may always take a special assignment as a flight assignment. He is assigned to the flight branch of the Navy as a pilot in a Marine flight wing. The assignment is resolved according to the Enhanced Naval Character generation rules.

Draftees: Characters who are drafted into a service may not attend officer candidate school (OCS) during their first four-year term.

The Starburst for Extreme Heroism: Any character who receives the SEH receives a technical promotion to the next higher rank when he or she musters out.

ENHANCED MERCENARY CHARACTERS

ENLISTMENT

Army Enlistment: Throw 5+ to enlist in the Army; DM +1 if Dexterity is 6+, and DM +2 if Endurance is 5+. The character begins with rank E1.

A graduate of the Military Academy or college OTC is rank O1 in the Army.

Marine Enlistment: Throw 9+ to enlist in the Marines; DM +1 if Intelligence is 8+, and DM +2 if Strength is 8+. The character begins with rank E1.

A graduate of the Naval Academy or college NOTC is rank O1 in the Marines.

The Draft: If enlistment is not successful, the character may submit to the draft. Throw 1D: a result of 2 drafts the character into the Marines; a result of 3 drafts the character into the Army. Any other result prohibits Mercenary service, and a new character must be generated if Mercenary service is desired.

Drafted characters cannot receive a commission during the first four-year term.

THE COMBAT ARMS

The Army and the Marines have five combat arms that are identical: Infantry, Cavalry, Artillery, Support, and Commando.

A new character must select an initial combat arm. Army characters may select any except Commandos. Marine characters may select Infantry or Support.

INITIAL TRAINING

The first year of service covers the character's *initial training*. The character receives Gun Combat. He also receives one skill from the MOS table.

COMMAND DUTY

<i>Officer Branch</i>	<i>Army</i>	<i>Marine</i>
Artillery	8+	9+
Cavalry	7+	7+
Infantry	7+	7+
Support	10+	10+
Commando	6+	7+

Note: This table is used only by officers (rank O1+).

ASSIGNMENT

<i>Die Artillery</i>	<i>Cavalry</i>	<i>Infantry</i>	<i>Support</i>	<i>Commando</i>
2 Raid	Raid	Raid	Raid	Raid
3 Training	Training	Raid	Internal Security	Raid
4 CtrlIns	CtrlIns	CtrlIns	CtrlIns	CtrlIns
5 Police Action	Police Action	CtrlIns	Garrison	Police Action
6 Garrison	Garrison	Garrison	Garrison	Police Action
7 Garrison	Garrison	Garrison	Garrison	Internal Security
8 Training	Training	Training	Training	Training
9 Police Action	Police Action	Police Action	Police Action	CtrlIns
10 CtrlIns	Internal Security	Internal Security	Internal Security	Raid
11 Special Duty	Special Duty	Special Duty	Special Duty	Special Duty
12 Special Duty	Special Duty	Special Duty	Special Duty	Special Duty

Note: Marines (of any combat arm) never serve on Counterinsurgency or Internal Security; if that assignment is thrown, they are assigned to Ship's Troops instead.

ASSIGNMENT RESOLUTION

<i>Infantry</i>						
<i>Cavalry, Artillery</i>	<i>Training</i>	<i>Internal Security</i>	<i>Police Action</i>	<i>CtrlIns</i>	<i>Raid</i>	<i>Ship's Troops</i>
Survival	auto	4+	5+	5+	6+	4+
Decoration	none	12+	9+	10+	6+	12+
Promotion	6+	6+	8+	9+	6+	6+
Skills	7+	none	7+	8+	5+	6+

DMs: For survival, DM +1 if any MOS skill 2+. For promotion, DM +1 if Edu 7+.

<i>Support</i>	<i>Training</i>	<i>Internal Security</i>	<i>Police Action</i>	<i>CtrlIns</i>	<i>Raid</i>	<i>Ship's Troops</i>
Survival	auto	4+	4+	5+	6+	3+
Decoration	none	none	10+	11+	7+	12+
Promotion	6+	6+	9+	10+	7+	6+
Skills	8+	none	7+	7+	6+	6+

DMs: For promotion, DM +1 if Int 8+.

<i>Commando</i>	<i>Training</i>	<i>Internal Security</i>	<i>Police Action</i>	<i>CtrlIns</i>	<i>Raid</i>	<i>Ship's Troops</i>
Survival	3+	4+	4+	5+	6+	5+
Decoration	none	none	9+	9+	5+	10+
Promotion	8+	7+	8+	7+	6+	6+
Skills	6+	none	7+	6+	5+	6+

DMs: For survival, DM +1 if any MOS skill 2+. For promotion, DM +1 if End 8+.

Garrison Duty: Characters survive, with no decoration or skills earned. Enlisted personnel can be promoted on 7+.

SURVIVAL

Failing the survival throw ends character generation and forces mustering out. (The optional survival rule may be implemented: A character who fails survival is dead.) If the number is thrown *exactly*, the character is wounded or injured. An injury in a police action, counterinsurgency, ship's troops, or raid is a combat wound and is awarded the Purple Heart. A character may take a negative DM for survival and apply it as an equal positive DM for decorations.

DECORATIONS

If a character rolls:
 Decoration Throw or higher.....MCUF
 Decoration Throw +3 to +5.....MCG
 Decoration Throw +6 or more....SEH
 With a negative survival DM, an equal positive DM can be taken for decoration.

PROMOTION

An officer may be promoted once per term; enlisted personnel, once per assignment (not beyond E9 except though OCS).

ENHANCED MERCENARY CHARACTERS

SPECIAL ASSIGNMENTS

<i>Die</i>	<i>Enlisted</i>	<i>Officer</i>
1	Cross-Training	Intelligence Sch
2	Specialist Sch	Command College
3	Commando Sch	Commando Sch
4	Protected Forces	Staff College
5	Recruiting Duty	Recruiting Duty
6	OCS	Attache/Aide
7	OCS	Staff College

DMs: Marine enlisted, DM + 1 if Edu 7+. Army enlisted, DM + 1 if End 7+.

SPECIALIST SCHOOL

<i>Die</i>	<i>Training</i>	<i>Schooling</i>
1	Mechanical	Academic
2	Electronic	Medical
3	Gravitic	Space
4	Comm	Environ
5	Vehicle	Computer
6	Ship's Boat	Liaison

Note: The training column is for anyone, and the schooling column is for when Int + Edu is more than 16.

SPECIAL ASSIGNMENTS

Cross-Training: Select any combat arm (not Commandos) for cross-training. Roll for one skill on the MOS table.

Specialist School: Throw 1D on the Specialist School table.

Commando School: Cross-training in Commandos. Throw 5+ (1D) for: Brawling, Gun Combat, Demolitions, Intrusion, Stealth, Survival, Recon, Vacc Suit, Blade Combat and Instruction.

Protected Forces Training: Throw 3+ (1D) for: Vacc Suit, High-G Environ, Zero-G Environ.

Recruiting: Receive Recruiting skill.

OCS: Advance to rank O1 (rank E7 advances to rank O2) in current or cross-trained branch. Roll twice on the Service Skills table and once on the MOS table. Rank E8 and E9 are commissioned to Rank O3, adding no skills. OCS is prohibited over age 38: Reroll on the Special Assignments table, and if OCS is selected, a waiver allows attendance.

Intelligence School: Throw 4+ (1D) for: Forgery, Bribery, Streetwise, Interrogation, and Vice.

Command College: Throw 4+ (1D) for: Tactics, Leader, and Recon.

Staff College: Throw 4+ (1D) for: Admin, Combat Engineering, Computer, Robot Ops.

Military Attache/Aide: Roll 1D: 1-4 assigns duty as a military attache; 5-6, duty as aide to a general.

An *attache* receives promotion of one grade and +1 Social Standing.

An *aide* receives +1 Social Standing and selects command duty or a special assignment (not military attache/aide).

SERVICE SKILLS

<i>Die</i>	<i>Army Life</i>	<i>Marine Life</i>	<i>NCO Skills</i>	<i>Command Skills</i>	<i>Staff Skills</i>	<i>Ship-board</i>
1	Brawling	Brawling	Hvy Wpns	+1 End	Mechanic	Fwd Obs
2	+1 Str	Vice	Mechanical	Gun Cbt	Fwd Obs	Ship's Boat
3	Vice	+1 Str	Tactics	Vehicle	Computer	Gunnery
4	+1 Dex	+1 Dex	Hvy Wpns	Hvy Wpns	Electronics	Vacc Suit
5	+1 End	+1 End	Mechanical	Leader	Medical	Gunnery
6	+1 End	Hand Cbt	Tactics	Tactics	Instruction	Vacc Suit
7	Handgun	+1 Edu	Leader	Tactics	Admin	Sh Tactics
8	+1 Soc	+1 Soc	Inborn	Inborn	Academic	FI Tactics
9	+1 Soc	+1 Soc	Interpers	—	—	—

DMs: +1 if O1+ +1 if O1+ +1 if E5 +1 if O4+ +1 if O4+ +1 if O2+
+2 if O4+ +2 if O4+ +2 if E7 +2 if O7+ +2 if O7+ +2 if O4+
+3 if O7+ +3 if O7+ +2 if E9

Note: Army Life is for the Army, Marine Life for Marines, NCO Skills for rank E3 to E9, Command Skills for rank O1+ with Command Duty, Staff Skills for rank O1+ without Command Duty, and Shipboard Skills for Marines on Ship's Troops.

MILITARY OCCUPATIONAL SPECIALTY (MOS) TABLE

<i>Die</i>	<i>Artillery</i>	<i>Cavalry</i>	<i>Infantry</i>	<i>Support</i>	<i>Commando</i>	<i>Ship's Troops</i>
1	FA Gunner	Vehicle	Gun Cbt	Vehicle	Gun Cbt	Gun Cbt
2	FA Gunner	Vehicle	Gun Cbt	Combat Eng	Gun Cbt	Gun Cbt
3	Vehicle	Vehicle	Hvy Wpns	Vehicle	Hvy Wpns	Zero-G Env
4	Mechanical	Hvy Wpns	Hvy Wpns	Mechanical	Demolition	Environ
5	Fwd Obs	Hvy Wpns	Vehicle	Electronic	Environ	High-G Env
6	Computer	Mechanical	Environ	Medical	Recon	Fwd Obsv
7	Technical	Technical	Vacc Suit	Technical	Battle Drss	Battle Drss

DMs: If homeworld is Avg Stellar+, DM +1.

Note: Any Marine on Ship's Troops assignment may select that column.

TABLE OF RANKS

<i>Rank</i>	<i>Enlisted</i>	<i>Rank</i>	<i>Officer</i>	<i>Basic Rank</i>
E1	Private	O1	Second Lieutenant	1
E2	Lance Corporal	O2	First Lieutenant	1
E3	Corporal	O3	Captain	2
E4	Lance Sergeant	O4	Major (Marine Force Commander	3
E5	Sergeant	O5	Lieutenant Colonel	4
E6	Gunnery Sergeant	O6	Colonel	5
E7	Leading Sergeant	O7	Brigadier General	6
E8	First Sergeant	O8	Major General	6
E9	Sergeant Major	O9	Lieutenant General	6
		O10	General	6

Note: Individuals with commissions (ranks O1 to O10) are officers; all others (E1 to E9) are enlisted personnel. Noncommissioned officers are ranks E3 to E9; ranks O1 to O3 are *company grade* officers; ranks O4 to O6 are *field grade* officers; ranks O7 to O10 are *general* officers.

REENLISTMENT

At the end of a four-year term, the character must either reenlist or muster out. If reenlistment is not successful, then the character must muster out.

Army Reenlistment: Throw 7+; DM +2 if rank E9 or less.

Marine Reenlistment: Throw 6+; DM +1 if cross-trained in Artillery or Cavalry and reenlisting into either of those arms of service.

MUSTERING OUT

At the conclusion of a player's final term, all mustering out benefits are received as described in basic character generation.



Navy Characters

The force that rules the space between the stars controls both transportation and communication and, as a result, controls all intercourse between worlds. The instrument of such control is the Navy.

General Background: An interstellar community operates under many unique restrictions—it consists of many *island-planets* adrift in an *ocean* of space. Communication between the worlds absolutely depends on technology. Ships flying between the worlds are vulnerable to pirates and raiders; the worlds themselves are vulnerable to attacks from unfriendly governments. To control such an ocean of stars, society must depend on its starfaring Navy.

Most interstellar states (whether individual nations on a world, independent worlds, small groups of worlds, or vast interstellar empires) maintain navies. These navies are organized to provide the most possible protection for their territory. In large groups of worlds (such as the Third Imperium and most of its interstellar neighbors), the Navy is organized with a three-tiered structure: the major forces of the Navy are the *fleets* (which together comprise the Imperial Navy); the local provinces (subsectors) maintain *reserve fleets*; worlds of high enough technology maintain their own *system squadrons*. The fleets are composed of the latest and best in warship technology; reserve fleets are usually with second line, obsolescent (but not obsolete) ships handed down from the fleets; system squadrons, supported by the tax base of only one world, are suited only for defense of that world. The distinctions between these forces are primarily based on size, resources, and duties.

Naval Ranks: Ranks for characters in the Navy are shown in the Naval Table of Ranks. Ranks O1 to O10 are called *officers* or *commissioned officers*. Ranks E1 to E9 are *enlisted personnel*; within the enlisted ranks, ranks E3 to E9 are *petty officers*.

Spacers: The general term for Navy personnel, regardless of rank, branch, type of Navy, or any other factor is *spacers*.

INITIAL ACTIVITIES

Initial activities include pre-career options, enlistment, combat arm selection, and initial training. A beginning naval character must be aware of two facts—the tech code of the subsector he is in (usually taken as the tech code of the capital of the subsector, but always no less than Early Stellar) and the world codes of the character's homeworld. These factors influence which naval forces are available to the characters.

Pre-Career Options: Options for Navy persons include college, the Naval Academy, and medical and flight school.

Enlistment: All characters initiate their Navy careers by enlisting. If all enlistment attempts fail, the character may not undertake naval service. Successful enlistment commits the individual to a term of service of four years.

Throw 8+ to enlist in the Imperial Navy; allow DM + 1 if Int is 8+, and DM + 2 if Educ is 9+.

Throw 7+ to enlist in the Reserve Fleet; allow DM + 1 if Int is 8+, and DM + 2 if Educ is 9+. The reserve fleet has a tech code equal to the tech code of the subsector capital.

Throw 6+ to enlist in the character's homeworld's System Squadron; allow DM + 1 if Int is 8+, and DM + 2 if Educ is 9+. A homeworld will have a System Squadron only if its tech code is Early Stellar+. If the homeworld is less than Early Stellar, there is no System Squadron, and this option is not available. The character begins with rank E1.

Draft: If an individual is unsuccessful in enlisting, he may submit to the draft. A throw of 1 (1D) will result in being drafted into the Imperial Navy. Any other result prohibits the individual from naval service, and a new character must be generated if naval service is desired.

Automatic Enlistment: Enlistment is not necessary for

characters who are commissioned as a result of the Naval Academy or NOTC. Naval Academy graduates are commissioned with rank O1 in the Imperial Navy. NOTC graduates are commissioned with rank O1 in the Reserve Fleet.

Branch Selection: A branch is a Naval division that deals with one aspect of naval operations. The five branches are Flight, Engineering, Medical, Gunnery, Technical Services, and the Line. The Line is a generalized duty branch for officers, equivalent to Crew for enlisted personnel. The Technical Services branch exists only in the Imperial Navy and spans complex equipment maintenance, computer programming, and intelligence gathering. Characters are assigned a branch upon joining. Consult the Branch Assignment table (1D).

Medical school graduates are assigned to the Medical branch and flight school graduates to the flight branch. A character with Social Standing 9+ may select any branch.

Initial Training: The first year is dedicated to *initial training*. An enlisted character rolls for two skills on the Branch Skills table. An officer undergoes *officer training* and rolls for two skills on the Branch Skills table or the Officer Staff Skills table (officers with commissions from OCS do not undergo this training).

CAREER RESOLUTION

Career resolution begins once a character graduates from all pre-career schools and has enlisted.

Assignments

Each term, a character carries out four assignments (initial or officer training is the first assignment of the first term).

Each one-year assignment is resolved separately using a three-step procedure: officers determine if they will hold a command in the current assignment; the specific assignment is

selected; and that assignment is resolved in terms of survival, decorations, promotions, and skills.

Command Determination (Officers Only): Any officer may consult the Naval Command Duty table to be placed in a command position. For each branch, success places the officer in a command position; failure places him in a staff position. Not consulting the table results in assignment to a staff position.

Specific Assignments: The Naval Assignment table determines the character's specific assignment. These assignments may be: shore duty, training, battle, siege, strike, and patrol. It is also possible to receive a *special assignment*.

Special Assignments: Characters who receive a special assignment are sent to service schools or given unusual duty.

Assignment Resolution: In each specific assignment, four aspects must be resolved: survival, decoration, promotion, and skills.

Survival: The survival throw determines if the character survives the assignment year. Failing the throw forces ending character generation and mustering out (the optional survival rule may be implemented: a character who fails the survival throw is dead). If the number is thrown, the character has received a wound or injury; if the injury occurs while serving in a police action, counterinsurgency, or raid, it is a combat wound, and the character receives the Purple Heart.

A character may elect to take a negative DM on his survival roll and then apply it as an equal positive DM for decorations in the next step.

Decoration: Characters may receive decorations for their heroism. If a character rolls the indicated number or higher, he is awarded the Meritorious Conduct under Fire (MCUF). If the character rolls a number at least three higher than the stated number, he receives the Medal for Conspicuous Gallantry (MCG) instead. If the player rolls at least six higher than the number indicated, he receives the Starburst for Extreme Heroism (SEH) instead.

If a negative DM was taken on survival, an equal positive DM may be used to attempt to win a decoration. For example, a character might take DM -2 for survival, thus increasing the chance that the throw will not be achieved. If he survives, then DM +2 is allowed when rolling for decorations.

The reverse of this procedure (positive DMs for survival; negative DMs on decoration) is also possible, but if the decoration throw fails by six or more (for example, rolling a 4 when 10+ is required), consult the Court-Martial Table.

Promotion: A character may receive a promotion by throwing the indicated number or greater (2D). Where a number is listed in parentheses, *officers* may not roll for promotion.

Normally, an officer may not receive more than one promotion per term. However, receiving a commission (through OCS, for example) does not prohibit another promotion during a four-year term, and the automatic promotion given a military attache does not prohibit another promotion during the term.

Enlisted characters may be promoted as often as once per assignment. They may not be promoted beyond the rank of E9 except through attendance at officer candidate school (OCS). The table of ranks indicates the levels promotion will bring.

Skills: A character may receive skills as a result of his assignment. If the character rolls the indicated number or higher, then he or she becomes eligible for one skill to be determined im-

mediately. A character may roll for a skill on any skill column or table available to him.

Retention In Assignment: At the end of each assignment, roll one die—if the result is a 6, then the next assignment will be the same as the previous one. However, no one can be retained in the same assignment more than once in succession; he cannot be retained in the same assignment involuntarily at the end of a four-year term, even if he reenlists; retention does not occur on a special assignment.

REENLISTMENT AND MUSTERING OUT

At the end of a four-year term, the character must either reenlist or muster out. If reenlistment is not successful, then the character must muster out.

Imperial Navy Reenlistment: Reenlistment in Imperial Navy requires a throw of 6+. Petty officers (rank E4+) or commissioned officers (rank O1+) receive DM +1.

Reserve Fleet Reenlistment: Reenlistment in the Reserve Fleet requires a throw of 6+. Petty officers (rank E4+) or commissioned officers (rank O1+) receive DM +2.

System Squadron Reenlistment: Reenlistment in the System Squadron requires a throw of 5+. Commissioned officers (rank O1+) receive DM +2.

Changing Branch: Characters may reenlist for a different branch at the beginning of a four-year term. The reenlistment must be successful, and the character must have received cross-training in the new branch at some time prior to reenlistment.

Changing Navy: It is not possible to transfer between the System Squadron, the Reserve Fleet, and the Imperial Navy.

Mustering Out Benefits: At the conclusion of a player's last term, all mustering out benefits are received as described in basic character generation.

SPECIAL RULES

The following special rules apply to the Navy.

Combat Ribbons: A character's resume should include details of combat experience. Each time that a character receives a combat assignment (battle, siege, or strike), a combat service ribbon is awarded. Each time an officer holds a command assignment in combat, he receives a command cluster on the combat ribbon. For example, a character has three combat ribbons with two command clusters: he has had three one-year combat assignments, and in two of them he was an officer in command.

Draftees: Characters who are drafted may not attend officer candidate school (OCS) during their first four-year term.

The Frozen Watch: Some Imperial Navy ships carry reserve crewmembers in cold sleep as potential replacements for battle casualties. Characters selected for Frozen Watch (a special assignment) are carried for one year in suspended animation: they are one year older chronologically than they are physically (for each year spent on Frozen Watch). No skills are learned on this assignment.

Rank Limits: The size of a Navy restricts the maximum rank possible for officers. The highest rank available in a System Squadron is commodore. The highest rank available in the Reserve Fleet is fleet admiral. The highest rank available in the Imperial Navy is grand admiral.

ENHANCED NAVAL CHARACTERS

BACKGROUND INFORMATION

A naval character must know:

- The technological code of the subsector he is in (usually the technological code of the subsector capital but never less than Early Stellar).

- The planetary characteristics of the character's homeworld.

ENLISTMENT

Imperial Navy: Throw 8+ for enlistment in the Imperial Navy; allow DM + 1 if Int is 8+, and also allow DM + 2 if Edu is 9+.

Reserve Fleet: Throw 7+ for enlistment in the Reserve Fleet; and also allow DM + 1 if Int is 8+ and DM + 2 if Edu is 9+.

System Squadron: Throw 6+ to enlist in the homeworld System Squadron; allow DM + 1 if Int is 8+, and DM + 2 if Educ is 9+. If the homeworld is less than Early Stellar, it has no System Squadron.

The character begins with rank E1.

Naval Academy graduates are commissioned with rank O1 in the Imperial Navy. NOTC graduates are commissioned with rank O1 in the Reserve Fleet.

Enlistment commits the individual to a term of service of four years.

The Draft: If enlistment is unsuccessful, the character throws 1D: a result of 1 drafts him into the Imperial Navy.

BRANCH ASSIGNMENT

Die	Enlisted	Officer
0	Technical	Technical
1	Crew	Line
2	Crew	Line
3	Engineering	Engineering
4	Engineering	Gunnery
5	Gunnery	Line
6	Gunnery	Flight
7	Medical	Medical

DMs: If Edu 9+, DM + 2; if Int 10+, DM + 2. If Imperial Navy, DM -2. **Note:** Automatic Medical if Medical School graduate or unsuccessful Medical School. Automatic Flight if Flight School graduate. Choice if Social Standing 9+.

INITIAL TRAINING

Enlisted persons receive two skills from the Branch Skills table; officers receive two skills from the Branch Skills table or Officer Staff Skills table.

COMMAND DUTY

Officer Branch	Throw
Line	7+
Flight	8+
Gunnery	9+
Engineering	10+
Medical	11+
Technical	12+

DMs: If rank O2-, DM -2. If Rank O4-, DM -1. If Int 7-, DM -1. If Edu 7-, DM -1.

Note: This table is used only by officers (rank O1+).

ASSIGNMENT

Die	Assignment
2	Battle
3	Shore Duty
4	Siege
5	Strike
6	Patrol
7	Training
8	Patrol
9	Strike
10	Shore Duty
11	Special Duty
12	Special Duty

Note: If the College or Academy graduate and rank E4-E9, DM + 1.

ASSIGNMENT RESOLUTION

Line/Crew	Training	Shore Duty	Patrol	Siege	Strike	Battle
Survival	auto	4+	4+	5+	6+	6+
Decoration	none	12+	11+	10+	7+	6+
Promotion	6+	7+	7+	8+	7+	6+
Skills	7+	7+	6+	6+	5+	5+

DMs: For survival, DM + 1 if any MOS skill 2+. For promotion, DM + 1 if Edu 7+.

Flight	Training	Shore Duty	Patrol	Siege	Strike	Battle
Survival	3+	3+	3+	3+	3+	4+
Decoration	none	none	10+	9+	9+	8+
Promotion	none	11+	11+	10+	9+	9+
Skills	7+	none	7+	7+	6+	6+

DMs: For promotion, DM + 1 if Int 8+.

Gunnery	Training	Shore Duty	Patrol	Siege	Strike	Battle
Survival	auto	3+	4+	5+	5+	6+
Decoration	none	12+	11+	10+	9+	7+
Promotion	6+	6+	8+	8+	7+	6+
Skills	8+	none	7+	5+	6+	6+

DMs: For survival, DM + 1 if any MOS skill 2+; promotion, DM + 1 if End 8+.

Engineering	Training	Shore Duty	Patrol	Siege	Strike	Battle
Survival	auto	auto	3+	4+	5+	5+
Decoration	none	none	12+	11+	7+	7+
Promotion	7+	7+	5+	8+	6+	6+
Skills	7+	8+	6+	7+	6+	5+

DMs: For promotion, DM + 1 if Int 8+.

Medical	Training	Shore Duty	Patrol	Siege	Strike	Battle
Survival	auto	auto	3+	3+	3+	4+
Decoration	none	none	none	none	11+	10+
Promotion	7+	6+	7+	8+	6+	6+
Skills	8+	6+	7+	7+	7+	6+

DMs: For promotion, DM + 1 if Int 8+.

RETENTION IN ASSIGNMENT

Throw 6 (1D) for the next assignment to be the same as the previous one. However: a person cannot be retained in the same assignment more than once in succession; he cannot be retained in the same assignment involuntarily at the end of a four-year term, even if he reenlists; retention cannot occur on a special assignment.

ENHANCED NAVAL CHARACTERS

SPECIAL ASSIGNMENTS

<i>Die</i>	<i>Enlisted</i>	<i>Officer</i>
1	Cross-Training	Cross-Training
2	Specialist Sch	Intelligence Sch
3	Recruiting	Recruiting
4	Gunnery School	Naval Attache
5	Engineer Sch	Command Coll
6	OCS	Staff Coll
7	OCS	Staff Coll

DMs: DM + 1 if Edu 8+.

SPECIALIST SCHOOL

<i>Die</i>	<i>Training</i>	<i>Schooling</i>
1	Mechanical	Academic
2	Electronic	Medical
3	Gravitic	Space Tech
4	Comm	Space
5	Engineering	Computer
6	Ship's Boat	Liaison

Note: Training is for anyone; schooling is for when Int+ Edu more than 16.

SPECIAL ASSIGNMENTS

Cross-Training: Select any branch; the individual is now cross-trained in it. Roll for one skill on that branch table.

Specialist School: Throw 1D on the Specialist School table.

Recruiting: Receive Recruiting skill.

Gunnery School: Make four throws (1D) and on each 5+ receive Gunnery.

Engineering School: Throw 5+ (1D) for: Mechanical, Electronics, Gravitics, and Engineering.

OCS: Advance to rank O1 (enlisted characters rank E7 advance to rank O2) in current or any cross-trained branch. Roll twice on the Service Skills table and once on the Branch Skills table. Rank E8 and E9 receive direct commissions to rank O3. They receive no new skills.

OCS is prohibited over age 38; reroll on the Special Assignments table; if OCS is selected, a waiver allows attendance.

Intelligence School: Throw 4+ (on one die) for: Forgery, Gun Combat, Bribery, Streetwise, and Interrogation.

Naval Attache/Aide: Roll 1D: 1-4 assigns duty as a naval attache; 5-6 assigns duty as aide to an admiral.

An *attache* receives promotion of one grade and +1 Social Standing.

An *aide* receives +1 Social Standing and for his next assignment may select command duty or any special assignment (other than Naval attache/aide).

Command College: Throw 4+ (1D) for: Ship Tactics, Fleet Tactics, Leader, and Admin.

Staff College: Throw 4+ (1D) for: Fleet Tactics, Admin, Liaison, Computer, and Robot Ops.

SERVICE SKILLS

<i>Die</i>	<i>Navy Life</i>	<i>Shipboard</i>	<i>Shore Duty</i>	<i>Petty Off</i>	<i>Cmd Off</i>	<i>Staff Off</i>
1	Brawling	Gambling	Vice	Vacc Suit	Vehicle	Computer
2	+1 Str	+1 Dex	Vehicle	Blade Cbt	+1 Endur	Electronic
3	Carousing	Hand Cbt	Fwd Obs	Gun Cbt	Gun Cbt	Gun Cbt
4	Gambling	Mechanic	Vacc Suit	Mechanic	Ship's Bt	Academic
5	+1 Endur	Ship's Bt	Liaison	Medical	Pilot	Bribery
6	+1 Dex	Vacc Suit	Vacc Suit	Vehicle	Leader	Ship Tcts
7	+1 Endur	Zero-G En	Fwd Obs	Zero-G En	Leader	Fleet Tcts
8	+1 Educ	Comm	Environ	+1 Educ	+1 Social	+1 Int
9	Inborn	Admin	Vacc Suit	Instruction	Inborn	Ship Tcts
10	Vacc Suit	Inborn	Battle Drs	Interpers	Ship Tcts	Fleet Tcts

DMs: +4 if O1+ +4 if O1+ +1 if O4+ +2 if O5+ +2 if O4+ +2 if O4+ +4 if O7+ +4 if O7+ +4 if O7+

Note: Navy Life is available to any Navy character; Shore Duty, during training or shore duty; Shipboard, when not on training or shore duty; Petty Officer, for rank E4 to E9; Command Officer, for rank O1+ with Command Duty; Staff Officer, for rank O1+ without Command Duty.

BRANCH SKILLS

<i>Die</i>	<i>Line/Crew</i>	<i>Flight</i>	<i>Gunnery</i>	<i>Engineer</i>	<i>Medical</i>	<i>Technical</i>
1	Mechanic	Vacc Suit	Fwd Obs	Mechanic	Admin	Mechanic
2	Electronic	Admin	Gun Cbt	Electronic	Technical	Mechanic
3	Gun Cbt	Gun Cbt	Comm	Engineer	Electronic	Electronic
4	Navigation	Comm	Computer	Mechanic	Admin	Electronic
5	Computer	Ship's Boat	Sens Ops	Vacc Suit	Medical	Computer
6	Interpers	Space	Spl Cbt	Sp Tech	Computer	Computer
7	Zero-G En	Pilot	Gunnery	Engineer	Medical	Gravitics
8	Vacc Suit	Pilot	Gunnery	Engineer	Medical	Technical

DMs: If Reserve Fleet, DM +1. If Imperial Navy, DM +2.

TABLE OF RANKS

<i>Rank</i>	<i>Enlisted</i>	<i>Rank</i>	<i>Officer</i>	<i>Basic Rank</i>
E1	Spacehand Recruit	O1	Ensign	1
E2	Spacehand Apprentice	O2	Sublieutenant	1
E3	Able Spacehand	O3	Lieutenant	2
E4	Petty Officer Third Class	O4	Lieutenant Commander	3
E5	Petty Officer Second Class	O5	Commander	4
E6	Petty Officer First Class	O6	Captain	5
E7	Chief Petty Officer	O7	Commodore	5
E8	Senior Chief Petty Officer	O8	Fleet Admiral	6
E9	Master Chief Petty Officer	O9	Sector Admiral	6
		O10	Grand Admiral	6

Officers (ranks O1 to O10) have commissions; all other ranks are *enlisted* personnel. Ranks O7 to O10 are *flag* ranks, E3 to E9 are noncommissioned officers.

The maximum officer rank is commodore (O7) in a System Squadron, fleet admiral (O8) in a Reserve Fleet, and grand admiral (O10) in the Imperial Navy.

REENLISTMENT

Navy Reenlistment: Reenlistment in the Navy requires a throw of 6+; DM +1 if rank E4+ or rank O1+.

Reenlistment in a Different Branch: Characters may not reenlist in a different branch unless cross-trained in the desired branch. If cross-trained, the individual may reenlist at the beginning of the new four-year term of service.

MUSTERING OUT

At the conclusion of a character's last term, all mustering out benefits are received as described in basic character generation.



Scout Characters

Any large interstellar government has a need for an exploratory service. An organized, continuing exploration of the frontiers of any territory is necessary in order to best exploit resources and to be warned of potential threats.

General Background: The Imperial Interstellar Scout Service is the exploratory arm of the Imperium. It had its origins in the initial explorations of the Imperium's frontiers. Long ago, however, the Scout Service expanded its responsibilities to cover more than mere exploration. It now maps the territory it once explored, and it is responsible for providing navigational charts and maps to the ships that now travel through that territory. In addition, the Scout Service provides long distance courier or postal services between points within the empire.

To perform its diverse missions, the Scouts have two distinct needs for personnel: the highly independent and self-sufficient individual who can perform missions alone and without supervision; and the team player who can work on a group effort within a rigid organization. The Scout Service must train and use both types of individual.

Scout Ranks: Ranks for characters in the Scouts are shown in the scout table of ranks. *Ordinary* rank corresponds to enlisted rank in the military: ranks IS-1 to IS-9 correspond to military ranks E1 to E9. *Administrator* rank corresponds to officer rank in the military: ranks IS-10 to IS-18 correspond to military ranks O1 to O9.

Scouts: The general term for members of the Scout Service regardless of rank, combat arm, or any other factor is *Scouts*.

INITIAL ACTIVITIES

Initial activities include pre-career options, enlistment, combat arm selection, and initial training.

Pre-Career Options: Characters intending a Scout career may consider college and medical school.

Enlistment: All characters initiate their Scout careers by enlisting. This procedure is essentially identical to that for standard character generation. Successful enlistment commits the individual to a term of service of four years.

Throw 7+ to enlist in the Scouts; allow DM + 1 for Int 6+, and DM + 2 for Str 8+. The character begins with rank IS-1.

Draft: If an individual is unsuccessful in enlisting, he may submit to the draft. A throw of 4 (1D) will result in being drafted into the Scouts. Any other result prohibits the individual from Scout service and a new character must be generated if Scout service is desired.

Automatic Enlistment: Enlistment is automatic (if desired) for characters who have graduated college. The character begins with rank IS-1. College honors graduates automatically receive rank IS-10.

Office Selection: The Scout Service is broadly divided into the *Bureaucracy* and the *Field*. College graduates are in the Bureaucracy; all others are in the Field.

Each division of the Scouts is composed of several *offices*: the Field consists of Survey, Communications, and Exploration; the Bureaucracy consists of Technical, Operations, Administration, and Detached Duty.

Individuals who join the Scouts are initially assigned to a specific office within the Scout Service structure and then receive *initial training* from that office. The Office Assignments table produces the assignment for each character. Office assignments remain in force for the complete four-year term; reassignments are available when reenlisting.

Initial Training: The initial year of service in the Scouts is

dedicated to *initial training*. The character consults the Initial Training table entry corresponding to his office assignment and receives the skill shown.

CAREER RESOLUTION

Career resolution begins once a character graduates from all pre-career schools and has enlisted.

Assignments

Each term, a character carries out four assignments (initial training constitutes the first assignment of the first term).

Each one-year assignment is resolved separately using a two-step procedure: the specific assignment is selected, and the assignment is resolved in terms of survival, promotion, and skills.

Specific Assignments: The Duty Assignment table determines the character's specific assignment. Possible assignments include training, base operations, routine, mission, special mission, and wartime mission. Scouts in the Field use one column; Scouts in the Bureaucracy use another. Scouts in the Bureaucracy who hold administrator rank are allowed a DM of + 2 on the duty assignment table, which allows them to avoid some training (the DM is voluntary). However, a natural roll of 2 always means a war mission, regardless of the DM.

Transfers: A Scout in the Field may receive *transfer* as a duty assignment. When this occurs, the individual has been permanently transferred to the Bureaucracy. Such a transfer may be declined, in which case the individual rolls again (if transfer is received on the reroll, it must be taken).

A transfer places the individual in the Scout Bureaucracy. The character rolls on the Office Assignment table under the Bureaucracy to determine the office assignment. A roll on the Duty Assignment table then determines the specific duty to be undertaken.

Because the Bureaucracy has rank and the Field does not, the Scout character immediately receives ordinary rank equal to the number of terms served (a Scout in the fourth term of service becomes rank IS-4).

Special or War Missions: When a special or war mission is assigned, the Scout character has been sent on a dangerous and important mission. The extra training and preparation for the assignment results in an extra skill taken from the special or war mission column, in addition to any other skills received for the year.

Schools: Individuals who receive training as an assignment are sent to a service school. The character should consult the School Assignment table to determine available schools and then roll one die. Once the school is determined, the individual may roll on the school table to determine the skills received by attendance. Certain schools confer two skills, while others confer only one, as noted below each column of the table.

It is possible to be assigned most schools more than once. Administrator school, however, may only be attended once; the subsequent receipt of an assignment to administrator school calls for a reroll.

Assignment Resolution: This step includes survival, promotion, and skills.

Survival: The throw for survival determines if the character survives the current year of assignment. Failing the survival throw forces the character to end character generation and muster out (the optional survival rule may be implemented: a character who fails the survival throw is dead).

Promotions: Scouts serving in the Field do not receive promotions; those in the Bureaucracy can achieve promotions to a variety of ranks. A character may receive a promotion by throwing the indicated number or greater (2D).

Individuals who have not received administrator status may receive promotions in ordinary rank (it is possible to receive such a promotion each year, to a maximum of IS-9). Promotions beyond IS-9 are not possible unless the individual attends administrator school and receives administrator rank IS-10.

Characters with administrator rank may receive up to one promotion per four-year term.

Each time a promotion is received, the individual is allowed to receive one new skill. Ordinary rank allows a skill from the appropriate office column or the scout life column of the skill tables. Administrator rank allows a skill from the administrator rank column.

Skills: A character may receive skills as a result of his assignment. If the character rolls the indicated number or higher, then he or she becomes eligible for one skill to be determined immediately. A character may roll for a skill on any skill column or table available to him.

REENLISTMENT AND MUSTERING OUT

At the end of a four-year term, the character must either reenlist or muster out. If reenlistment is not successful, then the character must muster out.

Scout Reenlistment: Reenlistment in the Scouts requires a throw of 3+.

The Scout Service maintains an up-or-out policy for ordinary rank: If an individual does not receive continuing promotions, then the individual is not allowed to reenlist. If a character's

ordinary rank is not equal to or greater than his or her number of terms of service, then he or she will not be permitted to reenlist.

Changing Office Assignment: Characters may change their office assignment. An office assignment remains in effect for the remainder of the term of service for the individual. Individuals are allowed to apply for reassignment to another office (within the Bureaucracy or the Field) when they reenlist. When reenlistment occurs, the character may roll again on the Office Assignments table: if the result is different, or if reassignment is not desired, the individual may choose to remain in the current office.

Members of the Bureaucracy are never reassigned to the Field; members in the Field are never reassigned to the Bureaucracy (but they may be transferred).

Mustering Out Benefits: At the conclusion of a player's last term, all mustering out benefits are received as described in basic character generation.

SPECIAL RULES

The following special rules apply to the Scouts.

Draftees: Characters who are drafted into a service may not attend administrator school during their first four-year service term.

Detached Duty: Any scout who is serving in the Detached Duty division when he leaves the service is given permanent detached duty on a roll of 9 + (DM + number of terms served). Although the assignment has no responsibilities, the individual receives a scout/courier (if he has not already received one through mustering out) and a stipend (similar to, but not exactly like, a pension) of Cr4000 per year.



ENHANCED SCOUT CHARACTERS

ENLISTMENT

Throw 7+ to enlist in the Scouts; DM +1 if Int 6+, DM +2 if Str 8+. Starting rank is IS-1.

College graduates may choose automatic enlistment. Starting rank is IS-1, IS-10 for honors graduates.

The Draft: If enlistment is unsuccessful, the character may throw 1D: a 4 (1D) drafts him into the Scouts.

OFFICE ASSIGNMENT

<i>Die Field</i>	<i>Bureaucracy</i>
2 Survey	Detached Duty
3 Survey	Detached Duty
4 Survey	Technical
5 Survey	Technical
6 Communications	Operations
7 Communications	Operations
8 Communications	Operations
9 Communications	Administration
10 Exploration	Administration
11 Exploration	Administration
12 Exploration	Administration

Note: Honors graduates choose their office assignment (not reassignments).

INITIAL TRAINING

<i>Office Assignment</i>	<i>Skill</i>
Survey.....	Pilot
Exploration.....	Pilot
Communications.....	Pilot
Detached Duty.....	Admin
Technical.....	Computer
Operations.....	Leader
Administration.....	Admin

DUTY ASSIGNMENT

<i>Die Field</i>	<i>Bureaucracy</i>
2 Wartime Mission	Wartime Mission
3 Training	Training
4 Training	Base
5 Base	Training
6 Routine	Routine
7 Routine	Routine
8 Mission	Base
9 Mission	Mission
10 Special Mission	Mission
11 Special Mission	Mission
12 Transfer	Special Mission

DMs: If rank IS-10+, DM +2 (but natural 2=2).

Transfer: If transferred to the Bureaucracy, a person may decline and reroll once. Use the Office Assignment table for assignments and Duty Assignment table for duties. Characters receive rank equal to their terms.

ASSIGNMENT RESOLUTION

<i>Survey</i>	<i>Training</i>	<i>Base</i>	<i>Routine</i>	<i>Mission</i>	<i>Spl Msn</i>	<i>War Msn</i>
Survival	3+	3+	3+	4+	5+	6+
Skills	School	8+	7+	6+	6+	7+

DMs: For survival, DM +1 if End 9+. For skills, DM +1 if terms 3+.

<i>Commo</i>	<i>Training</i>	<i>Base</i>	<i>Routine</i>	<i>Mission</i>	<i>Spl Msn</i>	<i>War Msn</i>
Survival	3+	4+	4+	5+	6+	6+
Skills	School	None	7+	7+	6+	6+

DMs: For survival, DM +1 if End 9+. For skills, DM +1 if Pilot-3+.

<i>Explore</i>	<i>Training</i>	<i>Base</i>	<i>Routine</i>	<i>Mission</i>	<i>Spl Msn</i>	<i>War Msn</i>
Survival	3+	3+	4+	5+	7+	6+
Skills	School	None	8+	7+	5+	6+

DMs: For survival, DM +1 if End 9+. For skills, DM +1 if Int 9+.

<i>Admin</i>	<i>Training</i>	<i>Base</i>	<i>Routine</i>	<i>Mission</i>	<i>Spl Msn</i>	<i>War Msn</i>
Survival	Auto	Auto	Auto	3+	3+	5+
Promotion	No	7+	7+	7+	6+	5+
Skills	School	7+	7+	7+	7+	7+

DMs: For survival, DM +1 if Int 9+.

<i>Operation</i>	<i>Training</i>	<i>Base</i>	<i>Routine</i>	<i>Mission</i>	<i>Spl Msn</i>	<i>War Msn</i>
Survival	Auto	Auto	Auto	3+	4+	5+
Promotion	8+	9+	8+	7+	6+	4+
Skills	School	8+	8+	6+	5+	4+

DMs: For survival, DM +1 if Pilot-2+. For promotion, DM +1 if Int 9+.

<i>Technical</i>	<i>Training</i>	<i>Base</i>	<i>Routine</i>	<i>Mission</i>	<i>Spl Msn</i>	<i>War Msn</i>
Survival	Auto	Auto	Auto	3+	5+	6+
Promotion	10+	9+	9+	8+	7+	6+
Skills	School	7+	7+	6+	7+	6+

DMs: For survival, DM +1 if Edu 10+.

<i>Detached</i>	<i>Training</i>	<i>Base</i>	<i>Routine</i>	<i>Mission</i>	<i>Spl Msn</i>	<i>War Msn</i>
Survival	Auto	Auto	Auto	4+	6+	7+
Promotion	No	No	8+	7+	5+	5+
Skills	School	No	7+	6+	6+	3+

DMs: For survival, DM +1 if rank O1+.

Notes: Auto = survival is automatic; no throw is needed. None = no skills received. No = no promotion is possible. School = skills are received from a school.

Promotions: Administrator rank receives a maximum one promotion per four-year term; ordinary rank may receive up to one promotion per year. Characters in the Field do not have rank or promotions.

TABLE OF RANKS

<i>Rank</i>	<i>Enlisted</i>	<i>Rank</i>	<i>Officer</i>	<i>Basic</i>
E1 IS-1	Recruit	O1 IS-10	Admin Trainee	1
E2 IS-2	Apprentice, Clerk	O2 IS-11	Jr Administrator	1
E3 IS-3	Journeyman	O3 IS-12	Administrator	2
E4 IS-4	Skilled Worker	O4 IS-13	Group Administrator	3
E5 IS-5	Asst Team Leader	O5 IS-14	Senior Administrator	4
E6 IS-6	Team Leader	O6 IS-15	Scout Commander	5
E7 IS-7	Asst Supervisor	O7 IS-16	Scout Leader	5
E8 IS-8	Supervisor	O8 IS-17	Senior Scout Leader	6
E9 IS-9	Senior Supervisor	O9 IS-18	Senior Scout Leader	6

Ranks IS-1 to IS-9 are *ordinary* (the equivalent of *enlisted* rank); IS-10 to IS-18 are *administrator* (the equivalent of *officer* rank).

ENHANCED SCOUT CHARACTERS

SCHOOL ASSIGNMENT

Die	Admin	Operation	Technical	Detached	Dty	Survey	Explore	Comm
1	Special	Special	Special	Special		Special	Special	Special
2	Special	Special	Special	Special		Int Sch	Special	Special
3	Special	Ship	Tech	Special		Special	Contact	Ship
4	Ship	Ship	Tech	Int Sch		Fld Train	Contact	Ship
5	Fld Train	Fld Train	Tech	Int Sch		Fld Train	Fld Train	Fld Train
6	Admin	Admin	Admin	Fld Train		Fld Train	Fld Train	Fld Train

SCOUT SCHOOLS

Die	Ship School	Intelligence School	Technology School	Specialist School	Field Training	Contact School
1	Pilot	Disguise	Computer	Medical	Vehicle	Survey
2	Navigation	Streetwise	Electronics	Mech	Grav Belt	Liaison
3	Engineer	Hand Cbt	Gravitics	Robot Ops	Recon	Linguistics
4	Gunnery	Vice	Mech	Gunnery	Survival	Streetwise
5	Space	Gun Cbt	Naval Arch	Sensor Ops	Navigation	Survival
6	Space	Survival	Technical	Academic	Survey	Gun Cbt

Note: Roll twice Roll twice Roll once Roll once Roll once Roll twice

SKILL TABLES

Die	Scout Life	Exploration	Comm	Survey	Special or War Mission	Field Service
1	+ 1 Str	Grav Vehicle	Zero-G En	Inborn	Hunting	Tech
2	Gambling	Vehicle	Pilot	Pilot	Bribery	+ 1 Educ
3	Gun Cbt	Gun Cbt	Ship's Bt	Vacc Suit	Animal Hnd	Gun Cbt
4	Carousing	Vacc Suit	Vacc Suit	Vacc Suit	Artisan	Carousing
5	Gun Cbt	Recon	Comm	Survey	Vice	Gun Cbt
6	Hand Cbt	Space	Space	Space	Liaison	Gambling
7	+ 1 Educ	Survival	Survival	Environ	Survival	+ 1 Educ
8	Physical	Inborn	Pilot	Navig	Gun Cbt	Inborn
9	Physical	Vehicle	Navig	Engineer	Space	Streetwise
10	Physical	Gun Cbt	Navig	Survey	+ 1 Soc	Mental

DM + 4: if Str 9+ terms 3+ terms 3+ terms 3+ rank IS-10+ terms 3+

Die	Admin	Operation	Technical	Detached Duty	Admin Rank	Bureau-cracy
1	Electronics	Mech	Sensor Ops	Electronics	Admin	+ 1 Int
2	Admin	Gun Cbt	Mech	Admin	Admin	Gambling
3	Comm	Vehicle	Vehicle	Comm	Computer	Carousing
4	Computer	Engineer	Vacc Suit	Computer	Vacc Suit	+ 1 Edu
5	Robot Ops	Computer	Electronic	Robot Ops	Gun Cbt	Computer
6	Broker	Navigate	Technical	Gun Cbt	Space	Vehicle
7	+ 1 Int	Pilot	Engineer	Artisan	Liaison	+ 1 Int
8	+ 1 Edu	Ship's Bt	Academic	Brawling	Academic	+ 1 Edu
9	Liaison	Gunnery	Technical	Streetwise	Leader	Streetwise
10	Academic	Ship Tcts	Medical	Vice	+ 1 Soc	+ 1 Int

Note: Scout Life is available to any Scout character. Special or War Mission is available if a character is on Special or War Mission this year. Admin Rank is available to individuals rank IS-10+. Bureau-cracy is available if a character is a member of the Bureau-cracy.

SCHOOLS

Individuals who receive training as an assignment are sent to a service school. Consult the School Assignment table to determine which schools are available, and then roll one die. Once the school is determined, the individual may roll on the Scout Schools table to determine the skills received by attendance. Certain schools confer two skills, while others confer only one, as noted below each column of the table.

It is possible to be assigned to most schools more than once.

Administrator School: Attendance transfers the individual to the Bureau-cracy. Roll on the Office Assignment table. The character is promoted to rank IS-10. Draftees may not attend administrator school during their first four-year term.

REENLISTMENT

At the end of a four-year term, the character must either reenlist or muster out.

Scout Reenlistment: Reenlistment in the Scouts requires a throw of 3+.

The Scout Service maintains an up-or-out policy for ordinary rank: if an individual does not receive continuing promotions, the individual is not allowed to reenlist. If a character's ordinary rank is not equal to or greater than his or her number of terms of service, reenlistment is not permitted.

Changing Office Assignment: Characters may change their office assignment. An office assignment remains in effect for the remainder of the term of service for the individual. Individuals may apply for reassignment (within the Bureau-cracy or the Field) when they reenlist. The character may roll again on the Office Assignments table: if the result is different, or if reassignment is not desired, the individual remains in the current office.

Members of the Bureau-cracy are never reassigned to the Field; members in the Field are never reassigned to the Bureau-cracy (but may be transferred).

MUSTERING OUT BENEFITS

At the conclusion of a player's last term, all mustering out benefits are received as described in basic (initial) character generation.



Merchant Prince Characters

The immense network of merchant companies provides an opportunity for individuals to travel and to make their living.

General Background: There are six types of merchant lines divided into three general classes. Merchant *megacorporations* and *sector-wide lines* are large merchant lines. Merchant *subsector-wide lines*, *interface lines*, and *fledgling lines* are small lines. The *free traders* are a special case; they are neither small nor large.

Merchant Ranks: There are two types of ranks in Merchant service: *enlisted* and *commissioned*.

Enlisted Rank: Enlisted Merchant characters receive enlisted rank based on seniority; the individual E-rank number is the number of the current term of service. In the first term of service, the character is rank E1. Enlisted rank is an indication of seniority. Individuals who transfer to other companies retain their E-rank based on their current term of service. There are no names for enlisted ranks. Rank is stated by department and rank (for example, Engineering E1, or Deck E4).

Commissioned Ranks: The Table of Ranks and Promotions shows the various officer ranks. The titles vary by department.

Merchants: The general term for members of the Merchant service, regardless of rank or any other factor is *merchants*.

INITIAL ACTIVITIES

Initial activities include pre-career options, enlistment, combat arm selection, and initial training.

Pre-Career Options: Characters intending a Merchant career may consider college, the Merchant Academy (available after enlistment), and medical school.

Enlistment: Each of the six types of merchant lines has a throw to enlist. If the throw is successful (taking into account DMs), the individual has enlisted. Successful enlistment commits the individual to a term of service of four years.

Starport Restrictions: Each merchant line indicates a minimum starport type. If the character's homeworld has a starport type less than that shown, the individual may not enlist in that merchant line.

Draft: If an individual is unsuccessful in enlisting, he may submit to the draft. A throw of 5 (1D) will result in being drafted into the Merchants (to a Free Trader). Any other result prohibits the individual from Merchant service.

Automatic Enlistment: A college honors graduate may automatically enlist in a megacorporation.

Department Assignment: Merchant lines (except the Free Traders) are divided into departments. Characters consult the Department Assignment table when they enter the service. Free Traders are placed in a department called *Free Trader*.

When an individual receives a commission, it is in the department in which the individual is currently serving.

Initial Training: There is no initial training in the Merchants.

CAREER RESOLUTION

Career resolution begins once a character graduates from all pre-career schools and has enlisted.

Assignments

Each term, a character carries out four assignments.

Each one-year assignment is resolved separately using a three-step procedure: the specific assignment is selected; officers determine if a position is available; and that assignment

is resolved in terms of survival, skills, and bonus.

Duty Assignment Definitions: The specific types of duty assignments possible are:

Route is duty on a merchant ship serving an established trade route consistent with the size of the merchant line.

Charter is duty on a merchant ship which has been chartered to a specific company or individual.

Speculative Trade is duty on a merchant ship which is buying goods in cheap markets and transporting them on speculation to markets where they can be sold at large profits.

Exploratory Trade is duty on a merchant ship which is opening new markets (within known territory or unknown territory).

Smuggling is a Free Trader pursuit in which the ship captain transports goods illegally in order to make large profits.

Piracy is a Free Trader pursuit in which the ship captain actively attacks and raids other shipping.

No Business is a Free Trader situation in which there is no available merchant activity; the lack of funds forces the character to remain on the planet looking for work.

Special Duty allows consultation of the Special Duty Table.

Transfers Up or Down: It is possible to receive a transfer to another merchant line as an assignment. It is remotely possible for a character to receive several transfers within the same year of service.

Transfer Up indicates that the Merchant character has been recruited by the next higher type of merchant line and may transfer to that line immediately. The character then rerolls on the specific Assignments table for the assignment for the current year within this new merchant line.

Transfers up occur in this order: Free Traders to Fledgling Line to Interface Line to Subsector-Wide Line to Sector-Wide Line. It is not possible to transfer up to a megacorporation.

Transfer Down indicates that the Merchant character has been let go by his or her current employer, has been recruited by the next lower type of merchant line, and may transfer to that line immediately. The character then rerolls on the specific Assignments table for the assignment for the current year within this new merchant line.

Transfers down occur in this order: Megacorporation to Sector-Wide Line to Subsector-Wide Line to Interface Line to Fledgling Line to Free Trader.

When an individual transfers to a new merchant line (up or down), his current department does not change. However, individuals transferring to Free Traders enter the Free Trader Department; individuals transferring from Free Traders to a higher line consult the Department Assignment table.

Any character rank O4+ transferring between merchant lines also transfers to the Deck Department (even if the character has served less than one full term in rank O4).

Available Position: Once an assignment is received, officers determine if they are serving in a position consistent with their rank. It is possible that the officer will be forced to serve in a position one rank lower than his rank would call for. For example, a Merchant assistant engineer (rank O2) might find no openings available for him; he must work as a drive hand (rank O1) for the current assignment.

Individuals in rank O0 who cannot find an available position must serve as enlisted personnel for the current year. Individuals in the Free Traders, rank O1, serve as enlisted if they do not find an available position.

Only officers serving in a position normally filled by their rank are eligible to take the test for promotion (the department test is an exception to this rule).

Assignment Resolution: The Assignment Resolution Tables indicate the types of assignments possible within each department. In the proper column, throws are provided for survival, skills learned, and bonuses received.

Survival: If the throw is successful, the individual has survived and continues with resolution of the assignment.

Skills: A character may receive skills as a result of a specific duty assignment. If the character rolls the indicated number or higher, then he or she receives one skill. The skill received must be taken from one of the skill table columns available.

Bonuses: During an assignment it is possible that the company will share its profits with the character in the form of a bonus. If the throw for bonus is successful, the individual makes one throw on the Cash Mustering Out table and receives one-half the amount shown.

Special Duty: Individuals who receive special duty as an assignment consult the Special Duty Table.

Schools are available for commissioned officers; training is available for enlisted personnel. Both require a transfer to a specific department upon completion (except transfers do not take place for individuals rank O5+). No transfer takes place if the individual is already in the department concerned. Schools and training may be received any number of times.

PROMOTION

Enlisted personnel are promoted every four years. For example, an enlisted merchant would have rank E2 after eight years of service.

Commissions: Merchant Academy graduates are automatically commissioned rank O1 in the service. Special Duty may provide a commission. Enlisted characters receive a commission if they pass the examination for promotion (which they may be able to take if they are serving on a Route assignment).

Promotion: Promotions are received by passing an examination, which may be taken only if the individual has the required qualifications and is serving in a position consistent with his rank.

REENLISTMENT AND MUSTERING OUT

At the end of a four-year term, the character must either successfully reenlist or muster out.

Merchant Reenlistment: Reenlistment in Merchants requires a throw of 4+; DM +1 if rank O1+.

Transfers between Departments: Both enlisted and officer characters may transfer to a new department at the end of a four-year term of service if they have ever attended a school or training for that department. Officers automatically transfer to the Deck Department after one full term in rank O4.

Mustering Out Benefits: At the end of a last term, mustering out benefits are received. It is possible to receive a ship as a mustering out benefit from some merchant lines; Free Trader Owner/Captains *automatically* have a free trader. Far Traders are jump-2 trading ships. Fat Traders are larger capacity jump-1 trading ships. Receipt of a ship provides possession of it; additional receipts indicate 10 years of payments.

SPECIAL RULES

The following special rules apply to Merchant service.

Draftees: Characters who are drafted may not attend officer candidate school (OCS) during their first four-year term.

Reduced Passage: Individuals formerly employed by a merchant line may purchase stand-by middle passages at half price if the ship has empty staterooms available.

IMPERIAL MERCHANT LINES

Trade is an especially important part of Imperial society. Some of the companies that handle trade include:

Makhidkarun: A megacorporation providing passenger and freight service to all of the Imperium. Operations are confined to the established trade routes.

Tukera: A megacorporation providing passenger and freight service, supplemented by trade speculation along the major trade routes. Tukera is an aggressive company with a reputation for eliminating competition.

Al Morai: A sector-wide line serving Imperial worlds in the Spinward Marches. With headquarters on Mora, the company also provides service in the Mora subsector.

Sinzarmes: A subsector-wide line serving the Regina subsector; it provides feeder service from subsector worlds to the trade route worlds.

Oberlindes Lines: An interface line with scheduled service within the Regina and Aramis subsectors supporting extensive trade across the Imperial border with the Vargr.

UTP: A fledgling line of five free traders who have agreed to work together. UTP (Uakye Transport Partners) concentrates on operations between Efate and Regina.

Jamison Factors: A free trader operating as a tramp in the Spinward Marches. The crew of the *Empress Nicholle* works for a share of the profits. The ship is registered out of Vland but has not been there in 20 years.

ENHANCED MERCHANT CHARACTERS

ENLISTMENT

Type of Line	Star- port	Line Size	To Enlist
Megacorp	B	Large	9+
Sector-wide	C	Large	8+
Subsector-wide	D	Small	7+
Interface	any	Small	7+
Fledgling	any	Small	7+
Free Trader	any	—	7+

DMs: If Str 7+, DM +1. If Int 6+, DM +2. Enlistment automatic if college honors graduate.

Note: Enlistment requires a homeworld starport that is equal to or better than the minimum shown. Free Traders are neither large or small lines: they are a special case.

Reenlistment: Throw 4+ to reenlist; DM +1 if rank O1+.

DEPARTMENT ASSIGNMENT

Die	Large Merchant Line	Small Merchant Line
1	Purser	Purser
2	Purser	Purser
3	Purser	Purser
4	Sales	Engineering
5	Engineering	Engineering
6	Engineering	Engineering
7	Engineering	Deck

Note: Characters in the Free Traders are automatically assigned to a multi-function department called the *Free Trader*, and they may not change positions.

INITIAL TRAINING

There is no initial training in the Merchants.

AVAILABLE POSITIONS

Department	Large Line	Small Line
Deck	9+	10+
Engineering	8+	8+
Purser	7+	6+
Administration	8+	9+
Sales	6+	6+

DMs: If Int 9+, DM +1. If Edu 9+, DM +1.

Free Traders: Throw 8+ to determine position availability, DM +1 if Int 9+.

Note: If a position is not available, the individual must serve at one rank lower. *Free Trader* officers must serve as enlisted personnel when a position is not available.

SPECIFIC ASSIGNMENT TABLES

Die	Large Line	Small Line	Free Trader
2	Transfer Down	Transfer Down	Transfer Up
3	Route*	Route*	Route*
4	Route*	Route*	Exploratory Trade
5	Route*	Route*	Route*
6	Route*	Route*	No Business
7	Route*	Charter	Route*
8	Route*	Speculative Trade	No Business
9	Charter	Speculative Trade	Charter
10	Speculative Trade	Exploratory Trade	Speculative Trade
11	Exploratory Trade	Exploratory Trade	Exploratory Trade
12	Special	Special	Smuggling
13	Special	Transfer Up	Piracy

*Enlisted tested to rank O0. **Large and Small Lines:** If Edu 6-, DM -1; rank O4+, DM +1. **Free Traders:** If Soc 5-, DM +1; Rank O6, reroll (unless No Business).

ASSIGNMENT RESOLUTION

Deck	Route	Charter	Exploratory	Speculative
Survival	Auto	3+	4+	3+
Skills	7+	7+	5+	6+
Bonus	None	None	11+	12+

Engineering	Route	Charter	Exploratory	Speculative
Survival	Auto	Auto	4+	3+
Skills	7+	6+	5+	6+
Bonus	None	None	12+	11+

DMs: For survival, DM +1 if any department skill 2+.

Purser	Route	Charter	Exploratory	Speculative
Survival	Auto	Auto	3+	Auto
Skills	6+	5+	8+	7+
Bonus	None	None	12+	11+

DMs: For bonus, DM +1 if Steward-2+.

Administration	Route	Charter	Exploratory	Speculative
Survival	Auto	Auto	3+	3+
Skills	6+	5+	8+	7+
Bonus	None	None	12+	11+

DMs: For survival, skills, and bonus, DM +1 if any department skill 2+.

Sales	Route	Charter	Exploratory	Speculative
Survival	Auto	Auto	4+	3+
Skills	7+	6+	5+	5+
Bonus	None	11+	10+	8+

DMs: For survival, skills, and bonus, DM +1 if Broker-2+ or Trader-2+.

Free Trader	Route	Charter	Exploratory	Speculative
Survival	3+	4+	5+	5+
Skills	7+	6+	5+	5+
Bonus	11+	10+	8+	7+

DMs: For survival, DM +1 if Pilot-2+; for bonus, DM +1 if Trader-2+.

Free Trader	Smuggling	Piracy	No Business
Survival	6+	7+	3+
Skills	5+	4+	3+
Bonus	6+	5+	None

DMs: For survival, DM +1 if Pilot-2+; for bonus DM +1 if Trader-2+.

ENHANCED MERCHANT CHARACTERS

TABLE OF RANKS AND PROMOTIONS

Deck Department				Engineering Department			
Rank	Title	Exam	Required Qualifications	Rank	Title	Exam	Required Qualifications
O0	Apprentice	6+	Route Assignment	O0	Asst Drive Hand	5+	Route Assignment
O1	4th Officer	6+	Navigation-1	O1	Drive Hand	8+	Elec-1 or Grav-1
O2	3rd Officer	6+	Admin-1	O2	Asst Engineer	7+	Engineering-1
O3	2nd Officer	7+	Ship's Boat-1	O3	Engineer	7+	Engineering-2
O4	1st Officer	7+	Pilot-1	O4	Chief Engineer	9+	Engineering-3
O5	Captain	9+	Legal-1				
O6	Senior Captain	8+	—	Administration Department			
O7	Line Commodore	8+	—	Rank	Title	Exam	Required Qualifications
Purser Department				O0	Clerk	5+	Route Assignment
Rank	Title	Exam	Required Qualifications	O1	Asst Manager	6+	Admin-1
O0	Steward	5+	Route Assignment	O2	Manager	7+	Admin-2
O1	Junior Purser	5+	Steward-1	O3	Asst Station Head	6+	Admin-3
O2	Asst Purser	5+	Steward-2	O4	Station Head	7+	Liaison-2
O2	Asst Medic	6+	Medical-1				
O3	Purser	6+	Liaison-1	Free Trader			
O3	Medic	6+	Medical-2	Rank	Title	Exam	Required Qualifications
O4	Chief Purser	7+	Admin-1	O1	4th Officer	6+	Route Assignment
Sales Department				O2	3rd Officer	6+	Engineering-1
Rank	Title	Exam	Required Qualifications	O3	2nd Officer	7+	Navigation-1
O0	Apprentice	4+	Route Assignment	O4	1st Officer	7+	Pilot-1
O1	Clerk	5+	Trader-1	O5	Captain	9+	Legal-1
O2	Asst Broker	6+	Broker-1	O6	Senior Captain	8+	—
O3	Broker	7+	Broker-2				
O4	Senior Broker	8+	Broker-3				

SKILL TABLES

Die	Merchant Life	Shipboard Life	Officer Skills	Merchant Skills	Master Skills
1	Brawling	Gambling	Brawling	Streetwise	Admin
2	Carousing	Blade Cbt	Vehicle	Broker	Computer
3	Gambling	Vacc Suit	Ship's Boat	Trader	Navigation
4	Trader	Zero-G Cbt	Gun Cbt	Liaison	Pilot
5	+1 Edu	Commo	Liaison	Admin	Leader
6	Carousing	Jack-o-T	Liaison	Legal	Bribery

Die	Deck Skills	Engineer Skills	Purser Skills	Medic Skills	Admin Skills
1	Navig	Mechanical	Steward	Steward	Admin
2	Admin	Electronic	Medical	Medical	Liaison
3	Pilot	Engineering	Liaison	Medical	Bribery
4	Legal	Admin	Gunnery	Medical	Admin
5	Ship's Bt	Engineering	Steward	Computer	Admin
6	Leader	Gravitics	Liaison	Medical	Streetwise

Die	Sales Life	Planet Life	Free Trader Life	Service	Business
1	Trader	Gun Cbt	+1 Dex	Steward	Engineering
2	Broker	Streetwise	Brawling	Trader	Navigation
3	Computer	Vacc Suit	Streetwise	Broker	Steward
4	Liaison	Vacc Suit	Forgery	Admin	Legal
5	Trader	Gun Cbt	Bribery	Gunnery	Steward
6	Broker	Brawling	Legal	Leader	Broker

REENLISTMENT

Merchant Reenlistment: Reenlistment in the Merchant service requires a throw of 6+; DM of +1 if rank E4+ or rank O1+. If the die roll is 12+, then the individual is required to reenlist.

Reenlistment in a Different Branch: Characters may not reenlist in a different branch unless cross-trained in the desired branch. If cross-trained, the individual may reenlist at the beginning of the new four-year term of service.

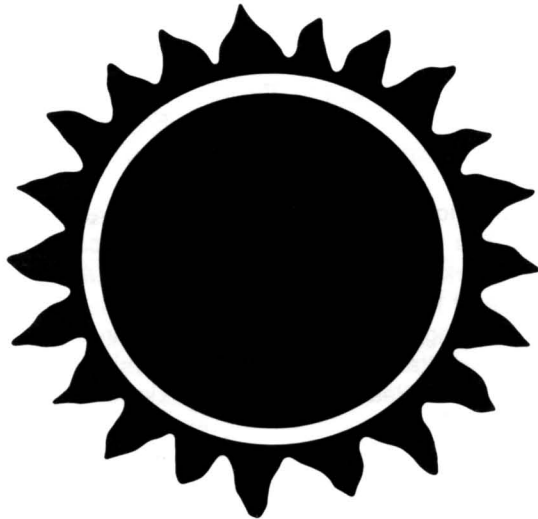
Mustering Out: At the conclusion of a character's last term, all mustering out benefits are received as described in basic character generation.

Retirement: Retirement is treated as indicated in basic character generation.

SKILL TABLE NOTES

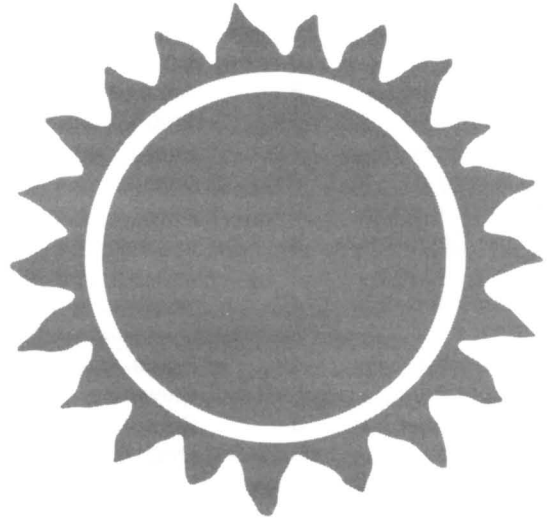
Skill columns are available to members of the specified departments. Sales is available only to the Sales Department. Planet Life is available to Admin and Sales departments. Free Trader columns are available to all Free Traders.

MERCENARY AND NAVAL CHECKLISTS



MERCENARY CHARACTER GENERATION CHECKLIST

1. Generate character.
 - A. Generate six personal characteristics: Strength, Dexterity, Endurance, Intelligence, Education, Social Standing.
 - B. Determine character's homeworld.
2. Pre-Enlistment Options.
 - A. College.
 - B. Service Academy.
 - 1) Military Academy.
 - 2) Naval Academy.
 - C. Medical School.
 - D. Flight School.
3. Enlistment.
 - A. Imperial Army.
 - B. Imperial Marines.
4. Select Arm.
5. Receive Initial Training.
6. Resolve Current Term.
 - A. Resolve Current Year (four years per term).
 - 1) Determine Assignment.
 - 2) Determine if Command Duty (officers).
 - 3) Resolve Assignment.
 - a) Survival.
 - b) Promotion.
 - c) Decoration.
 - d) Skills.
7. Conclude Current Term.
 - A. Aging.
 - B. Reenlistment.
 - 1) Reenlist in Different Arm?
 - C. Muster Out.
 - 1) Determine Mustering Out Benefits.
 - 2) Write Resume.



NAVY CHARACTER GENERATION CHECKLIST

1. Generate character.
 - A. Generate six personal characteristics: Strength, Dexterity, Endurance, Intelligence, Education, Social Standing.
 - B. Determine character's homeworld.
 - C. Determine subsector tech code.
2. Pre-Enlistment Options.
 - A. College.
 - B. Naval Academy.
 - C. Medical School.
 - D. Flight School.
3. Enlistment.
 - A. Imperial Fleet.
 - B. Sector Fleet.
 - C. System Squadron.
4. Determine Branch Assignment.
5. Receive Initial Training.
6. Resolve Current Term.
 - A. Resolve Current Year (four years per term).
 - 1) Determine Assignment.
 - 2) Determine if Command Duty (Officers).
 - 3) Resolve Assignment.
 - a) Survival.
 - b) Decoration.
 - c) Promotion.
 - d) Skills.
 - B. Determine if Retained in Assignment.
7. Conclude Current Term.
 - A. Aging.
 - B. Reenlistment.
 - 1) Reenlist in Different Branch?
 - C. Muster Out.
 - 1) Determine Mustering Out Benefits.
 - 2) Write Resume.

SCOUT AND MERCHANT CHECKLISTS



SCOUT CHARACTER GENERATION CHECKLIST

1. Generate character.
 - A. Generate six personal characteristics: Strength, Dexterity, Endurance, Intelligence, Education, Social Standing.
 - B. Determine character's homeworld.
2. Pre-Enlistment Options.
 - A. College.
 - B. Medical School.
 - C. Flight School.
3. Enlistment.
4. Select Office.
5. Receive Initial Training.
6. Resolve Current Term.
 - A. Resolve Current Year (four years per term).
 - 1) Determine Assignment.
 - 2) Resolve Assignment.
 - a) Survival.
 - b) Promotion.
 - c) Decoration.
 - d) Skills.
7. Conclude Current Term.
 - A. Aging.
 - B. Reenlistment.
 - C. Muster Out.
 - 1) Determine Mustering Out Benefits.
 - 2) Write Resume.



MERCHANT PRINCE CHARACTER GENERATION CHECKLIST

1. Generate character.
 - A. Generate six personal characteristics: Strength, Dexterity, Endurance, Intelligence, Education, Social Standing.
 - B. Determine character's homeworld.
2. Pre-Enlistment Options.
 - A. College.
 - C. Medical School.
 - D. Flight School.
3. Enlistment.
 - A. MegaCorporation.
 - B. Sector-wide Line.
 - C. Subsector-wide Line.
 - D. Interface Line.
 - E. Fledgling Line.
 - F. Free Trader.
4. Merchant Academy.
5. Determine Department Assignment.
6. Resolve Current Term.
 - A. Resolve Current Year (four years per term).
 - 1) Determine Assignment.
 - 2) Resolve Assignment.
 - a) Survival.
 - b) Skills.
 - c) Bonus.
 - B. Take Exam for Promotion.
7. Conclude Current Term.
 - A. Aging.
 - B. Reenlistment.
 - 1) Reenlist in Different Branch?
 - C. Muster Out.
 - 1) Determine Mustering Out Benefits.
 - 2) Write Resume.



MegaTraveller Combat

As adventurers journey from world to world among the stars, they will visit everything from ultra high-tech cities to untouched wilderness. Throughout their travels, those encountered will include everything from other intelligent beings, like or unlike themselves, to exotic and alien creatures of many kinds. The temperament of those encountered will include everything from sedate and passive to wild and violent. At times the only way such encounters can be dealt with is by force. In order to resolve such encounters, this chapter on combat is provided.

COMBAT SITUATIONS

A combat situation occurs when a party of adventurers (on foot or in a vehicle) encounters another party of characters, a herd of beasts, a group of robots, or a collection of vehicles and violence is offered by either side. Combat can involve any combination of characters, creatures, robots, or vehicles.

Combat is task-based. The combat rules are in two parts: *Basic Rules* and *Special Rules*. Basic Rules cover ordinary combat encounters; Special Rules cover special combat situations that can crop up.

The Basic Rules assume a breathable atmosphere with the same atmospheric pressure as Earth, as well as the same temperature range, surface gravity, and approximate planetary size. Selected Special Rules deal with the effects of different planetary characteristics.

Referee's Responsibilities: Setting up encounters and determining the actual circumstances of each encounter are the realm of the referee and are covered in the section on encounters in the *Referee's Manual*.

PERSONAL COMBAT—THE BASIC RULES

Personal combat can be used in enclosed spaces or outdoor encounters. It works best when the referee must run fewer than 20 NPCs, animals, robots, or vehicles.

An Overview of Combat: At the beginning of a combat encounter, a marker or miniature figure representing each individual character, animal, robot, or vehicle is placed on the playing surface.

Personal combat involves successive attacks (such as blows if brawling, swings with blade weapons, or shots with guns) by each individual character, animal, robot, or vehicle involved.

A basic *to hit* task is used to obtain a hit; the basic task is modified by range between the attacker and the target, the type of weapon used, attacker expertise in the weapon, and other factors. If a hit is obtained, the weapon's penetration is compared to the target armor to see if any damage results. Damage depends upon the type of weapon. Combat continues until one party is vanquished, flees, surrenders, or is destroyed.

The Hits Value: Combat uses *damage points* to determine the effect of hits during combat.

How likely a unit is to survive damage points is indicated by the unit's *hits* value. The hits value for all units (characters,

animals, robots, or vehicles) works the same: each hits value is a set of numbers separated by a slash. The first number indicates how many damage points it takes to render the unit out of action (i.e., unconscious or inoperative), and the second tells how many more points it takes to kill or destroy the unit.

The number of damage points varies with the weapon and hit. For example, a dagger inflicts 2 damage points.

After the combat session is over, the player characters, and *important* NPCs, robots, or vehicles must assess damage inflicted and seek the needed medical treatment or repairs. (See *Assessing Damage* for details.)

The Life Force and Hits table shows the hits value for each value of Life Force (Strength + Dexterity + Endurance).

Vehicles and robots have three types of hits values: structure, power plant, and locomotion. Computing the hits values for vehicles and robots is discussed in the vehicle design section of the *Referee's Manual*. Vehicles may also take damage to crewmembers; both vehicles and robots may take damage to onboard electronics and other such fixtures or devices. Assessing vehicle and robot damage is covered in the *Referee's Manual*.

The Effects of Tactics Skill: Before a combat session begins, total the Tactics skill levels from among the participants on *each* side. This total is the *tactical points*

pool. Tactical points form a special *Roving DM* on any combat task roll. An individual must specify the number of tactical points he intends to use as a DM before he proceeds with making the roll. Once a tactical point is expended, it is used up for the combat round. Any number of available tactical points may be used on a given roll. The tactical point pool is received anew each combat round. Any unused tactical points at the end of the combat round are lost and may not be carried over to the next round.

Tactical points are valuable because they can favorably influence the outcome of vital tasks.

Tactical points may *never* create a task DM that exceeds the

LIFE FORCE AND HITS

Life Force	Hits Value
3+	1/ 1
6+	2/ 1
9+	2/ 2
12+	2/ 3
15+	3/ 3
18+	3/ 4
21+	3/ 5
24+	4/ 5
27+	4/ 6
30+	4/ 7
33+	5/ 7
36+	5/ 8
39+	5/ 9
42+	6/ 9
45+	6/ 10

total task DM limit of plus or minus 8.

THE COMBAT PROCEDURE

Once an encounter appears to require force, combat begins.

Surprise: At the beginning of the encounter, the party to make the first hostile move determines if it has *surprise*.

Initiative: In each combat round, the side with the largest tactical point pool has the initiative and selects which side goes first.

Resolution: Once a side has been selected, one unit from that side may take its turn. The unit may move and make an attack (limited to one attack per unit per combat round). Any attacks made take effect immediately. Once the unit's turn is finished, one unit from the *other* side may take a turn. Turns continue to alternate from side to side in this manner until all units on both sides have had an opportunity to take a turn. Once all have had a chance to take their turn, the combat round is over, and a new combat round begins.

Combat Actions: During its turn a unit may move, fire weapons, and (for character, animals, and robots) conduct hand-to-hand combat. Within limits, a unit can interrupt another unit in the middle of its turn.

SURPRISE

Surprise is determined only once per combat encounter. Surprise is possible for either party, and the element of surprise gives an advantage both in attacking and in avoiding the enemy.

Surprise is a task rolled by the party which makes the first hostile move.

To determine if an attacking party has surprise:
Difficult, Leader, Recon (confrontation).

Referee: Success provides the attacking party with *surprise*. Use the best Leader skill level and Recon skill level from the party. This is a confrontation task; both parties contribute DMs to the task. If this task fails, both parties are aware of each other. If any mishap occurs, the *defending party* has surprise instead.

In most attack situations the chance of surprise is Difficult; the referee must weigh each situation and set the difficulty accordingly. For example, if the defending party has no reason to expect an attack, the surprise task may become Routine. On the other hand, if the attacking party consists of a bunch of noisy thugs rushing a defending party of highly skilled commandos, achieving surprise may be Formidable.

A party with surprise may elect to end the combat situation before it even starts by so stating. Non-player character parties which have surprise and are outnumbered usually avoid the combat encounter.

The Benefits of Surprise: A party with surprise may freely attack until surprise is lost. The surprised party continues with the action they were performing before the combat occurred and cannot attack in return. Members of the attacking party may each make one surprise attack. If surprise is not lost, each member of the party may make another surprise attack (this continues until surprise is lost).

Surprise is lost when any unit in the other party gives the

DEFINITIONS

The following definitions are used in combat.

Combat Round: Combat is resolved in rounds. Each combat round represents six seconds of elapsed time. Thus, 10 combat rounds equal one minute.

In a round, each individual character, non-player character, animal, robot, or vehicle is allowed to move and attack. Each may be attacked by enemy characters, non-player characters, animals, robots, or vehicles. Once all individual characters, non-player characters, animals, robots, or vehicles in the battle have had a chance to act, the combat round is over, and the next begins.

Distance Scale: Combat is conducted on graph paper or hex-grid paper. Two distance scales are used: interior combat uses a scale of 1.5 m per square (or hex), and outside combat uses a scale of 15 m per square (10 times the distance scale of interior combat). Many starship and building plans use a square grid, representing a distance of 1.5 m. Personal combat is ideal for use with these plans.

A calculator is handy when computing distances in either of the two combat scales. For example, if a weapon is listed as having a danger space of 7.5 m, you can determine that this is 5 squares in the 1.5m scale. When computing the equivalent distance in the 15m scale, round up on .5 and above. Therefore, this weapon's danger space is two squares in the 15m scale.

Unit: Refers to a single character, non-player character, animal, robot, or vehicle. Each "unit" is allowed an opportunity to move and to attack during a combat round.

Range Bands: For convenience, personal combat divides distance into a series of *range bands*.

RANGE BANDS

close	1 m or less
short	1 to 5 m
medium	5 to 50 m
long	50 to 250 m
very long	250 to 500 m
distant	500 m to 5 km
very distant	5 to 50 km
regional	50 to 500 km
continental	500 to 5,000 km
planetary	5,000 to 50,000 km
far orbit	50,000 to 500,000 km
extreme orbit	500,000 to 5 million km

The Range Bands table describes the bounds of range bands for personal combat scales (1.5 m and 15 m). In personal combat, the ranges beyond distant are used to compute effects of long-range fire from orbiting starships, far-off ground artillery, and the like. The starting range of a combat situation depends on the referee's statement.

Tasks: Combat activities use tasks. Most combat tasks have a time increment of one round. In personal combat, most tasks are *nonrepeatable, no-failure* tasks: Ignore rolling for failure or mishaps unless a fumble occurs.

alarm. All unsilenced shots alert the enemy to an attack; silenced pistols, laser weapons, and guns in vacuum do not make any noise when fired. Any unit that is hit but not rendered unconscious or inoperative will make sufficient noise (such as a scream) to raise the alarm.

If the alarm is not raised, an unattacked unit in the defending party may see the attack and give the alarm:

To raise an alarm in a surprise attack:
Difficult, Leader, Recon.

Surprise continues until it is lost and may continue indefinitely. When surprise is lost, the combat round ends; the attacker may make no more surprise attacks and normal combat begins.

INTERRUPTS

A unit from the opposing side (which has not yet taken a turn) can choose to *interrupt* another unit's turn and take its turn in the middle of that unit's turn.

To interrupt another unit's turn:
Routine, Movement speed (safe).

Referee: If this task is successful, it becomes the interrupting unit's turn. The interrupted unit's turn is considered spent for the combat round. A failed interrupt roll doesn't count as a spent turn. Ignore mishaps.

Interrupts are subject to these restrictions:

- A unit cannot interrupt the turn of another on his own side.
- Only one active interrupt is permitted per side.
- Only one interrupt is permitted per enemy attack or per square of enemy movement.
- Unintelligent animals never perform an interrupt.

Interrupt Example: The players are fighting a group of NPCs on a starship. It is the players' turn. One of the player characters, Dur Telemon, takes his turn.

Dur decides to run from cover at the end of the corridor to an inset doorway closer to the enemy and, thereby, close from medium to short range; this action enables him to get a better shot. Dur starts to move (run) down the hall by moving out into the open one square. One of the NPC players specifies an interrupt; he wants to take his turn now and shoot at Dur while Dur is in the open. The NPC rolls for the interrupt task and succeeds.

Before the NPC can attack, another player character, Aybee Owen declares an interrupt of the NPC's turn. Aybee wants to lay down covering fire for Dur by shooting at the NPC who is going to shoot at Dur. Aybee rolls an interrupt task and succeeds. Because all damage from attacks takes effect immediately, if Aybee can put the NPC out of the action before the NPC's turn resumes, the NPC will be unable to do anything to Dur. Neither the players nor the NPCs can interrupt any further (since only one interrupt per side is allowed, per square of movement or per attack). When Dur moves another square, or if he shoots while moving down the hall, another pair of interrupts will become possible.

MOVEMENT

Units must specify one movement speed to be used for each

turn. Movement speed 1 is human walking speed; speed 2 is human running speed; and higher speed levels apply to some animals and to vehicles. An animal's speed is determined when it is created (see the *Referee's Manual*). A vehicle's speed is determined by dividing its velocity in kilometers per hour by 10.

The Movement table gives the number of movement points a unit receives for each movement speed. Each square a unit moves into costs one movement point. Thus, to move three squares would cost a unit 3 movement points.

Movement Die Modifiers: Movement speed is an advantageous DM in the defense if a unit is a target at short range. For example, a running character (speed 2) receives an advantageous defensive DM of 2 when being attacked at short range.

For each range band beyond short range, divide the movement DM by 2 (drop fractions). For a running character who is a target at medium range, his movement DM becomes 1 (one-half of his speed of 2); at long range, the character's movement DM drops to zero (one-half of 1); he no longer receives a defensive DM for running at long range or beyond.

When a moving unit is attacking, he must also apply his movement speed as a disadvantageous DM. Thus, if a character is attacking while running (speed 2), he must apply a minus DM of 2 to his attack. This DM is unaffected by movement range.

If both the attacker and the defender are moving, the DMs are cumulative. If the attacker is riding in an air/raft moving at speed 4, and he wants to shoot an animal (at short range) moving at speed 3, the total DM on the to hit task is -7.

Matching Vectors: However, if the vehicle operator wishes to match vectors with a given moving target:

To match vectors with a moving target:
Routine, Vehicle, Movement DM (confrontation).

Referee: The Vehicle skill and movement DM of both the attacker and the defender may be used as DMs to either help or thwart this task, as appropriate. With ground vehicles, this task is not possible unless the ground vehicle is travelling on smooth, hard ground such as a road. If this task is successful, the to hit task can be treated as if the vehicle temporarily has a form of manual fire control.

Fire Control: Vehicles with weapon fire control work a little differently. Find the difference in speed between the vehicle and the target, and use the result as the defender's movement DM at short range. Divide the movement DM by 2 for each range band beyond short range as usual. For example, if an air/raft with weapon fire control is moving at speed 4, and the target is moving at speed 3, the vehicle only gets a DM to hit of -1 at short range, and no DM at medium range or beyond.

Evade: A unit may state evade as a movement qualifier (*speed 1 evade*, for example), in an attempt to make himself a more difficult target. An evading unit must pay double the normal movement cost to enter a square. A typical square that ordinarily costs 1 movement point to enter, costs 2 movement points if the unit is evading in that square.

An evading unit may not use any weapons to parry or block in hand-to-hand combat. Unintelligent animals may not evade.

To compute the defender and attacker's movement DMs,

an evading unit applies double its movement speed as a movement DM. For example, a running evading character (speed 2) receives an advantageous defensive DM +4 when being attacked at short range; a walking evading character must apply a DM of -2 on his attacks.

Additional Movement Notes: A character may not *run* if he has just been involved in hand-to-hand combat that turn.

Conscious characters or animals may always move a minimum of 1 square per turn. This also applies to vehicles and robots as long as their means of locomotion is still operating.

FIRE COMBAT

A unit may shoot once, using fire combat, at another unit during a combat round. Fire combat may be direct fire (the attacker can see the target) or indirect fire (the attacker cannot see the target, but instead fires at the target by the direction of an observer who can see the target). Only weapons specifically listed as indirect fire weapons may use indirect fire to shoot at a target.

Determining Range: Range is determined by tracing the shortest possible path of squares between the firing unit and the target of the attack. Count the number of squares and compare the result to the Range Bands table to determine the range used to resolve the fire.

If a unit is firing at a target at a different altitude, determine the range to the target as the greater of the difference in altitude (in meters, kilometers, or whatever) or the range to the ground square the target is over on the playing surface. For example, if a vehicle is flying over a ground square that is at medium range (5 to 50 meters), but the vehicle's altitude is 200 meters (long range), then the vehicle's range for purposes of combat attacks is long range.

Direct Fire: All units (enemy or friendly) in a firing unit's line of fire are potential targets. The likelihood of hitting a target with direct fire is a task:

To hit a target with direct fire:
(Difficulty), Weapon, Dex, Movement DM, 1 combat round (absolute).

Referee: The difficulty level of this task varies, depending on the type of weapon used and the range to the target. Select the proper difficulty from the Direct Fire Difficulty Profile table.

The following increase the difficulty by one level:

- Target under cover, but still visible.
- Small target (basketball size or less). An animal weighing 10 kg or less is a small target, as is a robot with a chassis volume of 10 liters or less.

- Attempting rapid fire (emptying ammo clip in one round).

The following decrease the difficulty by one level:

- Large target (groundcar-size or larger). An animal weighing 500 kg or more is a large target, as is a robot with a chassis volume of 500 liters or more.

HAND-TO-HAND COMBAT

A unit at close range may (but does not have to) attack using hand-to-hand combat. If the unit conducted a fire attack in the current combat round, it may defend against hand-to-

hand attacks, but it may not initiate them.

A unit conducting a hand-to-hand attack must roll two tasks: a confrontation task to determine if he can attack and (if the confrontation task is successful) a hand-to-hand attack.

To determine if a hand-to-hand combat attack can be made:
Routine, Dex, 1 combat round (absolute, confrontation).

Referee: The unit rolling this task adds its Dex DM; the other subtracts its Dex DM. If the task fails, the defending unit has blocked the hand-to-hand attack. Ignore failure or mishap rolls.

As with any combat damage, damage inflicted in hand-to-hand combat is applied immediately, so attacking first in hand-to-hand combat is important.

To hit in hand-to-hand combat:

Simple, Weapon, Str, Wpn Def, 1 combat round (absolute).

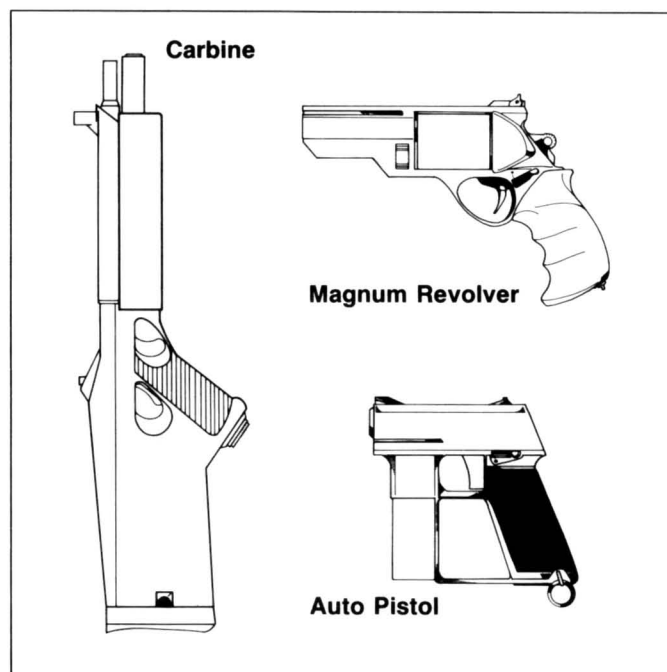
Referee: Defender may use his weapon defense (whatever weapon he currently has) as a negative DM to avoid a hit.

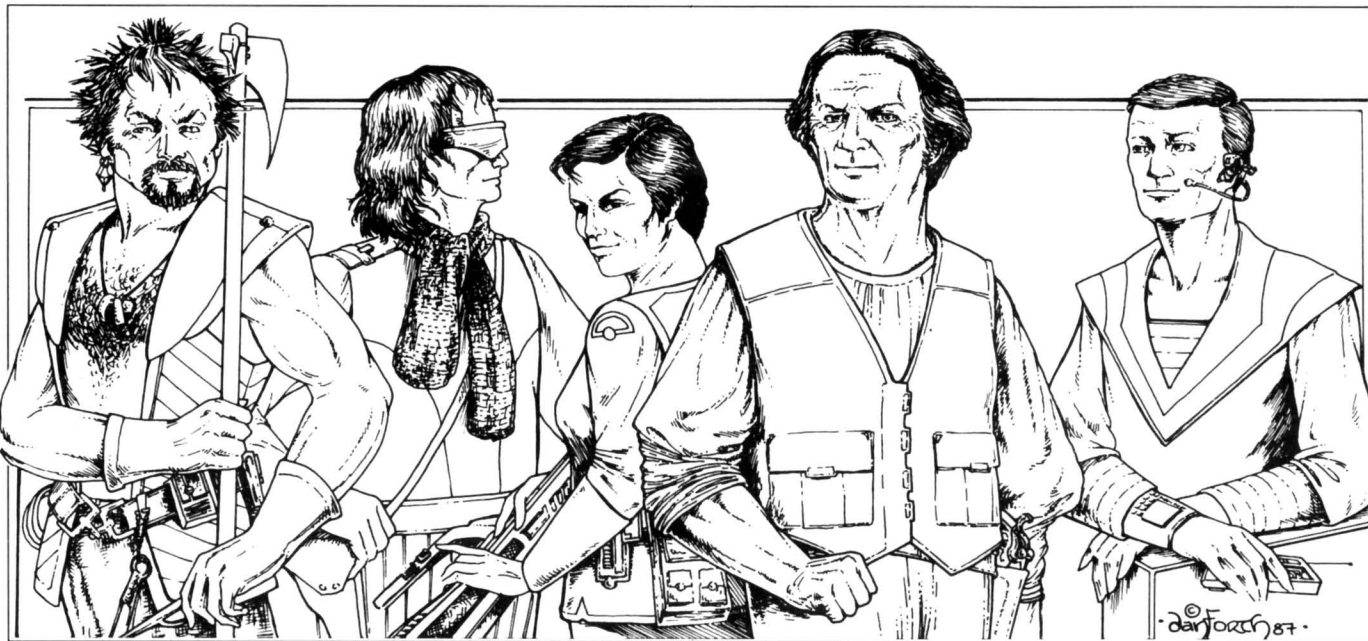
If either the attacker or the defender uses a weapon not specifically designed as a hand-to-hand weapon, use the following general guideline to classify it: if the weapon is blunt (like the butt of a rifle) treat it as a club; if the weapon is sharp (like a broken bottle), treat it as a dagger.

An unskilled individual must increase the difficulty one level.

If desired, when a successful hit is scored, a "disarm opponent" result may be selected instead of applying damage. If so, the disarmed unit may not attack using that weapon for the rest of the round. Any weapon, including natural weapons (such as hands), may be disarmed (in the case of natural weapons, a disarm result is actually a "stun").

With weapons that can be knocked out of the enemy's grasp (such as a gun), the enemy unit must roll 2D on the Mishap table and then conduct scatter on the weapon to see where it lands (see Indirect Fire); either unit may retrieve the weapon





by moving to the square with the weapon and spending the rest of his turn picking up the weapon.

A disarmed unit can always move or attack with other weapons in his possession; he just cannot attack using the disarmed weapon.

A unit that is or has been attacked by hand-to-hand combat may not perform interrupts. In other words, a unit being attacked by hand-to-hand combat may not interrupt the attacking unit; attacking an enemy unit with hand-to-hand combat is a good way to prevent that enemy unit from performing an interrupt during the rest of the round. The attacked enemy unit may still take its turn whenever it likes (as normal), it simply cannot interrupt another unit's turn in order to take its own turn. The attacked enemy unit may move during its turn, or it may decide to stay and counterattack using hand-to-hand combat.

Units not engaged in the hand-to-hand attack may interrupt with a fire attack, or they may interrupt the hand-to-hand attack in order to move adjacent to a unit (same or different unit) and conduct a hand-to-hand attack themselves. No more than one interrupt per side is allowed at any given time.

A unit who specifies he is conducting a hand-to-hand attack cannot perform any further actions: he must end his turn with the hand-to-hand attack.

PENETRATION AND DAMAGE

Once a target character has been hit, it is necessary to determine what, if any, damage was sustained.

Determining the Penetration Rating For a Given Range: Each weapon's penetration rating includes a penetration and an attenuation.

The listed penetration is for short range. The attenuation indicates how many range bands to count (starting with short range) *before* the penetration drops by half. The weapon's penetration continues to drop by half every so many range bands, until either the weapon's maximum range is reached, or the penetration reaches zero.

For example, if a weapon with a penetration rating of 4/3

(read as "four per three") has a penetration of 4 at short range, then the penetration drops by one-half unit for every 3 range bands. Thus, the weapon has a penetration of 4 at short, medium, and long range; the weapon also has a penetration of 2 at very long, distant, and very distant range, and it has a penetration of 1 at regional, continental, and planetary range; and a penetration of 0 at far orbit, extreme orbit, and interplanetary range.

However, a weapon's maximum range limits how far it may fire, even if the penetration has not dropped to zero. Referring to the above example, if the weapon's maximum range is distant, it may not fire at any targets beyond distant range.

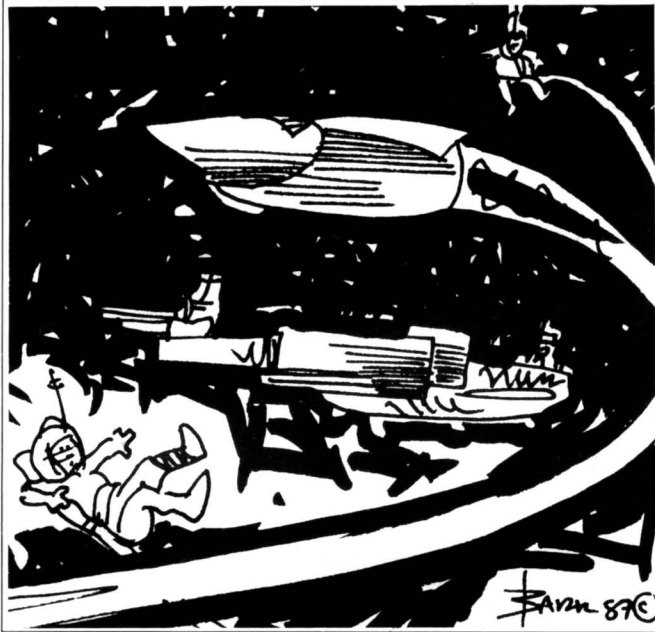
Determining Damage: To determine the actual damage suffered by a target, compare the weapon's penetration at that range to the target's armor.

If the weapon's penetration is at least twice the armor value, the weapon inflicts its full damage point value. This is known as a *high penetration* result.

If the weapon's penetration is at least equal to the armor value, then the weapon inflicts 50 percent of its damage point value. This condition is sometimes referred to as a *low penetration* result.

If penetration is less than the armor value, the weapon inflicts 10 percent of its damage point value if the target is a character with exposed areas of less than the full armor value. On the other hand, if the character is fully enclosed in the armor, the hit has no effect. Vehicles and robots always apply such hits as structure damage. This is known as a *zero penetration* result.

Marginal Success: If the task roll (including DMs) is equal to the roll that is needed for success, marginal success (a *graze*) has occurred: apply 50 percent of the normal damage point value (drop fractions). Thus, if a weapon would inflict 50 percent damage at this range, marginal success would only cause 25 percent damage. For example, if a weapon inflicts 3 damage points when it penetrates cloth armor at this range on a marginal success, it would only do 1 point of damage.



Exceptional Success: If the task roll (including DMs) exceeds the roll needed for success by:

- 2+apply damage points $\times 2$ (a minimum of 1)
- 4+apply damage points $\times 4$ (a minimum of 2)
- 8+apply damage points $\times 8$ (a minimum of 4)

If a weapon normally causes 3 points of damage at this range when it penetrates cloth armor, an exceptional success of 2+ would cause the weapon to inflict 6 points of damage.

Because of the minimums, it is possible for a weapon that ordinarily has zero penetration to inflict damage points upon achieving exceptional success.

An easy way to remember marginal and exceptional successes' effects on damage is: exact roll, halve it; 2+, double it once; 4+, double it twice; 8+, double it three times.

Cover: While cover makes it more difficult for an individual to hit a target, it generally makes a hit more serious because lightly armored areas of the target are exposed. Thus, if a hit is obtained on a target under cover and the target has exposed areas (areas with little or no armor), treat the target as only having one-half of its regular armor value when computing penetration.

Unconsciousness: An unconscious character or animal may not perform any activity throughout the rest of the combat session.

Damage to Vehicles and Robots: Damage to vehicles or robots can occur in the superstructure, power plant, or locomotion. Also, individual crewmembers (in vehicles), mounted weapons, or various other devices can be hit and destroyed in combat.

Reaching the Inoperative Level: A vehicle or robot that has reached the inoperative level on structural hits may not perform any activity for the rest of the combat session. If the inoperative level has been reached on the power plant hits, the vehicle may not move, and may not use any weapons or installed devices requiring power plant energy (flying vehicles automatically crash: roll 3D on the Mishap table).

If the locomotion inoperative level has been reached, the

vehicle may not move. Flying vehicles which lose their locomotion must roll the following task:

To avoid a crash landing when locomotion becomes inoperative:

Difficult, Vehicle, Dex (fateful).

Referee: Roll this task when the air vehicle hits the ground.

In the turn following the loss of locomotion, an air vehicle continues to move forward at one-half of its current movement rate and drops at a rate of 10 meters per second.

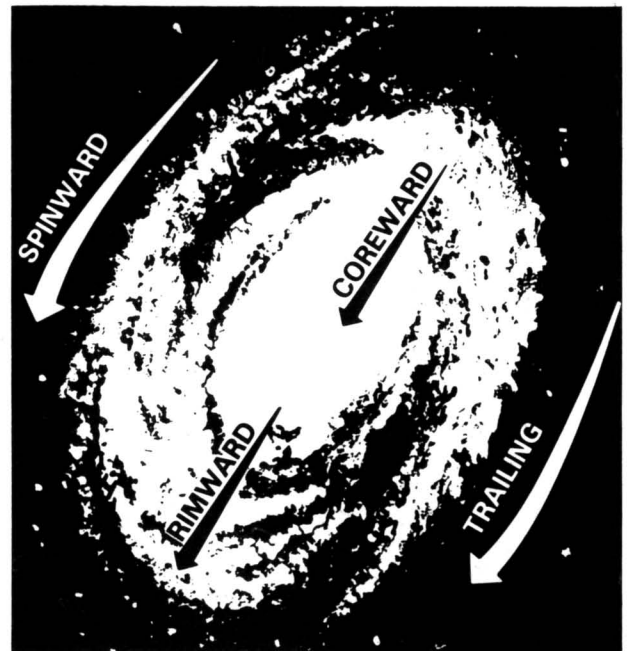
PERSONAL ARMOR

Values for the most common types of personal character armor are listed on the Personal Armor Table on page 74. With the exception of reflex armor, no character may wear any armor along with another type of armor. If a character wears reflex with another type of armor, use the best armor factor for the defender when making the computation for the armor penetration.

DIRECTIONS WITHIN THE GALAXY

Over the centuries, interstellar navigators have established conventions for stating directions throughout space. The direction of the galactic core is *coreward*. Its opposite, toward the rim of the galaxy, is *rimward*. The direction of galactic rotation is *spinward*; its opposite is *trailing*.

Galactic directions describe interstellar astrology; however, they also name businesses or organizations. One of the Imperium's distant frontier sectors is called the Spinward Marches. Rimward Lines is an important interstellar transport company. Encroaching commerce raiders on the frontier of the Imperium are called the Trailing Threat.



DIRECT FIRE DIFFICULTY PROFILES

DIRECT FIRE DIFFICULTY PROFILES

Type	Close	Short	Med	Long	V Long	Dist	V Dist	Region	Cont
Handgun	Sim	Rou	Dif	For	Imp	—	—	—	—
Rifle	Rou	Rou	Dif	Dif	For	Imp	—	—	—
Thrown *	Rou	Dif	For	Imp	—	—	—	—	—

*Thrown weapons include any crude hand-thrown projectile (blade, spear, etc.).

Weapon Enhancements

Type	Close	Short	Med	Long	V Long	Dist	V Dist	Region	Cont
Scope *	—	—	—	Dif	Dif	Imp	—	—	—
Gyrostable	—	—	Rou	Dif	For	Imp	—	—	—
Scope + Gyro	—	—	Rou	Dif	Dif	For	Imp	—	—

When weapon enhancements are added to a weapon, substitute the above difficulty profiles for those in the first table.

*Scope may be either optical or electronic sights.

Fire Controlled (crew-served or vehicle mounts)

Type	Close	Short	Med	Long	V Long	Dist	V Dist	Region	Cont
Tech 5	—	Rou	Rou	Dif	Dif	For	Imp	—	—
Tech 6	—	Rou	Rou	Dif	Dif	For	Imp	—	—
Tech 7	—	Rou	Rou	Rou	Dif	Dif	Imp	—	—
Tech 8	—	Rou	Rou	Rou	Rou	Dif	Imp	—	—
Tech 9	—	Rou	Rou	Rou	Rou	Dif	For	Imp	—
Tech 10	—	Sim	Rou	Rou	Rou	Dif	For	Imp	—
Tech 11	—	Sim	Rou	Rou	Rou	Dif	For	Imp	—
Tech 12	—	Sim	Sim	Rou	Rou	Dif	For	For	Imp
Tech 13	—	Sim	Sim	Rou	Rou	Dif	Dif	For	Imp
Tech 14	—	Sim	Sim	Sim	Rou	Rou	Dif	For	Imp
Tech 15	—	Sim	Sim	Sim	Rou	Rou	Dif	For	Imp
Tech 16	—	Sim	Sim	Sim	Sim	Rou	Dif	For	Imp

Difficulty Codes: Difficulty codes are abbreviated as follows: Sim: Simple, Rou: Routine, Dif: Difficult, For: Formidable, Imp: Impossible. — indicates that there is no difficulty profile for the weapon or equipment at the range shown.

Additional Direct Fire Notes

Bows, Crossbows, Bola, Boomerang, and Sling: Instead of using the character's Dexterity as the crucial characteristic on a "to hit" task, these weapons use the average of the character's Strength and Dexterity (drop any fractions when making calculations).

Line of Sight: Attacks on targets by direct fire require a clear line of sight. Such a line of sight is a straight line from the center of the attacker's square to the center of the target's square. Since the line of sight must remain clear at all times, it may not pass through any obstruction that would block an individual's view.

Obstructions and Cover: Any wall, fixture, or terrain feature which can totally hide the target from view constitutes an obstruction. Unless explicitly stated by the unit, being behind such obstructions and under cover causes the target to be hidden from view. A hidden target must always operate under certain restrictions: The unit may not fire or be fired upon.

Certain types of obstructions (such as a fence or a corner in a corridor) allow a unit to be under cover, but the unit will still remain visible. Other types of obstructions (such as a wall) never allow a character to be under cover but still remain visible. Common sense tells which type of obstructions are which. A unit under cover has the ability to fire and can be fired upon.

A hidden unit remains hidden until he decides to fire during his turn, at which point he automatically becomes under cover but visible. Being under cover increases the "to hit" task difficulty by one level but makes any hit obtained more likely to penetrate if the target has lightly armored areas (such as the head and neck on characters).

Under Cover versus Evading: Under cover but visible refers to a nonmoving unit, while evading always refers to a moving unit. Thus, a unit cannot be both under cover and evading; he is one or the other.

Line of Fire: Each square passed through by the line of sight before and after passing through the target until the line of sight encounters an obstruction is the line of fire of the weapon. All targets along the weapon's line of fire and in the same range band as the primary target are attacked by the fire (at full penetration for the range band); others in the line of fire but in different range bands are not.

For example, if a gauss rifle fires at a target at long range, all other targets along its line of fire at long range are attacked, while targets along the line of fire but at short or medium range are not.

The target closest to the firing unit is attacked first, then the next closest (target means active units in the fire's danger space, regardless of hostile or friendly status).

Danger Space: Some weapons (such as a plasma gun) have a danger space of more than one square. Such

DIRECT FIRE DIFFICULTY PROFILES

weapons can cause damage to units near the primary target if those units are in the weapon's danger space. See Group Hits, below.

Unless an alternate danger space is specified for a particular weapon, all weapons have a danger space of 1 square.

Group Hits: All units in a weapon's danger space, but not in the designated primary target square, may also suffer damage. Roll for a hit on all units in the weapon's danger space.

In the target square, compute the weapon's penetration as normal. One square away, the weapon's penetration is halved; two squares away it is halved again, and so on. If the penetration is reduced to zero, then no damage is suffered.

For example, a vehicle's fusion gun hits a target in a square at long range, with a normal penetration at that range of 14 and a danger space of 10 meters (six 1.5 meter squares). All adjacent units may also suffer damage (roll for a hit on each one), but with a penetration rating of 7 (instead of 14). Two squares away, those receiving hits are subjected to a penetration rating of 3; three squares away, those receiving hits are subjected to a penetration rating of 1. Beyond that, no hits are suffered, since the penetration rating drops to 0.

Automatic Weapon Fire: Certain weapons can be set on full automatic, if desired. Switching between full automatic (fire multiple rounds per pull of the trigger) and semiautomatic (fire one round per pull of the trigger) takes one full combat turn. The unit may move and evade while changing the setting, but may not fire.

An automatic weapon set on full automatic may hit multiple targets adjacent to the primary target. The weapon tables list the additional adjacent autofire targets (in addition to the primary target) that may be hit by the weapon when it is set on full automatic.

Autofire Weapons With a Danger Space: For weapons that can attack targets adjacent to the primary target through both autofire and the effects of a danger space: conduct all autofire attacks first. Once the autofire attacks are complete, roll for hits on any remaining targets in the danger space using the normal danger space rules, measuring danger space from the primary target. In some cases, the referee will have to randomly select which of the adjacent targets to subject to the autofire and which targets to leave for the danger space effects.

Rapid Fire: A character may specify that he wishes to conduct "rapid fire" with his weapon. If this is the case, increase the "to hit" task difficulty one level, but allow the character to designate three separate primary targets near each other. The targets don't need to be adjacent, but they all must fall within the same 45-degree arc. When combined with automatic fire, rapid fire allows a character to thoroughly "spray" an area with fire.

When a character uses rapid fire, he has automatically "emptied his weapon" and must spend the next combat round reloading. A character may move or evade while reloading, but he may not fire.

The Weapons table indicates which weapons may and may

not conduct rapid fire under the recoil column of the weapon tables.

A unit without fire control may never conduct both pinpoint location fire and rapid fire at the same time.

Recoil: Certain weapons with more recoil than normal are marked as high-recoil weapons on the Weapons table. Such weapons require that the attacking character be stationary and well braced in order to fire. Consequently, high recoil weapons may only be fired if the attacking character does not move at all during the combat round.

Pinpoint Location: If desired, a unit can specify that he is going for a pinpoint location on a target in an effort to hit a more vulnerable location. If an exceptional success hit is achieved (see Penetration and Damage, below), treat the target's armor as one half of normal when computing penetration and apply all the usual effects of exceptional success. Otherwise, the shot failed to hit the intended location and is resolved as normal.

A pinpoint location attack may also be used on vehicles or robots in an attempt to deliberately achieve a power plant, locomotion, or crew hit (if the crewmember is visible), rather than a structure hit. A pinpoint hit on a vehicle's locomotion or visible crewmember uses one-half the vehicle's normal armor when computing penetration; a pinpoint hit on a vehicle's power plant must use the vehicle's full armor when computing penetration.

A unit without fire control may never conduct both a pinpoint location attack and rapid fire at the same time.

Coup de Grace: Most weapons may be used to administer a coup de grace shot to an unconscious or unstruggling unit (typically a character, animal, or robot) at close range if the unit with the weapon so states. The task to hit automatically succeeds.

Indirect Fire: Personal combat covers indirect fire weapons that are located on the field of battle. For rules on calling in long-distance artillery strikes (such as fire from orbiting starships), see the *Special Rules* section.

The only indirect fire that can be conducted indoors is hand-throwing grenades. All other indirect fire is exclusively an outdoor combat activity.

Outdoor indirect fire arrives on the next combat round following its request. Indirect fire must use the following task to see where it hits:

To hit a targeted location with indirect fire:

Difficult, Forward Obs, 1 combat round (absolute, unskilled OK, fateful).

Referee: Indirect fire requires the assistance of a character who can see the target: This condition is accomplished through using the Forward Observer skill of this particular character. The firing unit does not need to see the target to use indirect fire. Indirect fire called in by an independent observer begins arriving in the combat round immediately following the request.

If this task fails, the indirect fire automatically scatters; roll for a mishap. Forward Observer skill may be used as a special minus DM on the Mishap table. When fire scatters, it hits in a randomly adjacent area (square, hex).

COMBAT CHARTS

RANGE TABLE

Number of Squares

Description	Range	Personal Combat		Large-Scale Combat	
		1.5 meter	15 meter	150 meter	1,500 meter*
Close	0m to 1m	0	Mutual	Mutual	Mutual
Short	1m to 5m	1	0	Mutual	Mutual
Medium	5m to 50m	3	1	Mutual	Mutual
Long	50m to 250m	30	3	0	Mutual
Very Long	250m to 500m	150	15	1	0
Distant	500m to 5km	300 +	30	3	1
Very Distant	5km to 50km	—	300 +	30	3
Regional	50km to 500km	—	Indirect	300 +	30
Continental	500km to 5,000km	—	Indirect	Indirect	300 +
Planetary	5,000km to 50,000km	Indirect fire, starship, or strategic scale only			
Far Orbit	50,000km to 0.5Mkm	Indirect fire, starship, or strategic scale only			
Extreme Orbit	0.5Mkm to 5Mkm	Starship or strategic scale only			
Interplanetary	5Mkm to 1AU	Starship or strategic scale only			
System	1AU to 1kAU	Starship or strategic scale only			
Substellar	1kAU to 100kAU	Starship or strategic scale only			
Stellar	100kAU to 1pc	Starship or strategic scale only			
Interstellar	1pc to 2pc	Starship or strategic scale only			

Conversion Factors

1,000m	1km
1,000,000km	1Mkm
150Mkm	1AU
1kAU	1,000AU
200kAU	1 parsec (pc)
1 parsec	3.26 light years
1 light year	61,350AU

Note: 0 means unit is in the same square (Mutual is also automatically a range of 0).

Mutual: Any enemy units in the same square are at this range by mutual agreement of both sides. Optionally, one side may interrupt the other and force the range to be this without the other side's consent.

Indirect: Indirect fire only.

MOVEMENT POINTS TABLE

Speed	Indoor Scale		Outdoor Scale	
	6 sec Combat Rounds	1 min Combat Rounds	10 min Combat Rounds	10 min Combat Rounds
	1.5m Scale	15m Scale	150m Scale	1500m Scale
1	10	1	1	1
2	20	2	2	2
3	30	3	3	3
4	40	4	4	4

Vehicles: Use the vehicle speed in kph directly as the number of movement points at 1.5 m scale. Divide the vehicle speed in kph by 10 to determine the number of movement points for all outdoor combat scales.

PERSONAL ARMOR TABLE

Type	Value
Jack	(1)
Mesh	2
Flak Jacket	3
Cloth	5
Ablat	1 [6]
Reflec	10
Vacc Suit-8	5
Vacc Suit-12	6
Vacc Suit-14	7
Body Pressure Suit	1
Hostile Environ Vacc Suit-8	6
Hostile Environ Vacc Suit-9	7
Hostile Environ Vacc Suit-12	8
Hostile Environ Vacc Suit-13	9
Hostile Environ Vacc Suit-14	10
Combat Environment Suit	6
Combat Armor-11	8
Combat Armor-12	10
Combat Armor-14	18
Battle Dress-13	10
Battle Dress-14	18

Notes: Values in parentheses () only apply in hand-to-hand combat; values in brackets [] only apply against laser fire.

HIT LOCATION

Hit	Subtable 1	Subtable 2	Subtable 3
1 Superstructure	1 Power Plant	1 Device	1 Locomotion
2 Crew	2 Power Plant	2 Device	2 Locomotion
3 Crew	3 Power Plant	3 Device	3 Locomotion
4 Subtable 1	4 Power Plant	4 Device	4 Locomotion
5 Subtable 2	5 Power Plant	5 Weapon	5 Turret
6 Subtable 3	6 Computer	6 Weapon	6 Turret

Hit Effects

Superstructure: Apply the damage only to the superstructure.

Crew: Apply the damage to the superstructure, and then (for vehicles) apply one-half of the damage points to randomly selected personnel inside.

Power Plant: Apply the damage to the superstructure, and also apply the damage points to the power plant inside. If the power plant is not fusion, also roll the tech level or less on 3D to avoid a catastrophic explosion (destroys the vehicle or robot). Once the damage has reached one-half the power plant's inoperative level, a power loss occurs: any energy weapons may no longer be fired, and the vehicle or robot's top speed drops by one-half.

Computer: Apply the damage to the superstructure. Also, on a vehicle, the computer

HAND-TO-HAND WEAPONS

Natural Weapons	Pen	Block	Damage
Claws	3	1	2
Teeth	4	0	2
Horns	5	1	2
Hooves	4	0	2
Stinger	5	0	3
Thrasher	8	1	2
Hands	1	1	1
Club	2	0	2

Small Blades

	Pen	Block	Damage
Dagger	2	1	2
Blade	3	2	2

Large Blades

	Pen	Block	Damage
Sword	4		3
Cutlass	3		3
Broadsword	7*		3

*Divide penetration by 2 if character's Strength is less than 10

Foil

	Pen	Block	Damage
Foil	3	2	1

Axes

	Pen	Block	Damage
Hand Axe	6	1	3
Battle Axe	8	1	3

Polearms

	Pen	Block	Damage
Bayonet	3	1	3
Spear	3	1	2
Halberd	5	2	3
Pike	2	1	3
Staff/Cudgel	2	1	2

is destroyed; on a robot, its brain is destroyed. If a robot's brain is hit, it ceases to function.

Device: Apply damage to the superstructure, then destroy some important device or sensor.

Weapon: Apply damage to the superstructure, then destroy some mounted weapon. If the vehicle or robot mounts a nonenergy weapon, the individual should also roll the tech level or less on 3D to avoid a catastrophic magazine explosion (which destroys the vehicle or robot).

Locomotion: Apply damage to the superstructure, then apply the damage points to the locomotion as well. Once the damage has reached a level which is equal to a total of one-half of the locomotion inoperative level, the vehicle or robot's top speed drops by one-half.

Turret: Apply damage to the superstructure, then destroy a weapon turret (or destroy an appendage on a robot).

Assessing Damage



This chapter describes how to assess damage a character has taken during combat. To assess the damage done to vehicles or robots, see the *Referee's Manual*.

CHARACTER DAMAGE

To assess the damage done to a character, count up the number of damage points he received during combat.

For each damage point received, roll 1D and apply the results as damage to the character's Strength, Dexterity, or Endurance. Apply each roll to *one* of the three characteristics.

If the character was not dead, do not allow all three characteristics to go to zero. If the character was not unconscious, do not allow any characteristics to go to zero.

The Wounds table shows the level of damage the character has received so that diagnosis and treatment may be done.

WOUNDS

<i>Damage Level</i>	<i>Observed Values of Strength, Dexterity, and Endurance</i>
Superficial	None reduced to zero (flesh wound).
Minor	1 reduced to zero (moderate wound).
Major	2 reduced to zero (serious wound).
Destroyed	All reduced to zero (death).

TREATMENT OF INJURED OR SICK CHARACTERS

Injured or sick characters can be diagnosed and treated using the following tasks:

Diagnosis: Determine the preferred method of treatment of the character.

To diagnose an injury:

Routine, Medical, Int, 2 min (uncertain).

Referee: This task assumes external injuries. If injuries are internal, double the time increment, and there may be a need for special equipment. If **Some Truth**, treatment may be made but may be less than optimum: secretly roll 2D on the Mishap table for additional damage. On a Major mishap, apply 1D points of additional damage.

Treatment: Treatment quality depends on diagnosis quality.

Treatment in the field (first aid) is one level more difficult than in hospital facilities. Treatment without a medical kit is one level more difficult. All difficulty increases are cumulative.

To treat an injury:

Difficult, Medical, Int, 10 min.

Referee: Difficulty depends on the damage sustained. Treating superficial damage requires a Simple task; treating minor damage is a Routine task; treating major damage is a Difficult task; treating destroyed damage is a Formidable task.

Major or destroyed injuries require a surgeon (Dexterity 8+) for treatment, or increase the task difficulty by one level.

The task duration determines the amount of time the physician must spend on initial treatment; of inactivity and healing are usually required for complete recovery (see below).

If a superficial or minor mishap occurs during treatment, simply apply additional damage to already existing wounds.

If a major or destroyed mishap occurs during treatment, full recovery of the faculties may not be achievable even with the best treatment and latest technology. Reroll 2D on the Mishap table to determine the amount of permanent damage taken by the character.



ARCHDUKE DULINOR

Emperor Strephon saw something in Dulinor that others somehow missed. His willingness to cut through to the heart of a problem was not necessarily a virtue to many of the established, conservative nobility. Many criticized Strephon when he elevated Dulinor to Archduke in 1104. In the years following, many felt that criticism justified.

Yet at the same time, Dulinor was responsible for great advances in his subjects' standard of living. He established policies for the dissemination of technology; he instituted a universal draft (increasing training and education); he was vocal in his criticism of conservative forces in the Imperium.

Dulinor made great strides during his 12 years as archduke, fighting the conservative elements of Imperial society and the vastness of the Imperium itself. His own public statements during the period reflected a growing bitterness and disaffection with the empire and with its emperor.

Nevertheless, Dulinor's four pistol shots in the Imperial Palace were totally unexpected. His mobilization of subsector and sector fleets to his cause revealed careful planning on his part. His advantage has given him a third of the empire, and he has plans to take the rest.

SLUG THROWERS

PERSONAL SLUG THROWERS

	<i>Ammo Notes</i>	<i>Rds</i>	<i>Pen/Atten</i>	<i>Dmg</i>	<i>Max Range</i>	<i>Autofire Targets</i>	<i>Danger Space</i>	<i>Signature</i>	<i>Recoil</i>	<i>Difficulty As</i>
Revolver (5mm)	—	6	0/—	3	Medium	—	—	Med	Med/R	Handgun
Revolver (7mm)	—	6	1/2	3	Long	—	—	Med	Med/R	Handgun
Revolver (9mm)	—	6	2/2	3	Long	—	—	Med	Med/R	Handgun
Magnum Revolver (9mm)	—	6	3/2	3	Long	—	—	Med	Med/R	Handgun
Snub Pistol (10mm)	HE	6	1/—	4	Medium	—	1.5	Med	Low/R	Handgun
	HEAP	6	6/—	4	Medium	—	1.5	Med	Low/R	Handgun
	tranq	6	1/—	1	Medium	—	1.5	Med	Low/R	Handgun
	gas	6	—	1	Medium	—	1.5	Med	Low/R	Handgun
Auto Snub Pistol (10mm)	HE	20	1/—	4	Medium	—	1.5	Med	Low/R	Handgun
	HEAP	10	6/—	4	Medium	—	1.5	Med	Low/R	Handgun
	tranq	10	1/—	1	Medium	—	1.5	Med	Low/R	Handgun
	gas	10	—	1	Medium	—	1.5	Med	Low/R	Handgun
Body Pistol	—	6	0/—	3	Medium	—	—	Med	Med/R	Handgun
Autopistol (7mm)	—	15	1/2	3	Medium	—	—	Med	Med/R	Handgun
Autopistol (9mm)	—	15	2/2	3	Long	—	—	Med	Med/R	Handgun
Gauss Pistol (4mm)	—	15	4/2	4	Long	—	—	Low	Low/R	Handgun
	tranq	15	2/—	1	Long	—	—	Low	Low/R	Handgun
Carbine (7mm)	—	10	2/2	3	V Long	—	—	Med	Med/R	Rifle
Rifle (7mm)	—	3/2	—	3	V Long	—	—	Med	Med/R	Rifle
Rifle (9mm)	—	3	5/2	3	V Long	—	—	Med	Med/R	Rifle
	tranq	3	1/—	1	V Long	—	—	Med	Med/R	Rifle
Hunting Rifle (13mm)	—	2	4/2	4	Long	—	—	Hi	Hi	Rifle
	tranq	2	3/—	2	Long	—	—	Hi	Hi	Rifle
Autorifle (7mm)	—	20	3/2	3	V Long	2	—	Med	Med/R	Rifle
Gauss Rifle (4mm)	—	40	7/4	3	Distant	3	—	Low	Low/R	Rifle
	tranq	40	2/—	1	Distant	3	—	Low	Low/R	Rifle
Shotgun	pellets	10	1/1	4	Medium	—	1.5	Hi	Med	Rifle
	tranq	10	1/—	1	Medium	—	1.5	Hi	Med	Rifle
	gas	10	—	1	Medium	3	—	Hi	Med	Rifle
Autoshotgun	pellets	20	1/1	4	Medium	—	1.5	Hi	Med	Rifle
	tranq	10	1/—	1	Medium	—	1.5	Hi	Med	Rifle
	gas	10	—	1	Medium	3	—	Hi	Med	Rifle
SMG (9mm)	—	30	3/1	3	Long	3	—	Med	Med/R	Handgun
Assault Rifle (5mm)	—	30	3/2	3	V Long	—	—	Med	Med	Rifle
Assault Rifle (7mm)	—	30	3/2	3	V Long	—	—	Med	Med	Rifle
Accelerator Rifle (6mm)	—	15	3/—	3	Medium	—	—	Low	Med/R	Rifle
Adv Combat Rifle (7mm)	—	20	3/3	3	V Long	—	—	Med	Med	Rifle**
	DS	20	4/3	3	V Long	—	1.5	Med	Med	Rifle**
	tranq	20	2/—	1	V Long	—	—	Med	Med	Rifle**
Adv Combat Rifle (9mm)	—	20	4/3	3	V Long	—	—	Med	Med	Rifle**
	DS	20	6/3	3	V Long	—	1.5	Med	Med	Rifle**
	HE	20	3/3	4	V Long	—	1.5	Med	Med	Rifle**
Assault Rocket Launcher	tranq	20	3/—	1	V Long	—	—	Med	Med	Rifle**
	HE	20	5/4	5	V Long	2	3	Hi	Low	Rifle**
	HEAP	20	10/4	4	V Long	2	1.5	Hi	Low	Rifle**
Light Assault Gun	KEAP	20	8/4	4	V Long	2	1.5	Hi	Low	Rifle**
	HE	5	3/—	4	V Long	—	1.5	Med	Hi	Rifle
	KEAP	5	8/3	4	V Long	—	1.5	Med	Hi	Rifle
	flech	5	2/3	2	Long	—	45	Med	Hi	Rifle
	tranq	5	2/—	1	Long	—	45	Med	Hi	Rifle

Ammo Notes shows types available. HE: high explosive. HEAP: high explosive, armor piercing. KEAP: kinetic energy, armor piercing. DS: discarding sabot. Flech: exploding round with antipersonnel pellets. **Autofire Targets** is the number of targets (adjacent to the primary) that may be hit with full auto fire. **Danger Space** (if any) is in meters. **Signature** is the light and noise produced by the weapon. Low: hard to spot. Med: fairly easy to spot, especially in darkness. Hi: always easy to spot. **Recoil** is the severity of the recoil: Low: can fire in a zero-G environment without causing disorientation. Med: causes disorientation in a zero-g environment. Hi: cannot move during turn if firing. /R indicates rapid fire is possible. ** Treat weapon as gyro-stabilized.

SLUG THROWERS AND ENERGY WEAPONS

CREW-SERVED SLUG THROWERS

	<i>Ammo</i> <i>Notes</i>	<i>Rds</i>	<i>Pen/ Atten</i>	<i>Dmg</i>	<i>Max Range</i>	<i>Autofire Targets</i>	<i>Danger Space</i>	<i>Signa- ture</i>	<i>Recoil</i>	<i>Difficulty As</i>
Medium Machinegun-5	belt	100	3/3	3	V Long	3		Hi	Med	Rifle
Light Machinegun-6	belt	100	3/3	3	V Long	2		Hi	Med	Rifle
Heavy Machinegun-6	belt	100	6/3	3	V Long	2		Hi	Med	Rifle
5.5mm Gatling Gun-7	hopper	2500	2/3	3	Distant	3		Med/R*	Hi	Rifle
7mm Gatling Gun-7	hopper	2500	3/3	3	Distant	3		Med/R*	Hi	Rifle
5.5mm Gatling Gun-8	hopper	5000	2/3	3	Distant	3		Med/R*	Hi	Rifle
7mm Gatling Gun-8	hopper	5000	3/3	3	Distant	3		Med/R*	Hi	Rifle
VRF Gauss Gun	hopper	30000	21/4	10	V Dist	4		Low/R*	Med	Rifle

*Rapid fire uses ammo at a rate 3 times that of regular fire.

Heavy Weapons skill is used on the "to hit" task for these weapons.

Setup Increments: Light Machinegun, 2 sec. Medium Machinegun, 2 sec. Heavy Machinegun, 6 sec. Gatling Guns, 15 sec. VRF Gauss Gun, 1 min. Each of these weapons requires a two-man crew if towed or carried, one man crew if vehicle mounted.

PERSONAL ENERGY WEAPONS

	<i>Ammo</i> <i>Notes</i>	<i>Rds</i>	<i>Pen/ Atten</i>	<i>Dmg</i>	<i>Max Range</i>	<i>Autofire Targets</i>	<i>Danger Space</i>	<i>Signa- ture</i>	<i>Recoil</i>	<i>Difficulty As</i>
Laser Weapons										
Laser Pistol-9	—	50	4/2	3	V Long	—	—	Med	Low	Handgun
Laser Carbine-8	—	50	7/2	3	Distant	—	—	Med	Low	Rifle
Laser Rifle-9	—	100	9/2	3	Distant	—	—	Med	Low	Rifle
Laser Pistol-13	—	200	6/2	3	Distant	—	—	Low	Low	Handgun
Laser Carbine-13	—	200	12/2	3	Distant	—	—	Low	Low	Rifle
Laser Rifle-13	—	200	20/2	3	Distant	—	—	Low	Low	Rifle
Energy Weapons										
PGMP-12*	—	40	20/1	12	Distant	—	4.5	Hi	H	Rifle
PGMP-13*	—	0	25/1	13	Distant	—	4.5	Hi	Hi	Rifle
PGMP-14	—	0	25/1	14	Distant	—	4.5	Hi	Low	Rifle
FGMP-14*	—	0	34/2	14	Distant	—	4.5	Hi	Hi	Rifle
FGMP-15	—	0	34/2	15	Distant	—	4.5	Hi	Low	Rifle
FGMP-16	—	0	34/2	16	Distant	—	4.5	Hi	Low	Rifle
Plasma Rifle	—	0	25/1	13	Distant	—	4.5	Hi	Low	Rifle

*Battle Dress skill is also required before this weapon can be fired with skill.

Ammo Notes shows types available. HE: high explosive. HEAP: high explosive, armor piercing. KEAP: kinetic energy, armor piercing. DS: discarding sabot. Flech: exploding round with antipersonnel pellets. **Autofire Targets** is the number of targets (adjacent to the primary) that may be hit with full auto fire. **Danger Space** (if any) is in meters. **Signature** is the light and noise produced by the weapon. Low: hard to spot. Med: fairly easy to spot, especially in darkness. Hi: always easy to spot. **Recoil** is the severity of the recoil: Low: can fire in a zero-G environment without causing disorientation. Med: causes disorientation in a zero-g environment. Hi: cannot move during turn if firing. /R indicates rapid fire is possible.

GRENADES

HAND-THROWN GRENADES

	<i>Ammo</i>		<i>Pen/</i>		<i>Max</i>	<i>Autofire</i>	<i>Danger</i>	<i>Signa-</i>		<i>Difficulty</i>
	<i>Notes</i>	<i>Rds</i>	<i>Atten</i>	<i>Dmg</i>	<i>Range</i>	<i>Targets</i>	<i>Space</i>	<i>ture</i>	<i>Recoil</i>	<i>As</i>
Hand Grenade-5	HE	1	7	8	Medium	—	3	—	—	Thrown
Smoke Grenade	Smoke	1	0	0	Medium	—	1.5	—	—	Thrown
Incendiary Grenade	Fire	1	0	—	Medium	—	3	—	—	Thrown
Hand Grenade-6	HE	1	7	8	Medium	—	3	Gren	—	Thrown
	HEAP	1	12	6	Medium	—	1.5	Gren	—	Thrown
Chemical Smoke Grenade	Smoke	1	0	0	Medium	—	1.5	Gren	—	Thrown
Hand Grenade-7	HE	1	9	8	Medium	—	3	Gren	—	Thrown
	HEAP	1	18	6	Medium	—	1.5	Gren	—	Thrown
Hand Grenade-9	HE	1	11	8	Medium	—	3	Gren	—	Thrown
	HEAP	1	21	6	Medium	—	1.5	Gren	—	Thrown
Hand Grenade-11	HE	1	13	8	Medium	—	3	Gren	—	Thrown
	HEAP	1	22	6	Medium	—	1.5	Gren	—	Thrown
Hand Grenade-13	HE	1	15	8	Medium	—	3	Gren	—	Thrown
	HEAP	1	23	6	Medium	—	1.5	Gren	—	Thrown
Hand Grenade-16	HE	1	17	8	Medium	—	3	Gren	—	Thrown
	HEAP	1	25	6	Medium	—	1.5	Gren	—	Thrown

A grenade has a low signature when thrown; it has a high signature when it explodes.

GRENADE LAUNCHERS

	<i>Ammo</i>		<i>Pen/</i>		<i>Max</i>	<i>Autofire</i>	<i>Danger</i>	<i>Signa-</i>		<i>Difficulty</i>
	<i>Notes</i>	<i>Rds</i>	<i>Atten</i>	<i>Dmg</i>	<i>Range</i>	<i>Targets</i>	<i>Space</i>	<i>ture</i>	<i>Recoil</i>	<i>As</i>
7cm AT GL-6	HEAP	1	24	6	V Long	—	1.5	Med	Hi	Indirect
8cm AT GL-6	HEAP	1	28	6	V Long	—	1.5	Med	Hi	Indirect
9cm AT GL-6	HEAP	1	32	6	V Long	—	1.5	Med	Hi	Indirect
Disposable AT GL-6*	HEAP	1	31	6	V Long	—	1.5	Med	Hi	Indirect
4cm GL-7	HE	1	7	8	V Long	—	7.5	Med	Med	Indirect
	HEAP	1	15	6	V Long	—	1.5	Med	Med	Indirect
4cm Auto GL-7	HE	16	7	8	V Long	2	7.5	Med	Med	Indirect
	HEAP	16	15	6	V Long	2	1.5	Med	Med	Indirect
Disposable AT GL-7*	HEAP	1	36	6	V Long	—	1.5	Med	Hi	Indirect
4cm RAM GL-8	HE	3	24	8	V Long	—	15	Med	Med	Indirect
	HEAP	3	7	6	V Long	—	1.5	Med	Med	Indirect
4cm RAM Auto GL-8	HE	20	24	8	Distant	2	15	Med	Med	Indirect
	HEAP	20	7	6	Distant	2	1.5	Med	Med	Indirect
	flech	20	2	2	Distant	2	90	Med	Med	Indirect
4cm RAM GL-9	HE	3	28	8	Distant	—	15	Med	Med	Indirect
	HEAP	3	9	6	Distant	—	1.5	Med	Med	Indirect
	flech	3	2	2	Distant	—	90	Med	Med	Indirect
4cm RAM Auto GL-9	HE	20	28	8	Distant	2	15	Med	Med	Indirect
	HEAP	20	9	6	Distant	2	1.5	Med	Med	Indirect
	flech	20	2	2	Distant	2	90	Med	Med	Indirect
4cm RAM GL-10	HE	3	32	8	Distant	—	15	Med	Med	Indirect
	HEAP	3	9	6	Distant	—	1.5	Med	Med	Indirect
	flech	3	3	2	Distant	—	150	Med	Med	Indirect
4cm RAM Auto GL-10	HE	20	32	8	Distant	2	15	Med	Med	Indirect
	HEAP	20	9	6	Distant	2	1.5	Med	Med	Indirect
	flech	20	3	2	Distant	2	150	Med	Med	Indirect
4cm RAM GL-11	HE	3	36	8	Distant	—	30	Med	Med	Indirect
	HEAP	3	11	6	Distant	—	1.5	Med	Med	Indirect
	flech	3	3	2	Distant	—	150	Med	Med	Indirect
4cm RAM Auto GL-11	HE	20	36	8	Distant	2	30	Med	Med	Indirect
	HEAP	20	11	6	Distant	2	1.5	Med	Med	Indirect
	flech	20	3	2	Distant	2	150	Med	Med	Indirect

*A disposable launcher is thrown away after firing once. Heavy Weapons skill is used on the "to hit" task for these weapons. 7cm, 8cm, 9cm AT GL-6, and the disposable launchers each require a crew of 2; all others are individual weapons.

GRENADES AND RECOILLESS RIFLES

RIFLE GRENADES

	<i>Ammo Notes</i>	<i>Rds</i>	<i>Pen/Atten</i>	<i>Dmg</i>	<i>Max Range</i>	<i>Autofire Targets</i>	<i>Danger Space</i>	<i>Signature</i>	<i>Recoil</i>	<i>Difficulty As</i>
4cm RG-6	HE	1	5	8	Long	—	1.5	Med	Med	Indirect
	HEAP	1	6	6	Long	—	1.5	Med	Med	Indirect
6cm RG-6	HE	1	9	8	Long	—	1.5	Med	Med	Indirect
	HEAP	1	18	6	Long	—	1.5	Med	Med	Indirect
4cm RG-7	HE	1	7	8	Long	—	1.5	Med	Med	Indirect
	HEAP	1	22	6	Long	—	1.5	Med	Med	Indirect
6cm RG-7	HE	1	11	8	Long	—	1.5	Med	Med	Indirect
	HEAP	1	27	6	V Long	—	1.5	Med	Med	Indirect
4cm RAM-8	HE	1	7	8	V Long	—	9	Med	Hi	Indirect
	HEAP	1	24	6	V Long	—	1.5	Med	Hi	Indirect
	flech	1	2	2	Long	—	90	Med	Hi	Indirect
4cm RAM-9	HE	1	9	8	V Long	—	9	Med	Hi	Indirect
	HEAP	1	28	6	V Long	—	1.5	Med	Hi	Indirect
	flech	1	2	2	Long	—	90	Med	Hi	Indirect
4cm RAM-10	HE	1	9	8	Distant	—	9	Med	Hi	Indirect
	HEAP	1	32	6	Distant	—	1.5	Med	Hi	Indirect
	flech	1	3	2	V Long	—	150	Med	Hi	Indirect
4cm RAM-11	HE	1	11	8	Distant	—	18	Med	Hi	Indirect
	HEAP	1	36	6	Distant	—	1.5	Med	Hi	Indirect
	flech	1	3	2	V Long	—	150	Med	Hi	Indirect
4cm RAM-13	HE	1	13	8	Distant	—	18	Med	Hi	Indirect
	HEAP	1	38	6	Distant	—	1.5	Med	Hi	Indirect
	flech	1	4	2	V Long	—	150	Med	Hi	Indirect

Heavy Weapons skill is used on the "to hit" task for these weapons.

Use: RG-6, RG-7, RAM-8, RAM-9 may be fired from a rifle, autorifle, or assault rifle. RAM-10, RAM-11, RAM-13 may also be fired from an ACR or Gauss rifle.

RECOILLESS RIFLES

	<i>Ammo Notes</i>	<i>Rds</i>	<i>Pen/Atten</i>	<i>Dmg</i>	<i>Max Range</i>	<i>Autofire Targets</i>	<i>Danger Space</i>	<i>Signature</i>	<i>Recoil</i>	<i>Difficulty As</i>
6cm Recoilless Rifle-6	HE	1	9	10	V Long	—	15	Low	Low*	Rifle
	HEAP	1	20	8	V Long	—	1.5	Low	Low*	Rifle
8cm Recoilless Rifle-6	HE	1	13	10	V Long	—	15	Low	Low*	Rifle
	HEAP	1	30	8	V Long	—	1.5	Low	Low*	Rifle
10cm Recoilless Rifle-6	HE	1	16	10	Distant	—	30	Low	Low*	Rifle
	HEAP	1	40	8	Distant	—	1.5	Low	Low*	Rifle
6cm Recoilless Rifle-7	HE	1	9	10	V Long	—	15	Low	Low*	Rifle
	HEAP	1	20	8	V Long	—	1.5	Low	Low*	Rifle
	flech	1	2	3	V Long	—	45	Low	Low*	Rifle
8cm Recoilless Rifle-7	HE	1	13	10	V Long	—	30	Low	Low*	Rifle
	HEAP	1	30	8	V Long	—	1.5	Low	Low*	Rifle
	flech	1	2	3	V Long	—	150	Low	Low*	Rifle
10cm Recoilless Rifle-7	HE	1	16	10	Distant	—	30	Low	Low*	Rifle
	HEAP	1	40	8	Distant	—	1.5	Low	Low*	Rifle
	flech	1	2	3	Distant	—	180	Low	Low*	Rifle

Heavy Weapons skill is used on the "to hit" task for these weapons.

*A recoilless rifle is unwieldy enough that it cannot be fired while moving; however, it has no recoil when used in zero-G. Any recoilless rifle requires a crew of 2.

Ammo Notes shows types available. HE: high explosive. HEAP: high explosive, armor piercing. KEAP: kinetic energy, armor piercing. DS: discarding sabot. Flech: exploding round with antipersonnel pellets. **Autofire Targets** is the number of targets (adjacent to the primary) that may be hit with full auto fire. **Danger Space** (if any) is in meters. **Signature** is the light and noise produced by the weapon. Low: hard to spot. Med: fairly easy to spot, especially in darkness. Hi: always easy to spot. **Recoil** is the severity of the recoil: Low: can fire in a zero-g environment without causing disorientation. Med: causes disorientation in a zero-g environment. Hi: cannot move during turn if firing.

ENERGY AND STARSHIP WEAPONS

HEAVY ENERGY WEAPONS

	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signa- ture	Recoil	Difficulty As
Plasma A	0	0	44/5	20	V Dist	2	15	Hi	Hi	FC TL
Plasma A-Rapid Pulse-12	0	0	44/5	20	V Dist	2 ^a	15	Hi/R*	Hi	FC TL
Plasma B	0	0	54/5	20	V Dist	2	30	Hi	Hi	FC TL
Plasma B-Rapid Pulse-13	0	0	54/5	20	V Dist	2 ^b	30	Hi/R*	Hi	FC TL
Plasma C	0	0	64/5	20	Region	2	45	Hi	Hi	FC TL
Plasma C-Rapid Pulse-14	0	0	64/5	20	Region	2 ^c	45	Hi/R*	Hi	FC TL
Fusion X	0	0	67/5	30	Region	2	45	Hi	Hi	FC TL
Fusion X-Rapid Pulse-14	0	0	67/5	30	Region	2 ^c	45	Hi/R*	Hi	FC TL
Fusion Y	0	0	71/5	30	Region	2	45	Hi	Hi	FC TL
Fusion Y-Rapid Pulse-15	0	0	71/5	30	Region	2 ^d	45	Hi/R*	Hi	FC TL
Fusion Z	0	0	79/5	30	Region	2	45	Hi	Hi	FC TL
Fusion Z-Rapid Pulse-16	0	0	79/5	30	Region	2 ^e	45	Hi/R*	Hi	FC TL

*Ignore the ammo restrictions with rapid fire on this weapon.

Notes: a. autofire targets: 3 if TL 13; 4 if TL 14+. b. autofire targets: 3 if TL 14; 4 if TL 15+. c. autofire targets: 3 if TL 15; 4 if TL 16+. d. autofire targets: 3 if TL 16; 4 if TL 17+. e. autofire targets: 3 if TL 17; 4 if TL 18+.

FA Gunnery Skill (High Energy Weapons) is used in "to hit" tasks using these weapons.

STARSHIP WEAPONS

	Ammo Notes	Rds	Pen/ Atten	Dmg	Max Range	Autofire Targets	Danger Space	Signa- ture	Recoil	Difficulty As
Beam Laser-8	0	0	70/5	500	Far Orbit	—	45	Hi	Low	FC TL
Beam Laser-13	0	0	75/5	600	Far Orbit	—	45	Low	Low	FC TL
Pulse Laser-8	0	0	75/5	750	Far Orbit	4	45	Hi	Low	FC TL
Pulse Laser-13	0	0	80/5	800	Far Orbit	4	45	Low	Low	FC TL
Sandcaster	0	0	20/2	10	V Long	—	15*	Low	Med	FC TL
Plasma-10	0	0	83/5	800	Planet	—	45	Hi	Hi	FC TL
Plasma-11	0	0	85/5	800	Planet	—	45	Hi	Hi	FC TL
Plasma-12	0	0	88/5	800	Planet	—	45	Hi	Hi	FC TL
Fusion-12	0	0	99/5	900	Planet	—	45	Hi	Hi	FC TL
Fusion-15	0	0	103/5	900	Planet	—	45	Hi	Hi	FC TL
Fusion-16	0	0	105/5	900	Planet	—	45	Hi	Hi	FC TL
Particle Accelerator	0	0	/6	2000	Planet	—	× 15	Low	Low	FC TL
Meson Gun	0	0	—	—	Planet	—	× 15	Low	Low	FC TL

Gunnery Skill (fixed, turret, or spinal, depending on the weapon mount) is used in "to hit" tasks using these weapons.

Any of these weapons (except the Sandcaster) can also be used as an indirect fire weapon when the ship is in orbit.

* A Sandcaster has a diverging danger space: the danger space shown is for short range. Triple it for each subsequent range band.

A particle accelerator's penetration equals its UCP (Universal Craft Profile) factor × 250 in a vacuum atmosphere; × 100 in trace atmosphere; × 0 in all others. Its danger space equals its USP factor multiplied times the danger space value shown.

A meson gun that hits kills all life in its danger space, destroys all vehicles, collapses all buildings, and any smooth ground surface becomes uneven ground.

Ammo Notes shows types available. HE: high explosive. HEAP: high explosive, armor piercing. KEAP: kinetic energy, armor piercing. DS: discarding sabot. Flech: exploding round with antipersonnel pellets. **Autofire Targets** is the number of targets (adjacent to the primary) that may be hit with full auto fire. **Danger Space** (if any) is in meters. **Signature** is the light and noise produced by the weapon. Low: hard to spot. Med: fairly easy to spot, especially in darkness. Hi: always easy to spot. **Recoil** is the severity of the recoil: Low: can fire in a zero-g environment without causing disorientation. Med: causes disorientation in a zero-g environment. Hi: cannot move during turn if firing. /R indicates rapid fire is possible.

ARCHAIC WEAPONS

ARCHAIC WEAPONS

	<i>Ammo</i> <i>Notes</i>	<i>Rds</i>	<i>Pen/ Atten</i>	<i>Dmg</i>	<i>Max Range</i>	<i>Autofire Targets</i>	<i>Danger Space</i>	<i>Signature</i>	<i>Recoil</i>	<i>Difficulty As</i>
Bola	—	none	1	2	Medium	—	—	Low	Med	Thrown
Blowgun	tranq	1	2/1	1	Medium	—	—	Low	Low	Thrown
Boomerang	—	none	2	2	Long	—	—	Low	Med	Thrown
Sling	pellet	1	1/*	2	Medium	—	—	Low	Med	Thrown

*Sling pen doubles with each range band rather than drops by half.

Bows

Short Bow	bolt	1	1/1	1	Medium	—	—	Low	Low	Handgun
Long Bow	bolt	1	2/1	2	Long	—	—	Low	Low	Handgun

Crossbows

Light Crossbow	bolt	1	2/1	2	Long	—	—	Low	Low	Handgun
Heavy Crossbow	bolt	1	3/1	3	Long	—	—	Low	Low	Handgun
Repeating Crossbow	bolt	10	2/1	2	Long	—	—	Low	Low	Handgun

Early Firearms

Hand Cannon	ball	1	0/*	3	Medium	—	—	Hi	Med	Handgun
Flintlock Pistol	ball	1	0/1	3	Medium	—	—	Hi	Med	Handgun
Percussion Revolver	ball	6	0/1	3	Medium	—	—	Med	Med	Handgun
Flintlock Musket	ball	1	2/2	3	Long	—	—	Hi	Med	Rifle
Percussion Rifle	ball	1	3/2	3	V Long	—	—	Med	Med	Rifle

*Hand Cannon does no damage if fired at close range.

Ammo Notes shows types available. HE: high explosive. HEAP: high explosive, armor piercing. KEAP: kinetic energy, armor piercing. DS: discarding sabot. Flech: exploding round with antipersonnel pellets. **Autofire Targets** is the number of targets (adjacent to the primary) that may be hit with full auto fire. **Danger Space** (if any) is in meters. **Signature** is the light and noise produced by the weapon. Low: hard to spot. Med: fairly easy to spot, especially in darkness. Hi: always easy to spot. **Recoil** is the severity of the recoil: Low: can fire in a zero-g environment without causing disorientation. Med: causes disorientation in a zero-g environment. Hi: cannot move during turn if firing. /R indicates rapid fire is possible.

Treating Superficial Wounds: The character must be diagnosed and must receive at least a field treatment sometime within the next 2D hours. If the character has not received at least a field treatment in the required time, roll 2D on the Mishap table and apply the indicated amount of additional damage to the character (from infection, catastrophic trauma, or whatever).

Healing Rate: +1 per day for each characteristic that is injured.

Cost: Roll 3D for the cost in credits of miscellaneous medical items.

Treating Minor Wounds: The character with a minor wound must be diagnosed and must receive at least a field treatment sometime in the next 1D × 10 minutes (the character will remain unconscious for 3D minutes). If the wounded character does not receive treatment in the required time, roll 2D on the Mishap table and apply the indicated amount of additional damage to the wounded character (the additional damage results from blood loss, catastrophic trauma, or whatever). Reroll every hour until treatment is received, or until the character dies.

Minor surgery is required for all gunshot, fragment, blade, and puncture wounds, but is not needed for laser and energy weapon burns.

The injured or sick character must spend 2D days of total inactivity. The character may be moved by others but must remain in bed. During the injured or sick character's inactive period, all characteristics will be halfway between their wounded level and the original. At the end of the period, final healing will take place.

Healing Rate: +1 per day for 1 characteristic (player's choice).

Cost: Nonsurgical costs Cr10 × 2D; Surgical, Cr500 × 1D. If the period of inactivity is spent in a hospital, the cost is Cr500 per day for 1D days, Cr100 per day thereafter. Field care is Cr50 per day.

Treating Major Wounds: The character with a major wound must be diagnosed and must receive at least a field treatment sometime in the next 2D minutes (the character will remain unconscious for 1D hours). If successful treatment is not received in the required time, roll 3D on the Mishap table and apply the indicated amount of additional damage to the character (from blood loss, catastrophic trauma, or whatever). Reroll every hour until treatment is received, or until the character dies.

Surgery is required for all major wounds.

The injured or sick character must spend 1D × 10 days of total inactivity. The character may not be moved by others and must remain in bed. During the inactive period, all characteristics will be halfway between their wounded level and the original; at the end of the period, final healing will take place.

Healing Rate: +1 per day for 1 characteristic (player's choice).

Cost: Surgery, Cr1,000 × 1D. If inactivity is in a hospital, Cr500 per day for 1D days, Cr100 per day thereafter. Field care is Cr50 per day.

Treating Destroyed Wounds: Death of a character is not instantaneous. Diagnosis within 1D minutes may be used to

keep a character barely alive—enough alive, at least, to receive later treatment in tech level 9+ hospital facilities or transport in low berth.

If the character is in low berth or if he is in hospital facilities of at least tech level 9, his characteristics remain at zero, and he is vulnerable to any influence that interferes with his life support (for example, a severe jolt, depletion of supplies, and so on). As long as the character has constant medical attention, and his life support is not threatened, he may be sustained in this condition for up to 2D months.

To recover, the character must be rediagnosed and receive treatment in hospital facilities of at least tech level 13 or more. If successful treatment is not received in the 2D months indicated above, the character dies.

A special DM of +1 per facility tech level over 13 is allowed. If the treatment is successful, the character is comatose with all 3 physical characteristics at 1.

After undergoing treatment, the character may resume limited, nonphysical activity as soon as all characteristics have reached 4 (or full level, if less).

Healing Rate: The character must decide which characteristic to restore. Roll 2D for 9+, with a DM of +1 per facility tech level over 12. If successful, add 1 to the characteristic for the month.

When any one characteristic reaches 4 (or its original level, if less), the character regains consciousness. When two of the three characteristics reach their original level, no more healing occurs. The character must remain inactive until healing ends. The character may be treated on a tech level 13+ world and then removed to a lower tech world for healing.

Cost: Suspended animation costs Cr1000 per week; treatment, Cr250,000; healing in a hospital (required), Cr150,000 per month.



Special Rules



This section covers additional rules to handle special case situations and offers more realistic (but sometimes less playable) options to certain basic rules. These rules are not required to play out a simple combat session; they are intended to assist the referee and players in handling special case situations which can occur. Pick and choose from these rules and guidelines as you need them.

MAPPING TERRAIN IN OUTDOOR SITUATIONS

Before beginning an outdoor combat situation, the referee can map the details of the local terrain on the playing surface. Inspiration for terrain can be obtained by consulting actual maps of suitable areas. Most libraries have a map department where maps can be studied for ideas.

Ground Contour: Hills, gullies, bluffs, and other ground contour features are important barriers to sight and movement. They may be represented as sloping ground or sheer cliffs.

Ground contour features can be presented as contour lines (as on a topographic map). The intervals between contours may be any height, but must be constant for a given map.

Terrain Characteristics: The ground surface of clear terrain, unless otherwise specified, is assumed to be relatively firm and level, allowing easy going for ground vehicles, robots, and characters.

Areas of the playing surface (or, in some cases, the entire playing surface) may be represented as one or more of the following types: uneven ground (broken), soft ground (mud), boulder field, sand, ice, or pools of water.

Uneven ground, soft ground, boulder field, sand, and ice can all be combined with a sloping ground contour to become "sloping uneven ground," or "sloping boulder field," and so on. Sheer cliff is a terrain type in its own right and is not combined with any other terrain type.

Vegetation (see below) can be combined with different ground types. A typical swamp consists of pools of water, broken by islands of soft ground with trees and undergrowth; desert oases are low areas of soft ground with sparse undergrowth and widely spaced trees surrounding a central pool of water.

Vegetation: There are four types of vegetation: dense trees, sparse trees, dense undergrowth, and sparse undergrowth. Some areas may have both trees and undergrowth and combine the effects of both types. Areas of vegetation should be clearly delineated with borders or colored areas and should be defined by type.

Even dense forests have small clearings and sparse areas scattered through them. Trees should be defined as a particular height, decided before the combat session. On Terra, trees range from less than 10 meters to more than 100 meters.


Rivers and Streams: Rivers are wide (50 to 500 meters) bodies of flowing water; streams are narrower (less than 50 meters). Mark any rivers or streams. Many rivers and streams

have steep banks which should be marked. Determine where rivers can be crossed by men and ground vehicles; streams are assumed to always be crossable.

Roads: The layout of roads should take into account the nature of surrounding terrain. Roads through sloping areas will be built up in some places and cut into the ground in others to reduce the grade; roads going up long slopes may have switchbacks for the same reason. Roads travelling over low-lying areas near a river are often on built-up causeways.

Buildings: When important, record the height of each building (in number of stories) and the material from which it is constructed.

Other Structures: Bridges, walls, fences, fortifications, railroads and monorail lines, and other such structures may



DUKE NORRIS

The Duke of Regina was never raised to be duke; he was a second son. Norris joined naval intelligence and served creditably until his brother's premature death. With his father dying and his brother dead, he was thrust into a position of responsibility.

Tests of his strength came early. Border incidents forced him into negotiations with the hated psionic Zhodani; he learned to see them as people rather than stereotypes. He assembled a cosmopolitan staff and was evenhanded in his treatment of problems and citizens. He took the long view, cultivating his naval intelligence contacts. He predicted the Fifth Frontier War and appealed to the Emperor for reinforcements. When the tide of war turned against the empire, he seized control of the fleets, turning back the tide.

His heroism was not for public consumption, but the emperor noticed; that's usually enough. Patents of nobility named Norris Archduke of Deneb, the ranking noble on the frontier in 1114.

be represented. Their heights (if over a few meters) and their construction materials should be indicated.

Other Worlds: The nature of the terrain is limited only by one's imagination. A situation might take place in a forest of giant trees with trunks 100 meters in diameter or on a living island floating in the sea.

Perhaps the apparently solid ground is honeycombed with animal burrows and will collapse if driven across by heavy vehicles. Representation and game effects of these and other terrain features must be left to the players and referee.

THE IMPORTANCE OF BEING IN COMMUNICATION

In order to promote tactics, indirect fire corrections, or other information, units must be in communication. A unit must be in communication to be allowed to contribute to or draw from the tactical points pool. There are several means of communication possible.

Direct Verbal Communications: This includes hand signals and verbal commands. Any two units which can see each other and are within long range of each other are in communication.

Radio: Units equipped with radios are in communication with each other as long as both are within the stated range of each other's radios and are not being successfully jammed. Jamming is covered in the vehicle design section of the *Referee's Manual*.

Lasers: Units equipped with tight beam laser communicators are in communication if stationary and if an unobstructed line of sight exists between them. If one of the two communicators is linked to a battlefield computer, the units may remain in communication while moving, as long as an unobstructed line of sight exists.

If the line of sight is obstructed, communication is terminated until the line of sight is reestablished. If two communicators are not linked to a computer and one of them moves, one minute must be spent in the new position before communication is restored. In addition to obstacles listed in the section on visibility and spotting, a laser's line of sight is blocked by antilaser aerosols.

However, as tech level increases, lasers become able to see through smoke and aerosols. See the discussion on lasers in the vehicle design section of the *Referee's Manual*.

Masers: Maser communicators function in the same way as laser communicators, except that smoke and antilaser aerosols have no effect on the line of sight.

Wire Telephone: Characters equipped with telephones are in communication with each other if a wire link exists between them. Wire may only be placed before the start of a combat session, and, thus, only characters in prepared positions may have telephones, and the telephone must remain in place; if a character moves, his telephone does not move with him.

There are two possible types of connection: *direct* and *switchboard*.

A *direct connection* requires two telephones, one at each end, and neither telephone may be part of another connection; thus a character acting as a strategic commander with direct phone links to three other tactical commanders requires three separate phones.

A *switchboard* can link up to 20 phones to each other; a master switchboard can link up to 20 switchboards. Prior to

tech code Avg Stellar (8), each switchboard requires an operator. Before the combat session, determine the locations of all telephone wires, telephones, and switchboards. If a wire is cut, communication is interrupted.

Wire may be cut by indirect fire or by enemy units who discover it. If indirect fire falls on the wire, roll once for each length of wire in the danger space. Any hit destroys the wire. For enemy units who move across the wire:

To discover the opposition's battlefield telephone wire when crossing it:

Routine, Recon, minus movement DM, absolute: 1 combat round (safe).

Referee: Subtract the unit's movement DM on this task. If the task succeeds, the wire is discovered and destroyed.

Meson Communicators: Meson communicators are available at very high tech levels. They cannot be jammed and do not require a line of sight between the sender and receiver. Two communicators may not communicate while either is moving unless one of them is linked to a battlefield computer. One minute is required to regain communication after moving if a computer is linked.

Battle Computer Links: For a communicator to be linked to a battle computer, they must be within short range of each other on the field of battle. A vehicle computer, robot, or hand computer with a battlefield coordinate program may act as a battle computer (see the *Referee's Manual*).

Beam communicators (lasers, masers, and meson communicators) may not communicate if either the sender or receiver is moving unless one of them is linked to a battle computer.

For example, suppose a commanding character and his three subordinates all have laser communicators, and the commander's laser communicator is linked to a battle computer. If all four are moving, the subordinates may all communicate with the commander (who is linked to a battle computer), but not with each other (they are not linked to a battle computer).

NPC MORALE

Optionally, the referee may assign a morale value to the NPC side, which he is operating. If the referee knows how he wants the NPCs to behave, and when he wants them to give up the fight, then by all means play the NPCs that way and ignore morale entirely. Assigning a morale value is for the times when the referee is unsure or has no hard-set notion of how the fight should go.

The basic morale values are: very low, low, average, and high. As a combat session is progressing, the referee may begin rolling a morale task at some point in the session for the NPCs:

To maintain a fighting stance in a combat session:

Routine, Leader, absolute: 1 combat round.

Referee: Typically begin rolling this task once every combat round for NPCs who have sustained at least 25 percent casualties. Increase the difficulty level by one for each additional 25 percent casualties taken by the NPC party. Thus at 50 percent casualties, this task becomes Difficult; at 75 percent

casualties the task becomes Formidable, and so on.

Also adjust the difficulty level based on the general morale level of the NPC party: *Very Low Morale*: Formidable. *Low Morale*: Difficult. *Average Morale*: Routine (this is what's shown in the task). *High Morale*: Simple.

If the NPC party fails this task, the referee makes no further rolls of this task and must begin a fighting withdrawal by the NPCs. If a mishap occurs, the NPC party is in total rout: The NPCs can only move; they cannot fight; and they must move, at the fastest speed they can move, away from the opposing party.

Use the highest leader skill level from among the NPC party for the DM on this task. Don't forget tactical points on this task; they may come in handy if you decide you'd prefer the NPCs to "hang in there" a little longer.

Optionally, the referee may want to assign different morale values to different parts of the NPC party. Depending upon how significant the segment with the lower moral is and when the NPC group begins to withdraw (or rout), the difficulty level on this task may increase for the remaining portion of the NPC party.

SURPRISE: POWERING UP VEHICLES

Since vehicles (and robots) are usually not parked with their power plants running, if an side is caught unprepared, powering up the vehicles can become an important consideration.

Units of the surprised side do not begin starting their vehicle power plants until surprise is lost. Once a vehicle crew reaches a parked vehicle, it must succeed at the following task:

To "power up" (start) a cold vehicle:

Routine, Vehicle, Dex, power plant time increment.

Referee: The time increment on this task varies, depending on the type of power plant:

Internal-combustion Engine: 5 sec

Improved Internal-combustion Engine: 2 sec

Gas Turbine: 10 sec

MHD Turbine: 15 sec

Fuel Cells: 5 sec

Fusion (vehicle): 1 min (cold)/6 sec (warm)

Fusion (small craft, spaceship, or starship): 5 min (cold)/30 sec (warm)

THE REBELLION

The Third Imperium has ruled for more than a thousand years. Now, it is being shattered by a violent struggle for supreme power. The death of the Emperor Strephon has left the throne empty, and many factions are fighting to occupy it.

The Emperor's assassin, the Archduke Dulinor of Illeish, has fled to his home sector and is rallying fleets and militias to his support. Fully a third of the Imperial sectors now side with him.

Emperor Lucan has actually ascended the Iridium Throne, despite and over the objections of the Moot. Questions remain unanswered about the death of his elder brother, Varian, only hours after Strephon's assassination.

One faction of the Moot has proposed the Duchess Margaret as an alternative to Lucan. She is also of royal blood, although a distant relation to Strephon. She is now in hiding, fleeing an arrest order by Lucan.

Signs of weakness have emboldened the Imperium's enemies: The Corridor Fleet was transferred to the Core, and Vargr raiders moved in; the Spinward Marches territory is cut off from the Imperium. Imperial forces were withdrawn from the Trojan Reach to fight Vargr, and Aslan *Ihatei* are moving on worlds at the empire's frontier. Imperial fleets on the Solomani Rim retreated to a more defensible line: The Solomani have since gobbled up entire sectors. The Vland sector has seceded; so has Antares sector...and Daibei.



Note: Engineering skill can also be used as a DM when dealing with fusion power plants.

For flying vehicles or any vehicle with multiple power plants, the operator(s) should also run safety checks: they may do so by making a cautious attempt.

If the safety checks are not made, this task becomes uncertain. On a **Some Truth** result, implement a "warning light" event later (low fuel, one of the power plants malfunctions, or whatever). Require a fateful task roll to avoid the problem's becoming more serious.

Note that a vehicle equipped with an energy weapon may not fire it until the vehicle is powered up.

Because fusion-powered vehicles take so long to power up from a cold start, most fusion power plants have a special "low fuel consumption park" setting, allowing them to "warm start" with the second time increment shown. The fuel consumption rate when in this special park setting is only about 10 percent of the normal rate and for most game purposes can be ignored. If a fusion vehicle is being parked for less than a week, it can usually be warm started; otherwise, it must be cold started.

MOVEMENT: OUTDOOR TERRAIN EFFECTS

Terrain affects the movement ability of units depending on the terrain type and mobility of the unit, as noted below.

Ground Contour: Characters, robots, and animals may only move 50 percent of the normal rate across a sloping terrain, and they may not climb sheer slopes (cliffs) without special equipment (ropes, climbing gear, etc.)

Wheeled ground vehicles may not cross sloping terrain.

Trees: Trees may be either dense or sparse.

Characters, robots, and animals are not affected by trees. Characters with grav belts or flying robots may move through dense or sparse trees at 50 percent of the normal rate.

Ground and flying vehicles may only move at 50 percent of the normal rate through areas of sparse trees and may not move through areas of dense trees. Flying vehicles are unaffected when flying over trees.

Undergrowth: Undergrowth may be either dense or sparse.

Characters, robots, and animals are unaffected by sparse undergrowth and move through dense undergrowth at 50 percent of the normal rate.

Tracked ground vehicles are unaffected by undergrowth. Wheeled ground vehicles move through sparse undergrowth at 50 percent of the normal rate and through dense undergrowth at 25 percent of the normal rate.

Flying vehicles are unaffected by undergrowth.

Ground Characteristics: Normal movement distances assume firm, even ground. There are six other possible ground types: uneven ground (broken), soft ground (mud), boulder field, sand, and ice.

Personnel move through all special ground types except soft ground at 50 percent of the normal rate; they are unaffected by soft ground.

Wheeled ground vehicles move through sand and soft ground at 50 percent of the normal rate and move through uneven ground, mud, and ice at 25 percent of the normal rate. They may not move through boulder fields.

Tracked ground vehicles move through uneven ground, mud,

and ice at 50 percent of the normal rate and may not move through boulder fields. They are unaffected by sand and soft ground.

Flying vehicles are unaffected by special ground types except that they move through boulder fields at 50 percent of the normal rate when flying nap-of-earth. They may fly over boulder fields at normal movement rates.

Water Barriers: Streams, rivers, lakes, and pools of water constitute water barriers. Characters, robots, and most ground vehicles may cross water barriers only at bridges and fords. Ground vehicles listed as amphibious may cross at their listed amphibious movement rate (see vehicle design in the *Referee's Manual*).

Roads: Roads have no effect on characters, animals, and flying vehicles. Ground vehicles move on roads at their listed road speeds.

MOVEMENT: WEAPON SETUP AND TAKE-DOWN

Some towed or carried weapons require time to ready them for firing. No movement or fire may be conducted while setting up these weapons. If a weapon requires setup, it is given a task time increment on the weapon tables.

If the weapon is an indirect fire weapon that has been vehicle mounted, it requires only one-half the normal time increment when setting up, and no take-down task roll is required at all. Vehicle-mounted direct fire weapons never require any setup time.

To set up or take down a weapon requiring preparation:

Routine, Weapon category, Cbt Engineering, time increment.

Referee: Certain weapons have a setup time increment listed for use with this task. Taking down the weapon requires the same task roll and time increment as does setting up.

MOVEMENT: SPECIAL SITUATIONS

The task system makes it quite easy to define on-the-fly tasks for special movement situations. Certain movement activities are common enough to benefit from additional explanation.

Opening a Sliding Door, Iris Valve, or Hatch: If a character or robot begins a turn adjacent to a sliding door, iris valve, or hatch, he may open the portal. The portal is not open for passage until the beginning of the next combat round.

During a single combat round when a sliding door, iris valve, hatch, or airlock is given conflicting commands at the same time (such as one character trying to open it while another is trying to close it), all such commands are ignored for that round, and the portal remains in the position it was in at the start of that round.

Closing a Sliding Door, Iris Valve, or Hatch: Portals are closed using the same procedures as for opening them.

Climb Ladder: A character climbs (up or down) one meter per complete combat round spent climbing a ladder.

Calling a Lift (Elevator): If the character or robot begins a combat round adjacent to the door of a lift (elevator), he may call it using the following task:

To call a lift (elevator):

Routine, Dex, 2 sec.

Referee: Ordinarily, calling a lift is a Simple task, but in the

heat of battle, it tends to be more difficult. The referee should roll this task for the character, with the time duration of the task representing the combat round in which the lift arrives at that level. Once the lift arrives, the door will open, and the characters may enter the lift during the next combat round. If no character enters the lift, after two combat rounds the doors close, and the lift goes to a different level.

Cycle Airlock: If a character is adjacent to an airlock entrance, he may initiate the cycling procedure. After two combat rounds (on the third round), the airlock opens and may be entered. Once all the characters are in the airlock, the door is considered to be closed at the start of the next action phase. The airlock then cycles for two complete combat rounds, and the other door opens at the start of the third combat round. While an airlock is cycling, it ignores all other commands. If an airlock door is open but no character enters the airlock, then the door closes at the start of a combat round following the initiation of the cycling procedure by a character on the other side of the airlock.

Jumping Down: A character, animal, or robot may jump down from a higher point, if positioned in such a location.

For example, a character on a balcony 3 meters up could jump over the balcony edge to the ground level. Jumping down is a task:

To safely jump down from a higher level:

Routine, Dex, 1 combat round (absolute, fateful).

Referee: If the jumping distance is 3 meters or less, use this task as is. If the jumping distance is 3 to 6 meters, this task becomes Difficult and hazardous, fateful. If the jumping distance is 6 to 9 meters, this task becomes Formidable and hazardous, fateful. If the jumping distance is over 9 meters, the character automatically receives a **Destroyed** $\times 2$ mishap result (8 damage points); if landing in water (or the equivalent), the character automatically receives a **Destroyed** mishap result (4 damage points).

A robot can succeed at this task only if it has legs. Any jumping task involving a robot is always hazardous, fateful.

To convert these jump distances to the appropriate value for a gravity other than 1G, divide the distance by the square root of the local gravity in Gs. (Or see the World Gravity table in the *Referee's Manual*.)

When the character lands, he is stationary and is not evading in the square where he lands for the rest of his turn.

Swing Down: A character who begins adjacent to a change in levels may lower himself over the edge, swing down, and jump to the ground. Lowering over the edge reduces the jumping down distance by 2 meters; otherwise, treat swinging down the same as jumping down.

Jumping Up: A character can jump straight up a distance equal to the average (drop fractions) of his basic Strength and Dexterity $\times 0.1$ meters. To convert to a gravity other than 1G, divide the distance by the square root of the local gravity in Gs.

Example: A character with a UPP of 846985 can jump straight up 1.9 meters on a 1G world (square root of 0.1 = 0.32; $0.8 \sqrt{0.32} = 1.9$).

Jumping Across: A character can perform a running jump

CORRIDOR

Corridor is the vital sector linking the Spinward Marches with the Imperial capital. The only viable trade and communications routes between the two regions must pass through a relatively narrow channel of star systems wedged between two great starless rifts.

Unfortunately for the Imperium, the territory is shared with several small belligerent territories; the Imperial Corridor Fleet has a full-time job patrolling the sector star lanes, maintaining a semblance of peace, and protecting Imperial worlds and borders.

In 1117, Emperor Varian was forced to divert the Corridor Fleet to the interior of the empire; its squadrons were needed in the continuing fight to suppress Archduke Dulinor and his rebellion. When the fleet left Corridor unprotected, its worlds were invaded by outsiders and its trade connections cut by raiders. Like dominos, the adjacent subsectors of Vland sector seceded from the Imperium to create the reformed Vilani Imperium. The loyal Spinward Marches found itself cut adrift in a sea of spacial troubles, unable to depend on Imperial reinforcements, but still bound by ties of fealty and honor to the crumbling Imperium.

Corridor itself is now a lawless province of many independent worlds; each must fend for itself against the invading outsiders, hoping that the next raid hits another system instead.



across a distance equal to the average (drop fractions) of his basic Strength and Dexterity $\times 0.5$ meters. To convert to a gravity other than 1G, divide the distance by the square root of the local gravity in Gs.

Example: A character with a UPP of 846985 can jump across a distance of 3.0 meters on a 1G world. On a 0.1G world, he can jump across a distance of 9.4 meters (square root of $0.1 = 0.32$; $3.0 \div 0.32 = 9.4$).

Throwing Objects For Height: When throwing objects up into the air in an attempt to get height, use the character's basic Strength value as the maximum distance in meters he can throw the object if it weighs 1 kg or less. Use a distance of Strength $\times 0.5$ meters for objects weighing up to the character's Strength $\times 1$ in kg. Use a distance of Strength $\times 0.1$ meters for objects weighing up to the character's Strength $\times 2$ (or Strength $\times 3$ if in the military).

To convert to the appropriate value for a gravity other than 1G, divide the distance by the square root of the local gravity in Gs.

Example: A character with a UPP of 846985 can throw an object weighing 1 kg or less 8 meters straight up on a 1G world. On a 0.1G world, he throws the object up a distance of 25 meters (square root of $0.1 = 0.32$; $8 \div 0.32 = 25$). He can throw objects weighing between 1 kg and 8 kg a distance of 4 meters (12.5 meters on a 0.1G world); he can throw objects weighing between 8 kg and 16 kg a distance of 0.8 meters (2.5 meters on a 0.1G world).

Throwing Objects For Distance: When throwing objects in an attempt to get distance rather than height, use the character's Strength value $\times 5$ as the maximum distance in meters he can throw the object if it weighs 1 kg or less. Use a distance of Strength $\times 2$ meters for objects weighing up to the character's Strength $\times 1$ in kg. Use a distance of Strength $\times 1$ meters for objects weighing up to the character's Strength $\times 2$ (or Strength $\times 3$ if in the military).

Example: A character with a UPP of 846985 can throw an object weighing 1 kg or less a distance of 40 meters on a 1G world. On a 0.1G world, he throws the object a distance of 125 meters (square root of $0.1 = 0.32$; $40 \div 0.32 = 125$). He can throw objects weighing between 1 kg and 8 kg a distance of 16 meters (50 meters on a 0.1G world); he can throw objects weighing between 8 kg and 16 kg a distance of 8 meters (25 meters on a 0.1G world).

Traverse Close Machinery or Dense Underbrush: The referee may specify certain squares on the playing surface as containing close machinery (a concentration of circuitry, small machinery, pipes, and so on) or dense underbrush. A character must pay double the normal number of movement points to move through such squares.

Starship Fuel Tanks: No character may enter a full starship fuel tank containing liquid hydrogen. Immersion of a character in liquid hydrogen, even a character wearing a protective vacc suit or battle dress, results in the death of that character in the first turn of immersion. Of course, should the liquid hydrogen tank be empty, then characters may traverse it as normal.

Breaking Down Doors: A closed, locked, or inoperative sliding door may be broken down by either a character or a robot.

To break down a closed sliding door:

Routine, Strength, 6 sec.

Referee: Two characters may attempt to break down the door; if so, they can both apply their Strength as a DM to this task. Remember to roll 3D for the time duration of this task; it's going to take many combat rounds.

Mounting and Dismounting: When mounting or dismounting a vehicle, a unit must spend one entire combat round, and they begin adjacent to the vehicle the next combat round. While mounting or dismounting, the unit may not fire.

Dragging or Carrying: A character may drag or carry heavy objects (including other characters). To do so is a task:

To drag or carry a heavy object during combat:

Simple, Dex, 1 combat round (absolute).

Referee: A heavy object is any object whose mass exceeds the character's Strength $\times 2$ (Strength $\times 3$ if in the military). If the object's mass is less than the character's Strength $\times 5$, then it is being carried; otherwise, it must be dragged. In all cases, a character cannot drag anything with a mass greater than his Strength $\times 15$.

While carrying a heavy object, a character cannot move any faster than walking speed, and he must pay double the normal number of movement points per square.

While dragging a heavy object, a character cannot move any faster than walking speed, and he must pay four times (doubled twice) the normal number of movement points per square.

LINE OF SIGHT: INDOOR COVER

Indoors, three main types of cover are available: corners, consoles (or furniture), and machinery.

Corners: Doorways and bends in corridors constitute corners for the purpose of determining cover. It is, of course, possible to use such obstructions to interrupt the line of sight completely and thus be considered hidden.

A character behind such a corner may, however, lean out from behind it and fire. For targeting purposes the character is considered to be under cover, but visible, in the square into which he is leaning.

Consoles (or Furniture): Units may crouch behind consoles and thus be counted as hidden (unable to fire or be fired upon).

Alternatively, they may partially expose themselves and fire (and be fired at), in which case they are considered to be under cover, but visible, for any fire directed at them.

Machinery: A unit adjacent to machinery may fire through it and be fired upon through it.

The unit adjacent to the machinery square is considered to be under cover, but visible, unless the firing unit is also adjacent to the same machinery square in which case neither is considered to be under cover.

If neither the firing unit nor the target unit are adjacent to the machinery square through which a line of sight would pass, the machinery square becomes an obstruction, and the line of sight may not pass through it.

LINE OF SIGHT: ILLUMINATION AND DARKNESS

Combat generally takes place in an indoor or outdoor location

that is well lit. When combat takes place in darkness, vision is impaired.

Characters or robots may turn off inside lights using switches placed on walls or bulkheads near portals. The referee may specify that certain areas are in darkness due to power or system failure.

Combat outdoors at night also takes place in darkness.

Depending on the amount of background light available, the referee must decide whether the darkness is partial or total. Partial darkness is more common than total darkness. When an area is in darkness, use the visibility and spotting rules.

When in darkness, increase the difficulty of all "to hit" and spotting tasks by one level.

Darkness does not apply when the weapon, character, robot, or vehicle is equipped with vision enhancement devices.

LINE OF SIGHT: VISIBILITY AND SPOTTING

Basic combat provides some simple visibility and spotting rules in the form of the cover status: under cover, but visible, and hidden. These rules introduce a new type of cover status: under cover, not visible. This cover status means you can see the enemy, but he can't see you.

At the ground scale covered in most outdoor combat sessions, few playing areas cover an area more than several hundred meters, which is well within normal visibility ranges. As a result, the primary limitation on line of sight which provides for an under cover, not visible status is target concealment.

The indoor visibility is generally a problem only when darkness (either partial or total) exists.

The following discussion further defines how line of sight works.

Units: Characters, animals, robots, and ground vehicles do not block line of sight.

Hills: Hills block the line of sight.

Vegetation: Trees block the line of sight, with certain modifications. Units on the ground (or flying nap-of-earth) cannot see through dense trees, but can see through up to 50 meters of sparse trees (to medium range).

Observation from above is also affected by tree-covered areas.

In dense trees, the sky is considered entirely blocked by branches, leaves, or the equivalent; thus, units in dense trees may not see or be seen if the line of sight passes through this canopy.

In sparse tree areas this canopy is broken; a vehicle in the air may see through the canopy (and be seen) for a radius on the ground equal to 20 percent of the vehicle's altitude above the ground; for example, a vehicle at 250 meters altitude can see (and be seen by) a unit on the ground up to 50 meters away from the point directly below the vehicle.

Trees vary in height but average about 10 to 30 meters; the leaf canopy may begin at varying heights but should average half the height of the trees.

Undergrowth has no effect on the line of sight.

Buildings: Buildings block the line of sight. Units in buildings and who are not on the ground floor can see units not adjacent to lower obstacles. Buildings are four meters tall per story.

Smoke Screens: The line of sight terminates upon encountering a smoke screen. Smoke screens are 15 meters

high.

Under Cover, Not Visible (Concealed): Terrain features which do not block the line of sight, however, may make a unit harder to see.

Characters, animals, or robots are concealed if they are in an area of trees or undergrowth. Vehicles are concealed in areas which contain both sparse trees and any kind of undergrowth (dense or sparse).

Units may also be deliberately camouflaged. If a unit is concealed at the beginning of the combat session, the referee may allow it to be counted as camouflaged. If so, it remains camouflaged until it moves for the first time.

In partial darkness, all units beyond medium range are considered concealed.

In total darkness, all units beyond short range are considered concealed.

Hidden Units: In some terrain, units may choose to be hidden. This choice is possible for characters, animals, or robots in buildings, gullies, field fortifications, directly behind walls, or just over the crest of a hill. Vehicles can choose to be hidden if directly behind hillcrests or stationary in buildings.

The decision to be hidden is made at the beginning of a unit's turn and applies until the next combat round. Units which are hiding may not be spotted; if already spotted, they remain spotted as long as they do not move. Hiding units may not spot, fire, or perform any other activities requiring observation of the area; they are "keeping their heads down."

Spotting Concealed Units: Units which have not been spotted by the enemy may be kept off the playing surface; their positions (and movements) should be recorded for later

THE SHADOW EMPERORS

When the Corridor Fleet was recalled to the Imperial capital to fight against Dulinor in the rebellion, the entire coreward flank of the Imperium was exposed to invasion and predation. Soon thereafter, the Imperial Lishun Fleet was also withdrawn. Vland sector, site of the ancient First Imperial capital, became a promontory into a sea of chaos, abandoned by an Emperor with greater troubles to deal with.

Vland declared its independence and established (reestablished) itself as an empire along the lines of its predecessor of 4,000 years ago: the new Ziru Sirka—the Grand Empire of Stars.

As with its predecessor, the government was dominated by three bureaus, virtually identical government departments, each charged with ruling a portion of the empire's territory. Each bureau was given to a Vilani megacorporation: Naasirka, Makhidkarun, and Sharurshid. Each megacorporation used its own assets to create a government for the newly granted territory.

Together, the three bureaus established a coordinating council, the laigsiirdi, to handle problems between the territories and bureaus. The laigsiirdi, meeting by computer link using veiled identifications, in turn elects its own leader, the Shadow Emperor who rules only by computer directive and answers only to the council.

verification if a dispute arises. This may be done on a small map of the area, with written descriptions, or by using small cards or markers on the playing surface in place of the unit. In the last case, also use several dummy markers to confuse the enemy.

LINE OF SIGHT: SMOKE

Line of sight terminates upon encountering a smoke screen.

Weapon Smoke Screens: Some weapons are listed as having a smoke round available. All such rounds have a specific screen length given in the Weapons table.

On the combat round of impact, one marker is placed on the playing surface in the square of impact. On the next combat round, a second marker is placed in a square adjacent to and downwind of the first marker (use the scatter procedure if the wind direction is unknown).

Once the screen has reached its screen length, the round ceases to generate smoke, and the screen begins to dissipate. On the next combat round, remove one marker from the upwind end of the screen. On the next combat round remove another marker, and so on. Continue this procedure until the smoke screen is gone.

Fire: Brush fires and structural fires both produce smoke. In both cases the length of the smoke screen is 50 meters.

As with a smoke round, one smoke marker is added to the screen downwind of the fire each turn until the maximum length is reached. Unlike a smoke round, the screen is not removed after it reaches its maximum length but, rather, remains in place until the fire stops burning.

EXPLOSIVE DECOMPRESSION AND VACC SUITS

Interior areas of a starship and structures on vacuum or exotic atmosphere worlds are normally pressurized, and protective suits are not required.

In any situation where internal pressure is lost to a vacuum (excluding the normal use of airlocks), explosive decompression occurs. A character or animal exposed to a vacuum suffers one damage point per combat round until death occurs or the opening to vacuum is sealed to prevent further loss of pressure.

If a path of open hatches, iris valves, doors (open or closed), walls (doors and walls are not airtight), and/or breached bulkheads can be traced from a location in the ship to vacuum, then all locations along that path become vacuum, resulting in explosive decompression.

Iris valves and hatches may not be opened if there is a pressure differential (i.e., if there is pressure on one side of the portal and vacuum on the other side).

Robots and sealed vehicles are unaffected by explosive decompression.

Characters in vacc suits, battle dress, or combat armor are immune to explosive decompression. Putting on or taking off vacc suits, battle dress, or combat armor are tasks, as follows:

To put on or take off a vacc suit:
Simple, Vacc Suit, Dex, 12 sec.

To put on or take off battle dress or combat armor:
Simple, Vacc Suit or Battle Dress, Dex, 18 sec.

Any hits which penetrate the suit subject the character to the effects of explosive decompression, in addition to the damage from the hit itself.

Suit patches are available to seal holes in a suit from such a hit. Applying a patch is a task:

To apply a patch to breached vacc suits, battle dress, or combat armor:

Routine, Dex, 2 sec.

Referee: Since a combat round is 6 seconds, this task may take several rounds while a character locates a patch, prepares it, and applies it to the breach.

High Stellar vacc suits, battle dress, and combat armor are self-sealing if the penetration is low.

COMBAT IN A ZERO-G ENVIRONMENT

A starship is normally maintained at 1 G by the environmental artificial gravity system, but this system may fail under certain circumstances. When this situation arises, or when, for whatever reason, combat is conducted in open space, the following rules are used.

Handholds: Any square with an adjacent hull or wall has handholds for use in zero-G. Squares with no wall or hull surface adjacent do not. Machinery surfaces (or certain terrain types, as specified by the referee) may also be used as handholds.

Combat: When fighting in zero-G, a character has a chance of becoming disoriented. At the end of each combat round in which a (nonvehicle) unit fired a weapon or engaged in hand-to-hand combat (attacked or was attacked), the unit must also succeed at the following task:

To avoid becoming disoriented in zero-G during a combat attack:

Difficult, Zero-G Environ, Dex (fateful).

Referee: When firing a low-recoil weapon, reduce the difficulty of this task one level. If using a handhold (not possible when using a high-recoil weapon), decrease the difficulty one level. If using a handhold, the unit automatically forfeits his right to interrupt for the combat round. Units who become disoriented may not fire, make a hand-to-hand attack, or change their movement (if drifting, they continue drifting; if not drifting, they remain stationary) until they have reoriented themselves. To reorient, a unit must succeed at the same task as above, with the difficulty level set according to the level of mishap received, as follows: **Superficial Mishap:** Simple task; **Minor Mishap:** Routine task; **Major Mishap:** Difficult task.

Movement: In zero-G, a unit may propel himself along a wall using handholds at the same rate as walking. He may also propel himself across open areas by indicating a direction and launching himself in that direction.

The unit moves at either the walking or running rate (player's choice) but cannot stop, change movement speed, or change movement direction until encountering a wall or other obstruction. The unit then stops and must succeed at an avoid disorientation task before proceeding.

If a unit drifts into an obstruction at running speed and fails

the reorientation task, it receives one combat hit.

Firing and hand-to-hand combat are possible while a character is drifting.

COMBAT IN A HIGH-G ENVIRONMENT

A high-G environment is any environment in which the gravity equals or exceeds 2Gs. Combat in such a high gravity situation involves certain special considerations.

Movement: The number of movement points available to a unit for any given movement speed is divided by two. Walking is not permitted by animals or characters. Their minimum movement speed is 2; they must expend energy as if running (speed 2) in order to move.

Effects on Recoil: In a high-G environment, only low-recoil weapons may be fired while moving. A character must not move during his turn if he wants to fire medium- or high-recoil weapons. Firing a high-recoil weapon becomes hazardous; the character or robot uses High-G Environ skill as a special minus DM on the Mishap Table to help lessen a mishap in such cases.

Projectile Range and Penetration: All projectile (nonenergy) weapons have their maximum range reduced by two range bands (to a minimum of close range). All penetration range band factors are reduced by two. Thus if a projectile weapon ordinarily has a maximum range of very long and penetration of 3/3 in a high-G environment, its new maximum range is medium, and its new penetration rating is 3/1.

Hand-to-Hand Combat: For characters or robots conducting hand-to-hand combat in a high-G environment, all hand-to-hand combat tasks become hazardous (high risk of bodily injury from overexertion). High-G environ skill may be used as a special minus DM on the Mishap table to help lessen such a mishap.

THROWING BLADES AND POLEARMS

Blades and polearms may be thrown at a target using the following task:

To hit a target with a hand-thrown blade or polearm:

Difficulty, Avg of Str and Dex, Movement DM, 1 combat round (absolute, fateful).

Referee: Use the direct fire thrown difficulty profile when hand-throwing a blade or polearm at a target. The maximum range of a thrown blade is short, and the maximum range of a thrown polearm is medium. A thrown polearm has a penetration rating over its thrown range of normal pen/1 (divide pen by half at medium range).

If the weapon fails to hit the target, it scatters. Use the indirect fire scatter rules to determine scatter.

If the weapon hits an obstruction (such as a wall, closed portal, or a fence), it stops and scatters no further.

LONG-RANGE INDIRECT FIRE ATTACK

Much of the time, because of its great range, indirect fire does not have to be present on the playing surface to be able to perform its mission from several kilometers away (either in the rear of the combat location or from orbit). This section presents additional rules for handling such long-range indirect fire attacks.

Surface Placement: Before the session, the referee should draw small maps of the terrain beyond each end of the playing surface, showing roads and major obstacles. A convenient method is to draw the map on graph paper at a greatly expanded scale (depending on the distance accommodated).

The referee then informs each player how many, if any, indirect fire weapons he has and where they are located (or players may be allowed to determine some of this themselves). The weapon's position on the map will determine its range to targets on the field of battle. Weapons must be located in positions close enough for reasonable accuracy but far enough away to be safe from the enemy's shorter-ranged weapons.

Changing Location: A player may find it desirable to move his surface indirect fire weapons to a different location. Reasons for this include putting them in range of some newly located target or to move them out of a position already located by the enemy. The player may move a weapon to another location off the playing surface, or he may move it onto the field of battle. Moving units pay the same movement costs as they would moving on the battlefield; distance moved on the map depends on its scale. Units which setup or leave firing positions must roll a regular setup task.

Spotting: Units which are off the field of battle may not be spotted and may not be fired at by direct fire. They may be spotted only by counterbattery sensors and may only be fired at by indirect fire. See below.

Long-Range Fire: Once a long-range indirect fire weapon

THE SPINWARD MARCHES

The Spinward Marches are the Imperium's farthest frontier. When the Third Imperium first began its reconquest of space, much effort was spent in recontacting worlds originally part of the First Imperium or its successor, the Rule of Man. Imperial Scouts ranged outward, and in all directions they found settled worlds or established interstellar communities, except far to spinward. There, between 60 and 160, they explored Deneb and Spinward Marches sectors, finding rich empty worlds waiting to be colonized. The major colonization efforts of the Imperium (between 75 and 400) were concentrated in the only true frontier they could find: the Spinward Marches.

The Spinward Marches is a sector of 437 star systems divided along a coreward/rimward line by the Imperial border. The region is dominated by two major powers: the Imperial Spinward Marches sector and the frontier provinces of the Zhodani Consulate. In the independent territory between the two powers lie four small territories: the Federation of Arden, the Sword Worlds Confederation, the Border Worlds (a splinter state cut from the Sword Worlds during the Fifth Frontier War), and the Darrian Confederation. Each follows its own diplomatic line designed to maintain independence from both the Zhodani and the Imperium.

The Spinward Marches has been settled since the 400s and is still a frontier sector. High-tech worlds are scattered among empty, fallow worlds; there is potential for exploration, exploitation, and development for centuries to come.

(either on the surface or from an orbiting starship) receives a fire order, the weapon crew begins to carry it out; actual arrival of the fire on the field of battle is always delayed by at least one turn.

Requirements: To order indirect fire, the unit must be in communication with the firing unit and some unit (also in communication) must be able to see the intended target point. The individual who can see the target (whether or not he orders the fire) is called the observer.

Delay: During the turn the fire order is given, the indirect fire weapon does not fire, since it is receiving orders. If the range is long or less there is no delay; if the range is beyond long, there is one turn of delay for each range band beyond long. Thus, if a starship crew is ordered to fire from an orbital range of regional, the fire will begin arriving on the fifth turn following the turn of the order. The current turn is spent receiving the order, and four rounds are spent setting up the fire and giving it time to travel from the weapon to the target.

The Fire Order: The order calling for indirect fire must contain several components:

The unit firing. This may be one or more units. The various weapons of a unit may be ordered (in separate orders) to conduct different indirect fire attacks (as many as one per weapon). This capability is limited by the capacity of its fire control system. See *Vehicle Design* in the *Referee's Manual*.

Intended target point. This point may be marked on a map of the playing area or may be described with reference to an easily identified terrain feature.

Ammunition type. A single type of ammunition must be selected from among those the weapon is capable of firing. HE fire must also be declared as air burst or ground burst.

Duration. The order must list the number of turns the fire will last. Of course, fire may be canceled by an order before this time.

Turn of impact. The order must state the first turn in which the fire will arrive. This is an aid to the referee.

Conducting Fire: Resolve firing, scatter, and correcting onto the target as normal for indirect fire. Note that since scatter is a function of the distance from the firing weapon to the target location, long-range indirect fire will tend to scatter farther.

Orbiting Spaceships: Orbiting spaceships may be ordered to conduct indirect fire if they are overhead. A space vessel in a typical planetary range orbit completes one orbit once each planet UPP-size hour (for example, a space vessel orbiting a Large (size 8) world at planetary range takes 8 hours to make one complete orbit).

Two-thirds of the time, the orbiting vessel is not overhead, cannot be contacted by anything except a meson communicator, and cannot fire any indirect fire weapons except meson guns. To randomly determine if any given orbiting ship is overhead and can provide indirect fire, roll 1D for 5+.

Obviously, if indirect fire support from an orbiting vessel is considered essential to the attack, the timing of the attack is crucial.

TRACKING AMMUNITION USE

Ammunition can be largely ignored if desired, with units never needing to reload. Optionally, detailed ammunition usage can be tracked for each unit, with periodic reloading required.

Clips: The ammunition column of the weapons chart gives the number of rounds carried in a clip/belt/hopper, or whatever (hereafter referred to as simply a "clip").

The number of rounds a weapon uses when fired on full automatic can be estimated from the autofire targets the weapon may hit. If the weapon may hit 2 additional autofire targets, assume the weapon fires four rounds per autofire burst; if 3 additional targets, assume 10 rounds per autofire burst; if 4 additional targets, assume 20 rounds per burst. A weapon may always be fired on a semiautomatic setting, with only one round fired at a time.

For example, an SMG has a 30-round clip which enables it to fire 30 individual shots, 3 bursts of automatic fire (at 10 rounds per burst), or some combination thereof. A burst must contain assumed number of autofire rounds unless there are not enough rounds remaining in the clip. As long as more than one round is fired in this "final burst," the weapon qualifies for full automatic fire.

Keep an individual ammunition record for each unit. This record should include how many clips the unit is carrying, what type of ammunition is in each clip, and what type of clip is currently in the weapon. For each round fired, make a small mark by the unit's record, and when the total rounds fired equals the number of rounds in the clip, the weapon is empty and must be reloaded.

Characters and robots must observe weight restrictions and encumbrance when carrying extra ammunition.

Reloading: Most weapons take one complete combat round to reload.

The plasma gun PGMP-12 may not be reloaded in the context of a combat session. Its power pack has sufficient energy for 40 shots, after which it is exhausted. Very heavy weapons (the autocannon and VRF gauss gun) and empty clips may not be reloaded in the context of a combat session.

Ready Supply: The ammunition a weapon has immediately available to fire is termed its ready supply.

The ready supply of a character's personal weapon is whatever he is carrying. The ready supply of a crew-served weapon is whatever is carried by the crew. The ready supply of a towed crew-served weapon is whatever is carried in the towing vehicle. The ready supply of a vehicle-mounted weapon is whatever is carried on the vehicle. In addition, vehicle-mounted indirect fire weapons may have an ammunition carrier each. Finally, any rounds which have been unloaded onto the ground at a towed or carried weapon's position are part of its ready supply.

SPECIAL DAMAGE: COMBUSTION

Flammable buildings and vegetation may be set on fire by incendiary rounds, energy weapon or laser hits, or deliberate arson.

Buildings: Any building may be set on fire. Wood frame buildings are easiest to burn completely; only the interiors of other type of buildings will burn. Incendiary rounds which hit wood frame buildings ignite them automatically; other types of buildings are unaffected.

An energy weapon or laser will ignite a building if its penetration is at least 16 greater than the building's armor value.

Deliberate arson may be accomplished by characters

adjacent to a wooden building or inside any other building on the following task:

To ignite a wood frame building or the interior of any structure:

Routine, Edu, Dex, 6 sec.

Vegetation: The above task may also be used to ignite vegetation, but the referee must set the specific task difficulty for the vegetation to be set on fire; the difficulty depends on how dry the material is, its thickness, and so on.

Generally, undergrowth is easier to ignite than trees. In many cases vegetation will not ignite sufficiently to influence the combat session.

Spreading: A fire in a wood frame building initially occupies one square centered on the point of ignition (of course, there may be several such points); every combat round, one square adjacent to each square already on fire will ignite; if all adjacent squares on the same floor are already on fire, the fire spreads to a square one story up or down; if both these squares are already on fire, nothing further happens. Any other building which catches fire follows the same course. Fires in vegetation spread in a similar manner; the resulting duration of the "to ignite" task determines the number of combat rounds between turns of spreading.

Effects of Fire: Only units totally enclosed in armor with a value of 14 or more may enter or remain in an area which is on fire; others must leave in their next turn or be subject to one hit the first combat round, two hits the second combat round, and so on. Each square of fire does 10 points of damage to a wood frame building every combat round and 5 points to other types of buildings every combat round.

When the damage equals the "inoperative" level for the structure square, it collapses (see damage to buildings for how to handle a collapse); further fire damage has no effect on a nonwood frame building square. When the damage equals the destroyed level for a wood frame building square, it is reduced to nothing but smoldering ashes.

Fires also create a smoke screen. See the rules for smoke.

SPECIAL DAMAGE: DAMAGE TO STRUCTURES

Each square meter of a building has structural damage point value of 500/1000. Weapons that hit cause damage, depending on their type and penetration. If the building square reaches the inoperative damage level (the first number), the building square collapses and automatically causes 250 damage points to all adjacent building squares. The destroyed damage point value for a square indicates what it takes to totally pulverize and level the square.

All direct fire aimed at a building, or at a target inside the building, hits the building. If a building is in the danger space of indirect fire, each square in the danger space automatically suffers a hit. Units inside the building roll for hits separately.

When a square collapses, each unit inside is attacked (and automatically hit) with a penetration equal to half the building's armor value (drop fractions). Units which survive are buried.

To extricate a unit from a collapsed building square:
Difficult, Str, 6 sec.

Referee: Individuals (including the buried individual) may combine their strength DMs on this task, to a limit of plus or minus 8. For vehicles, this task is Routine.

Usually, buried units may not help each other.

After a building square has collapsed, some of the exterior wall is still standing, and the area is otherwise filled with rubble. The walls may provide concealment and cover, but there is no cover or concealment from overhead. Terrain effects are the same as for uneven ground.

Armor Values

Most structures have the following armor values when computing penetration:

Wooden Wall	4
Sandbag Wall	6
Brick or Stone Wall	8
Starship Interior Wall	8
Concrete Wall	10
Reinforced Concrete Wall	15
Heavy Steel Frame Wall	20
Log and Earthen Wall	24
Bunker Concrete Wall	28
Starship Interior Bulkhead	40
Starship Exterior Hull	60

SPECIAL DAMAGE: PENETRATION AND BREACHES

Any wall or bulkhead that is penetrated has its sealed environment integrity destroyed.

Any wall or bulkhead that is penetrated and receives 250 or more points of damage has been breached. A breach is a hole one meter in diameter and is treated as a normal portal for purposes of movement.

SPECIAL DAMAGE: USING EXPLOSIVES

Types of explosive charges are: conventional, shaped, and TDX. The Demolition Tables (in the *Referee's Manual*) lists kilograms of explosive required to penetrate any armor value.

A penetration charge is enough to penetrate the indicated armor value and break its sealed environment integrity. A breach penetrates the indicated armor value and leaves a hole one meter in diameter in the armor.

Units may move, see, and fire through a wall that has been breached. Moving through a breach is treated the same as moving through an open hatch. Of course, a breach also breaks the sealed environment integrity.

Placing A Charge: When placing explosive charges, the various types of explosives may be placed separately, each with its own fuse, or they may be joined as a single macro charge to be detonated by one fuse. However, each unique charge should be placed with a separate task, as follows:

To place a single charge:

Routine, Demolitions, Dex, 3 min.

Referee: A conventional charge may be tamped, doubling the time to 6 min. If a conventional charge is tamped, it explodes with twice the normal damage points. Thus, a tamped "penetration charge" explodes with 30 damage points, and a tamped "breach charge" explodes with 500 damage points.

As an exception, a single nontamped charge of 10 kg or less (consisting of all one explosive type, either conventional, shaped, or TDX) may be placed using a time increment of 15 sec; this represents a prepared satchel charge.

If the charge is to be detonated by remote control (as opposed to a time-delay fuse), a specific unit, who will be able to see the charge location and is in communication with it, must be selected during the charge emplacement. The type of communication link to be used must also be specified when the charge is placed.

Any unit may defuse a charge once it is placed by rolling a successful detonation task (see below) not to detonate the charge, but to defuse it.

A charge may detonate prematurely if, after it has been placed, it receives 2 damage points of penetration 2 or greater.

To successfully detonate an emplaced charge:

Routine, demolitions, int (fateful, hazardous)

Referee: Charges may either be detonated by a time-delay fuse or by remote control.

If time-delay, the charge explodes after a set number of combat rounds at the beginning of the round.

If remote control, the charge is activated when desired during a combat round (by the unit which was preselected when the charge was placed). Interrupts of a detonation task are not allowed.

Marginal and exceptional success apply to this task. If a marginal success occurs on a breaching charge, and it fails to inflict 250 points of damage, then the breach hole is smaller than normal. It takes an entire combat round just to move one square through the abnormal breach. If a mishap occurs, the following describes what happens on each type of mishap:

Superficial: No explosion: fuse fails to detonate the charge.

Minor: No explosion. On a subsequent retry, any mishap becomes an early explosion (that is a **Destroyed** mishap).

Major: Bad charge. The effect of the explosion is far weaker than it should be: it makes lots of noise, but only causes 1D damage points.

Destroyed: Early explosion. The referee must determine the ramifications.

Effects: Demolition charges may be used to demolish structures, create breaches in walls or bulkheads, and attack units.

Demolishing Structures: The demolition tables list the penetration and damage point value of a demolition charge for each type of explosive. Demolition charges demolish buildings as explained in structure damage.

As a quick rule-of-thumb, an explosive charge with a penetration 40 is required to "bring down" a bridge. Every 15 points of damage will destroy 100 meters of a wood bridge, 30 points of damage will destroy 100 meters of a stone bridge, and 45 points of damage will destroy 100 meters of a steel girder or suspension bridge.

Breaches: The demolition tables list the number of kilograms of explosive required to breach any given armor value. A breach charge creates a hole in a wall or bulkhead one meter in diameter and is in communication with in diameter and does 250 points of damage. Marginal or exceptional success on the detonation task may cause the breaching charge to do less

than or more than the basic 250 points of damage.

Units: Demolition charges may be used as mines, detonated either by time delay or by remote detonation. TDX charges are a special case and are explained below. A charge has a danger space equal to its armor penetration value in meters. Thus a charge with a penetration value of 10 has a danger space of 10 meters.

All units within the danger space use the explosive detonation "to hit" task covered under indirect fire.

Nuclear Charges: Most demolition work can be carried out quickly and effectively with tactical nuclear devices. Nuclear devices are available in the same sizes as tactical nuclear warheads and at the same costs. Each nuclear device is equivalent to its kiloton rating to the equivalent weight of conventional explosive. However, radiation effects exist; see nuclear rounds (in the *Referee's Manual*) for details.

TDX: TDX is a gravitationally polarized explosive. The explosive energy of the charge is not directed in all directions, as with a conventional explosive charge, but rather on a plane perpendicular to the direction of the local gravitational field. As such, TDX is particularly useful in creating and clearing abatis, demolishing structures, and creating breaches in normal structures.

TDX may not be used to crater roads, create ditches, or breach a horizontal surface. If used as a mine, TDX has no effect on flying vehicles (no matter how low their altitude), but is otherwise treated as the other explosive types.

SPECIAL DAMAGE: CHEMICAL ROUNDS

Some weapons can take various chemical rounds: tranq rounds or gas rounds. Robots are unaffected by chemical rounds.

Weapons which specifically list tranq or gas rounds use the characteristics as listed. Any weapon that lists a flechette round may optionally choose to fire an exploding tranq round with identical penetration and danger space characteristics. Weapons not listing flechette rounds but listing HE rounds may fire tranq rounds with a penetration of 2 and a danger space equal to that of the HE round. Also, all weapons which list HE rounds may fire gas rounds with the identical danger space size.

Tranq Rounds: These rounds place the chemical into the character or animal's bloodstream by direct contact. When tranq rounds with a danger space hit, they "burst" and spray a multitude of tranq pellets in all directions; if they penetrate, they imbed in the skin of the target character or animal. Such bursting tranq rounds are less precise than individual tranq rounds.

There are two types of tranq agents: *lethal* and *nonlethal*.

Lethal agents cause permanent damage, typically at a rate of 1 damage point per round until the character or animal is dead.

Nonlethal agents consist of two types: dose-controlled (available at tech code Avg Stellar +) and standard. With dose-controlled agents, the damage points are temporary and no longer accumulate once the unconsciousness level is reached; any further tranq damage beyond the unconscious level is ignored. With standard agents, the tranq damage is temporary, but it can go beyond the unconscious level. If the death level is



reached, the character or animal dies from an overdose of tranq.

Gas Rounds: Gas rounds create a danger space (with a diameter in meters stated on the Weapons table). Any person within the danger space is affected by the gas for as long as it remains. Gas rounds may consist of nonpersistent or persistent agents.

Nonpersistent Agents: Nonpersistent agents are effective only as long as the gas cloud itself is physically present. On the turn the gas rounds hit, the initial gas cloud appears. Outdoors, the cloud remains its original burst size and drifts downwind 100 meters per turn and each turn thereafter until it leaves the playing area; indoors, the drift is 1 square. Use the indirect fire scatter procedure to determine the direction of drift. Drift takes place at the beginning of each new combat round.

Persistent Agents: Persistent agents contaminate every area they come in contact with. Their effectiveness lasts for one day or until decontaminated. On the turn the gas rounds hit, the initial gas cloud appears. On the next turn, an additional gas cloud of the same size is placed immediately downwind of the initial gas cloud. That area is contaminated for the remainder of the combat session.

Gas Round Effects: Vehicles which have either a sealed environment or an overpressure system are immune to the effects of a gas round attack. Characters who are protected by combat environment suits, vacc suits, combat armor, or battle dress are immune to the negative effects of a gas round attack.

All other characters can utilize protective masks (if they have access to the masks) to protect themselves from exposure to the gas from a gas round attack. Each individual who puts on its mask is protected from the gas and immune to chemical attack.

The specific types of damage which are caused by gas rounds are identical to the types of damage which result from tranq rounds (they are lethal and nonlethal; dose-controlled and standard).

COMBAT TOPICS COVERED IN THE REFEREE'S GUIDE

Vehicle design provides for the detailed design of certain weapons and combat-related devices; so by necessity, their design and use in combat are more effectively covered in the vehicle design section of the *Referee's Manual*. These combat-related topics include:

- Missiles
- Mass Driver (MD) Guns
- Chemical Propelled Round (CPR) Guns and Autocannons
- Sensor Detection and Jamming
- Vehicle Maneuvering
- Vehicle Obscuration Devices
- Starships
- Effects of Damage on Designed Weapons
- Effects of Damage on Vehicles and Starships

Certain combat related topics are also covered by the *Referee's Manual* in the world design section:

- Effects of Planetary Environment on Combat
- Effects of Weather on Combat
- Designing Planetary Defenses

THE SEEDS OF INDECISION

The Imperium was held together, before the Emperor's death, by a web of personal oaths and loyalties. Hereditary nobles held their offices at the pleasure of the Emperor; new appointees received their offices as rewards for support or good work. Potentially disloyal leaders were often granted nobility and co-opted into supporting the Imperium—into working within the system rather than rebelling. All nobles had a vested interest in supporting the Imperium. But which side do they choose when no faction is clearly right, or clearly winning? When primary loyalty cannot help, secondary loyalties must be followed, and the nobles of the Imperium have many, many secondary loyalties. As each follows his conscience, the Imperium is disintegrating.

Within the Imperium, the population also lacks clear choices. Do citizens follow their own loyalties or those of their world leaders? When interstellar stability is at stake, citizens must decide how important world peace is.





Psionics

The powers of the mind are incredible, and someday the study of these powers will enable every individual to use them as an active part of his life. Psionics, however, can be frightening to those who do not understand them, and the active or public use of this power is not well received by the general populace or the government. As a result, only a few individuals ever discover the psionic power that lies hidden in their minds.

THE PSIONIC INSTITUTE

In the face of popular and official disapproval, the secrets of psionic science are held by a dedicated group of talented individuals who operate the Psionic Institute.

Accurate information about psionics or quality training in psionics can be acquired only at branches of the Psionic Institute. This institute is wholly devoted to the study of mental powers.

Because of the prejudices which exist in Imperial human space, the Institute maintains a low profile, and it is quite difficult to locate its facilities. Any world with a population code of High Pop (9) or greater *may* have a branch established on it (throw 11 + for a branch to exist; DM + 1 per level of population above 9).

Although a branch may exist on a world, it still must be located. Any character may indicate that he is searching for the local branch of the Institute:

To locate a branch of the Psionics Institute:

Difficult, Streetwise, Admin, 1 day (hazardous, uncertain).

Referee: If the search difficulty ultimately becomes Impossible (because of failed Determination rolls), the character becomes convinced that a branch does not exist on this world and gives up the search. This task is hazardous because of the anti-psionic bias that exists in Imperial human space. If a mishap occurs, the referee should implement some type of unpleasant encounter, set according to the level of mishap.

If the local branch is located, a character may inform his comrades of his success. There is some chance (throw 7 + to avoid) that the branch is some distance away and will require a long trip to reach it.

Because this task is uncertain, the Institute may not actually exist on this world. A Psionic Institute definitely exists on this world only if the referee's hidden roll succeeds.

Branches of the Institute perform two functions: they administer the examination for psionic potential, and they provide training in the use of psionic talents. Both services are provided for a fee.

PSIONIC STRENGTH

The Institute's comprehensive examination provides a measure of personal psionic strength. The process takes two weeks time and costs Cr5000. Some charity is available for

truly indigent applicants:

To convince the Psionics Institute to grant a free examination:

Difficult, Int, Edu, 1 hour.

The Examination: Each character has a basic psionic potential defined by a two-dice throw.

Age lessens psionic potential unless training is undertaken. A DM of -1 is applied for each block of four years age above 18. These blocks correspond to the aging cycles. For example, a character who takes the examination at age 23 is in his second four-year block, and has a DM of -2. Throw 2D and apply the DM. The result is the character's psionic strength rating. The examination may only be taken once per character.

Psionic Strength Indicator: The personal psionic strength indicator may range from zero to 11. Ratings of 12 or more cannot be attained naturally once a character has passed beyond age 18; they may be achieved temporarily through the use of psi-drugs. The maximum possible rating is 15.

Psionic strength indicators show two things: the maximum level of activity which may be performed, and the number of strength points at the character's command for the performance of specific tasks.

Available Strength Points: Each type of activity requires the expenditure of psionic strength points for the activity and for the range at which the activity is performed. A character's psionic strength indicator is an index of the points which he or she may expend.

Expended points are regenerated over time through rest and recuperation. Psi-drugs may help to increase the number of points which are available to the character.

Aging and Deterioration: An untrained character is subject to a gradual relentless deterioration of his psionic strength indicator. When the aging point occurs (every four years) his indicator is reduced by 1. If the character has been taking anagathics, use the apparent age rather than the actual age to determine the reduction in rating for that particular character.

A trained individual is not subject to reductions through normal aging. If through aging, permanent injury, or any other cause a character (trained or untrained) has the sum of his first four characteristics (Strength, Dexterity, Endurance, and Intelligence) reduced to less than his psionic strength rating, his psionic strength is reduced to that sum.

Psi-drug abuse can also reduce psionic strength.

TRAINING

The Institute will train individuals in the use of their latent talents. Training requires four months and costs Cr100,000. Extremely talented individuals (Psi-9+) may apply for a scholarship if they cannot otherwise afford training. In such cases the Institute will take 95 percent of the character's assets and waive the remainder of the cost. (*Referee:* The Institute can, of course, read minds and will not favorably regard fraudulent or devious applications.)

The Six Possible Talents: Although there are a total of six possible areas of psionic activity, no one person will usually be capable of activity in all areas. In training, a character will learn those areas in which he has ability or potential and those areas in which he has no talent at all.

Roll two dice successively for each of the six talents listed in the Psionic Talents table. The indicated throw must be achieved in order to have ability in that area. A DM must be applied to each throw: the throws may be made in any order, but there is a DM of -1 on the first throw, -2 on the second throw, -3 on the third throw, and so on. A character who is extremely anxious to acquire Teleportation should throw for that talent first.

PSIONIC TALENTS

Telepathy:	5+
Clairvoyance:	6+
Telekinesis:	6+
Awareness:	7+
Teleportation:	9+
Special:	9+

Effects of Training: The training sessions merely acquaint the character with the possibilities of psionic talents and impart a rudimentary control over them. Experience and hard work will allow the character to learn how to use greater levels of power. The effects of time and experience are given in the descriptions of the specific talents.

Training also instructs the characters in the methods of concealing their powers and in the dangers of allowing common citizens to know of their power. When training is completed, the Institute is incapable of further assisting characters in their psionic development. From that point, all depends on experience and fortune.

It is possible for a character to have a very high psionic strength rating and, nonetheless, turn out very badly in training, discovering that he has few or no specific abilities. It is also possible to discover that a character has a rudimentary talent in a field but a less than adequate psionic strength to perform any activity.

Psionic training is not available in the services, nor is it available from any source except the Institute.

Character Format: The psionic strength indicator is listed as a skill, stated as Psi followed by the psionic strength rating. If an individual has not yet received psionic training, the Psi strength is enclosed in parentheses. Specific psionic talents are listed as skills, followed by the Psi level (the level of a psionic skill may be recorded as less than Psi if the individual is not yet fully trained in the skill).

Navy Captain

8769B8 Age 42 5 terms Cr60,000
 Psi-10, Telepathy-10, Pilot-3, Admin-1, Communications-1,
 Brawling-1, Vacc Suit-1, Forward Obs-1, Handgun-1
 Starport B, Medium Size, Thin, Dry World. Mod Pop,
 Low Law, Pre-Stellar

PSIONIC RANGE

Psionic activity cost increases with range. Psionic ranges are identical to ranges used in combat. Psionic range costs are one point per range band (Close is 1; Short is 2; Planetary is 10; Extreme Orbit is 12). Psionics has proven incapable of interplanetary ranges.

Range refers to simple straight-line distance. Psionic activity, at the ranges given, is effectively instantaneous and is not affected by intervening matter in most cases (for example, electromechanical psionic shields do interfere with psionics, but planetary masses or walls do not).

PSIONIC TASKS

Psionic tasks are an exception to the ± 8 DM limit on tasks.

THE PSIONIC SUPPRESSIONS

Between 772 and 798, a series of financial, ethical, and moral scandals within the Psionic Institutes of the Imperium shifted public opinion against the Institutes. At the same time, it became clear that a good number of the Institutes were under the control of the Zhodani Consulate. In 800, the Imperium moved against the institutes, canceling their charters, jailing their leaders, and passing laws restricting the teaching or practice of psionics. These Psionic Suppressions had a profound influence on Imperial opinion. Over the course of 26 years, the Suppressions equated psionics with the Zhodani and established in the average Imperial citizen a distaste for both that continues to the present day.



There is no DM limit on psionic tasks.

Each psionic task also lists a cost in Psi strength points. The character must have these strength points available, or the task cannot be performed. Psi-drugs can be used to increase a character's strength rating. For example, Teleportation is conducted as follows:

To teleport one's self with clothes and equipment:
Formidable, Teleportation, Int.
Referee: The Psi strength cost is 0 + range.

A character with Teleportation-12 and Intelligence 7 will always succeed at this task unless a fumble is rolled. On the other hand, a character with a Teleportation-1 and Intelligence 10 can attempt this task but only succeeds on a 12. Each talent area provides suggestions for appropriate mishaps for that psionic talent.

TELEPATHY

Telepathy is the ability to contact other minds directly. In rudimentary forms, it allows the communication of feelings and emotion; in advanced forms it allows the transfer of information.

There are several types of telepathy tasks. Most telepathy tasks are uncertain. If a mishap occurs on a telepathy task, add to the Psi strength cost of the task as follows: **Superficial:** +1; **Minor:** +2; **Major:** +3; **Destroyed:** +4. In any event, the task failed to produce any results even though it still cost Psi strength points to perform.

Shield: All telepathically able characters 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 strength point expenditure to maintain. Artificial psionic shields can be purchased; they are clumsy helmetlike devices which function in much the same manner.

Life Detection: The most elementary form of telepathy is the ability to detect the presence of other minds.

To perform life detection:
Routine, Telepathy, Int, 6 sec (uncertain).

Referee: The Psi strength cost is 1 + range. Life detection enables a character 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 "ignore" 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 "life detected," he or she will be recognized. On **Some Truth**, the character misidentifies some of the detected life forms.

Telempathy: The communication of emotions and basic feelings is accomplished by telempathy.

To perform telempathy:
Routine, Telepathy, Int, 6 sec (uncertain).

Referee: The Psi strength cost is 1 + range. 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 emotions such as love, hate, fear, and so on may in-

fluence other beings. On **Some Truth**, the transmitted emotions do not have the desired effect.

Telempathy also allows the emotions and feelings of others to be read by a character. On **Some Truth**, the character misreads the other individual's emotions.

Read Surface Thoughts: The most commonly known feature of telepathy is the ability to read the thoughts of other individuals.

To read surface thoughts:
Difficult, Telepathy, Int, 6 sec (uncertain).

Referee: The Psi strength cost is 2 + range. Only active current thoughts are read, with the subject (if not a telepath) unaware of the activity. Individuals with telepathic ability cannot be read due to the presence of their natural shields. On **Some Truth**, the surface thoughts that are read contain little information of value.

Send Thoughts: Complementary to the ability to read surface thoughts is the ability to send thoughts to others.

To send thoughts:
Difficult, Telepathy, Int, 12 sec (uncertain).

Referee: The Psi strength cost is 2 + range. Any unshielded person can receive such thoughts. Telepathic individuals may close their shields against transmissions if they become bothersome or threatening. On **Some Truth**, the transmitted thought is misinterpreted.

Probe: The application of great psionic strength will enable a telepath to delve deep into the mind of a subject and then to read his innermost thoughts.

To perform a mind probe:
Difficult, Telepathy, Int, 60 sec (hazardous).

Referee: The Psi strength cost is 8 + range. An individual undergoing a mind probe is aware that his mind is being invaded, and he is very uneasy. Questioning can be used during a mind probe to force the subject to divulge specific information. The prober can easily determine deliberate untruths told (thought) by the subject. Probe cannot be used against a shielded mind.

If a mishap occurs on this task, apply it as damage to the Intelligence of the character undergoing the probe. If the character's Intelligence drops completely to zero, the character goes into a coma, and any further mind probes are useless. If the mishap is Superficial, or Minor, the character will regain consciousness in 1D hours, none the worse for wear. If the mishap is Major, the character will only come out of the coma with medical help. If the mishap is Destroyed, the character dies.

Assault: Violence may be dealt by a telepath.

To perform a mind assault:
Formidable, Telepathy, Int (confrontation).

Referee: The Psi strength cost is 10 + range. When another telepath is assaulted, he may apply his Telepathy level as a

minus DM on this task. All assaulted individuals may apply Intelligence as a minus DM on this task. If the attack is successful, the result is automatic unconsciousness. Roll 3D on the Mishap table for the level of damage to the assaulted individual.

CLAIRVOYANCE

Clairvoyance is the general talent which allows a person to sense events at some location displaced from the viewer.

Clairvoyant abilities allow eavesdropping 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, using Sense will determine if a room is occupied or empty. Clairvoyant activity generally cannot be sensed by others (including other psionic individuals).

There are levels of clairvoyant tasks. Most clairvoyant tasks are uncertain. If a mishap occurs on a clairvoyant task, add to the Psi strength cost of the task as explained in telepathy. Optionally, it may also be appropriate that individuals undergoing eavesdropping through clairvoyance sense they are being watched.

Direction: A character may specify the exact location at which he is applying his ability if it is out of physical sight by direction, provided he has some knowledge of the location by experience or description. This guidance assists him in performing his activity in the most efficient manner.

To perform a clairvoyant Sense:

Simple, Clairvoyance, Int.

Referee: The Psi strength cost is 0 + range.

Sense: The basic ability to sense things at some point in the distance.

To perform a clairvoyant Sense:

Routine, Clairvoyance, Int, 2 sec (uncertain).

Referee: The Psi strength cost is 1 + range. A character 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." On **Some Truth**, the character is unable to perform a Direction task to get a fix on the location being Sensed.

Clairvoyance: This specific ability allows actual viewing (but not hearing) of a situation at some displaced point.

To perform clairvoyant viewing only:

Difficult, Clairvoyance, Int, 2 sec (uncertain).

Referee: The Psi strength cost is 2 + range. This task may be performed outright or be done to elaborate on some situation recently sensed. On **Some Truth**, the character is unable to perform a Direction task to get a fix on the location being Sensed.

Clairaudience: This ability is identical to clairvoyance with the exception that it allows hearing instead of seeing.

Combined Clairvoyance and Clairaudience: A character

is capable of both seeing and hearing a specific situation by using this ability.

To perform clairvoyant viewing and hearing combined:
Formidable, Clairvoyance, Int, 2 sec (uncertain).

Referee: The Psi strength cost is 2 + range. On **Some Truth**, the character is unable to perform a Direction task to get a fix on the location being watched.

TELEKINESIS

Telekinesis allows objects to be manipulated without physically touching them. Telekinetic power is classified by the weight in grams that the person can manipulate.

Any manipulation is treated as if the person were 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 intelligent manipulation.

To perform telekinesis on an object massing less than 100 grams:

Simple, Telekinesis, Int, 6 sec.

Referee: The Psi cost for 1 + grams is 1 + range; for 10 + grams the cost is 2 + range. If a mishap occurs, the object being manipulated is somehow damaged.

To perform telekinesis on an object massing less than 10 kilograms:

Routine, Telekinesis, Int, 6 sec.

Referee: The Psi cost for 100 + grams is 3 + range; for 1 + kilograms the cost is 5 + range. If a mishap occurs, the object being manipulated is somehow damaged.

To perform telekinesis on an object massing less than 100 kilograms:

Difficult, Telekinesis, Int, 6 sec.

Referee: The Psi cost is 8 + range. If a mishap occurs, the object being manipulated is somehow damaged.

To perform telekinesis on an object massing less than 1000 kilograms:

Formidable, Telekinesis, Int, 6 sec (hazardous).

Referee: The Psi cost is 10 + range. If a mishap occurs, the object being manipulated is somehow damaged.

The Psi costs envision normal lifting or manipulation; throwing with a Strength generally equivalent to physical throwing may be performed at a double Psi point cost. Note that personal weight in most cases will not exceed 100 kilograms; a character who can perform a telekinetic task with this weight can levitate. Gravity differences do not alter the mass which can be manipulated.

Telekinetic power may not be applied at greater than very long range, and then only (as may be seen from the Range Bands table) at relatively great cost in Psi points.

AWARENESS

Awareness is the psionic talent which allows control of one's own body. Awareness covers a range of four possible abilities

described below. If a mishap occurs on an awareness task, add to the Psi cost of the task as explained in telepathy.

Awareness is not capable of affecting others and may not be used for healing or enhancing other characters.

Suspended Animation: Personal body activity may be suspended for varying periods of time.

To psionically enter suspended animation:

Routine, Awareness, Int.

Referee: The Psi cost is 3. A character 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 (such as a friend's voice or a mechanical alarm) is given to awaken the sleeper.

Psionically Enhanced Strength: Psi points may be converted to physical Strength points on a temporary basis.

To psionically enhance Strength:

Difficult, Awareness, Int.

Referee: The Psi cost is 1 per added point.

The character reduces his available Psi by a specific number of points and increases his Strength characteristic by that number. In no case may the number of Strength points gained exceed the character's current awareness level, and Strength may never be increased beyond 15.

Psionically enhanced Strength reaches its new level immediately, and remains at that peak for 60 minutes. After that time, it declines at the rate of 1 Strength point per minute until the normal Strength level is reached.

Psionically Enhanced Endurance: Psi points may be converted to Endurance on a temporary basis.

To psionically enhance Endurance:

Difficult, Awareness, Int.

Referee: The Psi cost is 1 for each Endurance point which is added.

The character reduces his available Psi by a specific number of points and increases his Endurance characteristic by that number. Under no circumstances may the number of Endurance points gained exceed the character's current awareness level, and Endurance may never be increased beyond 15.

Psionically enhanced Endurance reaches its new level immediately, and it remains at that peak level for a duration of 60 minutes. After that time, it declines at the rate of 1 Endurance point per minute until the normal Endurance level is reached.

Regeneration: Wounds and injuries may be healed rapidly.

To psionically heal wound points:

Formidable, Awareness, Int.

Referee: The Psi cost is 1 for each wound point that is

psionically healed.

Wound points may be psionically healed by the application of this ability, exchanging one Psi point to regenerate one wound point. Healing occurs immediately (less than one minute).

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, as well as to replacing of lost ones or to healing of unrecovered old wounds suffered prior to psionic training. Regeneration may not be used to counteract aging.

TELEPORTATION

Teleportation is a talent which allows instantaneous movement from one point to another point without regard to intervening matter. Psionic teleportation is limited to the movement of the teleported character's body and (for highly skilled teleports) his clothing and weapons.

Teleportation always involves the movement of one's body to another location. Independent items or other individuals may not be moved. A small animal could conceivably be carried as part of a personal load under the task to teleport one's self with equipment.

Teleportation involves certain requirements in order to be completely accurate, as well as to ensure obedience of the laws of physics.

Foreknowledge of Destination: A character must always have a mental image of his destination before teleporting. This image is acquired by personally visiting the location first (including just 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 (a viewing task, not simply the easier task of sense plus a successful direction task).

Energy and Momentum: Teleportation involves serious restrictions on movement in order to assure the conservation of energy and momentum.

On planetary surfaces teleportation is restricted to jumps of less than regional distance.

Jumps at very distant range involve disorientation for a period lasting from 20 to 120 seconds. Jumps at distant range are hazardous; if a mishap occurs, the character will stumble or fall upon arrival. The character should demonstrate to the referee the specific effects to be expected and then how he will go about avoiding these effects before he attempts to make any jumps at ranges greater than distant.

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 character and his surroundings of over 3300 kph.

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 1 km straight down will result in a temperature

increase of 2.5 degrees Celsius; 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 meters, and multiple jumps should not involve a cumulative elevation change of more than 600 meters in one hour. These problems may be avoided through the use of technological devices: energy compensators, heat suits, and other means. Characters may feel driven to invent such materials, commission their invention, or seek them out from those who already have them.

Teleportation calls for the range cost, as indicated on the table, to be paid in order to perform the activity, regardless of the level of the skill or its apparent difficulty.

Personal teleportation without external materials such as clothing or weapons is a level 5 skill.

To teleport one's self without clothes:

Routine, Teleportation, Int.

Referee: The Psi cost is 0+range. Jumps at very distant range involve disorientation for a period of 20 to 120 seconds. Jumps at distant range or beyond are hazardous; if a mishap occurs, the character will stumble or fall upon arrival.

To teleport one's self with clothes (no equipment):

Difficult, Teleportation, Int.

Referee: The Psi cost is 0+range. A weapon or other object of up to 1000 grams, if worn so as to be part of an individual's clothing (holstered or sheathed), may be carried. Jumps at very distant range involve disorientation for a period of 20 to 120 seconds. Jumps at distant range or beyond are hazardous; if a mishap occurs, the character will stumble or fall upon arrival.

To teleport one's self with clothes and equipment:

Formidable, Teleportation, Int.

Referee: The Psi cost is 0+range. The maximum load of weapons and other items the teleporting character may carry must not exceed the character's strength $\times 1$ in kilograms. Jumps at very distant range involve disorientation for a period of 20 to 120 seconds. Jumps at distant range or beyond are hazardous; if a mishap occurs, the character will stumble or fall upon arrival.

SPECIAL

Although psionic activity generally lends itself to classification, some individuals defy this very classification. Individuals with special talent are capable of some activity which is not described here; this talent is dispensed by the referee after deliberation.

The special talent may include abilities not covered by this section or may be a random assignment of otherwise unreceived abilities. Some suggestions for special psionic abilities include: ability to spontaneously start fires (pyrotech), the ability to teleport others instead of one's self, the ability to perform an assault on inanimate objects, the ability to telepathically communicate with computers or robots, the ability to induce visions or hallucinations in others (either audio, visual, or combined), the ability to use awareness to affect others (to either

increase or decrease characteristics), and the ability to use awareness to influence Dexterity or Intelligence.

Special talents should be made psychologically dependent on a focus in the form of some artifact or charm, which must remain in the possession of the character.

EXPERIENCE

When a character finishes his initial training, he is unable to function in his psionic skills up to the level of his psionic strength. In all talents, a character is initially at Psi skill level 1. As the character becomes more familiar with his talents (in game terms the mere passage of time is sufficient) his skill gradually increases, up to the level of his psionic strength.

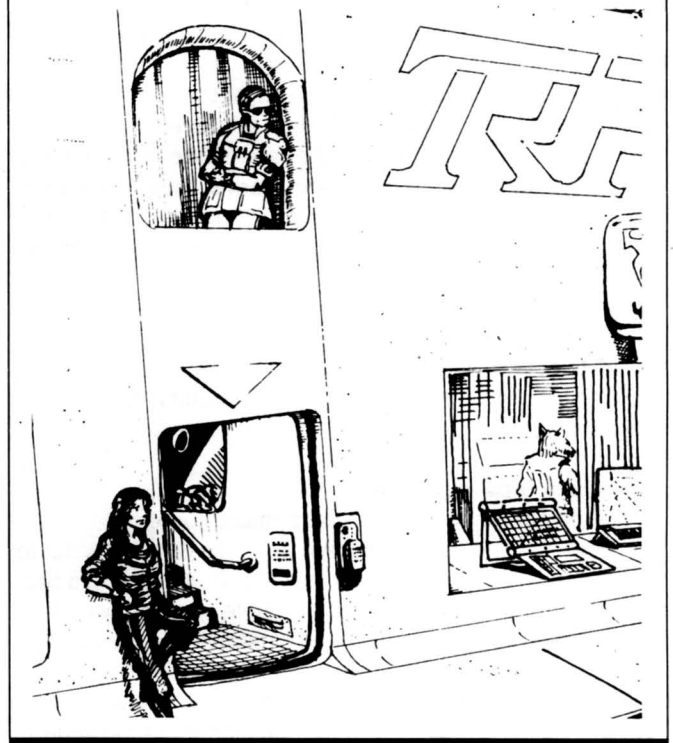
To increase a psionic talent by one skill level:
Difficult, Int, End, 1 month (absolute).

THE PSIONIC INSTITUTES

Psionic Institutes are organizations devoted to research and training in the psionic sciences. Such organizations have long existed, but reproducible results made psionics a teachable, learnable science only as recently as -1000.

The term Psionic Institute is a generic one; each institution is independently organized and maintained. All such institutes are supported by that portion of the general population which has psionic talents; because the proportion is small, institutes are viable only on high population worlds.

The number of Psionics Institutes in the Imperium in 800 (when the PsionicSuppressions hit) was 65; all were suppressed. Today, every one of them has been secretly reestablished, and dozens of additional institutes have been formed since.



Referee: When an individual is rolling to increase teleportation, this task is Formidable. A character may roll this task as often as once a month for each psionic talent he possesses. This task may or may not apply to the special talent, at the referee's discretion.

RECOVERY

When psionic strength points are expended, the available points for a character are reduced. Such points are naturally recovered by a character through a process of rest and recuperation. Beginning three hours after the last psionic activity a character regains one psionic strength point per hour until the total equals the normal psionic strength rating. Such recovery is independent of physical activity. Psionic activity is defined as any psionic-related act, including the taking of psi-drugs for any purpose.

PSI-DRUGS

Chemical means are available to enhance a character's psionic strength points on a temporary basis. These drugs are as follows:

Booster: The basic psi-drug, booster is available in small one-dose pills. Booster increases an individual's available psionic strength points by +3 if taken when psionic strength is at full power, or by +2 if psionic strength is at a reduced level. Additional doses of booster have no effect if taken by a character within an hour, and the drug will never boost psionic strength points to a level greater than the normal level +3. The drug-induced additional psionic strength will wane and disappear at the end of one hour.

Double: A more potent form of the drug, also available in small one-dose pills. Otherwise identical to booster, double increases psionic power by +6 if taken when psionic strength is at full power, or by +4 if taken when psionic strength is at a reduced level.

Special: The rarest of psi-drugs, special is available only in liquid form and must be taken by injection. Special gradually increases psionic strength points to 15, at the rate of one point per hour. Psionic strength remains at this level (if unused) for four hours, and then wanes at the rate of one point per hour until psionic strength reaches zero. Normal recovery then occurs. Special has some dangers. Roll 2D on the Mishap table each time it is used, and if a Major mishap occurs, permanently reduce Psi strength by 1.

Availability: Because the general public attitude towards psionics is negative, psi-drugs are expensive and are extremely difficult to obtain. Psi-drugs must nearly always be located and bargained for by a character; they are not found in normal trade channels.

To locate a psi-drug dealer:

Difficult, Streetwise, Int, 4 hours (hazardous).

Referee: Most dealers will have only booster; throw 1D for the number of doses of booster that are available with a base price of Cr1,000. Double will be available on a throw of 10+; throw 1D-2 for the number of doses of double that are available with a base price of Cr4,000. Special will be available on a throw of 12+; throw 1D-4 for the number of doses available with a base price of Cr10,000. Prices may be higher but will general-

ly not be lower.

If a mishap occurs, the character has talked to the wrong individual. The character is then subject to the following conditions: **Superficial Mishap:** Deportation; **Minor Mishap:** Imprisonment; **Major Mishap:** Lynching; **Destroyed Mishap:** A lobotomy.

Pitfalls: The abuse of psi-drugs can lead to the loss of psionic powers and to physical debilitation. If a character takes three doses in three days, there is a chance that a drug overdose will take place within six hours of the last dose; roll the following task:

To avoid a psi-drug overdose:

Difficult, Int, End (fateful, hazardous).

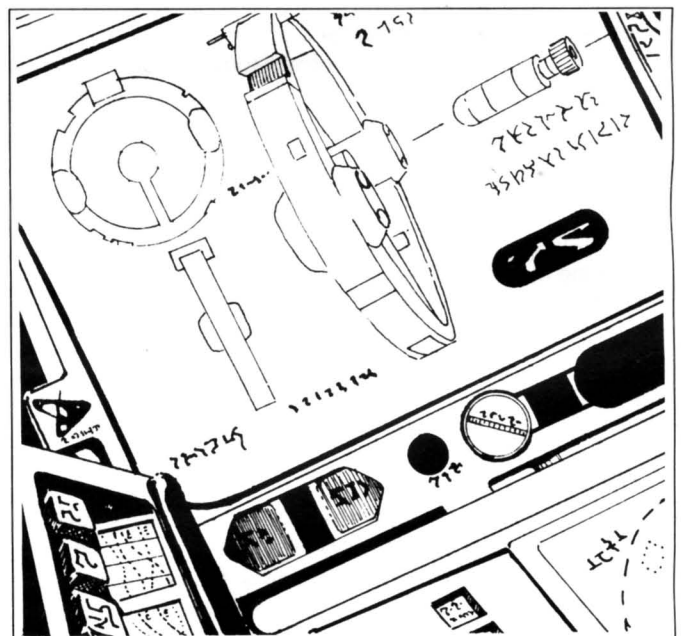
Referee: If a mishap occurs the character has overdosed and becomes seriously ill, lapsing into unconsciousness and taking hits equal to the mishap level. Upon recovery from the illness, throw 2D on the Mishap table again. On a Major mishap, the character's psionic strength rating is permanently reduced by 1.

PSIONICS IN IMPERIAL SOCIETY

The climate of public opinion about psionics is extremely negative. Individuals will find it unhealthy to admit possession of, or sympathy for, psionic powers. Persons with psionic ability will not admit their powers unless reassured that they are in no danger; this will usually involve self-revelation by a psionic talent.

Some hirelings or citizens may have psionic training or ability (throw 12 to have any type of ability in general; then determine the actual ability the individual has). There is an equal chance that the non-player character will be an informant or potential informant.

If so, roll 3D on the Mishap table, with the results being: **Superficial:** Deportation; **Minor:** Imprisonment; **Major:** Lynching; **Destroyed:** A lobotomy.

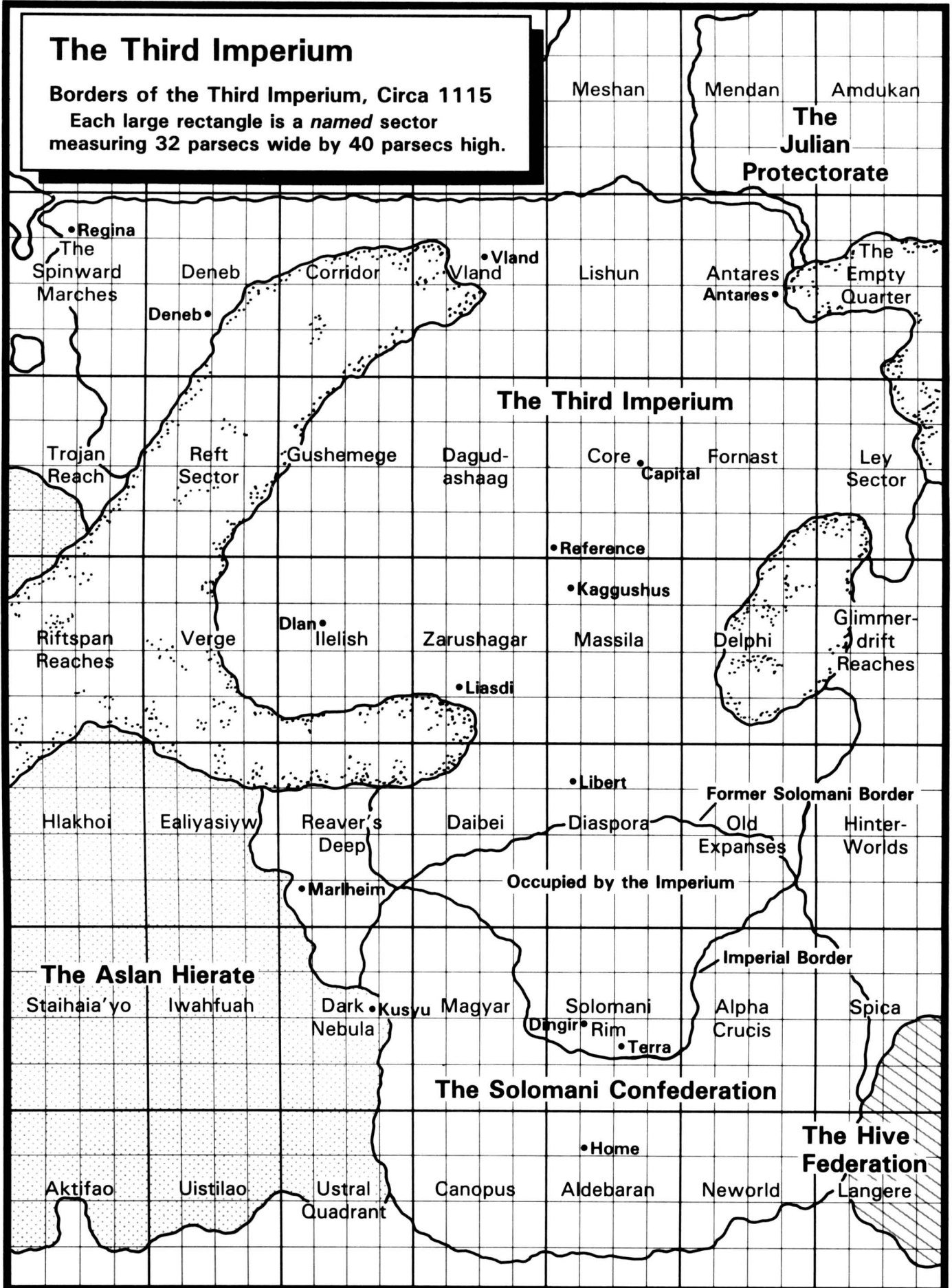


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31. Other Possessions																																																																																																																																			

The Third Imperium

Borders of the Third Imperium, Circa 1115

Each large rectangle is a *named* sector measuring 32 parsecs wide by 40 parsecs high.



MEGATRAVELLER™

PLAYERS' MANUAL

In less than a minute, the fortunes of the Imperium have turned. An assassin has cut down the emperor and his heirs in one bold stroke and thrown the largest, most stable interstellar empire in history into chaos. There are many candidates for the empty throne, and without agreement on their qualifications, the worlds of the Imperium are divided in their allegiances. The assassin himself controls three rebellious sectors. The emperor's nephew has assumed the throne. Fleet battles rage throughout the empire. Alien forces, sensing weakness, have crossed the Imperium's borders. Sector after sector falls to the chaos of rebellion and invasion.

Traveller sets an ongoing drama of role-playing adventure in this shattered Imperium. Players travel between star systems, taking sides in the rebellion, fighting for their cause while fighting to stay alive. The dangers of space and the dangers of a shattered Imperium provide never-ending excitement in the far future.

The Players' Manual: This book is a basic compilation of **Traveller** rules and concepts for the individual player. It includes character generation, combat resolution, psionics, and tasks (the key to using all of **Traveller's** rules systems).

Other Traveller Rules Books: This book is part of a three-book set which provides basic rules.

The Referee's Manual is a rules reference for the referee. It includes vehicle and starship design, starship combat, world and star system generation and description, animal encounters, trade and commerce, task resolution, and administration of adventures.

The companion *Imperial Encyclopedia* serves as a basic background reference for use by both the players and referees. It includes essays on

the Imperium, descriptions of starships and vehicles, lists of equipment and prices, maps of territories, details of star systems, and other information valuable to players and referees alike.

Traveller is a role-playing game. **MegaTraveller** is the name of this **Traveller** rules system set against the background of star-spanning rebellion in the Imperium. Individual players assume the roles of adventurers in the universe of the far future. A referee (responsible for administering the game for the players) plots out the adventures that the players will face, constructs backgrounds and situations, and conducts the players through those adventures in exciting game sessions. Each session is a gripping adventure, where the players are able to make their

own decisions about their own fate and fortune. And an infinite number of adventures are possible.

MegaTraveller Players' Manual: Intended for all **Traveller** players. Intermediate complexity. Suitable for some solitaire play. Requires two or more six-sided dice (not included).



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