2300AD

REFEREE'S SCREEN

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Mongoose Publishing

STUDIO 2 PUBLISHING

Colonies

Nationality	System Name	Colony Name	Gravity	UPP	UCP	Path	Survival DM
America	King	New Columbia	Extreme	CD97675-B N 402	C247545-B N NI 3B	Soft	4
	Ellis	Ellis	Normal	C861644-A N 412	B275644-A N Ag Ri 4B	Soft	-1
	Mu Herculis	Hermes	Low	C688664-A N 310	C257644-A 0 Ri In 6B	Soft	-2
Arabia	Beta Hydri	Al-Marjiti	Low	BA54777-B R 100	D364667-8 0 Ri Ag 4C	Hard	-2
Argentina	Omicron2 Eridani	Montana	Normal	D769673-9 R 421	E365643-9 0 NI Ag 3C	Soft	-1
Australia	King	Huntsland	Extreme	CD97675-B N 402	D347544-B N NI 2B	Soft	4
	Botany Bay	Darwin	Normal	C769664-9 N 701	C357664-9 N Ri In 1C	Soft	-1
	Zeta Herculis	Kingsland	Normal	D864645-8 0 110	D326645-8 0 Ag Lo 1C	Soft	-1
Azania	61 Ursae Majoris	Lubumbashi	Normal	CA65675-A N 911	D326564-A 0 Ag Ri 4C	Soft	-1
	Kimanjano	Okavango	Normal	C779676-B N 716	E354544-B M Na Po 6C	Soft	-1
Brazil	Procyon	Paulo	Normal	C967545-8 N 410	D364545-8 N Ag 4D	Hard	-2
Britain	61 Ursae Majoris	New Cornwall	Normal	CA65675-A N 911	C2786565-A 0 Ag Ri 3C	Soft	-1
	Beta Canum	New Africa	Normal	A766775-B N 511	C287745-B M Ri Hi 1C	Hard	-1
	Henry's Star	Crater	Low	D751664-9 0 200	D227664-9 0 Po 2B	Soft	-2
	Queen Alice's Star	Alicia	Normal	A868775-B N 412	A247744-B N Ri Ag 3B	Hard	-2
Canada	DM+20 5046	Kanata	Normal	D878345-8 N 210	D344345-8 R Ri 2C	Soft	-1
Canton	Zeta Tucanae	Lihngtou	Normal	D867665-A 0 202	D3452562-9 0 Ag 7C	Hard	-1
France	Beta Canum	French Continent	Normal	A766777-B N 511	A176744-B N Ri Hi 2A	Hard	-1
	Beta Comae	Nous Voilà	Normal	DA64743-9 N 111	D126747-9 N Ag Po 1C	Hard	0
	Eta Bootis	Aurore	Low	D666774-9 N 315	D135664-A N Po 4C	Hard	-2
	Kimanjano	Fromme	Normal	C779676-B N 716	D126666-C R Na Po 6B	Hard	-1
	Queen Alice's Star	Europe Neuve	Normal	A868775-B N 412	C136746-B 0 Ri Ag 1C	Soft	-2
	Vogelheim	Saint Benoit	Normal	C986675-9 N 711	D556656-9 M Ag 3C	Soft	0
Germany	61 Ursae Majoris	Halbinsel	Normal	CA65675-A N 911	C265668-A N NA In 3C	Soft	-1
	Beta Canum	German Continent	Normal	A766777-B N 511	C257747-B M Ri Hi 1B	Hard	-1
	DM+36 2393	Dunkelheim	Low	D543644-A 0 100	D254644-A 0 NI Po 1B	Soft	-2
	Hochbaden	Hochbaden	Low	C400667-B N 411	C228668-C N Va NI 4B	Hard	0
	Neubayern	Nibelungen	Low	A563748-B N 810	A247748-B N Ri 8B	Soft	-1
	Vogelheim	New Mark	Normal	C986675-9 N 711	D246645-9 R Ag 4C	Soft	0
Germany (Bavaria)	Rho Eridani	Heidelsheimat	Low	D847678-C N 714	D276745-C N Ri Hi 4B	Soft	-1
Inca	DM-3 1123	Sechura	High	D989674-B R 301	E46345A-6 0 Ag NI 4D	Hard	-2
	Rho Eridani	Pachamama	Low	D847678-C N 714	D652658-8 0 Ri 1C	Hard	-2
Japan	61 Ursae Majoris	Tosashimizu	Normal	CA65675-A N 911	C247665-9 N Ag Ri 3B	Soft	-1
	Beta Hydri	Daikoku	Low	BA54777-B R 100	B267745-B R Ri Hi 1B	Soft	-2
Manchuria	Delta Pavonis	Cold Mountain	Normal	D6D766-8 R 101	D253766-8 R Po 1B	Hard	-3
	Epsilon Eridani	Dukou	High	DA8A56A-8 0 202	D22756A-8 0 Po NA 2C	Hard	-2
	Epsilon Indi	Chengdu	Normal	C897645-B N 224	C275645-B N Ri In 2C	Hard	-2
	Tau Ceti	Kwantung	Normal	D667675-B 0 412	D255745-B 0 Ri In 2B	Hard	0
	Zeta Tucanae	Chyuantii	Normal	D867665-A 0 202	D265667-A 0 Ri In 1B	Hard	-1
Mexico	Omicron2 Eridani	Montana	Normal	D769673-9 R 421	E356643-9 R NI Ag 3C	Soft	-1
	Tau Ceti	Azteca	Normal	D667675-B 0 412	D374645-A 0 Ri 3C	Soft	0
Texas	DM-3 1123	Austin's World	High	D989674-B R 301	D379622-B R Ri 1C	Hard	-1
	Rho Eridani	Alamo	Low	D847678-C N 714	D364623-A N Ri 3C	Hard	-1
Ukraine	Eta Bootis	Noviy Kyiv	Low	D666674-9 N 304	X324600-8 0 Po 4X	Hard	-2

Universal Planetary Profile (UPP)

A	B	C	D	E	F	G	H	I	J	K	L

- A — Starport Type[1]
- B — World Size
- C — Atmosphere Type
- D — Hydrographics
- E — World Population[2]
- F — World Government Type
- G — Law Level[3]
- H — Tech Level[4]
- I — Bases
- J — Population Multiplier[5]
- K — Asteroid Belts
- L — Gas Giants

Universal Colony Profile (UCP)/UNIVERSAL NATIONAL PROFILE (UNP)

A	B	C	D	E	F	G	H	I	J	K	1	2

- A — Starport Type[1]
- A — Tier Level of Nation/Colony
- B — Transportation Infrastructure
- C — Telecommunication Infrastructure
- D — Population Value[6]
- E — Government Type
- F — Law Level
- G — Tech Level
- H — Bases
- I — Trade Code 1
- J — Trade Code 2
- K — Population Code Multiplier
- 1 — Interface Transport Quality

Tier Type

Code	Description
1	Wealthy, dominant in region, many colonies
2	Wealthy, very important in region, many colonies
3	Wealthy, secondary in region, few colonies or enclaves
4	Moderate Income, tertiary in region, few, if any, colonies.
5	Low Income, poorly developed, no off-world presence
6	Low income, disrupted economy (failed state)

Bases

2300AD uses the following codes for bases:
0 - No Bases Present
M - Military (Ground Forces)
N - Naval (Space Forces)
R - Research
S - Scout

Interface Transport Capability

Code	Description
A	Beanstalk
B	Catapult
C	Spaceplane
D	Ballistic SSTO
E	Cargo rocket
X	No publicly available interface transportation

Infrastructure

Telecommunications Infrastructure

Code	Description
0	No networks at all. Personal radios only.
1	Low-speed data and communications access to 10% of nation/colony
2	Low-speed data and communications access to 30% of nation/colony
3	Low-speed data and communications access to 60% of nation/colony
4	Low-speed data and communications access to 100% of nation/colony
5	High-speed data and communications access to 10% of nation/colony
6	High-speed data and communications access to 30% of nation/colony.
7	High-speed data and communications access to 60% of nation/colony.
8	High-speed data and communications access to 100% of nation/colony.
9	As 8, plus augmented reality networks in major cities
A	As 8, with widespread augmented reality networks

Transportation Infrastructure

Code	Description
0	No infrastructure. Completely undeveloped.
1	Limited Road access covering 10% of nation/colony
2	Limited Road and Rail access covering 10% of nation/colony
3	Average Road coverage covering 30% of nation/colony
4	Average Road and Rail access covering 30% of nation/colony
5	Good Road coverage covering 60% of nation/colony
6	Good Road and Rail access covering 60% of nation/colony
7	Excellent Road access covering 80% of nation/colony
8	Excellent Road and Rail access covering 80% of nation/colony
9	As 8, plus underground tube trains connecting largest cities
A	As 8, plus underground tube trains connecting major centres

Orbital Distances

World Size	Low Orbit	Stutterwarp Wall	Synchronous Orbit	Stutterwarp Threshold
1	30	1500	4000	5000
2	60	3000	8000	10000
3	90	4500	12000	15000
4	120	6000	16000	20000
5	150	7500	20000	25000
6	180	9000	24000	30000
7	210	10500	28000	35000
8	240	12000	32000	40000
9	270	13500	36000	45000
10	300	15000	40000	50000
11	330	16500	44000	55000
12	360	18000	48000	60000
13	390	19500	52000	65000
Kie-Yuma	540	27000	72000	

Effective World Size Modifiers

Trait/Condition	Effective World Size	Notes
Air-breathing	-1	Does not affect time to orbit
Lightweight	-1	—
Advanced Drive	-1	—
Advanced Hull	-1	Removes atmospheric speed restrictions
Crude Drive	+1	—

A craft is Light if it is travelling with no cargo

Burn Requirements

A spacecraft uses a number of Burns to reach the Wall equal to the world's effective UPP World Size code. Low Orbit requires less fuel, with a number of Burns equal to the world's Size -1.

Orbital operations require the expenditure of one Burn per manoeuvre.

Time to Orbit

Vehicle Type	The Wall	Low Orbit
Ballistic	World Size x 3 in minutes	World Size in minutes
Airframe or Lifting Body	World Size x 5 in minutes	World Size x 3 minutes

Combat and Tasks Resolution

Action Summary

- Perform one significant Action and one Minor Action

Or

- Perform three Minor actions

They may also:

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

Characteristic Modifiers

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

Encounter Distance

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

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

Effect Results Table

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

Encounter Range Bands

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

Sensor Time-lag

Range	Range DM
Adjacent	+1
Close	+0
Short	-1
Medium	-2
Long	-3
Very Long	-4
Distant	-5

Range Bands

Range Band	Distance (km)	Example	Travel Time at Warp Efficiency 1
Adjacent	<100	Ships docking, low-orbit	<1 minute
Close	<=150,000	Maximum range for most weapons	<3 minutes
Short	150,001–300,000	Maximum Range for Extended Range weapons (300,000km = 1 light second)	~3 minutes
Medium	300,001–450,000	Distance from Earth to the Moon	~6 Minutes
Long	450,001–600,000	—	~9 Minutes
Very Long	600,001–750,000	(600,000km = 2 light seconds)	~12 Minutes
Distant	750,001 +	—	~15 Minutes

Crew Actions

Role	Skills Required	Actions
Captain	Leadership, Tactics (naval)	Determines initiative, gives orders
Sensor Operator	Electronics (sensors)	Scanning, developing Firing Solution
Gunner	Gunner (turret)	Fires weapons
Pilot (including Fighter Pilot)	Pilot	Pilots ship or fighter
Remote Pilot	Electronics (remote ops)	Pilots and fights drones
Engineer	Engineering (power and/or stutterwarp)	Boosts system outputs
Damage Control	Mechanic	Repairs critical hits and damage to hull
Ship's Troops	Vacc Suit, Gun Combat (energy)	Assists damage control, boards enemy ships, repels boarders

The Firing Solution

Due to the effects of the stutterwarp drive, determining the position of a ship accurately enough to generate a Firing Solution is difficult. The crew must work together to make a shot. This is represented by a task chain (see page 63 of the *Traveller Core Rulebook*), with each success or failure influencing the final outcome.

For ship's with multiple batteries, a sensor operator can provide the Firing Solution for a number of targets equal to their Electronics (sensors) skill level. If there is more than one sensor operator, they can direct multiple batteries.

- The sensor operator begins the task chain. Generating a Firing Solution requires a Very Difficult (12+) Electronics (sensors) check (INT), adding the Signature of the enemy ship. Improved Military Sensors add DM+1, while Advanced add DM+2.
- The engineer can assist by routing power to the sensors with a Routine (8+) Engineer (power) check (INT).
- This data goes to the pilot, who then aligns the ship for an effective shot. This requires a Difficult (10+) Pilot check (DEX), adding the ship's Tac Speed.
- The engineer can assist the pilot by routing power to the drives. This requires a Routine (8+) Engineer (power) check (INT), which can increase the Tac Speed. Finally, the combined data goes to the gunnery crew who fire their weapons. This requires a Difficult (10+) Gunner check (INT). A gunner can fire at one target per action and all weapons in an action must be at the same target.
- The captain can assist the gunner with this check by making a Difficult (10+) Tactics (naval) check (INT).

Spacecraft Critical Hits Location

2D	Location
2	Sensors
3	Power Plant
4	Fuel
5	Weapon
6	Armour
7	Hull
8	Reaction Drive
9	Cargo
10	Stutterwarp Drive
11	Crew
12	Computer

Starship Combat Range Modifiers

Range	Attack roll DM
Adjacent	+2
Close	+0
Short	-6
Target on Planetary Surface (with atmosphere)	-6
Target on Planetary Surface (no atmosphere)	-4
Target in Flight in Atmosphere	-2

Ranged Attack Modifiers

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

Cover Bonuses

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