Academy, Military14	Character Sheet Example13	Encounters	79
Ageing46	Character Sheet Explained 12	Patrons	
Aliens50	Characteristics & Modifiers8	Random	86
Allies18	Modifiers During Creation 9	Space	145
Anagathics47	Checks 56	Encumbrance	92
Animal Encounters79	Combat70	Enemies	18
Animals82	Action, Significant 70	Environmental Dangers	76
Behaviour84	Actions, Extended 72	Diseases	76
Hits80	Actions, Free72	Falling	76
Reactions85	Actions, Minor71	Fatigue	76
Size81	Ambushes70	Gravity	76
Traits80	Armour 74	Poisons	76
Armour94	Boarding 154	Radiation	7
Ship158	Cover 74	Suffocation	7
Vehicle134	Damage 74	Temperature	78
Aslan50	Destructive Weapons 74	Vacuum	78
Atmosphere217	DMs 71	Weather	78
Augments99	Dual Weapons 75	Equipment	91
Background Skills8	Grappling 74	Armour	94
Benefits44	Ground 70	Augments	99
Benefits of Rank44	Hiding 74	Communications	102
Cash Benefits44	Initiative70	Computers & Software	104
Other Benefits45	Reactions 72	Energy Weapons	122
Pensions 46	Ship 163	Explosives	127
Ships Shares46	Tactics 70	Grenade Weapons	123
Boarding163	Vehicular 132	Heavy Weapons	125
Campaign Ideas3	Weapons 73	Medical	108
Career Descriptions16	Weapon Traits 75	Melee Weapons	116
Agent20	Common Spacecraft164	Psionic Technology	203
Army22	Small Craft 188	Selling	92
Citizen24	Spacecraft Quirks 164	Sensors	110
Drifter26	Starships 166	Ship Computers	152
Entertainer28	Computers & Software 104	Slug Throwers	
Marine30	Ship Computers/Software 151	Survival	112
Merchant32	Connections17	Vehicles	138
Navy34	Contacts18	Weapon Options	128
Noble36	Cost of Living92	Events, Career	16
Prisoner54	Cover74	Events, Education	15
Psion204	Credits91	Expenses	92
Rogue38	Cultural Differences222	Spacecraft Maintenance.	144
Scholar40	Damage74	Explosives	127
Scout42	Destructive Weapons74	Falling	76
Summary Table19	Disease76	Fatigue	76
Careers9	Docking143	First Aid	78
Basic Training16	Draft17	Freight	207
Benefits 17, 44	Drifters17	Goods	212
Changing Careers18	Dual Weapons75	Government	22
Commission/Advancement 16	Education, Pre-Career14	Grappling	74
Events16	Post Career 52	Gravity (High, Low, Zero)	76
Qualification16	Effect59	Healing	
Rank and Bonuses17	Damage and Effect 74	Medical Treatment	
Survival16	Damaging Spacecraft 158	Natural Healing	79
Changing Careers18	Effect Results Table 59	Unconsciousness	79

Hydrographics	218	Software	104	Timeframes, Task	59
Initiative, Combat	70	Ship Software	151	Trade	206
Initiative, Space Combat	155	Space Combat	154	Codes	228
Injuries, Career	47	Actions Step	160	Freight	207
Introduction	2	Attack Modifiers	156	Goods	212
Jump Travel	147	Attack Step	156	Illegal Goods	211
Law	223	Boarding Actions	163	Local Brokers & Guides	210
Life Events	44	Close Range Combat	162	Mail	209
Mail	209	Combat Rounds	154	Passengers	206
Medical Care	78	Critical Hit Effects	159	Purchase/Sale Price	211
Medical Bills & Debt	50	Critical Hits	158	Smuggling	210
Medical Supplies	108	Facing and Firing Arcs	155	Speculative Trade	210
Military Academy	14	Initiative	155	Training	52
Money, Credits	91	Manoeuvre Step	155	Transit Times, Spacecraft	153
Nobility	9	Missile Combat	161	Travel Calculations	
Opposed Checks	59	Reactions	160	Traveller Creation	7
Passengers, Operations		Spacecraft Damage Scale	e 157	Flowchart	10
Passengers, Passage		Sustained Damage		Unconsciousness	79
Pensions		Spacecraft Operations		University	14
Poisons	76	Atmospheric Operations		Vacuum	
Population		Computers & Software		Vargr	
Pre-Career Education		Docking and Landing		Vehicles	
Psionics		Encounters		Collisions	134
Awareness		Expenses		Combat	
Clairvoyance		Fuel		Critical Hits	
Institute Testing		Jump Travel		Equipment	
Psion		Passengers		Movement	
Psionic Strength		Power		Repair	
Psionic Talents		Remote Operations		Speed Bands	
Psionic Technology		Repairs		Vehicle Examples	
Special Powers		Security		Weapons	
Telekinesis		Sensors		Weapon Traits	
Telepathy		Travel Calculations		Weapons	
Teleportation		Travel Times		Energy	
Radiation		Speed Bands		Explosives	
Remote Operations		Standards of Living		Grenade	
Repair, Ship		Starport		Heavy	
Vehicles		Suffocation		Melee	
Rivals		Surgery		Options	
Sensors, Personal		Survival Gear		Slug Throwers	
Ship		Task Checks		Traits	
Ship Shares		Boon and Bane		Weather	
Ship Software		Characteristic Checks		World/Universe Creation	
Sindal Subsector		Effect		Bases	
Systems/Worlds		Multiple Tasks		Cultural Differences	
Trojan Reach Sector		Opposed Checks		Galactic Directions	
Skills and Tasks		Skill Checks		Law Level	
Skill Checks		Task Chains		Population/Government	
Skill Definitions		Task Difficulty		Starport	
Specialties		Timeframes		Tech Level	
Skill Limits		Tech Level		Trade Codes	
Skill Packages		Descriptions		Travel Codes	
Smuggling		Temperature		World Creation	
マ:::wjjj:1111jj:::::::::::::::::::::::::				** O 1 1 G C C G C I O I I	∠ ⊥ ∪