TRAVELLER
VARIANT 1

IBIS: Profit and Peril

Kenneth Burke

In addition to the other branches of Traveller military service, characters may join the Interstellar Bureau of Internal Security, known as IBIS. This is the Imperium's combination secret police force, intelligence-gathering agency, and law-enforcement organization; it is answerable to no one but the Emperor himself.

The missions IBIS sends its members on are dangerous, but the rewards for success are great While IBIS has a lot to offer potential members, it also has a serious drawback—an IBIS member cannot leave the service until (a) he is ordered to, (b) he serves for 20 years, or (c) he is dead.

IBIS Prior Service Table:

Enlistment, 11+ (DM + 1 if Education 10+; DM +2 if Dexterity 10+; DM +3 if Intelligence 10+)

Draft, n.a. (not applicable)

Survival, 10+ (DM +1 if Endurance 8+; DM +2 if Dexterity 9+; DM +3 if Intelligence 10+)

Commission, n. a.

Promotion, n.a.

Re-enlistment, 3 +

Note: Characters cannot be drafted into IBIS, nor may they leave the service until they roll a "2" for re-enlistment or until 20 years have passed, in which case they are automatically retired. Characters who successfully enlist receive an automatic Combat Rifleman-2, Pistol-2, Jack of all Trades-1 and Dagger-1 as service skills.

IBIS Acquired Skills Table:

Personal Development—Roll of 1 = +1 Strength; 2 = +1 Dexterity; 3 = + 1 Endurance; 4 = + 1 Intelligence; 5 = + 1 Education; 6 = + 1 Administration.

Service Skills—Roll of 1 = ATV; 2 = Air/Raft; 3 = Ship's boat; 4 = Pilot; 5 = Vac Suit; 6 = Gunnery.

Advanced Education-Roll of 1 = Gun Cbt; 2 = Blade Cbt; 3 = Demo; 4 = Hvy Wpns; 5 = Zero-G; 6 = Survival.

Advanced Education (allowed only for characters with Education of 11 +)-Roll of 1 = Forgery-2; 2 = Interrogation-2; 3 = Bribery-2; 4 = Gambling-2; 5 = Streetwise-2; 6 = Administration-2.

IBIS Mustering Out Table:

Material benefits—Roll of 1 = Hgh Psg; 2 = +2 Education; 3 = +2 Intelligence; 4 = Travellers'; 5 = 4 gun; 6 = Scout; 7 = Merchant, Type R (ship has had all monthly payments met).

Note: 4 Gun is the same as receiving four Gun results. Scout, Merchant and Travellers' can only be received once.

Cash benefits-Roll of 1 = 100,000cr; 2 = 200,000,3 = 300,000; 4 = 400,000; 5 = 500,000; 6 = 600,000; 7 = 700,000.

DM + 1 for ranks 15 and higher on both rolls.

Annual retirement pay: Characters retired from IBIS receive an annual retirement pay equal to the number of terms they served times 10,000cr.

Aging: Due to monthly anagathic treatments, the Aging Table is never consulted for IBIS personnel. They literally remain 18 years old until they leave the service.

Action duty: Upon successful enlistment into IBIS, characters may volunteer for Action Duty, which is resolved following the procedure in the Mercenary booklet, with the following tables used as substitutes for those in the booklet.

IBIS MOS Table:

Roll of 1 = Gun Cbt; 2 = Blade Cbt; 3 = Hvy Wpns; 4 = Gunnery; 5 = Vat Suit; 6 = Zero-G Cbt; 7 = Battle Dress.

Note: DM + 1 if Dexterity is 10+. Character starts with Gun Cbt-3 plus one skill rolled for on above table.

IBIS General Assignment Table:

Roll of 1 = Special; 2 = Aciton; 3 = Action; 4 = Action; 5 = Action; 6 = Special.

For "Action" result, consult Action Assignment Table (below); for "Special" result, consult Special Assignment Table (below).

IBIS Action Assignment Table:

Dice roll of 2 = Hazardous duty; 3 = Hazardous duty; 4 = Raid; 5 = Espionage; 6 = Subversion; 7 = Training; 8 = Investigation; 9 = Espionage; 10 = Raid; 11 = Hazardous duty; 12 = Hazardous duty.

IBIS Assignment Resolution Table:

	Survival	Promotion	Skills
Training	4+		9+
Investigation	5+	12	8+
Subversion	6+	12+	7 +
Espionage	7+	11+	6+
Raid	9+	10+	5+
Hazardous duty	11+	9+	4+

Note: On Survival column, DM + 1 if Endurance 8+; DM +2 if Dexterity 9+; DM +3 if Intelligence 10+. DMs are cumulative.

On Promotion column, DM = character's current Intelligence level minus 8.

Ranking system: Unlike the other services that employ ranking systems, the ranks of IBIS have no title, simply the letter "R" followed by the rank attained. All characters start at R-0 and can advance as high as R-20. Characters can receive only one promotion per term, regardless of dice rolls.

IBIS Special Assignment Table:

Roll of 1 = Intensive Interrogation Training; roll one die, with the result equaling the Interrogation skill level which the character receives.

Roll of 2 = Assassination Training; a roll of 2 + on one die provides the following: Brawling, Blade Cbt, Gun Cbt, Demo.

Roll of 3 = Commando School (see Mercenary, page 5).

Roll of 4 = Protected Forces Training (see *Mercenary, page 5)*.

Roll of 5 = Intensive Combat Training; character receives training in Brawling, Blade Cbt or Gun Cbt (his choice). A die roll equals the skill level received in the chosen area.

Roll of 6 = Naval Training; character rolls one die and on a roll of 4+ receives the following skills: Pilot, Navigation, Computer; Gunnery, Ship's Boat and Vacuum Suit.

IBIS Skills Table:

Roll of 1 = + 1 Strength; 2 = + 1 Dexterity; 3 = + 1 Endurance; 4 = + 1 Intelligence; 5 = + 1 Education; 6 = + 1 Administration.

Modified roll of 7 = ATV, 8 = Air/Raft; 9 = Ship's boat; 10 = Pilot; 11 = Vat Suit; 12 = Gunnery; 13 = Gun cbt; 14 = Blade Cbt; 15 = Demo; 16 = Hvy Wpns.

Modified roll of 17 = Zero-G; 18 = survival; 19 = Forgery-2; 20 = Interrogation-2; 21 = Bribey-2; 22 = Gambling-2; 23 = Streetwise-2; 24 = Administration-2; 25 = Battle Dress; 26 = Any skill-3 or characteristic +3.

Note: DM + 1 per level of rank; PM may be. modified to any number lower than its present level, down to zero. Players may use IBIS MOS table instead of IBIS Skills Table to determine skills, if desired.
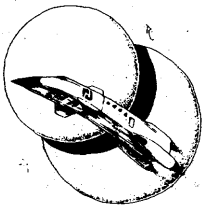
TRAVELLER
VARIANT 2

USEFUL SKILLS

Alexander von Thorn

In the game of Traveller, Administration skill is described as a skill to be used in dealing with bureaucracies. This is a useful ability, to be sure, but administrative ability is divided into several specialized areas which are also useful in the game. Therefore, whenever a character rolls Administration skill according to the character generation rules in Book 1 and in Mercenary, roll two dice, On a 6 or less, roll on the Administration chart (below) to determine which specific skill is learned. On a 7+, one may choose the skill desired.

Administration Chart: 1 = Secretary; 2 = Manager; 3 = Journalist; 4 = Market; 5 = Law; 6 = Accounting.

All types of Administration skill may be used to cut through red tape as described in Book 1. To get the benefit for raises and promotions, the character must have the skill(s) which are germane to his job. If a character has no Administration skill in a particular area, he does not get any of the benefits of that particular skill. For example, a character with Secretary and Manager skill but no Market skill would not get any benefit when rolling on the Actual Value Table in Book 2, p. 42. However, characters with a particular skill may add half of all their other Administration skills to their functional skill level in that area. The skills should be recorded as they are received so as to avoid confusion. Example: A character with Secretary - 3, Manager - 2, and Accountant -1 would have functional skill levels of Secretary -4 (4% rounded down), Manager +4, and Accountant -3.

Following are descriptions of all skills mentioned in this article:

Secretary— The character is familiar with shorthand, business correspondence, office procedures, and the use of alphanumeric keyboards (such as typewriters, keypunch machines, teletypewriters, etc.), dictation transcription machines, and filing systems, including computer filing systems.

Secretaries are essential to every office. A character applying for a secretarial job must roll a 9 +, with a DM-3 for having no skill at all and DM+2 for each functional level of skill. Most of the administrative jobs on cruisers or larger starships are secretarial jobs. These pay CR 500 per month. Landbound secretarial jobs pay better.

Secretarial skill may be added to Computer skill for the purpose of getting information from a computer. This is because secretaries are trained in the use of computer filing systems. The character gets this benefit even if he has no Computer skill at all. Obviously, this skill does not confer any ability to actually program a computer.

Individuals of high secretarial skill may apply for higher-paying jobs, such as personal secretary to some interstellar businessman, which would obviously mean lots of travel.

Manager— The character is experienced with office procedures, interviewing techniques, motivation, worker supervision, writing, and executive policy formation and decision making.

Managers are the core of every business and government organization and agency. Manager skill is a prerequisite for any executive, managerial, or supervisory position. Persons of high managerial skill will be hired for jobs with more responsibilities (also more pay, benefits, and possibly more travel).

Journalist— The character is skilled in interviewing techniques, writing, investigation, television reporting, and operation of newstape machines.

The journalist is an integral part of any advanced society. For a journalist to sell a story to a news service, he must roll 11 + on two dice, with the following modifiers: DM -3 for no Journalist skill, DM +1 for each level of skill, DM +1 for every two stones sold to that news service in the past twelve months, DM -2 for each service the story has already been sold to, and DM +2 for an exclusive story. The referee may apply other die modifiers for the nature of the story.

A news service will pay CR 50 per day spent working on the story, with a bonus of CR 50 per day spent in a combat area. They will also reimburse a journalist for any film or tape that they use (i.e. don't waste any!), and for any travel, medical or other expenses that are incurred in investigating the story.. See the section on Journalism (below).

Market— This skill involves sales and purchasing skills.

A character may use Market skill as a DM on the Actual Value Table when buying or selling items. Other types of Administration skill may not be used for this purpose if the character has no Market skill. Persons with a functional skill level of Market -3 and at least one year's experience in interstellar commerce may become interstellar purchasing agents for large firms. See also the section on Brokers and Advertisers (below)

Law— The character is skilled in legal procedures.

Understanding of the law is an extremely useful skill as the universe becomes increasingly more complicated. Because of the nature of an interstellar society, there will be many individuals in a Traveller universe who have legal skill, but no license to practice. Therefore, laws on most worlds allow non-lawyers with sufficient legal skill to perform many legal functions.

Persons with Law —1 may work as paralegals, who do much of the research and paperwork (such as land title searches and other document searches) necessary in legal work.

Persons with a functional skill level of Law -2 may work as legal consultants. These may advise clients on legal matters, do investigative groundwork, draw up some contracts and wills, and even prepare legal briefs, but they may not represent their clients in any legal capacity.

Individuals with a functional skill level of Law —3 may select an area of legal specialty, such as tax law or customs law (the varieties are endless). Each additional level of skill allows the person to select another level of specialty, either in the same area or another.

See the section on Bar Exams (below) about becoming a lawyer.

Accountant— The character is skilled in accounting, inventory, and shipping procedures.

Although accountants are vital to any organization, most accounting jobs are planet-bound occupations. These jobs pay well enough, but they are not usually interesting enough for Traveller characters. Large starships, however, usually hire an accountant or two, and the skill is also useful for shipping, cargo, and inventory clerks.

Other skills

The following skills may be developed according to the sabbatical rule in Book 2, p. 40, or according to the Skill Improvement rule on the following page, subject to the conditions specified. These are not Administration skills, and characters may not add half of their other Administration skills to their functional skill levels in these areas, or vice versa.

Photography— The character is skilled in the use of low-technology (levels 5-8) photographic equipment.

Any character may develop Photography skill, although it is most common among journalists. A character may not develop this skill to a level higher than his dexterity characteristic.

A character with Photography-1 may use still-photography equipment.

A character with Photography-2 may operate motion-picture cameras, including sound cameras.
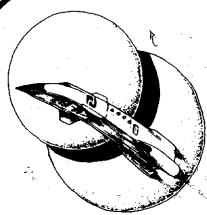
TRAVELLER
VARIANT 3

The 'Other' Options

Charles Ahner & Rick Stuart

Are you one of those Traveller players who always fails to make his character's enlistment roll by one? Do you consistently compound the problem by consigning an otherwise great character into limbo by drafting him into the "Other" Service branch? What do you do-Grin and bear it? Roll a new character? Seriously consider a game of checkers?

One way out of this dilemma lies in considering the "Other" service branch itself. The following variant is presented with the intent of expanding existing skill opportunities currently available, allowing non-military types specialized careers that can enable them to compete with their armed forces counterparts.

A'La Mercenary: This proposal divides the "Other" Service into six distinct categories: Academia, Administration, The Arts, Finance, and Politics. Players generate characters as per standard procedure, with the modifications listed below. Specialized skills are per category rolled for, in addition to regular PDT skills available as before. In addition in each category, one skill is designated as a Prime Requisite Skill (PRS) which can be utilized as a (+)DM for survival throws and as a handy modifier for reaction table checks as needed.

Given that the "Other" service branch represents the civilian equivalent in Traveller, characters in this branch appropriately place a greater emphasis on monetary rather than military gain. Accordingly, this variant proposes player use of "investments."

An investment here constitutes any activity(ies) oriented towards monetary rather than "skill" improvement. As such, in any given term wherein a player has made his/her survival roll that player may opt to "make an investment" in lieu of his standard skill roll. Upon mustering out, players may make additional Cash rolls on their Benefit Tables, corresponding to the number of investments held.

The investments accumulated are limited by one's PRS level, with one investment being permitted for every PRS level gained-and not before!

The "Other" Character: New Service Skill Definitions

Architecture- Expertise in design and construction. Specify skill in naval, industrial, or commercial areas.

Courtesan- A variety of skills oriented toward pleasing the opposite sex. (+ 1)DM on reaction table for each level 3 or above.

Entertainment- Various skills designating professional entertainer: singing, dancing, etc.

Finance- Business-management expertise: Treat as (+)DM for resale of merchandise on the Commercial Value Table, Booklet II.

Geology— Expertise in planetary surface analysis. Ability to recognize mineral deposits, surface abnormalities, etc.

Industry— Same as finance but at corporate level. Above level 2 treat as Finance DM but with +2 per level in place of +1.

Law— Familiarity with local civil codes. Also reflects "influence" over local officials. Use as (-)DM to avoid local police/official harassment.

Literature- Basic writing techniques.

Painting- Basic artistic ability.

Physics- Familiarity with physical sciences and related fields. Specify skill in mathematics, nuclear physics, astronomy.

Politics- Measure of political clout. Treat as (+ or -) DM when dealing with officials or other politicians against reaction table rolls.

Psychology- Science skill dealing with human behavior. May be used as DM against situations requiring crowd or riot control.

Cuisine- Expertise in exotic culinay preparation. Level 2 and above guarantees employment with nobility.

Scholarship- Basic research techniques involving evaluation of data.

Sculpture- Basic artistic skill.

Weaponry- R&D expertise in empire weaponry. Specify skill in following areas: Slug-throwers, Lasers, Plasma weapons, Missiles.

Note: Players gain basic combat skills one per each level above level 3 in their assigned field.

"Other" Service: Character Skill Tables

	Politics	Finance	The Arts	Academia	Admin.
Standard Service Skills					
1	+1 STR	Admin.	+1 Educ.	+1 Educ.	Brawling
2	Gn.Cmbt.	Gn.Cmbt.	Steward	Electrncs.	Gn.Cmbt.
3	Gn.Cmbt.	Bribery	Painting	Engineerng.	Blade
4	Jk-O-Trds.	Bribery	Literature	Medical	Gambling
5	Streetwise	Gambling	Entertain.	+ 1 Int.	Bribery
6	+ 1 Social	+ 1 Social	+ 1 Social	+ 1 Social	+ 1 Social
Advanced Skills					
1	Politics	Finance	Music	Scholarship	Admin.
2	Streetwise	Computer	Entertain.	Geology	Streetwise
3	Forge y	Electrncs.	Gambling	Psychology	Brawling
4	Bribery	Computer	Literature	Engineerng.	Gn.Cmbt.
5	+ 1 Social	Admin.	Courtesan	Medical	Gambling
6	+ 1 Social	+ 1 Social	Courtesan	Computer	Bribery
Advanced Education Skills (Education level 8 + only)					
1	Politics	Finance	Music	Scholarship	Admin.
2	Computer	Finance	Architect.	Physics	Forge y
3	Law	Industry	Quisene	Weaponry.	Computer
4	Law	Law	Sculpture	Weaponry.	Computer
5	Electrncs.	Industry	Architect.	Medical	Law
6	Law	+ 1 Social	Courtesan	Geology	Law

Underlined skills are Prime Requisite Skills for each branch and may be used as a +DM for survival throws in *addition* to the standard DM for Intelligence +.

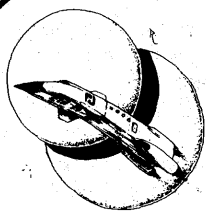All PDT Skills as per Book One available for all categories given above.

Tell them you saw it in The Dragon

TRAVELLER VARIANT 4

More Clout for Scouts

Anthony Previte
and
James Cavaliere

Since Mercenary and other material developing Traveller characters has been released, it only seems fair that the same thing should be done for the Scout service. The following is a system which gives more opportunities and abilities to those who join the Scouts.

Scout ranks, and the skills which are acquired upon reaching each rank, are as follows (listed low to high):

S1—Air/Raft Pilot (Air/Raft skill)
S2—Gunner (Gunnery skill)
S3—Medic (Medical skill)
S4—Science Officer (Science skill)
S5—Engineer (Engineering skill)
S6—Navigator (Navigation skill)
S7—Pilot (Pilot skill)

Note: when a character enters the Scout service, he does not receive Pilot (S7) skill, only Air/Raft (S1) skill as an Air/Raft Pilot When a character is promoted, he receives the skill which accompanies hi rank, unless he has already obtained it.

Expertise levels within each rank, and the levels of skill which they denote, are as follows:

Expertise Level 1—Beginner (enrolled in basic course).

Expertise Level 2—Qualified for starship duty, or working for a company, or for teaching.

Expertise Level 3—Technician level of proficiency.

Expertise level 4+—Scientific (professional) level of proficiency.

Note: Any character in the Science branch who reaches level 2 or 4 must teach for one year, but does not receive a fleet assignment. No character is permitted to stay beyond 5 terms, unless he does so as a teacher, and in that case he automatically receives Instruction-l.

Scout tables, and die modifiers (where applicable) are as follows:

Occupation Table
Branches

Die	Exploration	Patrol	Science
1	Gun Cbt	+1 Str	Medical
2	Vac Suit	Gun Cbt	Jack of all trades
3	Survival	Gun Cbt	Chemistry
4	Pilot	Pilot	Physics
5	Jack of all trades	Navigation	Biology
6	Navigation	Gunnery	Astronomy
7	Roll on Science table	Vac Suit	Cybernetics

Note: DM + 1 if world Tech is 12+

Skill Table

Die	Scout Life	Science	Command	Staff
1	+1 Intel	Biology	Grav vehicle	Grav vehicle
2	+1 Educ	Geology	Mechanical	Vac Suit
3	Gun Cbt	Psionics	Electronics	Navigation
4	+1 Dex	Astronomy	Jack of all trades	Mechanical
5	+1 Endur	Chemistry	Gunnery	Electronics
6	+1 Str	Physics	Medical	Jack of all trades
7	+1 Educ	Hyperatomics	—	—
8	+1 Intel	Cybernetics	—	—

Note: On Scout Life column, DM +1 for ranks S1, S2 or S5; DM +2 for ranks S6 or S7; DM +4 for ranks S3 or S4.

On Science Skill Table, a roll of 4+ awards DM +1 if Education is 9+; DM +2 if Intelligence is 9+.

Skill descriptions:

Chemistry, physics, geology, biology-Indicates proficiency in that particular field, with Special abilities obtained according to referee's discretion; for instance, a character qualified in chemistry could be capable of concocting a drug or other chemical once per month on a roll of 10+, with Exp used as a DM.

Astronomy—Indicates proficiency in astronomy. For every two points of Astronomy skill, character receives automatic Celestial Navigation-l (see description below).

Psionics—Indicates proficiency in psionics. Character will know how to give the test for psionics if he or she has an expertise level of 2 or higher.

Hyperatomics—Indicates proficiency in the field of jump principles.

Cybernetics—Indicates proficiency in the field of robot design and construction. If a character had Cybernetics-3 and Jack of all Trades-3, for instance, he could possibly build a robot.

Celestial navigation—Character has knowledge of the positions of the stars, so therefore can navigate without most usual navigation equipment However, this kind of navigation is not possible during a jump.

General Assignment Table

Die	Exploration	Patrol	Science
1	Command	Command	Command
2	Command	Command	Staff
3	Staff	Command	Science research
4	Staff	Staff	Science research
5	staff	Special	Science research
6	Special	Special	Science research
7	Special	Special	Special

Note: DM + 1 if Education 9+; DM -1 if bucking for command
Special: Roll on Special Assignment Table (below)

Fleet Assignment Table

Die	Exploration	Patrol	Science
2	Exploration	Raid	Research
3	Exploration	Raid	Research
4	Raid	Planet support	Research
5	Planet support	Planet support	Refit & repair
6	Patrol	Patrol	Refit & repair
7	Patrol	Patrol	Patrol
8	Fleet action	Patrol	Patrol
9	Planet support	Patrol	Fleet action
10	Exploration	Fleet action,	Exploration
11	Exploration	Raid	Exploration
12	Exploration	Raid	Research

TRAVELLER
VARIANT 5

BLACK HOLES!

James Hopkins

Most referees of Traveller, as well as of many other games, have had a run-in with this type of player: the pompous one who has high abilities and goes around shooting up your neat little empires and worlds that you have spent hours in developing. Black holes are a way to get back at players who act this way, and also a good exercise for all players. There is a way for the player to get out, but a lot of sweating, thinking, and just plain good luck will be needed if the player is to get out with his ship intact. That should teach the "super" players not to be so pompous!

Black holes are large fields of gravity which, supposedly, are sent out from a dwarf (a star which has used up all its resources, exploded, and then fallen in upon itself to make a very small sphere. It is so dense that a small particle of it would go through almost any type of metal simply by placing the particle on the metal.) whose gravitational pull is very great. All matter that is caught in this field is sucked toward the center of the black hole (the dwarf), leaving nothing but blackness.

To incorporate black holes into your game system, when making a subsector, roll for worlds as usual. If there are any hexes where there are no worlds or asteroids, and there is absolutely nothing within one hex (no worlds or other things in a hex adjacent to that hex), roll again (1d6). If you, roll a 6, there is a black hole in that particular hex. There will be no more than one black hole in one subsector, because of the havoc that would be wreaked by two black holes pulling and battling for matter, which would finally make the entire subsector a black hole.

Next, roll for the size of the black hole by rolling 2d6. Consult the table below for size and notes:

TABLE I: BLACK HOLE SIZES

Roll	Size of dwarf	Size of black hole*	GPDM**	Notes
2	1m diameter	100km diameter	-2	Very small field
3	2m diameter	200km diameter	-2	Small field
4-6	10m diameter	500km diameter	-1	Below average size
7-8	100m diameter	1,000km diameter	0	Average
9-10	250m diameter	2,500km diameter	+1	Above average size
11	500m diameter	5,000km diameter	+2	Large field
12	1 km diameter	10,000km diameter (1 hex)	+3	Huge field

*— including dwarf and its gravitational fields
**— Gravitational Pull DM (See Table II below)

After determining the size of the black hole, find the gravitational pull of the hole. Use this formula: Roll 2d6 and add or subtract the GPDM from Table I above.

TABLE II: GRAVITATIONAL PULL OF BLACK HOLES

Roll	Gtavitational Pull*	Notes
0-3	½ G	Strong enough to pull in asteroids and ships that have no engine power.
4-8	2 G	Generally pulls in all ships which have an acceleration factor of 2 G or less (see Table III below)
9-10	4 G	Generally pulls in all ships with acceleration factor of 3 G or less
11	6 G	Generally pulls in all ships with acceleration factor of 6 G or less
12	7 G	Without luck, practically any ship is a goner.

*— All gravitational pulls are expressed in Earth Gravities.

There are usually two precautions which can be used to spot black holes:

1) A simple program, which costs as much as a maneuver -1 program, that will detect, measure and steer clear of the hole from far enough away that the pull does not affect the ship. It will work in any ship's computer. Each time it is used, roll for a malfunction. The chance of a malfunction is rolling 11 or 12 on 2d6. The program can be installed into a computer in any type A or B space port Note: There will be no well-travelled commercial paths across the hole. Most commercial crafts have this program (roll 4+ on 2d6 to have the program).

2) A special technician, called a spotter, who is trained to note and steer away from black holes by using ship's equipment He can be hired when the rest of the crew is hired, but can only be hired on a type A port There is a chance, because of the demand for these technicians, that he will turn the offer down (roll 5 + to avoid this). If so, the hirer may raise the salary offer to try to get the spotter back. For each time that the hirer offers the spotter at least 500 CR beyond the original salary, roll again to see if the hirer is turned down, with the same chance of being turned down as above. The hirer may do this as many times as he wishes to or has the money for. The base salary for a spotter is 5000 CR. There is a slight chance that the spotter might not note the black hole (12 rolled on 2d6).

If a ship happens into a black hole, cross-index the acceleration factor of the starship with the gravitational pull of the black hole on Table III below:

TABLE III

GP	ACC. FACTOR					
	1	2	3	4	5	6
½	A	A	A	A	A	A
2	7	3	A	A	A	A
4	11	9	7	3	A	A
6	N	N	11	9	7	3
7	N	N	N	11	9	7

To read the table, find the symbol in the spot where the acceleration factor and the gravitational pull of the hole meet. If it is the letter A, the ship easily avoids the black hole. If N is at the spot, it can't avoid the hole. If a number is at the spot, that number or higher must be rolled on 2d6 to avoid the black hole.

If the starship does not avoid the hole, these tactics must be used: The ship must wait until it gets very close to the dwarf. Then it must fire into the dwarf with all the power it has, including weapons and lasers. This tactic works on a roll of 6+. If this does not work, there is a slight chance (10+) that the ship will actually go through the black hole and be deposited in a totally unknown subsector. If the ship does not get out of the hole either way, it hits the dwarf and is crushed. The above tactics, if successful, will create a "hole" in the black hole where there is no gravity, and where the ship can pass through.