Damage to ships gradually wears away their capabilities, but will not generally destroy them in one shot. The exception to this is the critical hit. If a critical hit is achieved, then the critical hit table is consulted with one die. The result is complete destruction or incapacitation of the indicated item. Unlike ordinary hits, the entire item is destroyed (crew is not necessarily killed, but is rendered unable to function).

SPECIAL SITUATIONS

The following are descriptions of several special situations and how they may be handled when they arise. In addition to the specific instructions given, they also serve as models for dealing with other special situations.

Decompression: Vessels depressurize their interiors before combat whenever possible, the passengers and crew resorting to vacc suits for safety and comfort. This procedure minimizes the danger due to explosive decompression as a battle result. In some cases, selected areas may remain pressurized (perhaps the hold, for the safety of delicate cargo) while other areas are depressurized.

Any number of areas in the ship may be depressurized in the span of one turn (1,000 seconds). Repressurization requires one turn. In practice, the following parts of the ship may be individually pressure regulated: engineering section, hold, bridge, staterooms (all as one group; on some ships, in groups of four or more), turrets (individually). The pilot controls depressurization from the bridge.

Hull hits result in explosive decompression if pressure has not already been lowered. Explosive decompression kills all persons in that section unless a vacc suit is available and put on immediately. Throw dexterity or greater to put on a vacc suit in an emergency; apply DMs of double vacc suit skill.

Abandon Ship: Should circumstances warrant, a ship may be abandoned using ship's vehicles or other methods. Military vessels (including exploratory vessels) can generally board the full passenger and crew complement of their ship's vehicles in one turn and launch them during the ordnance phase, provided those individuals perform no other activity during the turn. If individuals are encumbered by vacc suits, each boards in the first turn on a throw of 6+, boarding in the next turn if unsuccessful.

Non-military vessels require 1D turns to fully load all ship's vehicles. Crew members in the vehicles may elect to abandon ship without waiting for stragglers.

Individuals in vacc suits may abandon ship during the ordnance launch phase providing no other activity is performed during the player turn. Such persons may then be picked up by other ships or vessels. If no one is available to perform a rescue, then an attempt at landing on a local world is possible. A vacc suit can support its occupant for up to 21 one-thousand second turns; an additional air tank set will provide another 21 one-thousand second turns. A typical vacc suit is capable of one turn's acceleration at 1G before it runs out of fuel. A foamed atmospheric re-entry ablation shield (part of the vacc suit kit) can protect the individual while entering the atmosphere of a world if his velocity is no more than one range band per turn. Accident or mishap can occur during the process. Throw 7+ to survive provided all else is performed properly; allow a DM of + vacc suit skill.

Damage Control: Damage inflicted on starships in combat can be repaired or controlled by crew members during the battle. Especially in the case of player characters, expertise or skill in specific fields may be used to remove or repair damage. Usually, a throw of 9+ will repair one hit of damage, with skill serving as a positive DM. One repair attempt may be made per one-thousand second turn. Any part of a ship which has been completely destroyed cannot be repaired.

Repair Parts: Most malfunctioning or damaged items in a vessel can be temporarily repaired from the stock of emergency materials in the ship's stores. Malfunctions usually occur in terms of a specific assembly (ship's computer, jump drive, etc.), and the cost of the repair is based on the cost of the original assembly. After determining the cost of the assembly (from the component cost section of these rules), roll two dice: this indicates the cost of replacement of the item in 10% increments; allow a DM −2 if the repair installation will be made by ship's crew rather than a shipyard. Because the repair cost can run to 120% in some cases, complete replacement of the item is sometimes cheaper. In the case of minor malfunctions, DMs may be applied to the repair cost throw as considered appropriate. Repair parts cost of 0% is considered to be inconsequential.

STARSHIP ENCOUNTERS

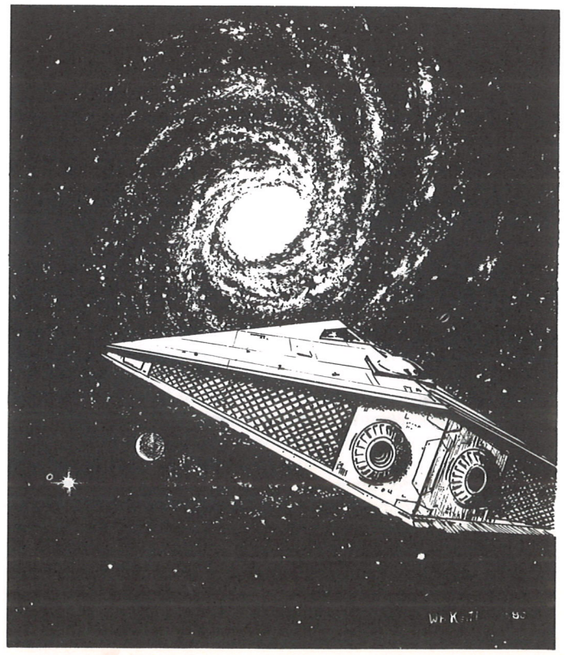
When a starship enters a system, there is a chance that it will encounter any one of a number of different ships going about their business. Very often, the exact encounter is the responsibility of the referee; for routine encounters, or for inspiration, the starship encounter table is provided.

The table classifies each system by the starport within it. Two dice are rolled and modified by the presence of scout or naval bases in the system. If a dash is shown on the table, then there is no encounter. The letter codes indicate the various types of standard design ships described earlier in this book. The referee should examine the specific type of ship involved and determine the precise nature of the encounter. Free traders may want to swap rumors and gossip; scouts may want information; patrol cruisers may want to inspect for smugglers.

The suffix P on any ship type can be construed as pirate; such a ship will probably attack or at least try to achieve a position where it can make the attempt.

It is also possible to encounter a variety of small craft in a system. If an asterisk appears on the table entry, a small craft has also been encountered. Roll one die and consult the standard small craft table. This encounter may occur before or after the large ship encounter.

The referee may want to use the reaction table from the chapter on encounters to determine the precise reaction of any type of ship and crew.



WORLDS

Pages 14-17 of the charts and tables booklet apply to this chapter.

The referee has the responsibility for mapping the universe before actual game play begins. The entire universe is not necessary immediately, however, as only a small portion can be used at any one time. In unsupervised play, one of the players can generate worlds and perform mapping on a turn by turn or adventure by adventure basis.

The universe is mapped in convenient segments, called subsectors. Each subsector is an area of hexagonal cells measuring eight hexes by ten hexes. Since the recommended scale is one parsec (3.26 light years) per hex, the subsector covers an area ten parsecs by eight parsecs. The subsector grid on the back cover of the charts and tables booklet is intended to be photocopied by the referee and filled in as worlds are generated. Additional copies can be made as mapping continues to other subsectors.

Sixteen subsectors (arranged in four rows of four subsectors each) form a sector, probably the largest size practical for a continuing **Traveller** campaign.

Mapping subsectors consists of two sequences: star mapping and world mapping. Star mapping examines each hexagon in the subsector grid and determines if there is a star system present. It also determines the presence or absence of starports, bases, and fuel for starships. All of this information is coded onto the subsector hexes and serves as a guide to the referee and to the players during interstellar travel. World mapping examines the single most important world in each system and determines the basic characteristics for it. This information is retained for use in adventures on the world surface.

STAR MAPPING

In order to create a subsector, the referee uses a blank subsector grid and dice to determine the presence of systems, starports, and bases. The system hex format table shows the coding and placement of information about worlds within a subsector. This format should be used to allow players and referees to note the information that would normally be available to them. The referee may elect to omit some information and only allow it to be inserted after the players have determined it themselves.

World Occurrence: There is a basic one-half chance normally that a world (and its attendant stellar system) will be in a hex. Systematically check each hex, throwing one die and marking the hex with a circle if the result is a 4, 5, or 6. This indicates that a world is present; otherwise, leave the hex blank.

The referee may elect to alter the normal chances of worlds, making them more frequent or less frequent to correspond to specific regions of the galaxy. This is easily accomplished by imposing a DM of +1 or −1 on the whole subsector or on broad areas within a subsector.

Starport Type: Many worlds have starports, their presence being essential to interstellar trade and commerce. Each world must be checked for its starport type; throw two dice for each world in the subsector and mark the world with the letter indicated on the system contents table.

The system contents table indicates one specific distribution of starports as a basis for star mapping. Just as the distribution of stars can be altered (as indicated in World Occurrence), the referee is also free to create other starport distributions.

Starports are further described in the starport types table. In many cases, starports will be accompanied by naval or scout bases and will have a wide range of facilities. In nearly all cases, a planet will consider that a starport is extraterritorial and not subject to local law but will also enforce strict entrance and exit controls.

Bases: Stellar systems may have bases for military forces, the navy, the scouts, or for other arms of interstellar government. The system contents table indicates the die throws for specific types of bases to be present at a world, depending on the starport type. If a base is present, it should be marked in the hex in accordance with the world format.

Gas Giants: A star system may have one or more gas giant planets (similar to Jupiter or Saturn). The presence of a gas giant allows streamlined starships to refuel by skimming; this eliminates fuel cost for the vessel and increases profit. It also allows refueling at systems that do not have starports. Refueling in this fashion generally requires a week. Fuel acquired by skimming is unrefined.

Gas giants are relatively common. As indicated on the system contents table, throw 10+ for a gas giant not to be present in the system. If one is present, mark the system's hex in accordance with the world format.

System Name: Each system is generally named for the primary world within. This name should be decided upon by the referee and placed in the hex for identification.

Travel Zones: Most worlds are assumed to be civilized or at least amenable to travellers and visitors. Some, however, are caught in the throes of war, plagued by disease, or simply not ready for interstellar visitors. Such worlds are classified by travel zones to denote such status. In most cases, the referee should indicate travel zones based on the information available. Two such zone types exist: amber and red.

Amber travel zones indicate that travellers should exercise caution when visiting such worlds. The amber code may mean that the citizens of the world are xenophobic, that the political situation is chaotic, or that some other danger exists within the system.

Red travel zones usually indicate that a major danger exists within the system. This danger may be disease and the world is quarantined. The system may be involved in a war, and surface or space battles may be probable. Red travel zones are also used to show a government edict prohibiting entry to the system or world. This may be to protect a local civilization which is still developing and not yet ready for interstellar contacts or to protect valuable resources until the government can mine them.

Communications Routes: Within the subsector, local governments will have established communications or trade routes connecting some (but not all) worlds. These routes serve as a conduit for messages between businesses and between governments as well as between people. They also serve as the basic routes that both liners and large freighters travel. The referee should examine the subsector map and connect key worlds with communications routes. If the subsector is an isolated community, the routes may not leave the map; if it is part of a larger confederation or empire,